Statistics for Objects (SE page 151)

Object	DR[1]	Hit Points	Damage Threshold	Strength (Break DC[2])
Manufactured Objects				
Fine (comlink)	–	1	5	1 (10)
Diminutive (datapad)	–	1	5	1 (10)
Tiny (computer)	–	2	5	1 (10)
Small (storage bin)	2	3	6	4 (12)
Medium (desk)	5	5	10	10 (15)
Large (bed)	5	10	20	10 (15)
Huge (conference table)	10	10	35	20 (20)
Gargantuan (small bridge)	10	20	55	40 (30)
Colossal (house)	10	30	85	80 (50)
Tools and Weapons				
Computer console	–	5	10	10 (15)
Weapon, Tiny (hold-out blaster)	5	2	10	10 (15)
Weapon, Small (blaster pistol)	5	5	12	15 (17)
Weapon, Medium (blaster rifle)	5	10	15	20 (20)
Weapon, Large (heavy blaster rifle)	10	10	17	25 (25)
Weapon, Huge (E-Web)	10	20	30	30 (30)

1 *Lightsabers ignore an object's damage reduction.*
2 *The DC of the Strength check to disable the object.*

Object	DR[1]	Hit Points	Damage Threshold	Strength (Break DC[2])
Bindings				
Mesh tape	–	1	15	20 (20)
Liquid cable	–	2	19	28 (24)
Syntherope	–	4	20	30 (25)
Chain	10	5	26	32 (26)
Binder cuffs	10	20	25	40 (30)
Locks				
Cheap	–	1	5	1 (10)
Average	2	5	10	10 (15)
Good	5	10	15	20 (20)
High security	10	120	30	50 (35)
Ultrahigh security	20	150	35	60 (40)
Barriers				
Metal bars (2 cm thick)	10	30	25	40 (30)
Permacrete wall (30 cm thick)	10	150	30	50 (35)
Metal wall or hull (15 cm thick)	10	150	35	60 (40)
Wooden door (5 cm thick)	5	25	10	10 (15)
Metal door or airlock (5 cm thick)	10	50	30	50 (35)
Blast door (50 cm thick)	10	750	40	70 (45)

Statistics for Substances (SE page 152)

Substance	DR	Hit Points
Paper (flimsiplast, durasheet)	–	1
Rope (syntherope, liquid cable)	–	1 per cm of thickness
Soft plastic (synthmesh, synthleather)	–	1 per cm of thickness
Glass (duraplex, plastex)	–	1 per cm of thickness
Ice or delicate crystal	–	1 per cm of thickness
Ceramic (ceramisteel)	–	1 per cm of thickness
Hard plastic (duraplast, plasteel)	2	2 per cm of thickness
Wood (synthwood or any natural variety)	5	5 per cm of thickness
Light metal (transparisteel)	5	5 per cm of thickness
Stone (permacrete, ferrocrete)	10	5 per cm of thickness
Metal (durasteel, quadanium steel)	10	10 per cm of thickness
Heavy metal (duranium, lanthanide)	10	15 per cm of thickness
Exotic metal (neutronium, Mandalorian steel)	20	20 per cm of thickness

Restricted Objects (SE page 119)

Restriction Rating	License Fee[1]	Black Market Cost	Skill DC	Time Required
Licensed	5%	×2	10	1 day
Restricted	10%	×3	15	2 days
Military	20%	×4	20	5 days
Illegal	50%	×5	25	10 days

1 *The license fee is given as a percentage of the licensed object's base cost.*

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Weapon Ranges (SE page 129)

Type of Ranged Weapon	Point Blank (No Penalty)	Short (–2 Attack)	Medium (–5 Attack)	Long (–10 Attack)
Heavy weapons	0–50 squares	51–100 squares	101–250 squares	251–500 squares
Pistols	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Rifles	0–30 squares	31–60 squares	61–150 squares	151–300 squares
Simple weapons[1]	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Thrown weapons[2]	0–6 squares	7–8 squares	9–10 squares	11–12 squares

1 *Includes bows, slings, and energy balls hurled from atlatls and cestas.*
2 *Includes grenades and thrown melee weapons such as spears and lightsabers.*

Actions

ACTION NAME	TYPE
Activate item	Swift
Aid another	Standard
Aim	2 swift actions
Attack an object	Standard
Attack with a melee/ranged weapon	Standard
Catch a second wind	Swift
Charge	Standard
Coup de grace	Full round
Disarm	Standard
Draw/holster concealed item	Standard
Draw/holster weapon	Move
Drop an item	Swift
Fall prone	Swift
Fight defensively	Standard
Full attack	Full round
Grab/grapple	Standard
Manipulate item	Move
Recover	3 swift actions
Run	Full round
Stand up from prone	Move
Switch weapon mode	Swift
Withdraw	Move

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Combat Modifiers

CONDITION OF TARGET	MODIFIER
Disabled/Unconscious	Target is considered helpless
Flanked	You gain a +2 on melee attacks against the target
Flat-footed	Target is denied Dexterity bonus to Reflex Defense
Has concealment	You take a -2 penalty to attack rolls/-5 penalty to Perception checks against the target
Has cover	Target gains +5 cover bonus to Reflex Defense
Has improved cover	Target gains +10 cover bonus to Reflex Defense
Has total concealment	You take a -5 penalty to attack rolls/-5 penalty to Perception checks against the target
Has total cover	Target cannot be attacked
Helpless	Target is prone and denied Dexterity bonus to Reflex Defense
Prone	You gain a +5 bonus to melee attacks/-5 penalty to ranged attacks against the target

Condition Track (SE page 149)

Normal state (no penalties)

-1 step ↕ +1 step

-1 penalty to all defenses;
-1 penalty on attack rolls, ability checks, and skill checks

-1 step ↕ +1 step

-2 penalty to all defenses;
-2 penalty on attack rolls, ability checks, and skill checks

-1 step ↕ +1 step

-5 penalty to all defenses;
-5 penalty on attack rolls, ability checks, and skill checks

-1 step ↕ +1 step

Move at half speed; -10 penalty to all defenses;
-10 penalty on attack rolls, ability checks, and skill checks

-1 step ↕ +1 step

Helpless (unconscious or disabled)

Vehicle Actions

ACTION NAME	TYPE
All-out movement	Full round
Attack run	Standard
Attack with a vehicle weapon	Standard
Avoid collision	Reaction
Dogfight	Standard
Full stop	Swift
Increase vehicle speed	Swift
Move	Move
Raise/lower shields	Swift
Ram	Full round
Recharge shields	3 swift actions
Reroute power	3 swift actions

Size

SIZE	EXAMPLE	REFLEX DEFENSE MOD	FIGHTING SPACE
Fine	Insect	+10	<1 square
Diminutive	Grenade	+5	<1 square
Tiny	Mouse droid	+2	<1 square
Small	Jawa	+1	1 square
Medium	Human	+0	1 square
Large	Speeder bike	-1	2×2 squares
Huge	Landspeeder	-2	3×3 squares
Gargantuan	ARC-170	-5	4×4 squares
Colossal	Space transport	-10	6×6+ squares

Vehicle Weapon Ranges (SE page 188)

	CHARACTER SCALE (IN SQUARES)				STARSHIP SCALE (IN SQUARES)			
WEAPON TYPE	POINT BLANK	SHORT	MEDIUM	LONG	POINT BLANK	SHORT	MEDIUM	LONG
Blaster cannon	0–120	121–240	241–600	601–1,200	0–1	2	3–4	5–8
Ion cannon	0–300	301–600	601–1,500	1,501–3,000	0–2	3–4	5–10	11–20
Laser cannon	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Missile or torpedo	0–450	451–900	901–2,250	2,251–4,500	0–3	4–6	7–15	16–30
Point-defense[1]	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Tractor beam[1]	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Turbolaser[1]	0–600	601–1,200	1,201–3,000	3,001–6,000	0–4	5–8	9–20	21–40

1 *This weapon can be mounted only on a vehicle of Colossal (frigate) size or larger.*

Sample Skill DCs

Task Difficulty	DC	Example
Very easy	0	Notice a Large creature
Easy	5	Climb a knotted rope
Medium	10	Gather local news and rumors
Tough	15	Perform first aid
Challenging	20	Sabotage an electronic device
Formidable	25	Escape binder cuffs
Heroic	30	Jump a 10-meter chasm
Superheroic	35	Climb an overhanging balcony in the rain
Nearly impossible	40	Convince a Sith Lord that you are his trusted lieutenant's replacement.

Average Skill Bonuses

Skill Bonus	Skill Level
+0 and lower	Common citizen; no significant training
+1 to +5	Has some natural aptitude or training
+6 to +10	Among the best in the city or on the continent
+11 to +15	Among the best on the planet or in the system
+16 to +20	Among the best in the sector
+21 to +25	Among the best in the region (Core, Mid-Rim, etc.)
+26 and higher	Among the best in the galaxy

Climb Check DCs (SE page 64)

DC	Example Wall or Surface
0	Slope too steep to walk up; knotted rope with a wall to brace against.
5	Rope with a wall to brace against or a knotted rope, but not both.
10	Surface with ledges to hold onto and stand on, such as a very rough wall.
15	Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
–	Perfectly smooth, flat, vertical surfaces cannot be climbed.
–10*	Climbing inside an air duct or other location where you can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

* *These modifiers are cumulative; use any that apply.*

Attitude Steps (SE page 71)

Attitude	The Creature . . .	Check Mod
Hostile	Takes risks to harm you, usually attacking on sight	–10
Unfriendly	Wishes you ill but won't go out of its way to harm you	–5
Indifferent	Regards you as neither a threat nor an ally and probably doesn't attack you	–2
Friendly	Wishes you well but won't take life-threatening risks on your behalf	+0
Helpful	Takes risks to help you	–

Computer Attitude Steps (SE page 76)

Attitude	The Computer . . .	Check Mod
Hostile	Treats you as a hostile intruder and attempts to trace your location and isolate your connection.	–10
Unfriendly	Treats you as an unauthorized user and blocks your access to its programs and information.	–5
Indifferent	Treats you as a guest or visitor and grants you access to nonsecret programs and information (as long as this does not conflict with previous commands).	–2
Friendly	Treats you as an authorized user and grants you access to any programs and nonsecret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	+0
Helpful	Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	–

Deceptions (SE page 69)

Deception	Check Modifier	Description
Simple	+5	A simple deception works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand.
Moderate	+0	A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need.
Difficult	–5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.
Incredible	–10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.
Outrageous	–20	An unlikely deception is almost too unlikely to consider or requires material you just don't have.

Perception DCs

Size	DC	Size	DC	Size	DC
Colossal	–15	Large	0	Tiny	15
Gargantuan	–10	Medium	5	Diminutive	20
Huge	–5	Small	10	Fine	25

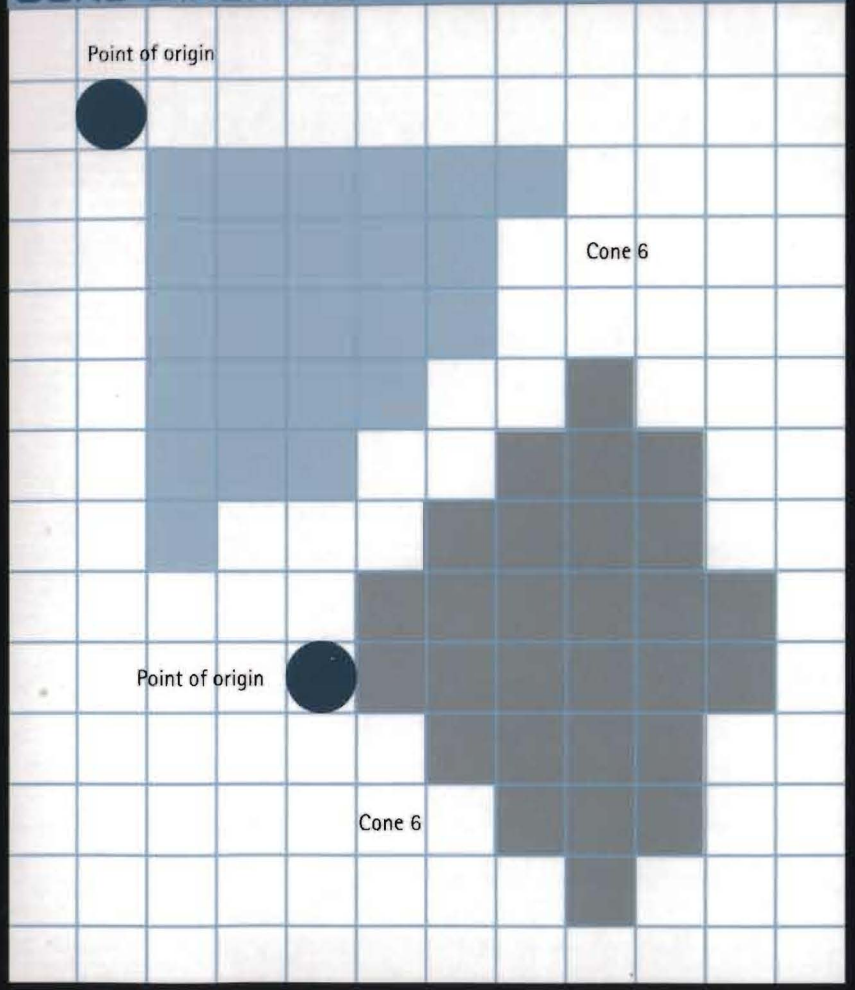
Gather Information DCs

Information	DC	Time
General	15	1 minute
Specific	20	10 minutes
Private	25	1 hour
Secret	30	8 hours

Treat Injury DCs

Task	DC
First aid	15
Surgery (heal damage)	20
Surgery (install cybernetics)	20
Revivify	25

Cone Diagrams



Force Powers

NAME	TIME	TARGET	SPECIAL
Battle Strike	Swift	You	–
Dark Rage	Swift	You	Dark Side
Farseeing	Full Round	One target you have met	–
Force Disarm	Standard	One target within 6 squares and line of sight	–
Force Grip	Standard	One target within 6 squares or line of sight	–
Force Lightning	Standard	One target within 6 squares and line of sight	Dark Side
Force Slam	Standard	One target within 6 squares and line of sight	–
Force Stun	Standard	One target within 6 squares or line of sight	–
Force Thrust	Standard	One target within 12 squares and line of sight	–
Mind Trick	Standard	One target within 12 squares and line of sight	Mind-affecting
Move Object	Standard	One target within 6 squares or line of sight	–
Negate Energy	Reaction	One energy attack against you	–
Rebuke	Reaction	One Force power directed at you	–
Sever Force	Standard	One Force-using creature with a Dark Side Score of 1+ within 12 squares and line of sight	Light Side
Surge	Free	You	–
Vital Transfer	Standard	One creature touched	Light Side

Force Points (SE page 83)

CHARACTER LEVEL	NUMBER OF DICE ROLLED
1st–7th	1d6
8th–14th	2d6*
15th or higher	3d6*

** Count only the highest die result.*

Experience Point Awards (SE page 248)

CHALLENGE LEVEL	XP AWARD[1]	CHALLENGE LEVEL	XP AWARD[1]	CHALLENGE LEVEL	XP AWARD[1]
0	0	7	1,400	14	2,800
1	200	8	1,600	15	3,000
2	400	9	1,800	16	3,200
3	600	10	2,000	17	3,400
4	800	11	2,200	18	3,600
5	1,000	12	2,400	19	3,800
6	1,200	13	2,600	20	4,000

1 *Divide the XP award by the number of heroes in the party to determine how many XP each hero receives. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than their character level – 5.*





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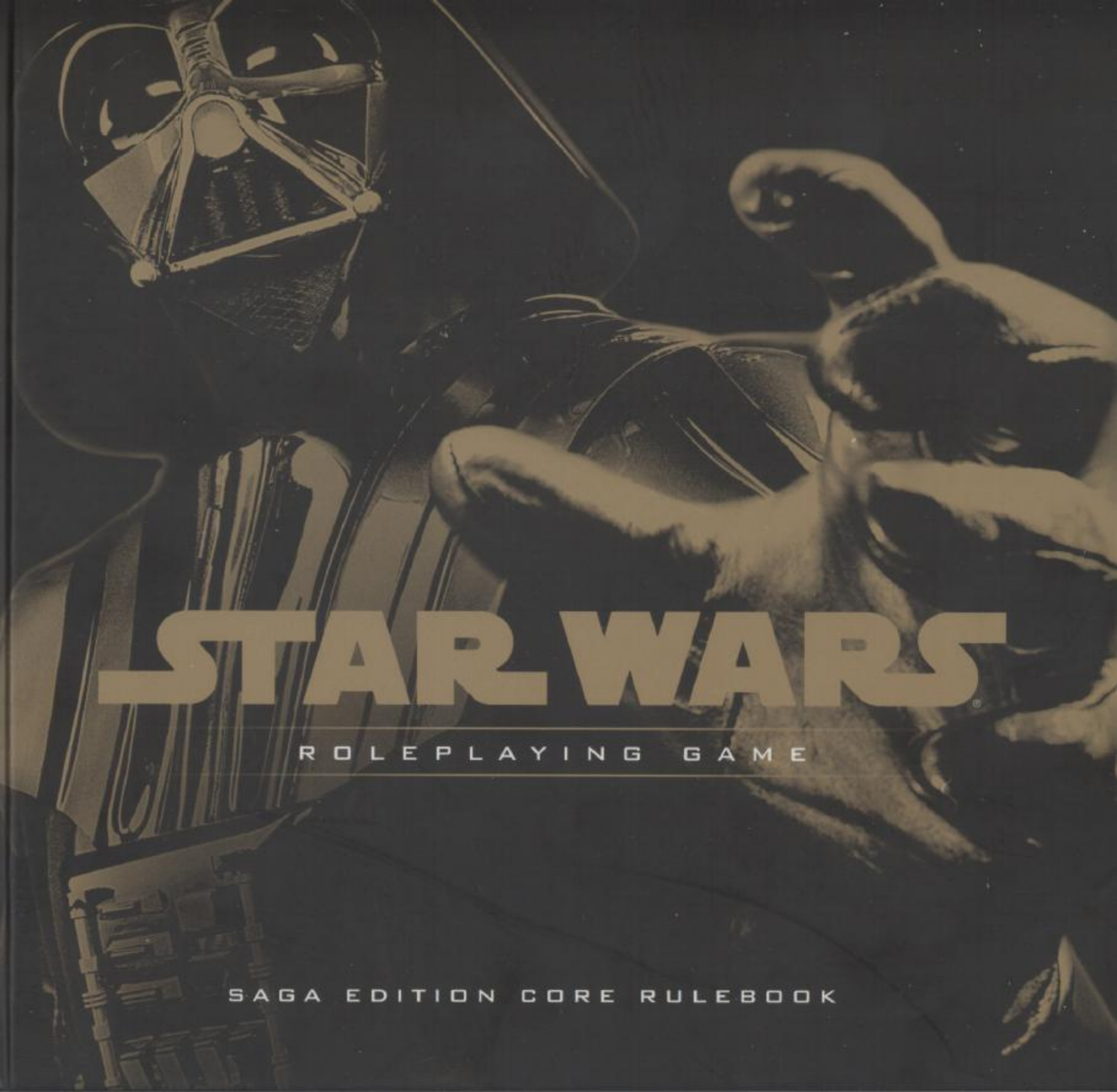
STAR WARS
ROLEPLAYING GAME
SAGA EDITION CORE RULEBOOK

STAR WARS®

ROLEPLAYING GAME

Saga Edition

Revised Core Rulebook

CHRISTOPHER PERKINS, OWEN K.C. STEPHENS, RODNEY THOMPSON

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Welcome to the latest edition of the *Star Wars Roleplaying Game*. Whether you're an experienced player or new to the game, you're in for a real treat.

Why the new edition? First and foremost, we wanted the "definitive" core rulebook to encompass all six feature films—something that wasn't possible until after the release of Episode III: *Revenge of the Sith* in 2005. Secondly, Wizards of the Coast had stepped away from the roleplaying game for a few years to focus on the *Star Wars Miniatures Game*. After the successful launch of the miniatures line, we knew that we wanted a roleplaying game rulebook that embraced our pre-painted plastic miniatures—over 500 of them and counting. And what a great opportunity to give *Star Wars Miniatures Game* players another way in which to use their miniatures! Lastly, we wanted to make good on a promise to treat this game as a living document shaped by fan feedback and the latest breakthroughs in game design. Like the *Star Wars* saga itself, the game evolves.

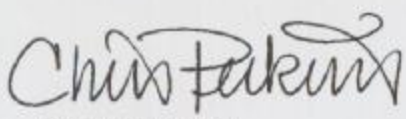
So, here it is: the first roleplaying game rulebook to span the complete *Star Wars* film saga. What else could we call it but the Saga Edition?

This rulebook doesn't change how roleplaying games are played: You still need those wacky dice, your imagination, a love for all things *Star Wars*, and a few good friends. However, it boldly reinvents the game by allowing players to customize their characters in ways never before possible. Characters gain access to more feats as well as new suites of talents. Every level gained promises something new and exciting. We've even taken a few pointers from the miniatures game and streamlined the combat rules. We've also simplified the skill system and devised Force rules that feel more elegant and true to the *Star Wars* milieu.

The book incorporates Episode III content (of course!) as well as a few surprises. Like its predecessors, the Saga Edition rulebook promises new adventures in the *Star Wars* galaxy and delivers a rules system that doesn't apologize for breaking new ground.

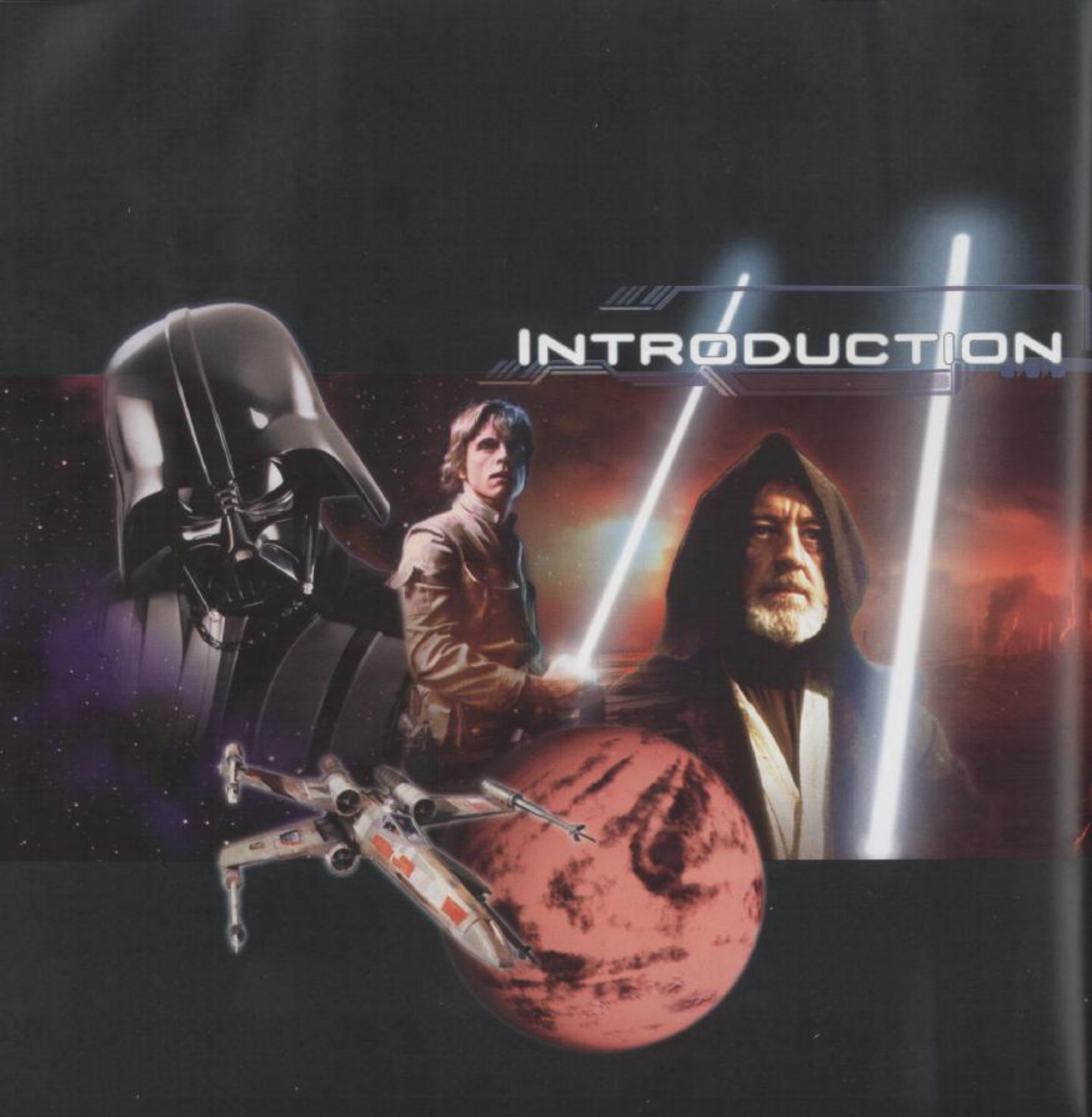
Believe it or not, it's been thirty years since George Lucas gave us his first film in the *Star Wars* saga. I was 9 years old when the movie premiered on May 25, 1977. Truth be told, I was the boy on my block with the *Star Wars* posters tacked to his bedroom walls, shelves lined with *Star Wars* action figures, and yes, *Star Wars* bed sheets. Many of the "dry years" between Episode VI and Episode I were spent playing electronic games such as X-Wing, TIE Fighter, and Dark Forces. Somewhere along the way, I became an adult, and shortly before the release of *The Phantom Menace*, I rekindled my passion for *Star Wars* and unleashed my inner child by becoming the editor-in-chief of *Star Wars Gamer* magazine. In this role, I was able to meet the people behind the *Star Wars* legacy, even work with them. I visited Skywalker Ranch, read film scripts stamped "confidential," attended conventions, followed Peter Mayhew around like a happy little dog, and enjoyed frequent behind-the-scenes glimpses of filmmaking magic. It stuns me to think of how much *Star Wars* has remained a part of my life in spite of all of the things that can occupy one's time.

Thirty years—what a cause for celebration! Perhaps for this reason alone, the time seemed right to revisit this great game, make it better, and give it a facelift. I'm as proud of this book as anything I've worked on, and I've been doing game design since I was seventeen. As a follow-up, Wizards of the Coast plans to unveil more products in its new line of roleplaying game supplements and accessories. I hope you're as excited by them as I am. More importantly, I hope this book fills many of your evenings and weekends with adventure, laughter, and fond memories of a galaxy far, far away.



Christopher Perkins
January 7, 2007

INTRODUCTION





The *Star Wars* films depict an amazing galaxy of strange aliens, wondrous machinery, mystical powers, epic struggles, great heroes, and terrible villains. From the moment the first Star Destroyer blazed across the screen, the story of *Star Wars* captivated the world. With this game, you can re-create the story of the films or craft your own adventures in the *Star Wars* universe. All you need is some dice, a few friends, and your imagination.

This Is Star Wars

Blasters; X-wing starfighters; lightsabers; clone troopers; the Force. . . .

Star Wars is space fantasy at its best, full of action, adventure, and a sense of wonder. The heroes are larger than life. The villains are utterly evil. The universe has a lived-in, well-used look and feel to it. It's a familiar story, but it's never been told quite this way before. It has mythic elements that speak to the heart of the audience. It's epic in scope; everything appears on a grand scale. And it's fun. Vehicles move very fast. Things blow up. We want to cheer for the good guys and boo the bad guys. And, sometimes, we want to be a part of that faraway galaxy.

This Is a Roleplaying Game

It's a game of your imagination, where you get to tell stories by taking on roles of the main characters—characters you create. It's a game that offers a multitude of choices to those characters—more choices than even the most sophisticated computer game, because the only limit to what you can do is what you can imagine. The story is like a movie, except all of the action takes place in your imagination. There's no script to the movie (other than a rough outline used by the Gamemaster); you decide what your character says and does. The Gamemaster is the director and special effects designer, deciding what the story is about and taking on the roles of all the other characters—the villains, the extras, the special guest stars. The Gamemaster also keeps track of the rules, interprets the outcome of actions, and describes what happens. Together, players and Gamemaster create a story, and everybody has a great time.

This Is the Star Wars Roleplaying Game

Combine the fabulous elements of the *Star Wars* universe with the imagination-powered engine of a roleplaying game, and the faraway galaxy draws nearer. Everything you need is in this book except the dice. Check out The Basics, starting on page 9, to get an idea of the fundamentals of the game.

When you're ready, flip through the rest of this book. It offers a wealth of options, allowing you to play in any *Star Wars* era. It lets you play the good guys, the bad guys, or the guys in between if you want to add a little ambiguity to an otherwise black-and-white universe.

When you play the *Star Wars Roleplaying Game*, you create a unique fictional character that lives in the imaginations of you and your friends. One person in the game, the Gamemaster (GM), controls the villains and other people who live in the *Star Wars* universe. Through your characters, you and your friends face the dangers and explore the mysteries that your Gamemaster sets before you.

Anything is possible in the *Star Wars Roleplaying Game*. You can have your character try anything you can think of. If it sounds good and the dice fall in your favor, the action succeeds. The Basics section has more details.

Now, get ready. It's a long time ago in a galaxy far, far away. And the Force is with you. Enjoy!

Characters

Your characters are the stars of the movie, the main characters in the game. We sometimes refer to them as "heroes," not in the "good guy" sense per se, but in the sense of the main protagonists of the story. Each character's imaginary life is different. Your character might be . . .

- A tough blaster-for-hire.
- A Padawan learner seeking to gain power in the Force.
- A brash starfighter pilot.
- A gambler looking to make the next big score.
- A grizzled spacer making a living on the space lanes.
- A smuggler with a heart of gold.
- A young senator from a prosperous world.
- A Rebel spy.
- A Jedi Knight wielding a lightsaber in defense of the Republic.
- A galactic scout exploring the hyperspace lanes.
- A soldier trained for war in the Outer Rim.
- Or any other kind of character you can imagine.

What You Need to Play

Here's what you need to start playing the *Star Wars Roleplaying Game*:

- This book, which tells you how to create and play your character.
- A copy of the character sheet (on page 287)
- A pencil and scratch paper.
- One or two four-sided dice (d4), four or more six-sided dice (d6), an eight-sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).
- A miniature from the *Star Wars Miniatures Game* line to represent your character.
- A battle map with 1-inch squares to put your miniature on.

Players should read the front sections of this book, the parts dealing with character creation, skills, feats, and equipment. The rest of the book is for the Gamemaster, providing advice for running the game, opponents to throw at the players' characters, and a few starting points for adventures.

Dice

The rules abbreviate dice rolls with phrases such as "4d6+2," which means "four six-sided dice plus 2" (generating a number between 6 and 26). The first number tells you how many dice to roll (all of which are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

3d6: Three six-sided dice, generating a number from 3 to 18. This is the amount of damage that a blaster pistol deals.

2d8: Two eight-sided dice, generating a number from 2 to 16. This is the amount of damage that a lightsaber deals in the hands of a 1st-level Jedi.

The Three Eras of Play

The *Star Wars Roleplaying Game* supports adventures and campaigns set in many different eras, three of which are described in detail in this book. You can set your campaign in the time of the prequel movies (Episodes I–III). Known as the Rise of the Empire era, this is a period when the Republic's power is waning, war grips the galaxy, and the Jedi Council still holds sway over ten thousand Jedi Knights. This time period pre-dates the Empire but includes the tumultuous Clone Wars.

Or, you can go forward in time to the classic period of galactic civil war and play in the Rebellion era, when the power of the Empire is supreme and those capable of using the Force are few and far between. This is the time described in the original *Star Wars* films (Episodes IV–VI).

Or, jump to a time twenty years after the Battle of Endor and participate in the events surrounding the invasion of the galaxy. Aliens from beyond the edge of known space have begun an incursion into the New Republic as forces conspire to threaten the hard-won peace in the era of The New Jedi Order (as described in the Del Rey Books novel series).

In addition, the rules in this book can be used to support campaigns set in other eras. For example, in the distant past the Jedi and Sith warred for the fate of the galaxy, as described in Dark Horse Comics' *Tales of the Jedi* and *Knights of the Old Republic* series, as well as the *Knights of the Old Republic* video game series. Alternately, you may choose to set your game in the Legacy era, as popularized in Dark Horse Comics' *Legacy* series: Forty years after

The New Jedi Order era, the Empire has once again risen to power and the Sith have regained control of the galaxy. Although these time periods are not explicitly covered in this book, the rules herein can be used as a basis for play in these eras.

The Basics

A long time ago in a galaxy far, far away . . .

With this compelling phrase, every *Star Wars* film thunders onto the screen. These epic movies enthrall us with a mix of space fantasy, high adventure, and mythology. We thrill to the adventures of Luke Skywalker and Han Solo, Qui-Gon Jinn and Obi-Wan Kenobi, Anakin Skywalker and Padmé Amidala. We imagine ourselves piloting X-wing starfighters down the Death Star trench or engaging in fight-to-the-death lightsaber duels with Darth Maul, Count Dooku, or General Grievous.

With the *Star Wars Roleplaying Game*, you can experience this epic saga in a whole new way. Imagine yourself as a Jedi in training or a Republic Senator, a brave starfighter pilot or a powerful Wookiee. Whether you want to be a player or the Gamemaster, this book is your portal to the action-packed *Star Wars* galaxy.

The Core Mechanic

The *Star Wars Roleplaying Game* uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or "d20"). To determine whether your character succeeds at a task (such as an attack or the use of a skill), you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number, you fail.

The Gamemaster

When you play the *Star Wars Roleplaying Game*, you're participating in an interactive story. Players take on the roles of unique characters, called heroes. One player serves as the Gamemaster, a combination director, narrator, and referee. The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the players' heroes encounter in each adventure. If you're the GM, you should read through all sections of this book; you don't need to memorize it, but you do need to have an idea of where to find things once play begins.

Heroes

If you're a player, you take the role of a hero—one of the "stars" of the *Star Wars* saga that you, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

For more information on character creation, see page 13.

Game Play

This overview gives you enough of the basics to get a feel for how this roleplaying game works. The chapters that follow take these basic concepts and expand upon them.

Important! You don't have to memorize the contents of this book to play the game. It's a game, not homework. Once you understand the basics, start playing! Use this book as a reference during play. The table of contents and index should help you find a specific topic easily. When in doubt, stick to the basics, keep playing, and have fun. You can always look up an obscure rule after your game session ends, but remember that you don't have to sweat the details in the middle of play.

Rolling Dice

We've already explained the basic rule that forms the foundation of the game—roll a d20, add a modifier, and try to get a result that's equal to or greater than the target number. Whenever your character tries to accomplish something significant, the GM asks you to roll a d20.

Important! Not every action requires a die roll. Roll dice in combat and other dramatic situations when the success of an action is in doubt.

The d20 is used to determine results in combat and when making skill checks and ability checks. In other words, the d20 determines whether or not you succeed at an action.

The other dice (d4, d6, d8, d10, and d12) are used to determine what happens after you succeed. Usually, the other dice come into play after making a successful attack roll to determine how much damage the attack deals to the target.

A Game Session

In the *Star Wars Roleplaying Game*, the Gamemaster and players get together to tell a story through the play of the game. We call these group-created stories "adventures." A *Star Wars* adventure features plenty of action, lots of opportunities for combat, cool villains, epic plots, and a sense of wonder and grandeur.

Typically, the game consists of adventures that resemble episodes in the movie saga. One adventure might play out in a single game session; another might stretch across several evenings of play. A session can last as long as

you're comfortable playing, from as short as one hour to as long as a 12-hour marathon. Most groups get together and play for two to four hours at a time. The game can be stopped at any time and restarted when the players get back together.

Each adventure consists of interrelated scenes. A scene might feature some kind of challenge or roleplaying encounter, or it could revolve around combat. When there's no combat going on, play is much more casual. The GM describes the scene and asks the players what their characters do. When combat breaks out, game play becomes more structured, and the action takes place in rounds.

What Characters Can Do

A character can try to do anything you can imagine, just so long as it fits the scene the GM describes. Depending on the situation, your character might want to:

- Listen at a door
- Use a computer terminal
- Explore a location
- Converse with an alien
- Bargain with a merchant
- Intimidate a thug
- Talk to an ally
- Pilot a vehicle
- Search for a clue
- Bluff an official
- Repair an item
- Swing across a repulsorlift shaft
- Move
- Duck behind a bulkhead
- Attack an opponent

Characters accomplish these things by making skill checks, ability checks, or attack rolls, all of which entail a modified d20 roll.

What's Next?

If you're new to roleplaying games, you might be wondering how to proceed. After you've read over these basics to get an understanding of the game, check out The First Game Session (see below). This example of play provides some insight into how a roleplaying game session plays out. Then review the first few chapters of the book. When you're ready, use the Character Creation overview (page 13) and a copy of the character sheet from the back of the book to create a character. (You can also download a copy of the character sheet from our website at **www.wizards.com/starwars**.) When you, your Gamemaster, and the other players are ready, start playing!

Setup

After you've created a hero, get together with the rest of your gaming group for your first adventure. Prior to this, the GM has developed a storyline for the adventure. She might buy a complete, ready-to-play adventure or grab one off of the Internet. Alternately, the GM might develop one using the guidelines in Chapter 14: Gamemastering.

Pick an evening or a weekend afternoon or some other convenient time when you and your friends can spend a few hours playing the *Star Wars Roleplaying Game*. Decide on how much time you want to spend playing. (Two to four hours is a good length for a game session.)

Where should you play the game? Anywhere that's comfortable. The place should have a flat surface to roll dice on, such as a kitchen table. The GM sits so that the other players can't look over her shoulder or peek at her adventure notes. She needs enough room to spread out the rulebook and any other materials she might have for the game session, including other *Star Wars* books, a battle map, miniatures, a pencil or pen, dice, and her adventure notes.

General Advice

The first couple of game sessions you play might be a little uneven as everyone learns how the game works and gets comfortable with the idea of roleplaying. Remember that these rules are guidelines, a framework and structure for playing *Star Wars* adventures in a roleplaying game environment. A roleplaying game is a living game; it evolves and develops as you play it. If something isn't working for your group, and the entire group agrees, make a change. But wait until you've played a few times with the official rules before you decide to tinker.

The First Game Session

You and your friends have reviewed the basic rules and created 1st-level characters. Your Gamemaster has reviewed the rules and is ready to run her first adventure. You've agreed upon a time and place to play. Then the time arrives and the game begins!

Sitting around the table, with dice and snacks scattered in all directions, the players gather. Michele is the GM. She takes her place at the head of the table. Chris sits in the next seat; he's running Sia-Lan, a female Jedi. Next to Chris is Mike, practicing his Wookiee sounds to inject a little authenticity into his character, Rorworr the scout. Across the table, Penny makes some last-minute notes on her character sheet, adding a little more detail to Vor'en the soldier. Next to Penny, Brian anxiously waits to get started. He's running Deel Surool, the crafty scoundrel.

Michele has selected a number of *Star Wars* miniatures from her collection to use in tonight's game. The figures will help the players visualize the action in certain situations and will speed along play. She's got a miniature to represent each of the players' characters, and she places them in the

middle of the table. She leaves a few others hidden on the floor beside her. She'll use these later to represent opponents that will challenge and compete with the heroes.

Michele doesn't have a specific character for herself. While the players each run a single hero, the Gamemaster narrates the story, adjudicates the rules, and plays all of the GM characters—the supporting cast that serves as allies and opponents for the heroes.

Anyway, it looks like everyone's ready to get started. Michele answers a few last-minute rules questions, then begins the game.

Michele (GM): *A long time ago, in a galaxy far, far away . . . it is the time of the Republic, about twenty-two years before the days of the Empire and the first Death Star battle station. Supreme Chancellor Palpatine leads the Republic, Mace Windu and Yoda lead the Jedi Council, and the start of the Clone Wars is still a few weeks away.*

You're in a spaceport cantina on Corellia, a prominent world in the galactic core. The place is pretty busy for a weekday afternoon, though it's not packed to capacity. You see humans and a variety of other species drinking, laughing, and talking quietly near the bar, in shadowy booths, and at a scattering of freestanding tables. Among those you see are the other players' characters. Why don't you each take a moment to describe yourselves?

Chris (Sia-Lan): *You see a young woman with brown hair sitting alone in one of the booths. She's sipping a clear liquid and watching the crowd. Her hairstyle and outfit mark her as a Jedi. She's a Padawan learner, if any of you know anything about the specifics of the Jedi order. She has a lightsaber hanging at her side, but it's probably hidden beneath the table.*

Mike (Rorworr): *There's a young male Wookiee standing at the bar. He's exchanging words with the bartender. He's tall, but perhaps a bit thin when compared to other Wookiees you may have seen. He's got a bowcaster slung across his back, and he's nursing a huge mug of some foamy liquid.*

Penny (Vor'en): *My character sits in a corner booth, his back to the wall as he nonchalantly studies the crowd. He's got dark eyes and an intense gaze, and he looks strong and capable. He's wearing bits and pieces of light body armor. If he has any weapons—and you're sure he does—they're either hidden under the table or in the booth's darker shadows.*

Brian (Deel): *You also see a young male Twi'lek—you know, the guys with the head-tails, like Bib Fortuna—sitting at one of the tables in the middle of the room. He's playing sabacc with a few of the spacers, and it looks like he's begun to amass more than his share of credits.*

Michele (GM): *Okay. You've all noticed each other, but you don't know each other yet. Before anything else happens, why don't each of you make a Perception check for me?*

The players each roll a d20 and add their Perception skill modifier to get a result. If a character doesn't have the Perception skill as a trained skill, the player still gets to apply his Wisdom modifier (if any) to the roll. After all the players have made the skill check, they let the GM know the results.

Chris (Sia-Lan): *Sia-Lan got a 15.*

Mike (Rorworr): *17 for Rorworr!*

Penny (Vor'en): *I rolled an 8.*

Brian (Deel): *The amazingly perceptive Deel Surool got a 22.*

Michele consults her notes, checking to see what the DC for the Perception check is. She nods and makes a note or two, just to keep the players guessing.

Michele (GM): *Vor'en the soldier, even though he's watching the room, fails to notice something that the rest of you successfully spot. The rest of you see a Human male who looks a lot like Senator Alastar Treen of Corulag. He's dressed like most of the other spacers in the cantina, and he's deep in conversation with a Rodian female.*

Just then, you all see the cantina doors slide open as a group of tough-looking thugs enters the room. The bartender yells, "Hey, no blasters in here!" He ducks behind the bar, just in time, as one of the thugs casually fires a blaster bolt in his direction. There are four thugs—two Humans, a Rodian, and a Gamorrean. The Gamorrean wields a vibroblade, and the other three are armed with blaster pistols. The Gamorrean grunts something foul and gestures toward the table where the senator is sitting.

"For the Separatists!" shouts one of the Humans with a sneer as he prepares to target Senator Treen.

Everyone make an Initiative check!

The players each roll a d20 and add their Initiative skill modifier to get a result. If a character doesn't have the Initiative skill as a trained skill, the player still gets to apply his Dexterity modifier (if any) to the roll. Michele rolls a single Initiative check for the group of thugs, and one for the disguised senator and his companion.

Chris (Sia-Lan): *Sia-Lan got an 18.*

Mike (Rorworr): *10 for Rorworr!*

Penny (Vor'en): *Vor'en got a 12.*

Brian (Deel): *The fast-acting Deel Surool got a 15.*

Michele writes down the initiative order, from highest result to lowest. She jots down:

Sia-Lan 18
Deel 15
Thugs 13 (her roll)
Vor'en 12
Rorworr 10
Senator 7 (her roll)

Michele (GM): *The thugs look like they're gunning for the senator. Sia-Lan, what are you going to do?*

Chris (Sia-Lan): *I leap out of the booth and position myself between the senator and the thugs as my first move action. As my second move action I draw my lightsaber. As a free action, I activate the lightsaber and shout, "This man is under the protection of the Jedi Knights!"*

Michele (GM): *Your lightsaber hums to life. Deel, you're next. What are you going to do?*

Brian (Deel): *Helping a senator and a Jedi could be profitable. Deel tips his table over and crouches behind it to get some cover. I guess that's a move action. Then he pulls out his blaster for his second move action.*

Michele (GM): *When the table crashes onto its side, sabacc card-chips and credits scatter across the floor. The spacers you were playing with dive for cover.*

Brian (Deel): *Oops, I forgot about the sabacc game in all the excitement. No matter, I guess. Most of the credits belonged to Deel, anyway.*

Michele (GM): *The thugs act next. The two humans each take a shot at the Jedi who's standing between them and the senator. The Rodian thug takes a shot at Deel, and the Gamorrean rushes forward to slice at the Jedi with his vibroblade.*

Chris (Sia-Lan): *I'm going to use the table next to me to protect myself from the blaster shots.*



Michele (GM): *Sure. That gives you cover against all the thugs, but increases your Reflex Defense by +4.*

Michele makes the attack rolls for the two thugs. The first one gets an 11. The second one gets a 19.

Sia-Lan's Reflex Defense when she uses cover to protect herself is 19. That means she blocks the first bolt, but the second bolt gets through.

Michele rolls 3d6 damage for the successful blaster pistol attack. The total is 11. Sia-Lan has 22 hit points, so the attack reduces her hit points to 11.

The rest of the round continues, with Michele finishing up the thug's actions, then Vor'en, Rorworr, and Senator Treen acting in turn. Each round plays out in this order until one side or the other is defeated or flees. Then the heroes would get a chance to meet each other and find out why the senator is in disguise and under attack. And so begins this *Star Wars* adventure!

Character Creation

Make sure you review Chapters 1 through 9 before using this overview when creating a *Star Wars* character. Make a copy of the character sheet from the back of this book to use as a record of your character.

Characters generally begin play at 1st level and attain additional levels as they complete adventures.

1. Generate Ability Scores

Every character has six abilities that represent the character's basic strengths and weaknesses. These abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—affect everything a hero does, from fighting to using skills.

A score of 10 or 11 in an ability is average. Higher scores grant bonuses, and lower scores give penalties. When you create your character, you'll want to put your higher scores into the abilities most closely associated with your character's class.

Use one of the methods described in Chapter 1: Abilities to generate your six ability scores. Record the scores on a piece of scrap paper and put them aside for the moment.

2. Select Your Species

As a *Star Wars* character, you aren't limited to simply being Human. There are a variety of species available, from Mon Calamari to Wookiee. Select the species you want to play from those presented in Chapter 2: Species.

Each species has its own set of special abilities and modifiers. Record these traits on your character sheet.

3. Choose Your Class

A class provides you with a starting point for your character, a frame upon which you can hang skills, feats, and various story elements. Choose a class from those presented in Chapter 3: Heroic Classes and write it on your character sheet.

4. Assign Ability Scores

Now that you know what species and class you want your character to be, take the scores you generated earlier and assign each to one of the six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Then make any adjustments to these scores according to the species you selected.

For guidance, each class description indicates which abilities are most important for that class. You might want to put your highest scores in the abilities that accentuate the natural benefits of the class.

Record your ability scores on your character sheet. Record your ability modifiers as well.

5. Determine Combat Statistics

In combat, you need to know your character's hit points, defenses, damage threshold, attack bonuses, and speed, as well as how many Force Points he has to spend.

Hit Points

Each character can withstand a certain amount of damage before falling unconscious or dying. This ability to take damage and keep on functioning is represented by the character's hit points.

Your class determines how many hit points you have at 1st level, as shown below:

CLASS	STARTING HIT POINTS
Noble, scoundrel	18 + Constitution modifier
Scout	24 + Constitution modifier
Jedi, soldier	30 + Constitution modifier

For example, if your character belongs to the scoundrel class and you have a 12 Constitution, you start with 19 hit points (18 plus 1 for your Constitution bonus).

Your hit points increase as you gain levels, as described on page 37.

Defenses

Determine your character's defenses as follows:

Reflex Defense: 10 + your heroic level or armor bonus + Dexterity modifier + class bonus + natural armor bonus + size modifier

Fortitude Defense: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus

Will Defense: 10 + your heroic level + Wisdom modifier + class bonus

When you take your first level in a heroic class, you gain class bonuses on two or more defenses, as shown on page 36.

If you wear armor, you must substitute your armor bonus for your heroic level when calculating your Reflex Defense. For example, a 1st-level soldier with a Dexterity of 12 wearing a blast helmet and vest (+2 armor bonus) has a Reflex Defense of 13 (10 + 2 armor + 1 Dex + 1 class). Some types of armor also provide an equipment bonus to your Fortitude Defense in addition to an armor bonus to your Reflex Defense (as noted in Table 8–7: Armor, page 132).

Damage Threshold

Attacks that deal massive amounts of damage can impair or incapacitate you regardless of how many hit points you have remaining. Your damage threshold determines how much damage a single attack must deal to reduce your combat effectiveness or, in some cases, kill you.

A Small or Medium character's damage threshold is equal to his or her Fortitude Defense. Record this number on your character sheet.



Base Attack Bonus

Your character's class determines your base attack bonus. Record this number on the character sheet.

Jedi and soldiers have a base attack bonus of +1 at 1st level; nobles, scoundrels, and scouts have a base attack bonus of +0 at 1st level.

Melee Attack Bonus

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. Certain feats and talents might provide additional modifiers, so make adjustments as necessary.

Ranged Attack Bonus

To determine your ranged attack bonus, add your Dexterity modifier to your base attack bonus. Certain feats and talents might provide additional modifiers, so make adjustments as necessary.

Speed

Your character's species determines her speed. Most species have a speed of 6 squares. Ewoks have a speed of 4 squares because they are Small.

Force Points

Your character begins play with 5 Force Points. Indicate this in the space provided on the character sheet.

If you end up taking the Force Boon feat (page 85), you gain an additional 3 Force Points.

Destiny Point

If your GM uses the optional destiny rules described in Chapter 7: Heroic Traits, your character begins play with 1 Destiny Point. Indicate this in the space provided on the character sheet.

6. Select Skills

Skills represent how well a character accomplishes dramatic tasks other than combat, such as disabling a tractor beam generator or climbing a sheer surface.

Each class comes with a list of class skills. From this list, you get to pick a number of skills in which your character is considered trained. The number of trained skills your character gets depends on the class you've selected and your character's Intelligence modifier. Once you've selected your character's trained skills, determine the skill check modifier for each skill.

The skill check modifier for trained skills is one-half your character level (rounded down) + the relevant ability modifier + 5. If you are untrained in a skill, the skill check modifier is one-half your character level (rounded down) + the relevant ability modifier. (In other words, you get a +5 bonus on skill checks made using trained skills.)

Some skills cannot be used untrained. See Chapter 4: Skills for more information.

7. Select Feats

Feats are special features that provide a character with new capabilities or improvements.

Your character begins play with at least one feat. If you are playing a Human, you get a bonus feat. In addition, your class also gives you several starting feats that you get for free.

Select your feats from Chapter 5: Feats and record them on the character sheet. Some feats may affect the information you've already recorded, so make adjustments as necessary.

8. Select a Talent

At 1st level, your character gets a talent (a special class feature). Choose a talent from any of the talent trees presented in your character's class description. Some talents have prerequisites that must be met before they can be selected.

9. Determine Starting Credits and Buy Gear

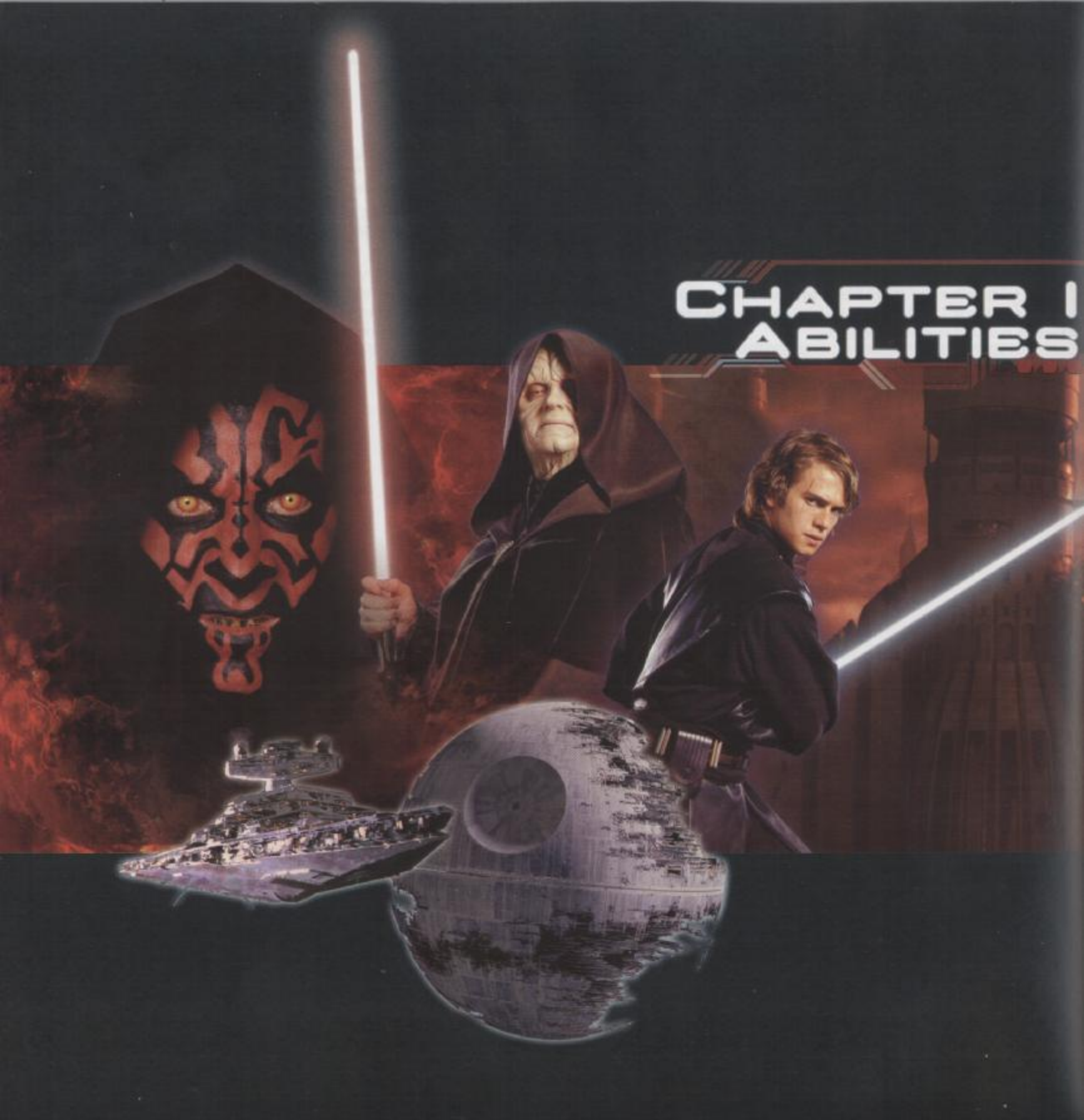
Your character's class determines how many credits you start play with. Use your credits to purchase equipment for your character. Chapter 8: Equipment describes weapons, armor, and gear you can select from.

10. Finish Your Character

The last details you need to add to your character sheet help you visualize and roleplay your character. You need a name, of course—something that fits your class, species, and the *Star Wars* galaxy. You should also determine your character's age, gender, height, weight, eye and hair color, skin color, and any relevant background information you want to provide. (Make sure to run your ideas past your Gamemaster so that he or she can fit them into the campaign.)

Chapter 7: Heroic Traits provides guidelines that can help you with these details and characteristics.

Chapter 1
Abilities





Just about every dice roll you make is going to get a bonus or penalty based on your character's abilities. A tough character has a better chance of surviving a freezing night on Hoth. A perceptive character is more likely to notice stormtroopers sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret cargo compartment. Your ability scores tell you what your modifiers are for rolls such as these.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and each below-average ability gives you a disadvantage on other die rolls. You roll your scores randomly, assign them to the abilities you like, raise and lower them according to your character's species, and then raise them as your character advances in experience.

Your Ability Scores

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical galactic citizen is 10 or 11, but your character is not typical. The most common ability scores for player characters (heroes) are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of person your character is going to be, including his species and class, in order to know where best to place your character's ability scores. Remember that choosing a species other than Human causes some of these ability scores to change (see Table 2–1: Species Ability Adjustments).

Ability Modifiers

Each ability, after changes made because of species, has a –5 to +5 modifier. Table 1–1: Ability Modifiers shows the modifier for each ability, based on its score.

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. For instance, you add or subtract your Strength modifier to your roll when you try to hit someone with a vibroblade. You also apply the modifier to some numbers that aren't die rolls, such as when you add or subtract your Dexterity modifier to your Reflex Defense. A positive modifier is called a bonus and a negative modifier is called a penalty.

Rerolling

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if your total modifiers (before changes according to species) are 0 or less, or if your highest score is 13 or lower.

Table 1-1: Ability Modifiers

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	12-13	+1	24-25	+7
2-3	-4	14-15	+2	26-27	+8
4-5	-3	16-17	+3	28-29	+9
6-7	-2	18-19	+4	30-31	+10
8-9	-1	20-21	+5	etc....	etc....
10-11	0	22-23	+6		

Planned Generation

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This requires a bit more thought and effort on your part, since you need to know what kind of character you want to play so you can select your scores appropriately. Determine your species and class beforehand, then select your scores as outlined below.

Your character's ability scores all start at 8. You have 25 points to spend to increase these scores, using the costs shown below. After you select your scores, apply any species modifiers.

Score	Cost	Score	Cost	Score	Cost
8	0	12	4	16	10
9	1	13	5	17	13
10	2	14	6	18	16
11	3	15	8		

Standard Score Package

The third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like. After you assign your scores, apply species modifiers.

The standard score package is:

15, 14, 13, 12, 10, and 8.

The Abilities

Each ability partially describes your character and affects some of your character's actions. The description of each ability includes a list of notable characters along with their scores in that ability.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for soldiers because it helps them prevail in physical combat.

You apply your character's Strength modifier to:

—Melee attack rolls.

—Damage rolls for melee and thrown weapons. (Exceptions: Grenades don't have their damage modified by Strength.)

—Climb, Jump, and Swim checks (the skills with Strength as the key ability).

—Strength checks (for breaking down doors and the like).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important ability for scoundrels, but it's also high on the list for characters who want to be good shots with ranged weapons (such as blaster pistols) or who want to handle the controls of a starship or speeder fairly well.

You apply your character's Dexterity modifier to:

—Ranged attack rolls, such as with blasters.

—Reflex Defense, provided the character can react to the attack.

—Acrobatics, Pilot, Ride, and Stealth checks (the skills where Dexterity is the key ability).

Constitution (Con)

Constitution represents your character's health and stamina. Constitution adds to a hero's hit points, so it's important for everyone, but most important for soldiers and Jedi.

You apply your Constitution modifier to:

—Each die roll for gaining additional hit points (though a penalty can never drop a hit point roll below 1; a character always gains at least 1 hit point each time he or she goes up a level).

—Fortitude Defense, for resisting poison, radiation, and similar threats.

—The Endurance skill.

If a character's Constitution changes, his or her hit points should also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Intelligence is important for scouts, nobles, and any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

—The number of languages your character knows at the start of the game.

—The number of trained skills you have.

—Knowledge, Mechanics, and Use Computer checks (the skills with Intelligence as the key ability).

Beasts have Intelligence scores of 1 or 2. Sentient creatures have scores of at least 3.

When a character's Intelligence score permanently increases or decreases, its number of trained skills and known languages also changes. For example, if Paul's Wookiee scout increases his Intelligence from 13 to 14, his Int modifier goes from +1 to +2. Paul's Wookiee gains one new trained skill (chosen from his class skills) and one new language. The Wookiee's greater Intelligence allows him to utilize things he had learned but never before applied properly.

Wisdom (Wis)

Every creature has a Wisdom score. Wisdom describes a character's willpower, common sense, perception, and intuition. Compared to Intelligence, Wisdom is more related to being in tune with and aware of one's surroundings, while Intelligence represents one's ability to analyze information. An "absent-minded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is the most important ability for scouts, but it's also important to characters wishing to be in-tune with their environment or characters who like to gamble. If you want your character to have keen senses, put a high score in Wisdom.

You apply your character's Wisdom modifier to:

—Will Defense, generally for resisting certain Force attacks.

—Perception, Survival, and Treat Injury checks (the skills with Wisdom as the key ability).

—The number of Force powers you learn when you take the Force Training feat.

When a Force-using character's Wisdom score permanently increases or decreases, his number of known Force powers also changes. For every instance of the Force Training feat that you have, you gain one Force power (or an additional use of an already-known Force power) for every point by which your Wisdom modifier increases. If you instead suffer a permanent reduction in your Wisdom modifier, you lose access to the same number of Force powers; you must choose which Force powers (or extra uses of the same Force power) you lose.

Charisma (Cha)

Every creature has a Charisma score. Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual strength of personality and force of presence, not merely how others perceive you in a social setting. Charisma is most important for nobles and Jedi.

You apply your Charisma modifier to:

Intelligence, Wisdom, and Charisma

A character with a high Intelligence score is curious, knowledgeable, and prone to using big words. A character with a high Intelligence but low Wisdom may be smart but absent-minded, or knowledgeable but lacking in common sense. A character with a high Intelligence but a low Charisma may be a know-it-all or a reclusive scholar. The smart character lacking in both Wisdom and Charisma usually puts her foot in her mouth.

A character with a low Intelligence mispronounces and misuses words, has trouble following directions, or fails to get the joke.

A character with a high Wisdom score may be sensible, serene, "in tune," alert, or centered. A character with a high Wisdom but a low Intelligence may be aware, but simple. A character with a high Wisdom but a low Charisma knows enough to speak carefully and may become an adviser or "power behind the throne" rather than a leader.

A character with a low Wisdom score may be rash, imprudent, irresponsible, or "out of it."

A character with a high Charisma may be beautiful, handsome, striking, personable, and confident. A character with a high Charisma but a low Intelligence can usually pass herself off as knowledgeable, until she meets a true expert. A charismatic character with a low Wisdom may be popular, but he doesn't know who his real friends are.

A character with a low Charisma may be reserved, gruff, rude, fawning, or simply nondescript.

—Deception, Gather Information, Persuasion, and Use the Force checks (skills with Charisma as the key ability).

Changing Ability Scores

Over time, your character's ability scores can change. Ability scores can increase without limit.

- At 4th, 8th, 12th, 16th, and 20th level, a heroic character increases two ability scores by 1 point each.
- As a character ages, some ability scores go up and others go down. See Table 7–2: Aging Effects (page 110) for details.

When an ability score changes, all attributes associated with that score change accordingly. For example, when Sia-Lan becomes a 4th-level Jedi, she increases her Dexterity from 15 to 16 and increases her Charisma from 13 to 14. Now she's harder to hit, better at using ranged weapons, and all of her Dexterity-based and Charisma-based skills improve as well.



Chapter II
Species



The *Star Wars* galaxy contains a bewildering variety of species, each with its own unique outlook and civilization. Although Humans dominate the known galaxy, there are many intelligent alien species that can be encountered wherever you travel.

Humans live among the Core Worlds, throughout the Mid Rim, and even on the worlds of the Outer Rim Territories. Most of the alien species have their own homeworlds and colonies, but individuals can be found anywhere, thanks to the prevalence of hyperspace travel. The promise of profit and power often lure members of all species to the same areas, including spaceports and metropolitan cities.

Sometimes it's easy to believe that all Rodians are outlaws or all Wookiees are short-tempered, but the truth is that every member of every species is unique. Depending on the era in which your campaign is set, nonhuman species have different social advantages or disadvantages, as explained in the Era Notes: Species sidebar (page 23).

Choosing a Species

After you roll your ability scores and before you write them on your character sheet, choose your character's species. At the same time, you'll want to select your character's class, since species affects how well the character can do in each class. Once you've decided your character's species and class, assign ability scores to particular abilities. Alter the scores according to the species (see Table 2–1: Species Ability Modifiers) and continue detailing your character.

You can play a character of any species presented in this chapter, but certain species do better pursuing certain classes.

Your character's species provides plenty of clues as to the sort of person he or she is, how he or she feels about characters of other species, and what motivates him or her. Remember, however, that the species descriptions only apply to the majority of people. In each species, some individuals diverge from the norm, and your character can be one of these. Don't let a description hinder you from detailing your character as you like.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 2–1: Species Ability Adjustments and apply the adjustments that you see there to your character's ability scores. If the changes raise a score above 18 or lower it below 3, that's okay.

For example, a Rodian gets a +2 species bonus on his Dexterity score and a –2 penalty on his Wisdom and Charisma scores. Knowing this, the player puts her best score rolled (15) in Dexterity and sees it increase to 17. She doesn't want a Wisdom or Charisma penalty for her character, so she puts above-average scores (13 and 12) in Wisdom and Charisma. These drop to 11 and 10, for neither a bonus nor a penalty.

Table 2-1: Species Ability Adjustments

SPECIES	ABILITY ADJUSTMENTS
Human	None
Bothan	+2 Dex, –2 Con
Cerean	+2 Int, +2 Wis, –2 Dex
Duros	+2 Dex, +2 Int, –2 Con
Ewok	+2 Dex, –2 Str
Gamorrean	+2 Str, –2 Dex, –2 Int
Gungan	+2 Dex, –2 Int, –2 Cha
Ithorian	+2 Wis, +2 Cha, –2 Dex
Kel Dor	+2 Dex, +2 Wis, –2 Con
Mon Calamari	+2 Int, +2 Wis, –2 Con
Quarren	+2 Con, –2 Wis, –2 Cha
Rodian	+2 Dex, –2 Wis, –2 Cha
Sullustan	+2 Dex, –2 Con
Trandoshan	+2 Str, –2 Dex
Twi'lek	+2 Cha, –2 Wis
Wookiee	+4 Str, +2 Con, –2 Dex, –2 Wis, –2 Cha
Zabrak	None

Common Languages

The *Star Wars* galaxy is home to millions of languages, but picking languages for your character doesn't need to be daunting. A few of the more common languages are listed below. Among these, Basic is the most widely spoken. Other prevalent languages include Huttese (particularly common in the Outer Rim), Binary (used by droids and programmers), and Bocce (a trade language that can be spoken by almost any species).

Basic	Huttese
Binary	Ithorese
Bocce	Jawa Trade Language*
Bothese	Kel Dor
Cerean	Mon Calamarian
Dosh	Quarrenese
Durese	Rodese
Ewokese*	Ryl
Gamorrean	Shyriiwook
Gunganese*	Sullustese
High Galactic	Zabrak

* Local language not widely spoken except on its planet of origin.

"THE ABILITY TO SPEAK DOES NOT MAKE YOU INTELLIGENT."

– QUI-GON JINN

Known Languages

The primary language used throughout known space is called Basic. Most characters can speak Basic, and all characters understand it even if they can't speak it. Nonhuman characters can also speak, read, and write the language associated with their species; for example, Bothans speak, read, and write Bothese as well as Basic.

Characters with an Intelligence bonus know how to speak, read, and write other languages as well. For each point of Intelligence bonus, a character can speak, read, and write one additional language of his choice.

Some species (Gamorreans and Wookiees, for example) are incapable of speaking any language other than their native tongue, but they can learn to read and write other languages just fine.



Humans

Humans dominate the Core Worlds and can be found in virtually every corner of the galaxy. They are the ancestors of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans have always been people on the move. As a result, they can be found on almost every inhabited planet. As a species, Humans are physically, culturally, and politically diverse. Hardy or fine, light-skinned or dark, Humans remain one of the most dominant species throughout all eras of play.

Personality: Human personality runs the gamut of possibilities, though members of this species tend to be highly adaptable, tenacious, and willing to keep striving no matter the odds. They are flexible and ambitious, diverse in their tastes, morals, customs, and habits.

Physical Description: Humans average about 1.8 meters tall. Skin shades run from nearly black to very pale, hair from black to blond. Men are usually taller and heavier than women. Humans achieve maturity about the age of 15 and rarely live beyond 100.

Homeworlds: Various, including Coruscant (page 229), Corellia, Naboo (page 233), Tatooine (page 236), and Alderaan.

Languages: Humans speak, read, and write Basic. They often learn other languages as well, including obscure ones.

Example Names: Anakin, Arani, Bail, Ben, Beru, Biggs, Boba, Corran, Dack, Dané, Galak, Garm, Han, Jango, Jodo, Lando, Leia, Luke, Mace, Mara, Obi-Wan, Owen, Padmé, Qui-Gon, Sia-Lan, Rann, Talon, Vor'en, Wedge, Winter.

Adventurers: Humans aren't afraid to try anything, and Human adventurers are the most audacious, daring, and ambitious members of an audacious, daring, and ambitious species. A Human can earn glory by amassing power, wealth, and fame. More than any other species, Humans champion causes rather than territories or groups.

Human Species Traits

Humans share the following species traits:

Medium Size: As Medium creatures, Humans have no special bonuses or penalties due to their size.

Speed: Human base speed is 6 squares.

Bonus Trained Skill: Humans are versatile and accomplished at many tasks. A Human character chooses one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills (see Chapter 3: Heroic Classes).

Bonus Feat: Humans gain one bonus feat at 1st level (see Chapter 5: Feats).

Automatic Language: Basic.

Bothans

Native to Bothawui, these short, fur-covered humanoids have had hyperspace travel for thousands of years. Bothans use information as a measure of wealth and power, even wielding it as a weapon when necessary. The

Era Notes: Species

Nonhuman characters have some restrictions placed upon them, depending on the era in which your campaign is set. These restrictions are described below.

The Rise of the Empire (50 to 0 years before Episode IV)
During the time that saw the erosion of the Old Republic and the rise of the Empire, including the period around Episodes I–III, all species participated in a more or less cosmopolitan galaxy. The only restrictions on your choice of an alien species in this time frame refer to species that have not yet "been discovered" by the galaxy at large. Ewoks, therefore, are not available if your campaign is set in this era.

The Rebellion (0 to 5 years after Episode IV)
The Empire was particularly entrenched with anti-alien sentiments. During this period of galactic history, most alien species were either enslaved or subjugated by the Empire. In the Outer Rim, nonhuman species continued to carry on their lives as normally as they were able, but in the more civilized regions, nonhumans were relegated to the status of second-class citizens—or worse. Many aliens joined the Rebellion, fighting alongside humans in an effort to throw off the shackles of oppression and tyranny. Ewoks show up late in this era, during the Battle of Endor, and free Wookiees rarely appear due to their status as slaves of the Empire.

Late in this era, with the decline of the Empire and the birth of the New Republic, nonhumans once again take a prominent and equal role in the affairs of the galaxy.

The New Jedi Order (25+ years after Episode IV)
All alien species are available without restriction in this time frame. The era is marked by the New Republic's battle against the Yuuzhan Vong invaders and tainted by growing distrust of the Jedi Knights.

BOTHAN



Bothan SpyNet, one of the largest intelligence agencies during most eras, plays an important role in the Galactic Civil War.

Culturally, Bothans don't believe in direct conflict because it destroys people, material, and even information. They prefer behind-the-scenes manipulation, watching and waiting for information that they can use to gain status and influence. This attitude makes espionage a natural part of their culture. While others often find Bothans to be manipulative and irritating, no one wants to lose access to their SpyNet. As a result, nearly all groups have at least some contact with the Bothans.

Personality: Bothans are curious, manipulative, crafty, suspicious, and even a bit paranoid. They can be irritating, but they are also loyal and brave.

Physical Description: Bothans are covered with fur that ripples in response to their emotional state. They have tapered ears, and both male and female Bothans sport beards. They average about 1.6 meters tall and have a maturity rate and life span slightly greater than Humans.

Homeworld: The industrial world of Bothawui (page 228), with various colony worlds throughout the Mid Rim Territories.

Languages: Bothans speak, read, and write Bothese and Basic.

Example Names: Borsk Fey'lya, Karka Kre'fey, Koth Melan, Tav Breil'lya, Tereb Ab'lon.

Adventurers: Bothan adventurers, often SpyNet operatives, engage in daring missions at great personal risk. In addition, many Bothan heroes serve as soldiers, pilots, and diplomats. Their curiosity leads some to be explorers and scouts.

Bothan Species Traits

Bothans share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Constitution. Bothans are agile but not particularly resilient.

Medium Size: As Medium creatures, Bothans have no special bonuses or penalties due to their size.

Speed: Bothan base speed is 6 squares.

Iron Will: Bothans have above-average willpower and gain a +2 species bonus to their Will Defense.

Conditional Bonus Feat: Bothans are natural spies and investigators. A Bothan with Gather Information as a trained skill gains Skill Focus (Gather Information) as a bonus feat.

Automatic Languages: Basic and Bothese.

Cereans

Cereans are a sophisticated and cultured humanoid species native to Cerea, a world on the fringes of known space. Their elongated heads distinguish them from most other humanoid species.

Cereans established contact with the rest of the galaxy shortly before the Galactic Republic was transformed into the Empire, swiftly gaining fame as expert astrogators, cryptographers, and economists. Few patterns or trends escape the notice of a Cerean.

Cerean society is matriarchal, and the Cerean culture's traditional values emphasize living in harmony with nature and minimizing any impact on the environment from technology. The peaceful philosophies of the Jedi appeal to Cereans, and many join the Order.

Personality: Cereans tend to be calm, rational, and extremely logical.

Physical Description: Cereans average about 2 meters tall, with elongated craniums housing binary brains. They have a maturity rate and life span similar to those of Humans.

Homeworld: The blissful planet Cerea (page 228).

Languages: Cereans speak, read, and write Cerean and Basic.

Example Names: Ki-Adi, So Leet, Sylvn, Ti-Dal, Maj-Odo.

Adventurers: Cereans who become adventurers do so in spite of their peaceful traditions. Still, when a cause or situation leads down this path, a Cerean tries to keep these traditions intact, avoiding aggression when possible. The binary brain allows a Cerean to constantly weigh both sides in any disagreement and give two points of view equal consideration. This ability extends even to issues surrounding the Force, and a Cerean Force-user often contemplates the light side and the dark side simultaneously.

Cerean Species Traits

Cereans share the following species traits:

Ability Modifiers: +2 Intelligence, +2 Wisdom, –2 Dexterity. Cereans are bright and intuitive but less coordinated than most other species.



CEREAN

Medium Size: As Medium creatures, Cereans have no special bonuses or penalties due to their size.

Speed: Cerean base speed is 6 squares.

Intuitive Initiative: A Cerean may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse. Despite their general lack of coordination, Cereans' reaction speed is superior to that of most other species.

Conditional Bonus Feat: A Cerean with Initiative as a trained skill gains Skill Focus (Initiative) as a bonus feat.

Automatic Languages: Basic and Cerean.

DUROS

Tall, hairless humanoids from the Duro system, Duros were one of the first species to become a major influence in the Galactic Republic, and many respected scholars credited the Duros with creating the first hyperdrive. The Duros have a natural affinity for space travel, possessing an innate grasp of the mathematical underpinnings of astrogational computations. Many tales are swapped in cantinas about Duros astrogators calculating the coordinates for supposedly impossible jumps in their heads. Although not as numerous as Humans, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations.

The Duros species has existed on other worlds in isolation from the rest of their kind, evolving in slight different directions from the baseline species. The most populous and well-known near-Duros species are the Neimoidians, a people rarely encountered during the Rebellion era.

Personality: A Duros tends to be intense and adventurous, always seeking to learn what's at the end of the next hyperspace jump. They are a proud, self-sufficient, fun-loving people who also have a tendency toward gregariousness.

Physical Description: Duros average about 1.8 meters tall. They are hairless, with large eyes and wide, lipless mouths. Skin color ranges from blue-gray to deep azure.

Homeworld: The orbiting cities of the Duro system (page 230).

Languages: Duros speak and are literate in Durese and Basic.

Example Names: Baniss Keeg, Ellor, Kadlo, Kir Vantai, Lai Nootka, Monnda Tebbo.

Adventurers: Duros adventurers include hyperspace explorers, star charters, and spacers of all descriptions. They also tend to gravitate toward the sciences, including engineering and astrogation. Some Duros shun exploration in favor of smuggling and trading, and a small number go into diplomatic professions.



DUROS

DUROS SPECIES TRAITS

Duros share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Intelligence, –2 Constitution. Duros are agile in mind and body, but they aren't a physically hardy people.

Medium Size: As Medium creatures, Duros have no special bonuses or penalties due to their size.

Speed: Duros base speed is 6 squares.

Expert Pilot: As natural spacers, a Duros may choose to reroll any Pilot check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic and Durese.

EWOKS

Intelligent omnivores native to one of the moons orbiting Endor, Ewoks are almost unknown prior to the Battle of Endor. Ewoks live in tree-dwelling tribes with gender-based division of labor; males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon.

Although technologically primitive, Ewoks are clever, inquisitive, and inventive. Skittish and wary when first introduced to machines, their curiosity soon overcomes fear.

Personality: Ewoks tend to be curious, superstitious, and courageous, though they can be fearful around things that are strange and new.

Physical Description: Ewoks average about 1 meter tall. Their fur color and pattern varies widely.



EWOK

Homeworld: The forest moon of Endor (page 230).

Languages: Ewoks speak Ewokese. They have no written form of their language. They can learn to speak Basic.

Example Names: Asha, Chirpa, Deej, Kneesaa, Latara, Logray, Malani, Nippet, Paploo, Shodu, Teebo, Wicket, Wiley.

Adventurers: An Ewok adventurer may be motivated by a love of excitement, a natural inquisitiveness, or a warrior's quest. Collecting powerful "magic" items from fallen opponents is sure way to earn the respect of the tribe.

Ewok Species Traits

Ewoks share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Strength. Ewoks are very agile but somewhat weak.

Small Size: As Small creatures, Ewoks gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Ewok base speed is 4 squares.

Primitive: Ewoks do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Scent: Ewoks have a keen sense of smell. At close range (within 10 squares), Ewoks ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see Survival skill, page 73).

Sneaky: An Ewok may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Conditional Bonus Feat: Ewoks are skilled foragers. An Ewok with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Automatic Languages: Ewokese (speak only).

Gamorreans

Gamorreans are green-skinned, porcine creatures from native to Gamorr. Their tendency toward violence makes them valued as criminal enforcers; though viewed as mindless brutes, they don't care so long as they are paid to fight.

Gamorrean civilization revolves around the never-ending wars between their clans. Preferring large melee weapons in combat, many see ranged weapons as cowardly. Males live to fight; females farm, hunt, and manufacture weapons. Inter-clan hatred rarely fades, and anyone hiring Gamorreans should be aware of their clans to avoid infighting.

Personality: Gamorreans are brutish, violent, and proud. They respect physical prowess and have no problem facing death against a foe they feel they are on at least equal footing with.

Physical Description: Gamorreans average about 1.8 meters tall, with thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns give them a distinct look.



Gamorrean

Homeworld: The preindustrial world of Gamorr (pae 231).

Languages: Gamorreans speak Gamorrean. They have no written version of the language. They can learn to understand but not speak other languages.

Example Names: Gartogg, Jubnuk, Ortugg, Ugmush, Venorra, Warlug.

Adventurers: Some Gamorreans leave their homeworld as slaves but later escape or buy out their contracts. Others sell their contracts, finding employment as bodyguards or enforcers. A Gamorrean is constantly at war; it's only a matter of figuring out who the enemy is. Gamorrean heroes tend to select the soldier class.

Gamorrean Species Traits

Gamorreans share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity, –2 Intelligence. Gamorreans possess greater physical power, but have limited agility and intelligence.

Medium Size: As Medium creatures, Gamorreans have no special bonuses or penalties due to their size.

Speed: Gamorrean base speed is 6 squares.

Primitive: Gamorreans do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Great Fortitude: Gamorreans gain a +2 species bonus to their Fortitude Defense, accounting for their great physical resistance.

Bonus Feat: Gamorreans gain Improved Damage Threshold as a bonus feat.

Automatic Languages: Basic (cannot speak) and Gamorrean (speak only).

Gungans



Gungan

The Gungans are omnivorous humanoids native to the swamps of Naboo. Technologically advanced, they rely mostly on biotech, growing instead of building their homes and production facilities.

While their culture is peaceful, it evolved from a series of long, bloody clan wars, and Gungans still admire strength and cunning. Most communities are devoted to farming or manufacturing goods that are then traded to other Gungan settlements, but they will reluctantly trade with the Humans of Naboo.

Personality: Gungans tend to be inquisitive, cautious, and suspicious.

Physical Description: Gungans range from 1.6 to 2 meters tall, with two eyestalks, floppy ears, and long tongues.

Homeworld: Naboo (page 233).

Languages: Gungans speak, read, and write Gunganese and Basic.

Example Names: Fassa, Jar Jar, Rugor, Tarpals, Toba, Tobler Ceel, Yoss.

Adventurers: Many Gungans leave their underwater cities to explore. Since the treaty with the Humans of Naboo, some Gungans—perhaps driven by an impulse to regain the warrior spirit of old—have taken a larger step into galactic society.

Gungan Species Traits

Gungans share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Intelligence, –2 Charisma. Gungans are agile but aren't particularly witty or astute.

Medium Size: As Medium creatures, Gungans have no special bonuses or penalties due to their size.

Speed: Gungan base speed is 6 squares. They have a swim speed of 4 squares.

Expert Swimmer: A Gungan may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Gungan may choose to take 10 on Swim checks even when distracted or threatened.

Hold Breath: Gungans are at home either in air or water. A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make Endurance checks to hold his breath (see the Endurance skill, page 66).

Lightning Reflexes: Gungans gain a +2 species bonus to their Reflex Defense, accounting for their uncanny ability to avoid danger.

Low-Light Vision: Gungans ignore concealment (but not total concealment) from darkness.

Weapon Familiarity: Gungans with the Weapon Proficiency (simple weapons) feat are proficient with the atlatl and the cesta (see page 121).

Automatic Languages: Basic and Gunganese.

Ithorians

Ithorians are tall humanoids whose appearance leads many to refer to them colloquially as "Hammerheads." Peaceful and gentle, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy, devoting their technology to preserving the natural beauty of their homeworld's jungles. They live in "herds," dwelling in cities that hover above the surface of their planet and striving to maintain the ecological balance in the "Mother Jungle."

Ithorians also travel the galaxy in massive "herd ships," masterpieces of environmental engineering that carry a perfect replica of their native jungle. Many look forward to trading for the exotic wares the Ithorians bring from distant planets.

Personality: Ithorians tend to be calm, peaceful, tranquil, and gentle.

Physical Description: Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl forward and end in dome-shaped heads. They have two mouths, one on each side of their neck, producing a stereo effect when they talk.

Homeworld: Ithor (page 231), or a specific herd ship.

Language: Ithorians speak stereophonic Ithorese and Basic.

Example Names: Fandomar, Momaw, Oraltor, Tomla, Trangle, Umwaw.

Adventurers: Ithorians tend to concentrate on peaceful professions. They love to meet new beings and see new places. Often, wanderlust leads them to explore the greater galaxy for a time before they eventually return home.

"WHY DO I SENSE WE'VE PICKED UP ANOTHER PATHETIC LIFE FORM."

— Obi-Wan Kenobi

Ithorian Species Traits

Ithorians share the following species traits:

Ability Modifiers: +2 Wisdom, +2 Charisma, –2 Dexterity. Ithorians are wise and deliberate thinkers whose personable nature allows them to get along well with others, but they are not agile.

Medium Size: As Medium creatures, Ithorians have no special bonuses or penalties due to their size.

Speed: Ithorian base speed is 6 squares.

Iron Will: Ithorians have above-average willpower and gain a +2 species bonus to their Will Defense.

Bellow: As a standard action, an Ithorian can open all four of its throats and emit a terrible subsonic



ITHORIAN

bellow. The Ithorian makes a special attack roll (1d20 + its character level) and compares the result to the Fortitude Defense of all creatures and unattended objects in a 6-square cone. A successful hit deals 3d6 points of sonic damage; if the attack misses, the target takes half damage instead.

Each use of this ability moves the Ithorian –1 step along the condition track (see Conditions, page 148).

An Ithorian can choose to add more dice (d6s) to the damage it deals with its bellow, but each additional 1d6 of damage moves the Ithorian another –1 step along the condition track.

Survival Instinct: An Ithorian may choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse.

Conditional Bonus Feat: Ithorians like to maintain close ties with nature. An Ithorian with Knowledge (life sciences) as a trained skill gains Skill Focus (Knowledge [life sciences]) as a bonus feat.

Automatic Languages: Basic and Ithorese.

Kel Dor

The Kel Dor evolved on Dorin, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. As such, Kel Dor cannot breathe on planets with common nitrogen/oxygen atmospheres. Conversely, Dorin's atmosphere is toxic to most nonnative life (see page 253).

On other planets, Kel Dor dwellings provide their native atmosphere (stored in large tanks). When outside, Kel Dor must wear breath masks and goggles. They can neither see nor breathe without these devices. Most Kel Dor breath masks include vocoders that amplify the wearer's speech; while their vocal cords function normally in their native atmosphere, Kel Dor must shout to produce sound in other environments. Their eyesight, however, is enhanced when they are away from Dorin.

Personality: Calm and kind, the Kel Dor never turn away a being in need. Still, most believe in quick, simple justice (even engaging in vigilantism).



Kel Dor

Physical Description: The average Kel Dor stands between 1.6 and 2 meters tall. Their skin ranges from peach to deep red, and most have black eyes.

Homeworld: The technological planet of Dorin (page 229).

Languages: The Kel Dor speak, read, and write Kel Dor and Basic.

Example Names: Dorn Tlo, Plo Koon, Torin Dol.

Adventurers: Kel Dor commonly become diplomats, bounty hunters, and Jedi. Given their altruism and sense of justice, many enter law enforcement.

Kel Dor Species Traits

Kel Dor share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Wisdom, –2 Constitution. Kel Dor are quick and wise, but they suffer from weaker constitutions than other species.

Medium Size: As Medium creatures, Kel Dor have no special bonuses or penalties due to their size.

Speed: Kel Dor base speed is 6 squares.

Keen Force Sense: Kel Dor may choose to reroll any Use the Force check made to search their feelings or sense the Force, keeping the better of the two results.

Low-Light Vision: Kel Dor ignore concealment (but not total concealment) from darkness.

Special Equipment: Kel Dor suffer limitations outside their native atmosphere. Without protective goggles, a Kel Dor is considered blind (see page 254). Without an antiox breath mask, a Kel Dor begins to suffocate (see Endurance, page 66). A replacement mask costs 2,000 credits (500 on Dorin), and a year's supply of filters costs 200 credits (50 on Dorin). Kel Dor characters begin play with these items at no cost.

An antiox breath mask is poisonous to other species (see page 255).

Automatic Languages: Basic and Kel Dor.

Mon Calamari

Amphibious land-dwellers, the Mon Calamari share their Outer Rim homeworld with the aquatic Quarren. They tend to be soft-spoken but vigorously defend causes that inspire them. Mon Calamari suffered under great oppression under the Galactic Empire; thus, it was one of the first worlds to declare support for the Rebel Alliance.



Mon Calamari

Mon Calamari are widely recognized for their keen analytical and organizational abilities, and they have developed a reputation as being among the foremost ship designers in the galaxy. They see everything they create as a work of art, not just as a tool or weapon.

Personality: Creative, quiet, and inquisitive, the Mon Calamari are dreamers who cherish peace but aren't afraid to fight for the causes they believe in.

Physical Description: The average Mon Calamari stands 1.8 meters tall. They have high-domed heads, large eyes, and smooth, mottled skin.

Homeworld: The watery world of Mon Calamari (page 232).

Languages: The Mon Calamari speak, read, and write Mon Calamarian and Basic. They tend to learn Quarrenese as well.

Example Names: Ackbar, Bant, Cilghal, Ibtisam, Jesmin, Oro, Perit, Rekara.

Adventurers: Mon Calamari seek their dreams among the stars. They are idealistic and daring, often attaching themselves to causes that seem hopeless or lost right from the start. They strive to prove that even thinkers and dreamers can be brave and daring when the need arises.

Mon Calamari Species Traits

Mon Calamari share the following species traits:

Ability Modifiers: +2 Intelligence, +2 Wisdom, –2 Constitution. Mon Calamari are bright and prudent, but they have relatively frail physiques.

Medium Size: As Medium creatures, Mon Calamari have no special bonuses or penalties due to their size.

Speed: Mon Calamari base speed is 6 squares. They have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Mon Calamari can't drown in water.

Expert Swimmer: A Mon Calamari may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Mon Calamari may choose to take 10 on Swim checks even when distracted or threatened.

Low-Light Vision: Mon Calamari ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Keenly perceptive, a Mon Calamari with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Languages: Basic and Mon Calamarian.



QUARREN

Quarren

The Quarren hail from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. The Mon Calamari live on the surface of the world, while the more isolationist Quarren dwell in oxygen-filled cities in the deep recesses of the oceans.

Offworld, Quarren generally stay clear galactic politics. Instead, they often become involved with shadowy occupations such as pirates, smugglers, and spy networks. Many Quarren blame both the Empire and the Rebels (even more than the Mon Calamari) for their homeworld's devastation during the Galactic Civil War.

Personality: Practical and conservative, Quarren tend to hate change and distrust anyone who displays overt optimism and idealism.

Physical Description: The average Quarren stands 1.8 meters tall. They have leathery skin and heads that resemble four-tentacled squids, hence the name "squid head" sometimes used by others.

Homeworld: The watery planet Mon Calamari (page 232).

Languages: Quarren speak, read, and write Quarrenese and Basic. They tend to learn Mon Calamarian as well.

Example Names: Kelmut, Seggor, Tessek, Tsillin, Vekker, Vuhlg.

Adventurers: Quarren leave their homeworld to escape their dependency on the Mon Calamari. They tend to seek out the fringes of society, operating as scoundrels or nobles in criminal organizations.

Quarren Species Traits

Quarren share the following species traits:

Ability Modifiers: +2 Constitution, –2 Wisdom, –2 Charisma. Quarren are extremely resilient and physically tough, though they tend toward deficiencies in wisdom and social graces.

Medium Size: As Medium creatures, Quarren have no special bonuses or penalties due to their size.

Speed: Quarren base speed is 6 squares. They have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Quarren can't drown in water.

Expert Swimmer: A Quarren may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Quarren may choose to take 10 on Swim checks even when distracted or threatened.

Low-Light Vision: Quarren ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Adept traders and negotiators, Quarren with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

Automatic Languages: Basic and Quarrenese.

Rodians

Rodians hail from the Tyrius star system in the Mid Rim, their homeworld humid and choked with heavy rain forests teeming with dangerous life forms. In this hostile environment, the Rodians evolved into brutal hunters and killers to survive. As a result, Rodian culture centers around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intel-

ligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities.

Since joining the rest of the galaxy's spacefaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence, and many have found great success in this field.

Personality: Rodians tend to be violent, tenacious, and dedicated.

Physical Description: Humanoid, with multifaceted eyes, a tapered snout, and deep green skin, the average Rodian stands 1.6 meters tall.

Homeworld: The industrial world of Rodia (page 234).

Languages: Rodians speak, read, and write Rodese and Basic, but many learn to speak Huttese as well.

Example Names: Andoorni, Beedo, Chido, Doda, Greedo, Greeata, Kelko, Navik, Neela, Neesh, Wald.

Adventurers: Rodian adventurers leave their homeworld to improve their skills, hoping to one day return and claim the title of Hunt Master. To this end, they take on roles that allow them to flex their hunting skills and increase their battle prowess, most commonly working as bounty hunters or mercenaries.

Rodian Species Traits

Rodians share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma. Rodians are quick and well coordinated but often act before thinking things through and are often rude and try to bully others.

Medium Size: As Medium creatures, Rodians have no special bonuses or penalties due to their size.

Speed: Rodian base speed is 6 squares.

Heightened Awareness: A Rodian may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Low-Light Vision: Rodians ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Rodians are taught how to track and survive in the wilderness of Rodia from a very young age. A Rodian with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Automatic Languages: Basic and Rodese.



Rodian

Sullustans

To survive the natural perils of their harsh, volcanic homeworld, the Sullustans evolved in the planet's numerous caves. They prefer to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. Living underground helped the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

This friendly, gregarious species enjoys interacting with unique, unusual, and interesting beings. When Old Republic scouts first visited their homeworld, the Sullustans quickly embraced galactic civilization. The Sullustan manufacturing company SoroSuub is one of the largest non-Human-owned interstellar corporations in the galaxy. In fact, the company is so powerful that it has become the official government of Sullust, and more than half of the planet's population is on its payroll.

Personality: Sullustans tend to be pragmatic, pleasant, and fond of practical jokes.

Physical Description: Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands 1.5 meters tall.

Homeworld: The volcanic, technological world Sullust (page 235).

Languages: Sullustans speak, read, and write Sullustese and Basic.

Example Names: Aril Nunb, Dllr Nep, Nien Nunb, Sian Tevv, Syub Snunb.

Adventurers: Sullustan adventurers enjoy exploring the galaxy, conducting business, and pulling pranks to see how others react. They are inquisitive and love to discover things through personal experience, sometimes being a bit reckless.

Sullustan Species Traits

Sullustans share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Constitution. Sullustans are quick, agile, and good with ranged weapons, but they are not as hardy as other species.

Medium Size: As Medium creatures, Sullustans have no special bonuses or penalties due to their size.

Speed: Sullustan base speed is 6 squares.

Darkvision: Sullustans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.



Sullustan

Expert Climber: Sullustans are adept at climbing in their underground homes. A Sullustan may choose to take 10 on Climb checks even when distracted or threatened.

Heightened Awareness: A Sullustan may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic and Sullustese.

TRANDOSHANS

The reptilian Trandoshans are known for their great strength and warlike natures. Many of these beings dedicate themselves to martial training, and some follow the path of the hunter on their native world. A few have even become renowned (or infamous) bounty hunters in galactic society. Trandoshans have a long-standing enmity with Wookiees, and the two species have fought often over the centuries.

Trandoshans (who refer to themselves as "T'doshok") have supersensitive eyes that can see into the infrared range. They shed their skin several times in the span of their lives and can even regenerate lost limbs, but their clawed hands have difficulty with fine manipulation of objects.

Personality: Violent, brutal, and driven, Trandoshans love to compete but can show compassion and mercy as the situation warrants.

Physical Description: Trandoshans range from 1.8 to 2.1 meters tall. Their scaly hides offer additional defense against attacks.

Homeworld: Trandosha (page 237).

Language: Trandoshans speak, read, and write Dosh and Basic.

Example Names: Bossk, Fusset, Krussk, Ssuurg, Tusserk.

Adventurers: A Trandoshan adventurer craves the thrill of battle. Some leave Dosha to become bodyguards or mercenaries. Others set out to find new places to hunt and explore. A few use their warrior traditions to become soldiers, some even developing into bounty hunters as time goes by.

TRANDOSHAN SPECIES TRAITS

Trandoshans share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity. Trandoshans are powerful but lack agility.

Medium Size: As Medium creatures, Trandoshans have no special bonuses or penalties due to their size.

Speed: Trandoshan base speed is 6 squares.



TRANDOSHAN

Darkvision: Trandoshans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Limb Regeneration: A Trandoshan regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

Natural Armor: Trandoshans have thick scales that provide a +1 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Bonus Feat: Rugged and resilient, Trandoshans gain Toughness as a bonus feat.

Automatic Languages: Basic and Dosh.

TWI'LEKS

From the dry, rocky world of Ryloth, Twi'leks have made a place for themselves along the galactic rim. These tall, thin humanoids include a variety of distinct subraces, but are all instantly recognizable by the tentacular "head-tails" (called *lekku*) that protrude from the backs of their heads.

Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to act without undue danger to themselves presents itself. Their entrepreneurial spirit frequently leads them to positions of influence, and Twi'lek corporate executives and ambassadors are no less common than unscrupulous Twi'lek freighter captains and crime lords.

Personality: Twi'leks are calculating, pragmatic, and charismatic people. Generally, they try to avoid being swept up in open conflict, preferring instead to duck into the shadows where they can observe, plan, and prepare to profit from the outcome.

Physical Description: Humanoids with long head-tails, the average Twi'lek stands between 1.6 and 2 meters tall. Skin tones include white, green, blue, red, and orange, among others.



TWI'LEK

Homeworld: Twi'leks come from the planet Ryloth (page 234).

Languages: Twi'leks speak, read, and write Ryl and Basic. They can also communicate with one another using their lekku (a form of sign language). Some also learn Huttese.

Example Names: Bib Fortuna, Deel Surool, Firith Olan, Koyi Komad, Lyn Me, Oola, Tott Doneeta.

Adventurers: Twi'lek adventurers generally prefer to work behind the scenes, letting others stand in the full light of day. Many wind up in business (whether legal or illegal), performing as entertainers, or even serving as diplomats.

Twi'lek Species Traits

Twi'leks share the following species traits:

Ability Modifiers: +2 Charisma, –2 Wisdom. Twi'leks make convincing diplomats but are relatively weak-willed.

Medium Size: As Medium creatures, Twi'leks have no special bonuses or penalties due to their size.

Speed: Twi'lek base speed is 6 squares.

Deceptive: Naturally gifted at manipulation, a Twi'lek may choose to reroll any Deception check, but the result of the reroll must be accepted even if it is worse.

Great Fortitude: Twi'leks gain a +2 species bonus to their Fortitude Defense. Twi'leks have great health with a natural resistance to toxins and illness.

Low-Light Vision: Twi'leks ignore concealment (but not total concealment) from darkness.

Automatic Languages: Basic and Ryl.

Wookiees

Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy. Wookiees have many customs and traditions that revolve around honor and loyalty, including the special bond called the honor family and the sacred pledge called the life debt. A Wookiee never uses his or her climbing claws in combat; doing this is considered dishonorable and a sign of madness.

Personality: Wookiees tend to be honorable, rash, loyal, and short-tempered.

Physical Description: Wookiees are large furry bipeds ranging in height from 2 to 2.3 meters.

Homeworld: The forest world of Kashyyyk (page 232).

Language: Wookiees speak Shyriiwook, consisting of complex grunts and growls. They understand Basic but lack the ability to speak it.

Example Names: Chewbacca, Gorwooken, Groznik, Low-bacca, Ralrra, Rorworr, Salporin.

Adventurers: Wookiee adventurers usually start out as wanderers or explorers, but some find this path by forming an honor family with (or owing a life debt to) other adventures.

Wookiee Species Traits

Wookiees share the following species traits:

Ability Modifiers: +4 Strength, +2 Constitution, –2 Dexterity, –2 Wisdom, –2 Charisma. Wookiees are powerful and hardy, but they aren't agile, tend to be impulsive, and have little patience for diplomacy.

WOOKIEE



Medium Size: As Medium creatures, Wookiees have no special bonuses or penalties due to their size.

Speed: Wookiee base speed is 6 squares.

Extraordinary Recuperation: A Wookiee regains hit points at double the normal rate (see Natural Healing, page 148).

Rage: Once per day, a Wookiee can fly into a rage as a swift action. While raging, the Wookiee temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

A fit of rage lasts for a number of rounds equal to 5 + the Wookiee's Constitution modifier. At the end of its rage, a Wookiee moves –1 persistent step along the condition track (see Conditions, page 148). The penalties imposed by this condition persist until the Wookiee takes at least 10 minutes to recuperate, during which time the Wookiee can't engage in any strenuous activity.

Weapon Familiarity: Wookiees with the Weapon Proficiency (rifles) feat are proficient with the bowcaster.

Skills: Wookiees are great climbers and may choose to take 10 on Climb checks even when distracted or threatened. Known to pull the ears off gundarks, they may choose to reroll any Persuasion check made to intimidate others, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic (cannot speak) and Shyriiwook.

Zabrak

The Zabrak are an early spacefaring race distinguished by patterns of vestigial horns on their heads. Zabrak hail from many worlds and have been spacefarers for so long that they define themselves and each other according to their colony of origin.



ZABRAK

The harshness of Iridonia, their homeworld, forged in the Zabrak an iron will to survive. Driven to escape their world, they sought to obtain the knowledge of space flight. When Duros scouts began exploring the Mid Rim Territories, they encountered Zabrak in eight sovereign colonies in five different systems. Though subjugated under the harsh rule of the Empire, the Zabrak colonies eventually regained their independence.

Zabrak possess a great amount of confidence, and they believe that there is nothing they can't accomplish. While this innate attitude could lead to feelings of superiority, most Zabrak don't look down on others. They believe in themselves and are proud and strong, but they rarely project any negativity toward those of other species.

Personality: Zabrak tend to be dedicated, intense, and focused, sometimes appearing obsessive and single-minded to other species.

Physical Description: Humanoid, distinguished by patterns of vestigial horns atop their heads. The average Zabrak stands 1.8 meters tall.

Homeworld: Iridonia (page 231) or one of eight colonies in the Mid Rim region of space.

Language: Zabrak speak, read, and write Zabrak and Basic.

Example Names: Aagh Odok, Eeth Koth, Kooth Aan.

Adventurers: Zabrak adventurers love to explore the galaxy. No challenge is too big to deter a Zabrak. They range from scoundrels on distant colony worlds, to noble diplomats and merchants, to scouts, soldiers, and even Jedi.

Zabrak Species Traits

Zabrak share the following species traits:

Ability Modifiers: Zabrak have no ability score adjustments.

Medium Size: As Medium creatures, Zabrak have no special bonuses or penalties due to their size.

Speed: Zabrak base speed is 6 squares.

Heightened Awareness: Having strong survival instincts and quick reactions, a Zabrak may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Superior Defenses: Adapted to a very tough and trying environment, Zabrak gain a +1 species bonus to all of their defenses.

Automatic Languages: Basic and Zabrak.





Chapter III
Heroic Classes



Star Wars heroes seek credits, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from brutal combat power to subtle skills to mastery of the Force. Some adventurers prevail and grow in experience, wealth, and power. Others die.

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, a class provides a starting point from which you can develop in any direction you see fit. Don't think of a class as restrictive; instead, a class is defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. A class provides structure. How you develop your character is entirely up to you. You get to choose talents and feats as you advance—and you can take levels in other classes as you go along if that better serves the concept at the core of your hero.

Choosing a Heroic Class

Five basic classes, known as heroic classes, are available in the Star Wars Roleplaying Game. Characters with levels in heroic classes are called heroic characters, or heroes. Unlike nonheroic supporting characters, heroic characters have many special abilities that make them extraordinary.

At 1st level, you must choose a heroic class for your character. The five heroic classes are:

Jedi: The Jedi are the guardians of peace and justice in the galaxy. They learn to master the Force, and their trademark weapon is the lightsaber.

Noble: The noble is a shrewd bargainer and negotiator who inspires confidence and makes a great leader.

Scoundrel: The scoundrel is a tricky, skillful rogue who succeeds by stealth instead of brute force.

Scout: The scout is a cunning, skilled explorer trained to operate in the vast wilderness of space and backwater worlds.

Soldier: A warrior with exceptional combat capability and unequaled skill with weapons.

The Multiclass Character

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes. A noble, for example, might become a noble/soldier. Adding the soldier class would give her proficiency in more weapons, a better Fortitude Defense, and so on, but it would also mean that she doesn't gain new noble talents and thus is not as powerful a noble as she otherwise would have become. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

Class Level vs. Character Level

The *Star Wars Roleplaying Game* uses the terms *class level* and *character level* to mean different things. Class level pertains to a character's level in a particular class. Character level pertains to a character's total experience. So, a character who has only one class has a character level and a class level that are the same. (A 7th-level Jedi has a character level of 7th and a class level of 7th.) But for a character with more than one class, class level and character level are different. A 4th-level scout/3rd-level scoundrel has a character level of 7th, with a scout class level of 4th and a scoundrel class level of 3rd.

Class and Level Bonuses

An attack roll is a combination of three numbers, each representing a different factor: a random factor (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. Your character's base attack bonus applies to all attack rolls. Use the bonus that corresponds to the character's class level.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus.

Damage Bonus

Your character deals extra damage on melee and ranged attacks equal to one-half her character level, rounded down. A 1st-level character, therefore, has a damage bonus of +0.

For example, a 4th-level soldier armed with a heavy blaster deals 3d8+2 points of damage with the weapon. A 12th-level soldier armed with the exact same weapon deals 3d8+6 points of damage.

Defenses

Your character has three defense scores. Defenses are discussed fully on page 145.

Reflex Defense: 10 + your heroic level or armor bonus + Dexterity modifier + class bonus + natural armor bonus (if any) + size modifier

Fortitude Defense: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus

Will Defense: 10 + your heroic level + Wisdom modifier + class bonus

Heroic Level

Your heroic level is the sum of all levels you have in heroic classes (Jedi, noble, scoundrel, scout, soldier) and prestige classes (see Chapter 12). It does not include levels in the nonheroic character class (see page 277) or beast class (see page 273). For example, if you were a scout 6/soldier 2, you would have a heroic level of 8, adding that number to all of your defense scores.

Class Bonuses to Defenses

When you take your first level in a heroic class, you gain class bonuses on two or more defenses, as shown below:

CLASS	CLASS BONUSES TO DEFENSES
Jedi	+1 Reflex Defense, +1 Fortitude Defense, +1 Will Defense
Noble	+1 Reflex Defense, +2 Will Defense
Scoundrel	+2 Reflex Defense, +1 Will Defense
Scout	+2 Reflex Defense, +1 Fortitude Defense
Soldier	+1 Reflex Defense, +2 Fortitude Defense

Class bonuses do not stack; you only apply the best bonus from all your classes to each defense score. Continuing the previous example, if you were a scout 6/soldier 2, you would have a +2 class bonus to your Fortitude Defense (this is the better bonus, granted by being a soldier) and a +2 class bonus to your Reflex Defense (also the better bonus, granted by being a scout). If you later added a level of noble, you would also gain a +2 class bonus to your Will Defense.

Level-Dependent Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 3–1: Experience and Level-Dependent Benefits summarizes these additional benefits.

XP: This column shows the experience point total needed to achieve a given character level. For multiclass characters, XP determines overall character level, not individual class levels.

Feats: This column indicates the levels at which a character gains feats. These feats are in addition to any bonus feats granted in the class descriptions and the bonus feat granted to Humans at 1st level.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon gaining 4th, 8th, 12th, 16th, and 20th level, a character increases two of his or her ability scores by 1 point each. The player chooses which two ability scores to improve. A player cannot apply both ability increases to a single ability score, and the ability improvements are permanent.

Table 3-1: Experience and Level-Dependent Benefits

Character Level	XP	Feats	Ability Increases
1st	0	1st	–
2nd	1,000	–	–
3rd	3,000	2nd	–
4th	6,000	–	1st, 2nd
5th	10,000	–	–
6th	15,000	3rd	–
7th	21,000	–	–
8th	28,000	–	3rd, 4th
9th	36,000	4th	–
10th	45,000	–	–
11th	55,000	–	–
12th	66,000	5th	5th, 6th
13th	78,000	–	–
14th	91,000	–	–
15th	105,000	6th	–
16th	120,000	–	7th, 8th
17th	136,000	–	–
18th	153,000	7th	–
19th	171,000	–	–
20th	190,000	–	9th, 10th

For example, a noble with a starting Dexterity of 13 and a starting Charisma of 15 might improve to Dex 14 and Cha 16 at 4th level. At 8th level, the same character might improve Charisma again (from 16 to 17) and increase any one of the other five abilities by 1 as well.

Ability score increases are retroactive. For example, if you increase your Intelligence score from 13 to 14, you immediately gain an additional trained skill chosen from your class skills and an additional language. Similarly, if a Jedi with two instances of the Force Training feat increased his Wisdom from 13 to 14, he would gain two Force powers (for a total of six).

Multiclass Characters: For multiclass characters, ability increases are gained according to overall character level, not class level. Thus, a 3rd-level noble/1st-level soldier is a 4th-level character overall and eligible for her first two ability score boosts.

Class Descriptions

The rest of this chapter, up to the section on multiclass characters, describes each class. These descriptions are general. Individual members of a class may differ in their attitudes, outlooks, and other aspects.

Game Rule Information

Game rule information follows the general class description. Not all of the following categories apply to every class.

Abilities

This entry tells you which abilities are most important for a character of that class. Players can "play against type," but a typical character of a class puts his or her highest ability scores where they'll do the most good. (Or, in game-world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.)

Hit Points

A 1st-level heroic character begins play with a certain number of hit points determined by his or her class:

Class	Starting Hit Points
Noble, scoundrel	18 + Constitution modifier
Scout	24 + Constitution modifier
Jedi, soldier	30 + Constitution modifier

A character's hit points increase each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

Class	Hit Points/Level
Noble, scoundrel	1d6 + Constitution modifier
Scout	1d8 + Constitution modifier
Jedi, soldier	1d10 + Constitution modifier

The character always gets at least 1 hit point with each new level, regardless of the player's die roll and the character's Constitution modifier.

Class Table

This table details how a character improves as he or she gains levels. Class tables include the following information:

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus. Apply this bonus to the character's attack rolls and damage rolls.

Class Features: Level-dependent class abilities, alternating between talents and bonus feats.

Class Skills

Every class has a list of class skills. Once a player selects a class for his character, he chooses a number of trained skills from the character's list of class skills. The exact number of trained skills a player can choose at 1st level depends on the character's class:

CLASS	NUMBER OF TRAINED SKILLS
Jedi	2 + Intelligence modifier
Noble	6 + Intelligence modifier
Scoundrel	4 + Intelligence modifier
Scout	5 + Intelligence modifier
Soldier	3 + Intelligence modifier

Put another way, a character's trained skills represent a subset of that character's class skills. Every time a character picks up a new class, his list of class skills grows to include those of the new class, but the only way to gain new trained skills after 1st level is to take the Skill Training feat (page 88).

For example, a noble gets 6 trained skills at 1st level. If she has a +1 Intelligence modifier, her total becomes 7 trained skills. The noble then selects 7 skills from her list of class skills, which then become trained skills for her.

For more information on trained skills, see Chapter 4: Skills.

Class Features

This entry details special characteristics of the class, including starting feats that the character gets for free at 1st level, special talents uniquely flavored to the class, and bonus feats.

Jedi

Jedi combine physical training with mastery of the Force. Jedi concentrate on battle prowess, defense, and lightsaber training. Additionally, they are ambassadors of the Jedi order, protecting the Republic from all dangers. Few are strong enough in the Force and have the devotion to walk the Jedi's path, but those few are awarded with a powerful ally. They walk in a larger world than those who neither feel nor heed the Force.

Exploits

All Jedi journey into the galaxy at large to further their own knowledge and to help those in need. They take their responsibility seriously, considering even mundane missions to be personal tests. Most Jedi follow the light side, but some become darksiders and use the Force for evil or selfish intent. Those imbued with the light side refrain from using the Force for every task, preferring to find other solutions and save the Force for when it is truly needed. Those who succumb to the dark side use every advantage at their disposal, wielding the Force to solve problems as a soldier would use a blaster to destroy a stingfly.

Table 3-2: The Jedi

BASE LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, lightsaber, starting feats, talent
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Build lightsaber, talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus feat

Class Skills (trained in 2 + Int modifier): Acrobatics, Endurance, Initiative, Knowledge (all skills, taken individually), Perception, Pilot, Use the Force

Characteristics

The Jedi's strength flows from the Force, granting her special powers. This character often masters the ability to feel the living Force in the world within her. Charisma and Wisdom are the most important abilities for a Jedi, although any of the other abilities are nearly as important.

Background

A Jedi typically starts out as a Padawan learner attached to a Jedi Master. (Prior to 1st level, the character trained as a student with the Jedi Council. She begins her heroic career at 1st level when she is selected as a Padawan learner.) The Jedi has a genuine desire to use the Force to help the people of the galaxy. A Jedi has a deep connection to her mentor and the Jedi order but often operates with only tangential contact with either master or order.

Still, not all who study the Jedi arts are actually members of the Jedi order. During the Old Sith Wars (thousands of years before the Battle of Yavin), many Sith acolytes and initiates are often members of this class before becoming a Sith apprentice under a particular Sith Lord (see page 224). This class is also common among other Force traditions with strong ties to the Jedi arts, such as the Jensaarai (see page 106).

Examples of Jedi in Star Wars

Luke Skywalker (after training under Obi-Wan Kenobi and Yoda), Obi-Wan Kenobi, Anakin Skywalker, Mace Windu, Bastila Shan, Quinlan Vos.

Game Rule Information

Jedi have the following game statistics.

Abilities

A Jedi should be gifted in all abilities, but Wisdom and Charisma are most important. Strength and Dexterity are also useful.

Hit Points

Jedi begin play at 1st level with a number of hit points equal to 30 + their Constitution modifier. At each level after 1st, Jedi gain 1d10 hit points + their Constitution modifier.

Force Points

Jedi gain a number of Force Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Force Points left over from previous levels are lost.

Class Features

All of the following are features of the Jedi class.

Defense Bonuses

At 1st level, you gain a +1 class bonus to your Fortitude Defense, Reflex Defense, and Will Defense.

Lightsaber

You start play with a lightsaber provided by your Master. Later, you can build your own lightsaber (see Build Lightsaber, below).

Starting Feats

At 1st level, you gain the following bonus feats:

Force Sensitivity
Weapon Proficiency (lightsabers)
Weapon Proficiency (simple weapons)

Talents

At 1st level and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

JEDI CONSULAR TALENT TREE

Jedi that follow the path of the consular are skilled negotiators and talented ambassadors. You prefer to use the strength of your words and the wisdom that the Force provides to solve conflicts.

Adept Negotiator: As a standard action, you can weaken the resolve of one enemy with your words. The target must have an Intelligence of 3 or higher, and it must be able to see,



Bia-Lan Wezz, Female Human Jedi

Building a Lightsaber

You can build a lightsaber if you have at least seven heroic levels as well as the Force Sensitivity and Weapon Proficiency (lightsabers) feats. You must spend 1,500 credits to obtain the basic components and 24 uninterrupted hours constructing the weapon. At the end of this time, make a DC 20 Use the Force check; you can't take 20 on this check. If the check succeeds, you complete the lightsaber's construction. If the check fails, you must spend another 24 hours dismantling and rebuilding the flawed weapon.

Once the lightsaber is constructed, you must spend a Force Point to attune it (a full-round action). From that point on, you gain a +1 bonus on attack rolls made with your scratch-built lightsaber. No one else who wields the weapon gains this bonus.

You can build a double-bladed lightsaber instead of a normal lightsaber, but the cost for components increases to 3,000 credits.

hear, and understand you. Make a Persuasion check; if the result equals or exceeds the target's Will Defense, it moves –1 step along the condition track (see Conditions, page 148). The target gets a +5 bonus to its Will Defense if it is highter level than you. If the target reaches the end of the track, it does not fall unconscious; instead, it cannot attack you or your allies for the remainder of the encounter unless you or one of your allies attacks it or one of its allies first. This is a mind-affecting effect.

Force Persuasion: You can use your Use the Force check modifier instead of your Persuasion check modifier when making Persuasion checks. You are considered trained in the Persuasion skill for purposes of using this talent. If you are entitled to a Persuasion check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

Prerequisite: Adept Negotiator.

Master Negotiator: If you successfully use the Adept Negotiator talent (see above), your target moves an additional –1 step along the condition track (–2 steps total). This is a mind-affecting effect.

Prerequisite: Adept Negotiator.

Skilled Advisor: You can spend a full-round action advising an ally, thereby granting her a +5 bonus on her next skill check. If you spend a Force Point, the bonus increases to +10. The target must be able (and willing) to hear and understand your advice. You cannot advise yourself. This is a mind-affecting effect.

JEDI GUARDIAN TALENT TREE

Jedi that follow the path of the guardian are more combat-oriented than other Jedi, honing their skills to become deadly combatants.

Acrobatic Recovery: If an effect causes you to fall prone, you can make a DC 20 Acrobatics check to remain on your feet.

Battle Meditation: The Jedi technique known as Battle Meditation allows you and your allies to work together seamlessly and with a level of precision that can only come from the Force. As a full-round action, you can spend a Force Point to give you and all allies within 6 squares of you a +1 insight bonus on attack rolls that lasts until the end of the encounter. This bonus does not extend to allies outside the range of the effect, even if they move within 6 squares of you later on. Allies who benefit from the Battle Meditation must remain within 6 squares of you to retain the insight bonus, and they lose it if you are knocked unconscious or killed. This is a mind-affecting effect.

Elusive Target: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a –5 penalty. This penalty is in addition to the normal –5 penalty for firing into melee (see Shooting or Throwing into a Melee, page 161), making the penalty to target you –10.

Force Intuition: You can use your Use the Force check modifier instead of your Initiative modifier when making Initiative checks. You are considered trained in the Initiative skill for purposes of using this talent. If you are entitled to an Initiative check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

Resilience: You can spend a Force Point as a swift action to move +2 steps along the condition track (see Conditions, page 148).

JEDI SENTINEL TALENT TREE

The Jedi that follow the path of the sentinel are the true enemies of the dark side, hunting down evil and stopping the spread of darkness wherever they go. You are a master of subtlety and difficult to tempt with the dark side, even when constantly confronted with its power.

Clear Mind: You may reroll any opposed Use the Force check made to avoid being detected by other Force-users. You must take the result of the reroll, even if it is worse.

Dark Side Sense: Jedi following the path of the sentinel become exceptionally talented at rooting out evil. You may reroll any Use the Force check made to sense the presence and relative location of characters with a Dark Side Score of 1 or higher. You must take the result of the reroll, even if it is worse.

Dark Side Scourge: Against creatures with a Dark Side Score of 1 or higher, you deal extra damage on melee attacks equal to your Charisma bonus (minimum +1).

Prerequisite: Dark Side Sense.

Force Haze: You can spend a Force Point as a standard action to create a "haze" that hides you and your allies from the perceptions of others. You can hide a number of creatures in line of sight equal to your class level. Make a Use the Force check and compare the result to the Will Defense of any opponent that moves into line of sight of any creature hidden by your Force haze. If

"MY ALLY IS THE FORCE, AND A POWERFUL ALLY IT IS."

– JEDI MASTER YODA

your check result beats the opponent's Will Defense, all hidden creatures are treated as if they had total concealment against that opponent.

The Force haze lasts up to 1 minute but is dismissed instantly if anyone hidden by the Force haze makes an attack.

Prerequisite: Clear Mind.

Resist the Dark Side: You gain a +5 Force bonus to all Defense scores against Force powers with the *[dark side]* descriptor and Force powers originating from any dark Force-user (that is, any Force-user whose Dark Side Score equals his Wisdom score).

Prerequisite: Dark Side Sense.

LIGHTSABER COMBAT TALENT TREE

The lightsaber is the chosen weapon of the Jedi. Not as clumsy or random as a blaster, the lightsaber is an elegant weapon for a more civilized combatant. The following talents allow you to improve your prowess with a lightsaber.

Block: As a reaction, you may negate a melee attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative –5 penalty on your Use the Force check for every time you have used Block or Deflect since the beginning of your last turn. You must have a lightsaber drawn and ignited to use this talent, and you must be aware of the attack and not flat-footed.

Deflect: As a reaction, you may negate a ranged attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative –5 penalty on your Use the Force check for every time you have used Block or Deflect since the beginning of your last turn. You must have a lightsaber drawn and ignited to use this talent, and you must be aware of the attack and not flat-footed.

You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If you succeed on the Use the Force check, you take half damage if the autofire attack hits and no damage if the autofire attack misses. This talent has no effect on other area attacks (such as grenades, missiles, and flamethrowers).

This talent cannot be used to negate attacks made by Colossal (frigate) or larger-size vehicles unless the attack is made with a point-defense weapon.

Lightsaber Defense: As a swift action, you can use your lightsaber to parry your opponents' attacks, gaining a +1 deflection bonus to your Reflex Defense until the start of your next turn. You must have a lightsaber drawn and ignited to use this talent, and you don't gain the deflection bonus if you are flat-footed or otherwise unaware of the incoming attack.

You can take this talent multiple times; each time you take this talent, the deflection bonus increases by +1 (maximum +3).

Weapon Specialization (lightsabers): You gain a +2 bonus on melee damage rolls with lightsabers.

Prerequisite: Weapon Focus (lightsabers) feat (see page 89).

Lightsaber Throw: You can hurl a lightsaber as a standard action, treating it as a thrown weapon. You are considered proficient with the thrown lightsaber, and you apply the normal range penalties to the attack roll (see Table 8–5: Range Penalties). The thrown lightsaber deals normal weapon damage if it hits.

If your target is no more than 6 squares away, you can pull your lightsaber back to your hand as a swift action by making a DC 20 Use the Force check.

Redirect Shot: This talent allows you to redirect a deflected blaster bolt along a specific trajectory so that it damages another creature or object in its path. Once per round when you successfully deflect a blaster bolt, you can make an immediate ranged attack against another target with which you have line of sight. Apply the normal range penalties to the attack roll (see Table 8–5: Range Penalties), not counting the distance the bolt traveled to reach you. If the attack succeeds, it deals normal weapon damage to the target.

Only single blaster bolts can be redirected in this manner. Barrages from autofire weapons and other types of projectiles can't be redirected.

Prerequisites: Deflect, base attack bonus +5.

Build Lightsaber

At 7th level and beyond, you can build your own lightsaber (see the Building a Lightsaber sidebar).

Bonus Feats

At each even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Acrobatic Strike, Cleave, Combat Reflexes, Dodge, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Great Cleave, Improved Charge, Improved Disarm, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mobility, Quick Draw, Power Attack, Powerful Charge, Rapid Strike, Running Attack, Skill Focus, Skill Training, Strong in the Force, Triple Attack, Triple Crit, Weapon Finesse, Weapon Focus (lightsabers).

CREDITS

A 1st-level Jedi starts play with 3d4 × 100 credits.

Noble

Members of the noble class use their intelligence and natural charisma to make their way in the galaxy. From true royalty to elected officials, military commanders to crime lords, traders, merchants, ambassadors, holovid stars, and influential corporate magnates, character types who appear in the noble class are varied and numerous. Some bring honor to the name. Others are sly, treacherous, and dishonorable to the core. With a winning smile, a golden tongue, a powerful message, or a knack for making compromises, the noble commands respect, makes friends, and inevitably influences people.

Exploits

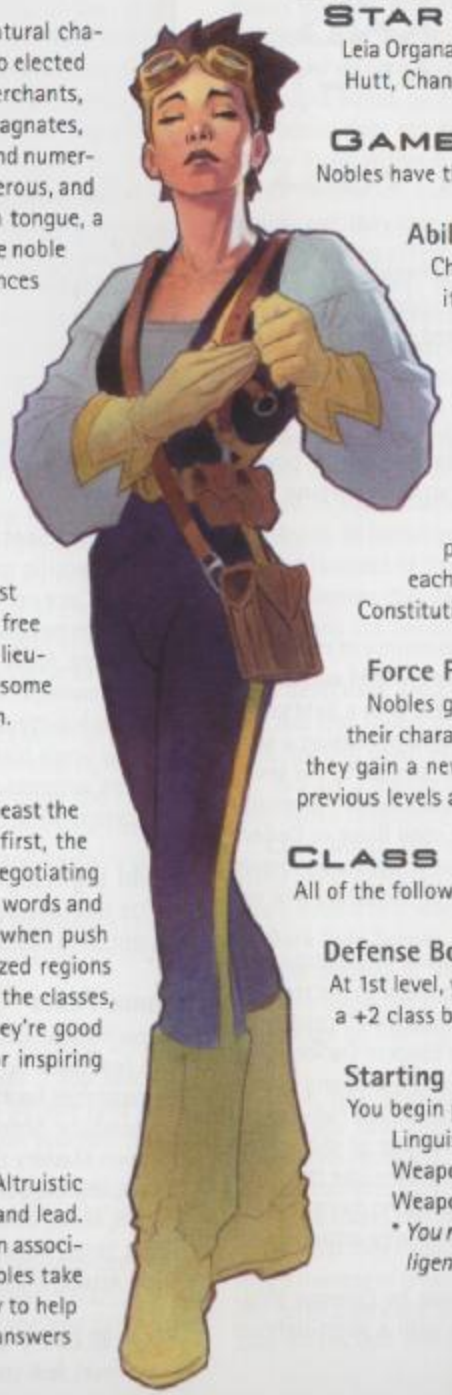
Most nobles wind up in dangerous situations because of something they believe in or because their job calls for it. Others hope to use their negotiating talents to navigate a course through the troubles around them, or seek to find profit in the troubles of others. Whatever their initial motivations, nobles usually wind up taking to a cause and a goal that sustains them through the roughest missions. An adventuring noble might be a senator's aide, a free trader, a diplomat, a true prince or princess, or an outlaw's lieutenant. Nobles often feel responsible for others, though some consider themselves to be better than those around them.

Characteristics

The noble fosters feelings of good will and honesty, or at least the illusion of such, to succeed. Where other classes shoot first, the noble starts out asking questions and hopes to finish by negotiating a deal. The noble believes she can be more effective with words and deeds than with violence, though some draw a blaster when push comes to shove. The noble is more comfortable in civilized regions of space, where law and order have some meaning. Of all the classes, nobles have the best diplomatic and bargaining skills. They're good talkers, negotiators, and bluffers. They have a knack for inspiring others, and they make good leaders.

Background

Nobles come to their profession in a variety of ways. Altruistic nobles believe it is their duty and responsibility to serve and lead. More selfish nobles seek the fame, wealth, and power often associated with the positions they aspire to. Power-hungry nobles take advantage of the system and wind up helping others only to help themselves. The halls of power are calling. How the noble answers can make all the difference.



Arani Korden, Female Human Noble

Examples of Nobles in Star Wars

Leia Organa, Padmé Amidala, Bail Organa, Talon Karrde, Jabba the Hutt, Chancellor Valorum, Supreme Chancellor Palpatine.

Game Rule Information

Nobles have the following game statistics.

Abilities

Charisma is undoubtedly a noble's most important ability score, as the noble's skill at interacting with others and projecting a sense of confidence are crucial for his or her success. Wisdom and Intelligence form the basis of other important skills, so these ability scores are also significant.

Hit Points

Nobles begin play at 1st level with a number of hit points equal to 18 + their Constitution modifier. At each level after 1st, nobles gain 1d6 hit points + their Constitution modifier.

Force Points

Nobles gain a number of Force Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Force Points left over from previous levels are lost.

Class Features

All of the following are features of the noble class.

Defense Bonuses

At 1st level, you gain a +1 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Starting Feats

You begin play with the following feats:

Linguist*
Weapon Proficiency (pistols)
Weapon Proficiency (simple weapons)

* *You must meet the prerequisite of this feat (minimum Intelligence 13) to gain it.*

Talents

At 1st level and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFLUENCE TALENT TREE

One of your greatest strengths is your ability to exert influence over your opponents.

Presence: You can make a Persuasion check to intimidate a creature as a standard action (instead of a full-round action).

Demand Surrender: Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defense, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defense. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this talent against a particular target once per encounter. This is a mind-affecting effect.

Prerequisite: Presence.

Improved Weaken Resolve: As Weaken Resolve (see below), except that the target doesn't stop fleeing from you if it is wounded.

Prerequisites: Presence, Weaken Resolve.

Weaken Resolve: Once per round, when you deal damage equal to or greater than the target's damage threshold, make a Persuasion check as a free action; if the result equals or exceeds the target's Will Defense, you fill the target with terror, causing it to flee from you at top speed for 1 minute. The target can't take standard actions, swift actions, or full-round actions while fleeing, and the target stops fleeing and can act normally if it is wounded. As a free action or reaction, the target can spend a Force Point (if it has not already spent one earlier in the round) to negate the effect. The effect is automatically negated if the target's level is equal to or higher than your character level. This is a mind-affecting fear effect.

Prerequisite: Presence.

INSPIRATION TALENT TREE

Nobles are renowned for their ability to inspire their followers and urge them to greatness. You can often get results out of their friends, allies, and followers that other leaders cannot.

All of the talents in this tree are mind-affecting effects. Moreover, you can't use any of these talents on yourself.

Bolster Ally: As a standard action, you can bolster an ally within line of sight, moving him +1 step along the condition track (see Conditions, page 148) and giving him a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

Ignite Fervor: Whenever you hit an opponent with a melee or ranged attack, you can (as a free action) choose to give one ally within your line of

TABLE 3-3: THE NOBLE

BASE LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+1	0Bonus feat
15th	+1	1Talent
16th	+1	2Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

Class Skills (trained in 6 + Int modifier): Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Perception, Persuasion, Pilot, Ride, Treat Injury, Use Computer

sight a bonus to damage on his next attack equal to his character level. Once his fervor has been ignited, the affected ally doesn't need to remain within line of sight of you; if his next attack misses, he loses the bonus to damage granted by this talent. You can't ignite fervor in yourself.

Prerequisites: Bolster Ally, Inspire Confidence.

Inspire Confidence: As a standard action, you can inspire confidence in all allies in your line of sight, granting them a +1 morale bonus on attack rolls and a +1 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

Inspire Haste: As a swift action, you can encourage one of your allies within line of sight to make haste with a skill check. On that ally's next turn, that ally can make a skill check that requires a standard action as a move action instead.

Inspire Zeal: Whenever an ally within line of sight of you makes an attack that moves an opponent down the condition track (such as by dealing damage that equals or exceeds the target's damage threshold), that ally moves the target an additional –1 step down the condition track.

Prerequisites: Bolster Ally, Inspire Confidence, Ignite Fervor.

LEADERSHIP TALENT TREE

A born leader, you know how to take charge and lead your companions and followers to success.

All of the talents in this tree are mind-affecting effects. Moreover, you can't use any of these talents on yourself.

Born Leader: Once per encounter, as a swift action, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead.

Coordinate: A noble with this talent has a knack for getting people to work together. When you use this talent as a standard action, all allies within your line of sight grant an additional +1 bonus when they use the aid another action until the start of your next turn (see Aid Another, page 151).

You may select this talent multiple times; each time you do, the bonus granted by the coordinate ability increases by +1 (to a maximum of +5).

Distant Command: Any ally who gains the benefit of your Born Leader talent (see above) does not lose the benefit if their line of sight to you is broken.

Prerequisite: Born Leader.

Fearless Leader: As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Will Defense against any fear effect. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.

Prerequisite: Born Leader.

Rally: Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex Defense and Will Defense and a +2 bonus to all damage rolls for the remainder of the encounter.

Prerequisites: Born Leader, Distant Command.

Trust: You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the action if line of sight is later broken.

Prerequisites: Born Leader, Coordinate.

LINEAGE TALENT TREE

You lead a privileged life and reap the benefit of an upbringing beyond most citizens of the galaxy.

Connections: You are able to obtain licensed, restricted, military, or illegal equipment without having to pay a licensing fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your character level × 1,000 credits. In addition, when obtaining equipment or services through the black market, you reduce the black market cost multiplier by 1. See Restricted Items (page 118) for details.

Educated: Thanks to your well-rounded education, you may make any Knowledge check untrained.

Spontaneous Skill: Sometimes you surprise others with your skill. Once per day, you may make an untrained skill check as though you were trained in the skill. Exception: You cannot use this talent to make an untrained Use the Force check as though you were trained in the skill unless you have the Force Sensitivity feat (page 85).

You can select this talent multiple times; each time you do, you can use it one additional time per day.

Prerequisite: Educated.

Wealth: Each time you gain a level (including the level at which you select this talent), you receive an amount of credits equal to 5,000 × your noble level. You can spend these credits as you see fit. The credits appear in a civilized, accessible location of your choice or in your private bank account.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armor Proficiency (light), Cybernetic Surgery, Exotic Weapon Proficiency, Linguist, Melee Defense, Skill Focus, Skill Training, Surgical Expertise, Weapon Finesse, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (rifles).

CREDITS

A 1st-level noble starts play with 3d4 × 400 credits.

SCOUNDREL

Scoundrels are rogues—good, bad, and neutral—who either live outside the law or fight against it in order to get the upper hand. They can come from any world or region of the galaxy. Most use their intelligence and dexterity to accomplish tasks, and many rely on charisma as a fallback when all else fails. The scoundrel gets by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

EXPLOITS

Many scoundrels live a life of adventure for the excitement it provides. Others go adventuring to advance their illicit careers. Some are good-hearted rogues in it for the thrill or to right a wrong done to them or those they love. Others are despicable knaves who serve only one master—the greed that swells inside them. More often, a adventurous scoundrel falls somewhere in the middle, changing allegiance and attitudes as the political climate changes, until something larger than himself sets him on a particular course through the galaxy. Adventurous scoundrels call themselves smugglers, pirates, outlaws, gamblers, slicers, con artists, thieves, rogues, and spies.

CHARACTERISTICS

Scoundrels have a knack for getting into and out of trouble. They have an instinct for self-preservation that keeps them alive, but it's usually tempered with a need to experience the thrills that their profession has to offer, and many adventurous scoundrels are also saddled with a sense of honor that sometimes makes them go against their natural inclinations.

BACKGROUND

Scoundrels don't often start out seeking to defy authority and break the law. Some are thrust into the profession as a means of rebellion. Others wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control. The skills they pick up along the way make them great members of any mission team.

EXAMPLES OF SCOUNDRELS IN STAR WARS

Han Solo, Lando Calrissian, Dash Rendar, Dexter Jettster, Ghent, Watto.

GAME RULE INFORMATION

Scoundrels have the following game statistics.

Abilities

Dexterity and Intelligence are a scoundrel's most important ability scores, because he must have quick reflexes and a sharp wit to survive. Charisma is important for talking one's way out of trouble, and Wisdom is useful for spotting trouble before it finds the scoundrel.

Hit Points

Scoundrels begin play at 1st level with a number of hit points equal to 18 + their Constitution modifier. At each level after 1st, scoundrels gain 1d6 hit points + their Constitution modifier.

TABLE 3-4: THE SCOUNDREL

BASE LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus Feat
3rd	+2	Talent
4th	+3	Bonus Feat
5th	+3	Talent
6th	+4	Bonus Feat
7th	+5	Talent
8th	+6	Bonus Feat
9th	+6	Talent
10th	+7	Bonus Feat
11th	+8	Talent
12th	+9	Bonus Feat
13th	+9	Talent
14th	+10	Bonus Feat
15th	+11	Talent
16th	+12	Bonus Feat
17th	+12	Talent
18th	+13	Bonus Feat
19th	+14	Talent
20th	+15	Bonus Feat

Class Skills (trained in 4 + Int modifier): Acrobatics, Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Mechanics, Perception, Persuasion, Pilot, Stealth, Use Computer

Force Points
Scoundrels gain a number of Force Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Force Points left over from previous levels are lost.

Class Features
All of the following are features of the scoundrel class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +1 class bonus to your Will Defense.

Starting Feats
You begin play with the following feats:
- Point Blank Shot
- Weapon Proficiency (pistols)
- Weapon Proficiency (simple weapons)

Talents
At 1st level and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

FORTUNE TALENT TREE
Many scoundrels like to gamble with destiny, putting everything on the line and trusting fate (or the Force) to bring them fortune, fame, and success.

Fool's Luck: As a standard action, you can spend a Force Point to gain one of the following benefits for the rest of the encounter: a +1 luck bonus on attack rolls, a +5 luck bonus on skill checks, or a +1 luck bonus to all your defenses.

Fortune's Favor: Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost.

Gambler: You gain a +2 competence bonus on Wisdom checks when you gamble (see the Gambling sidebar on the next page).

You can select this talent multiple times; each time you take this talent, the competence bonus increases by +2.



Deel Surool, Male Twi'lek Scoundrel

Knack: Once per day, you can reroll a skill check and take the better result.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per day.

Lucky Shot: Once per day, you can reroll an attack roll and take the better result.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per day.

Prerequisite: Knack.

MISFORTUNE TALENT TREE
Your mother always said you were trouble. Now, your enemies know it, too.

Dastardly Strike: Whenever you make a successful attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the target moves –1 step along the condition track (see Conditions, page 148).

Disruptive: By spending two swift actions, you can use your knack for causing trouble and instigating chaos to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonuses applied to enemies in your line of sight.

Skirmisher: If you move at least 2 squares before you attack and end your move in a different square from where you started, you gain a +1 bonus on attack rolls until the start of your next turn.

Sneak Attack: Any time your opponent is flat-footed or otherwise denied its Dexterity bonus to Reflex Defense, you deal an extra 1d6 points of damage with a successful melee or ranged attack. You must be within 6 squares of the target to make a sneak attack with a ranged weapon.

You may select this talent multiple times. Each time you select it, your sneak attack damage increases by +1d6 (maximum +10d6).

Walk the Line: As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a –2 penalty to their defenses until the start of your next turn. The penalty is negated if line of sight is broken.

Prerequisite: Disruptive.

SLICER TALENT TREE

You move like a ghost through the HoloNet and can hack into enemy mainframes and computer systems with astonishing grace.

Gimmick: You can issue a routine command to a computer (see page 76) as a swift action.

Master Slicer: You may choose to reroll any Use Computer check made to improve access on a computer, keeping the better of the two results.

Prerequisite: Gimmick.

Trace: You can substitute your Use Computer skill for any Gather Information check as long as you have access to a computer network.

SPACER TALENT TREE

You prowl the space lanes seeking wealth, fame, adventure, or something more. You're also pretty good with vehicles in general.

Hyperdriven: Once per day while aboard a starship, you can add your scoundrel class level as a bonus on a single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known.

Spacehound: You take no penalty on attack rolls in low-gravity or zero-gravity environments, and you ignore the debilitating effects of space sickness (see Zero-Gravity Environments, page 257). In addition, you are considered proficient with any starship weapon.

Starship Raider: You gain a +1 bonus on attack rolls while aboard a starship. This bonus applies to attacks made with starship weapons as well as personal weapons used aboard a starship.

Prerequisite: Spacehound.

Stellar Warrior: Whenever you roll a natural 20 on an attack roll made aboard a starship, you gain one temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost.

Prerequisite: Spacehound.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Deadeye, Dodge, Melee Defense, Mobility, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Focus, Skill Training, Vehicular Combat, Weapon Proficiency (advanced melee weapons).

CREDITS

A 1st-level scoundrel starts play with 3d4 × 250 credits.

GAMBLING

Characters can win or lose credits by betting on swoop races or playing games of chance, such as sabacc and jubilee. Use these rules whenever a character plays against the house, gambles against other characters, or takes his chances on games of pure chance.

Gambling against the House: When gambling against the house, such as when playing the jubilee wheel or betting on the outcome of a race, you must declare how many credits you want to wager as your stake. A Wisdom check determines whether you win or lose, and by how much:

WISDOM CHECK RESULT	WINS OR LOSSES
Less than 5	Lose entire stake
5–9	Lose half of stake
10–14	Break even; keep entire stake
15–19	Win stake ×2
20–24	Win stake ×5
25 or higher	Win stake ×10

Gambling against Other Characters: When gambling against other opponents, including GM characters and other heroes, each participant declares an amount to wager and makes a Wisdom check. The character with the highest result wins; if two participants are tied for the highest result, they split the winnings. Each participant other than the winner compares his check result against the winner's result, using the difference in scores to determine how much money is deducted from his stake and added to the winner's take.

DIFFERENCE	CHANGE IN WINNINGS
1–4	Break even; keep your entire stake
5–9	Give 1/2 of stake to winner
10 or more	Lose it all; give entire stake to winner

Games of Pure Chance: When you play a game of pure chance, Wisdom checks never come into play. Simply roll 1d20 and consult the chart below:

D20 RESULT	OUTCOME
1–15	Lose entire stake
16	Lose half of stake
17	Break even; keep entire stake
18	Win stake ×2
19	Win stake ×5
20	Win stake ×10

Thursday, June 21, 2007

Saga Edition Web Enhancement 1

The Tech Specialist

By Rodney Thompson

A favored archetype of long-time *Star Wars* gamers, the tech specialist is a character that focuses on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found in the galaxy far, far away.

This web enhancement includes a few rules (cut from the Saga Edition core rulebook for space) that allow heroes to take on the role of the tech specialist. Additionally, you will find sample heroic characters -- a Zabrak engineer and a Mon Calamari outlaw tech -- that illustrate two ways to build tech-oriented characters for your own campaign. Of course, these are just two examples, and a hero who wants to tinker with machines and electronics has a number of options available across many different classes.

Additionally, these rules will be featured in an upcoming sourcebook for reference at the gaming table, and will be expanded upon with more talents and rules to further enhance your game.

New Talent Tree: The Outlaw Tech



The following new talent tree is intended for use by characters with the scoundrel class. Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs
Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is

subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.
Prerequisites: Trained in the Mechanics skill.



Hot Wire
You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this talent. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics check instead (subject to the same circumstances and limitations).
Prerequisites: Trained in the Mechanics skill.

Quick Fix
Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.
Prerequisites: Trained in the Mechanics skill.

Personalized Modifications
As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source, such as vehicle and starship weapons.

Encrypted Transmission: The Outlaw Tech Talent Tree

The Outlaw Tech talent tree fills some niches left by the existing Mechanics rules and options for repairing broken pieces of technology. Here's a behind-the-screen look at the design decisions that went into creating these talents.

Fast Repairs is designed to make jury-rigging more appealing to tech-oriented characters. As it stands now, jury-rigging an object or vehicle moves it up the condition track but does not provide temporary hit points. If your ship is at 0 hit points and you jury-rig it, it's still disabled from hit point loss. This new talent alleviates that problem, while still making jury-rigging useful for ships pushed down the condition track by other means (such as ion damage).

Quick Fix builds on **Fast Repairs** and gives a techie character a way to restore some hit points to a vehicle that's still in the fight, but brings with it the threat of becoming disabled at the end of the encounter. This new talent also gives ship engineers something else to do in combat, especially in desperate situations, and it can bring a vehicle back up to full fighting form very quickly.

Hot Wire is similar to the other skill-substitution talents and makes sense for a techie who may not

be the best slicer around.

Personalized Modifications is designed to give a scoundrel another means of activating some of his other talents. For example, many of the scoundrel's talents from the Misfortune talent tree rely on a successful attack roll to activate. Combined with the Tech Specialist feat below, this new talent gets the scoundrel a small boost to attacks that can compensate for the difference between low base attack progression and Defense progression, even at high levels. The scoundrel might still need to work closely with his friends against tougher foes, but this talent is designed to capture the feel of tweaking your own weapon while still synergizing with many of the Misfortune talents.

New Feat: Tech Specialist

The new Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.



The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: This feat is considered a bonus feat for the noble and scoundrel classes.

Tech Specialist Modifications

Armor Trait	Benefit
Agile Armor	Increases the armor's maximum Dexterity bonus 1.
Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 1.
Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.
Device Trait	**Benefit**
Enhanced Strength	Increases the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.
Droid Trait	**Benefit**
Enhanced Dexterity	Increases the droid's Dexterity score by 2.
Enhanced Intelligence	Increases the droid's Intelligence score by 2.
Enhanced Strength	Increases the droid's Strength score by 2.
Vehicle Trait	**Benefit**
Enhanced Dexterity	Increases the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.
Weapon Trait	**Benefit**
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier.

Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

Sample Character: The Outlaw Tech

An outlaw tech is a master of making machines do what she wants them to do. Operating far outside the bounds of manufacturer intentions (and sometimes outside the law), she is able to hotwire starships and amp up weapons to the point where her after-market modifications can be considered illegal.

An outlaw tech works well on her own without the need of other classes for support. She can run-and-gun just as well as she can use a hydrospanner, and her strengths lie in areas where her own actions are what save the day. Though an outlaw tech has a less formal education than other technically minded characters, she is a good fighter and a fast worker who can fulfill a variety of roles.

OutlawCL
Tech 7

Medium Mon Calamari scoundrel 7
Force Points 5
Init +5; **Senses** Low-light vision, Perception +15
Languages Basic, Binary (understand only), Huttese, Mon Calamarian, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 19), Fort 17, Will 20
hp 39; **Threshold** 17

Speed 6 squares
Melee +5
Ranged heavy blaster pistol +8 (3d8+3)
Base Atk +5; **Grp** +5
Atk Options Careful Shot, Running Attack

Abilities Str 10, Dex 14, Con 10, Int 18, Wis 15, Cha 9
SQ breathe underwater, expert swimmer
Talents Fast Repairs, Knack, Quick Fix, Personalized Modifications
Feats Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Deception +7, Gather Information +7, Knowledge (Galactic lore) +12, Knowledge (technology) +12, Mechanics +17 (+18 when using mastercraft tool kit), Perception +15, Pilot +10, Swim +15 (may reroll Swim checks and accept the second roll; may take 10 even under pressure), Use Computer +17 (+18 when using mastercraft datapad)
Possessions heavy blaster pistol (improved accuracy), comlink, mastercraft datapad, mastercraft tool kit, various personal belongings

Sample Character: The Engineer

An engineer is more of an academic designer than a jury-rigging mechanic. He considers the outlaw tech's work to be a sloppy imitation of real ingenuity and can use his knowledge to create more solid and reliable designs. An engineer is much more of a team player, and many heroes find that an engineer helps them get out of scrapes by encouraging them to work together. Because he's familiar with coordinating teams, an engineer has the knowledge and resources to create all-new (and significantly improved) pieces of technology that function reliably under all conditions.

Engineer $^{\textbf{CL}}_{\textbf{7}}$

Medium Zabrak noble 6/scoundrel 1
Force Points 5
Init +9; **Senses** Perception +10
Languages Basic, Binary (understand only), Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook (understand only), Sullustese, Zabrak

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Defenses Ref 21 (flat-footed 20), Fort 18, Will 22
hp 37; **Threshold** 18

Speed 6 squares
Melee +3
Ranged hold-out blaster +7 (3d4+3)
Base Atk +4; **Grp** +3

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13
SQ heightened awareness
Talents Coordinate, Inspire Haste, Trace, Wealth
Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Tech Specialist, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +9, Knowledge (Galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +16, Mechanics +16, Perception +10 (may reroll any Perception

check and keep the second roll), Persuasion +9, Pilot +9, Use Computer +16 (+17 when using masterwork datapad or masterwork portable computer)
Possessions hold-out blaster (improved accuracy), comlink, masterwork datapad, masterwork portable computer, personal holoprojector, various personal belongings

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PRIVACY STATEMENT

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Scout

Scouts are natural explorers and adventurers, full of curiosity and trained to handle the out-of-the-way locations where they often operate. Scouts tend to be independent, signing on when the credits are good and their skills are best utilized and tested. Scouts understand the lay of the land and the orbit of the stars. They know how to recognize danger and locate the basic necessities for survival. The scout seeks knowledge, tries to solve mysteries, and wants to be the first to see something new and different. The scout learns to find a path through the wild regions, often becoming a decent pilot along the way, and usually learns how to protect himself from whatever hides over the next hill or beyond the most distant nebula.

Table 3-5: The Scout

Base Level	Attack Bonus	Class Features
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus Feat
3rd	+2	Talent
4th	+3	Bonus Feat
5th	+3	Talent
6th	+4	Bonus Feat
7th	+5	Talent
8th	+6	Bonus Feat
9th	+6	Talent
10th	+7	Bonus Feat
11th	+8	Talent
12th	+9	Bonus Feat
13th	+9	Talent
14th	+10	Bonus Feat
15th	+11	Talent
16th	+12	Bonus Feat
17th	+12	Talent
18th	+13	Bonus Feat
19th	+14	Talent
20th	+15	Bonus Feat

Class Skills (trained in 5 + Int modifier): Climb, Endurance, Initiative, Jump, Knowledge (all skills, taken individually), Mechanics, Perception, Pilot, Ride, Stealth, Survival, Swim

Exploits

Many scouts become adventurers to see what's in the next star system. They pick up skills that make them excellent members of any team. They are usually the best trackers, trailblazers, and survivalists the galaxy has to offer. Some scouts are scientists and researchers who learn the skills of the profession so they don't have to rely on others. Some sell their services to the highest bidder. More often, the adventurous scout has a good heart, a sense of honor, and a burning desire to embrace the wild regions of the galaxy and learn to conquer them—either figuratively or literally. Adventurous scouts call themselves rangers, outriders, hunters, explorers, guides, adventurous scholars, and vanguards.

Characteristics

Scouts temper insatiable curiosity with excellent survival instincts. They make use of dexterity and intelligence, as well as wisdom, to spot and avoid dangers. The scout has an undying faith in himself and his abilities that sometimes allows the scout to call upon reserves and an inner strength to get out of tough situations. Scouts like to be the first to reach any location, although they also want to reach it in one piece. They can be gruff or silent, jovial or talkative. They are confident and brave, and they often appreciate the wonders that the galaxy has to offer.

Background

Scouts come to their profession in search of something, usually knowledge or secrets or the answers to the mysteries of the ages. Scholars, while possibly associated with an institute of learning or a particular government, often forsake the halls of academe for the pure research of working in the field. Pathfinders and explorers may work for a government or a military institution, or they may take on freelance contracts from anyone willing to pay for their services. Many scouts develop into bounty hunters, especially those who combine military skills with their tracking and searching abilities. Every group of adventurers benefits from having a scout in the party.

Examples of Scouts in Star Wars

Chewbacca, Wicket the Ewok, Captain Tarpals.

Game Rule Information

Scouts have the following game statistics.

Abilities
Most of the scout's key skills rely on Dexterity, Intelligence, and Wisdom. Strength is also useful for the scout trained in athletic skills.

Hit Points
Scouts begin play at 1st level with a number of hit points equal to 24 + their Constitution modifier. At each level after 1st, scoundrels gain 1d8 hit points + their Constitution modifier.

Force Points
Scouts gain a number of Force Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Force Points left over from previous levels are lost.

Class Features
All of the following are features of the scout class.

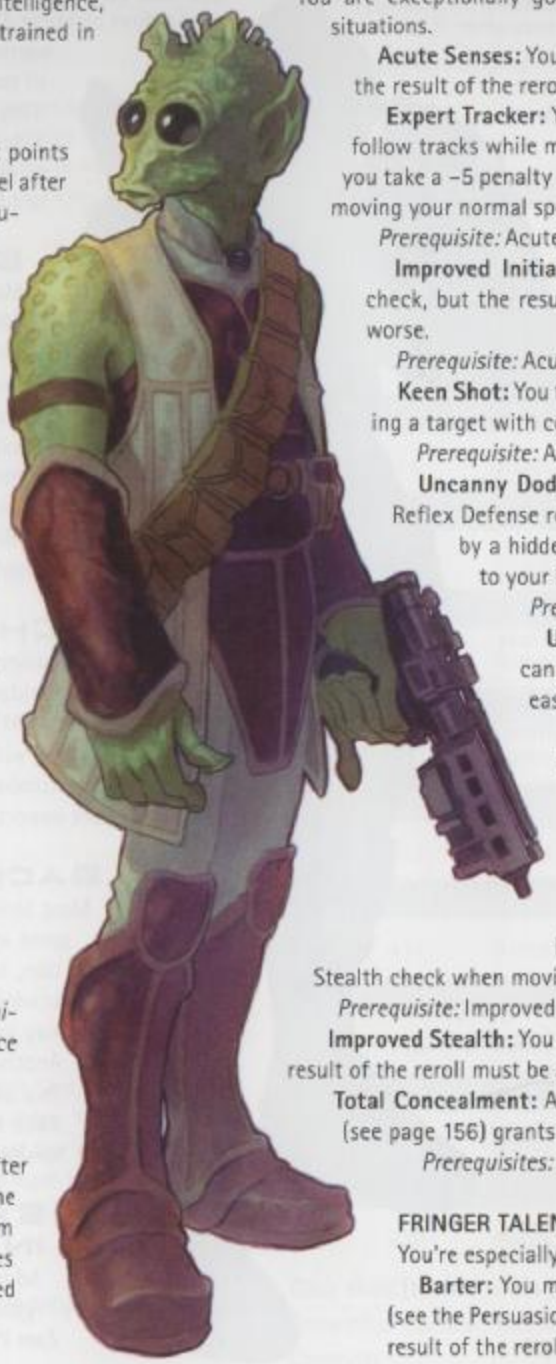
Defense Bonuses
At 1st level, you gain a +1 class bonus to your Fortitude Defense and a +2 class bonus to your Reflex Defense. (See page 145 for more information on defenses.)

Starting Feats
You begin play with the following feats:

Shake It Off*
Weapon Proficiency (pistols)
Weapon Proficiency (rifles)
Weapon Proficiency (simple weapons)

* *You must meet the prerequisite of this feat (minimum Constitution 13 and trained in the Endurance skill) to gain it.*

Talents
At 1st level and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.



Kelko, Male Rodian Scout

AWARENESS TALENT TREE
You are exceptionally good at noticing things and avoiding perilous situations.

Acute Senses: You may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Expert Tracker: You take no penalty on Survival checks made to follow tracks while moving your normal speed. (Without this talent, you take a –5 penalty on Survival checks made to follow tracks while moving your normal speed.)

Prerequisite: Acute Senses.

Improved Initiative: You may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Prerequisite: Acute Senses.

Keen Shot: You take no penalty on your attack roll when attacking a target with concealment (but not total concealment).

Prerequisite: Acute Senses.

Uncanny Dodge I: You retain your Dexterity bonus to your Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to your Reflex Defense if you are immobilized.

Prerequisites: Acute Senses, Improved Initiative.

Uncanny Dodge II: You cannot be flanked. You can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Prerequisites: Acute Senses, Improved Initiative, Uncanny Dodge I.

CAMOUFLAGE TALENT TREE
You learn quickly how to blend in with your environment.

Hidden Movement: You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

Prerequisite: Improved Stealth.

Improved Stealth: You may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Total Concealment: Any situation that would give you concealment (see page 156) grants you total concealment instead.

Prerequisites: Hidden Movement, Improved Stealth.

FRINGER TALENT TREE
You're especially skilled at "getting by" on backwater worlds.

Barter: You may reroll any Persuasion check made to haggle (see the Persuasion skill, page 71). You must, however, accept the result of the reroll.

Fringe Savant: Whenever you roll a natural 20 on a skill check during an encounter, you gain one temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost.

Long Stride: Your speed increases by 2 squares if you are wearing light armor or no armor. If you have a natural fly, climb, or swim speed, it increases by 2 squares as well. You cannot use this talent if you are wearing medium or heavy armor.

Jury-Rigger: You may reroll any Mechanics check made to accomplish a jury-rigged repair (see the Mechanics skill, page 68). You must, however, accept the result of the reroll.

SURVIVOR TALENT TREE

As an explorer of dangerous places, you are trained to react to danger swiftly and adroitly, as well as navigate difficult terrain and reduce damage.

Evasion: If you are hit by an area attack (see Area Attacks, page 155), you take half damage if the attack hit you. If the area attack misses you, you take no damage.

Extreme Effort: You can spend two swift actions to gain a +5 bonus on a single Strength check or Strength-based skill check made during the same round.

Sprint: When you use the run action, you can move up to five times your speed (instead of the normal four times your speed).

Surefooted: Your speed is not reduced by difficult terrain (see Difficult Terrain, page 159).

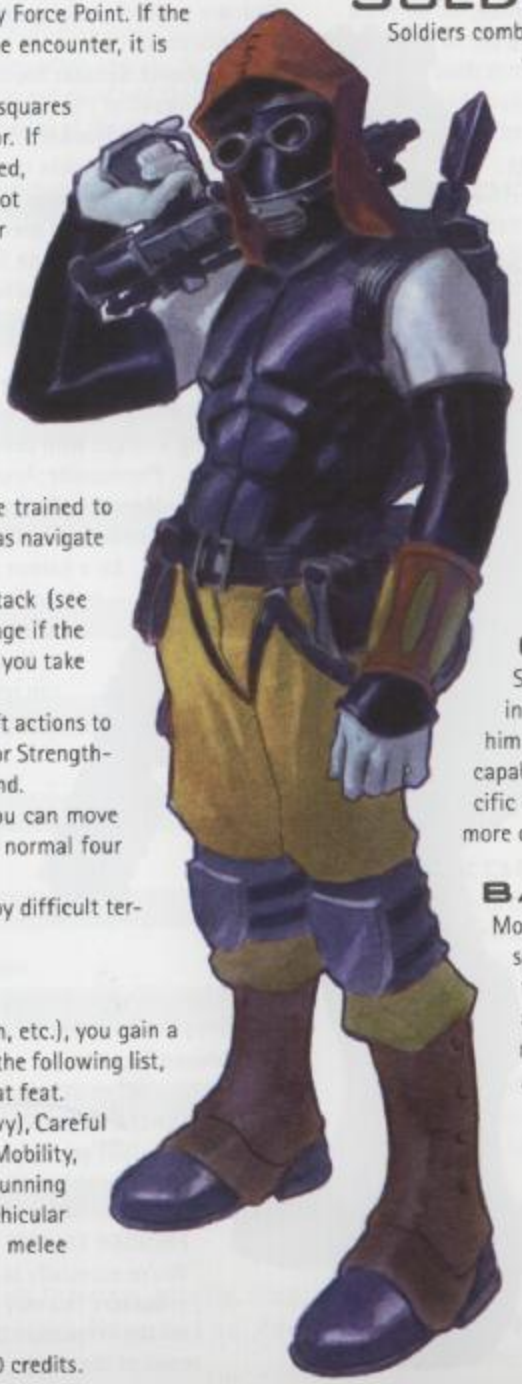
Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armor Proficiency (light, medium, or heavy), Careful Shot, Deadeye, Dodge, Far Shot, Linguist, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Focus, Skill Training, Sniper, Vehicular Combat, Weapon Proficiency (advanced melee weapons).

CREDITS

A 1st-level scout starts play with 3d4 × 250 credits.



VOR'EN KURN, MALE HUMAN SOLDIER

SOLDIER

Soldiers combine discipline with martial skills to become the best pure warriors in the galaxy. Soldiers can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They can be hired guns, noble champions, or cold-hearted killers. They fight for glory, for honor, to right wrongs, to gain power, to acquire wealth, or simply for the thrill of battle.

EXPLOITS

Many soldiers see adventures, raids on enemy strongholds, and dangerous missions as their jobs. Some want to defend those who can't defend themselves; others seek to use their muscle to carve their own place of importance in the galaxy. Whatever their initial motivation, most soldiers wind up living for the thrill of combat and the excitement of adventure. Adventuring soldiers call themselves guards, bodyguards, champions, enforcers, mercenaries, warriors, soldiers of fortune, or simply adventurers.

CHARACTERISTICS

Soldiers have the best all-around fighting abilities, and an individual soldier develops styles and techniques that set him apart from his peers. A given soldier might be especially capable with certain weapons, another trained to execute specific combat maneuvers. As soldiers gain experience, they get more opportunities to develop their fighting skills.

BACKGROUND

Most soldiers come to the profession after receiving at least some amount of formal training from a military organization, local militia, or private army. Some attend formal academies; others are self-taught and well tested. A soldier may have taken up his weapon to escape a mundane life. Another may be following a proud family tradition. Soldiers in a particular unit share a certain camaraderie, but most have nothing in common except battle prowess and the desire to apply it to a given situation.

EXAMPLES OF SOLDIERS IN STAR WARS

Admiral Ackbar, Corran Horn, Captain Panaka, Captain Typho, General Crix Madine, Kyle Katarn, Wedge Antilles, Zam Wesell.

Game Rule Information

Soldiers have the following game statistics.

Abilities

Since most combat in the Star Wars universe uses blasters and other ranged weapons, Dexterity is the soldier's most important ability score, followed closely by Constitution and Strength. Don't underestimate the importance of Intelligence and Wisdom, however, since many of a soldier's useful skills are based on these abilities.

Hit Points

Soldiers begin play at 1st level with a number of hit points equal to 30 + their Constitution modifier. At each level after 1st, soldiers gain 1d10 hit points + their Constitution modifier.

Force Points

Soldiers gain a number of Force Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Force Points left over from previous levels are lost.

Class Features

All of the following are features of the soldier class.

Defense Bonuses

At 1st level, you gain a +1 bonus to your Reflex Defense and a +2 bonus to your Fortitude Defense.

Starting Feats

You begin play with the following feats:

- Armor Proficiency (light)
- Armor Proficiency (medium)
- Weapon Proficiency (pistols)
- Weapon Proficiency (rifles)
- Weapon Proficiency (simple weapons)

Talents

At 1st level and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ARMOR SPECIALIST TALENT TREE

You can maximize the benefits of wearing armor while reducing or eliminating some of its drawbacks.

Armor Mastery: The maximum Dexterity bonus of your armor improves by +1. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Table 3-6: The Soldier

Base Level	Attack Bonus	Class Features
1st	+1	Defense bonuses, starting feats, talent
2nd	+2	Bonus Feat
3rd	+3	Talent
4th	+4	Bonus Feat
5th	+5	Talent
6th	+6	Bonus Feat
7th	+7	Talent
8th	+8	Bonus Feat
9th	+9	Talent
10th	+10	Bonus Feat
11th	+11	Talent
12th	+12	Bonus Feat
13th	+13	Talent
14th	+14	Bonus Feat
15th	+15	Talent
16th	+16	Bonus Feat
17th	+17	Talent
18th	+18	Bonus Feat
19th	+19	Talent
20th	+20	Bonus Feat

Class Skills (trained in 3 + Int modifier): Climb, Endurance, Initiative, Jump, Knowledge (tactics), Mechanics, Perception, Pilot, Swim, Treat Injury, Use Computer

Armored Defense: When calculating your Reflex Defense, you may add either your heroic level or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Improved Armored Defense: When calculating your Reflex Defense, you may add your heroic level plus one-half your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Juggernaut: Your armor does not reduce your speed or the distance you can move while running. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Second Skin: When wearing armor with which you are proficient, your armor bonus to your Reflex Defense and equipment bonus to your Fortitude Defense increase by +1.

Prerequisite: Armored Defense.

BRAWLER TALENT TREE

You like to get "up close and personal" with your enemies and engage them in melee combat.

Expert Grappler: You gain a +2 competence bonus on grapple attacks (see page 153).

Gun Club: You can use a ranged weapon as a melee weapon without taking a penalty on your attack roll. (Normally you take a –5 penalty on attack rolls made with an improvised weapon.) The weapon is otherwise treated as a club in all respects.

If you are using a rifle with a mounted bayonet (see page 121) or vibro-bayonet (see page 124), you may wield that weapon as a double weapon. The bayonet or vibrobayonet end is treated normally, and the other end is treated as a club.

Melee Smash: You deal +1 point of damage with melee attacks.

Stunning Strike: When you damage an opponent with a melee attack, your opponent moves an additional –1 step along the condition track (see page 149) if your attack roll result equals or exceeds the target's damage threshold.

Prerequisite: Melee Smash.

Unbalance Opponent: You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. (If the opponent has a Strength penalty, he still suffers that penalty.) The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on your next turn.

Prerequisite: Expert Grappler.

COMMANDO TALENT TREE

You use advanced combat tactics to take down enemies quickly, shield your comrades, and endure whatever challenges are thrown your way.

Battle Analysis: As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of their maximum total hit points.

Cover Fire: When you make a ranged attack with a pistol or rifle, all allies within 6 squares of you when the attack is made gain a +1 bonus to Reflex Defense until the start of your next turn. Allies within range don't need to be within your line of sight to gain the bonus.

Prerequisite: Battle Analysis.

Demolitionist: When you use the Mechanics skill to place an explosive device, the explosion deals +2 dice of damage. You may take this talent multiple times; its effects stack.

Draw Fire: You can distract opponents and convince them that you are the most tempting (or most dangerous) target in an area. As a swift action, make a Persuasion check and compare the result to the Will Defense of all opponents within line of sight. If the check result exceeds an opponent's Will Defense, that opponent cannot attack any character within 6 squares of you until the start of your next turn as long as you do not have cover against that opponent. (The affected opponent may still attack you, however.)

Harm's Way: Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Prerequisite: Trained in the Initiative skill.

Indomitable: Once per day as a swift action, you can move +5 steps on the condition track (see Conditions, page 148). This does not remove any persistent conditions that may be affecting you (see page 149).

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per day.

"YOUR FRIEND IS QUITE A MERCENARY. I WONDER IF HE REALLY CARES ABOUT ANYTHING . . . OR ANYBODY."

– LEIA ORGANA

Tough as Nails: You can catch a second wind one extra time per day (see Second Wind, page 146). If you have this talent and the Extra Second Wind feat (see page 85), you can catch your second wind a total of three times per day.

WEAPON SPECIALIST TALENT TREE

You are highly trained at using specific weapons.

Devastating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Penetrating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with chosen exotic weapon or weapon group.

Weapon Specialization: Choose a single exotic weapon or weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with chosen exotic weapon or weapon group.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armor Proficiency (heavy), Bantha Rush, Careful Shot, Charging Fire, Cleave, Combat Reflexes, Coordinated Attack, Crush, Deadeye, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Charge, Improved Disarm, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake It Off, Skill Focus, Skill Training, Sniper, Throw, Toughness, Trip, Triple Attack, Triple Crit, Vehicular Combat, Weapon Focus, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (heavy weapons).

CREDITS

A 1st-level soldier starts play with 3d4 × 250 credits.



Multiclass Characters

A character may add new classes as he or she progresses in levels. Multiclassing improves a character's versatility at the expense of focus.

Class and Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level

"Character level" is a character's total number of levels. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained, as per Table 3–1: Experience and Level-Dependent Benefits. "Class level" is the character's level in a particular class, as per the individual class tables. For the single-class hero, character level and class level are the same.

Hit Points

Each time you gain a new level, roll a hit point die (the size of the die depends on the class in which the level is gained) and add the result to your character's hit point total. Your character's Constitution modifier applies to each hit point die roll.

For example, a 1st-level scout who becomes a 1st-level scout/1st-level soldier gains a number of additional hit points equal to 1d10 + the character's Constitution modifier. A few game sessions later, the character gains a second level in the scout class, becoming a 2nd-level scout/1st-level soldier, whereupon her hit points increase by 1d8 + the character's Constitution modifier.

Base Attack Bonus

Add the base attack bonus of each class to get the character's base attack bonus. For instance, a 6th-level noble/2nd-level soldier has a base attack bonus of +6 (+4 for noble, +2 for soldier).

Defenses

Each time a character gains a new level, his Reflex Defense, Fortitude Defense, and Will Defense need to be adjusted to account for the increase in character level.

A character who takes his first level of a new class also gains a class bonus to one or more of his defenses; however, this class bonus does not stack with other class bonuses.

Skills

When you select a new class, you do not gain any new trained skills. However, your list of class skills expands to include those of the new class. If you take the Skill Training feat (page 88), you may choose your new trained skill from the class skill list of any class in which you have levels.

For example, Arani is a multiclass noble/soldier who takes the Skill Training feat. Her new trained skill may be chosen from the noble's list of class skills or the soldier's list of class skills.

Starting Feats

When you select a new class, you do not gain all of its starting feats. Select one feat from the list of starting feats. For example, a 1st-level noble decides to take a level of soldier and gains one feat of his choice from the soldier's list of starting feats; he selects Weapon Proficiency (rifles).

Talents

If a character gains a talent as a consequence of gaining a level, he must select a talent associated with the class in which he gained the level. For example, Arani is a 2nd-level noble who decides to take a level in the soldier class, which grants her a talent. She must select her new talent from the soldier talent trees (or from Force talent trees, if she has the Force Sensitivity feat), since it was a soldier level that granted her the talent.

Feats

For multiclass characters, feats are received at 3rd level and every three character levels thereafter, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

A multiclass character that gains a class bonus feat must select it from the bonus feats available to that particular class. For example, Arani is a 2nd-level noble/1st-level soldier who decides to take a second level in the soldier class. Doing so grants her a bonus feat, which she must select from the soldier's list of bonus feats (page 53).

Ability Increases

For multiclass characters, abilities are increased every four character levels, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

Adding a Second Class

When a single-class character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The GM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a teacher to instruct him in the ways of the new class. Additionally, the GM may require the player to declare what class his or her hero is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills. In this way, gaining the new class is the result of previous effort rather than a sudden development.

The character gains the base attack bonus, class bonuses to defense, and class skills, as well as hit points of the appropriate die type and a talent associated with the new class.

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level hero represent the advantage of training while young and fresh, with lots of time to practice. When picking up a new class, a hero does not receive the following starting benefits given to characters that begin their careers in that class.

- Starting feats (select only one of the starting feats)
- Maximum, tripled hit points from the first die
- Starting credits

Advancing a Level

Each time a multiclass character achieves a new level, he either increases one of his current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his classes by one level, he gets all the standard benefits that characters get for achieving that level in that class: more hit points, possible bonuses on attack rolls, better defense scores, and one or more new class features (such as a talent or bonus feat). In addition, a multiclass character has the option to take any starting feat for that class as a bonus feat.

How Multiclassing Works

Arani, a 4th-level noble, decides she wants to expand her repertoire by learning some soldiering. When Arani reaches 10,000 XP, she becomes a 5th-level character. Instead of becoming a 5th-level noble, however, she becomes a 4th-level noble/1st-level soldier. How exactly she picked up this new area of focus isn't critical to the campaign, though the player and GM are encouraged to create an in-game reason and opportunity for the hero to do so.

Now, instead of gaining the benefits of a new level of noble, she gains the benefits of becoming a 1st-level soldier. She gains a 1st-level soldier's hit points (1d10 + her Constitution modifier), a 1st-level soldier's +1 base attack bonus, a soldier's +2 class bonus to Fortitude Defense, and a soldier talent. Because she gained a level, all of her defenses (Reflex, Fortitude, and Will) increase by 1.

The benefits described above are added to the scores Arani already had as a noble. She doesn't gain any of the benefits a 5th-level noble gains.

On achieving 15,000 XP, Arani becomes a 6th-level hero. She decides she'd like to continue along the soldier path, so she increases her soldier level instead of her noble level. Again she gains the soldier's benefits for attaining a new level rather than the noble's. At this point, Arani is a 4th-level noble/2nd-level soldier. Her combat skill is a little better than a 4th-level noble's would be because she has learned something about fighting during her time as a soldier. Her base attack bonus is +5 (+3 from her noble class and +2 from her soldier class). Her Reflex, Fortitude, and Will Defenses each increase by 1.

At each new level, Arani decides whether to increase her noble level or her soldier level. Of course, if she wants to have even more diverse abilities, she could acquire a third class, such as scoundrel. At some point, she may also qualify for a prestige class (see Chapter 12: Prestige Classes). In general, a character can multiclass as many times as there are classes available.



Chapter IV
Skills





Deel Surool, a scoundrel, can walk quietly behind an Imperial shuttle, crouch in a shadow, and carefully listen for a stormtrooper commander giving orders to its troops. If Vor'en Kurn, a soldier, were to try the same thing, he'd be more likely to make so much noise the stormtroopers would hear him. He, however, could dash into the shuttle and take its controls, flying it away while the stormtroopers fire at it impotently. These actions and many more are determined by the skills that characters have (in this case, Perception, Pilot, and Stealth).

Skills Summary

Your character's skills represent a variety of abilities, and you get better at them as you go up in level. A skill check takes into account your training (trained skill bonus), natural talent (ability modifier), and luck (the die roll). It may also take into account your species' knack for certain skills or the armor you're wearing (armor check penalty), among other things.

Trained Skills vs. Untrained Skills

When you make a character, you are allowed to select a number of skills as trained skills. Your character receives a number of trained skills based on his or her character class and Intelligence modifier (minimum of 1 trained skill). Trained skills are selected from the character's list of class skills at 1st level, and a character may acquire new trained skills by taking the Skill Training feat (page 88). The major difference between a trained skill and an untrained skill is that you gain a +5 bonus on skill checks if you're trained in the skill. However, some skills (such as Use the Force) can't be used untrained.

Using Skills

To make a skill check, roll:

1d20 + one-half your character level + key ability modifier + miscellaneous modifiers

If you are trained in the skill, add +5 to the skill check result.

A skill check is made just like an attack roll or a saving throw. The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, Deel needs to beat the guard's Perception check with a Stealth check.

When adding "one-half your character level," always round down (a 1st-level character adds +0).

The "key ability modifier" is the character's bonus or penalty for the skill's associated ability (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The key ability of a skill is noted in its description and on Table 4–2: Skills.

"Miscellaneous modifiers" include armor check penalties and bonuses provided by talents, feats, or equipment.

Some skills can't be used untrained. These skills are noted on Table 4–4: Skills. If your character is not trained in these particular skills, you are not allowed to make any kind of check with them.

How Do Skills Work?

A character begins play with a number of trained skills based on his or her starting heroic class (Jedi, noble, scoundrel, scout, or soldier) and Intelligence modifier. A character must choose his or her trained skills from a larger list of class skills, as shown in Table 4–1: Trained Skills by Class.

For example, Rorworr (a 1st-level Wookiee scout) gets 5 trained skills for being a scout. Since his Intelligence score is 12, he gets 1 additional trained skill, for a total of 6 trained skills. These skills must be selected from the scout's list of class skills. Rorworr selects Climb, Initiative, Mechanics, Perception, Pilot, and Stealth as his trained skills.

Making Skill Checks

When your character makes a skill check, roll 1d20 and add one-half your character level + your key ability modifier + any miscellaneous modifiers + 5 (if the character is trained in the skill). Success depends on the difficulty of the task at hand.

Example: Rorworr, a 1st-level Wookiee scout with an Intelligence of 12, tries to open the lock on an Imperial detention cell to free an imprisoned Rebel operative. First he attempts a Mechanics check. Rorworr is trained in the skill, so he can attempt the check (Mechanics skill checks cannot be made untrained). He rolls 1d20 and adds one-half his level (+0), his Intelligence modifier (+1), and his trained skill bonus (+5). He gets a 13. Unfortunately, the GM knows that the lock on the cell door as a DC of 15. Having failed his check and pressed for time, Rorworr shoots the lock with his blaster.

Advancing Skills

Since a character's skill modifiers are based on character level, they automatically increase as the character gains levels. When a character reaches 2nd level, all of his skill modifiers—in both trained and untrained skills—increase by 1. A character's skill modifiers can also be increased by other means.

Types of Skill Checks

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must equal or exceed a particular number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.

Opposed Check

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For example, to sneak up on a guard, you need to beat the guard's Perception check result with your Stealth check result. You make a Stealth check, and the GM makes a Perception check for the guard. Whoever scores the higher result wins the contest.

For ties on opposed checks, the character with the higher skill modifier wins. For instance, if a Stealth check opposed by a Perception check results in a tie, the sneaker's Stealth check modifier would be compared to the noticer's Perception check modifier. If those scores are the same, roll again.

Check Against a Difficulty Class (DC)

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed. For example, climbing the outer wall of a ruined warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Climb check.

Untrained Checks

Some skills can be used only if you are trained in the skill. If you don't have Use the Force, for example, regardless of your class, ability scores, and experience level, you just don't know enough about using the Force to attempt to manipulate it consciously. Skills that can't be used untrained are marked with a "No" in the "Untrained" column on Table 4–2: Skills.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task. For most skills, when a character has succeeded at a given task, additional successes are meaningless.

For example, if Deel Surool misses a Mechanics check to open a mechanical lock, he can try again and keep trying. If, however, an alarm sounds when the Mechanics check is missed by 5 or more, then failing has its own penalty.

Similarly, if Rorworr misses a Climb check, he can keep trying, but if he misses by 5 or more, he falls (after which he can get up and try again if the fall wasn't too far or too painful).

Table 4-1: Trained Skills by Class

Class	Number of Trained Skills	Class Skills
Jedi	2 + Int modifier	Acrobatics, Endurance, Initiative, Knowledge (all skills, taken individually), Perception, Pilot, Use the Force
Noble	6 + Int modifier	Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Perception, Persuasion, Pilot, Ride, Treat Injury, Use Computer
Scoundrel	4 + Int modifier	Acrobatics, Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Mechanics, Perception, Persuasion, Pilot, Stealth, Use Computer
Scout	5 + Int modifier	Climb, Endurance, Initiative, Jump, Knowledge (all skills, taken individually), Mechanics, Perception, Pilot, Ride, Stealth, Survival, Swim
Soldier	3 + Int modifier	Climb, Endurance, Initiative, Jump, Knowledge (tactics), Mechanics, Perception, Pilot, Swim, Treat Injury, Use Computer

If a skill carries no penalty for failure, you can take 20 and assume that you keep trying until you eventually succeed (see Checks without Rolls, page 60).

Rerolling

Some species traits, talents, and other special abilities allow you to reroll a skill check. You must declare that you are using this option immediately after making the check but before any effects are resolved. Furthermore, you must accept the result of the reroll, even if it is worse. For all purposes, the result of the reroll is treated as the real result of your skill check.

Keeping the Better Result: Some species traits, talents, and other special abilities are more flexible, allowing you to reroll but keep the better of the two results. In most cases, this is more restricted and only available a limited number of times per day (such as the Knack talent, page 46) or requires you to spend a Force Point (such as the Force Power Adept talent, page 214). As always, you must declare that you are using this option immediately after making the check but before any effects are resolved.

Multiple Rerolls: Sometimes you have more than one species trait, talent, or other special ability that allows you to reroll the same skill check. In this case, you may choose to take each reroll one at a time in whatever order you wish, resolving each one before deciding whether to use another.

For example, a Cerean scoundrel makes an Initiative check. Dissatisfied with the result, he decides to use the Cerean species trait that allows him to reroll his Initiative check, keeping the new result. Unfortunately, the second roll is even worse, so he decides to use the Knack talent (page 46) to reroll one more time, this time keeping the better of the second and third rolls. Alternatively, he could have opted to use Knack first, keeping the better of the first and second rolls, and then (if necessary) use his Cerean species trait to roll a third time, keeping the third result instead of the better of the first two.

Favorable and Unfavorable Circumstances

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for the skill check, or a change to the skill check's DC. It's one thing for Kelko, a Rodian scout, to hunt down enough food to eat while he's camping for the day on the forest moon of Endor, using a Survival check. Foraging for food while crossing 100 kilometers of Tatooine's Jundland Wastes is an entirely different matter.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts, page 61), or possessing unusually accurate information.
- Give the skill user a –2 circumstance penalty to represent circumstances that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- Reduce the DC by 2 (or assign penalties to an opposed check) to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
- Increase the DC by 2 (or add bonuses to an opposed check) to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

Circumstances that affect your ability to perform the skill change your skill modifier. Circumstances that modify how well you have to perform the

skill to succeed change the DC. A bonus on your skill modifier and a reduction in the check's DC have the same result—they create a better chance that you will succeed. But they represent different circumstances, and sometimes that difference is important.

For example, Deel Surool the Twi'lek scoundrel wants to befriend a group of Trandoshan thugs drinking in a cantina. Before beginning his performance, Deel listens to the Trandoshans so that he can judge their mood. Doing so improves his chances of taking the right approach when introducing himself, giving him a +2 bonus to the skill modifier for his Persuasion check. The Trandoshans are in a good mood because they recently received a sizable payoff, so the GM reduces the bonus they receive for an indifferent attitude to +0. (Deel's attempt at diplomacy isn't better just because the Trandoshans are in a good mood, so he does not get a bonus to add into his skill modifier.)

However, the leader of the gang, a Human bounty hunter, has been unable to locate the Wookiee he's tracking, and he's suspicious of Deel. (Didn't the datafile suggest the Wookiee was often seen in the company of a Twi'lek?) He gains a +2 bonus to his Will Defense to resist being persuaded (in addition to the normal +2 for being indifferent).

Deel rolls a 6 and adds +8 for his skill modifier (including +2 for his impromptu research). His result is 14. The Trandoshans have a Will Defense of 13, so Deel's skill check result is high enough to shift their attitudes to friendly, but not their leader (Will Defense 16). The Trandoshans applaud Deel Surool and offer to buy him drinks, but their leader eyes him suspiciously.

Time and Skill Checks

A skill's description tells you whether using a skill is a standard action, a move action, a swift action, a full-round action, or a free action. Some skills can take minutes or hours to use.

In general, using a skill that requires concentration (and thus distracts you from being fully aware of what's going on around you) provokes an attack of opportunity from an opponent if you are within that opponent's threatened area when you attempt the skill check. See Attacks of Opportunity, page 155, for more information.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of some sort of time pressure or distraction. Sometimes, though, you can use a skill under more favorable circumstances and eliminate the luck factor.

Taking 10

When you're not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions, threats, and danger make it impossible for a character to take 10. You also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Example: Rorworr the Wookiee has a Climb skill modifier of +10. The steep, rocky slope he's climbing has a DC of 15. With a little care, he can take 10 and succeed automatically. But partway up the slope, a bounty hunter begins taking blaster shots at him from up above. Rorworr needs to make a Climb check to reach the bounty hunter, and this time he can't take 10. He must make the skill check normally while under attack.

Taking 20

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round), and when the skill being attempted carries no penalty for failure, you can take 20. Taking 20 represents making multiple rolls, assuming that eventually you will roll a 20. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes twenty times as long as making a single check.

Example: Rorworr comes to a cliff face. He takes 10 to make the climb, for a result of 20 (10 plus his +10 skill modifier). However, the DC is 23, and the GM tells him that he fails to make progress up the cliff. (His check result is at least high enough that he doesn't fall.) Rorworr can't take 20 because there is a penalty associated with failure (falling, in this case).

Later, Rorworr finds a small bunker in the cliffside and searches it. The GM notes in the Perception skill description that each 1-square area takes a full-round action to search (and she secretly assigns a DC of 15 to the attempt). She estimates that the floors, walls, and ceiling of the bunker make up about twenty squares (about 45 square meters), so she tells Rorworr's player that it takes 2 minutes to search the whole bunker. Rorworr rolls 1d20 and adds his +5 skill modifier. The result of 11 fails. Now Rorworr declares that he is going to search the bunker high and low, for as long as it takes. The GM takes the original time of 2 minutes and multiplies it by 20, for 40 minutes. That's how long it takes Rorworr to search the whole bunker in exacting detail. Now Rorworr's player treats his roll as if it were 20, for a result of 25. That's more than enough to beat the DC of 15, and Rorworr finds a datapad discarded in a waste disposal unit.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action, and each succeeds or fails on his or her own.

For example, Rorworr and each of his companions need to climb a slope to get to the top. Regardless of Rorworr's result, the other characters need successful checks, too. Every character makes a skill check.

Cooperation

Sometimes the individual heroes react to the same circumstance, and they can work together to help each other out. In this case, one hero is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable circumstances). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits cooperation as she sees fit for the circumstances.

For instance, if Kelko has been badly wounded, Vor'en Kurn can try a Treat Injury check to keep him from dying. One other character can help Vor'en. If the other hero makes a Treat Injury check against DC 10, then Vor'en gets a +2 bonus on the Treat Injury check he makes to help Kelko. The GM rules that two characters can't help Vor'en at the same time because a third person would just get in the way.

Cooperation may not require all the characters to make the same skill check. If Kelko and Deel Surool try to find information about an illegal business on a Hutt's datapad, only one can make a Use Computer check. While Kelko is actually checking the datapad, Deel Surool realizes his Knowledge (business) may be able to give hints on what to look for. Surool can make a DC 10 Knowledge (business) check to give Kelko a +2 bonus to his Use Computer check.

Ability Checks

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The character who rolls highest acts first.

In some cases, a test of one's ability doesn't involve luck. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

EXAMPLE ABILITY CHECK	KEY ABILITY
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Remembering to lock a door	Wisdom
Getting yourself noticed in a crowd	Charisma

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those listed here. For example, you might be able to impress the members of a starfighter squadron by making a Pilot check.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

Skill Name (Key Ability)

Trained Only; Armor Check Penalty

The skill name line and the line beneath it include the following information.

Key Ability: The abbreviation for the ability whose modifier applies to the skill check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, you must be trained in that skill to use it. If "Trained Only" is omitted, the skill can be used untrained except for some uses. If any special notes apply to trained or untrained use, they are covered in the Special section.

Armor Check Penalty: If "Armor Check Penalty" appears on the line beneath the skill name, a character takes a penalty on skill checks made with this skill if he's wearing armor with which he is not proficient. The size of the armor check penalty depends on the type of armor: light, –2; medium, –5; or heavy, –10. For example, Rorworr the Wookiee scout is proficient with light armor only. If he attempts to swim in medium armor, he takes a –5 armor check penalty on his Swim check.

Retry: Any circumstances that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

Special: Any special notes that apply, such as rules regarding untrained use and whether or not you can take 10 or take 20 when using the skill.

Time: How much time it takes to make a check with this skill, if that information hasn't already been covered elsewhere.

Table 4-2: Skills

Skill (Key Ability)	Use Untrained?	Armor Check Penalty?	Jedi	Noble	Scoundrel	Scout	Soldier
Acrobatics (Dex)	Yes[1]	Yes	C	–	C	–	–
Climb (Str)	Yes	Yes	–	–	–	C	C
Deception (Cha)	Yes	No	–	C	C	–	–
Endurance (Con)	Yes	Yes	C	–	–	C	C
Gather Information (Cha)	Yes	No	–	C	C	–	–
Initiative (Dex)	Yes	Yes	C	C	C	C	C
Jump (Str)	Yes	Yes	–	–	–	C	C
Knowledge (Int)	Yes[1]	No	C	C	C	C	C[2]
Mechanics (Int)	No	No	–	–	C	C	C
Perception (Wis)	Yes[1]	No	C	C	C	C	C
Persuasion (Cha)	Yes	No	–	C	C	–	–
Pilot (Dex)	Yes[1]	No	C	C	C	C	C
Ride (Dex)	Yes	Yes	–	C	–	C	–
Stealth (Dex)	Yes	Yes	–	–	C	C	–
Survival (Wis)	Yes[1]	No	–	–	–	C	–
Swim (Str)	Yes	Yes	–	–	–	C	C
Treat Injury (Wis)	Yes[1]	No	–	C	–	–	C
Use Computer (Int)	Yes[1]	No	–	C	C	–	C
Use the Force (Cha)[3]	Yes[1]	No	C	–	–	–	–

C *Class skill*

1 *Some uses of the skill require that you be trained in the skill.*

2 *Knowledge (tactics) only.*

3 *Any character with the Force Sensitivity feat treats Use the Force as a class skill.*

Acrobatics (Dex)

Armor Check Penalty

You can move at normal speed across difficult terrain, keep your balance while walking on a narrow surface, take less damage from a fall, slip free of restraints or a grappling foe, and get up from prone safely. In addition to the specific options listed below, you can use Acrobatics to perform typical tumbling, flipping, or gymnastic maneuvers.

Balance: A successful Acrobatics check allows you to move at half speed along a narrow surface such as a ledge or wire. The DC of the Acrobatics check varies with the width of the surface (see below). If the surface is slippery or unstable, increase the DC by 5. A failed check means you fall prone and must make a DC 15 Reflex save to catch the ledge or wire.

Narrow Surface	Acrobatics DC
8–15 cm wide	10
4–7 cm wide	15
Less than 4 cm wide	20

You are considered flat-footed while balancing, and thus you lose your Dexterity bonus to your Reflex Defense (if any). If you are trained in Acrobatics, you aren't considered flat-footed while balancing.

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC to keep from falling.

Cross Difficult Terrain (Trained Only): With a successful DC 15 Acrobatics check, you can move through difficult terrain at your normal speed.

Escape Bonds: With a successful Acrobatics check, you can slip free of restraints (DC varies; see table below), wriggle through a tight space (DC 20), or escape from a grapple (DC = the grappler's grapple check). The DC to slip free of a restraint depends on the type of restraint (see table).

It takes an attack action to escape a grapple. It takes a full-round action to escape a net or to move 1 square through a tight space. It takes 1 minute to escape from ropes, binder cuffs, or manacles.

RESTRAINT	ACROBATICS DC
Ropes	Opponent's Dex check + 10
Net	15
Binder cuffs	25

Fall Prone (Trained Only): If you are trained in Acrobatics and succeed at a DC 15 check, you can drop to a prone position as a free action (instead of a swift action).

Reduce Falling Damage (Trained Only): With a successful DC 15 Acrobatics check, you can treat a fall as if it was 3 meters (2 squares) shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 3 meters from the fall for determining damage. If you make this check and take no damage from the fall, you land on your feet.

If you are struck by a falling object, you can reduce the damage you take by half with a successful DC 15 Acrobatics check (see Falling Objects, page 254).

Stand Up from Prone (Trained Only): If you are trained in Acrobatics and succeed at a DC 15 check, you can stand up from a prone position as a swift action (instead of a move action).

Tumble (Trained Only): If you succeed at a DC 15 Acrobatics check, you can tumble through the threatened area or fighting space of an enemy as part of your move action without provoking an attack of opportunity. Each threatened square or occupied square that you tumble through counts as 2 squares of movement.

Special: You can't take 10 or take 20 on an Acrobatics check.

If you are trained in Acrobatics, you gain a +2 dodge bonus to your Reflex Defense when fighting defensively (see Fighting Defensively, page 152).

Climb (Str)

Armor Check Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up an antenna array after falling out of an airway at the bottom of a floating city.



Climb Surface: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You can climb at one-half of your speed as a full-round action. You can move half that far—one-fourth of your speed—as a move action.

A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the circumstances of the climb:

DC	EXAMPLE WALL OR SURFACE
0	Slope too steep to walk up; knotted rope with a wall to brace against.
5	Rope with a wall to brace against or a knotted rope, but not both.
10	Surface with ledges to hold on to and stand on, such as a very rough wall.
15	Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	Perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

* *These modifiers are cumulative; use any that apply.*

Since you can't move to avoid an attack while climbing, opponents get a +2 bonus on attack rolls against you, and you lose any Dexterity bonus to your Reflex Defense.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage (see Falling Damage, page 255).

Accelerated Climbing: You try to climb more quickly than normal, but you take a –5 penalty on Climb checks. Accelerated climbing allows you to climb at your full speed as a full-round action. You can move half that far—one-half of your speed—as a move action.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = the wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use the encumbrance rules (see page 140) to determine how much weight a character can lift.

You can take 10 while climbing, but you can't take 20.

Deception (Cha)

You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. The skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you're not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

Deceive: When you want to make another character believe something that is untrue, you can attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

Deceptive Appearance: When you produce a deceptive appearance, such as disguising your appearance or producing forged documents, make a Deception check opposed by the Perception check of any target that sees the deception. If you succeed, that character believes that the appearance is authentic. If you fail, the target detects the deception. Creating a deceptive appearance requires at least 1 minute (10 rounds) for simple deceptions, 10 minutes for moderate deceptions, 1 hour for difficult deceptions, 1 day for incredible deceptions, or 2 weeks (10 days) for outrageous deceptions. You can rush and create the deception in less time (treating it as if it were one step easier, to a minimum of simple), but you take a –10 penalty on your Deception check. In all cases, make a single Deception check at the time you create the deceptive appearance and compare your check result to the Perception check of any character who encounters it.

Deceptive Information: When you communicate deceptive information, such as telling a lie or distorting facts to lead the target to a false conclusion, make a Deception check against the Will Defense of any target that can understand you. If you succeed, the target believes that what you're telling them is true. While most cases of deceptive information are either verbal or written (requiring the target to be able to understand you), you can deceive with gestures, body language, facial expressions, and so forth. Communicating deceptive information requires at least a standard action for simple deceptions, a full-round action for moderate deceptions, and 1 minute (10 rounds) or even more for difficult, incredible, or outrageous deceptions. You can rush and communicate your deception in less time (treating

Table 4-3: Deceptions

Deception	Check Modifier	Description
Simple	+5	A simple deception works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand. Simple deceptions include convincing a junk dealer to buy some stolen droids; disguising yourself as someone nonspecific of similar size, species, and gender; and creating a false ID that will pass casual inspection but not careful scrutiny.
Moderate	+0	A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need. Moderate deceptions include convincing a suspicious guard that you're not a thief; disguising yourself as a member of another species or gender; and creating a false ID good enough to pass visual scrutiny but not electronic screening.
Difficult	–5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny. Examples include convincing a group of thugs that you're willing and able to beat them in a cantina fight, forging starship transponder codes, impersonating an officer well enough to give troops orders, and creating false official documents good enough to pass electronic screening.
Incredible	–10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny. Incredible deceptions include convincing a reputable starship dealer to buy a stolen Imperial shuttle, impersonating someone well enough to convince an old friend, and forging false credits.
Outrageous	–20	An unlikely deception is almost too unlikely to consider or requires material you just don't have. Outrageous deceptions include impersonating a Jedi (without any Force sensitivity) well enough to fool another Jedi, claiming to be the Emperor in disguise and giving orders to stormtroopers, and forging important documents with no proper tools or examples to work with.

"Uh, had a slight weapons malfunction but, uh . . . everything's perfectly all right now. We're fine. We're all fine here now. Thank you. How are you?"

– Han Solo

as if it were one step easier, to a minimum of simple), but you take a –10 penalty on your Deception check. If your deceptive information is written, recorded, or otherwise preserved for later viewing, your original Deception check result is compared to the Will Defense of all targets who later read or observe your deception.

In some cases, you convey both a deceptive appearance and deceptive information. For example, if you create a falsified document (such as an official report, a letter from a senator, or orders from a military commander), you have to produce something that looks authentic (deceptive appearance) while also creating believable content (deceptive information). In this case, make a single Deception check and compare it to both the target's Perception check and Will Defense. Similarly, you might disguise yourself as an Imperial general (deceptive appearance) and then give fake orders to a stormtrooper (deceptive information). In this example, you make one Deception check ahead of time to create the disguise and another Deception check at the time you give the stormtrooper his new orders.

Favorable and unfavorable circumstances weigh heavily on the outcome of a deception. Two circumstances can weigh against you: The deception is hard to believe, or the action that the deception requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a deception that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the deception demands something risky of the target, and your Deception check fails by 10 or less, then the

target didn't so much see through the deception as prove reluctant to go along with it even if he believes it's true. If your Deception check fails by 11 or more, he has seen through the deception (and would have done so even if it had not placed any demand on him).

A successful Deception check indicates that the target reacts as you wish, at least for a short time, or the target believes something that you want him to believe. For example, you could use a deception to put someone off guard by telling him someone was behind him. At best, such a deception would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around. Alternatively, you could use a deception to make a starship captain believe that he has orders to take his vessel to Tatooine. If successful, the captain would carry out his new "orders" even though that would take quite some time, but as soon as he encounters contradictory information (such receiving contradictory orders from his real commander, or arriving at Tatooine and discovering that no one sent for him) he will realize that he has been fooled.

Creating a Diversion to Hide: You can use Deception to help you hide. A successful Deception check that equals or exceeds the target's Will Defense gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you (see the Stealth skill, page 72).

Feint: Make a Deception check as a standard action to set the DC of your opponent's Initiative check. If you beat your opponent's roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a –5 penalty against non-humanoid creatures or against creatures with an Intelligence lower than 3.

Retry: Generally, a failed Deception check makes the target too suspicious for you to try another deception in the same circumstances. For feinting in combat, you may retry freely.

Special: You can take 10 when making a deception (except for feinting in combat), but you can't take 20.

Time: A deception takes at least a standard action, but can take much longer if you try something elaborate. Disguises that require major changes to your physical outline, or forged documents with many safeguards, can take hours or even days.

ENDURANCE (CON)

Armor Check Penalty

You can push yourself beyond your normal physical limits.

Force March: Each hour of walking after 8 hours requires you to attempt a DC 10 Endurance check (+2 per hour after the first). If you fail, you move –1 persistent step along the condition track (see Conditions, page 148). You can only remove this persistent condition by resting for 8 hours.

Hold Breath: You can hold your breath for a number of rounds equal to your Constitution score. After this period of time, you must succeed on a DC 10 Endurance check in order to continue holding your breath. The DC increases by +2 per additional round. If you fail, you must breathe or you move –1 step on the condition track (see page 149). If you reach the bottom of the condition track, you fall unconscious. If you are still unable to breathe on your next turn after falling unconscious, you die.

Ignore Hunger: You can go without food for a number of days equal to your Constitution modifier (minimum 1 day). After this time, you must succeed on an Endurance check each day or move –1 persistent step along the condition track (see page 149). You can only remove this persistent condition by eating a nutritious meal. The DC is 10 on the first day and increases by +2 each day thereafter.

Ignore Thirst: You can go without water for a number of hours equal to three times your Constitution score. After this time, you must succeed on an Endurance check each hour or move –1 persistent step along the condition track (see page 149). You may only remove this persistent condition by drinking at least 1 liter of water; for creatures that are not Medium size, multiply the water required by 10 for every size category above Medium or divide it by 10 for every size category below Medium. The DC is 10 on the first day and increases by +2 each day thereafter.

Run: You can run as a full-round action. When you run, you can move up to four times your speed in a straight line (or three times your speed in a straight line if you are wearing heavy armor or carrying a heavy load). You lose any Dexterity bonus to your Reflex Defense while you're running, since you can't actively avoid attacks.

You can run for a number of rounds equal to your Constitution score without any trouble. If you want to continue running after that, you must succeed on a DC 10 Endurance check. You must check again each round in which you continue to run, and the DC of the Endurance check increases by 1 for each previous check you made. When you fail a check, you move –1 persistent step on the condition track (see Conditions, page 148). You can only remove this persistent condition by resting for the same length of time that you were running. During this rest period, you can only move your speed.

Sleep in Armor: You can sleep while wearing armor by succeeding at an Endurance check (DC 10 for light armor, DC 15 for medium armor, and DC 20 for heavy armor). If you fail, you don't sleep and move –1 persistent step along the condition track (see page 149). You can only remove this persistent condition by sleeping for 8 hours.

Swim/Tread Water: Each hour that you swim, you must succeed on a DC 15 Endurance check or move –1 persistent step along the condition track (see page 149). You can only remove this persistent condition by resting (not swimming or treading water) for the same length of time that you were swimming. Each consecutive hour of swimming increases the DC by +2. If you are only treading water, reduce the DC by 5.

Gather Information (Cha)

Use this skill to make contacts, learn local new stories and gossip, and acquire secrets.

Learn News and Rumors: Major news stories and popular local rumors can be unearthed with a DC 10 Gather Information check. Learning the detailed, unclassified facts of a news story or determining the veracity of a rumor requires a DC 20 check and 50 credits in bribes.

Learn Secret Information: "Secret information" includes anything unavailable to the general public. Examples include a classified police report, a hidden location, military blueprints, installation security procedures, and computer access codes. Learning a piece of secret information typically requires a DC 25 check and 5,000 credits in bribes; however, information that's especially difficult to obtain (such as the technical blueprints of the Death Star) might require a DC 30 or higher skill check and cost 50,000 credits or more, at the GM's discretion. If the check fails by 5 or more, someone notices that you're asking questions and comes to investigate, arrest, or silence you.

Locate Individual: Make a Gather Information check to locate a specific individual—either someone you know by name or someone with the skill, item, or information you need. The DC of the check is 15 if the target is relatively easy to locate; if the target isn't well known or has taken strides to conceal



his or her presence and/or activities, the DC is 25 and the information costs 500 credits in bribes.

Special: You can take 10 on a Gather Information check, but you can't take 20. A successful Persuasion check can reduce the monetary cost of a Gather Information check (see the Persuasion skill, page 71).

Some information is beyond the reach of a Gather Information skill check. For example, characters searching for Darth Vader won't find him by speaking with tribes of Ewoks on the Forest Moon of Endor, no matter how many Ewoks they question.

Time: Each Gather Information check represents 1d6 hours of time spent talking to informants, scanning HoloNet news broadcasts, or perusing information kiosks.

Initiative (Dex)

Armor Check Penalty

Use this skill to gain the advantage in combat.

Start Battle: An Initiative check sets the order of combat when a fight starts. Each character aware of the fight makes an Initiative check and goes in order from highest to lowest.

When piloting a vehicle in combat, you must apply the vehicle's size modifier to your Initiative check (see Table 10–1: Vehicle Sizes, page 166).

Avoid Feint: When an opponent attempts to feint in combat, you oppose his Deception check with an Initiative check. If you meet or beat his check result, his feint attempt fails.

Special: You can take 10 on an Initiative check, but you can't take 20.

Jump (Str)

Armor Check Penalty

Use this skill to leap over pits, vault low fences, or jump down from a tree's lowest branches.

Long Jump: The DC of a running long jump is equal to the distance cleared (in meters) multiplied by 3. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 9 Jump check. If you do not get at least a 4-square running start, the DC is doubled.

High Jump: The DC of a running high jump is equal to the distance cleared (in meters) multiplied by 12. For example, landing atop a 1.5-meter-high (1-square-high) ledge requires a successful DC 18 Jump check. If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

Jump Down: If you intentionally jump down from a height, you can attempt a DC 15 Jump check to take falling damage as if you had dropped 3 meters (2 squares) fewer than you actually did. If you succeed on this check and take no damage, you land on your feet.

Special: You can take 10 when making a Jump check. If there is no danger associated with failing, you can take 20. Distance covered by a long jump or high jump counts against your maximum movement in a round; distance covered by jumping down does not.

Knowledge (Int)

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Each time you select Knowledge as a trained skill, you must choose a field of study from the list below:

Bureaucracy: Business procedures, legal systems and regulations, and organizational structures

Galactic lore: Planets, homeworlds, sectors of space, galactic history, and the Force

Life sciences: Biology, botany, genetics, archaeology, xenobiology, medicine, and forensics

Physical sciences: Astronomy, astrogation, chemistry, mathematics, physics, and engineering

Social sciences: Sociology, psychology, philosophy, theology, and criminology

Tactics: Techniques and strategies for disposing and maneuvering forces in combat

Technology: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

Common Knowledge: You can answer a basic question about a subject related to your field of study with a DC 10 check. For example, a DC 10 Knowledge (life sciences) check is enough to know that Rodians are skilled hunters.

Expert Knowledge (Trained Only): You can make a Knowledge check as a swift action to answer a question within your field of study that requires some level of expertise. The DC of the check ranges from 15 (for simple questions) to 25 (for tough questions). The GM may adjust the DC depending on the character's personal experience. For example, a DC 20 Knowledge (galactic lore) check might reveal specific information about the inhabitants of the planet Dathomir, but the DC may be lower if the character making the check has actually been there.

Retry: No, you can't reroll a failed Knowledge check. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: You can take 10 when making a Knowledge check, but you can't take 20.

Mechanics (Int)

Trained Only

You can bypass locks and traps, set and disarm explosives, fix malfunctioning devices, and modify and repair damaged droids.

Disable Device (requires security kit): You can use this skill to disarm a security device, defeat a lock or trap, or rig a device to fail when it is used.

The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

DEVICE	DC*	EXAMPLES
Simple	15	Sabotage a mechanical device, jam a blaster, bypass a basic mechanical lock
Tricky	20	Sabotage an electronic device, bypass a basic electronic lock
Complex	25	Disarm an electronic security system, bypass a complex mechanical or electronic lock

* *If you attempt to leave behind no trace of the tampering, increase the DC by 5.*

If the Mechanics check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

"FOR A MECHANIC, YOU SEEM TO DO AN EXCESSIVE AMOUNT OF THINKING."

– C-3PO

Handle Explosives: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Setting a detonator, placing an explosive device, or disarming an explosive device is a full-round action.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a DC 10 check. Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC – 5. For example, you might decide to make the disarm DC 20. The DC to set the detonator and disarm the explosive becomes 15 (instead of the normal 10).

Place Explosive Device: Carefully placing an explosive against a fixed structure or vehicle (a stationary, unattended inanimate object) increases the damage dealt by exploiting weaknesses in its construction. The GM makes the check (so that you don't know exactly how well you've done). One a result of 15 or higher, you ignore the damage reduction of any object to which the explosives are attached. On a result of 25 or higher, the explosive deals double damage to the structure or vehicle against which it's placed. On a result of 35 or higher, it deals triple damage. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device (requires a security kit): Disarming an explosive that has been set to go off requires a check. The DC is usually 15, unless the one who set the detonator chose a higher disarm DC (see Set Detonator above). If you fail the check, you do not disarm the explosive. If you fail it by 5 or more, the explosive detonates while you are adjacent to it.



Jury-Rig: You can make temporary repairs to any disabled mechanical or electronic device, from a simple tool to a complex starship component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use a tool kit, you gain a +5 equipment bonus on the check. A jury-rigged device gains +2 steps on the condition track. At the end of the scene or encounter, the jury-rigged device moves –5 steps along the track and becomes disabled again. (See Conditions, page 148.)

Modify Droid (requires tool kit): You can make a Mechanics check to modify a droid (see Modifying Droids, page 197).

Recharge Shields: When acting as the shield operator on a vehicle or operating a device with a shield rating, you can spend three swift actions on the same turn or on consecutive turns to make a DC 20 Mechanics check to recharge the vehicle's shields. If successful, you restore 5 points to its shield rating, up to its normal maximum.

Regulate Power: When acting as the engineer on a vehicle or operating a device, you can spend three swift actions to make a DC 20 Mechanics check to regulate its power. If you are successful, the vehicle moves +1 step on the condition track (see Conditions, page 148).

Repair (requires tool kit): You can repair a damaged or disabled droid or object (including devices and vehicles). This requires at least 1 hour of work, at the end of which time you must make a Mechanics check. Only one character may repair a given droid or object at a time, but other characters may use the aid another action to assist (see page 151).

Repair Droid (requires a tool kit): You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged or disabled droid, restoring hit points equal to the droid's character level and removing any persistent conditions currently affecting the droid. A droid can attempt to repair itself, but it takes a –5 penalty on its skill check.

Repair Object: You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged or disabled object, restoring 1d8 hit points and removing any persistent conditions currently affecting the device or vehicle. If you are on board a damaged vehicle while you attempt to repair it, apply any penalties from the vehicle's position on the condition track on your Mechanics check. (Major vehicle repairs are best attempted in a garage, hangar, dry dock, or other specialized facility.)

Retry: You can usually retry a Mechanics check. In some specific cases, however, a failed Mechanics check has negative ramifications that prevent repeated checks (see Disable Device, above, for example).

Special: You can take 10 or take 20 on a Mechanics check. When making a Mechanics check to accomplish a jury-rig repair, you can't take 20.

Perception (Wis)

Use this skill to perceive threats as well as your surroundings.

The distance between you and whatever you're trying to perceive affects your Perception check, as do solid barriers and concealment.

Avoid Surprise: A Perception check made at the start of a battle determines whether or not you are surprised (see Surprise, page 149). A Perception check made to avoid surprise is a reaction.

Eavesdrop: A DC 10 Perception check allows you to eavesdrop on a conversation. You must be able to understand the language being spoken. The DC increases to 15 in relatively noisy areas (such as a cantina) or 25 in particularly loud areas (such as a droid factory). Eavesdropping on a conversation is a standard action.

Hear Distant or Ambient Noises: A DC 10 Perception check allows you to detect and identify distant or ambient noises. Actively listening for distant or ambient noises is a standard action.

Notice Targets: A Perception check lets you hear or spot other targets or detect someone or something sneaking up on you from behind. If the target is actively attempting to remain undetected, your Perception check is opposed by the target's Stealth check. If the target is not making any special effort to avoid detection, the Perception check DC is determined by the target's size: Colossal, DC –15; Gargantuan, DC –10; Huge, DC –5; Large, DC 0; Medium, DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

For every 10 squares of distance between you and the target, you take a –5 penalty on your Perception check. You also take a –5 penalty if the target has concealment or cover, or a –10 penalty if it has total concealment or total cover.

Detecting a target that enters your line of sight is a reaction. Actively looking or listening for hidden enemies (including those to whom you do not have a line of sight) is a standard action.

You can also notice if a character has a concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you notice the concealed object. If you win the opposed check by 5 or more, you can tell what kind of object is concealed (for example, distinguishing a blaster from a datapad).

Search: You can carefully examine a 1-square area or a 1-cubic-meter volume of goods as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent within that area. The GM may increase the DC for especially obscure well-hidden features.

You can also search a character for concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you find the concealed object. You receive a +10 circumstance bonus on your Perception check if you physically touch the target to search for concealed items; this requires a full-round action and can only be used on a willing, pinned, or helpless target.

Sense Deception: You can use Perception to see through deceptive appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realize that you're being deceived. Your Perception check to sense the deception is a reaction.

Table 4-4: Attitude Steps

Attitude	The creature . . .
Hostile	Takes risks to harm you, usually attacking on sight
Unfriendly	Wishes you ill but won't go out of its way to harm you
Indifferent	Regard you as neither a threat nor an ally and probably doesn't attack you
Friendly	Wishes you well but won't take life-threatening risks on your behalf
Helpful	Take risks to help you

Sense Influence: Make a Perception check to determine whether someone is under the influence of a mind-affecting Force power or other method of coercion (assuming the effect isn't obvious). This requires a full-round action and a successful DC 20 check.

Retry: You can make a Perception check every time you have the opportunity to notice something as a reaction. As a swift action, you may attempt to see or hear something that you failed (or believe you failed) to notice previously.

Special: You can take 10 or take 20 when making a Perception check. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there.

Persuasion (Cha)

You can influence others with your tact, subtlety, and social grace, or you can threaten them into being more cooperative.

Change Attitude: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination of the two. The target must be able to see you. Apply a modifier to the check based on the target's current attitude toward you: hostile –10, unfriendly –5, indifferent –2, friendly +0 (see Table 4–4: Attitude Steps). If the check equals or exceeds the target's Will Defense, the target's attitude shifts one step in your favor. If the target creature cannot understand your speech, apply a –5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

Haggle: Whenever you use the Gather Information skill, you can make a Persuasion check as a swift action to reduce by half the amount you must pay to acquire the information you desire. Conversely, you can use this skill as a full-round action to increase or reduce the sell price of a desired item by 50%. The DC depends on the attitude of the individual (or individuals) with whom you're dealing: unfriendly DC 30, indifferent DC 25, friendly DC 20, helpful DC 15. You can't haggle with creatures that are hostile toward you or creatures that have an Intelligence of 2 or lower. No matter how adept you are at haggling, a creature won't pay more for an item that can easily be obtained elsewhere for the standard listed price.

Intimidate: As a full-round action, you can make a Persuasion check to force a single creature with an Intelligence of 1 or higher to back down from a confrontation, surrender one of its possessions, reveal a piece of secret information, or flee from you for a short time. The creature must be able to see you. Your check result must equal or exceed the target's Will Defense for the intimidation attempt to succeed. Apply a modifier to the check based on the threat the target perceives from you:

Situation	Modifier
Target is helpless or completely at your mercy	+5
Target is clearly outnumbered or disadvantaged	+0
Target is evenly matched with you	–5
You are clearly outnumbered or disadvantaged	–10
You are helpless or completely at the target's mercy	–15

You can't force the target to obey your every command or do something that endangers its life or the lives of its allies. A creature you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat (see Table 4–4: Attitude Steps).

Retry: If you fail a Persuasion check, you cannot make any further Persuasion checks against the targeted creature for 24 hours.

Special: You can take 10 on a Persuasion check, but you can't take 20.

Pilot (Dex)

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing evasive maneuvers and difficult stunts does.

Whenever you make a Pilot check, you must apply the vehicle's size modifier to your check (see Table 10–1: Vehicle Sizes, page 166).

Avoid Collision: You can make a DC 15 Pilot check as a reaction to reduce or negate the damage from a collision (see Avoid Collision, page 173).

Dogfight: When operating a flying vehicle, you can make a Pilot check as a standard action to engage in a dogfight (see Dogfight, page 171).

Engage the Enemy (Trained Only): When piloting a vehicle in combat, you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order.

Increase Vehicle Speed (Trained Only): You may make a DC 20 Pilot check as a swift action to make your vehicle perform beyond its normal limits. (You can't take 10 on this check.) If the check fails, your vehicle's speed does not increase, and your vehicle moves –1 step on the condition track (see Conditions, page 148). If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle's speed increases by an additional 1 square.

Ram: You can make a Pilot check as part of a full-round action to collide intentionally with a target (see Ram, page 172).

Special: You can take 10 when making a Pilot check except when attempting to increase a vehicle's speed. You can't take 20 on a Pilot check.

Ride (Dex)

Armor Check Penalty

Use this skill to ride any kind of mount, such as a tauntaun, dewback, or bantha.

Ride Mount: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or convincing the animal to do something unusual also requires a check.

RIDING TASK	DC
Guide with knees	10
Stay in saddle	10
Cover	15
Soft fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20*

* *Armor check penalty applies.*

Control Mount in Battle: As a move action, you can attempt to control a mount while in combat. If you fail, you can do nothing else that round. You do not need to roll for riding animals specifically trained for battle.

Fast Mount or Dismount: You can mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier, whichever is lower, to see how far the mount can jump (see the Jump skill, page 68). A DC 15 Ride check is required to stay on the mount when it leaps.

Soft Fall: You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage (see Falling Damage, page 255).

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Use Mount as Cover: You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Special: You can take 10 when making a Ride check, but you can't take 20.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Stealth (Dex)

Armor Check Penalty

Use this skill to slink past a sentry without being heard, catch your enemy off-guard, snipe from a concealed location, or perform sleight of hand.

Sneak: Your Stealth check sets the DC for Perception checks made to notice you. If an opponent's Perception check equals or exceeds your Stealth check, your opponent notices you.

Any circumstance that hampers your ability to sneak imposes a –2 penalty on your check, while favorable circumstances grant a +2 bonus. For example, sneaking across a surface littered with debris imposes a –2 penalty on your Stealth check, while a room filled with abundant hiding places grants a +2 bonus on your check.

If you move more than your speed in any given round, you take a –5 penalty on your Stealth check. If you move more than twice your speed in any given round, you take a –10 penalty on your Stealth check.

Your size provides a modifier to your Stealth checks: Fine, +20; Diminutive, +15; Tiny, +10; Small, +5; Medium, +0; Large, –5; Huge, –10; Gargantuan, –15; Colossal, –20.

Conceal Item: As a standard action, you can attempt to conceal an item (such as a weapon) on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the object's relative size: One size smaller, –5; two sizes smaller, +0; three sizes smaller, +5; four or more sizes smaller, +10.

Other characters may notice a concealed object with a successful Perception check (opposed by your Stealth check result), but only if you do not have total concealment. A character gains a +10 circumstance bonus on his Perception check if he physically touches you to search for concealed

items; this requires a full-round action that can only be performed if you're a willing, pinned, or helpless target.

Drawing a concealed item is a move action.

Create a Diversion to Hide: You can use the Deception skill (page 64) to help you be stealthy. A successful Deception gives you the momentary diversion you need to attempt a Stealth check even though people are aware of you. While the others turn their attention from you, you can make a Stealth check (as normal, and at no penalty) if you can reach a hiding place of some kind as a move action.

Pick Pocket: With a successful Stealth check, you can pilfer a small, hand-sized object from a target within reach. Your Stealth check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5 or more, you are unable to take the item and the target catches you in the act.

"I'D PREFER A STRAIGHT FIGHT TO ALL THIS SNEAKING AROUND."

– HAN SOLO

Sleight of Hand: You can palm hand-sized objects, perform minor feats of legerdemain, or attempt to perform a minor action without being noticed (such as flipping a switch, pulling out a thermal detonator, or drawing a pistol under the cover of a table). All such efforts are opposed by observer's Perception check. Any observer that beats your Stealth check notices the action you attempted, and knows how you did it.

Snipe: After making a ranged attack from hiding, you can try to hide again. You must be at least 2 squares from the target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check (as normal, but with a –10 penalty) as a move action. If you succeed, you remain hidden; otherwise, your location is revealed.

Special: You can take 10 when making a Stealth check, but you can't take 20.

SURVIVAL (WIS)

Use this skill to hunt and forage, guide a party safely through arid wastelands, identify signs that gundarks live nearby, or avoid quicksand and other natural hazards.

Basic Survival: Once per day, you can make a DC 15 Survival check to avoid natural hazards and keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

Endure Extreme Temperatures (requires field kit): Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold or extreme heat for the next 24 hours (see Extreme Temperatures, page 254).

Know Direction: As a full-round action, you can ascertain which direction is north by succeeding on a DC 10 Survival check (assuming you're somewhere where cardinal directions matter).

Track (Trained Only): To find tracks or to follow them requires a full-round action and a successful Survival check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must



make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain or prevailing circumstances change.

You move at half normal speed while tracking. You can choose to move your normal speed instead, but you take a –5 penalty on Survival checks made to follow tracks.

SURFACE	DC
Soft ground	10
Firm ground	20
Hard ground	30

Soft Ground: Any surface (fresh snow, thick ash, wet mud) that holds clear impressions of footprints.

Firm Ground: Any outdoor surface (lawns, fields, woods) or exceptionally soft or dirty indoor surface (dusty floors, thick carpets) that can capture footprints of a creature's passage.

Hard Ground: Any surface that doesn't hold footprints at all (bare rock, concrete, metal deck plates).

CIRCUMSTANCE	DC MODIFIER
Every 3 creatures in the group being tracked	–1
Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves at half speed)	+5
Largest creature being tracked	
Huge or bigger	–10
Large	–5
Medium	+0
Small	+5
Tiny or smaller	+10

Special: You can take 10 when making a Survival check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long as normal to do so.

Swim (Str)

Armor Check Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Swim: A successful Swim check allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and must hold your breath (see the Endurance skill, page 66) until you reach the surface by succeeding on a Swim check.

The DC for the Swim check depends on the situation:

SITUATION	DC
Calm water	10
Rough water	15
Stormy water	20

Retry: A new check is allowed the round after a check is failed.

Special: You can take 10 when making a Swim check, but you can't take 20.

Treat Injury (Wis)

Use this skill to keep a badly wounded friend from dying, to heal the injured, or to treat a diseased or poisoned character.

First Aid (requires a medpac): As a full-round action, you can administer first aid to an unconscious or wounded creature. If you succeed on a DC 15 Treat Injury check, the creature regains a number of hit points equal to its character level, +1 for every point by which your check result exceeds the DC. Using a medical kit grants a +2 equipment bonus on your skill check. If the skill check succeeds, the tended creature cannot benefit from additional first aid for 24 hours.

You can administer first aid on yourself, but you take a –5 penalty on your Treat Injury check.

Long-Term Care: If you tend to a creature for 8 consecutive hours, that creature regains hit points equal to its character level in addition to those recovered from natural healing (see Natural Healing, page 148). A creature can only benefit from long-term care once in a 24-hour period. You can tend one creature at a time if untrained, or up to six simultaneously if trained. You can't give long-term care to yourself.

Perform Surgery (Trained Only; requires a surgery kit): You can perform surgery to heal damage to a wounded creature, remove a persistent condition, or install a cybernetic prosthesis (see page 137). Any of these operations requires 1 hour of uninterrupted work, at the end of which time you must make a Treat Injury check. If you fail your check, the surgery does not yield any benefit (but any resources used are still lost). In addition, if you fail your check by 5 or more, the creature takes damage equal to its damage threshold. If this damage reduces the creature to 0 hit points, it dies (see 0 Hit Points, page 146).

Heal Damage: You can make a DC 20 Treat Injury check to perform surgery on a wounded creature, healing an amount of damage equal to the creature's Constitution bonus (minimum 1) × the creature's level. If you fail the check, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies unless it can spend a Force Point to save itself (see page 93). You can perform surgery on yourself to heal

damage, but you take a –5 penalty on your skill check. Performing surgery to heal damage also removes any persistent conditions afflicting the target.

Install a Cybernetic Prosthesis: You must have the Cybernetic Surgery feat (see page 83) to install a cybernetic prosthesis on a living being. At the end of the procedure, make a DC 20 Treat Injury check. If the check succeeds, the prosthesis is installed properly. If the check fails, the prosthesis is not properly installed; however, you can try again after another uninterrupted hour of surgery. You can install a cybernetic prosthesis on yourself, but you take a –5 penalty on your skill check.



Revivify (Trained Only; requires a medical kit): As a full-round action, you can revive a creature that has just died. You must reach the dead creature within 1 round of its death to revive it, and you must succeed on a DC 25 Treat Injury check. Using a medpac grants a +2 equipment bonus on the skill check. If the check succeeds, the creature is unconscious instead of dead. If the check fails, you are unable to revive the creature.

Treat Disease (Trained Only; requires a medical kit): Treating a diseased character requires 8 hours. At the end of that time, make a Treat Injury check against the disease's DC (see Disease, page 254). If the check succeeds, the patient is cured and no longer suffers any ill effects (including persistent conditions caused by the disease). You can treat one creature at a time if untrained, or up to six simultaneously if trained.

Treat Poison (Trained Only; requires a medical kit): As a full-round action, you can treat a poisoned character. Make a Treat Injury check; if the result equals or exceeds the poison's DC (see Poison, page 255), you successfully detoxify the poison in the character's system and the patient no longer suffers any ill effects (including persistent conditions caused by the poison).

Treat Radiation (Trained Only; requires a medical kit): Treating an irradiated character requires 8 hours. At the end of that time, make a Treat Injury check against the radiation's DC (see Radiation, page 255). If the check succeeds, the patient is cured and no longer suffers any ill effects (including persistent conditions caused by the radiation). You can treat one creature at a time if untrained, or up to six simultaneously if trained.

Special: You can take 10 when making a Treat Injury check, but you can't take 20.

Use Computer (Int)

Use this skill to access secured files and defeat security systems.

Access Information (requires computer attitude of indifferent or better): Getting information through a computer requires you to connect to the appropriate network (such as the HoloNet, or its equivalent in other eras) and locate the files you seek. Connecting to a network (a full-round action) doesn't require a skill check if you use a computer that's already linked to it. However, establishing a connection to a network using a remote computer requires a DC 10 Use Computer check. You can also get information without connecting to a network if you use a computer whose memory contains that information; the GM decides what information a computer's memory actually holds.

Finding information on a single topic requires a set amount of time (see below); at the end of this time, you must make a Use Computer check. The time required and the check DC are determined by the type of information sought. For example, locating general information about a senator is easier than locating specific information (such as the senator's date of birth), which is easier than finding private information (such as the senator's private comm

Table 4-5: Computer Attitude Steps

ATTITUDE	THE COMPUTER . . .
Hostile	Treats you as a hostile intruder and attempts to trace your location and isolate your connection.
Unfriendly	Treats you as an unauthorized user and blocks your access to its programs and information.
Indifferent	Treats you as a guest or visitor and grants you access to non-secret programs and information (as long as this does not conflict with previous commands).
Friendly	Treats you as an authorized user and grants you access to any programs and non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.
Helpful	Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.

channel code), which is easier than uncovering secret information (such as the senator's cred stick code).

INFORMATION	DC	TIME REQUIRED
General	15	1 minute (10 rounds)
Specific	20	10 minutes
Private	25	1 hour
Secret*	30	1 day (8 hours)

* *Secret information can only be accessed on a computer that is helpful toward you.*

Astrogate (Trained Only): You can plot a safe course through hyperspace. Doing so usually requires 1 minute, at the end of which time you must succeed on a Use Computer check. Various factors influence the DC of the check (see Astrogation, page 237).

Disable or Erase Program (Trained Only; requires computer attitude of helpful): You can disable or erase a program on a computer that is helpful toward you (See Table 4–5: Computer Attitude Steps). Disabling or erasing a program takes 10 minutes and requires a DC 15 Use Computer check.

Improve Access (Trained Only): As a full-round action, you can make a Use Computer check to adjust the attitude of a computer in order to gain access to its programs and information. You must be able to communicate with the computer either through a direct interface (such as a keypad) or by connecting to it through an appropriate network (such as the HoloNet). Apply a modifier on the check based on the computer's current attitude toward you: hostile –10, unfriendly –5, indifferent –2, friendly +0 (see Table 4–5: Computer Attitude Steps). If the check equals or exceeds the computer's Will Defense, the computer's attitude shifts one step in your favor. If you fail, the computer's attitude does not change. If you fail by 5 or more, the computer's becomes one step worse (for example, indifferent to unfriendly) and the computer notifies the computer's administrator of the access attempt.

A hostile computer can be dangerous. If a computer becomes hostile or if you fail any Use Computer check made to improve access to a hostile computer, it traces your exact location and notifies the nearest security personnel. In addition, if you fail by 5 or more when attempting to improve access to a hostile computer, it isolates your connection and rejects any further attempts you make to access it for 24 hours.

Issue Routine Command (requires computer attitude of friendly or better): As a standard action, you can issue a routine command to a computer. Examples include turning a computer on or off, viewing and editing documents or recordings in its memory, printing a hard copy of a document or image on a flimsiplast sheet, opening or closing doors that the computer controls, and the like.

Issuing routine commands doesn't normally require a Use Computer check. However, if another character issues a contradictory command, the computer follows the command of the character toward whom it has a better attitude (for example, it follows a command from someone toward whom it is helpful over someone toward whom it is friendly). If the computer has the same attitude toward both characters, make an opposed Use Computer check against the competing character. If you succeed, your command takes effect. If you fail, the opposing character's command takes effect.

Reprogram Droid (Trained Only; requires tool kit): You can make a check to reprogram a droid to obey a new master, copy data stored in its memory banks, change its trained skills, erase memories selectively, or erase its memory entirely (resetting the droid to its factory preset status). The DC for any of these actions is equal to the droid's Will Defense. Reprogramming a droid takes 10 minutes.

Special: You can take 10 on Use Computer checks. You can take 20 on a Use Computer check except when attempting to improve access.

When a computer is friendly or helpful toward you, you gain an equipment bonus on all Use Computer checks made with that computer equal to its Intelligence bonus.

Use the Force (Cha)

Requires the Force Sensitivity feat

You draw upon the Force to help you recover from injuries, gain special insights, or perform other remarkable acts. You must have the Force Sensitivity feat (page 85) to be trained in this skill.

Activate Force Power (Trained Only): You make a Use the Force check to use a Force power (see Force Powers, page 95). This use of the skill requires no action.

Force Trance (Trained Only): As a full-round action, you can enter a Force trance with a DC 10 Use the Force check. In this state, you remain fully aware of your surroundings. Each hour you remain in the trance, you regain a number of hit points equal to your character level. You can emerge from the trance as a swift action. If you remain in a Force trance for 4 consecutive hours, you emerge from the trance fully rested (as though you'd rested for 8 hours).

While you're in a Force trance, you can go ten times as long as normal without food or water (see the Endurance skill, page 66).

Move Light Object (Trained Only): As a move action, you can use the Force to telekinetically lift and move a relatively light object within your line of sight. A successful DC 10 Use the Force check allows you to move an object weighing up to 5 kg a distance of 6 squares in any direction. As a standard action, you can use the object as a projectile weapon, but the DC increases to 15. If your Use the Force check beats the target's Reflex Defense, the object hits and deals 1d6 points of bludgeoning damage.

Search Your Feelings: As a full-round action, you can make a DC 15 Use the Force check to determine whether a particular action will yield favorable or unfavorable results to you in the immediate future (10 minutes or less). For example, you can make the check to determine whether destroying a dark side artifact will have immediate unforeseen repercussions. The answer does not take into account the long-term consequences of a contemplated action. Using the above example, a successful check would not portend a future encounter with vengeful darksiders angered by the destruction of the dark side artifact. (The GM must assess the immediate consequences of the action, based on what he knows about the circumstances.)

Sense Force (Trained Only): You automatically sense disturbances in the Force. A location that is strong in the dark side of the Force can be sensed out to a range of 1 kilometer. A relative, companion, or close friend in mortal danger or great pain can be sensed out to a range of 10,000 light years. A great disturbance, such as the destruction of an entire populated planet or the distress of a whole order of allies, can be sensed anywhere in the same galaxy. As a full-round action, you can make a DC 15 Use the Force check to determine the distance and general direction to the location of the disturbance.

> "THE ABILITY TO DESTROY A PLANET IS INSIGNIFICANT NEXT TO THE POWER OF THE FORCE."
>
> —DARTH VADER

As a full-round action, you can use this ability to actively sense other Force-users out to a range of 100 kilometers. If you succeed on a DC 15 Use the Force check, you know how many Force-users are within range, their approximate distance and direction from you, and whether you've met them before or not. Another Force-user within range can try to conceal her presence from you by making an opposed Use the Force check. If she equals or exceeds your Use the Force check, you don't sense her presence at all.

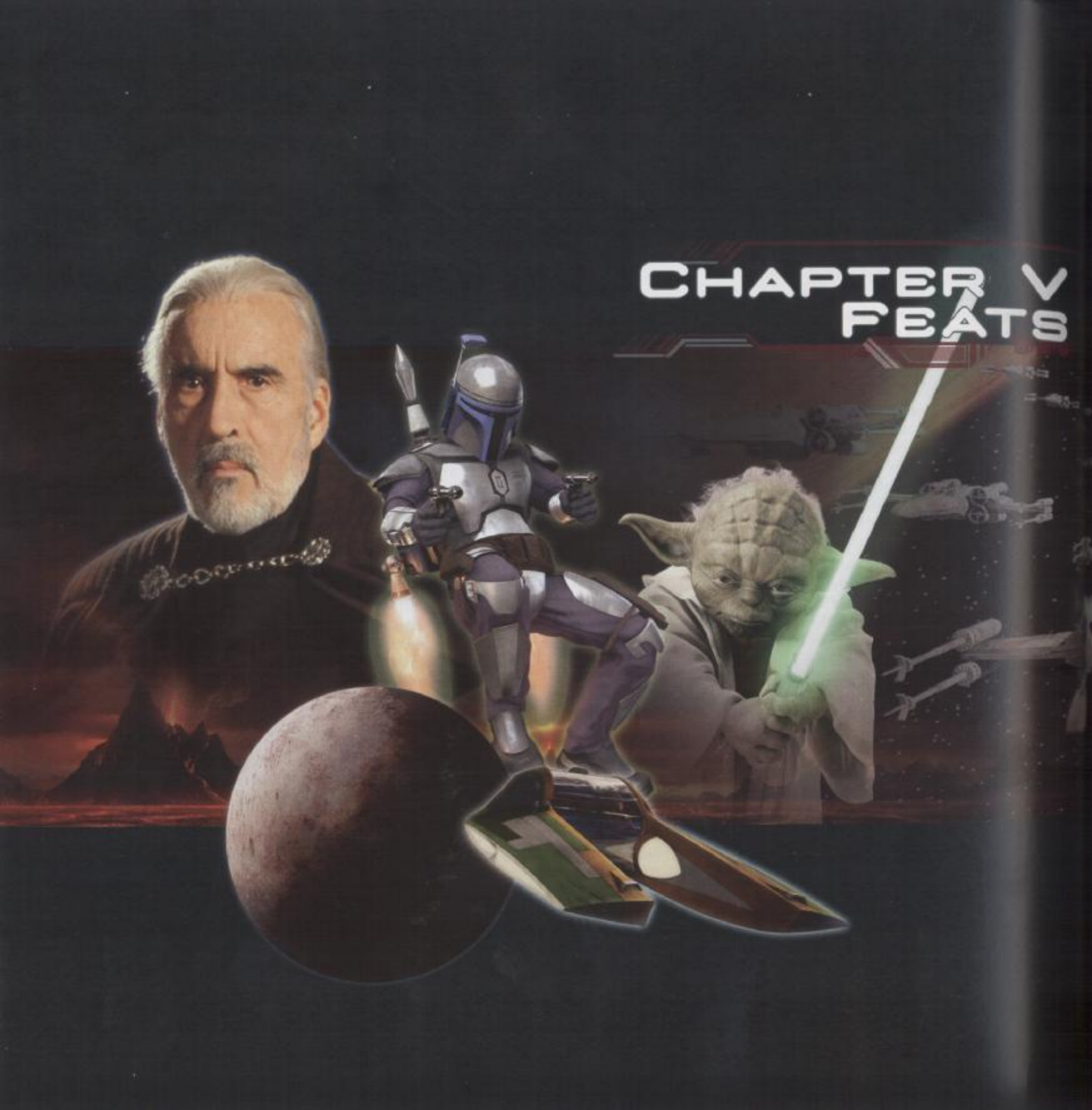
Sense Surroundings: As a swift action, you can make a DC 15 Use the Force check to ignore the effects of cover and concealment when making Perception checks to detect or observe targets. Increase the DC by 5 if this ability is used against targets with total cover.

Telepathy: As a standard action, you can establish a telepathic link with a distant creature. Through the link, you can exchange emotions or a single thought, such as "Go!", "Help!", or "Danger!" The target must have an Intelligence of 2 or higher, and the distance between you and the target determines the DC (see below). Against an unwilling target, you must make a Use the Force check against the target's Will Defense; if the check fails, you cannot establish a telepathic link or attempt to telepathically contact the target for 24 hours unless the target becomes a willing one.

TELEPATHY DISTANCE	DC
Same planet	15
Same system	20
Same region/quadrant of the galaxy	25
Different region/quadrant of the galaxy	30

Special: You can't make Use the Force checks unless you have the Force Sensitivity feat (see page 85). Use the Force is a class skill for any character with the Force Sensitivity feat.

You can take 10 on a Use the Force check, but you can't take 20.



Chapter V
Feats



A feat is a special feature that either gives your character a new capability or improves one he or she already has. Unlike skills and talents, your choice of feats is not restricted by your class. Any character can take any feat as long as the prerequisites are met.

Acquiring Feats

Choose the feats you feel best represent your character's interests and capabilities. Each character gets one feat when the character is created (at 1st level). At 3rd, 6th, 9th, 12th, 15th, and 18th level, characters gain another feat (see Table 3–1: Experience and Level-Dependent Benefits, page 37). For multiclass characters, feats are gained according to total character level, not by individual class levels.

Additionally, classes get bonus feats chosen from special lists (see the class descriptions in Chapter 3: Heroic Classes). Humans also get a bonus feat at 1st level, chosen from any feat the character qualifies for.

Prerequisites

Some feats have prerequisites. A character must have the listed ability score, feat, trained skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite(s).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisites for the Cleave feat are "Strength 13, Power Attack." Any character with a Strength score of 13 or higher and the Power Attack feat meets the prerequisites. You can't use a feat if you've lost a prerequisite. For example, if your Strength drops below 13 for any reason, you can't use the Power Attack feat until your Strength returns to 13 or higher.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name

A description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite(s): A minimum ability score, another feat or feats, a minimum base attack bonus, a special skill requirement, and/or a minimum level in a class that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Table 5-1: Feats

Feat	Prerequisites	Benefit
Acrobatic Strike	Trained in Acrobatics	Gain +5 bonus on next attack against opponent you tumble past.
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	No penalty on attacks and no armor check penalty while wearing light, medium, or heavy armor.
Armor Proficiency (light)	–	No penalty on attacks and no armor check penalty while wearing light armor.
Armor Proficiency (medium)	Armor Proficiency (light)	No penalty on attacks and no armor check penalty while wearing light or medium armor.
Bantha Rush	Str 13, base attack bonus +1	Push opponent 1 square after making a successful melee attack.
Burst Fire	Str 13, Weapon Proficiency (heavy weapons), proficient with weapon	Take a –5 penalty on an autofire attack to gain +2 dice damage.
Careful Shot	Point Blank Shot, base attack bonus +2	If you aim, gain +1 bonus on the attack roll.
Charging Fire	Base attack bonus +4	Make ranged attack at the end of a charge, at a –2 penalty.
Cleave	Str 13, Power Attack	Extra melee attack after dropping target.
Combat Reflexes	–	Gain additional attacks of opportunity.
Coordinated Attack	Base attack bonus +2	Automatic success with aid another action at point blank range.
Crush	Pin, base attack bonus +1	Deal unarmed or claw damage to a pinned opponent.
Cybernetic Surgery	Trained in Treat Injury	Install a cybernetic prosthesis onto a living being.
Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.
Dodge	Dex 13	Gain a +1 dodge bonus to Reflex Defense against a selected target.
Double Attack	Base attack bonus +6, proficient with weapon	Make extra attack during full attack, –5 penalty to all attacks
Dreadful Rage	Rage species trait, base attack bonus +1	Rage bonus to attacks and damage increases to +4.
Dual Weapon Mastery I	Dex 13, base attack bonus +1	Take a –5 penalty on attacks when attacking with two weapons or both ends of a double weapon.
Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Mastery I	Take a –2 penalty on attacks when attacking with two weapons or both ends of a double weapon.
Dual Weapon Mastery III	Dex 17, base attack bonus +11, Dual Weapon Mastery I, Dual Weapon Mastery II	Take no penalty on attacks when attacking with two weapons or both ends of a double weapon.
Exotic Weapon Proficiency	Base attack bonus +1	Wield an exotic weapon without penalty.
Extra Rage	Rage species trait	Rage one additional time per day.
Extra Second Wind	Trained in Endurance	Gain an additional second wind per day.
Far Shot	Point Blank Shot	Range penalties for short-, medium-, and long-ranged attacks are reduced.
Force Boon	Force Sensitivity	Gain three additional Force Points at each level.
Force Sensitivity	Non-droid	You can make Use the Force checks and gain access to Force talents.
Force Training	Force Sensitivity	Learn a number of Force powers equal to 1 + your Wis modifier (minimum 1).
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to cleave attacks each round.
Improved Charge	Dex 13, Dodge, Mobility	You can charge without moving in a straight line.
Improved Defenses	–	Gain +1 bonus to all defenses.
Improved Disarm	Int 13, Melee Defense	Gain +5 bonus on melee attacks to disarm an opponent.
Improved Damage Threshold	–	Damage threshold increases by 5.

Linguist	Int 13	Gain bonus languages equal to 1 + your Int modifier (minimum 1).
Martial Arts I	–	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defense.
Martial Arts II	Martial Arts I, base attack bonus +3	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defense.
Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defense.
Melee Defense	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defense.
Mighty Swing	Strength 13	Spend two swift actions to deal extra damage in melee.
Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defense against some attacks of opportunity.
Pin	Base attack bonus +1	Grappled opponent is pinned for 1 round, can't move, and loses its Dexterity bonus to Reflex Defense.
Point Blank Shot	–	+1 bonus on ranged attacks and damage against point blank foes.
Power Attack	Str 13	Trade attack bonus for damage on melee attacks (up to your base attack bonus).
Powerful Charge	Medium or larger size, base attack bonus +1	Gain +2 bonus on your attack roll while charging and deal extra damage.
Precise Shot	Point Blank Shot	No –5 penalty for shooting into melee.
Quick Draw	Base attack bonus +1	Draw weapon as a swift action.
Rapid Shot	Str 13, base attack bonus +1, proficient with weapon	Take a –2 penalty on a ranged attack roll to deal +1 die of damage.
Rapid Strike	Dex 13, base attack bonus +1, proficient with weapon	Take a –2 penalty on a melee attack roll to deal +1 die of damage.
Running Attack	Dex 13	Move before and after making an attack.
Shake It Off	Con 13, trained in Endurance	Spend two swift actions to move +1 step along the condition track.
Skill Focus	–	Gain +5 competence bonus on skill checks with one trained skill.
Skill Training	–	You become trained in one class skill.
Sniper	Point Blank Shot, Precise Shot, base attack bonus +4	You ignore soft cover when making a ranged attack.
Strong in the Force	–	Roll d8s instead of d6s when you spend a Force Point.
Surgical Expertise	Trained in Treat Injury	You can perform surgery in 10 minutes instead of 1 hour.
Throw	Trip, base attack bonus +1	Throw a grappled opponent up to 1 square beyond your reach and deal damage.
Toughness	–	Gain +1 hit point per character level.
Trip	Base attack bonus +1	Trip an opponent that you've grappled, knocking it prone.
Triple Attack	Base attack bonus +9, Double Attack (chosen weapon), proficient with chosen weapon	Make second extra attack during full attack, additional –5 penalty to all attacks
Triple Crit	Proficient with weapon, base attack bonus +8	Deal triple damage on a critical hit.
Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.
Weapon Finesse	Base attack bonus +1	Use Dex modifier instead of Str modifier on attack rolls with light melee weapons and lightsabers.
Weapon Focus	Proficiency with weapon	+1 bonus on attack rolls with selected weapon
Weapon Proficiency	–	Ignore –5 penalty on attack rolls with weapons of a particular type.
Whirlwind Attack	Dex 13, Int 13, Melee Defense, base attack bonus +4	Make one melee attack against each opponent within reach.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic Strike

Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.

Prerequisite: Trained in the Acrobatics skill.

Benefit: If you succeed in tumbling to avoid an attack of opportunity (see the Acrobatics skill, page 62), you gain a +5 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Armor Proficiency (Heavy)

You are proficient with heavy armor (see Table 8–7: Armor) and can wear it without impediment.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: When you wear heavy armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears heavy armor with which she is not proficient takes a –10 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

Armor Proficiency (Light)

You are proficient with light armor (see Table 8–7: Armor) and can wear it without impediment.

Benefit: When you wear light armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears heavy armor with which she is not proficient takes a –2 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

Armor Proficiency (Medium)

You are proficient with medium armor (see Table 8–7: Armor) and can wear it without impediment.

Prerequisite: Armor Proficiency (light).

Benefit: When you wear medium armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears medium armor with which she is not proficient takes a –5 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

Bantha Rush

You can shove your opponents around the battlefield to gain a tactical advantage.

Prerequisite: Strength 13, base attack bonus +1.

Benefit: After making a successful melee attack against an opponent up to one size category larger than you, you can choose to move that opponent 1 square in any direction as a free action. You can't bantha rush an opponent that's being grabbed or grappled, and you can't bantha rush your opponent into a solid object or another creature's fighting space.

Burst Fire

When using a ranged weapon in autofire mode, you can fire a short burst at a single foe.

Prerequisites: Strength 13, Weapon Proficiency (heavy weapons), proficient with weapon.

Benefit: When using a ranged weapon with autofire capability in autofire mode, you may fire a short burst as a single attack against a single target. You take a –5 penalty on the attack roll but deal +2 dice of damage. For example, a weapon that deals 3d10 points of damage deals 5d10 points of damage instead.

The effects of this feat do not stack with the extra damage provided by the Deadeye or Rapid Shot feat.

Special: Firing a burst expends five shots and can only be done if the weapon has at least five shots remaining.

Normal: Autofire uses ten shots, targets a 2-square-by-2-square area, and can't be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all the extra shots are wasted.

Careful Shot

You are particularly skilled at aiming your attacks.

Prerequisites: Point Blank Shot, base attack bonus +2.

Benefit: If you aim before making a ranged attack (see Aim on page 154), you gain a +1 bonus on your attack roll.

Charging Fire

You are able to make ranged attacks while charging.

Prerequisite: Base attack bonus +4.

Benefit: When you charge, you may make a ranged attack instead of a melee attack at the end of your movement. Unlike a normal charge, your

momentum does not help overcome your target, so you gain no bonus on attack roll. As with a normal charge, you still take a –2 penalty to your Reflex Defense.

Normal: You can make a single melee attack with a +2 bonus on your attack roll at the end of a charge.

Cleave

You can follow through with a powerful melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to reduce its hit points to 0, you get an immediate extra melee attack against another opponent within your reach. You cannot adjust 1 square before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

Combat Reflexes

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: When opponents leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier.

For example, a character with a Dexterity of 15 can make a total of three attacks of opportunity in a round: the one attack of opportunity every character is entitled to, plus two more attacks because of his +2 Dexterity bonus. If four stormtroopers move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity on a single opponent.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed. (See Attacks of Opportunity, page 155, for more information.)

Coordinated Attack

You are skilled at coordinating your attacks with your allies.

Prerequisite: Base attack bonus +2.

Benefit: You are automatically successful when using the aid another action to aid an ally's attack or suppress an enemy as long as the target is adjacent to you or within point blank range.

Normal: You must make an attack roll against a Reflex Defense of 10 to gain the benefits of the aid another action.

Crush

You can deal damage to a creature that you've grappled.

Prerequisites: Pin, base attack bonus +1.

Benefit: If you successfully pin an opponent with a grapple attack (see the Pin feat, page 87), you can immediately deal bludgeoning damage to it equal to your unarmed damage or claw damage, whichever is greater.

Cybernetic Surgery

You can perform the surgical procedures necessary to graft cybernetic components onto living flesh.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can install a cybernetic prosthesis (see page 137) on a living being. The surgical procedure takes 1 hour of uninterrupted work, after which you must make on a DC 20 Treat Injury check. If the check succeeds, the prosthesis is installed correctly. If the check fails, the prosthesis is not properly installed; however, you can try again after another uninterrupted hour of surgery.

Special: You can install a cybernetic prosthesis on yourself, but you take a –5 penalty on the Treat Injury skill check. If you have the Surgical Expertise feat (see page 88), you can install a cybernetic prosthesis in 10 minutes instead of 1 hour.

Deadeye

You are skilled at picking off enemies with well-aimed ranged attacks.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: If you aim before making a ranged attack (see Aim, page 154) and the attack hits, increase the damage you deal by an additional weapon die. For example, if you score a hit with a blaster pistol using the Deadeye feat, the blaster shot deals 4d6 points of damage (instead of the normal 3d6 points).

The effects of this feat do not stack with the extra damage provided by the Burst Fire or Rapid Shot feat.

Dodge

You are adept at dodging blows.

Prerequisite: Dexterity 13.

Benefit: During your turn, you designate an opponent and receive a +1 dodge bonus to your Reflex Defense against attacks from that opponent. You can select a new opponent on any action.

A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Attack

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +6, proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: advanced melee weapons, heavy weapons, lightsabers, pistols, rifles, simple weapons. When you use the full attack action, you may make one additional attack when wielding such a weapon. However, you take a –5 penalty on all attack rolls until your next turn because you're trading precision for speed.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different exotic weapon or weapon group.

Dreadful Rage

You deal horrendous damage while raging.

Prerequisites: Rage species trait, base attack bonus +1.

Benefit: While raging, your rage bonus on melee attack rolls and melee damage rolls increases to +5.

Normal: A character with the rage species trait gains a +2 rage bonus on melee attack rolls and melee damage rolls while raging.

Dual Weapon Mastery I

You are adept at fighting with two weapons and double weapons.

Prerequisites: Dexterity 13, base attack bonus +1.

Benefit: When you attack with two weapons or with both ends of a double weapon as a part of a full attack action, you take a –5 penalty (instead of a –10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack, page 154), you take a –10 penalty on all attack rolls for the round.

Dual Weapon Mastery II

You are a master at fighting with two weapons and double weapons.

Prerequisites: Dexterity 15, base attack bonus +6, Dual Weapon Mastery I.

Benefit: When you attack with two weapons or both ends of a double weapon as a part of a full attack action, you take a –2 penalty (instead of a –10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack, page 154), you take a –10 penalty on all attack rolls for the round.

Dual Weapon Mastery III

You can wield two weapons or a double weapon without penalty.

Prerequisites: Dexterity 17, base attack bonus +11, Dual Weapon Mastery I, Dual Weapon Mastery II.

Benefit: When you wield two weapons or attack with both ends of a double weapon as a part of a full attack action, you take no penalty on your attack rolls. You only gain this benefit if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack, page 154), you take a –10 penalty on all attack rolls for the round.

Exotic Weapon Proficiency

Choose an exotic weapon, such as bowcaster or atlatl (see Exotic Weapons, page 119). You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –5 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon.

Extra Rage

You can fly into a rage more often.

Prerequisite: Rage species trait.

Benefit: You can rage one additional time per day.

Special: You can take this feat multiple times; each time you take the feat, you can rage one additional time per day.

Extra Second Wind

You tend to come back from the edge of oblivion more often.

Prerequisite: Trained in the Endurance skill.

Benefit: You can catch your second wind one additional time per day, but you can still only catch a second wind once per encounter (see Second Wind, page 146).

Normal: A hero can catch his or her second wind once per day.

Special: A nonheroic character that takes this feat for the first time can catch a second wind once per day.

You can take this feat multiple times; each time you take this feat, you can catch a second wind one additional time per day.

Far Shot

You are better at shooting distant foes.

Prerequisite: Point Blank Shot.

Benefit: When you use a ranged weapon against targets at short, medium, or long range, the range category is considered one less. In other words, you take no penalty on ranged attack rolls against targets at short range, a –2 penalty on ranged attack rolls made against targets at medium range, and a –5 penalty on a ranged attack rolls made against targets at long range.

Normal: When making a ranged attack roll, a character takes a –2 penalty against targets at short range, a –5 penalty against targets at medium range, and a –10 penalty against targets at long range.

Force Boon

You are able to draw upon the Force more often than less skilled users.

Prerequisite: Force Sensitivity.

Benefit: You gain three additional Force Points at each level.

Force Sensitivity

You are Force-sensitive, allowing you to call on the Force and learn to draw on its power.

Prerequisite: Cannot be a droid.

Benefit: You can make Use the Force checks, and Use the Force is considered a class skill for you. In addition, whenever you gain a new talent, you have the option of selecting a Force talent instead. You must meet the prerequisites of the Force talent to select it (see Force Talents, page 100).

Normal: You can't make Use the Force checks (page 77) or select Force talents unless you have the Force Sensitivity feat.

Force Training

You learn one or more Force powers (see Force Powers, page 95).

Prerequisites: Force Sensitivity, trained in the Use the Force skill.

Benefit: You add to your Force power suite a number of Force powers equal to 1 + your Wisdom modifier (minimum 1). You can add the same power more than once.

Special: You can take this feat more than once. Each time you take this feat, you add to your Force suite a number of new Force powers equal to your Wisdom modifier.

If your Wisdom modifier permanently increases, you immediately gain a number of Force powers equal to the number of Force Training feats you have taken.

Great Cleave

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As the Cleave feat (page 83), except that you have no limit to the number of times you can use it per round.

Improved Charge

You can charge around obstacles.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: You can make a charge (see page 152) without having to move in a straight line, and you can alter your direction when making a charge to avoid obstacles. All other charge rules apply.

Normal: A character must charge in an unobstructed straight line.

Improved Defenses

You are skilled at fending off attacks of many forms.

Benefit: You gain a +1 bonus to your Reflex Defense, Fortitude Defense, and Will Defense.

Improved Disarm

You are skilled at disarming opponents in melee combat.

Prerequisites: Intelligence 13, Melee Defense.

Benefit: You gain a +5 bonus on any melee attack roll made to disarm an opponent. In addition, if you fail to disarm your opponent, he doesn't get to make a free attack against you.

Normal: See the normal disarm rules on page 152.

Improved Damage Threshold

You are harder to take down in a fight.

Benefit: You increase your damage threshold by 5 (see Damage Threshold, page 146).

Normal: A creature without this feat has a damage threshold equal to its Fortitude Defense plus its size modifier (+5 for Large, +10 for Huge, +20 for Gargantuan, or +50 for Colossal).

Special: You can take this feat more than once. Its effects stack. Each time you take this feat, increase your damage threshold by 5.

Linguist

You pick up languages quickly and easily.

Prerequisite: Intelligence 13.

Benefit: You gain a number of bonus languages equal to 1 plus your Intelligence bonus (minimum of 1). See the sidebar on page 22 for a list of common languages.

Special: You can take this feat more than once. Each time you take this feat, you gain a number of additional languages equal to 1 plus your Intelligence bonus (minimum of 1).

Martial Arts I

You are adept at fighting unarmed.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d3 becomes 1d4, 1d4 becomes 1d6, and 1d6 becomes 1d8. In addition, you gain a +1 dodge bonus to your Reflex Defense.

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Martial Arts II

You are a master at fighting unarmed.

Prerequisites: Martial Arts I, base attack bonus +3.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d4 becomes 1d6, 1d6 becomes 1d8, and 1d8 becomes 1d10. In addition, you gain a +1 dodge bonus to your Reflex Defense (which stacks with the dodge bonus granted by the Martial Arts I feat).

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Martial Arts III

Your martial arts prowess is second to none.

Prerequisites: Martial Arts I, Martial Arts II, base attack bonus +6.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d6 becomes 1d8, 1d8 becomes 1d10, and 1d10 becomes 1d12. In addition, you gain a +1 dodge bonus to your Reflex Defense (which stacks with the dodge bonus granted by the Martial Arts I and Martial Arts II feats).

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Melee Defense

You are trained at using your combat ability for defense as well as offense.

Prerequisite: Intelligence 13.

Benefit: When you use a standard action to make a melee attack, you can take a penalty of up to –5 on your attack roll and add the same number (up to +5) as a dodge bonus to your Reflex Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Reflex Defense last until the start of your next turn.

Normal: A character without the Melee Defense feat can fight defensively while using the attack action to take a –5 penalty on his attack roll and gain a +2 dodge bonus to his Reflex Defense.

Mighty Swing

You are capable of delivering jarring melee attacks.

Prerequisite: Strength 13.

Benefit: You can spend two swift actions in the same round to deal +1 die of damage on your next melee attack in the same round.

The effects of this feat do not stack with the extra damage provided by the Rapid Strike feat.

Mobility

You are skilled at moving past opponents and avoiding opportunistic attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +5 dodge bonus to Reflex Defense against attacks of opportunity caused when you move out of or into a threatened area (see Attacks of Opportunity, page 155).

A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Pin

You are skilled at immobilizing grappled foes.

Prerequisite: Base attack bonus +1.

Benefit: If you succeed on a grappling attack and your opponent fails the opposed grapple check, your opponent is automatically pinned until the start of your next turn. A pinned creature can't move or take any actions while pinned, and it loses its Dexterity bonus (if any) to Reflex Defense.

Special: You cannot use the Pin and Trip feats during the same round. You can use the Pin and Crush feat in the same round, however.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at point blank range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons against opponents within point blank range (see Table 8–5: Weapon Ranges, page 129).

Power Attack

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making an attack roll, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt against an object or vehicle.

Powerful Charge

You can charge with extra force.

Prerequisites: Medium or larger size, base attack bonus +1.

Benefit: When you charge, you gain an additional +2 bonus to your melee attack roll. If your melee attack hits, you deal additional damage equal to one-half your level.

Precise Shot

You are skilled at timing your ranged attacks so that you don't hit your allies by mistake.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw a ranged weapon at an opponent engaged in melee combat with one or more of your allies without taking the standard –5 penalty (see Shooting or Throwing into a Melee, page 161).

Quick Draw

You can draw and holster weapons with startling quickness.

Prerequisite: Base attack bonus +1.

Benefit: You can draw or holster a weapon as a swift action instead of as a move action.



Rapid Shot
You can make two quick shots with a ranged weapon as a single attack.

Prerequisites: Strength 13, base attack bonus +1, proficient with weapon.

Benefit: When using a ranged weapon, you may fire two shots as a single attack against a single target. You take a –2 penalty on your attack roll, but you deal +1 die of damage with a successful attack.

Special: Using this feat fires two shots and can only be done if the weapon has sufficient ammunition remaining. The effects of this feat do not stack with the extra damage provided by the Burst Fire feat (page 82) or Deadeye feat (page 84).

Rapid Strike
You can make two quick strikes with a melee weapon as a single attack.

Prerequisites: Dexterity 13, base attack bonus +1, proficient with weapon.

Benefit: When using a melee weapon, you may make two strikes as a single attack against a single target. You take a –2 penalty on your attack roll, but you deal +1 die of damage with a successful attack.

The effects of this feat do not stack with the extra damage provided by the Mighty Swing feat.

Running Attack
You can move as you attack.

Prerequisite: Dexterity 13.

Benefit: When making an attack with a melee or ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Shake It Off
You have learned to shake off debilitating conditions.

Prerequisites: Constitution 13, trained in the Endurance skill.

Benefit: You can spend two swift actions instead of three swift actions to move +1 step along the condition track (see Conditions, page 148).

Normal: It takes three swift actions to move +1 step along the condition track.

Skill Focus
One of your skills is particularly well honed.

Benefit: You gain a +5 competence bonus on skill checks made with one trained skill of your choice.

Special: This feat may be selected multiple times. Its effects do not stack. Each time you take this feat, it applies to a different trained skill.

Skill Training
You are considered trained in a new skill.

Benefit: Choose one untrained skill from your list of class skills. You become trained in that skill.

Special: This feat may be selected multiple times. Each time you take this feat, it applies to a different class skill.

Sniper
You are particularly adept at hitting the right target in a crowd.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: You always ignore soft cover (that is, cover provided by a character, creature, or droid) when you make a ranged attack.

Normal: You can only ignore cover if you aim (see page 154) before making a ranged attack.

Strong in the Force
You have a particularly strong connection to the Force.

Benefit: When you spend a Force Point to adjust the result of an attack roll, skill check, or ability check, you roll d8s rather than d6s.

Surgical Expertise
You can perform skillful surgical procedures quickly.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can perform surgery in 10 minutes.

Normal: Performing surgery typically takes 1 hour (see the Treat Injury skill, page 74).

Throw
You can throw a creature that you've grappled.

Prerequisites: Trip, base attack bonus +1.

Benefit: If you successfully trip an opponent with a grapple attack, the opponent falls prone in any unoccupied space you desire up to 1 square beyond your reach and takes bludgeoning damage equal to your unarmed attack damage. A thrown opponent is no longer considered grappled.

Toughness
You are tougher than normal.

Benefit: You gain +1 hit point per character level.

Trip
You are skilled at tripping grappled foes.

Prerequisite: Base attack bonus +1.

Benefit: If you succeed on a grappling attack (see page 153) and your opponent fails the opposed grapple check, it falls prone in its space and is no longer considered grappled.

A prone opponent takes a –5 penalty on melee attack rolls. Melee attacks made against a prone target gain a +5 bonus, while ranged attacks made against a prone target take a –5 penalty.

Special: You cannot use the Pin and Trip feats during the same round.

Triple Attack

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +11, Double Attack (chosen weapon), proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: advanced melee weapons, heavy weapons, lightsabers, pistols, rifles, simple weapons. When you use the full attack action, you may make one additional attack when wielding such a weapon. However, you take a –5 penalty on all attack rolls until your next turn because you're trading precision for speed. The extra attack and penalty stack with those of Double Attack.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different exotic weapon or weapon group.

Triple Crit

Choose one type of weapon, such as a blaster pistol, vibrodagger, or lightsaber. You deal more damage on a critical hit with that weapon.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefit: When you score a critical hit with the selected weapon, you deal triple damage. You may select "unarmed attack" as a weapon for purposes of this feat.

Normal: A critical hit normally deals double damage to the target.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different weapon.

Vehicular Combat

You can avoid attacks made against your vehicle.

Prerequisite: Trained in the Pilot skill.

Benefit: Once per round (as a reaction), when you are piloting a vehicle or starship, you may negate a weapon hit by making a successful Pilot check. The DC of the skill check is equal to the result of the attack roll you wish to negate.

In addition, while you are piloting a vehicle, you are considered proficient with pilot-operated vehicle weapons. (The vehicle descriptions in Chapter 10 indicate which weapons are operated by the pilot.)

Weapon Finesse

You are especially skilled at using weapons one that can benefit as much from Dexterity as from Strength.

Prerequisite: Base attack bonus +1.

Benefit: When using a light melee weapon or a lightsaber, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Weapon Focus

Choose a single exotic weapon or weapon group. You are especially good at using these weapons. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisite: Proficient with selected exotic weapon or weapon group.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected exotic weapon or weapon group.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new exotic weapon or weapon group.

Weapon Proficiency

You are proficient with a particular kind of weaponry.

Benefit: Choose one of the following weapon groups: advanced melee weapons, heavy weapons (which includes vehicular weapons and starship weapons), lightsabers, pistols, rifles, and simple weapons. You are proficient with all weapons of the selected group. For more information on weapon groups, see page 119.

Normal: If you wield a weapon with which you are not proficient, you take a –5 penalty to your attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group. You cannot take exotic weapons as a weapon group; instead, you must select the Exotic Weapon Proficiency feat (see page 84) to gain proficiency with a specific exotic weapon (such as the bowcaster or flamethrower).

Whirlwind Attack

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisites: Dexterity 13, Intelligence 13, Melee Defense, base attack bonus +4.

Benefit: As a full-round action, you can make an area attack with your melee weapon, striking every opponent within your reach. This whirlwind attack uses the area attack rules (see Area Attacks, page 155); you make one attack roll and apply the result to every target in range.

Chapter VI
The Force





The Force is an energy field generated by all living things. It surrounds and penetrates everything, binding the galaxy together. There are two sides to the Force. Peace, serenity, and knowledge form the light side, while the dark side consists of aggression, anger, and fear. The universe is a place of balance: life and death, creation and destruction, love and hate. As such, both sides of the Force are part of the natural order.

Some beings are more attuned to the Force than others. Whether they understand it or not, they can feel the Force flowing through them. Of those that are sensitive to the Force, beings that study its ways can learn to manipulate its energy. The Jedi fall into this category, using their knowledge of the Force to give them their powers. But theirs is not the only Force-using tradition. The Sith, the Nightsisters of Dathomir, and others embrace the dark side of the Force, while a variety of alien cultures, such as Ewok shamans and Ithorian eco-priests, call the light side of the Force by different names. Understanding of the Force manifests in many ways.

The Force Through the Ages

For most of the history of the Republic, the Jedi were looked upon as defenders and protectors of justice. By their example, belief in the Force was accepted if not always understood. Most beings could not perceive the Force directly; they could only see it manifest in those attuned to it, such as the Jedi. At times over the years, the dark side came to the forefront, such as during the ancient Sith Wars, but in general the champions of the light side helped keep the galactic peace.

During the Rise of the Empire era, the Force is a powerful component of everyday life. The Jedi are visible, active proponents of the Force. Regardless of what an individual may believe about the Force, it's hard to deny the power demonstrated by the Jedi. As the Clone Wars rage across the galaxy, Jedi are seen at the forefront of battles, and the Force impacts the lives of soldiers and citizens alike.

Later, in the wake of the destruction of the Jedi order and the rise of the Empire, the Force comes to be looked upon as an arcane religion practiced by misguided fools. The Empire outlaws the Jedi and attempts to stamp out anyone who demonstrates an affinity for the Force. Propaganda and politics keep the local systems in line and succeed in driving Force-users underground, where they live in fear and obscurity.

If your campaign is set in the Rebellion era (around the time of Episodes IV–VI), the Force has faded from common knowledge. Those who can manipulate the Force keep their skills hidden to avoid the notice of the Empire. Even members of the Imperial hierarchy, despite the presence of Darth Vader, consider the Force to be outdated and insignificant compared to the military might of the Empire. In many ways, that's just how the Emperor wants it. Even the Emperor, one of the most powerful Force-users in the

galaxy, keeps his Force abilities secret from the general public and most of his subordinates. The few Force-users that exist during this period are either hiding from the Empire, working for the Empire, or trying to ignore the presence of the Force. The Rebel Alliance has begun to use the Force as a rallying cry, adopting the Jedi salutation, "May the Force be with you," as its own. Because of this, the few Force-sensitive beings that can actually use the Force begin to reach out to the Alliance. And, of course, Luke Skywalker begins his training during this time.

If your campaign is set in The New Jedi Order era, the Force has regained a place in everyday society and a new fellowship of Jedi has come to prominence under the tutelage of Luke Skywalker. Many beings in the New Republic, however, harbor varying degrees of mistrust and fear toward Force-users. These negative feelings are due, in part, to the actions of a few rogue Jedi who have taken the law into their own hands and have begun to rebel against Luke Skywalker's leadership. The memories of a host of darksiders that plagued the galaxy since the time of Darth Vader and the Emperor add fuel to the fire of fear, and the political machinations of members of the Republic Council have begun to fan these flames. Force-users of this period, then, are finding that acceptance of the Force among the general population may turn into a bad thing—at least as far as they are concerned. Tensions are already high, as this era is marked by the invasion of the Yuuzhan Vong.

Using the Force

The Force is a mystical energy field that surrounds and binds all living things in the galaxy. More than just a source of power for those sensitive to its presence, the Force can affect the fates of even ordinary citizens who have no aptitude for its use. In the *Star Wars Roleplaying Game*, there are two ways that players may call upon the Force for assistance. The first way, usable by all characters, comes in the form of Force Points. The second way, usable only by characters with the Force Sensitivity feat, is through the Use of Force skill and associated Force powers.

Force Points

Force Points represent a character's knack for using the Force to aid her actions. A character need not be Force-sensitive to use Force Points; they represent the presence of the Force in all forms of life, and though some call it luck, others believe that it is the will of the Force that grants a person aid. For a Force-sensitive character, it represents a conscious decision to call upon the Force for assistance. Characters without the Force Sensitivity feat don't realize that the Force is aiding their actions, only that they are trying hard to succeed.

Gaining Force Points

You get 5 Force Points at 1st level. When you gain a new level, you lose any unspent Force Points from the previous level but gain a number of Force



Points equal to 5 + one-half your new character level (rounded down). Some prestige classes grant a higher number of Force Points at each level (see Chapter 12).

Example: Deel Surool, a 1st-level scoundrel, gains 5 Force Points at 1st level and spends only four of them before achieving 2nd level. When he hits 2nd level, he loses the unspent Force Point from the previous level, but he gains 6 Force Points (5 + one-half his new character level).

Using Force Points

On your turn, you may spend a Force Point as a free action to roll 1d6 and add the result to a single attack roll, skill check, or ability check. You can do this once per round. At 8th level, when you spend a Force Point, you instead roll 2d6 and take the best die result as your bonus; at 15th level, you roll 3d6 and take the best die result as your bonus. This is summarized below:

CHARACTER LEVEL	NUMBER OF DICE ROLLED
1st–7th	1d6
8th–14th	2d6*
15th or higher	3d6*

** Only count the highest die result.*

Some talents, Force techniques, Force secrets, and Force powers require you to spend a Force Point to activate. In addition, if you are a Force-user, you may spend 1 Force Point as a swift action to return a single spent Force power to your active suite of Force powers (see Force Powers, page 95, for more information).

If you are reduced to 0 hit points and would be killed, you can spend a Force Point as a reaction to avoid death and instead fall unconscious (see 0 Hit Points and Falling Unconscious, pages 146–147).

Finally, you can spend 1 Force Point as a swift action to lower your Dark Side Score by 1 (see The Dark Side, below).

Unless noted otherwise, you can spend only one Force Point per round.

The Dark Side

The Force has two aspects, one light and one dark. The dark side lurks in the shadows, whispering to Force-users, tempting them with quick and easy access to power. While seemingly stronger, the dark side is only easier. It consists of the destructive impulses of all living beings. Anger, fear, hatred, and aggression are expressions of the dark side, and such emotions can quickly lead a Force-user down the dark side's corrupting path. Early on in her training, a Force-user finds that the dark side greatly enhances her abilities. After a time, the dark side demands more and more of those in its embrace.

Beware the Dark Side

Most players don't want their Jedi characters to slip over to the dark side of the Force. If you want a campaign where all the heroes must constantly strive against the lure of the dark side, then the GM should increase a character's Dark Side Score for even the most minor transgressions. If you want a campaign where the heroes have more room to explore options, or if you don't want slipping to the dark side to be a major theme of the campaign, then the GM should consider increasing a character's Dark Side Score only for major or moderate transgressions.

Dark Side Score

Your Dark Side Score measures the extent to which you've been corrupted by the dark side of the Force. A 1st-level character begins play with a Dark Side Score of 0. The only way to increase one's Dark Side Score is to commit evil acts.

A character who commits an evil act increases his Dark Side Score by 1. What constitutes an evil act is discussed under Dark Side Transgressions, below. Regardless of how many evil acts a character commits, the maximum Dark Side Score a character can possess is equal to his Wisdom score. Thus, a character with a Wisdom of 15 can have a maximum Dark Side Score of 15.

A character whose Dark Side Score equals his Wisdom score has fully embraced the dark side and is wholly evil. A hero who falls to the dark side becomes a GM character (unless the GM wants to allow the player to continue playing the dark side character as a sort of campaign anti-hero).

Dark Side Transgressions

The GM should use the considerations detailed below as guidelines for whether or not to increase a character's Dark Side Score. The guidelines are separated by degree: Major transgressions are acts that definitely deserve

"The dark side of the Force is a pathway to many abilities some consider to be unnatural."

– Supreme Chancellor Palpatine

an increase, moderate transgressions are acts that probably deserve an increase, and minor transgressions are acts that could be considered dark but probably don't deserve an increase.

Major Transgressions

Any of the following transgressions should increase a character's Dark Side Score by 1:

Performing a blatantly evil act: This includes deliberately killing or injuring another character who hasn't done anything wrong or who honestly seeks redemption for evil acts he performed in the past.

Using a Force power with the *[dark side]* descriptor: A few Force powers are, by their very nature, evil. Examples of Force powers with the *[dark side]* descriptor include *Force lightning*, which channels dark energy, and *dark rage*, which feeds on negative emotions.

Using the Force in anger: Using the Force in anger or hatred is bad, but this can be hard to enforce. It's difficult to determine the emotion a character is experiencing. The GM should increase a character's Dark Side Score by 1 in these situations only when the player specifically states that his character is feeling fear, anger, hatred, pride, jealousy, greed, vengeance, and so forth.

Moderate Transgressions

Any of the following transgressions might increase a character's Dark Side Score by 1, at the GM's discretion:

Using the Force to cause undue harm: Many uses of the Force are not overtly of the dark side, but they can be harmful or even fatal in their applications. When a Force power that isn't specifically tied to the dark side is used to harm living beings, the GM should consider increasing the character's Dark Side Score by 1.

Performing a questionably evil act: Some acts, while seemingly cruel, aren't necessarily evil. The GM should consider the intent behind the action before deciding to increase a character's Dark Side Score. For example, it may be a transgression to deliberately kill or injure (or allow someone else to kill or injure) a character known to have committed evil acts without remorse, but who is otherwise helpless.

Minor Transgressions

The following transgressions should probably not increase a character's Dark Side Score, unless the GM feels there's good cause to make an exception:

Performing a dubiously evil act: Increase a character's Dark Side Score only when the act is out of proportion to the situation. In most cases, the GM shouldn't increase a character's Dark Side Score for a single incident, but multiple incidents may indicate that the character has an unconscious cruel streak. For example, a hero who kills an opponent in combat while ignoring opportunities to end the situation without the loss of life might deserve a increased Dark Side Score, though a specific situation might not appear quite so clear-cut.

Heroes and the Dark Side

A GM may decide to run a completely heroic campaign. In this case, the GM can rule that once a Force-using character becomes dark, that character becomes a GM character and is no longer under the control of the player. If you're the GM, consider this option carefully before implementing it, because it takes away player freedom. If you put this rule in place at the start of your campaign, then it just becomes part of the rules and everyone is aware of the consequences of walking down the dark path.

Dark Side Score Tracker

The Dark Side Score tracker is a useful tool for tracking a hero's devotion to the dark side. The Dark Side Score tracker is represented as a row of 24 numbered boxes at the bottom of your *Star Wars* character sheet (page 287).

A character's Dark Side Score tracker should have a number of empty boxes equal to the character's Wisdom score. Any extra boxes should be shaded in or blacked out. For example, Set Harth has a Wisdom of 11, so his Dark Side Score tracker looks like this:

DARK SIDE SCORE											
1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

Whenever a hero's Dark Side Score increases by 1, the player fills in one of the empty boxes on the character's Dark Side Score tracker. When a character has no more empty boxes on his Dark Side Score tracker, he is considered to be dark. He is now effectively lost to the dark side and has little hope of finding redemption.

Whenever a character's Wisdom score increases by 1, he gets an additional empty box on his Dark Side Score tracker. This box remains empty until his Dark Side Score increases by 1.

A hero who still has empty boxes on his Dark Side Score tracker may be tainted by the dark side, but not beyond redemption. A tainted character can rid himself of the dark side's taint by atoning.

Atoning

A hero tainted by the dark side can work his way back to the light through heroic deeds, the use of Force Points, and by atoning for past misdeeds. A dark character's only path back to the light is to accomplish a truly epic act of heroism against the dark and in the service of the light.

Effectively, the tainted character accomplishes this by reducing his Dark Side Score. A character can sacrifice 1 Force Point to reduce his Dark Side Score by 1 and clear one box on his Dark Side Score tracker. This form of atonement represents a period of meditation, reflection, and absolution on the part of the character. If desired by the player and GM, this can be worked into the campaign as part of an adventure, but it isn't necessary. It can occur between adventures.

In addition, an act of dramatic heroism by the character—if performed without calling upon the dark side—reduces the character's Dark Side Score by 1 and clears one box on his Dark Side Score tracker.

A dark character can't reduce his Dark Side Score by atoning. Such a character's only option is an act of dramatic heroism (see below).

Dramatic Heroism

A dark character may attempt to turn away from the dark side by performing an act of dramatic heroism without calling upon the dark side of the Force. Such an act should require extreme personal cost, be made in a selfless manner, and provide a significant benefit to the galactic balance.

Darth Vader performed such an act of dramatic heroism at the end of *Return of the Jedi* when he sacrificed his own life to save his son and destroy the Emperor. Kyp Durron (in the expanded *Star Wars* universe) performed a similar act of dramatic heroism by destroying the Sun Crusher, a super weapon prototype. Additionally, Jedi history tells of a Jedi named Bastila Shan (from *Knights of the Old Republic*) falling to the dark side, but in an act of dramatic heroism she turned the Republic fleet against Darth Malak using a powerful form of Battle Meditation.

If the GM accepts the act as being appropriately heroic, dramatic, and selfless, the character's Dark Side Score drops to 1, and he clears all but one of the boxes on his Dark Side Score tracker (so that he has a number of empty boxes equal to one less than his Wisdom score). In addition, the dark side exacts a final toll by drawing away all of the character's current Force Points. Henceforth, the character must strive to walk the path of the light side.

Force Powers

Force powers are special abilities available to anyone who takes the Force Training feat (page 85). They allow characters to do astonishing things such as play tricks with the minds of others, move heavy objects, see into the future, and even blast foes with terrible arcs of lightning.

Learning Force Powers

A character who takes the Force Training feat (see page 85) automatically learns a number of Force powers of her choice equal to 1 + her Wisdom modifier (minimum 1). A character can learn additional Force powers by taking the Force Training feat again or by increasing her Wisdom modifier.

Selecting Force Powers

Choosing your Force powers can be something of an art. If you choose poorly, you might be stuck with a Force power that you can't use very well. When selecting Force powers, remember the following:

Like feats, Force powers cannot be changed once selected (not without your GM's approval, anyway). Also, some Force powers are inherently more difficult to trigger than others. For example, *Force stun* requires a DC 20 (or higher) Use the Force check to activate, which means that a low-level character attempting to use the power will fail more often than he succeeds.

Don't forget that you can select the same Force power more than once if you want to be able to have multiple uses of that power in your suite. At low levels, it is sometimes more useful to have extra uses of an easy-to-trigger power than a new power that is more difficult to activate.

For example, Sen Udo-Mal is a 1st-level Jedi with a Wisdom score of 11 (+0 modifier). He takes the Force Training feat at 1st level and immediately gains a Force power. He chooses *battle strike*. At 3rd level, he takes the Force Training feat again, which allows him to learn a new Force power; he chooses *mind trick*. At 4th level, Sen Udo-Mal raises his Wisdom score from 11 to 12, thereby increasing his ability modifier from +0 to +1; at that time, he gains two additional Force powers (one for each instance of the Force Training feat), so he chooses *move object* and *surge*.

Using Force Powers

When your character uses a Force power, make a Use the Force check (see page 77). The check result determines the power's effect.

Some Force powers have all-or-nothing effects. Other Force powers have multi-tiered effects, and your Use the Force check result determines the maximum effect you can achieve, although you can always choose a lesser effect. If your Use the Force check is too low to activate the Force power's baseline effect, nothing happens and the action is wasted.

Using a Force power removes it from your character's active "suite" of Force powers, regardless of whether the Use the Force skill check succeeds or fails.

Your Force Power Suite: Your character's Force powers collectively form a suite. When your character uses a Force power, it's like playing a card and putting it in a discard pile. The power takes effect, and it's no longer available to the character . . . at least for a while.

Regaining Force Powers: You have different ways to regain spent Force powers so that you can use them again:

—When combat is over and you have a chance to rest for 1 minute, you regain all of your Force powers.

—If you roll a natural 20 on a Use the Force check, you regain all spent Force powers at the end of your turn.

—You can spend a Force Point as a reaction and immediately regain one spent Force power.

—Some unique abilities (such as the Force Focus talent) allow you to regain spent Force powers in other ways.

Force Power Descriptors

Some Force powers are more strongly tied to one side of the Force than the other. These Force powers carry either the *[light side]* descriptor or the *[dark side]* descriptor. Powers that target creatures' minds carry the *[mind-affecting]* descriptor.

Dark Side: Using a Force power with the *[dark side]* descriptor increases your Dark Side Score by 1. You cannot use a Force Point to modify your Use the Force check when activating a Force power with the *[dark side]* descriptor. Dark side powers stem from powerful negative emotions and include *dark rage* and *Force lightning*.

Light Side: If you have a Dark Side Score of 1 or higher, you cannot use a Force Point to modify your Use the Force check when activating a Force power with the *[light side]* descriptor. Light side powers are generally beneficial and include sever Force and vital transfer.

Mind-Affecting: A Force power with the *[mind-affecting]* descriptor has no effect on creatures that are mindless (that is, creatures with no Intelligence score) or creatures that are immune to mind-affecting effects.

Force Power Descriptions

The following Force powers are available to any character with the Force Sensitivity feat (see page 85). Each Force power includes the following information:

Force Power Name [descriptor]

If a Force power has a descriptor, it appears in square brackets after the Force power's name. The name of the power is followed by a brief description of the Force power's effect. **Time:** The type of action needed to use or activate the Force power. **Target:** The targets affected by the Force power.

Make a Use the Force check. The results of the Use the Force check are described here.

Special: Some Force powers have special rules, which are covered here.

Battle Strike

You use the Force to enhance your battle prowess. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

Special: You can spend a Force Point to deal an additional 2d6 points of damage on your next attack.

Dark Rage [dark side]

You become enraged as the dark side flows through you. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonuses increase to +4.

DC 25: As DC 15, except the rage bonuses increase to +6.

Special: While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.

You can spend a Force Point to extend the duration of your *dark rage* until the end of the encounter.

Farseeing

You gain a vague, momentary impression of events happening around a particular being in some distant place. **Time:** Full-round action. **Target:** One creature you know or have met before.

Make a Use the Force check. If your check result is less than the target's Will Defense, you gain no information (including whether the target is alive or dead) and cannot use this Force power against the same target for 24 hours. If your check result equals or exceeds the target's Will Defense, you can sense whether the target is alive or dead and gain a vague sense of its immediate surroundings, what it's currently doing, and any strong emotions it is presently feeling. A dead target has a Will Defense of 30 for purposes of this Force power.

Special: If you successfully use this Force power, you can spend a Force Point to gain a clear mental image of the target's surroundings, as well as other creatures and objects within 6 squares of it.

Force Disarm

You disarm an opponent by using the Force to pull the weapon from his grasp. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Use this check in place of your attack roll when attempting to disarm the target (see Disarm, page 152). If your disarm attack succeeds, you may choose to let the item drop to the ground in the target's fighting space or have the item fly into your hand (in which case you must have a free hand to catch it).

Special: Feats that improve disarm attacks (such as Improved Disarm) do not apply to *Force disarm*.

You can spend a Force Point to damage or destroy the target weapon instead. If your disarm attack succeeds, the weapon takes damage equal to your Use the Force check result. You must declare that you are using this option before making your disarm attack.

Force Grip

You use the Force to choke or crush your enemy. **Time:** Standard action. **Target:** One target within 6 squares or within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target takes 2d6 points of damage. If your Use the Force check equals or exceeds the target's Fortitude Defense, the target can take only a single swift action on his next turn.

DC 20: As DC 15, except the target takes 4d6 points of damage.

DC 25: As DC 15, except target takes 6d6 points of damage.

Special: You may maintain your concentration on the targeted creature to continue damaging it from round to round. Maintaining the *Force grip* is a standard action, and you must make a new Use the Force check each round.

You can spend a Force Point to deal an additional 2d6 points of damage with your *Force grip*.

Force Lightning [Dark Side]

You blast an enemy with deadly arcs of Force energy. **Time:** Standard action. Targets: One target in line of sight and within 6 squares of you.

Make a Use the Force check. Make one roll and compare the result to the target's Reflex Defense. If the attack hits, the target takes 8d6 points of Force damage and moves –1 step along the condition track (see Conditions, page 148). If the attack misses, the target takes half damage and does not move along the condition track.

Special: You can spend a Force Point to move a target an additional –1 step along the condition track when you successfully hit it with *Force lightning*.

Force Slam

You pound one or more creatures with the Force. **Time:** Standard action. Targets: All targets within a 6-square cone and within line of sight.

Make a Use the Force check. Make one roll and compare the result to each target's Fortitude Defense. If the result equals or exceeds a target's Fortitude Defense, it takes 4d6 points of Force damage and is knocked prone. If the result is less than a target's Fortitude Defense, it takes half damage and is not knocked prone. This is an area effect.

Special: When you use this power, you can spend a Force Point to deal an additional 2d6 points of damage to targets in the area.



Force Stun

You call upon the Force to overload an enemy's senses, potentially stunning it. **Time:** Standard action. Targets: One creature within 6 squares or within your line of sight.

Make a Use the Force check. Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target moves –1 step along the condition track (see Conditions, page 148). For every 5 points by which you exceed the target's Will Defense, the target moves an additional –1 step along the condition track.

Special: When you use this power, you can spend a Force Point to move the target an additional –1 step along the condition track.

Force Thrust

You use the Force to push a target away from you. **Time:** Standard action. Targets: One object or character within 12 squares and within line of sight.

Make a Use the Force check. The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, –5; Tiny, –10; Diminutive, –15; Fine, –20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a –5 penalty to the target's Strength check to resist your *Force thrust*. Additionally, if you successfully push the target into a larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

Mind Trick [Mind-Affecting]

You use the Force to alter a target's perceptions or plant a suggestion in its mind. **Time:** Standard action. **Target:** One Intelligence 3 or higher creature in line of sight and within 12 squares of you.

Make a Use the Force check. If you equal or exceed the target's Will Defense, you may choose one of the following effects:

–You create a fleeting hallucination that distracts the target and enables you to use the Stealth skill even if the target is aware of you.

–You perform a feint so that the next attack you make against the target ignores its Dexterity bonus to Reflex Defense (if any).

–You make an otherwise unpalatable suggestion seem completely reasonable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did is unacceptable.

–You fill the target with terror, causing it to flee from you at top speed for 1 minute. The affected creature stops fleeing if it is wounded. The effect is negated if the target's level is equal to or higher than your character level. This is a fear effect.

Special: If you are making a suggestion, you may spend a Force Point to improve the target's attitude by one step, plus one additional step for every 5 points by which your Use the Force check exceeds the target's Will Defense.

> "The Force can have a strong influence on a weak mind."
>
> – Obi-Wan Kenobi

Move Object

You telekinetically move a target up to 6 squares in any direction using the Force. **Time:** Standard action. **Target:** One character or object within 6 squares or within your line of sight.

Make a Use the Force check. The result of the check determines the maximum size of the target you can lift (see below). If the target is a creature that resists your attempt, your Use the Force check must also exceed the target's Will Defense. You can hurl the target at (or drop it on) another target in range if your Use the Force check exceeds the second target's Reflex Defense. Both targets take damage determined by your Use the Force check result.

DC 15: Move object up to Medium size (deals 2d6 points of damage)

DC 20: Move object up to Large size (deals 4d6 points of damage)

DC 25: Move object up to Huge size (deals 6d6 points of damage)

DC 30: Move object up to Gargantuan size (deals 8d6 points of damage)

DC 35: Move object up to Colossal size (deals 10d6 points of damage)

Special: You may maintain your concentration on the targeted object to continue to move it from round to round. Maintaining the *move object* power is a standard action.

If you use *move object* against a hovering or flying target (such as a speeder or starship), the target can oppose your Use the Force check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move the target.

You may spend a Force Point to increase the maximum size of the object by one category and deal an additional 2d6 points of damage (maximum size Colossal [frigate], 12d6 damage). Alternatively, you may spend a Destiny Point (see page 112) to increase the maximum size of the object by three

categories and deal an additional 6d6 points of damage (maximum size Colossal [station], 16d6 damage).

Negate Energy

You spontaneously negate a single attack that deals energy weapon damage, such as a lightsaber or blaster. **Time:** Reaction. **Target:** One attack made against you that deals energy weapon damage.

Make a Use the Force check. If the result of the check equals or exceeds the damage dealt by the energy weapon, the attack is negated and you take no damage. If your check result is less than the amount of damage dealt, you fail to negate the attack and take damage as normal.

Special: You must be aware of the attack (and not flat-footed) to negate it. If you are successful, you can spend a Force Point to regain hit points equal to the damage of the negated attack, up to a maximum of your full normal hit points.



Rebuke

You harmlessly absorb or deflect one Force power or used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.

Make a Use the Force check. If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If you result exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect.

Special: If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been rebuked twice—once by you and once by the power's originator.

Sever Force [Light Side]

You can block another Force-user's access to the Force, preventing him from spending Force Points and making it difficult for him to use Force powers. **Time:** Standard action. **Target:** One Force-using creature with a Dark Side Score of 1 or higher that is within 12 squares and within line of sight.

Make a Use the Force check. If your Use the Force check equals or exceeds the target's Will Defense, the effect (if any) is determined by your check result:

DC 25: The target cannot spend Force Points for a number of hours equal to its Dark Side Score.

DC 30: As DC 25, plus the target moves –1 step along the condition track (see page 149) each time it uses a Force power in the same timeframe.

DC 35: As DC 35, except the target moves –2 steps along the condition track each time it uses a Force power in the same timeframe.

Special: This Force power has no effect on targets with a Dark Side Score of 0.

You can spend a Force Point to double the duration of the effect. Alternatively, you can spend a Destiny Point (see page 112) to increase the duration to a number of days equal to the target's Dark Side Score.

Surge

The Force enables you to jump great heights and distances as well as move quickly. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 10: You gain a +10 Force bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed.

DC 15: As DC 10 except: +20 Force bonus on Jump checks, speed increases by 4 squares.

DC 20: As DC 10 except: +30 Force bonus on Jump checks, speed increases by 6 squares.

Special: You can spend a Force Point to increase the power's Force bonus on Jump checks by 10 and increase your speed by an additional 2 squares.

Vital Transfer [Light Side]

You use your own life force to heal another living creature, using the Force as a conduit. **Time:** Standard action. **Target:** One creature touched.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target heals hit points equal to 2 × its character level.

DC 20: The target heals hit points equal to 3 × its character level.

DC 25: The target heals hit points equal to 4 × its character level.

Each time you use *vital transfer*, you take half as much damage as you heal (rounded down).

Special: You may spend a Force Point to avoid taking any damage when you use this Force power. You may spend a Destiny Point (see page 112) to move the target +5 steps on the condition track in addition to healing it normally.

Force Talents

Force talents work exactly like the talents presented in Chapter 3: Heroic Classes; however, they are available only to characters with the Force Sensitivity feat (see page 85). Any time a character with the Force Sensitivity feat would normally gain a talent (such as from gaining an odd-numbered level in a heroic class), he or she may instead select a Force talent from one of the four Force talent trees presented below. If a character with the Force Sensitivity feat is a member of a Force tradition (see page 106), he or she may instead select a Force talent from that tradition's individual Force talent tree.

Alter Talent Tree

The Force grants you considerable power over your environment as well as others around you.

Disciplined Strike: Whenever you use a Force power that has a cone effect (such as *Force slam*), you may exclude a certain number of targets from the effects of that power. The number of targets that you may exclude in this manner is equal to your Wisdom modifier (minimum of 1).

Telekinetic Power: Whenever you roll a natural 20 on your Use the Force check to activate the *Force disarm*, *Force grip*, *Force slam*, *Force thrust*, or *move object* Force powers, you may choose to use that Force power again immediately as a free action. You may direct the second use of the Force power against any eligible target.

Telekinetic Savant: Once per encounter as a swift action, you may return one of these Force powers to your suite without spending a Force Point: *Force disarm*, *Force grip*, *Force slam*, *Force thrust*, or *move object*.

You may select this talent multiple times. Each time you select it, you may use this talent one additional time per encounter.

CONTROL TALENT TREE

You have learned how to regulate your own body systems, control your emotions, and channel the Force.

Damage Reduction 10: You can spend a Force Point as a standard action to gain damage reduction 10 for 1 minute (see Damage Reduction, page 158).

Equilibrium: As a swift action, you can spend a Force Point to remove all debilitating conditions affecting you and return to a normal state (see Conditions, page 148).

Force Focus: As a full-round action, you may make a DC 15 Use the Force check. If the check succeeds, you regain one spent Force power of your choice.

Force Recovery: Whenever you use your second wind (see Second Wind, page 146), you regain a number of additional hit points equal to 1d6 per Force Point you possess (maximum 10d6).

Prerequisite: Equilibrium.

DARK SIDE TALENT TREE

The path to the dark side of the Force is the quick and easy path, granting amazing power but forever dominating the destinies of those in its grasp.

You must have a Dark Side Score of 1 or higher to select talents from this tree; if your Dark Side Score is ever reduced to 0, you lose access to all talents in this talent tree until your Dark Side Score increases.

Power of the Dark Side: You allow your hatred to fuel your attacks. Whenever you spend a Force Point to modify an attack roll, you may choose to roll an additional bonus die and take the best result. However, doing so increases your Dark Side Score by 1.

For example, a 1st-level character with this talent could increase his Dark Side Score by 1 to roll 2d6 instead of 1d6, taking the best die result and applying it as a bonus on his attack roll.

Dark Presence: As a standard action, you grant yourself and all allies within 6 squares of you a +1 Force bonus to all defenses until the end of the encounter. These bonuses are lost if you fall unconscious or die. Affected allies that move out of range lose the benefits for as long as they remain out of range.

Prerequisites: Charisma 13, Power of the Dark Side.

Revenge: Whenever an ally of equal or higher level than you is killed or reduced to 0 hit points within your line of sight, you gain a +2 Force bonus on attack rolls and damage rolls until the end of the encounter. (Since Force bonuses do not stack, you don't get a higher bonus if more than one ally falls in the same encounter.)

Prerequisites: Dark Presence, Power of the Dark Side.

Swift Power: Once per day, you can use a Force power that normally takes a standard action or move action as a swift action.

Prerequisite: Power of the Dark Side.

SENSE TALENT TREE

Your attunement to the Force grants you uncanny powers of perception.

Force Perception: You can make a Use the Force check instead of a Perception check to avoid surprise, notice enemies, sense deception, or sense influence (see the Perception skill, page 70). You are considered trained in the Perception skill for purposes of using this talent. If you are entitled to a Perception check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

Force Pilot: You can use your Use the Force check modifier instead of your Pilot check modifier when making Pilot checks. You are considered trained in the Pilot skill for purposes of using this talent. If you are entitled to a Pilot check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

Foresight: You may spend a Force Point to reroll an Initiative check, keeping the better of the two rolls. Additionally, if you roll a natural 20 on the Initiative check reroll, you immediately regain the Force Point spent to activate this talent.

Prerequisite: Force Perception.

Gauge Force Potential: By focusing on a specific creature in your line of sight, you can gauge how strong in the Force it is. This takes a standard action and requires a Use the Force check. If your check result meets or beats the target's Will Defense, you know whether or not it has the Force Sensitivity feat, you know how many Force powers it knows (but not which ones, specifically), and you know how many Force Points it has currently.

Prerequisite: Force Perception.

Visions: Whenever you use the *farseeing* Force power, you can spend a Force Point as a swift action to see into the target's past or future instead of the glimpsing the target in the present. You declare how far into the target's past or future you wish to look, up to a maximum of 1 year per your character level. Any information gained about a target's future is subject to change, depending on whether steps are taken to alter that future.

Prerequisites: Force Perception, *farseeing*.

Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, usually come with years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are only available to characters with levels in certain Force-using prestige classes (such as the Force adept, Jedi Knight, and Sith apprentice).

Whenever you gain access to a new Force technique, select it from the following list. Once selected, a Force technique cannot be changed.

Force Point Recovery
At the end of an encounter, you automatically recover 1 Force Point spent during the encounter.

You may select this Force technique multiple times; each time you take it, you recover an additional Force Point spent during an encounter.

Force Power Mastery
Choose a single Force power. You may take 10 on Use the Force checks to activate this Force power even when distracted or threatened.

You may select this Force technique multiple times; each time you select this Force technique, it applies to a different Force power.

Improved Force Trance
Each hour you remain in a Force trance (see the Use the Force skill, page 77), you regain a number of hit points equal to 2 × your character level.



Disturbances in the Force

All life shines in the Force, very much the way gravity wells in realspace are reflected in hyperspace. A single person not particularly attuned to the Force flickers like a candle in the night, making but the slightest impression in the Force. A Force-user shines more brightly, especially when manipulating the Force. Each time a Force-user calls upon the Force, a slight tremor ripples through it that can be perceived by other Force-users. Used sparingly and in harmony with the natural balance, such ripples can barely be detected. When a user constantly calls upon the Force to alter the world around him, the ripples become quakes that can be felt at great distances. Such quakes attract attention, making those who have less refined control over the Force or who rely on the Force too frequently the target of more powerful Force-users. It is believed that through such methods the Empire was able to hunt down stray Force-users in the years leading up to the Galactic Civil War.

Improved Move Light Object

You may make a Use the Force check to move a light object as a swift action instead of a move action. Using the light object as a projectile weapon requires a move action (instead of a standard action).

Improved Sense Force

You may use the sense Force ability of the Use the Force skill (see page 77) as a move action rather than a full-round action.

Improved Sense Surroundings

You may use the sense surroundings ability of the Use the Force skill (see page 77) as a free action rather than a swift action.

Improved Telepathy

Whenever you use the telepathy ability of the Use the Force skill (see page 77), you can reroll your Use the Force check and keep the better result.

Force Secrets

Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection of the Force and are usually available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords (see Chapter 12: Prestige Classes).

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply. (See Chapter 7: Heroic Traits for more information on Destiny Points.)

Whenever you learn a new Force secret, select it from the following list. Once selected, a Force secret cannot be changed.

Devastating Power

When using a Force power that deals damage, you can spend a Force Point to increase the power's damage dice by 50%. Alternatively, you can spend a Destiny Point to double the number of damage dice.

Distant Power

When using a Force power that has a range expressed numerically, you can spend a Force Point to multiply the range by 10. Alternatively, you can spend a Destiny Point to increase the range to anywhere in the same star system.

This Force secret does not remove line of sight requirements.

Multitarget Power

When using a Force power that affects a single target, you can spend a Force Point to affect one additional target. Alternatively, you can spend a Destiny Point to affect one target per four character levels.

Quicken Power

When using a Force power that requires a standard action or move action to activate, you can spend a Force Point to activate the power as a swift action instead. Alternatively, you can spend a Destiny Point to activate the power as a reaction instead.

Shaped Power

When using a Force power with a cone area effect (such as *Force slam*), you can spend a Force Point to instead affect a line 1 square wide and (5 × cone's length) squares long. Alternatively, when using a Force power with a cone area effect, you can spend a Destiny Point to instead affect one or more targets of your choice within a number of squares of you equal to the cone's length.

Force-Using Traditions

Even those who don't believe in the Force and aren't particularly attuned to its flow can call upon the Force without understanding exactly what they are doing. When a stroke of amazing luck occurs, or fate seems to be on your side and helps you accomplish a difficult objective, it could be the Force coming to your aid. In game terms, the expenditure of Force Points by non-Force-using characters represents this unconscious, tenuous connection to the Force that all living beings share. When a Force-using character calls on the Force in this way, he or she knows exactly what's happening.

The most prominent and well-known Force-users in the galaxy are the Jedi. However, the Jedi are not the only ones who have learned to manipulate

the Force. Other Force-users sometimes attribute their abilities to sources other than the Force, such as magic or gods, but they are all using the energy to manipulate the world around them. In game terms, anyone with the Force Sensitivity feat has the ability to master the Use the Force skill and learn Force powers, though many of these beings will never go down this particular path.

Other Force-using traditions include dark side cults (such as the Sith), and obscure, isolated sects such as the Witches of Dathomir and the Sorcerers of Tund. Some know the Force for what it is but approach its use in a different way from the Jedi. Others know the Force by a different name. Either way, it remains the mystic energy that binds the galaxy together and gives Force-users their powers.

Membership: The conditions for being considered a member of a given Force tradition are outlined in the description. A character may be a member of more than one Force tradition, but this is uncommon.

The Jedi

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.

—from The Jedi Code

For centuries, the group of philosophers that would eventually become the Jedi contemplated the mysteries of the energy field known as the Force. Eventually, some of the group's members mastered the Force. After that, they dedicated themselves to using their newfound skills and powers for good, helping those in need. In the thousands of years that followed, the Jedi served as protectors of the Galactic Republic. Answering to their own Jedi council and operating in concordance with the Judicial Department of the office of the Supreme Chancellor, the Jedi became the guardians of peace and justice in the galaxy.

The Jedi, in addition to battling interstellar criminals and settling galactic disputes, served as mediators, defenders, and teachers. Because of their sense of honor and the epic challenges they undertook, the Jedi became legends, serving as symbols of the best the Republic had to offer. With lightsabers at their sides and the power of the Force flowing through them, the Jedi accomplished the tasks set before them with dedication and seeming invincibility. But invincibility was only an illusion. Jedi often died in the defense of freedom and justice.

During the Rise of the Empire era (circa Episodes I–III), ten thousand Jedi served the Republic and defended its vast territory. They identified potential recruits early in life, usually within the first six months of a child's existence. As infants, those attuned to the Force and accepted by the Jedi Council were taken to begin their training. Older children, if identified later in life as being Force-sensitive, were refused training in most cases; the Jedi believed that the fear and anger in older children made them too susceptible to the dark side, and so it was unwise to train them. All characters playing in this era that are Jedi Padawan learners (Jedi class level 1st through 6th) have a master (Jedi class level 7th or higher). While there may be times when the master and the Padawan travel together, most of their interaction happens between adventures, while all characters are training and improving. The master is a GM character, offering training, advice, and aid when the GM feels such aid is appropriate and necessary. Unfortunately, by the end of this time period, Anakin Skywalker has turned to the dark side and the Emperor has slaughtered nearly all the Jedi.

During the Rebellion era, the Jedi purge has been completed. All but a handful of Force-users, let alone fully trained Jedi, were exterminated or corrupted to the dark side and placed in the service of the Emperor. Force-sensitive individuals, such as Luke Skywalker and Leia Organa, were hidden from the Empire and cut off from their heritage. More powerful Force-users, such as Obi-Wan Kenobi and Yoda, purposely disappeared and worked to stay unnoticed. Jedi characters in this era eventually attract a teacher, though the training these Force-users provide is haphazard at best. A would-be Jedi learns by experience, through occasional meetings with other Force-users, and even by studying with beings who follow other Force traditions. It's not easy, which is why Jedi in this period are few and far between, and few reach the level of power exhibited in earlier or later periods. A Gamemaster wishing to simulate this experience might require the potential character to

"THE FORCE IS WHAT GIVES THE JEDI HIS POWER. IT'S AN ENERGY FIELD CREATED BY ALL LIVING THINGS. IT SURROUNDS US AND PENETRATES US. IT BINDS THE GALAXY TOGETHER."

— OBI-WAN KENOBI

The Jedi Code

Jedi are the guardians of peace in the galaxy.
Jedi use their powers to defend and protect, never to attack others.
Jedi respect all life, in any form.
Jedi serve others rather than ruling over them, for the good of the galaxy.
Jedi seek to improve themselves through knowledge and training.

—from The Jedi Code

The philosophy known as the Jedi Code was created to keep young Jedi students from being drawn to the dark side. It was taught by the Jedi council to hundreds of thousands of Jedi throughout the ages. Obi-Wan Kenobi and Master Yoda taught parts of it to Luke Skywalker, and Luke Skywalker passed on what he had learned to his students at the Jedi academy.

At its heart, the Jedi Code provides simple instructions for living in touch with the Force. A Jedi never uses the Force to gain wealth or personal power. Instead, a Jedi uses the Force to find knowledge and enlightenment. Anger, fear, aggression, and other negative emotions lead to the dark side, so Jedi are taught to act only when they are at peace with the Force.

Jedi are encouraged to find nonviolent solutions whenever possible. They should act from wisdom, using persuasion and counsel instead of Force powers and violence. When all else fails, or to save a life, a Jedi must sometimes resort to battle in order to resolve a particularly dangerous situation. Though combat may sometimes be the best answer, it should never be the first option a Jedi explores.

Because of their connection to the Force, the Jedi sense its flow and draw upon its energy. While doing so, a Jedi sometimes perceives disturbances in the Force. These disturbances can be explained by the presence of powerful Force-users in the area, or intense emotions that cry out in the Force, such as when the life of the planet Alderaan was extinguished by the Death Star. There are even times when such disturbances result in feelings of urgency or premonitions that spur a Jedi to a place or situation where she is needed. This aspect and manifestation of the Force is covered by the Use the Force skill.

have at least one non-Force-using class level before allowing them to take levels in the Jedi class.

In The New Jedi Order era, Luke Skywalker has trained about one hundred Jedi and identified perhaps a dozen others in need of training. Prominent Force-users such as Mara Jade Skywalker and Corran Horn help Skywalker train and coordinate the efforts of these Jedi, while promising students such as the Solo children and Ganner Rhysode show great promise for the future. Jedi characters again receive a higher-level mentor who provides training and advice between adventures or when the Gamemaster deems such interaction to be warranted and important to a mission.

Membership: Any character with the Force Sensitivity feat can become a member of the Jedi tradition by being accepted as an apprentice by a Jedi Knight or Jedi Master.

The Sith

Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.

—from The Sith Code

An ancient order of Force-users devoted to the dark side and determined to destroy the Jedi, the Sith have existed in many forms throughout the history of the Galaxy. The original Sith were a near-Human population on Korriban, subjugated and ruled by outcast Dark Jedi several thousand years before the Battle of Yavin. The name "Sith" eventually came to refer to the dark side cult that ruled the Sith people (that is, the "Lords of the Sith"). When the Old Republic discovered the Sith Empire thousands of years later, it led to the Great Hyperspace War, the first of a long series of conflicts that ravaged the galaxy over the next few millennia. Eventually, the Sith Empire (now known as the "Old Sith") was destroyed, and all it left behind were ancient holocrons and the ruined tombs and temples on Korriban, Yavin 4, and a handful of other planets throughout the galaxy.

The current incarnation of the Sith (the "New Sith") is the result of another Dark Jedi who broke away from the order. Two thousand years before the Battle of Yavin, this Dark Jedi had come to the understanding that the true power of the Force lay not through contemplation and passivity but by tapping into one's emotions and the dark side. Renaming himself Darth Ruin, he stole a Sith Holocron from the archives of the Jedi order and began gathering followers to his banner. Awakening beliefs from the dark past, the new Sith cult continued to grow, driven by the promise of new powers attainable by tapping into the hateful energies of the dark side. It was only a matter of time before the order self-destructed. Internecine struggles by power-hungry Sith practitioners dwindled their numbers. Weakened by infighting, the Sith were easily wiped out by the Jedi at the Battle of Ruusan, one thousand years after Darth Ruin founded the order.

However, one Sith had the cunning to survive. Darth Bane restructured the cult so that there could only be two—no more, no less: a master and an apprentice. Bane adopted cunning, subterfuge, and stealth as the fundamental tenets of the new Sith order. Bane took an apprentice. When that

apprentice succeeded him, that new Sith Lord would take an apprentice. Thus, the Sith quietly continued for centuries, until the time of Darth Sidious. With great cunning and treachery, Sidious fomented a galactic civil war within the Republic, seized control of the Galactic Senate, wiped out the Jedi order, and replaced the Old Republic with the Galactic Empire. With Sidious as the Emperor and Darth Vader as his loyal apprentice, the Sith ruled the galaxy and plunged it into darkness. It remained so for decades until a new hope arose to bring Darth Vader back from the dark side and extinguish the menace of the Sith.

The Sith order rises once again in the Legacy era, some 140 years after the Battle of Yavin. The new Sith are led by the enigmatic Darth Krayt and serve as dark side enforcers to the reincarnated Empire. Though the Sith are not as common as the Jedi were during the days of the Old Republic, it is not uncommon to have a Sith apprentice or Sith Lord attached to an important mission or garrison.

Membership: Any character with the Force Sensitivity feat can become a member of the Sith tradition by being accepted as an apprentice by a Sith Lord. During the Rise of the Empire era, there can be only one Sith Lord and one Sith apprentice. Thus, the only way to join the Sith tradition during this era is to wait (or arrange) for one of the two Sith to die.



Other Force-Using Traditions

The Jedi and the Sith are not the only Force-users in the galaxy. Several other traditions have sprung up over the course of history, some lasting for many years and some extinguished during Darth Vader's purge of the Jedi. Most such Force-users receive only rudimentary training, while others develop their own skills and abilities by simple trial and error. A few of the more organized Force-using sects have learned a great deal about the Force and can become powerful even without the benefit of thousands of years of tradition and philosophy. On the whole, the Jedi order typically attempts to root out these Force-users and assimilate them, or at least keep tabs on them.

The following two Force-using sects are suitable for use in the *Star Wars Roleplaying Game*, though certainly there are others that would work as well. Each tradition has a Force talent tree associated with it; like the Force talents presented earlier in the chapter, these talents are available only to characters with the Force Sensitivity feat (page 85), and even then only if the character is a member of that tradition.

The Jensaarai

The Jensaarai sect of Force-users came into existence near the end of the Clone Wars and is relatively young compared to other Force traditions. Founded by an Anzati Dark Jedi, Nikkos Tyris, the Jensaarai blend teachings of Jedi and Sith philosophy to form something altogether different. Unfortunately, a short time after Tyris and a band of rogue Jedi split off to form their movement, the Jedi Council dispatched several Jedi Knights to put an end to their rebellion. The Jedi accomplished their mission, killing Tyris and his comrades, but unknowingly leaving behind the families and students of the new Jensaarai tradition. The surviving Jensaarai laid in wait as Darth Vader's purge of the Jedi swept through the galaxy, coming close to extinction themselves on occasion but surviving nonetheless. After the fall of the Empire, Luke Skywalker and Corran Horn discovered the Jensaarai and made them fast allies, even bringing some of them into the New Jedi Order.

The Jensaarai walk a dangerous line between light and darkness. Though their dark Jedi Masters died early at the hands of the Council's agents, the Jensaarai followers retained much of the philosophy (if not the Sith secrets) that Tyris had used to found the order. The Jensaarai resemble both the Jedi and the Sith in many ways; they construct and wield lightsabers, they defend their planet from hostile forces, and they have a strong grasp of the Force

and its ways. Still, they remain quite different in other respects. Jensaarai Defenders construct suits of armor, fashioning them after creatures they feel fit their personalities, and they can be violent and ruthless when necessary. Though many Jensaarai Defenders run the risk of falling to the dark side, very few actually do, as discipline and awareness of the repercussions of their actions are two of the most important tenets of Jensaarai training.

Membership: Any character with the Force Sensitivity feat can become a member of the Jensaarai tradition by being accepted as an apprentice by a Force adept or Force disciple who is a member of the Jensaarai. In addition, any character with the Force Sensitivity who is native to the Suarbi system (during the Rise of the Empire era and onward) is likely a member of the Jensaarai tradition.

JENSAARAI DEFENDER TALENT TREE

The Jensaarai walk a thin line between light and darkness, using the teachings of both the Jedi and the Sith to create their own unique traditions. Only Force-users that are part of the Jensaarai tradition may select talents from this tree.

Attune Armor: As a full-round action, you may spend a Force Point to attune a suit of armor to the Force, permanently increasing its armor bonus by +2. In addition, the maximum Dexterity bonus of the attuned armor permanently improves by +1. Only you can benefit from wearing the attuned armor; the benefits do not apply if someone else dons the armor.

Force Cloak: As a swift action, you can surround yourself with an invisible bubble of Force power that shields you and anything you're carrying from electronic surveillance. The bubble also blocks all electronic sensors and communications. The Force cloak lasts for as long as you concentrate (a standard action) or until the start of your next turn.

Force Cloak Mastery: As the Force Cloak talent, except that you can expand the bubble to envelop a number of creatures (including yourself) equal to your character level.

Prerequisite: Force Cloak.

Linked Defense: As a swift action, you can take a penalty of up to –5 on your attack roll and add the same number (up to +5) as a Force bonus to an ally's Reflex Defense, provided the ally is within your line of sight when you activate this talent. The bonus you confer cannot exceed your base attack bonus. The changes to your attack rolls and your ally's Reflex Defense last until the start of your next turn.

The Witches of Dathomir

Native to the planet Dathomir, the witches were some of the first non-Jedi Force-users encountered by Luke Skywalker during his quest to rebuild the Jedi Order. Some 600 years before the Clone Wars, the Jedi Order banished a Jedi named Allya to the primitive planet of Dathomir. In exile, she founded her own sect of Force adepts, selectively breeding with a group of exiled arms dealers, and within decades had created a Force-using society to rule. Though ruthless, Allya maintained a strict rule of law (even authoring a tome called the Book of Law for her followers to use as an example). After Allya's death, the society fragmented into six clans, and despite Allya's command to never concede to evil, some of the witches she trained fell to the dark side, becoming the Nightsisters.

The Witches of Dathomir are part of a primitive culture with a strong yet rudimentary grasp of the Force. Though much of their own knowledge is derived from the Jedi arts, over the centuries their lifestyle and philosophies have shaped their knowledge of the Force to fit their own needs. The Witches of Dathomir train and ride fearsome rancors, using the Force to communicate with them. Though their tribal organization makes them seem primitive, they are sophisticated and knowledgeable Force-users who, despite their rustic lifestyle, have evolved Force powers seemingly unheard of to other sects.

Membership: Only female natives of Dathomir (from the Rise of the Empire era onward) with the Force Sensitivity feat can be members of the Witches of Dathomir tradition.

DATHOMIRI WITCH TALENT TREE

The Force-using witches of the planet Dathomir are primitive yet powerful beings. They use ancient training handed down for generations as the basis of their powers.

Adept Spellcaster: You may use any Force power that normally requires a swift action, move action, or standard action as a full-round action instead. If you choose to do so, you may reroll your Use the Force check to activate that power, but you must accept the result of the reroll, even if it is worse.

Charm Beast: You may make a Use the Force check in place of a Persuasion check when attempting to change the attitude of an undomesticated creature with an Intelligence of 2 or less. Additionally, you do not take the normal –5 penalty on the check if the creature can't speak or understand your language.

Command Beast: Whenever you manage to shift the attitude of a beast to indifferent or friendly, you may treat that creature as a domesticated animal—but for you only (it remains undomesticated in its response to other creatures). Additionally, you may use this beast as a mount, as per the Ride skill (see page 72), provided that it is at least one size category larger than you and has a comfortable place for you to sit. For more information on beasts, see page 273.

Prerequisite: Charm Beast.

Flight: As a swift action, you can spend a Force Point to fly. You gain a fly speed equal to your land speed, and you can ascend at half speed or descend at double speed. The flight lasts until the start of your next turn; if you're still airborne at that time, you fall.

Prerequisite: Adept Spellcaster.

Chapter VII
Heroic Traits





What does your character look like? How old is he (or she)? What sort of first impression does he make? What led him to become a hero?

This chapter covers a miscellany of topics that apply to your character. It helps you establish your character's identity and place in the *Star Wars* universe and make him or her more lifelike—like a main character in a *Star Wars* movie or novel. For many players, this is the true expression of roleplaying: defining the character that you are going to play.

When you first play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.

Details

This section offers advice as you determine details about your character, including his or her name, age, appearance, and personality. Start with some idea about your character's background and personality, and use that idea to develop the details that bring your character to life.

Name

Invent or choose a name that fits your character's species and class. Chapter 2: Species contains some examples of alien names. A name is a great way for you to start thinking about your character's background. For instance, a Rodian scout might be named after a great Rodian hunter of the past, and the Rodian may be striving to live up to that heritage. Alternatively, the name could be that of an infamous traitor, and the hero could be bent on proving that she's not like her namesake.

A name can also tell a lot about a character and help establish an image in your mind and the minds of the other players. It doesn't have to be descriptive, but you want it to fit the type of character you're going to play. Use the sample names to help you make up a name that has the appropriate *Star Wars* feel.

Age

Your character's age is pretty much up to you (subject to the Gamemaster's approval). A character reaches 1st level in a heroic class at the point when he or she steps out of mundane life and into the drama of the story, either by choice or through circumstances beyond the character's control. That could be as a young adult for a Padawan learner, as a 20-year-old adult (such as in the case of Luke Skywalker in *A New Hope*), or as an even older character, depending on your character concept.

Table 7-1: Age by Species

Species	Child	Young Adult	Adult	Middle Age	Old	Venerable
Human	1–11 years	12–15 years	16–40 years	41–59 years	60–79 years	80+ years
Bothan	1–11 years	12–16 years	17–45 years	46–65 years	66–84 years	85+ years
Cerean	1–10 years	11–15 years	16–35 years	36–53 years	54–64 years	65+ years
Duros	1–9 years	10–14 years	15–35 years	36–49 years	50–69 years	70+ years
Ewok	1–9 years	10–13 years	14–29 years	30–44 years	45–59 years	60+ years
Gamorrean	1–6 years	7–12 years	13–29 years	30–39 years	40–44 years	45+ years
Gungan	1–12 years	13–15 years	16–35 years	36–54 years	55–64 years	65+ years
Ithorian	1–13 years	14–17 years	18–44 years	45–69 years	70–84 years	85+ years
Kel Dor	1–11 years	12–15 years	16–44 years	45–59 years	60–69 years	70+ years
Mon Calamari	1–11 years	12–16 years	17–40 years	41–57 years	58–79 years	80+ years
Quarren	1–11 years	12–16 years	17–40 years	41–57 years	58–79 years	80+ years
Rodian	1–12 years	13–15 years	16–35 years	36–49 years	50–59 years	60+ years
Sullustan	1–9 years	10–14 years	15–39 years	40–55 years	56–69 years	70+ years
Trandoshan	1–11 years	12–14 years	15–34 years	35–49 years	50–59 years	60+ years
Twi'lek	1–12 years	13–15 years	16–44 years	45–59 years	60–79 years	80+ years
Wookiee	1–12 years	13–17 years	18–300 years	301–350 years	351–399 years	400+ years
Zabrak	1–8 years	9–14 years	15–44 years	45–55 years	56–69 years	70+ years

Table 7-1: Age by Species gives age ranges for the various species presented in Chapter 2: Species. As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase, as shown in Table 7-2: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

First, generate your ability scores as defined in Chapter 1. Then, once your starting age is determined, apply the modifiers shown on Table 7-2: Aging Effects. Note that the methods described for determining ability scores yield the scores of an adult character. For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase by 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Constitution, and Dexterity scores and gained a total of 2 points to her Wisdom, Intelligence, and Charisma scores due to aging.

On the other hand, a child would start with a total penalty of –4 to Strength and Constitution and a –2 penalty to all other abilities (adjustments are cumulative for both the child and young adult categories). As he advances to young adulthood, these penalties would be reduced to –1 for each ability score. He would thus "gain" 3 points to both his Strength and Constitution and 1 point to each of his other ability scores. When he later becomes an adult, he would gain 1 point to each of his ability scores.

Jedi live longer than the average member of their species. While a typical Human lives well into his or her 80s, a Human Jedi might live well into his or her 100s. The upper limit for a character powerful in the Force can be twice as much or more than a typical member of a species.

Table 7-2: Aging Effects

Child	–3 to Str and Con; –1 to Dex, Int, Wis, and Cha
Young adult	–1 to Str, Dex, Con, Int, Wis, and Cha
Adult	No modifier
Middle age	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	–2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	–3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

Appearance

Decide what your character looks like using the descriptions of the various species in Chapter 2: Species as a starting point. Characters with high Charisma scores tend to be better looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him or her a sort of exotic beauty.

You can use your hero's looks to tell something about his personality and background. For example:

—Deel Surool, the Twi'lek scoundrel, always has a smirk on his lips, no matter what situation he finds himself in. He treats life as a joke where only he knows the punch line. He wears the latest fashions and comes off as being mildly superior to everyone around him.

—Vor'en Kurn, the Human soldier, has a rough, dark look that speaks of the life he has led. His mercenary nature shows through in the way he moves, the way he wears his armor, and the way his twin blasters hang at his sides. His eyes are cold, dead, uncaring. You know he means business and that he's dangerous just by looking at him.

—Sia-Lan Wezz, the Human Jedi, appears confident and in control. She wears her Jedi robes and lightsaber proudly, and her fresh, young face glows with enthusiasm and hope. You know you can trust her, and you know she takes her role very seriously. Perhaps even a bit too seriously.

Height and Weight

Table 7-3: Height and Weight presents average heights and weights for the different species presented in Chapter 2: Species. Your character may be of average height and weight, or you can make your character lighter, heavier, shorter, or taller. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy.

Personality

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character's species is a good place to start when thinking about personality, but it's a bad place to stop. Make your Wookiee (or whatever) different from every other Wookiee.

Personality is a summary of how your character usually acts. Make sure it's interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won't cross? Is your character cheerful or dour, optimistic or pessimistic, honorable or dishonorable? These are just some of the factors that could go into your character's personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature. For example, Deel the scoundrel is generally self-centered, but he looks out for his close friends. He may be tempted to help them, even if it goes against his best interests, so long as he can justify doing so.

Your character's personality can change over time. Just because you've written some personality notes on your character sheet doesn't mean you can't let your character grow and develop the way real people do.

Table 7-3: Average Height and Weight

Species	Average Height	Average Weight
Human, male	1.8 m	75 kg
Human, female	1.6 m	55 kg
Bothan	1.6 m	55 kg
Cerean, male	2.0 m	78 kg
Cerean, female	1.8 m	58 kg
Duros	1.8 m	70 kg
Ewok	1.0 m	30 kg
Gamorrean	1.8 m	140 kg
Gungan	1.8 m	70 kg
Ithorian	2.0 m	90 kg
Kel Dor	1.8 m	70 kg
Mon Calamari	1.8 m	72 kg
Quarren	1.8 m	72 kg
Rodian	1.6 m	60 kg
Sullustan	1.5 m	55 kg
Trandoshan	2.0 m	80 kg
Twi'lek, male	1.8 m	55 kg
Twi'lek, female	1.6 m	55 kg
Wookiee, male	2.2 m	125 kg
Wookiee, female	2.0 m	100 kg
Zabrak	1.8 m	75 kg

Background

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

How did she decide to become a hero?

How did she acquire her class? A soldier, for example, might have been in a planetary militia, she may come from a family of soldiers, she may have trained in a martial school, or she may be a self-taught mercenary.

Where did she get her starting equipment? Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any items have special significance to her?

What's the worst thing that's ever happened to her?

What's the best thing that's ever happened to her?

Does she stay in contact with her family? What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she traveled around the galaxy a lot? What's her home planet like? What does she think of the Republic (or Rebellion, or Empire, or whatever)? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

Goals

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or power? That's up to you and your GM.

Goals can be immediate or long-term. They can also change during play, and new goals can be added all the time. Think of goals as what's motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

Destiny

Destiny plays a large role in the *Star Wars* universe. As a young boy, Anakin Skywalker is told that his destiny is to bring balance to the Force. Padmé's destiny is to give birth to the twins, Luke and Leia, so that they can fulfill their own destinies. Luke Skywalker learns that his destiny is to redeem his father, Darth Vader, so that balance to the Force is restored. Leia's destiny is to save the Rebellion from annihilation at the hands of the Empire and help forge the New Republic. The destiny mechanic helps players and Gamemasters recognize that all heroes—and even major villains—have significant roles to play in the fate of the galaxy. Destiny rewards players for good roleplaying and gives Gamemasters new plot hooks to use when designing adventures.

The rules presented below are optional. A Gamemaster may decide to use Destiny Points or not; however, the decision to use them should be made before the campaign gets underway, so that each player can decide whether or not to embrace a destiny for her character from the outset.

Although conceivably any character—heroic or nonheroic—has a destiny to fulfill, only heroic characters receive Destiny Points and receive in-game benefits for pursuing their destinies. Nonheroic characters don't receive Destiny Points; their destinies, whatever they may be, exist purely on a story level.

Choosing a Destiny

Players don't need to choose destinies for their heroes at the start of the campaign—or ever, for that matter. Not every hero has a destiny that must be fulfilled before the end of the campaign, and even players who want their characters to have destinies need to give their characters—and the campaign—a chance to develop first. It may take several adventures before players understand where the campaign is going and what goals their heroes are likely to pursue.

Choosing a destiny can be handled in one of two ways: Either the player can select an appropriate destiny for her hero (based on what's happening in the campaign), or the Gamemaster can select a secret destiny for the hero. If the player chooses a destiny for her character, the GM should challenge the player to fulfill her destiny by presenting conflicting situations where the smartest and most beneficial decision might force the character to choose between doing what is best for her fellow heroes and taking steps toward her destiny. If the GM secretly chooses the hero's destiny, he must present challenges that let the character move closer to achieving her destiny, imparting benefits when the character is moving in the right direction and imposing penalties when the character does something that takes her far from the destined path. The GM-selected "secret destiny" forces the player to take her character through a period of self-discovery, as she learns which actions lead her closer to—or farther from—her destiny. In essence, this mirrors Luke Skywalker's struggle at the end of *The Empire Strikes Back*, when he must choose between redeeming his father and falling prey to the corruption of the dark side.

A character with a destiny gains short-term benefits whenever he makes significant progress toward fulfilling it, while a character who pursues goals that move him farther away from his destiny suffers short-term negative effects. Conversely, a character without a destiny has nothing to gain and nothing to lose.

Destiny Points

Destiny Points are resources that a player can use to help fulfill whatever destiny has been set before her character. A 1st-level character begins play with 1 Destiny Point and gains another Destiny Point at each level. A Destiny Point allows a hero to perform a nearly impossible task or survive against all odds.

Only a character with a destiny can gain or spend Destiny Points.

Spending Destiny Points

Spending a Destiny Point does not take an action and grants one of the following benefits:

- Automatically score a critical hit (no attack roll required).
- Automatically cause an attack made against you to miss (even once the attack is resolved).
- Act out of turn (thus changing your position in the initiative order).
- Take damage that would otherwise harm another character within your reach.
- Increase the effect of some Force powers (as noted in their descriptions).
- Use some applications of Force secrets (as noted in their descriptions).
- Immediately gain 3 Force Points (see Force Points, page 92).

A character may accumulate as many Destiny Points as she has levels. Thus, a 5th-level character may have as many as 5 Destiny Points if she doesn't spend any of them.

When a character fulfills his destiny, he can choose to keep the Destiny Points he has remaining or transfer some or all of them to allied characters. A character who retains his unspent Destiny Points can't spend them until he chooses a new destiny. A character who chooses to give away some or all of his Destiny Points can't give more than 1 Destiny Point to any single ally. Under no other circumstances may a character transfer his Destiny Points to another character.

For example, Sia-Lan fulfills her destiny by redeeming a powerful dark-sider, after which she still has 2 unspent Destiny Points. Sia-Lan decides to give Vor'en and Rorworr—two of her compatriots—1 Destiny Point each, leaving her with 0 Destiny Points.

Sample Destinies

The following sample destinies should provide a starting point for any character wishing to take advantage of the destiny rules. Each destiny includes a brief description, with examples.

Destiny Bonus: When a character accomplishes a goal or performs a task that clearly moves him closer to fulfilling his destiny (GM's determination), he gains this short-term benefit.

Destiny Penalty: When a character does something that clearly moves him away from his destiny (GM's determination), he suffers this short-term negative effect.

Destiny Fulfilled: When a character fulfills his destiny, he gains these permanent benefits. Sometimes fulfilling a destiny has other effects as well; these are also covered here.

Corruption

Your destiny is to corrupt an individual, organization, or location. You may seek to turn a person to the dark side or indoctrinate a group of people in the ways of evil. Your destiny may also be to become corrupted yourself, either by another character, an organization, or a series of life-changing events that unfold over time. The corruption should be a long-term goal requiring a great deal of time and effort.

Examples of this destiny include the Emperor's corruption of Anakin Skywalker, a dark Force-user transforming a Jedi shrine into a temple of evil, or an Imperial officer convincing an Alliance cell to betray the Rebellion.



Additionally, a character's destiny may be to allow herself to be corrupted by the dark side; her fall into darkness becomes the path to achieving this destiny.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus on skill checks and ability checks.

Destiny Penalty: You take a –2 penalty on all skill checks and ability checks for 24 hours.

Destiny Fulfilled: Increase two ability scores of your choice by +1 each. In addition, if your Dark Side Score (see page 94) is less than your Wisdom score, your Dark Side Score increases until it's equal to your Wisdom score, signifying that you've turned to the dark side (see The Dark Side, page 93).

Destruction

Your destiny is to destroy a person or object, for good or evil. A Rebel agent's destiny might be to destroy a tyrannical Imperial Moff presiding over his home planet, while a darksider may be destined to destroy a powerful Jedi training site used to bolster the ranks of the Jedi order. The target of this destiny should be something very difficult to reach, either because it's heavily guarded or well hidden. Examples of this destiny include Darth Vader's destruction of the Emperor, Lando Calrissian's destruction of the Death Star II, or A-wing pilot Arvel Crynyd's destruction of the *Executor*.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +2 destiny bonus on all damage rolls.

Destiny Penalty: You take a –2 penalty on all damage rolls for 24 hours.

Destiny Fulfilled: Increase one ability score of your choice by +2.

Discovery

Your destiny is to discover a person, species, object, or location that was either previously lost or unknown to the civilized galaxy. This could be as simple as seeking out the remains of a long-dead hero, or as rare as finding a vergence in the Force. A scout's destiny might be to find a thus-far-uncharted world that helps solve a galactic crisis, while a scoundrel's destiny might be to chart a new route through the Deep Core, allowing the Rebel Alliance to sneak past the Empire's security web. The thing being discovered should be something that can only be found as the result of a long-term search or serendipitous events that only occur because the character long ago set down the path that would lead to that discovery.

Examples of this destiny include Qui-Gon Jinn's discovery of Anakin Skywalker on Tatooine or Kyle Katarn's discovery of the Valley of the Jedi.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus to all defenses (Reflex, Fortitude, and Will).

Destiny Penalty: You take a –1 penalty to your defenses (Reflex, Fortitude, and Will) for 24 hours.

Destiny Fulfilled: You gain a permanent +1 destiny bonus to your defenses (Reflex, Fortitude, and Will).

Education

Your destiny is to train or educate another being or group of beings in some way. In some cases, this could mean taking a young Padawan learner and molding her into an eventual Jedi Master, or it could mean training fresh-faced Rebel Alliance recruits and molding them into a crack team of SpecForce operatives. Characters with this destiny are not merely teachers providing mundane training. The education that this destiny demands must be of great importance to the galaxy, and should lay the groundwork for the beneficiaries of your tutelage to go on to fulfill destinies of their own. Only when the training is complete can this destiny be fulfilled, and the process should take many months or years to complete.

Examples of this destiny include Obi-Wan Kenobi's training of Anakin Skywalker, Yoda's training of Luke Skywalker, or Grand Admiral Thrawn's training of Captain Pellaeon.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus on skill checks and ability checks.

Destiny Penalty: You take a –2 penalty on all skill checks and ability checks for 24 hours.

Destiny Fulfilled: You gain a permanent +5 destiny bonus on checks made with one class skill of your choice.

Redemption

Your destiny is to redeem a character that has been corrupted or otherwise turned to evil. Many Jedi seek to turn their fallen brethren away from the dark side. A Rebel agent might seek to turn his brother, an Imperial officer, away from the evil Empire, redeeming him back to the side of justice and freedom. The target of this destiny should be someone that has fallen from the light in some way, whether that means turning to the dark side of the Force or simply siding with evil over good. Turning someone away from their wicked ways is usually very difficult and requires far more than simple persuasion. Often a character that fulfills this destiny does not survive it, and sometimes neither does their redeemed target. Additionally, you may be your own target for this destiny, making your own redemption the means of fulfilling it.

Examples of this destiny include Luke Skywalker turning Darth Vader away from the dark side and Revan's redemption of Bastila Shan on the Star Forge.

Destiny Bonus: You gain a Force Point.

Destiny Penalty: You lose one Force Point. If you have no Force Point to lose, you take a –1 penalty on attack rolls until you gain a level.

Destiny Fulfilled: The Dark Side Score of the redeemed character is reduced to 1, and he loses any remaining Force Points. You gain a number of Force Points equal to 3 + the number of Force Points the redeemed character lost.

Rescue

Your destiny requires you to save a person from death or an object from destruction. Often characters with this destiny will not know which person or object they're meant to save, let alone when or how to do so. They simply must be in the right place at the right time. A hero might spend months traveling with his allies before fulfilling his destiny by saving one of their lives. Conversely, a Rebel agent might engage in years' worth of espionage on his home planet, only to find that his destiny is to save a local Imperial magistrate who betrays the Empire after having her life saved.

Examples of this destiny include Han Solo saving Luke Skywalker's life at the Battle of Yavin and Wicket the Ewok rescuing Leia from the scout troopers on Endor.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +2 destiny bonus on all damage rolls.

Destiny Penalty: You take a –2 penalty on all attack rolls for 24 hours.

Destiny Fulfilled: Increase two ability scores of your choice by +1 each.

Death and Destiny

Achieving one's destiny may yield great benefits, but the path of destiny can be perilous. Many characters in the *Star Wars* saga perish attempting to fulfill their destinies. If a Force-sensitive character dies while fulfilling (or attempting to fulfill) his destiny, the Gamemaster may allow the dead character to manifest as a Force spirit. If a non-Force-user perishes while pursuing or achieving his destiny, the GM may decide that the character's sacrifice or untimely death imparts some benefit upon his surviving allies.

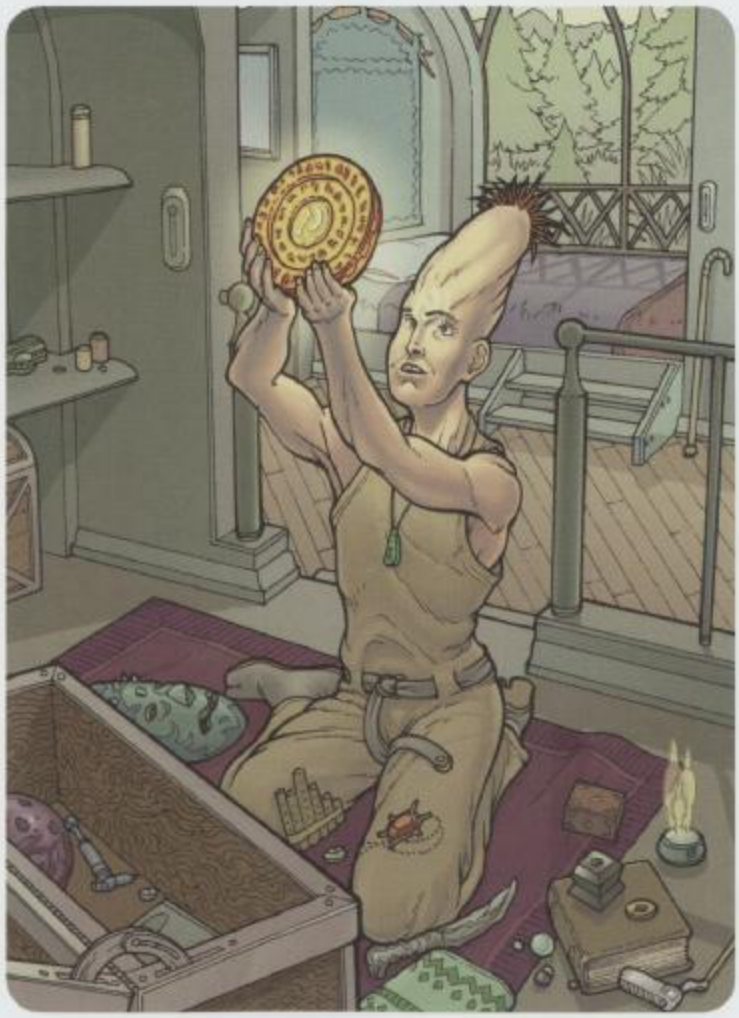
Force Spirit: A Force-user who dies in the process of fulfilling his destiny may manifest as a Force spirit. For a Jedi or other good Force-user, this means transforming into a translucent blue spirit that can appear before his former allies. For a darkside, this means becoming an evil dark side spirit that can linger on, continuing to spread the influence of the dark side.

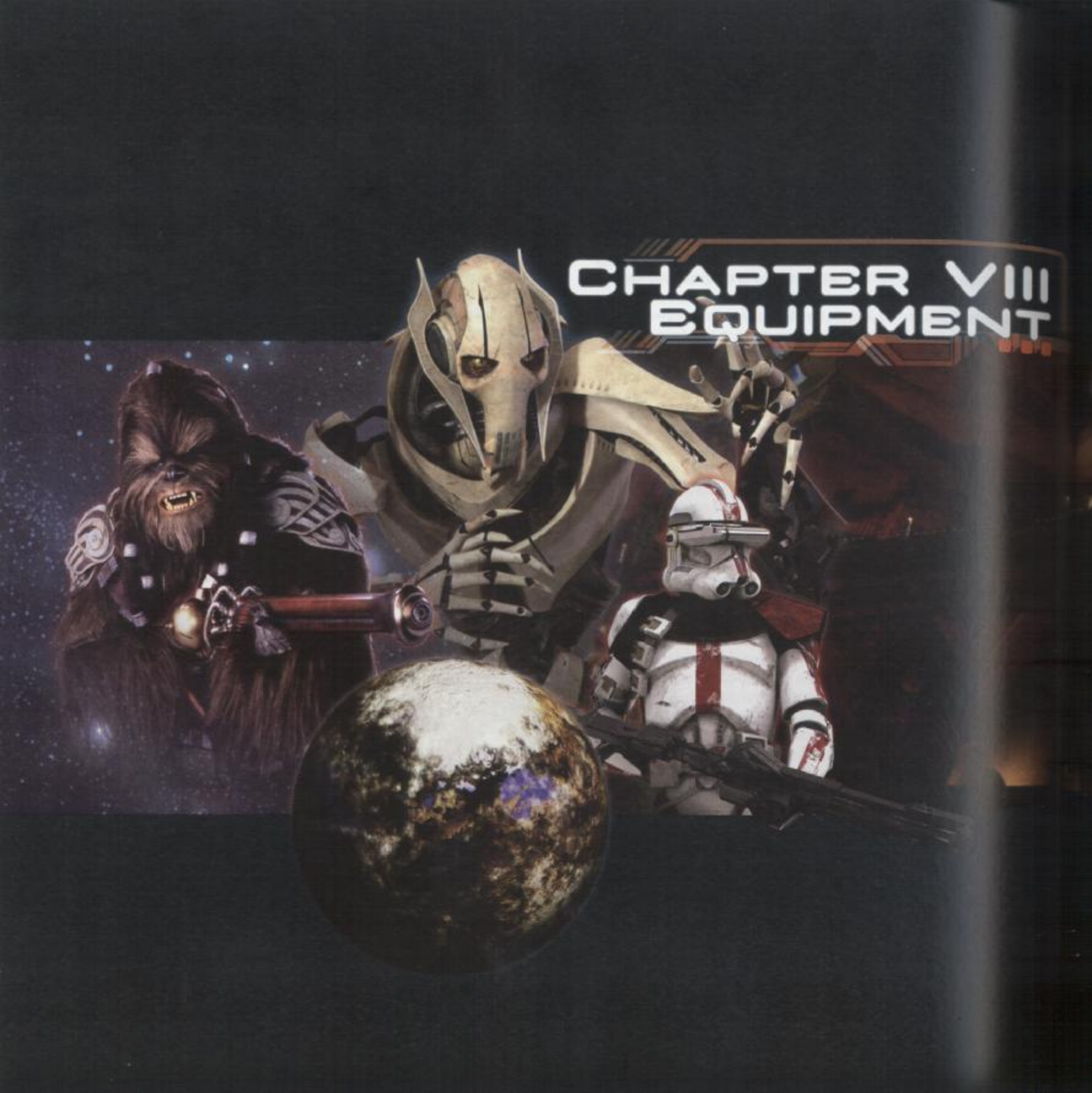
If a character with the Force Sensitivity feat dies while fulfilling her destiny, that character may become a Force spirit, retaining her consciousness (and her Intelligence, Wisdom, and Charisma scores) but becoming completely incorporeal. The Force spirit can manifest at will and can vanish just as easily. It can also walk through walls and exist in the vacuum of space. Additionally, Force spirits can travel anywhere in the galaxy instantly with a mere thought. However, Force spirits have no substance and cannot interact physically with creatures or objects in the universe.

When a hero dies and becomes a Force spirit, that Force spirit becomes a GM-controlled character. Under the GM's control, a Force spirit might serve as a guide, advising heroes in times of dire need and sharing valuable information or wisdom it held in life.

Noble Sacrifice: Whenever a character willingly sacrifices himself for a noble cause, particularly while fulfilling his destiny, he can bolster the resolve of his surviving comrades and allies. For example, when Arvel Crynyd crashed his A-wing into the bridge of the *Executor*, it was a turning point in the Battle of Endor. When a character dies fulfilling his destiny in such a way, all allies within the same star system gain a +1 destiny bonus on attack rolls and a +1 destiny bonus to defenses (Reflex, Fortitude, and Will) for 24 hours.

Vengeance: When a valued ally falls in the pursuit of his destiny, it can have powerful effects on those present at the time of his death. When a character dies fulfilling his destiny, any ally who witness his death may choose to become filled with a desire to avenge her fallen comrade, gaining a +2 destiny bonus on attack rolls and damage rolls for 24 hours. Since revenge leads to the dark side, any Force-user who chooses to gain these bonuses must immediately increase his Dark Side Score by 1 (see page 93).





Chapter VIII
Equipment



In a galaxy of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders.

Money

The galactic economy turns on the wealth and products of billions of worlds. Throughout the history of known space, money has gone by many names, but the basic unit always came back to the "credit." As the Republic waned and the Rise of the Empire approached (circa Episodes I–III), Republic credits (also called "dataries") no longer had much value beyond the Core Worlds and the Inner Rim. Instead, local currencies became popular. More often, people living and working in the distant regions wanted to trade in hard currency, not electronic credit chips.

This changed when the Empire came to power. By the time of the Rebellion era (circa Episodes IV–VI), Imperial credits were accepted everywhere. Even the Alliance used this currency, as it was the standard throughout known space until the Empire finally fell.

The New Republic, of course, minted its own credits after the victory at Endor and the establishment of the new galactic government. However, individual planets, regions, and sectors also adopted their own currencies, and the Imperial remnants issued their own scrip. Exchange rates fluctuated wildly throughout this period. The New Republic credit was established ten years after the Battle of Endor and eventually emerged as the leading currency by the time of The New Jedi Order era.

Carrying Credits

The most common methods for keeping track of your credits are the credit chip or cred stick. These contains memory algorithms that can securely monitor the amount of credits available to the owner and accurately add to and subtract from that amount as transactions occur.

Wealth Beyond Credits

Some characters with access to a ship deal in commodities. Han Solo, for example, smuggled goods from place to place before hooking up with the Rebel Alliance. Other characters might be legitimate traders, buying and selling commodities to pay their way across the galaxy (and subsidize the adventures in which they wind up participating). Guilds and governments regulate trade. Charters and licenses are granted, cargo is regularly inspected, trade routes are established, and port fees are posted. In general, small freighters might come to the attention of local ports and the occasional inspection vessel, but independent traders are otherwise given a lot of freedom when they conduct their business.

Table 8-1: Trade Goods gives baseline prices for fairly broad categories of goods. The Gamemaster can get more specific, add or remove items depending on supply and demand in the campaign, and adjust prices to reflect such fluctuations in the market. Also, prices can vary greatly in different regions of space, different star systems, and even between different planets within the same star system.

Table 8-1: Trade Goods

COMMODITY	COST
Animal, common	100
Animal, exotic	2,000
Animal, livestock	500
Art, common	100
Art, quality	1,000
Art, precious	10,000
Bacta, 1 liter (1 kg)	100
Food, common (1 kg)	10
Food, quality (1 kg)	20
Food, exotic (1 kg)	50
Fuel, 1 liter (1 kg)	50
Gems, semiprecious (1 gram)	100
Gems, precious (1 gram)	1,000
Gems, exotic (1 gram)	10,000
Holovid	10
Metal, common (1 metric ton)	2,500
Metal, semi-precious (1 kg)	200
Metal, precious (1 kg)	10,000
Ore, common (1 metric ton)	1,500
Spice, common (1 kg)	1,000
Spice, exotic (1 gram)	20
Textiles, common (1 meter)	5
Textiles, quality (1 meter)	20
Textiles, exotic (1 meter)	100
Water, 1 liter (1 kg)	1

Selling Items

Sometimes you'll come into possession of an item that you don't want. We're not talking about commodities here. Commodities are valuable goods that can easily be exchanged almost like cash. We're talking about individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a blaster and want to upgrade to a heavy blaster pistol, you can sell the smaller blaster for half price.

Restricted Items

Some objects require licenses to own or operate, or are restricted to qualifying organizations or individuals. In such cases, a character must pay a license fee to own the object legally. A license fee is a separate expense, purchased in addition to the object to which it applies.

The four restriction ratings are as follows:

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specifically qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Getting a License

To get a license, you must pay the fee required to file the application. The amount of the fee is a percentage of the object's normal cost, as listed in Table 8-2: Restricted Objects. Once you've paid the fee, make a Knowledge (bureaucracy) check against the DC listed in the Skill DC column. You can't take 10 or take 20 on this check. On a success, your license is approved and will be available to you in a number of days as listed in the Time Required column. On a failure, you spend a number of days as listed in the Time Required column, but you are not granted the license and your application fee is lost. You may try again as often as you like if you have the time and credits to do so.

Whether you succeed or fail on your Knowledge (bureaucracy) check, your request is recorded in public records. The more restricted the license, the more in-depth the background check required, and this leaves an increasingly detailed electronic trail for others to follow.

Table 8-2: Restricted Objects

Restriction Rating	License Fee[1]	Black Market Cost	Skill DC	Time Required
Licensed	5%	×2	10	1 day
Restricted	10%	×3	15	2 days
Military	20%	×4	20	5 days
Illegal	50%	×5	25	10 days

1 *The license fee is given as a percentage of the licensed object's base cost.*

You can choose to secure a license through illicit means. If you want to bribe an official, make a Persuasion check instead of a Knowledge (bureaucracy) check. If you want to fabricate a false identity or steal another person's identity, make a Deception check instead of a Knowledge (bureaucracy) check. If either of these checks fails by 5 or more, the local authorities are alerted to your activities.

The Black Market

Almost anything is available on the black market. However, you must make a Gather Information check to locate a black market merchant who has the object you seek. The DC of the check is listed in the Skill DC column of Table 8–2: Restricted Objects, and the GM may apply a bonus or penalty to the check depending on the circumstances. (For example, finding a black market dealer on the smuggler's moon of Nar Shaddaa is relatively easy and may warrant a +5 bonus on the check.) If you succeed on the Gather Information check, you find a black market merchant who has access to the item you seek. If you fail, you can try again later. If you fail by 5 or more, someone notices you've been asking questions and comes to capture, interrogate, or silence you.

Once you find someone who can get the item for you, you'll have to pay two, three, four, or five times the item's normal price (as listed in the Black Market Cost column of Table 8–2: Restricted Items) and wait some time for the item to become available (as listed in the Time Required column).

Weapons

The galaxy is a dangerous place. Most people have access to some kind of weapon, and those who travel the space lanes often carry a blaster or some other weapon as a means of defense. A weapon's legality depends on where you are. No one would look twice at a character wearing a blaster at his side in Mos Espa or Nar Shaddaa. The same character would do well to conceal it while visiting the gleaming metropolis of Coruscant.

Weapon Groups

Discriminating combatants choose their weapons very carefully. However, a character who knows how to load and fire a slugthrower pistol can handle a blaster pistol just as expertly. Thus, weapons are categorized based on their form and function, and a character who takes the appropriate Weapon Proficiency feat (see page 89) is considered skilled with all of the weapons in that group. Exotic weapons such as bowcasters and flamethrowers are exceptions: An exotic weapon is unique in form and function, and requires special training (that is, the Exotic Weapon Proficiency feat) to wield proficiently.

Advanced Melee Weapons

The most common advanced melee weapons are bladed vibro weapons with ultrasonic generators built into their hilts or handles. A vibro weapon's ultrasonic blade gives the weapon more cutting power with less effort. Advanced melee weapons include the electrostaff, force pike, vibrodagger, vibroblade, vibrobayonet, and vibro-ax.

Exotic Weapons

Unlike other weapon groups, you must select the Exotic Weapon Proficiency feat each time you want to learn how to use a different exotic weapon. Exotic weapons include the amphistaff, atlatl, bowcaster, cesta, and flamethrower.

Heavy Weapons

Large, powerful weapons that usually require a brace or tripod to operate fall under the category of heavy weapons, as do even larger weapons mounted to vehicles and starships. Heavy weapons include the blaster cannon, grenade launcher, heavy repeating blaster, missile launcher, and E-Web repeating blaster.

Lightsabers

This group includes the standard lightsaber (a handgrip hilt that projects a single blade of energy) and all lightsaber variants, including the double-bladed lightsaber (as wielded by Darth Maul in Episode I: *The Phantom Menace*). Lightsabers ignore damage reduction unless noted otherwise. However, a target's shield rating reduces a lightsaber's damage normally.

Pistols

Pistols are ranged weapons that can be fired with one hand. Types of pistols include the blaster pistol (the most common firearm in the *Star Wars* universe), the heavy blaster pistol, the hold-out blaster, the sporting blaster, the ion pistol, and the slugthrower pistol.

Rifles

Rifles deal more damage and have a greater range than pistols, but you take a –5 penalty on attack rolls if you wield a rifle with one hand (regardless of the weapon's size relative to you). Weapons in this group include the blaster carbine, blaster rifle, heavy blaster rifle, sporting blaster rifle, light repeating blaster, ion rifle, and slugthrower rifle.

Simple Weapons

Simple weapons include weapons that require no special training to use, such as the club, combat gloves, knife, mace, quarterstaff, stun baton, grenades, and thermal detonator. Also included are primitive weapons such as the spear, net, sling, and bow.

Weapon Sizes

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon's size is smaller than your size (a Human using a Small weapon, such as a blaster pistol), then the weapon is light. Light weapons can be used while grappling, and light melee weapons can be used with the Weapon Finesse feat (page 89).

One-Handed: If the weapon's size category is the same as your size (a Human using a Medium weapon, such as a heavy blaster pistol), then the weapon is one-handed.

Two-Handed: If the weapon's size category is one step larger than your size (a Human using a Large weapon, such as a light repeating blaster), then the weapon requires two hands to use (and sometimes a special mount such as a tripod).

Too Large to Use: If the weapon's size category is two or more steps larger than your size (an Ewok using a Large weapon, such as a blaster cannon), the weapon is too large to use. The exceptions to this are vehicle- or starship-mounted mounted weapons, which are housed in a unit that aids in their use.

Weapon Qualities

When you choose a weapon for your character, refer to Table 8–3: Melee Weapons and Table 8–4: Ranged Weapons for details about the various weapon types. The weapon qualities on these tables are explained below:

Weapon Group: A weapon's group tells you which Weapon Proficiency feat you need to be considered proficient with the weapon. If you don't have the appropriate feat, you take a –5 penalty on attacks made with the weapon.

Size: The weapon's size (see Weapon Sizes, above).

Cost: The weapon's cost in credits.

Damage: The damage the weapon deals with each hit. Melee weapons also add the wielder's Strength bonus to damage, or twice the wielder's Strength bonus when wielded in two hands.

Double weapons have two damage entries separated by a slash; these represent the damage dealt by each end of the double weapon.

Stun Damage: If the weapon has a stun setting, its stun damage is listed here (see Stunning, page 162, for more information). Ranged weapons set to stun have a maximum range of 6 squares unless noted otherwise.

Rate of Fire: Ranged weapons have either a single-shot setting (S) or an autofire setting (A). A few weapons have both settings and can be set to either single-shot mode or autofire mode as a swift action. Only ranged weapons that hold multiple shots of ammunition can have an autofire setting.

Weight: The weapon's weight in kilograms.

Damage Type: The type of damage a weapon deals. Some creatures and objects take more or less damage from weapons that deal a certain type of damage (see Damage Reduction, page 158). Some weapons deal more than one type of damage, depending on how the weapon is used:

And: The weapon deals both types of damage simultaneously.

Or: The weapon deals one type of damage or the other, chosen immediately before making the attack roll.

Double weapons sometimes deal a different damage type depending on which end of the weapon is used; in this case, the two damage types are separated by a slash.

(Ion): See Ion Damage, page 159, for special rules governing ion weapons.

Availability: Some weapons have limited availability, as noted below.

Licensed, Restricted, Military, or Illegal: Ownership of the weapon is limited to certain individuals (see Restricted Items, page 118).

Rare: A rare weapon is generally available only on its planet of origin (for example, Naboo for the atlatl and cesta, or Kashyyyk for the bowcaster) or by acquiring it directly from the manufacturer. When available on the open market elsewhere, rare items usually cost double the listed price.

Melee Weapons

Used in close combat, melee weapons usually deal bludgeoning, slashing, or piercing damage, depending on the weapon's design. Some combine powered components to augment the user's own strength. Many types of melee weapons are widely available and have few governmental or legal restrictions. Civilians, law enforcement agents, and military personnel alike carry these items.

A character's Strength modifier is always applied to a melee weapon's attack roll and damage roll.

Melee Weapon Descriptions

The various types of melee weapons presented in Table 8–3: Melee Weapons are described below.

Amphistaff

Exotic Weapon

An amphistaff is a serpentine creature genetically engineered by the Yuuzhan Vong to serve as a weapon. The amphistaff can become as rigid as stone or as flexible as rope, and it can contract the muscles around its head and tail to form razor-sharp edges.

The amphistaff has three distinct weapon forms: quarterstaff, spear, or whip. Switching from one weapon form to another takes a swift action.

Quarterstaff Form: A rigid amphistaff has all the qualities of a quarterstaff (see below).

Spear Form: A rigid amphistaff can be wielded or thrown as a spear (see below). The spear's head is poisonous: If the target takes damage and the attack roll equals or exceeds its Fortitude Defense, the target moves –1 persistent step on the condition track (see Conditions, page 148).

Whip Form: A flexible amphistaff has a reach of 2 squares (see Reach, page 161). The whip's tail deals 1d4 points of piercing damage (plus the wielder's Strength modifier) and is poisonous: If the target takes damage and the attack roll equals or exceeds its Fortitude Defense, the target moves –1 persistent step on the condition track. Instead of dealing damage with the whip, the wielder may use it to pin or trip the target (see Grapple, page 153) as though he was using the Pin or Trip feat (see Chapter 5: Feats); the wielder must be proficient with the amphistaff but doesn't need to have the Pin or Trip feat to use this feature of the weapon.

In any of its weapon forms, an amphistaff may be coaxed by its wielder to spit venom up to 10 squares away (a standard action). If this ranged attack hits both the target's Reflex Defense and Fortitude Defense, the target moves –1 persistent step on the condition track. An amphistaff can only spit venom once every 24 standard hours.

Atlatl

Exotic Weapon

A Gungan weapon, the atlatl adds speed and power as an extension of a throwing arm, allowing the user to hurl energy balls farther than with just an unaided toss. If forced into close combat, the wielder can use the atlatl as a clublike melee weapon. Although the atlatl is considered an exotic weapon, Gungans are treated as proficient if they have the Weapon Proficiency (simple weapons) feat.

Bayonet

Simple Weapon

When mounted on a rifle, a bayonet allows you to use the rifle as a melee weapon much like a spear. When wielding a rifle with a mounted bayonet, you threaten squares within your reach (even if you used the rifle to make a ranged attack on your last turn), and you can use it to make attacks of opportunity. A bayonet requires two hands to use when mounted on a rifle.

A bayonet cannot be used on a rifle with a folded stock. A bayonet detached from a rifle is treated as a knife; a mounted bayonet deals more damage than the knife because of the added leverage and bulk.

Cesta

Exotic Weapon

Another Gungan weapon, the cesta is a flexible pole used to hurl small energy balls. It can also be used as a stafflike melee weapon. Although the cesta is considered an exotic weapon, Gungans are treated as proficient if they have the Weapon Proficiency (simple weapons) feat.

Club/Baton

Simple Weapon

Powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favored weapons of thugs. Batons (a variety of the club) are used by police forces on relatively peaceful worlds in crowd-control situations.

Combat Gloves

Simple Weapon

A pair of padded gloves provides extra hitting power thanks to their weight and the materials used to construct them. Anyone who expects to get into a fistfight or a brawl probably wants to wear combat gloves. They provide a +1 bonus to damage on a successful unarmed attack.

Combat gloves are two sizes smaller than their wearer (for example, a pair of combat gloves designed for a Human are Tiny). Because of how they are worn, combat gloves can't be disarmed or dropped.

Electrostaff

Advanced Melee Weapon

An electrostaff is a double weapon: Each end has an electromagnetic pulse generator that discharges upon impact, allowing it to deal blunt-force wounds. If desired, either electromagnetic pulse can be set to stun its target instead. The staff is made of a resilient phrik alloy that gives it DR 20; this damage reduction applies even against lightsaber attacks.

Electrostaffs are not common except during the Clone Wars. The IG-100 Series MagnaGuard droid (see page 201) typically carries an electrostaff.

An electrostaff requires two energy cells to operate.

Force Pike

Advanced Melee Weapon

Force pikes are 1-meter-long poles topped with power tips. A two-setting power dial located near the bottom of the pike allows the user to set the weapon to "lethal" or "stun." Although primarily a vibro weapon, the force pike also delivers an electrical shock through its tip, dealing both piercing and energy damage.

A force pike requires two energy cells to operate.

TABLE 8-3: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Tiny						
Vibrodagger[1]	200	2d4	–	1 kg	Slashing or piercing	–
Small						
Vibroblade	250	2d6	–	1.8 kg	Slashing or piercing	Licensed
Medium						
Vibrobayonet	350	2d6	–	1 kg	Piercing	Licensed
Force pike	500	2d8	2d8	2 kg	Piercing and energy	Restricted
Large						
Electrostaff	3,000	2d6/2d6	2d6/2d6	2 kg	Bludgeoning and energy	Restricted
Vibro-ax	500	2d10	–	6 kg	Slashing	Restricted
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium						
Atlatl[2]	50	2d4	–	1.5 kg	Bludgeoning	Rare
Large						
Amphistaff[1,3]	–	Special	–	2 kg	See description	Rare
Cesta[2,3]	100	2d4	–	1.8 kg	Bludgeoning	Rare
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Lightsaber, short[1]	2,500	2d6	–	0.5 kg	Energy and slashing	Rare
Medium						
Lightsaber[1]	3,000	2d8	–	1 kg	Energy and slashing	Rare
Large						
Lightsaber, double	7,000	2d8/2d8	–	2 kg	Energy and slashing	Rare

Knife

Simple Weapon

While many weapons rely on highly advanced technology, knives still see wide use. A knife is completely silent and serves well in close-combat skirmishes.

Lightsaber

Lightsaber

The lightsaber, simple in design yet difficult to wield and master, features a handgrip hilt that projects a blade of pure energy. The traditional weapon of the Jedi, the lightsaber stands as a symbol of their skill, dedication, and authority.

The blade of a lightsaber is generated by an energy cell and focused through crystals within the hilt. The saber can cut through most materials (except another lightsaber blade, an energy shield, or a few exotic materials), given enough time. Because only the handgrip has any weight, unskilled users have difficulty judging the position of the blade. The lightsaber's true potential becomes apparent in the hands of a fully trained Jedi, who can defend and attack with the weapon, deflecting shots or striking opponents with the glowing blade.

A lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell, but it lasts almost indefinitely).

TABLE 8-3: MELEE WEAPONS CONT.

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Tiny						
Knife[1]	25	1d4	–	1 kg	Slashing or piercing	–
Small						
Club/baton	15	1d6	–	0.5 kg	Bludgeoning	–
Stun baton	15	1d6	2d6	0.5 kg	Bludgeoning	–
Medium						
Mace	50	1d8	–	2.5 kg	Bludgeoning	–
Spear[1]	60	1d8	–	1.5 kg	Piercing	–
Bayonet	50	1d8	–	1 kg	Piercing	Licensed
Large						
Quarterstaff	65	1d6/1d6	–	1.8 kg	Bludgeoning	–
UNARMED	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Unarmed, Small character	–	1d3	–	–	Bludgeoning	–
Combat gloves	150	+1	–	0.4 kg	Bludgeoning	–
Unarmed, Medium character	–	1d4	–	–	Bludgeoning	–
Combat gloves	250	+1	–	0.5 kg	Bludgeoning	–

1 *Can be thrown.*

2 *Can be used to hurl energy balls (see Table 8-4: Ranged Weapons).*

3 *Reach weapon.*

Lightsaber, Double-Bladed

Lightsaber

The double-bladed lightsaber consists of two sabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed lightsabers. One or both blades can be ignited at once.

With both blades ignited, a double-bladed lightsaber is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A double-bladed lightsaber requires two special energy cells to operate (the cost of each is ten times the price of an ordinary energy cell, but it lasts almost indefinitely).

Lightsaber, Short

Lightsaber

Small Jedi characters such as Master Yoda favor the short lightsaber, sometimes called a *shoto*. Jedi skilled at two-weapon fighting often use the shoto as their off-hand weapon of choice.

A short lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell, but it lasts almost indefinitely.)

Mace

Simple Weapon

The mace is a weapon made of metal, consisting of a heavy ball atop a handle.

Quarterstaff
Simple Weapon
A quarterstaff is made of wood, plasteel, or a metal alloy. A user can strike with either end of the quarterstaff, taking full advantage of any openings in an opponent's defenses.

A quarterstaff is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties.

Spear
Simple Weapon
A common weapon used by hunters and warriors in primitive cultures, the spear is a long wooden pole with a sharp end fashioned from stone or metal. Members of more advanced cultures enjoy using spears for sport, though these weapons are usually constructed out of a durable metal alloy. Spears can be used as thrown weapons.

Stun Baton
Simple Weapon
A short club with a power pack in the handle, the stun baton can be activated to produce a stunning charge when it strikes a target (see Stunning, page 162).

A stun baton requires an energy cell to operate.

Vibro-Ax
Advanced Melee Weapon
This powerful vibro weapon features an energy cell that causes the blade to vibrate rapidly when activated. This gives the weapon far greater power than a standard axe, with minimal effort from the wielder.

A vibro-ax requires two energy cells to operate.

Vibrobayonet
Advanced Melee Weapon
When mounted on a rifle, a vibrobayonet allows you to use a rifle as a potent melee weapon. Even if you used the rifle to make a ranged attack on your last turn, you still threaten squares within your reach as long as your rifle has a mounted vibrobayonet, and you can use it to make attacks of opportunity. A vibrobayonet requires two hands to use when mounted on a rifle.

A vibrobayonet cannot be used when mounted on a rifle with a folded stock. A vibrobayonet detached from a rifle functions as a vibrodagger; a mounted vibrobayonet deals more damage than the vibrodagger because of the added leverage and bulk.

A vibrobayonet requires an energy cell to operate. (Its power does not drain energy from the rifle's power pack.)

Vibroblade
Advanced Melee Weapon
The vibroblade is a close-combat weapon favored by soldiers and mercenaries throughout the galaxy. It resembles a short sword with a high-tech look and feel. Vibroblades are illegal in most urban areas.

A vibroblade requires an energy cell to operate.

Vibrodagger
Advanced Melee Weapon
Assassins and petty thugs favor the smallest of the vibro weapons, the vibrodagger. A number of civilians carry it for defense. It alone among vibro weapons is subject to very little regulation, since it is viewed as a common tool for crafters and explorers.

A vibrodagger requires an energy cell to operate.

Ranged Weapons
At any given time, hundreds of manufacturers are creating and marketing a wide array of ranged weapons. These weapons run the gamut from small, concealable handheld weapons to tripod-mounted cannons that require a small crew to operate.

Weapon Ranges
All ranged weapons apply the wielder's Dexterity modifier to the attack roll. Ranged attacks made at point blank range suffer no penalty. However, ranged attacks made at short, medium, or long range take a penalty on the attack roll, as shown in Table 8–5: Weapon Ranges.

Improvised Thrown Weapons: While some weapons are meant to be thrown, it is physically possible to throw almost any weapon of your size or less. You take a –5 penalty on an attack roll made with an improvised thrown weapon. In addition, unless the weapon is light, the improvised thrown weapon is treated as inaccurate (see above).

Ranged Weapon Descriptions
The various types of ranged weapons presented in Table 8–4: Ranged Weapons are described below.

Blaster Cannon
Heavy Weapon
Portable, shoulder-fired blaster cannons fire powerful bolts of energy. Often used as an antivehicle weapon, the blaster cannon has the range and power to inflict devastation on troops and structures alike.

A blaster cannon is an area effect weapon. It deals full damage to the target if the attack hits its Reflex Defense (half damage if it has the Evasion talent) and half damage if it misses (no damage if it has the Evasion talent).

"HOKEY RELIGIONS AND ANCIENT WEAPONS ARE NO MATCH FOR A GOOD BLASTER AT YOUR SIDE, KID."

– HAN SOLO

Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses.

A blaster cannon requires a power pack to operate. After 10 shots, the power pack must be replaced.

Blaster Carbine

Blaster Rifle (see text)

This small blaster rifle has a short barrel and compact two-handed grip, making it look more like a long pistol than a rifle. Some blaster carbines, such as the E-5 used by B1 battle droids, have a retractable stock. A blaster carbine without a retractable stock costs 850 credits (instead of 900 credits).

Because of its compact design, a blaster carbine can always be used to make an attack of opportunity even if its stock is not folded.

A blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster, E-Web Repeating

Heavy Weapon

The E-Web repeating blaster can normally only be fired when mounted on a tripod. When mounted on a tripod, it is treated as one size smaller for purposes of being wielded (allowing a Medium character to operate it with two hands).

The E-Web repeating blaster only operates in autofire mode (see Autofire, page 156) and requires a power generator to operate (see page 139).

Normally, the E-Web repeating blaster requires a second crewman to regulate the weapon's power generator; this second crewman must spend a standard action while adjacent to the weapon to regulate its power. After you regulate the E-Web repeating blaster's power, it will function normally until the beginning of your next turn. If the weapon's power is not regulated (that is, if a second crewman has not done so since the same initiative count on the previous round), apply a –2 penalty on all attack rolls made with the weapon.

Blaster, Heavy Repeating

Heavy Weapon

The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster operates only in autofire mode (see Autofire, page 156). If you use a heavy repeating blaster without a tripod or other mount, you cannot brace the weapon before making an autofire attack.

A heavy repeating blaster requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Blaster Pistol

Pistol

The word "blaster" is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blasters are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package.

A blaster pistol requires a power pack to operate. After 100 shots, the power pack must be replaced.

RETRACTABLE STOCKS

Some weapons, such as the E-11 blaster rifle used by stormtroopers and the E-5 blaster carbine used by battle droids, have a retractable stock. Only rifles and pistols (and rifle- or pistol-like exotic weapons) can have a retractable stock. Extending or folding a retractable stock is a move action.

When the stock is folded, the following rules apply:

- Treat the weapon as a pistol for purposes of proficiency and range.
- You cannot brace the weapon while using it in autofire mode (see page 156), even if it is an autofire-only weapon.

When the stock is extended, the following rules apply:

- Treat the weapon as a rifle for purposes of proficiency and range.
- You take a –5 penalty on attack rolls with the weapon if you use it in one hand (regardless of its size relative to you).

Blaster Pistol, Heavy

Pistol

Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact and easily carried sidearm. The weapon produces additional "punch" by drawing heavily on its power pack, reducing the number of shots the power pack can provide (compared to a regular blaster pistol). Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Pistol, Hold-Out

Pistol

Small, palm-sized blasters see widespread use in weapon-restricted areas. Hold-out blasters are commonly found in the possession of undercover agents, gamblers, scoundrels, or nobles seeking to protect themselves. They are sometimes carried as a backup weapon for more lethal characters.

Because of its compact design, a hold-out blaster pistol grants a +5 equipment bonus on Stealth checks made to conceal the weapon.

A hold-out blaster requires an energy cell to operate. After 6 shots, the energy cell must be replaced.

TABLE 8-4: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Flamethrower[1]	1,000	3d6	–	S	7 kg	Fire	Military
Large							
Bowcaster	1,500	3d10	–	S	8 kg	Energy and piercing	Licensed, Rare
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Grenade launcher	500	Special	Special	S	5 kg	Varies	Military
Large							
Blaster, heavy repeating	4,000	3d10	–	A	12 kg	Energy	Military
Blaster cannon[1]	3,000	3d12	–	S	18 kg	Energy	Military
Missile launcher[1]	1,500	6d6	–	S	10 kg	Slashing	Military
Huge							
Blaster, E-Web repeating[2]	8,000	3d12	–	A	38 kg	Energy	Military
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Blaster pistol, hold-out	300	3d4	–	S	0.5 kg	Energy	Illegal
Small							
Blaster pistol	500	3d6	2d6	S	1 kg	Energy	Restricted
Blaster pistol, sporting	300	3d4	2d4	S	1 kg	Energy	Licensed
Ion pistol	250	3d6 ion	–	S	1 kg	Energy (ion)	Licensed
Slugthrower pistol	250	2d6	–	S	1.4 kg	Piercing	Licensed
Medium							
Blaster pistol, heavy	750	3d8	2d8	S	1.3 kg	Energy	Military

Blaster Pistol, Sporting

Pistol

This short, compact blaster is used for small-game hunting or personal defense. Princess Leia Organa used a DDC Defender sporting blaster when she first appeared in Episode IV: *A New Hope*.

A sporting blaster requires an energy cell to operate. After 6 shots, the energy cell must be replaced. A sporting blaster can also be attached to a power pack, but after 100 shots the power pack must be replaced.

Blaster Rifle

Rifle (see text)

The basic blaster rifle is standard issue to soldiers across the galaxy. Some blaster rifles, such as the BlasTech E-11 (or its "clone," the SoroSuub Stormtrooper One), have a retractable stock. A blaster rifle without a retractable stock costs 900 credits (instead of 1,000 credits).

A blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

TABLE 8-4: RANGED WEAPONS

RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Blaster carbine	900	3d8	2d8	S, A	2.2 kg	Energy	Restricted
Blaster rifle	1,000	3d8	2d8	S, A	4.5 kg	Energy	Restricted
Blaster rifle, sporting	800	3d6	2d6	S	4 kg	Energy	Licensed
Ion rifle	800	3d8 ion	–	S	3.1 kg	Energy (ion)	Restricted
Slugthrower rifle	300	2d8	–	S, A	4 kg	Piercing	Restricted
Large							
Blaster, light repeating	1,200	3d8	–	A	6 kg	Energy	Military
Blaster rifle, heavy	2,000	3d10	2d10	S, A	6 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Energy ball[2]	20	2d8	–	S	0.25 kg	Energy	Licensed, Rare
Grenade, frag[1]	200	4d6	–	S	0.5 kg	Slashing	Military
Grenade, ion[1]	250	4d6 ion	–	S	0.5 kg	Energy (ion)	Restricted
Grenade, stun[1]	250	–	4d6	S	0.5 kg	Energy	Restricted
Thermal detonator[1]	2,000	8d6	–	S	1 kg	Energy	Illegal
Small							
Sling	35	1d4	–	S	0.3 kg	Bludgeoning	–
Medium							
Bow	300	1d6	–	S	1.4 kg	Piercing	–
Large							
Net	25	–	–	S	4.5 kg	–	–

1 Area attack weapon (see Area Attacks, page 155).

2 An E-Web repeating blaster mounted on a tripod is treated as a Large weapon.

3 For purposes of range, treat as a thrown weapon if thrown by hand, a simple weapon if hurled by an atlatl, or an accurate simple weapon if hurled by a cesta.

Blaster Rifle, Heavy
Rifle
The heavy blaster rifle is a larger, more powerful version of the blaster rifle (see above) often used by clone troopers, stormtroopers, and other troops during battles on open terrain. Because of its size, it is not well suited to close-quarters fighting.

A heavy blaster rifle requires a power pack to operate. After 30 shots, the power pack must be replaced.

Blaster Rifle, Light Repeating
Rifle
The light repeating blaster is the largest rifle-style weapon carried by military personnel. It is an autofire-only weapon (see Autofire, page 156).

A light repeating blaster requires a power pack to operate. After 30 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Blaster Rifle, Sporting
Rifle
Sporting blaster rifles are popular with the galactic elite as well as among "fringers" living in isolated colonies. Sporting blaster rifles are legal in most systems, and special permits must be obtained to carry them on many Core worlds. Luke Skywalker kept a sporting blaster rifle in his landspeeder on Tatooine.

Sporting blaster rifles often have a targeting scope mounted on them (see page 140), but the scope is not included in cost listed on Table 8–4: Ranged Weapons.

A sporting blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Bow
Simple Weapon
The bow is a typical hunter's weapon on low-tech worlds, but it is also used for sport on high-tech planets. A primitive bow and its arrows are made of wood and augmented with metal or stone, while more advanced versions tend to be made from durable, lightweight composite materials.

The wielder's Strength modifier applies to damage dealt with a bow. A bow only holds a single arrow at a time, but it can be reloaded as a free action. A quiver of 10 arrows costs 20 credits and weighs 0.8 kg.

Bowcaster
Exotic Weapon
The bowcaster is crafted exclusively by the Wookiees of Kashyyyk. A fusion of modern and ancient technologies, the weapon hurls an explosive energy quarrel at incredible speed, much like an archaic rail gun. Although the bowcaster is an exotic weapon, Wookiees are treated as proficient if they have the Weapon Proficiency (rifles) feat.

A quiver of 10 quarrels costs 50 credits and weighs 1 kg.



Flamethrower
Exotic Weapon
The flamethrower is a ranged weapon that shoots a cone of burning chemicals 6 squares long and 6 squares wide at the terminus. Make a single attack roll and compare it to the Reflex Defense of every target within this area. A successful attack deals 3d6 points of fire damage to the target; if the attack misses, the target takes half damage instead. A target with the Evasion talent (see page 50) takes half damage from a successful attack and no damage if the attack misses.

Reloading the flamethrower is a full-round action. The weapon can be used five times before its chemical supply is depleted. Replacement chemical cartridges for the flame-thrower cost 200 credits and weigh 4 kg each.

Grenade, Frag
Simple Weapon
The standard fragmentation grenade unleashes metal shrapnel with explosive force, slicing up anyone within the 2-square burst radius. It is designed to explode on contact after it is thrown, dealing damage in the same turn it is hurled.

Table 8-5: Weapon Ranges

Type of Ranged Weapon	Point Blank (No Penalty)	Short (–2 Attack)	Medium (–5 Attack)	Long (–10 Attack)
Heavy weapons	0–50 squares	51–100 squares	101–250 squares	251–500 squares
Pistols	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Rifles	0–30 squares	31–60 squares	61–150 squares	151–300 squares
Simple weapons[1]	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Thrown weapons[2]	0–6 squares	7–8 squares	9–10 squares	11–12 squares

2 Includes bows, slings, and energy balls hurled from atlatls and cestas.

3 Includes grenades and thrown melee weapons such as spears and lightsabers.

When you make an area attack with a frag grenade, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's burst radius. Creatures you hit take full damage, and creatures you miss take half damage. A target with the Evasion talent (see page 50) takes half damage from a successful attack and no damage if the attack misses.

Grenade, Ion

Simple Weapon

When the object of a mission is to capture droids or vehicles, mercenary units, military personnel, and local law enforcement agencies use ion grenades. The standard ion grenade unleashes a brief electrostatic pulse that disables droids, electronic devices, and vehicles within its 2-square burst radius. It is designed to explode on contact after it is thrown, effectively dealing damage in the same round it is hurled.

When you make an area attack with an ion grenade, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's burst radius. Droids, vehicles, electronic devices, and cybernetically enhanced creatures you hit take full damage, and those you miss take half damage. In addition, the ion damage has a chance of pushing such targets down the condition track (see Ion Damage, page 159). Creatures without cybernetics take half of the ion damage on a hit or no ion damage on a miss, and they suffer no other ill effects. A target with the Evasion talent (see page 50) takes half damage from a successful attack and no damage if the attack misses.

Grenade, Stun

Simple Weapon

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out creatures within its 2-square burst radius. It is designed to explode on contact after it is thrown, dealing damage in the same round it is hurled.

When you make an area attack with a stun grenade, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's burst radius. Creatures you hit take full stun damage, and creatures you miss take half stun damage. In addition, the stun damage has a chance of pushing targeted creatures down the condition track (see Stunning, page 162). A target with the Evasion talent (see page 50) takes half stun damage from a successful attack and no stun damage if the attack misses its Reflex Defense.

Droids, vehicles, and objects are immune to stun damage.

Grenade Launcher

Heavy Weapon

Grenade launchers are military weapons that greatly improve the range of grenades. Grenades fired by grenade launchers always explode on impact, regardless of timers or other considerations. The type of grenade used determines the damage, type, and burst radius. Grenade launchers cannot be used to hurl thermal detonators because these devices are simply too big and heavy (although some larger grenade mortars can hurl thermal detonators as well).

A grenade launcher holds four grenades and has to be reloaded as a full-round action. A grenade launcher can be mounted on a rifle (this takes 1 minute and requires a DC 15 Mechanics check) or used as a separate weapon.

Ion Pistol

Pistol

An ion pistol fires a stream of energy that wreaks havoc on electrical systems, making it effective against droids, vehicles, electronic devices, and cybernetically enhanced creatures. It deals full damage against such targets and has a chance of pushing its target down the condition track (see Ion Damage, page 159). Creatures without cybernetics take half damage from a successful attack and suffer no other ill effects.

An ion pistol requires a power pack to operate. After 30 shots, the power pack must be replaced.

Ion Rifle
Rifle
An ion rifle is simply a larger version of the ion pistol (see above). An ion rifle requires a power pack to operate. After 20 shots, the power pack must be replaced.

Missile Launcher
Heavy Weapon
A missile launcher fires a high-speed projectile with an explosive warhead. The standard missile unleashes metal shrapnel with explosive force, shredding targets within a 2-square radius.

A missile launcher is an area effect weapon. Make a single attack roll and compare it to the Reflex Defense of every target within the blast radius. A successful attack deals full damage to the target; if the attack misses, the target takes half damage instead. A target with the Evasion talent (see page 50) takes half damage from a successful attack and no damage if the attack misses.

A missile launcher holds four missiles and can be reloaded as a full-round action. Replacement missiles are bought in pre-loaded magazines that hold four missiles. Magazines cost 200 credits and weigh 5 kg.

Net
Simple Weapon
Nets are used for hunting and fishing in primitive cultures and for nonlethal crowd control in more advanced ones.

A net allows you to initiate a grab (see page 152) or grapple (see page 153) against a character at range. A character that is grabbed or grappled can attempt to escape the net (requiring a DC 15 Acrobatics check) or break out of it (requiring a DC 20 Strength check). You can use the Pin and Trip feats with a net, but you cannot use the Crush or Throw feats.

Sling
Simple Weapon
A primitive weapon, the sling hurls metal bullets or stones. The wielder's Strength modifier applies to damage dealt with a sling.

Slugthrower Pistol
Pistol
A slugthrower pistol fires metal bullets—called "slugs"—instead of energy bolts.

Slugthrowers are mostly found on backwater fringe worlds where blasters aren't readily available. They don't need power packs; instead, they employ clips that hold 10 slugs apiece. Clips cost 20 credits and weigh 0.1 kg.

Slugthrower Rifle
Rifle
A slugthrower rifle is the larger cousin of the slugthrower pistol. It doesn't need a power pack; instead, it takes clips, and each clip holds 20 slugs. Clips cost 40 credits and weigh 0.2 kg.

Thermal Detonator
Simple Weapon
The thermal detonator is a fist-sized sphere containing baradium, a powerful explosive. Outlawed throughout known space except for highly regulated demolitions professionals, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Disguised as a bounty hunter, Princess Leia threatened Jabba with a thermal detonator at the beginning of Episode VI: *Return of the Jedi*.

A thermal detonator's timer can be set for 6 seconds (1 round) to as high as an 18-second delay (3 rounds), counting down until it explodes or is reset to its safe position.

When you make an area attack with a thermal detonator, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 4-square burst radius. Creatures hit take full damage, and creatures missed take half damage. A target with the Evasion talent (see page 50) takes half damage from a successful attack and no damage if the attack misses its Reflex Defense.

Explosives
Sometimes a mission calls for the use of more powerful explosives than either grenades or thermal detonators. Set explosives aren't ranged weapons and can't be used like grenades. Placing an explosive requires a Mechanics check (see page 68).

When set and activated, the charge's timer begins counting down. Standard timers can be set with as much as an hour delay. Longer delays require specialized timers.

With a successful Mechanics check, explosives ignore the damage reduction of objects to which they're attached. Particularly good Mechanics check results can increase the damage even more (see the Handle Explosives use of the Mechanics skill, page 68). Multiple explosives rigged to explode at the same time deal extra damage: Every time you double the number of explosives used, you add +2 dice of damage. For example, two blocks of detonite deal 7d6 points of damage, while four blocks deal 9d6 points of damage.

Table 8-6: Explosives

Weapon	Cost	Damage	Damage Type	Weight	Size	Availability
Explosive charge	1,500	10d6*	Energy	0.5 kg	Diminutive	Restricted
Detonite	500	5d6*	Energy	0.1 kg	Fine	Restricted
Timer	250	—	—	0.1 kg	Fine	Licensed

** The explosion damages everything in a 1-square burst radius.*

Explosive Charge

Explosive charges are highly restricted, usually only available to military or law enforcement specialists or specialized construction units. Han Solo and his strike team used explosive charges to take out the shield generator on Endor in Episode VI: *Return of the Jedi*.

An explosive charge delivers a lot of destructive energy to a specific point, making it perfect for demolishing structures or clearing rubble. It causes negligible damage beyond its 1-square burst radius. Of course, collateral damage and subsequent explosions usually accompany the use of an explosive charge.

Detonite

Detonite is a contact explosive that comes in tiny claylike blocks. It can be shaped or molded around a target and crammed into small cracks. Detonite is very stable in its normal forms and requires a timer to be set off.

Armor

Protective armor exists in the *Star Wars* universe, but only the lightest types see widespread use. Heavier armor is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function (such as providing environmental protection, as in the case of Imperial snowtrooper armor). See Table 8–7: Armor for the list of armor types.

Many forms of armor are restricted or even illegal outside of approved military uses. In locations where armor isn't prohibited, the wearer of armor identifies himself as someone who either expects to cause trouble or expects trouble to come his way.

Armor Qualities

If you choose armor for your character, refer to Table 8–7: Armor (page 132) for details about the various armor types. The armor qualities on the table are explained below:

Cost: The cost of the armor. Armor sized for Small characters costs half as much, while armor for Large characters costs double the listed price. Some armor has limited availability:

Armor Bonus to Reflex Defense: When you are wearing the armor, you add this value as an armor bonus to your Reflex Defense (instead of adding your heroic level to your Reflex Defense).

Equipment Bonus to Fortitude Defense: When you are wearing the armor, you add this value as an equipment bonus to your Fortitude Defense. Some types of armor do not provide an equipment bonus to your Fortitude Defense.

Maximum Dex Bonus: This is the maximum bonus you can apply to your Reflex Defense from Dexterity when wearing this type of armor. Heavier armor limits your mobility, reducing your ability to avoid attacks. For example, an armored flight suit has a maximum Dexterity bonus of +3. A character with a Dexterity of 18 normally gains a +4 bonus to his Reflex Defense from Dexterity, but if he's wearing an armored flight suit, he only applies a +3 bonus to his Reflex Defense.

Speed: Medium and heavy armor reduces your speed to three-quarters normal (rounded down). Table 8–7 shows this reduction if you have a speed of 6 squares or 4 squares. In addition, when wearing heavy armor, you can only move up to three times your speed when running (instead of four times your speed).

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much. Armor fitted for Large characters weighs twice as much.

Availability: Some armor has limited availability, as indicated below.

Rare: This armor is generally only available by going to its planet of origin or by acquiring it directly from its wearer (for example, getting vonduun crabshell armor from a Yuuzhan Vong warrior). When available on the open market elsewhere, these items usually cost double the listed price, sometimes much more.

Licensed, Restricted, Military, or Illegal: Ownership of the armor is limited to certain people, as described in Restricted Items (see page 118).

TABLE 8-7: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (–2)								
Blast helmet and vest	500	+2	–	+5	–	–	3 kg	–
Flight suit, padded	2,000	+3	+1	+4	–	–	5 kg	–
Combat jumpsuit	1,500	+4	–	+4	–	–	8 kg	Licensed
Flight suit, armored	4,000	+5	+2	+3	–	–	10 kg	Licensed
Vonduun crabshell	–	+5	+5	+4	–	–	5 kg	Rare
Stormtrooper armor	8,000	+6	+2	+3	–	–	10 kg	Military, Rare
Medium Armor (–5)								
Ceremonial armor	5,000	+7	–	+2	4 sq.	3 sq.	13 kg	Restricted
Corellian powersuit	10,000	+7	–	+3	4 sq.	3 sq.	20 kg	Restricted
Battle armor	7,000	+8	+2	+2	4 sq.	3 sq.	16 kg	Military
Heavy Armor (–10)								
Armored spacesuit	12,000	+9	+3	+1	4 sq.[1]	3 sq.[1]	35 kg	Restricted
Battle armor, heavy	15,000	+10	+4	+1	4 sq.[1]	3 sq.[1]	30 kg	Military

1 *When running in heavy armor, you can only move up to three times your speed (instead of four times).*

ARMOR CHECK PENALTY

While wearing armor with which you are not proficient, you take an armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The type of armor worn determines the size of the penalty: light, –2; medium, –5; heavy, –10. Additionally, you do not gain the armor's equipment bonuses. For example, a character not proficient with light armor who dons a suit of stormtrooper armor takes a –2 penalty on attack rolls and certain skill checks (see above). In addition, he does not gain the armor's equipment bonus on Perception checks and cannot apply the armor's equipment bonus to his Fortitude Defense.

ARMOR DESCRIPTIONS

The types of armor given on Table 8–7: Armor are described below.

Armored Spacesuit

Heavy Armor

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 24 hours in the vacuum of space or any other hostile environment.

Battle Armor

Medium Armor

Battle armor combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources.

Battle Armor, Heavy

Heavy Armor

Similar to regular battle armor, heavy battle armor features more plating than padding, including various pieces molded to fit the user, such as breastplates and armor covering the arms and legs.

Blast Helmet and Vest

Light Armor

This armor consists of a lightweight helmet and a composite vest that, when worn together, offer limited protection against incoming attacks.

Ceremonial Armor

Medium Armor

Ceremonial armor blends practicality with ornate design. Republic Guards and Imperial Royal Guards wear different styles of ceremonial armor. A typical

suit of ceremonial armor consists of a helmet, durable breast guard, shoulder guards, and articulated greaves for the arms and legs.

Combat Jumpsuit
Light Armor
This heavily padded jumpsuit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

Corellian Powersuit
Medium Armor
This suit of body armor contains an energized exoskeleton and a series of servomotors that boosts the wearer's physical strength. Used by professional soldiers, mercenaries, and bounty hunters, the powersuit requires skill and training to use effectively.

The Corellian powersuit grants its wearer a +2 equipment bonus to Strength, but only if the wearer has the Armor Proficiency (medium) feat.

Flight Suit, Armored
Light Armor
A combat-ready flight suit that provides additional protection against vacuum for limited periods, this armor comes in various models, including the Corellian TX-3 (favored by various pirate gangs) and the Imperial TIE flight suit (worn by TIE fighter pilots throughout the Empire). An armored flight suit provides up to 10 hours of life support, allowing its wearer to survive in the vacuum of space or any other hostile environment.

Flight Suit, Padded
Light Armor
Favored by starfighter pilots all over the galaxy, the one-piece padded flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks as well. A padded flight suit comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support, allowing him to survive in the vacuum of space or any other hostile environment.

Stormtrooper Armor
Light Armor
Worn by the elite soldiers of the Galactic Empire, stormtrooper armor comes in a variety of models based around a standard white-and-black shell. Filled with electronics that assist and augment the stormtrooper in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification.

Variants of this armor also exist, including snowtrooper armor, sandtrooper armor, and clone trooper armor. Each has slightly different details, but all include the basic characteristics common to all stormtrooper armor. Though unavailable on the open market, these suits can occasionally be found id on the black market (or sometimes much higher).

Stormtrooper armor (including all variants) grants a wearer who has bs the Armor Proficiency (light) feat a +2 equipment bonus on Perception chenecks as well as low-light vision. Stormtrooper armor also includes an integratrated comlink in the helmet, allowing hands-free communication.

Wearing snowtrooper armor (18,000 credits) makes you immune to to the effects of extreme cold (see Extreme Temperatures, page 254).

Wearing sandtrooper armor (18,000 credits) makes you immune to to the effects of extreme heat (see Extreme Temperatures, page 254).

Vonduun Crabshell Armor
Light Armor
Yuuzhan Vong warriors wear this bioengineered "living armor" into battattle. The armor clings to its wearer's body like a parasite until its wearer diesies or decides to remove it. It is not found anywhere except in the hands of tf the Yuuzhan Vong (see page 285).

Equipment
A sample of common equipment available during the time periods covereced in this book is given on Table 8–8: Equipment. Refer to the descriptions belelow for other pertinent information.

Communications Devices
Communications devices in the *Star Wars Roleplaying Game* are assumed to use the same basic set of frequencies. The primary differences betweeen them lie in range, size, and what kind of data (audio, visual, or holo) tl they can carry. If two or more communication devices are within range of d one another and share a data type, they can communicate.

To Wear Armor or Not
A character's Reflex Defense can be improved with armor; however, er, a character who wears armor chooses to apply the armor's bonus to to Reflex Defense instead of his heroic level. He also chooses to take a: a penalty on certain skill checks (see Armor Check Penalty, page 132).).

As a character gains levels, armor becomes less enticing. For or example, a 5th-level heroic character has little reason to wear armorior that grants an armor bonus of +5 or less, unless the armor confersers some other useful benefit or the character has the Armored Defense or or Improved Armored Defense talents (see page 52). Still, some characterers enjoy the benefit of having a higher Fortitude Defense and damage ge threshold; against very dangerous opponents, armor can literally be be the difference between life and death.

Comlink

A personal communications transceiver, the comlink consists of a receiver, a transmitter, and a power source. Comlinks come in a variety of shapes and styles.

Short-range comlinks have a range of 50 kilometers or low orbit, and they can be built into helmets and armor; for example, stormtrooper armor includes a helmet equipped with a short-range comlink.

A long-range comlink has a range of 200 kilometers or high orbit, and it requires with a backpack-sized comset. For double the cost, a long-range comlink can be miniaturized to a wrist-sized unit.

Encryption: A comlink can have hardwired encryption routines (adding +10 to the DC of all Use Computer checks made to intercept your transmission) for ten times the base cost.

Video Capability: A comlink can have video capability (two-dimensional images in addition to audio) for twice the base cost.

Holo Capability: A comlink can have holo capability (three-dimensional images in addition to audio) for five times the base cost.

Pocket Scrambler

This is a simple add-on device that can be attached to any normal communications device, such as a comlink and more advanced transceiver. The pocket scrambler automatically encodes any outgoing message so that it can be read only by a communications device equipped with a linked pocket scrambler. Anyone who intercepts the scrambled message must make a DC 30 Use Computer check to decrypt it.

Vox-Box

A vox-box is a simple audio playback unit with 12 preprogrammed phrases in Basic ("Yes." "No." "Maybe." "Greetings." "Go away." "How much?" "Please take me to someone with authority." "I understand." "I need assistance." "I can help you." "I mean no harm." "I am hungry."), each with its own button. These devices are useful to races that understand Basic but can't speak it (such as Gamorreans and Wookiees). Devices that speak these phrases in other languages also exist.

Altering one or more of a vox-box's preprogrammed phrases requires a DC 10 Use Computer check.

Computers and Storage Devices

A computer includes any electronic device that stores and processes data. Its Intelligence score represents its processing capability and is relevant when making Use Computer checks (see page 75).

- If a computer's attitude toward you is friendly or helpful, it grants an equipment bonus equal to its Intelligence bonus (if any) on any Use Computer check you make using that computer.
- A computer's Will Defense is equal to 15 + its Intelligence modifier. When attempting to improve your access to a computer (see page 76), your Use Computer check result must equal or exceed the computer's Will Defense.

Storage Devices: Some computers are very simple and used only for recording, storing, or viewing data. Some storage devices include a basic operating system and display that allows for the manual viewing, entry, and editing of data, but these are more expensive.

Code Cylinder

A compact encoded security device issued to many military, political, or corporate officials, a code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal security clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.

Code cylinders are storage devices with Intelligence 10 and Will Defense 15. Improving your access to a code cylinder is difficult because the cylinder has a starting attitude of hostile (see page 75). If your Use Computer check fails by 5 or more, the code cylinder's self-destruct programming activates and ruins the cylinder.

Credit Chip

The credit chip is a small, flat card that features a security codeout and credit algorithm memory stripes. The chip can hold a specified number of credits appropriate to the government that issued it, or it can draw from a specific account held by the user. Credit chips not only allow quick and easy transfers of funds but also protect users from theft.

Credit chips are storage devices with Intelligence 10 and Will Defense 15. Improving your access to a credit chip is very difficult because the chip has a starting attitude of hostile (see page 75). Once it is friendly, you can draw from the account to which it is linked. If you fail by 5 or more on your Use Computer check to improve access, the credit chip's security program detects the intrusion attempt and self-destructs.

Modifying a credit chip so that government and bank computers think that it draws on a different account or that it has a different value stored is almost impossible: The central bank's computers have Will Defense 30 and a starting attitude of hostile (see page 75); even worse, you won't know if your check succeeded until after you attempt to use the modified credit chip. If you fail, the government or bank computer orders the chip's self-destruct programming to activate, ruining the chip. If you fail by 5 or more, the chip's self-destruct programming activates and the government or bank computer has traced your location, dispatching security personnel to apprehend you.

TABLE 8-8: EQUIPMENT

COMMUNICATION DEVICES	COST	WEIGHT
Comlink, short-range	25	0.1 kg
Comlink, long-range	250	1 kg
Pocket scrambler	400	0.5 kg
Vox-box	200	0.1 kg
COMPUTERS AND STORAGE DEVICES	**COST**	**WEIGHT**
Code cylinder	500	0.1 kg
Credit chip	100	0.1 kg
Datacards, blank (10)	10	0.1 kg
Datapad	1,000	0.5 kg
Datapad, basic	100	0.3 kg
Holoprojector, personal	1,000	0.5 kg
Portable computer	5,000	2 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Electrobinoculars	1,000	1 kg
Glow rod	10	1 kg
Fusion lantern	25	2 kg
Recording unit		
Audiorecorder	25	0.1 kg
Holorecorder	100	0.1 kg
Videorecorder	50	0.1 kg
Sensor pack	1,500	9 kg
LIFE SUPPORT	**COST**	**WEIGHT**
Aquata breather	350	0.2 kg
Breath mask	200	2 kg
Atmosphere canister/filter	25	1 kg
Flight suit	1,000	3 kg
Space suit	2,000	15 kg
MEDICAL GEAR	**COST**	**WEIGHT**
Bacta tank (empty)	100,000	500 kg
Bacta, 1 liter[1]	100	2 kg
Cybernetic prosthesis	1,500[2]	Varies
Medical kit	600	20 kg
Medpac	100	1 kg
Surgery kit	1,000	10 kg

SURVIVAL GEAR	COST	WEIGHT
All-temperature cloak	100	1.5 kg
Chain (3 meters)	25	2.5 kg
Field kit	1,000	10 kg
Jet pack	300	30 kg
Liquid cable dispenser (15 meters)	10	0.2 kg
Ration pack	5	0.1 kg
Syntherope (45 meters)	20	2.5 kg
TOOLS	**COST**	**WEIGHT**
Binder cuffs	50	0.5 kg
Energy cell	10	–
Fire extinguisher	50	3 kg
Mesh tape	5	0.5 kg
Power generator	750	15 kg
Power pack	25	0.1 kg
Power recharger	100	1 kg
Security kit	750	1 kg
Tool kit	250	1 kg
Utility belt	500	4 kg
WEAPON AND ARMOR ACCESSORIES	**COST**	**WEIGHT**
Bandolier	100	2 kg
Helmet package	4,000	1 kg
Holster		
Concealed	50	0.2 kg
Hip	25	0.5 kg
Targeting scope		
Standard	100	0.2 kg
Enhanced low-light	1,000	1.2 kg

1 *It takes 300 liters of bacta to fill a bacta tank.*

2 *The cost of a cybernetic prosthesis does not include the surgical cost to install it (500 credits).*

Data Card
A data card is a simple storage device with Intelligence 2. Intended solely as external storage for a computer, it has no interface for direct display, editing, or entry of data.

Datapad
These handheld personal computers serve as notebooks, day planners, calculators, and sketchpads. In addition to performing basic computer functions, datapads can interface with larger computer networks directly or via comlink.

A datapad is a computer with Intelligence 12. Simpler datapads also exist (Intelligence 10, 100 credits), but they are actually just storage devices with display, input, and editing capability; they have no ability to run programs.

Holoprojector, Personal
A handheld, personal hologram transmitter can be used to view real-time or recorded three-dimensional images or to pass the information through a comlink connection. This storage device has Intelligence 2 and enough memory to store about 1 hour of a holo recording or 1,000 holo images.

Portable Computer
Compact and light enough to be carried in an attaché case or backpack but powerful enough to run fairly complex programs, portable computers are the information technology of choice for anyone who needs access to a lot of data while on the go. As such, they are particularly popular with traveling business executives, military commanders in the field, and slicers.

A portable computer has Intelligence 14.

Detection and Surveillance Devices
Some detection devices augment a character's natural ability to perceive its environment (for example, macrobinoculars), providing a bonus or reducing penalties on Perception checks. Others use sensors to scan their surroundings beyond the normal visual and audible range.

Electrobinoculars
This device magnifies distant objects in most lighting conditions. An internal display provides data on range, relative and true azimuths, and elevation. Viewing options include zoom and wide-vision observation. Electrobinoculars also feature radiation sensors and a nightvision mode that grants darkvision (see Darkvision, page 257) out to the user's normal range of sight.

Electrobinoculars reduce the range penalty on Perception checks to –1 for every 10 squares of distance (instead of –5 for every 10 squares of distance).

Glow Rod
A glow rod is a portable illumination device that projects a beam of light up to 6 squares.

Fusion Lantern
A hand-held light source larger than a glow rod, the fusion lantern produces light and heat. The light spreads out from the lantern, producing illumination in a 6-square radius.

Recording Unit
This storage device is an audio, video, or holo recorder with a playback feature. It has Intelligence 1 and 1 memory unit. You can modify a recording (edit, erase, or rearrange the order of events) with a DC 15 Use Computer check. However, anyone can make an opposed Perception check (if observing the recording) or opposed Use Computer check (if inspecting the data from the recording) to detect any modifications you have made. Editing or modifying a recording without first uploading it to a computer can be difficult: Add the recording unit's Intelligence modifier (–5) to any Use Computer checks you make to change the recording.

Audio Recorder: An audio recorder stores 100 hours of high-quality sound.

Video Recorder: A video recorder stores 10 hours of high-quality video.

Holo Recorder: A holo recorder stores 1 hour of high-quality holos.

Sensor Pack
A portable scanning device, the sensor pack is a bulky rectangle featuring a variety of dials and switches, a readout display, and a scanning dish. It provides general details on comm signals, life forms, and hazards within 1 kilometer. Operating a sensor pack requires a standard action and grants a +5 circumstance bonus on your Perception checks until the end of your next turn.

Life Support
The *Star Wars Roleplaying Game* includes many hostile environments, ranging from deep oceans to poisonous atmospheres to the vacuum of space. These devices enable creatures to function in such environments.

Aquata Breather
While underwater, an Aquata Breather can provide up to 2 hours of breathable air through its mouthpiece. Qui-Gon Jinn and Obi-Wan Kenobi used Aquata Breathers while swimming to Otoh Gunga in Episode I: *The Phantom Menace*, and Obi-Wan Kenobi used his again when evading clone troopers on Utapau in Episode III: *Revenge of the Sith*.

Breath Mask
This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-

support system. A breath mask provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. A functional breath mask grants immunity to inhaled poisons, including poisonous atmospheres. A breath mask offers no protection from extreme temperatures or hard vacuum.

A breath mask system can be built into a suit of armor; Darth Vader's armor contains such a system.

Replacing the filter and atmosphere canister requires a DC 10 Mechanics check.

Flight Suit

The flight suit is a one-piece coverall (plus a helmet) that provides life support, protects the wearer from hostile environments, and prevents the wearer from succumbing to the adverse effects of high-velocity flying. A flight suit includes a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support.

As long as you have life support remaining, you are immune to any hostile atmosphere or inhaled poison hazard. The suit also grants a +1 equipment bonus to your Fortitude Defense.

Space Suit

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 24 hours in the vacuum of space or any other hostile environment.

As long as you have life support remaining, you are immune to any atmosphere or inhaled poison hazard. The suit also grants a +2 equipment bonus to your Fortitude Defense.

Medical Gear

Medical equipment by itself does not restore lost hit points—it can only help when used with the Treat Injury skill (see page 74). Several common types of medical equipment are described below.

Bacta Tank

This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing.

A bacta tank can be used in conjunction with surgery (see Treat Injury skill, page 74). If the Treat Injury check is successful, the patient heals a number of hit points equal to its character level in addition to that provided by Surgery.

A bacta tank can also be used when treating disease, poison, or radiation in a creature. In this case, the bacta tank grants a +5 equipment bonus on your Treat Injury check.

A bacta tank and a supply of bacta is expensive, so such medical equipment is usually found only in hospitals, aboard capital ships, and within major military bases. Each hour of treatment consumes one liter of bacta, which costs 100 credits. A typical tank holds up to 300 liters of bacta, and the tank must hold at least 150 liters at all times to provide any benefit. Only one creature can be immersed in the tank at any given time.

Cybernetic Prosthesis

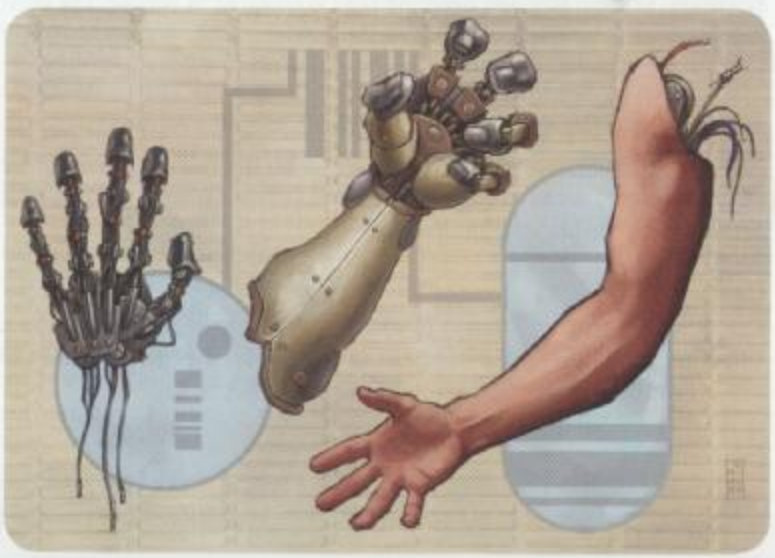
Prosthetic replacements in the *Star Wars* universe frequently take the form of mechanical simulations powered by tiny high-capacity battery packs and motivated by the recipient's bioelectrical impulses. In effect, someone who loses a limb or an extremity can have an electronic replacement that acts (and in some cases looks) just like the original.

Cybernetic prosthetic devices are unusual, but hardly rare. Luke Skywalker gains a cybernetic replacement for his right hand, lost in battle against Darth Vader—who, in turn, had much of his own body replaced with cybernetics years before.

Attaching a cybernetic prosthesis requires the Cybernetic Surgery feat (see page 83). Once attached, the cybernetic replacement performs as well as the original limb or extremity. Common cybernetic prosthetics include arms, hands, legs, feet, and various internal organs. In addition to the cost of the prosthesis, the recipient must also cover the cost of the surgery (see Table 8–9: Services and Expenses, page 144).

Unlike other creatures, a creature with cybernetic prosthetics takes full damage from weapons and attacks that deal ion damage.

Because the Force is present in all living things, but not machines, creatures with cybernetic prosthetics take a –1 penalty on Use the Force checks for each prosthetic replacement (to a maximum penalty of –5).



Medical Kit
This backpack-sized medical kit includes almost everything a first responder needs to save a life: diagnostic scanners, anti-venom, medicine to counteract the effects of contaminated water and radiation poisoning, burn treatments, defibrillators, respirator, shock blankets, pressure cuffs, a collapsible repulsorlift stretcher for patient transport (capable of hovering with 160 kg load), and even limited surgical tools. In addition, a medical kit has six external pouches for carrying expendable medical supplies, such as medpacs.

You need a medical kit to revive a dying character, treat disease, treat poison, or treat radiation (see the Treat Injury skill, page 74).

Medpac
Medpacs are compact packages designed to both equip a trained medic for work in the field and to allow untrained individuals to apply first aid in emergencies. A medpac contains bandages, bacta, synthetic flesh, coagulants, stimulants, and other medicines designed to help an injured patient recover quickly.

Once you use a medpac, its contents are expended even if your Treat Injury check is not successful. Any given creature can only benefit from the use of a medpac once in a 24-hour period. (See the Treat Injury skill, page 74, for more information.)

Surgery Kit
This small kit contains the instruments a character needs to perform surgery on a wounded character using the Treat Injury skill (see page 74). You must be trained in the Treat Injury skill to perform surgery using a surgery kit.

Survival Gear
Whether you're exploring the Dune Sea of Tatooine or scaling the volcanic mountains of Mustafar, you need the right equipment to survive. The most important considerations are food, water, shelter, and a way to signal for help. On many worlds, a lack of survival gear leads to a quick death.

All-Temperature Cloak
This wrap-around cloak protects its wearer from the elements, providing a +5 equipment bonus to its wearer's Fortitude Defense against extreme heat or cold (see Extreme Temperatures, page 254).

Chain
This 3-meter (2-square) length of chain has damage reduction 10 and 5 hit points. It has Strength 44 and can safely support over 5 metric tons of weight, and it can be broken with a DC 32 Strength check.

Field Kit
Essentially a backpack full of survival gear, the typical field kit contains two condensing canteens with built-in water purification systems, a sunshield roll, a week's worth of food rations, two glow rods, two breath masks, 24 filters, 12 atmosphere canisters, and an all-temperature cloak.

You need a field kit to make a Survival check to endure extreme temperatures (see the Survival skill, page 73).

Jet Pack
A jet pack is a propulsion system that a character can strap on, allowing flight over short distances. Arm and wrist controls are employed for maneuvering. Activating a jet pack is a swift action, and you gain a fly speed of 6 squares until the end of your turn. A jet pack has 10 charges and can be run continuously; no swift action is required to activate the jet pack on subsequent rounds of use.

Routine maneuvers do not require a Pilot check, but you must make a DC 20 Pilot check if you land after moving more than 12 squares during the same turn; on a failure, you fall prone.

A jet pack can lift up to 180 kg while flying. Replacement fuel cells cost 100 credits.

Liquid Cable Dispenser
Cable dispensers contain a special liquid that instantly solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 15 meters (10 squares) of cable and is refillable at authorized outlets. The cable has Strength 28 and can safely support up to 560 kg, and it can be broken with a DC 24 Strength check.

Ration Pack
Ration packs are compact meals that take up little room (you can fit six in a pouch designed to carry a datapad) but have all the requirements to nourish a person for one day. Each ration pack is geared for a range of species. The food isn't appetizing, and it doesn't include water, but it does prevent malnutrition.

Syntherope
Although not as compact and convenient as a liquid cable dispenser, syntherope is stronger and more durable. A coil contains 45 meters (30 squares) of syntherope, and unlike liquid cable it is meant to be reused. Syntherope has Strength 30 and can safely support up to 720 kg, and it can be broken with a DC 25 Strength check.

Tools
Any object designed to make a task easier—or take care of it entirely—is essentially a tool. Most technical jobs can be performed with a security kit or tool kit, but some devices not included in those packages don't fit under any other category, and are presented here.

Binder Cuffs
Binder cuffs are durasteel restraints designed to lock two limbs of a prisoner together, normally the wrists of ankles, but it is possible to lock one arm to one leg or use the binder cuffs to hook a prisoner to a tree. The cuffs have damage reduction 10, 20 hit points, and Strength 40. Breaking them requires a DC 30 Strength check, and removing them without the seven-digit release code requires a DC 25 Mechanics check. The binder cuffs can be attached to the limbs of any creature of Large, Medium, or Small size.

Energy Cell
This small battery provides power for devices, including certain types of weapons. An energy cell appears as a small, flat disk. An energy cell can be recharged with a power recharger.

Fire Extinguisher
A full-round blast from this tool produces a chemical cloud that provides total concealment (see page 156). Those inside the cloud can't see targets outside the cloud, and those outside the cloud can't see targets inside the cloud. The cloud spreads 1 square in all directions for every round it is activated. It dissipates after 3 rounds (no matter how large the cloud). Each full-round blast depletes one-tenth of the fire extinguisher's chemical supply.

If used for its intended purpose, the extinguisher can put out a fire of up to 10 squares in size at a rate of 1 square per round before it is depleted.

Reloading the fire extinguisher is a full-round action. Replacement chemical cartridges for the extinguisher cost 25 credits each.

Mesh Tape
The usefulness of mesh tape is limited only by a character's imagination. Mesh tape adhesive has Strength 15 and can support up to 90 kg indefinitely (and up to 180 kg for up to 5 rounds). Mesh tape itself has Strength 20 when used to bind another character and requires a DC 20 Strength check to break.

A roll provides 30 meters (20 squares) of tape, 5 centimeters wide.

Power Generator
A power generator is a small fusion reactor that provides continuous power for heavy weapons, vehicles, structures, and machinery. It can power anything up to a Gargantuan vehicle or structure indefinitely, a Colossal vehicle or structure for 1 day, and a vehicle or structure of Colossal (frigate) size for 1 hour. After that, it is disabled and must be repaired.

If a power generator is destroyed while in use, its fusion reactor overloads and explodes, venting plasma into the surrounding area. When a fusion reactor explodes, make an attack roll (1d20+10) against the Reflex Defense of every target within 4 squares. If the attack succeeds, the target takes 8d6 points of energy damage. If the attack misses, the target takes half damage. A target with the Evasion talent (see page 50) takes half damage if the attack succeeds or no damage if the attack misses. This is an area attack

Power Pack
A power pack is a compact rectangular battery that fits into the grip or barrel of an energy weapon, such as a blaster, to provide the power needed to fire it. A power pack can be recharged with a power recharger.

Power Recharger
A power recharger is used to recharge a power pack or energy cell. The recharge process takes 4 hours, and only one power pack or energy cell may be recharged at a time. A power recharger holds enough power to recharge 100 packs or cells, but is normally connected to a ship's or building's power supply, allowing it effectively unlimited recharge capacity.

Security Kit
A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. On most worlds, possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement agencies and professional security experts.

A security kit is required to bypass traps or security systems using the Mechanics skill (see page 68). A security kit contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Tool Kit
You need a tool kit to reprogram a droid or to repair a damaged droid or vehicle. A tool kit also makes repairing devices much simpler.

The standard tool kit represents a broad collection of tools designed to take apart, analyze, modify, and rebuild almost any technological device. Most technicians personalize their tool kits over the course of years, but almost all contain at least an electroshock probe (for shorting out electronic components or soldering wires), fusion cutter (for cutting apart durasteel and similar materials), hydrospanner (to tighten and loosen all forms of screws and fasteners), laser welder (for connecting things), power calibrator (both for analyzing circuitry and to act as an emergency power cell), power prybar (for forcing things open), probe sensors, sonic welder (for connecting things when you can't afford a fire), various circuits and connector wires, vibrocutters (for things that don't call for a fusion cutter), and welding goggles (so you don't burn out your eyes).

Many of these tools can be used as makeshift weapons. They all qualify as simple weapons, but since they aren't designed for combat, they impose a –5 penalty on attack rolls. (Droids with such tools on tool mounts don't suffer these penalties, since they don't have to deal with an oddly shaped handle.) Different tools deal different damage: electroshock probe, 1d8 ion; fusion cutter, 2d6 energy; laser welder, 1d8 energy; power prybar, 1d8 bludgeoning; sonic welder, 1d8 energy.

Utility Belt
A utility belt has several pouches containing a three-day supply of food capsules, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, a liquid cable dispenser with a small grappling hook, and a couple of empty pouches for whatever else the wearer wants to add (up to 0.5 kg per pouch).

Weapon and Armor Accessories
A number of off-the-shelf accessories can enhance one's performance on the battlefield.

Bandolier
Since there are so many types of weapons, there are an equally large number of ammunition types. Depending upon the weapons the wearer carries, a bandolier may contain energy cells or power packs (for blasters), clips (for slugthrowers), explosive bolts (for bowcasters), magazines (for missile launchers), grenades, knives, or any number of other forms of ammunition.

A bandolier has 12 slots that can each hold a single Tiny weapon (such as a grenade or a knife) or a single piece of equipment weighing up to 0.5 kg. Any item on the bandolier can be retrieved as a move action.

Helmet Package
When installed in the helmet of a suit of armor, this electronic package allows the armor to grant the wearer a +2 equipment bonus on Perception checks as well as low-light vision. In addition, it includes an integrated hands-free comlink. Stormtrooper armor and its variants include such a system (MFTAS, or Multi-Frequency Target Acquisition System), already included in its statistics. Installing a helmet package takes 1 hour and a DC 20 Mechanics check.

Holster
Holsters are generally available for all Medium or smaller weapons. (Larger weapons are usually carried on shoulder straps, hangers, or baldrics that cost as much as a hip holster.) A holster for a melee weapon is usually called a sheath.

Hip Holster: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Holster: A concealed holster is designed to help keep a weapon out of sight (see the Stealth skill, page 72). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket, vest, or cloak). Small or Tiny weapons and single-bladed lightsabers can be carried in concealed waistband holsters (often placed inside the wearer's waistband in the small of the back). Tiny weapons and single-bladed lightsabers can also be carried in ankle, boot, or wrist holsters.

A concealed holster allows you to draw a concealed weapon as a move action instead of a standard action, but you take a –5 penalty on your Stealth check to conceal the weapon.

Targeting Scope
A targeting scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a targeting scope on a rifle or pistol requires 10 minutes and a DC 10 Mechanics check.

Standard: A standard targeting scope reduces the range by one category (for example, from medium to short range). However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target (see Aim, page 154).

Enhanced Low-Light: A low-light targeting scope functions the same as a standard targeting scope in normal light. However, after aiming at a target, it allows the wielder to ignore concealment (but not total concealment) from darkness when attacking that target.

Services and Expenses
A brief listing of common services and expenses is given on Table 8–9: Services and Expenses. The cost figures on the table are guidelines only; the cost of certain services and expenses may be higher in isolated or primitive areas.

Encumbrance
Encumbrance rules determine how much your equipment slows you down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor
Your armor defines your maximum Dexterity bonus to Reflex Defense, your armor check penalty, your speed, and how fast you move when you run (see Armor, page 131). Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries, such as weapons and medpacs, won't slow your character down any more than his or her armor already does.

If your character is carrying a really heavy load, however, then you'll need to calculate encumbrance by weight.

Encumbrance by Weight
If you want to determine whether your character's gear is heavy enough to slow him or her down (more than any armor already does), add up the weight of all the armor, weapons, and gear the character is carrying. If the total equals or exceeds the square of one-half your character's Strength score,

he or she is carrying a heavy load. For example, a character with Strength 12 is carrying a heavy load if the total weight of his or her armor and gear is 36 kg (0.5 × 12, squared) or more.

When carrying a heavy load, a character takes a –10 penalty on checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. A heavy load also reduces the character's speed to three-quarters normal (rounded down). A character can move up to three times his or her speed when running with a heavy load (instead of four times).

Carrying Capacity

The amount of weight that you can lift (in kilograms) is based on your Strength score and determined by the following formula: (Strength score)^2 × 0.5. For example, a character with Strength 15 can lift 112.5 kg (15 × 15 × 0.5).

A character can strain to lift an amount of weight (in kilograms) equal to his Strength score squared, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Reflex Defense and can only move 1 square per round (as a full-round action).

A dragged object has less effective weight depending on the resistance of the surface: normal ground, 1/2; smooth surface or wheels, 1/5; completely frictionless (such as pulling an object in zero-g or on a repulsorlift), 1/10. Dragging an object over rough ground is no easier than lifting it.

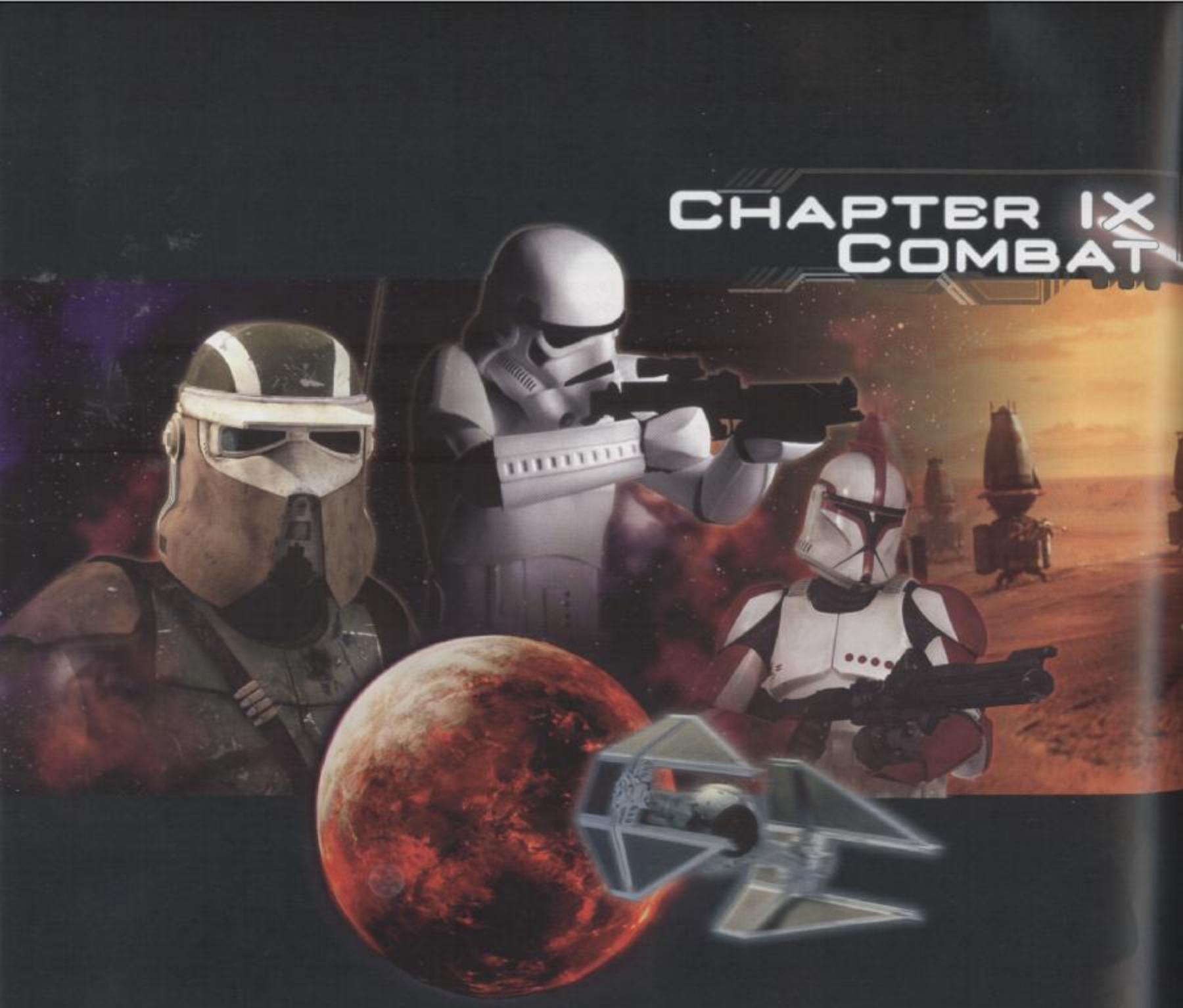
Bigger and Smaller Creatures: Larger creatures can carry more weight depending on size category: Large (×2), Huge (×5), Gargantuan (×10), and Colossal (×20). Smaller creatures can carry less weight depending on size category: Small (×0.75), Tiny (×0.5), Diminutive (×0.25), Fine (×0.01).

Table 8-9: Services and Expenses

SERVICE	COST
DINING (PER MEAL)	
Luxurious	150
Upscale	50
Average	10
Budget	2
LODGING (PER DAY)	
Luxurious	200
Upscale	100
Average	50
Budget	20
MEDICAL CARE	
Bacta tank treatment (per hour)	300
Long-term care (per day)	300
Medpac treatment	300
Surgery (per hour)	500
Treat disease (per day)	500
Treat poison (per hour)	100
Treat radiation (per day)	1,000

TRANSPORTATION	COST
Taxi, local	10
Passage, steerage (up to 5 days)	500
Passage, average (up to 5 days)	1,000
Passage, upscale (up to 5 days)	2,000
Passage, luxurious (up to 5 days)	5,000
Chartered space transport (up to 5 days)	10,000
UPKEEP (PER MONTH)	
Luxurious	10,000
Wealthy	5,000
Comfortable	2,000
Average	1,000
Struggling	500
Impoverished	200
Self-sufficient	100
VEHICLE RENTAL (PER DAY)	
Speeder bike	20
Landspeeder, average	50
Landspeeder, luxury	100
Airspeeder	500
Shuttle, interplanetary	1,000
Shuttle, interstellar	2,000

Chapter IX
Combat





The galaxy is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of battle droids or stormtroopers, a dark Force-user or a rampaging rancor, you need to be able to defend yourself. Using blasters, vibroblades, and lightsabers, heroes regularly get caught up in blazing firefights, wild cantina brawls, and mesmerizing lightsaber duels. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent is distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats having a good blaster at your side.

This chapter details the combat rules, covering the basics first. The back end of the chapter looks at some of the more unusual strategies that heroes can employ, including using vehicles in combat. Many special abilities and forms of damage that affect combat are covered in Chapter 14: Gamemastering.

Combat Sequence

Combat takes place in a series of rounds, with each character taking one turn each round. Generally, combat runs in the following way:

Step 1. The GM determines which characters are aware of their opponents at the start of the battle. If at least some combatants are unaware of their opponents, a surprise round happens before regular rounds begin. If there is a surprise round, each combatant starts the battle flat-footed. A flat-footed character doesn't add a Dexterity bonus to his Reflex Defense. Once combatants act, they are no longer flat-footed.

Step 2. The combatants who are aware of the opponents can act in the surprise round, so they make an Initiative check. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action (a standard action, a move action, or a swift action; no full-round actions allowed) during the surprise round. Combatants who were unaware do not get to act in the surprise round.

Step 3. Combatants who have not yet made an Initiative check do so. All combatants are now ready to begin their first regular round. If all combatants were aware of their opponents when the battle began, there is no surprise round and this is the first step in the combat sequence. If there is no surprise round, no one starts flat-footed (everyone was alert enough to be ready for a fight).

Step 4. Combatants act in initiative order.

Step 5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

The Combat Round

Each round represents 6 seconds in the game world. In the real world, a round is an opportunity for each character involved in a combat to take one or more actions. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round begins with the character with the highest Initiative check result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A month can mean either a calendar month, or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative number that they began on.

Actions in Combat

Every round, on your character's turn, you may take a standard action, a move action, and a swift action (in any order). You may take a move action or a swift action in place of a standard action, but not the other way around. You may also take a swift action in place of a move action, but not the other way around. Finally, you may sacrifice all three of these actions to perform a single full-round action on your turn.

STANDARD ACTION
|
MOVE ACTION
|
SWIFT ACTION

Standard Action: A standard action is usually the most important action you'll take in a round, and it often consists of some sort of attack—swinging a lightsaber, firing a blaster, throwing a punch, hurling a grenade, and so on. You can perform one standard action on your turn.

Move Action: A move action represents physical movement. The most common move action is moving your speed. Standing up from a prone position, opening a door, and drawing a weapon are also move actions. You can perform one move action on your turn, or two if you give up your standard action.

Swift Action: Most swift actions enable you to perform your standard action. Examples include switching a weapon's mode and dropping a held item. You can perform one swift action on your turn, or two if you give up either your standard action or your move action, or three if you give up both your standard action and your move action.

Full-Round Action: A full-round action consumes all of your effort during a given round, effectively replacing all other actions on your turn. Some uses of skills require a full-round action to complete. Examples include bypassing a lock (using the Mechanics skill), searching an area for clues (using the Perception skill), and entering a Force trance (using the Use the Force skill). A full-round action can't span multiple rounds; for example, you cannot perform a full-round action that replaces your move action and swift action in the first round and your standard action in the following round.

Free Actions and Reactions

Some actions take such a negligible amount of time that they can be performed in addition to other actions or they can happen out of turn:

Free Action: Free actions consume almost no time or effort, and you may take one or more free actions even when it isn't your turn. Examples include calling out to your friends for help and taunting a foe. The GM puts reasonable limits on what counts as a free action. Reciting the epic history of the Rodian hunter clans takes several minutes (or more) and therefore isn't a free action. You can't take free actions when you're flat-footed.

Reaction: A reaction is an instantaneous response to someone else's action, and you can use a reaction even if it is not your turn. Examples of reactions include making a Perception check to notice a bounty hunter sneaking up behind you and instantly activating a Force power to absorb damage from an incoming blaster bolt.

Combat Statistics

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics.

Attack Roll

Attacking is a standard action. When you make an attack roll, roll 1d20 and add the appropriate modifiers. If your result is equal to or higher than the target's Reflex Defense, you hit and deal damage (see Damage below).

Your attack roll with a melee weapon or unarmed attack is:

1d20 + base attack bonus + Strength modifier

Your attack roll with a ranged weapon is:

1d20 + base attack bonus + Dexterity modifier + range penalty (if any)

Base Attack Bonus: Your class and level determine your base attack bonus.

Strength Modifier: Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

Dexterity Modifier: Since Dexterity measures coordination and steadiness, your Dexterity modifier applies to attacks with ranged weapons.

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to –2 at short range, –5 at medium range, and –10 at long range (see Table 8–5: Weapon Ranges, page 129).

Critical Hits

When you roll a natural 20 on your attack roll (the d20 comes up "20"), the attack automatically hits, no matter how high the defender's Reflex Defense. In addition, you score a critical hit and deal double damage. All targets are subject to critical hits, even inanimate objects.

Automatic Misses

When you roll a natural 1 on your attack roll (the d20 comes up "1"), the attack automatically misses, no matter how high the bonus on the attack roll is.

Damage

When you hit with an attack, you deal damage that reduces the enemy's hit points (see Hit Points, below).

Damage with a melee weapon or thrown melee weapon is calculated as follows:

Weapon damage + one-half heroic level (rounded down) + Strength modifier

Damage with a ranged weapon is calculated as follows:

Weapon damage + one-half heroic level (rounded down)

Weapon Damage: A hit always deals at least 1 point of damage, even if penalties to damage bring the damage result below 1.

One-Half Heroic Level: Weapons are simply more dangerous in the hands of powerful heroes (and villains).

Strength Modifier: When you hit with a melee weapon or thrown melee weapon, you add your Strength modifier to damage. When you hit with a melee weapon that you are wielding two-handed, you add double your Strength bonus (if any) to the damage. This higher Strength modifier does not apply to two-handed melee attacks with light weapons.

Defenses

Your defenses represent your ability to avoid taking damage and overcome attacks against the body and mind. You have three defense scores:

Reflex Defense: 10 + your heroic level or armor bonus + Dexterity modifier + class bonus + natural armor bonus + size modifier

Fortitude Defense: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus

Will Defense: 10 + your heroic level + Wisdom modifier + class bonus

Your species, talents, feats, and actions may grant additional bonuses to one or more of these defenses. For example, Gamorreans gain a +2 species bonus to Fortitude Defense, while a character with the Improved Defenses feat (page 85) gains a +1 bonus to all three defenses.

Reflex Defense

Your Reflex Defense (Ref) represents how hard you are to hit in combat, and most attacks target a creature's Reflex Defense. If an opponent's attack roll equals or exceeds your Reflex Defense, the attack hits.

Heroic Level: Your heroic level is the sum of all levels you have in heroic classes (Jedi, noble, scoundrel, scout, soldier) and prestige classes (see Chapter 12). It does not include levels in the nonheroic class (see page 277) or beast class (see page 273).

Armor Bonus: Your armor bonus is determined by the armor you wear (see Table 8–7: Armor, page 132). If you are wearing armor, add your armor bonus to your Reflex Defense instead of your heroic level. This represents the difference between using your innate skill to avoid injury and counting on your armor to absorb the damage from incoming attacks.

Dexterity Modifier: Nimble targets are more difficult to hit than slow ones. Add your Dexterity modifier to your Reflex Defense. If you are flat-footed or unaware of an attack, you lose your Dexterity bonus (but not a penalty) to your Reflex Defense. If you are helpless (for example, knocked unconscious), calculate your Reflex Defense as if you had a Dexterity score of 0 (–5 modifier).

Size Modifier: Smaller creatures are harder to hit than bigger ones. Apply the appropriate size modifier to your Reflex Defense (and only your Reflex Defense). Size modifiers are as follows: Colossal, –10; Gargantuan, –5; Huge, –2; Large, –1; Medium, +0; Small, +1; Tiny, +2; Diminutive, +5; Fine, +10.

Fortitude Defense

Your Fortitude Defense (Fort) represents your ability to resist the effects of poison, disease, and radiation, as well as your ability to ignore effects that would incapacitate a normal being.

Heroic Level: Your heroic level is the sum of all levels you have in heroic classes (Jedi, noble, scoundrel, scout, soldier) and prestige classes (see Chapter 12). It does not include levels in the nonheroic class (see page 277) or beast class (see page 273).

Constitution Modifier: Tougher, healthier targets are more difficult to hurt than weaker ones, so you add your Constitution modifier to your Fortitude Defense. A nonliving target (that is, any target without a Constitution score, such as a droid) instead adds its Strength modifier to its Fortitude Defense.

Equipment Bonus: Some kinds of armor provide an equipment bonus to your Fortitude Defense (see Table 8–7: Armor, page 132).

Will Defense

Your Will Defense (Will) represents your willpower and your ability to resist certain Force powers and other effects that attack your mind.

Heroic Level: Your heroic level is the sum of all levels you have in heroic classes (Jedi, noble, scoundrel, scout, soldier) and prestige classes (see Chapter 12). It does not include levels in the nonheroic class (see page 277) or beast class (see page 273).

Wisdom Modifier: Strong-willed characters are harder to influence than weak-willed ones. You add your Wisdom modifier to your Will Defense. When you are unconscious, you have an effective Wisdom score of 0 (–5 modifier).

Speed

Your speed tells you how far you can move with a single move action. Your speed depends mostly on your species, although certain kinds of armor can reduce your speed (see Armor, page 131). Some creatures, droids, and vehicles have a natural climb, burrow, fly, and/or swim speed in addition to their normal land speed. Any effect that reduces speed affects all of a creature's movement modes unless noted otherwise.

Speed is measured in squares. Each square represents 1.5 meters (about 5 feet).

Fly: A creature with a fly speed is capable of flight, but not if it is carrying a heavy load (see Encumbrance, page 140).

Hit Points

Hit points (sometimes abbreviated "hp") represent two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a graze or near miss. As you become more experienced, you become more adept at parrying strikes, dodging attacks, and rolling with blows such that you minimize or avoid significant physical trauma, but all this effort slowly wears you down. Rather than trying to keep track of the difference between attacks and how much physical injury you take, hit points are an abstract measure of your total ability to survive damage.

As long as you have at least 1 hit point, you can act normally on your turn.

Second Wind

If you are reduced to one-half your maximum hit points or less, you can catch a second wind as a swift action. This action heals one-quarter of your full hit point total (rounded down) or a number of hit points equal to your Constitution score, whichever is greater. You can catch a second wind only once per day. Certain feats or talents may allow you to catch a second wind more often, but never more than once in a single encounter.

Only heroic characters can catch a second wind; nonheroic characters, creatures, objects, devices, and vehicles cannot. Exception: A nonheroic character that takes the Extra Second Wind feat (page 85) can catch a second wind once per day.

0 Hit Points

A creature reduced to 0 hit points moves –5 steps on the condition track and falls unconscious (see Falling Unconscious, below). However, if the damage that reduced the creature to 0 hit points equals or exceeds its damage threshold, the creature is killed instead (see Damage Threshold, below).

A droid, object, or vehicle reduced to 0 hit points moves –5 steps on the condition track and is disabled (but repairable). However, if the damage that reduced it to 0 hit points equals or exceeds its damage threshold, the droid, object, or vehicle is destroyed instead. A destroyed droid, object, or vehicle cannot be repaired.

Damage Threshold

Attacks that deal massive amounts of damage can impair or incapacitate you regardless of how many hit points you have remaining. Your damage threshold determines how much damage a single attack must deal to reduce your combat effectiveness or, in some cases, kill you. Your damage threshold is calculated as follows:

Damage threshold = Fortitude Defense + size modifier

Size Modifier: Creatures, droids, and vehicles larger than Medium size gain a size bonus to their damage threshold. This size bonus is +5 for Large, +10 for Huge, +20 for Gargantuan, and +50 for Colossal.

When a single attack made against you deals damage that equals or exceeds your damage threshold, but not enough damage to drop you to 0 hit points, you move –1 step along the condition track (see Conditions, page 148). If the damage reduces you to 0 hit points, you are dead.

Droids, Objects, and Vehicles: A droid, object, or vehicle reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold is destroyed.

Spending a Force Point: If you are reduced to 0 hit points by an attack that deals damage equal to or greater than your damage threshold, you can avoid death by immediately spending a Force Point, even if you spent a Force Point earlier in the round. A character who spends a Force Point in this

fashion remains at 0 hit points, moves -5 steps along the condition track (see Conditions, page 148), and falls unconscious.

If a droid is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, it may spend a Force Point in this manner to be disabled instead of destroyed.

Improved Damage Threshold: You can increase your damage threshold by taking the Improved Damage Threshold feat (page 86).

Falling Unconscious

A creature pushed to the bottom of the condition track (see Conditions, page 148) or reduced to 0 hit points falls unconscious. When you fall unconscious, you fall prone and are unable to take any actions. After 1 minute (10 rounds), you make a DC 10 Constitution check. On a success, you move +1 step on the condition track, regain consciousness, recover hit points equal to your level, and can act normally on your next turn (although you start prone). If the check fails, you remain unconscious for 1 hour, after which you can attempt another Constitution check. You make a new Constitution check every hour until you regain consciousness. If you fail by 5 or more points, or if you roll a natural 1 on your Constitution check, you are dead. You can't take 10 on the Constitution check.

If you fail a Constitution check to regain consciousness, your condition becomes persistent (see page 149), which means that you can't heal damage



naturally and you can't use the recover action (see page 154) until you've had surgery performed on you or until you get eight consecutive, uninterrupted hours of rest.

An unconscious character or creature subjected to a coup de grace attack (see page 154) or an attack that deals damage equal to or greater than its damage threshold dies immediately.

A character or creature that receives any kind of healing while unconscious immediately revives and can get up to fight again (but starts prone); the healed character or creature has a number of hit points equal to the amount of healing it received, and it moves +1 step on the condition track.

Droids: When a droid is disabled (the equivalent of being unconscious), it moves -5 steps on the condition track, falls prone, and is unable to take any actions. It remains inert and inoperative until repaired (see the Mechanics skill, page 68). A droid that is repaired immediately reactivates and can get up to fight again (but starts prone). The repaired droid gains a number of hit points equal to the amount repaired, and it moves +1 step on the condition track.

Objects, Devices, and Vehicles: When an object, device, or vehicle is disabled, it moves -5 steps on the condition track and no longer functions. It remains inert and inoperative until repaired (see the Mechanics skill, page 68). A repaired object, device, or vehicle gains a number of hit points equal to the amount repaired, and it moves +1 step on the condition track.

Death

A character or creature that dies cannot be brought back to life except under special circumstances (see the revivify ability of the Treat Injury skill, page 74). Similarly, a destroyed droid, object, or vehicle cannot be repaired.

The *Star Wars* galaxy is a vast and perilous wilderness, and heroes who fight against evil and tyranny sometimes make the ultimate sacrifice. When a hero dies, the only thing a player can do is bid her character a fond farewell and roll up a new one.

Natural Healing

A living creature that gets eight consecutive, uninterrupted hours of rest regains hit points equal to its level. A living creature cannot heal naturally if it has any persistent conditions (see next page), and a creature can only benefit from natural healing once in a 24-hour period.

In addition to the hit points gained from natural healing, a creature can regain additional hit points from first aid or long-term care (see Treat Injury skill, page 74).

Conditions

Certain debilitating attacks reduce one's combat effectiveness instead of one's hit points. Examples include a stun grenade blast, a force march, a paralyzing venom, or long-term exposure to extreme temperatures. Multiple conditions have cumulative effects and can quickly drive a creature from its normal state to unconsciousness or disable an otherwise functional droid, device, or vehicle.

Physically debilitating attacks are usually made against the target's Fortitude Defense, while mentally debilitating attacks target one's Will Defense. Either type of attack pushes the target along the same track.

The Condition Track

A creature, droid, object, or vehicle not affected by any debilitating conditions is assumed to be in a "normal state," which represents one end of the condition track. Each debilitating effect to which it succumbs moves it one or more steps along the condition track. A creature pushed to the last step on the condition track falls unconscious (see Falling Unconscious, above). A droid, object, or vehicle pushed to the last step on the condition track is disabled until repaired using the Mechanics skill (see page 68).

When a device is pushed down the condition track, apply the indicated penalty on skill checks to any skill check made using the device.

When a vehicle is pushed down the condition track, all of the vehicle's occupants suffer the same penalties as the vehicle itself until the vehicle is disabled. Penalties imposed by multiple condition tracks are cumulative; in other words, a vehicle's occupants suffer the effects of their own personal condition tracks in addition to the effects of the vehicle's condition track.

Removing Conditions

You can improve your condition by spending three swift actions to use the recover action, moving +1 step along the condition track. You can spend all three swift actions in a single round or spread them out across consecutive rounds. For example, you could spend a swift action at the end of one turn and two swift actions at the start of your next turn to move +1 step along the condition track. Certain situations may prevent you from spending swift actions to move toward a normal state on the condition track (see Persistent Conditions, below).

Resting for eight consecutive, uninterrupted hours usually removes all debilitating conditions afflicting a creature and returns it to its normal state. Some causes of debilitation, such as poison and hunger, may prevent a creature from improving its condition or returning to its normal state until the cause of the debilitation is treated (see Persistent Conditions, below).

Pen

Normal state (no penalties)

–1 step ↕ +1 step

–1 penalty to all defenses;
–1 penalty on attack rolls, ability checks, and skill checks

–1 step ↕ +1 step

–2 penalty to all defenses;
–2 penalty on attack rolls, ability checks, and skill checks

–1 step ↕ +1 step

–5 penalty to all defenses;
–5 penalty on attack rolls, ability checks, and skill checks

–1 step ↕ +1 step

Move at half speed; –10 penalty to all defenses;
–10 penalty on attack rolls, ability checks, and skill checks

–1 step ↕ +1 step

Helpless (unconscious or disabled)

Persistent Conditions

Some hazards and attacks (such as poison and disease) result in a persistent condition that cannot be removed except in certain circumstances. Any time a condition is persistent, you cannot use the recover action (see page 154) to move steps up the condition track, and you do not regain any hit points from natural healing. However, once a persistent condition is removed by satisfying the requirements stated in its description, you can move up the condition track and heal normally.

Persistent conditions do not prevent you from moving up the condition track by means other than the recover action or resting for 8 hours. For example, an unconscious creature that fails its first Constitution check has a persistent condition from its injuries, but it still moves +1 step on the condition track when it makes a successful Constitution check to regain consciousness.

Multiple Persistent Conditions: Sometimes you are affected by more than one persistent condition. For example, you might be poisoned after already suffering the effects of a disease. In this case, you must satisfy the requirements for removing all of these persistent conditions before you can move up the condition track.

Initiative

In every round during combat, each combatant gets to do something. The combatants' Initiative checks determine the order in which they act, from highest to lowest.

Initiative Checks

At the start of a battle, each player makes an Initiative skill check for his character. (A character can make an Initiative check untrained.) The GM rolls Initiative checks for the opponents. All combatants act in order, from the highest Initiative check result to the lowest. A character's initiative count remains the same for all rounds of the combat unless a character takes an action that causes her place in the initiative order to change (see Special Initiative Actions, page 161).

The GM should write the names of the characters on a piece of scrap paper in initiative order. That way, in subsequent rounds the GM can move quickly from one character to the next. If two combatants have the same Initiative check result, the character with the highest Initiative check modifier acts first. If there is still a tie, roll a die.

To save time, the GM can make a single Initiative check for all of the bad guys, rolling 1d20 and adding the lowest Initiative check modifier in the group. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate Initiative checks for different groups of opponents or even for individual foes. For instance, the GM may make one Initiative check for an Imperial officer and another check for his squad of stormtroopers.

Joining a Battle

If characters enter a battle after it has begun, they make their Initiative check at that time and act whenever their turn comes up in the existing order.

Flat-Footed

In any battle that begins with a surprise round (see Surprise, below), you start the battle flat-footed. You remain flat-footed until your first regular turn in the initiative order. You can't apply your Dexterity bonus (if any) to your Reflex Defense while flat-footed.

Surprise

When combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

Awareness and Surprise

Sometimes all the combatants on a side are aware of their opponents; sometimes none are; sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining Awareness

The GM determines who is aware of whom at the start of a battle. She may call for Perception checks to see how aware the characters are of their opponents. Some example situations:

- The mission team enters a cantina and immediately spots a gang of Rodians. Alert and watchful, the Rodians also notice the heroes. Both sides are aware; neither is surprised. The heroes and the Rodians make Initiative checks, and the battle begins.
- While exploring an abandoned armory, the heroes are being watched by a pack of Jawas. The Jawas lurk in hiding places, waiting for the right time to strike and defend their new lair from the intruders. Sia-Lan spots one of the Jawas as it tries to sneak behind a partially destroyed battle droid. The Jawas shriek and leap from their hiding places, surrounding the heroes. The Jawas and Sia-Lan each get to act during the surprise round. The other heroes, caught unaware, can't act. After the surprise round, the first regular round of combat begins.
- The mission team advances down a dark corridor in the space-station fortress of Grumbog, an alien warlord, using glow rods to light the way. At the end of the corridor, three of Grumbog's soldiers have set up an E-Web repeating blaster. They fire the weapon, sending a powerful blast down the corridor. That's the end of the surprise round. After determining whether any of the heroes were hit and calculating damage, the GM announces that the first regular round of combat begins. The mission team is in a tough spot, since they are facing a powerful weapon and still can't see who is attacking them.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they make Initiative checks. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action—a standard action, a move action, or a swift action—during the surprise round. If no one is surprised, a surprise round doesn't occur.

Unaware Combatants: Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they do not apply their Dexterity bonus (if any) to their Reflex Defense.

Types of Actions

The fundamental combat actions of moving and attacking cover most of what you want to do in a battle. They're all described here and summarized in Table 9–1: Actions in Combat.

Standard Actions

A standard action is usually the most important action you'll take in a round, and it often consists of some sort of attack—swinging a lightsaber, firing a blaster, throwing a punch, hurling a grenade, and so on. You can perform one standard action in a given round of combat.

A standard action could be any one of the following:

Attack with a Melee Weapon

With a melee weapon, you can strike any enemy in a square you can threaten. Small and Medium characters threaten the squares adjacent to them. Bigger creatures may threaten a larger number of squares, as defined by their reach (see Reach, page 161).

Two-Handed Melee Weapons: When you wield a melee weapon two-handed, add double your Strength bonus (if any) to the damage. This higher Strength modifier does not apply to light weapons (weapons smaller than your size).

Improvised Weapons: Sometimes objects not crafted to be weapons get used: chairs, bottles, crates, and so on. Because these objects are not designed for such use, characters who use improvised weapons are treated as not proficient with them and take a –5 penalty on their attack rolls. The GM determines the size and damage dealt by an improvised weapon.

Attack with a Ranged Weapon

With a ranged weapon, you can throw or shoot at any target within your line of sight. A target is in line of sight if there are no obstructions (including other characters) between you and the target. The maximum range of a ranged attack depends on the weapon used (see Table 8–5: Weapon Ranges, page 129).

A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to –2 at short range, –5 at medium range, and –10 at long range.

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown: small rocks, vases, pitchers, lightsabers, and so forth. Because these objects are not designed for such use, characters who use improvised thrown weapons are treated as not proficient with them and take a –5 penalty on their attack rolls. The GM determines the size and damage dealt by an improvised thrown weapon.

Table 9-1: Statistics for Objects

Object	DR[1]	Hit Points	Damage Threshold	Strength (Break DC[2])
Manufactured Objects				
Fine (comlink)	–	1	5	1 (10)
Diminutive (datapad)	–	1	5	1 (10)
Tiny (computer)	–	2	5	1 (10)
Small (storage bin)	2	3	6	4 (12)
Medium (desk)	5	5	10	10 (15)
Large (bed)	5	10	20	10 (15)
Huge (conference table)	10	10	35	20 (20)
Gargantuan (small bridge)	10	20	55	40 (30)
Colossal (house)	10	30	85	80 (50)
Tools and Weapons				
Computer console	–	5	10	10 (15)
Weapon, Tiny (hold-out blaster)	5	2	10	10 (15)
Weapon, Small (blaster pistol)	5	5	12	15 (17)
Weapon, Medium (blaster rifle)	5	10	15	20 (20)
Weapon, Large (heavy blaster rifle)	10	10	17	25 (25)
Weapon, Huge (E-Web)	10	20	30	30 (30)
Bindings				
Mesh tape	–	1	15	20 (20)
Liquid cable	–	2	19	28 (24)
Syntherope	–	4	20	30 (25)
Chain	10	5	26	32 (26)
Binder cuffs	10	20	25	40 (30)
Locks				
Cheap	–	1	5	1 (10)
Average	2	5	10	10 (15)
Good	5	10	15	20 (20)
High security	10	120	30	50 (35)
Ultrahigh security	20	150	35	60 (40)
Barriers				
Metal bars (2 cm thick)	10	30	25	40 (30)
Permacrete wall (30 cm thick)	10	150	30	50 (35)
Metal wall or hull (15 cm thick)	10	150	35	60 (40)
Wooden door (5 cm thick)	5	25	10	10 (15)
Metal door or airlock (5 cm thick)	10	50	30	50 (35)
Blast door (50 cm thick)	10	750	40	70 (45)

1 *Lightsabers ignore an object's damage reduction.*
2 *The DC of the Strength check to disable the object.*

Aid Another

As a standard action, you can aid an ally's next skill check or attack roll, or you can interfere with an enemy's attacks.

Aiding a Skill Check or Ability Check: You can help another character achieve success on her skill check or ability check by making the same kind of skill check or ability check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gains a +2 bonus on her check. You can't take 10 on a skill check or ability check to aid another.

Aiding an Attack Roll: In combat, you can aid another character's attack by forcing an opponent to avoid your own attacks, making it more difficult for him to avoid your ally. Select an opponent and make an attack against a Reflex Defense of 10. If you succeed, you grant a +2 bonus on a single ally's next attack roll against that opponent.

Suppressing an Enemy: In combat, you can distract or interfere with an opponent, making his attacks more difficult. Select an opponent and make an attack against a Reflex Defense of 10. If you succeed, that opponent takes a –2 penalty on its next attack roll.

Attack an Object

Sometimes you need to attack an object such as a door, a control console, or a held weapon, either to destroy it or to bypass it. An unattended, immobile object has a Reflex Defense of 5 + its size modifier; an unattended, moving object has a Reflex Defense of 10 + its size modifier. If you hit it, you deal damage as normal. However, an object usually has damage reduction (DR), which means that any attack that hits it has its damage reduced by the indicated amount. (Lightsabers ignore an object's damage reduction.) An object reduced to 0 hit points is disabled. If the damage that reduces the object to 0 hit points also equals or exceeds the object's damage threshold, the object is destroyed instead.

Like characters, objects become increasingly debilitated if they take a lot of damage at once. If an object takes damage from a single attack that equals or exceeds its damage threshold, it moves –1 step on the condition track. An object that moves –5 steps on the condition track is disabled.

Held, Carried, or Worn Objects: A held, carried, or worn object is much harder to hit than an unattended object and has a Reflex Defense equal to 10 + the object's size modifier + the Reflex Defense of the holder (not counting armor bonus or natural armor bonus, if any).

TABLE 9-2: STATISTICS FOR SUBSTANCES

SUBSTANCE	DR	HIT POINTS
Paper (flimsiplast, durasheet)	–	1
Rope (syntherope, liquid cable)	–	1 per cm of thickness
Soft plastic (synthmesh, synthleather)	–	1 per cm of thickness
Glass (duraplex, plastex)	–	1 per cm of thickness
Ice or delicate crystal	–	1 per cm of thickness
Ceramic (ceramisteel)	–	1 per cm of thickness
Hard plastic (duraplast, plasteel)	2	2 per cm of thickness
Wood (synthwood or any natural variety)	5	5 per cm of thickness
Light metal (transparisteel)	5	5 per cm of thickness
Stone (permacrete, ferrocrete)	10	5 per cm of thickness
Metal (durasteel, quadanium steel)	10	10 per cm of thickness
Heavy metal (duranium, lanthanide)	10	15 per cm of thickness
Exotic metal (neutronium, Mandalorian steel)	20	20 per cm of thickness

Multipart Objects: Very large objects can have separate hit point totals for different sections. For example, you can break the window of an airspeeder without destroying the whole speeder.

The Right Weapon for the Job: The GM may determine that certain weapons just can't deal damage effectively to certain objects. For example, you will have a hard time breaking open a blast door with a cesta or cutting a cable with a club. The GM may also rule that certain attacks are especially successful against some objects. For example, it's easy to sheer or ignite a curtain with a lightsaber.

Strength: All objects have a Strength score that represents their innate ability to bear weight (see Encumbrance, page 140). An object supporting weight in excess of its heavy load moves –1 step along the condition track immediately and another –1 step each round on the same initiative count. If an object is supporting weight in excess of twice its heavy load, it is immediately disabled.

Breaking an Object: When you try to break something with sudden force rather than by dealing regular damage, use a Strength check to determine whether you succeed. The DC depends more on the construction of the item than on the material (see Table 9–1: Statistics for Objects), but it is usually equal to 15 + the object's Strength modifier. Attempting to break an object is a standard action. If the object has moved steps down the condition track, apply the condition penalty to the object's break DC.

Object Statistics: Use Table 9–1: Statistics for Objects and Table 9–2: Statistics for Substances to determine or extrapolate the statistics for any given object.

Charge

As a standard action, you can move your speed (minimum 2 squares) in a straight line through unobstructed terrain, and then make a melee attack at the end of your movement. You gain a +2 bonus on your attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You cannot charge through low objects, difficult terrain, or squares occupied by enemies, but allies do not hinder your charge.

Disarm

As a standard action, you may attempt to disarm an opponent, forcing him to drop one weapon (or other object) that he is holding.

Making a Disarm Attack: Make a normal melee attack roll against your opponent, who gets a +10 bonus to his Reflex Defense. If your opponent is holding the weapon with more than one hand, you take a –5 penalty on your attack roll to disarm him.

If the attack succeeds, your opponent is disarmed. If you successfully disarm your opponent with an unarmed attack, you can take the disarmed weapon. Otherwise, it's on the ground at your opponent's feet (in his fighting space).

If your disarm attack fails, your opponent can make an immediate free attack against you.

Improved Disarm: If you have the Improved Disarm feat (see page 85), you get a +5 bonus on your melee attack roll to disarm an opponent, and your opponent doesn't get to make an immediate free attack against you if your disarm attack fails.

Ranged Disarm: If you have the Ranged Disarm talent (see page 217), you can attempt to disarm your opponent with a ranged attack. If the attack fails, your opponent doesn't get an immediate free attack against you.

Fight Defensively

As a standard action, you can concentrate more on protecting yourself than hurting your enemies. You can take a –5 penalty on your attack rolls and gain a +2 dodge bonus to your Reflex Defense until the start of your next turn. If you choose to make no attacks until your next turn (not even attacks of opportunity), you gain a +5 dodge bonus to your Reflex Defense until the start of your next turn.

Acrobatics: If you are trained in the Acrobatics skill, you instead get a +5 dodge bonus to your Reflex Defense when you fight defensively, or a +10 dodge bonus if you choose to make no attacks.

Grab

As a standard action, you can make a grab attack. A grab attack is treated as an unarmed attack except that it doesn't deal damage and you take a –5 penalty on the attack roll. You can only grab an opponent up to one size category larger than yourself, and only one opponent at a time.

Until it breaks the grab, a grabbed creature takes a –2 penalty on attack rolls unless it uses a natural weapon or a light weapon. Additionally, it cannot move until it breaks the grab. Breaking the grab is a standard action and automatically clears one grabber per character level. (The grabbed creature chooses which grabbers it clears if there are any left over.)

Grapple

A grapple attack is an improved version of the grab attack (see above). You can only make a grapple attack (a standard action) if you have the Pin feat, the Trip feat, or both. You can only grapple an opponent up to one size category larger than you, and only one opponent at a time.

A grappling attack is treated as an unarmed attack except that it deals no damage. If the grappling attack hits, you and the target immediately make opposed grapple checks. A grapple check is 1d20 + base attack bonus + Strength or Dexterity modifier (whichever is higher) + size modifier (see below). If your check result equals or exceeds the target's check result, the target is grappled.

The effects of a grapple depend on the specific feat or combination of feats you are using (see the feat descriptions in Chapter 5: Feats): Pin, Pin and Crush, Trip, or Trip and Throw.

Alternatively, if you are armed with a light weapon, you may deal damage with that weapon if you win the opposed grapple check; no attack roll is necessary.

Size modifiers for the grapple check are as follows: Fine, –20; Diminutive, –15; Tiny, –10; Small, –5; Medium, +0; Large, +5; Huge, +10; Gargantuan, +15; Colossal, +20.

Move Actions

A move action represents physical movement. The most common move action is moving your speed. You can perform one move action on your turn, or two if you give up your standard action. With the exception of specific movement-related skills, most move actions don't require skill checks. In some cases (such as shouldering open a stuck door), ability checks might be required.

Move actions include the following:

Move

You can move up to your speed as a move action. Even moving 1 square is considered a move action.

Nonstandard modes of movement are also covered by this type of action, including climbing and riding an animal.

Draw or Holster a Weapon

Drawing or holstering a weapon is a move action.

Quick Draw: If you have the Quick Draw feat (page 87), you can draw or holster a weapon as a swift action instead of a move action.

Manipulate an Item

Manipulating an item includes drawing or holstering a weapon, picking up an item, loading a weapon, opening a door, or moving a heavy object.

Retrieve a Stored Item: Retrieving an item out of a backpack, carrying case, or other closed container requires two move actions, one to open the container and one to get the item. Holsters, utility belts, and bandoliers are not considered to be closed containers for this purpose.

Stand Up

Standing up from a prone position requires a move action.

Acrobatics: If you are trained in the Acrobatics skill (see page 62), you can stand up from a prone position as a swift action with a successful DC 15 Acrobatics check.

Withdraw

You can withdraw from combat as a move action. To withdraw, the first 1 square of your movement must take you out of your opponent's threatened area by the shortest possible route. If you must move more than 1 square to escape the threatened area, you can't withdraw. You can move normally (take a move action) in order to escape an opponent, but you provoke an attack of opportunity when doing so.

Once you clear the threatened area, you may continue to move, up to a total of half your speed.

You can disengage from more than one opponent in the same action, but only if you can clear all threatened areas in your first 1 square of movement.

Disengaging protects you from attacks of opportunity during your first square of movement, but you may provoke attacks of opportunity later in your turn (for example, you may move through another character's threatened area).

Swift Actions

Things that require very little time or effort can be accomplished with a swift action. Some actions, feats, and talents require one or more swift actions to perform. You normally get one swift action per round, but you can take a second swift action instead of a standard action or move action, and you can take three swift actions in a round if you give up both your standard action and move action. Multiple swift actions usually have to occur on the same round or consecutive rounds, and some actions require that the multiple swift actions be consecutive (that is, no other action interrupts them). This is noted in the action's description.

Swift actions include the following:

Activate an Item

A swift action allows you to activate an item. Starting a vehicle, turning on a computer, and lighting a fusion lantern are all examples of activating an item.

Aim
2 Swift Actions
You can take two consecutive swift actions in the same round to more carefully line up a ranged attack. When you do so, you ignore all cover bonuses to your target's Reflex Defense on your next attack. You still must have line of sight to the target, however.

You lose the benefits of aiming if you lose line of sight to your target or if you take any other action before making your attack.

Careful Shot: If you have the Careful Shot feat (page 82), you gain a +1 bonus on your ranged attack roll when you take the time to aim first.

Deadeye: If you have the Deadeye feat (page 84), you deal extra damage when you take the time to aim first.

Catch a Second Wind
As a swift action, you can catch a second wind (see Second Wind, page 146). You can only catch a second wind once per day. Only heroic characters can catch a second wind; nonheroic characters, objects, devices, and vehicles cannot.

Extra Second Wind: This feat (described on page 85) allows a heroic character to catch a second wind one extra time per day (but never more than once in a single encounter). A nonheroic character that takes the Extra Second Wind feat can catch a second wind once per day.

Drop an Item
Dropping an item is a swift action (but picking one up is a move action). You can drop an item so that it falls on the ground in your fighting space or lands in an adjacent square.

Fall Prone
Falling into a prone position requires a swift action.

Acrobatics: If you are trained in the Acrobatics skill (see page 62), you can fall prone as a free action with a successful DC 15 Acrobatics check.

Recover
3 Swift Actions
You can spend three swift actions in the same round or across consecutive rounds to move +1 step on the condition track (see Conditions, page 148). You cannot use the recover action while affected by a persistent condition (see Persistent Conditions, page 149).

Switch Weapon Mode
Some weapons have multiple weapon modes. Examples include blaster pistols, which have both a lethal setting and a stun setting, and blaster carbines, which have both a single-shot mode and an autofire mode. Switching to another weapon mode takes a swift action.

Full-Round Actions
A full-round action consumes all of your effort during a given round, effectively replacing all other actions on your turn. A full-round action can't span multiple rounds; for example, you cannot perform a full-round action that replaces your move action and swift action in the first round and your standard action in the following round.

Full-round actions include the following:

Coup de Grace
As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless creature or droid. You can also use a ranged weapon, provided you are adjacent to the target. You automatically score a critical hit, dealing double damage. A defender reduced to 0 hit points by the coup de grace dies instantly, or, in the case of a droid, is destroyed. An unconscious or disabled defender hit by a coup de grace also dies or is destroyed instantly.

You can't deliver a coup de grace against a vehicle or object.

Full Attack
As a full-round action, you can make more than one attack. To gain extra attacks, you must be wielding two weapons, wielding a double weapon, or using a special ability that grants extra attacks. When making multiple attacks, you may resolve your attacks in any order desired, declaring the target of each attack immediately before making the attack roll. Extra attacks granted from different sources are cumulative. Any penalties associated with gaining an extra attack apply to all attacks that character makes until the start of his next turn.

Attacking with Two Weapons: As a full-round action, a character armed with two weapons can attack once with each weapon, but the character takes a –10 penalty on all attacks for the round. This penalty assumes that the character is proficient with the weapon in hand; apply an additional –5 penalty on the attack roll if the character is not proficient with the weapon.

A character armed with three or more weapons still only gains one extra attack, but that character may choose which weapon it wishes to use for this extra attack each round.

Attacking with a Double Weapon: As a full-round action, a character armed with a double weapon (such as a double-bladed lightsaber) can attack once with each end of the weapon, but the character takes a –10 penalty on all attacks for the round. This penalty assumes that the character is proficient with the weapon; apply an additional –5 penalty on the attack roll if the character is not proficient with the weapon. (A character who chooses to attack with only one end of a double weapon can do so as a standard action.)

Dual Weapon Mastery: The Dual Weapon Mastery feats (see page 84) reduce the –10 penalty on attack rolls when fighting with two weapons

or both ends of a double weapon. A character with all three Dual Weapon Mastery feats negates the –10 penalty entirely.

Double Attack and Triple Attack: The Double Attack feat (see page 84) allows a character to make one extra attack during a full attack, but the character takes a –5 penalty on all attacks until the start of his next turn. The Triple Attack feat (see page 89) allows a character to make one extra attack in addition to that granted by Double Attack, giving the character an additional –5 penalty (total –10 penalty) on all attacks until the start of his next turn. If the character is armed with more than one weapon, he may choose which weapon (or weapons) he will use to make each extra attack.

Run

You can run as a full-round action, moving up to four times your speed in a straight line (or three times your speed in a straight line if wearing heavy armor or carrying a heavy load). See the Endurance skill (page 66) for running rules.

Special Combat Rules

This section describes various special rules that arise during combat. The rules are presented alphabetically by topic.

Area Attacks

Certain weapons and effects, such as grenades, autofire weapons, or the *Force slam* power, target all creatures in a given area instead of a single target.

When you make an area attack, you make a single attack roll and compare the result to the Reflex Defense of every target in the area. Creatures you hit take full damage, and creatures you miss take half damage.

Autofire Weapons: A weapon set on autofire targets a 2-square-by-2-square area (see Autofire, below, for more information).

Burst Radius: Grenades and explosives usually have a burst radius. When you make an area attack with such a weapon, you must decide where to center the burst before you make the attack roll. The center of a burst is always on the corner of a square (at the "crosshairs").

Splash Weapons: Some weapons have a splash radius. When you make an attack against a target, that target takes full damage if your attack roll equals or exceeds the its Reflex Defense, and half damage if the attack misses. Also compare your attack roll against the Reflex Defense of every target adjacent to the primary target; these adjacent targets take half damage if the attack hits or no damage if the attack misses.

Evasion: A character with the Evasion talent (see page 50) takes half damage from a successful area attack and no damage from an area effect that misses his Reflex Defense.

Attacks of Opportunity

If an enemy moves out of a square adjacent to you or performs an action that forces him to let down his guard, you can make a single, immediate attack against that enemy (even if you've already acted during the round). This is called an attack of opportunity.

You can only make attacks of opportunity with melee weapons, natural weapons, pistols, carbines, and any weapon with a folded stock. You may also make attacks of opportunity while unarmed if you have the Martial Arts I feat.



Diagram 9-1: Attack of Opportunity I
Luke Skywalker moves 1 square and attacks Royal Guard A. He provokes an attack of opportunity from Royal Guard B.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity:

- Moving out of a threatened square.
- Performing an action that distracts you from defending yourself and lets your guard down while within a threatened square.

Most characters threaten the squares adjacent to them; larger characters threaten all squares within their reach (see Reach, page 161). A creature only threatens an area if it is armed with a natural weapon, a melee weapon, a pistol, a carbine, or any weapon with a folded stock.

Moving Out of a Threatened Square: When you move out of a threatened square, you generally provoke an attack of opportunity. You do not provoke an attack of opportunity if you use the withdraw action (see page 153) or if you successfully tumble (see Acrobatics skill, page 62).

Performing an Action that Distracts You: Some actions, when performed in a threatened area, provoke attacks of opportunity because they make you divert your attention from the fight at hand. The following actions provoke attacks of opportunity:

- Making an unarmed attack without the Martial Arts I feat
- Aiming
- Loading a weapon
- Picking up an item
- Retrieving a stored item
- Moving into an enemy's square
- Using any skill that distracts you or forces you to drop your guard (GM's determination)

Making an Attack of Opportunity

An attack of opportunity is a single free attack, and you can only make one attack of opportunity per round. You don't have to make an attack of opportunity if you don't want to. An attack of opportunity is always made at your full attack bonus, minus any situational penalties you suffer.

You can't make an attack of opportunity if you're flat-footed.

Combat Reflexes: If you have the Combat Reflexes feat (page 83), you can make more than one attack of opportunity during a round, and you may make an attack of opportunity while flat-footed. However, you may only make one attack of opportunity per provoking action. (Moving any number of squares is treated as a single provoking action.)

AUTOFIRE

Any ranged weapon that has an autofire setting can be set on autofire as a swift action. Table 8–4: Ranged Weapons (page 126) indicates whether or not a specific weapon has an autofire setting. Some weapons, such as E-Web repeating blasters, operate only in autofire mode.

Autofire is treated as an area attack (see Area Attack, page 155). You target a 2-square-by-2-square area, make a single attack roll at a –5 penalty, and compare the result to the Reflex Defense of every creature in the area. Creatures you hit take full damage, and creatures you miss take half damage. Autofire consumes ten shots or slugs, and it can only be used if the weapon has ten shots or slugs in it.

Autofire-Only Weapons: If you are using an autofire-only weapon, you may brace your weapon by taking two swift actions in the same round immediately before making your attack. When you brace an autofire-only weapon, you take only a –2 penalty on your attack roll when making an autofire attack or using the Burst Fire feat (see below).

Only heavy weapons, rifles, and pistols with an extended stock (see page 125) can be braced.

Burst Fire: The Burst Fire feat (see page 82) allows you to use a weapon set on autofire against a specific creature instead of an area. You take a –5 penalty on your attack roll but deal +2 dice of damage. Using burst fire expends half as many shots or slugs (five instead of ten). This is not considered an area attack, so the damage cannot be reduced using the Evasion talent (see below).

Evasion: A character with the Evasion talent (see page 50) takes half damage from a successful autofire attack and no damage from an autofire attack that misses his Reflex Defense (also see Burst Fire, above).

CONCEALMENT

Concealment encompasses all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy. An attack that would normally hit might actually miss because the target has concealment. A target might gain concealment from fog, smoke, poor lighting, tall grass, foliage, or other effects that make it difficult to pinpoint the target's location.

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment (such as a cloud of smoke).

If you attack a target with concealment, you take a –2 penalty on your attack roll. Multiple sources of concealment (such as a defender in a fog at night, with no illumination) do not apply additional penalties.

If you attempt to notice a target with concealment, you take a –5 penalty on your Perception check.

Ignoring Concealment: Concealment isn't always effective. For instance, a character with low-light vision ignores concealment from darkness (but not total concealment; see below). Likewise, a character with darkvision ignores all concealment from darkness (even total concealment).

Fog, smoke, foliage, and other visual obstructions work normally against characters with darkvision or low-light vision.

Total Concealment

If you have line of effect to a target but not line of sight (for instance, if he is in total darkness or if you're blinded), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. If you attack a target with total concealment, you take a –5 penalty on your attack roll. You can't make an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

If you attempt to notice a target with total concealment, you take a –10 penalty on your Perception check.

Cover

Creatures and terrain features can provide cover against attacks. A creature with cover gains a +5 cover bonus to its Reflex Defense, no matter how many creatures and terrain features are between it and the attacker. Terrain features that provide cover include trees, walls, vehicles, and cargo crates.

To determine whether an enemy has cover, choose a corner of the attacker's square. If any line from this corner to any corner of the target's square passes through a barrier or any square occupied by a creature, the target has cover. The target does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover.

An adjacent enemy never has cover.

Big Creatures and Cover: Any creature with a fighting space larger than 1 square determines cover against melee attacks slightly differently than smaller creatures. Such a creature can choose any square that it occupies to determine whether an opponent has cover against its melee attacks. Similarly,

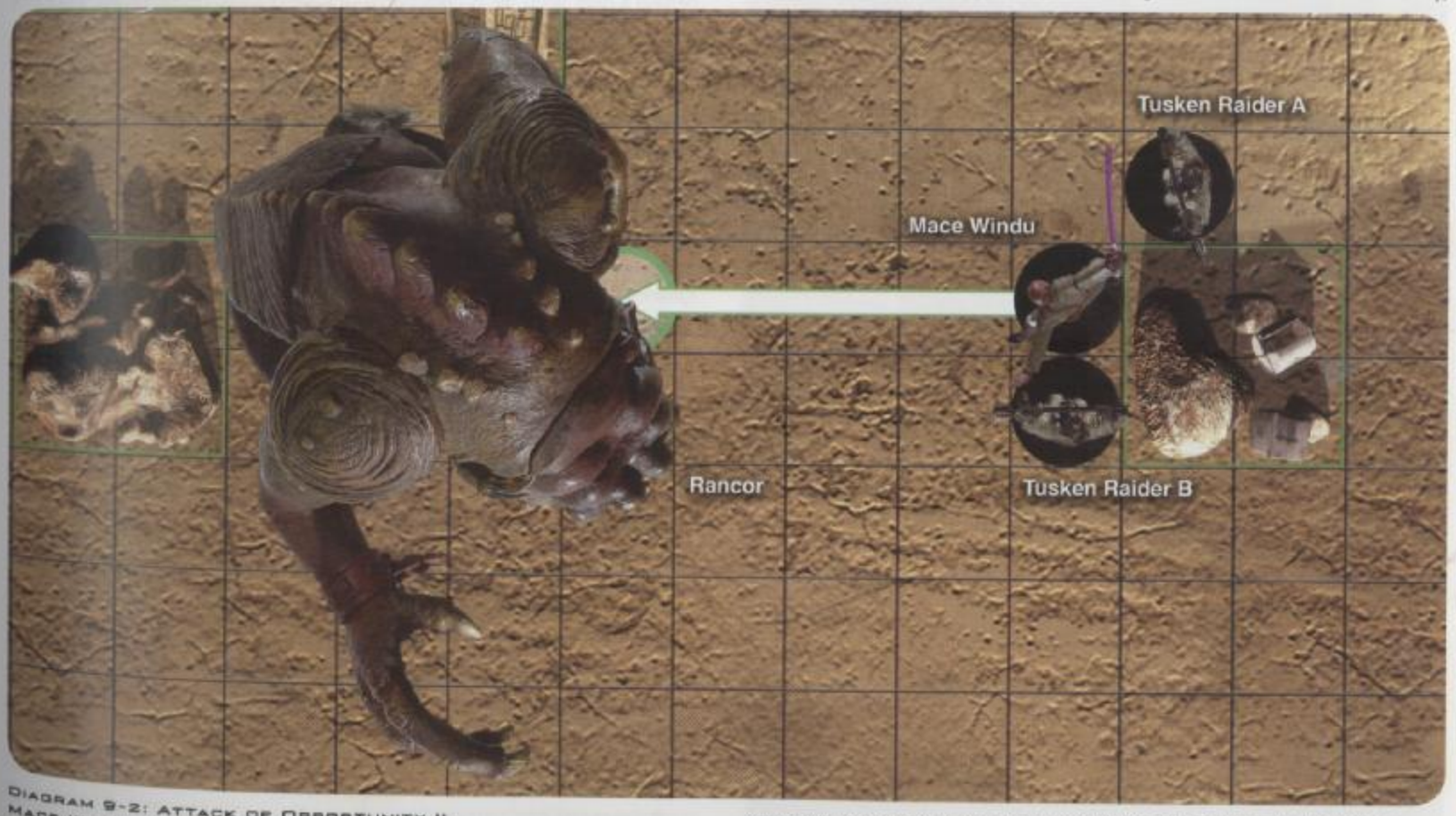


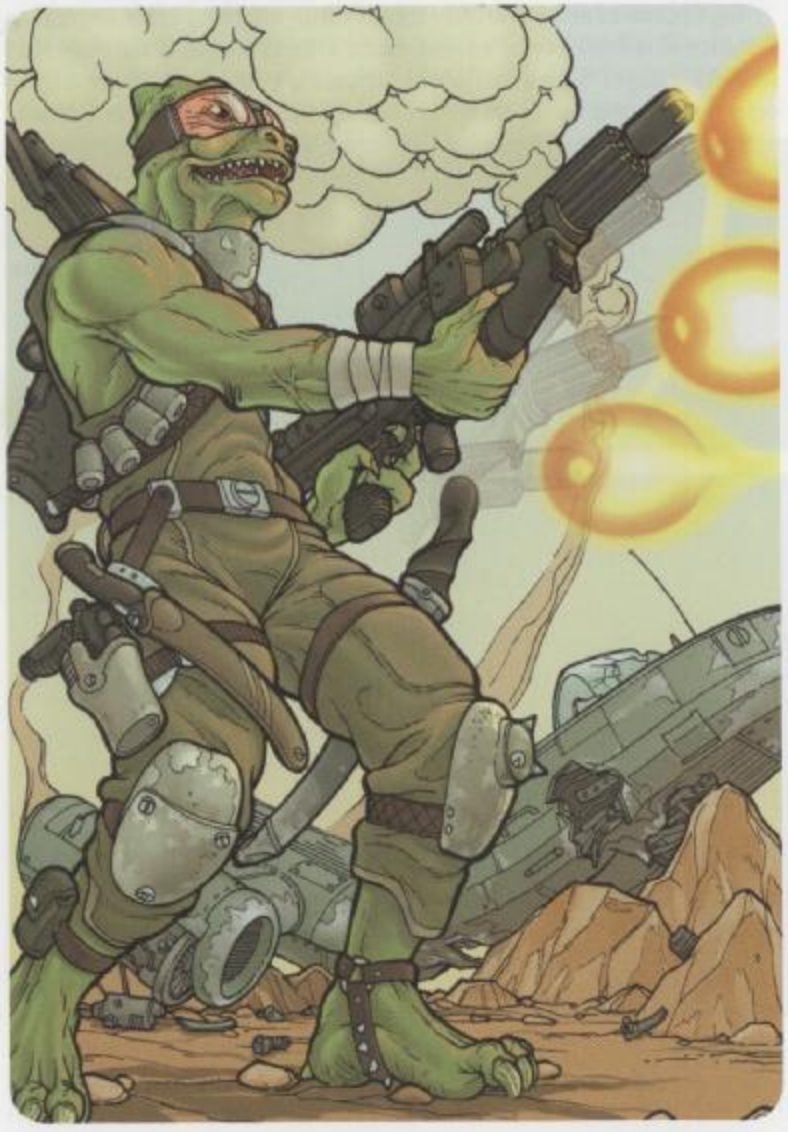
Diagram 9-2: Attack of Opportunity II
Mace Windu moves more than 1 square and attacks the rancor with his lightsaber. Mace provokes attacks of opportunity from both Tusken Raiders (who are armed with gaffi sticks) as he moves out of their threatened squares. He also provokes an attack of opportunity from the rancor as he moves through its threatened area (the rancor has reach).

when making a melee attack against such a creature, you can pick any of the squares it occupies to determine whether it has cover against you.

Cover and Attacks of Opportunity: You can't make an attack of opportunity against an opponent with cover relative to you.

Cover and Stealth Checks: You can use cover to make a Stealth check. Without cover, you usually need concealment (see above) to make a Stealth check.

Low Objects and Cover: Low objects provide cover to creatures in those squares. However, the attacker ignores low objects in its own fighting space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies; essentially, the attacker shoots over them.



Improved Cover

In some cases, cover may provide a greater bonus to Reflex Defense. For instance, a character peering around a corner or through a narrow aperture has even better cover than a character standing behind a low wall or a landspeeder. In such situations, double the normal cover bonus to Reflex Defense (+10 instead of +5). A creature with improved cover takes no damage from area attacks that fail to hit its Reflex Defense. Furthermore, improved cover provides a +5 bonus on Stealth checks.

The GM may impose other penalties or restrictions to attacks depending on the details of the cover. For example, to strike effectively through a gun port, you need to use a long thrusting weapon, such as a lightsaber. A vibro-ax just isn't going to get through a narrow slit.

Total Cover

If you don't have line of effect to your target (for instance, if he is completely behind a high wall), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Damage Reduction (DR)

A creature or object with damage reduction (DR) ignores a certain amount of damage from every attack. The amount of damage it ignores is always indicated; for example, an object with DR 10 ignores the first 10 points of damage from each attack.

Damage reduction is sometimes bypassed by one or more specific damage types (noted after the DR value). For example, a creature with DR 5/energy ignores 5 points of damage from any source except one that deals energy damage (such as from a blaster). Similarly, a creature with DR 10/piercing or slashing ignores 10 points of damage from any source except one that deals piercing or slashing damage.

Certain talents grant damage reduction. When a character with multiple types of damage reduction takes damage, use whichever damage reduction value most benefits the character, based on the type of damage. For example, if a character with DR 1 and DR 10/energy is struck by a blaster, it's better for the character to apply his DR 1 against the attack (since DR 10/energy is bypassed by blaster).

Lightsabers: Lightsaber ignore damage reduction unless specifically noted otherwise.

Diagonal Movement

Moving diagonally costs double. When moving or counting along a diagonal path, each diagonal counts as 2 squares, as shown in Diagram 9–3. If a character moves diagonally through low objects or difficult terrain, the cost of movement doubles twice (that is, each square counts as 4 squares).

A character can't move diagonally past the corner or end of a wall that extends to a grid corner.

Difficult Terrain

Broken ground, buckled deck plating, and similar obstacles are collectively referred to as difficult terrain. It costs twice as much to move into a square containing difficult terrain. Creatures of Large size and bigger must pay the extra cost for moving across difficult terrain if any part of their fighting space moves into such a square.

Difficult terrain does not block line of sight or provide cover.

Encumbrance and Speed

Wearing medium or heavy armor or carrying a heavy load reduces your character's speed to three-quarters normal (4 squares if your base speed is 6 squares, or 3 squares if your base speed is 4 squares). While wearing heavy armor or carrying a heavy load, you can run at triple your speed.

A character with a fly speed cannot fly while carrying a heavy load.

Fighting Space

The squares that a creature occupies on the battle map are collectively referred to as its fighting space. Small and Medium creatures (including most characters) have a fighting space of 1 square. Large creatures have a fighting space of 4 squares (2 squares on a side). Huge creatures have a fighting space of 9 squares (3 squares on a side). Gargantuan and Colossal creatures have much larger fighting spaces.

Flanking

If you are making a melee attack against an opponent and you have an ally on the other side of the opponent so that the opponent is directly between the two of you, you are flanking that opponent. You gain a +2 flanking bonus on your melee attack roll. See Diagrams 9–4 and 9–5 for examples of flanking.

You don't gain a flanking bonus when making a ranged attack.

Helpless Opponents

A helpless opponent—one who is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You can sometimes approach a target that is unaware of your presence, get adjacent to it, and treat it as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use its Dexterity bonus to improve its Reflex Defense, then that target can't be considered unaware. Further, any reasonable precautions taken by a target—including stationing bodyguards, placing its back to a wall, or being able to make Perception checks—also precludes catching that target unaware and helpless.

Attacking a Helpless Opponent: A melee attack against a helpless opponent gains a +5 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. In addition, a helpless opponent can't add its Dexterity bonus (if any) to its Reflex Defense. In fact, its Dexterity score is treated as if it were 0, so its Dexterity modifier to Reflex Defense is –5.

Ion Damage

Ion pistols and ion rifles emit powerful bursts of electrostatic energy that can disable droids, vehicles, and electrical devices in much the same way that stun weapons can incapacitate living creatures.

When you make a successful attack with a weapon that deals ion damage, first subtract half of the ion damage from the target's hit points. Creatures that do not have cybernetic prosthetics are singed by the ion energy but suffer no other ill effects. Droids, vehicles, electronic devices,

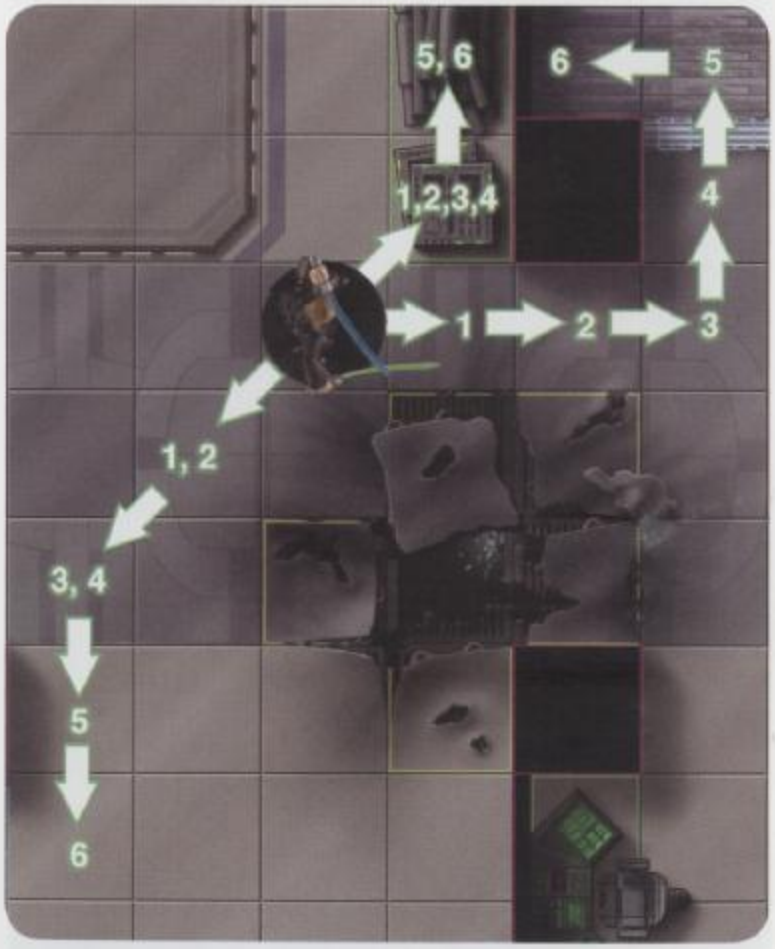


Diagram 9-3: Movement
Moving diagonally costs double. A character can't move diagonally past a corner or end of a wall. Moving through low objects also cost double. If a character moves diagonally through low objects, the cost of movement doubles twice.

and cybernetically enhanced creatures may suffer additional effects, as noted below:

- If the ion damage reduces the target's current hit points to 0, the target moves –5 steps on the condition track and is either knocked unconscious or disabled (see Falling Unconscious, page 147).
- If the ion damage (before being halved) equals or exceeds the target's damage threshold, the target moves -2 steps on the condition track.

Line of Sight

A character can target an enemy that he can see, which is to say, any enemy within his line of sight. Draw an imaginary line from any point in the attacker's fighting space to any point in the target's fighting space. If the player who controls the attacking character can draw that line without touching a square that provides total cover (a wall, closed door, or similar barrier) or total concealment (thick smoke, total darkness, or anything else that prevents visibility), that character has line of sight to the target.

A line that nicks a corner or runs along a wall does not provide line of sight. Other characters and creatures, low objects, difficult terrain, and pits do not block line of sight.

Line of Effect: Line of effect works just like line of sight, but it ignores squares that provide total concealment. For example, a character who is blind or in total darkness doesn't have line of sight to any target, but that character has line of effect to any target that doesn't have total cover.



Diagram 9-4: Flanking I
Anakin Skywalker and Obi-Wan Kenobi are flanking the super battle droid. They each gain a +2 flanking bonus on melee attacks against the droid.

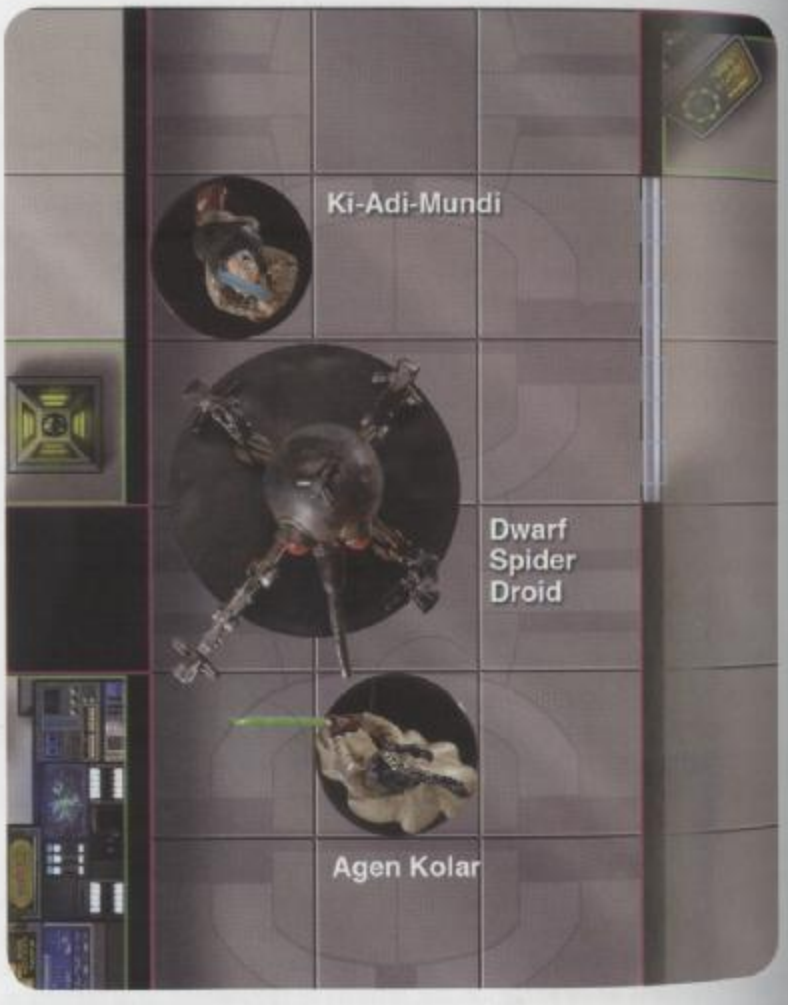


Diagram 9-5: Flanking II
Ki-Adi-Mundi and Agen Kolar are flanking the dwarf spider droid. They each gain a +2 flanking bonus on melee attacks against the droid.

Moving Through Occupied Squares

Sometimes you can pass through an occupied square.

Ally: You can move through a square occupied by any character, creature, or droid that doesn't consider you an enemy.

Dead or Unconscious Enemy: You can move through a square occupied by an enemy that doesn't present an obstacle, such as one who is dead, unconscious, or disabled.

Much Larger or Smaller Enemy: Any character can move through a space occupied by an enemy three or more size categories larger or smaller than the moving character.

Tumbling: A character trained in Acrobatics can attempt to tumble through an enemy's fighting space (see the Acrobatics skill, page 62).

Prone Targets

Various attacks, talents, feats, and Force powers can knock a character prone. A prone character takes a –5 penalty on melee attack rolls. Melee attacks made against a prone character gain a +5 bonus, while ranged attacks made against a prone character take a –5 penalty. Being prone may also give a character total cover instead of normal cover (for example, being prone behind a low wall), subject to the GM's discretion.

Reach

A creature's reach determines the distance it can reach when making a melee attack. A creature threatens all squares within its reach. Small and Medium characters have a reach of 1 square, which means they can make melee attacks only against targets in adjacent squares. Larger creatures tend to have a greater reach and, consequently, a bigger threatened area.

Bigger Creatures: A creature with greater-than-normal reach (more than 1 square) can still attack opponents directly next to it. A creature with greater than normal reach usually gets an attack of opportunity against an opponent when the opponent approaches it, because the opponent must enter and move within its threatened area before making a melee attack.

Smaller Creatures: A Fine, Diminutive, or Tiny creature must be in your space to attack you; moving into your square provokes an attack of opportunity. You can attack into your own space if you need to with a melee attack (but not a ranged attack), so you can attack very small opponents normally.

Shield Rating (SR)

Some droids, devices, and vehicles have a shield rating (SR). Whenever a target with SR takes damage from an attack, reduce the damage by the shield rating. The remaining damage (if any) is dealt to the target's hit points, subtracting damage reduction normally.

Shield Damage: If the damage dealt by an attack exceeds the target's SR, reduce the shield rating by 5. This reduction is cumulative, so a target's shield rating can eventually be reduced to zero. A character may recharge the shields of a device or vehicle by spending three swift actions on the same or consecutive rounds to make a DC 20 Mechanics check; if the check succeeds, the target's SR improves by 5 points (up to its normal maximum). A droid may recharge its own shields by spending three swift actions on the same or consecutive rounds to make a DC 20 Endurance check; if the check succeeds, its current shield rating improves by 5 points (up to its normal maximum).

Shooting or Throwing into a Melee

If you shoot a ranged weapon or throw a weapon at an opponent that is adjacent to one or more of your allies, you take a –5 penalty on your attack roll. This penalty accounts for the fact that you're trying not to hit your allies.

Precise Shot: If you have the Precise Shot feat (page 87), you don't take this penalty.

Special Initiative Actions

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, you take no action when your turn in the initiative order arrives. Instead, you act normally at whatever later initiative point you decide to act. When you delay, you voluntarily reduce your own initiative count for the rest of the encounter. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act at that time, thus fixing your new initiative result at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what's going to happen.

Example: Deel and Vor'en approach a locked hatch, behind which they expect to encounter a crime boss and his thugs. Vor'en's initiative count is 22, but he delays. He wants to open fire on the crime boss with his heavy blaster rifle, so he delays. On initiative count 14, Deel uses his Mechanics skill to unlock and open the door. Now Vor'en can move through the doorway and fire a shot at the crime boss, but his initiative is reduced to 13 (just after Deel's initiative of 14). For the rest of the battle, Vor'en acts on initiative count 13.

Multiple Characters Delaying: If multiple characters delay their actions, the one with the highest Initiative check modifier has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest Initiative check modifier gets to go first.

Ready

Readying lets you prepare to take an action later, after your turn is over but before your next turn has begun. You can ready a single standard action or move action. To do so, specify the standard action or move you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action in response to those circumstances (assuming they occur).

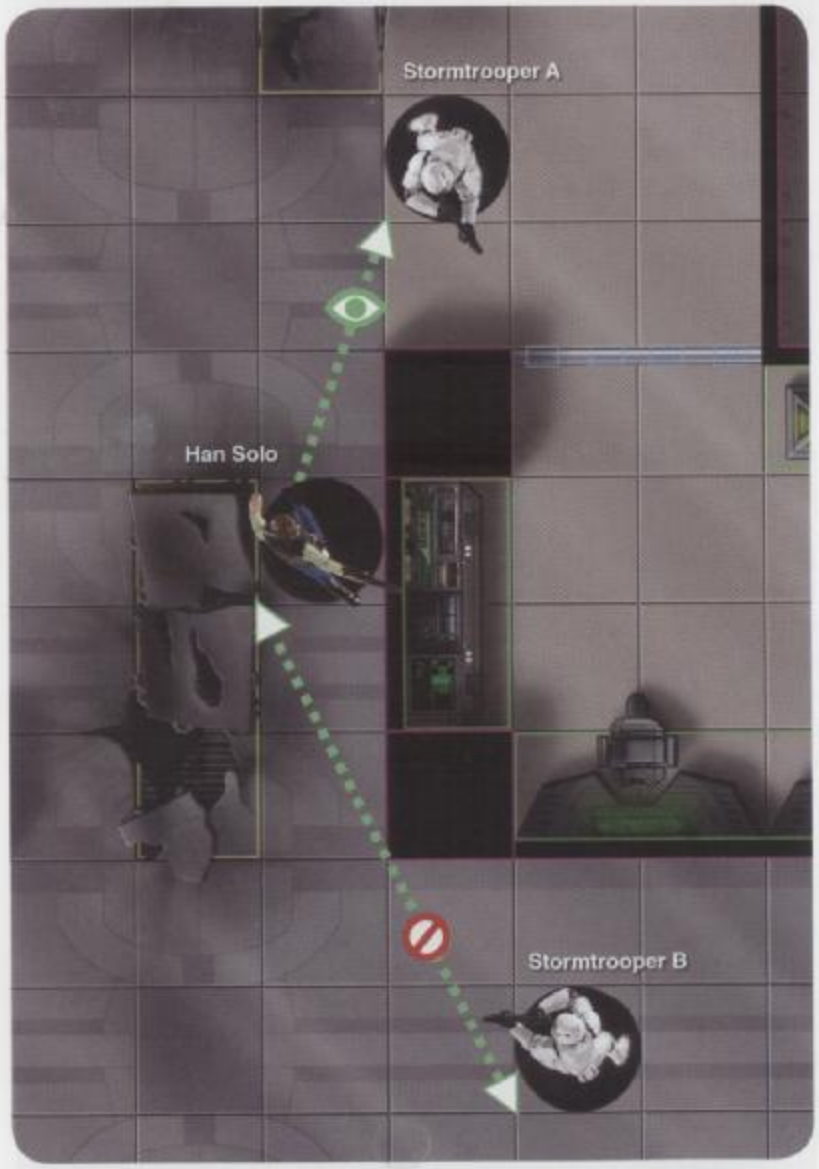


DIAGRAM 9-6: LINE OF SIGHT
TWO CHARACTERS HAVE LINE OF SIGHT TO EACH OTHER IF THERE'S AT LEAST ONE CLEAR LINE BETWEEN THEIR SPACES. A LINE THAT NICKS A CORNER OR RUNS ALONG A WALL DOES NOT PROVIDE LINE OF SIGHT. A CHARACTER NEEDS LINE OF SIGHT TO AN ENEMY TO ATTACK THAT ENEMY. HAN SOLO HAS LINE OF SIGHT TO STORMTROOPER A, BUT NOT TO STORMTROOPER B.

Initiative Consequences of Readying: The count on which you took your readied action becomes your new initiative result. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular action, your initiative rises to that new point in the order of battle, and you do not get your regular action in that round.

Example: Kelko and his friend Sia-Lan have just encountered a trio of Tusken Raiders in the wilds of Tatooine. On initiative count 14, Kelko specifies that he is going to fire his blaster at the first Raider that tries making an attack. On count 10, Sia-Lan moves next to Kelko and readies an attack with her lightsaber so that she can strike any foe that comes within 1 square of her position. On count 7, the Tusken Raiders charge, brandishing their gaffi sticks. As soon as the lead Raider raises his weapon, Kelko fires his blaster, but misses. Next, Sia-Lan swings at the first Raider to reach her and drops him. Other Raiders, however, reach Sia-Lan and attack her. From this point on, both Kelko and Sia-Lan act on initiative count 7 (and before the Raiders).

SQUEEZING

Creatures of Large size and bigger can squeeze through small openings and down narrow hallways that are at least half as wide as their fighting space, provided they end their movement in an area that they can normally occupy. Big droids and vehicles can't squeeze at all, unless they can compress their frames to accommodate the tighter space.

Creatures of Large size or bigger cannot squeeze past enemies.

STUNNING

Sometimes you'd rather knock an enemy unconscious than kill him. That's why many weapons have stun settings and why stun batons and stun grenades are popular with law enforcement agencies throughout the galaxy.

Various melee weapons and blasters have a stun setting, and switching a weapon to its stun setting (or resetting it to normal damage) is a swift action. Some stun weapons, such as stun grenades, only have a stun setting. Unless otherwise noted, the stun setting on a blaster weapon has a maximum range of 6 squares (no range penalties).

Only creatures can be stunned. Droids, vehicles, and objects are immune to stunning effects.

When you make a successful attack with a weapon that deals stun damage, subtract half of the stun damage from the target's hit points. Additional effects may occur as well, depending on the amount of damage dealt:

- If the stun damage reduces the target's current hit points to 0, the target moves –5 steps on the condition track and is knocked unconscious (see Falling Unconscious, page 147).

- If the stun damage (before being halved) equals or exceeds the target's damage threshold, the target moves –2 steps on the condition track.

A creature knocked unconscious by a stunning effect does not die if it rolls a natural 1 on its Constitution check to regain consciousness or if it fails the check by 5 or more points. It simply remains unconscious.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is essentially like attacking with a melee weapon. Unarmed attacks deal normal bludgeoning damage.

A Medium character normally deals 1d4 points of bludgeoning damage (plus Strength modifier) with a successful unarmed attack; a Small character deals 1d3 points of bludgeoning damage (plus Strength modifier). Certain talents, feats, or special abilities may increase the damage a character deals with his unarmed attacks.

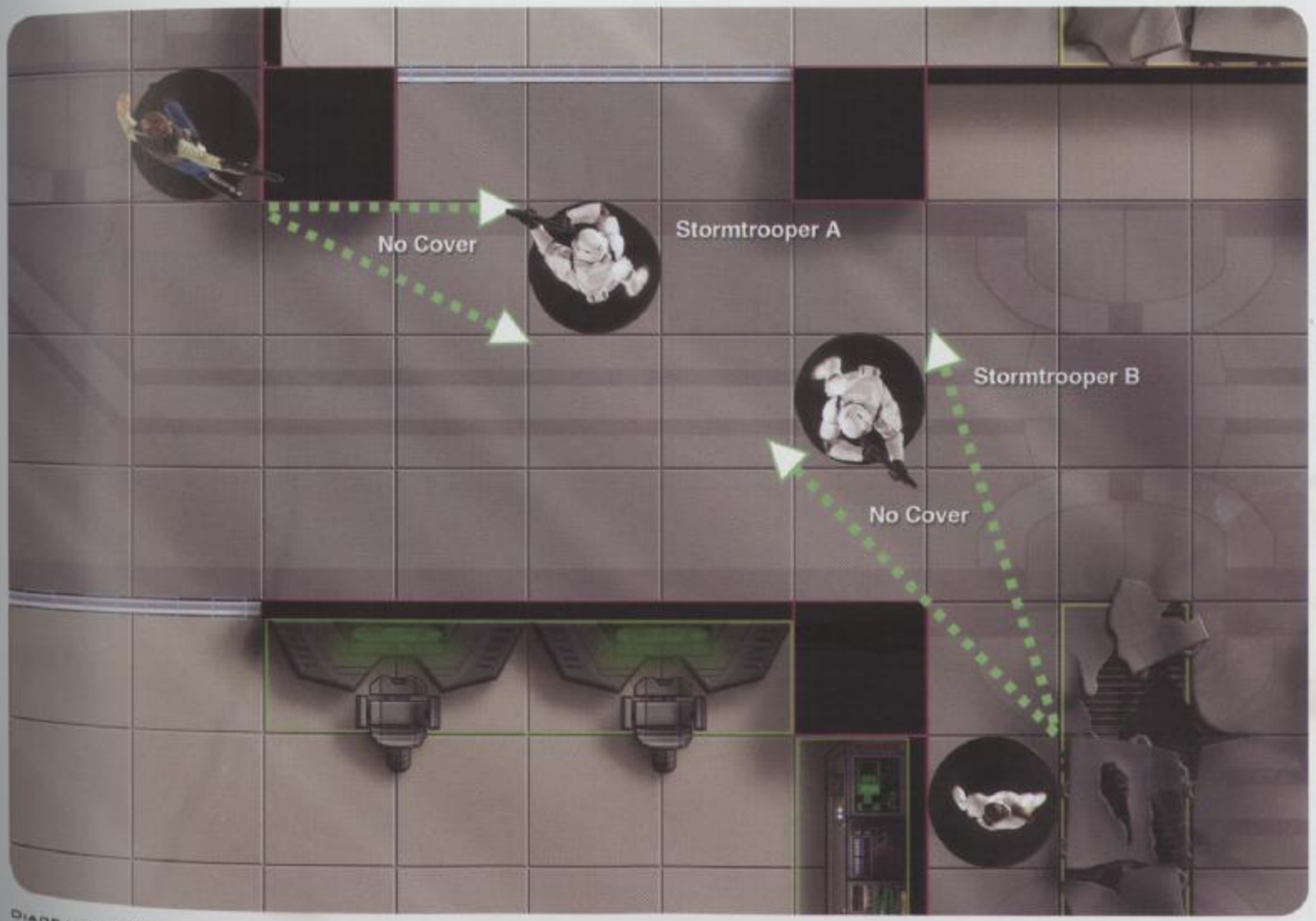


Diagram 9-7: Cover and Line of Sight
A line that runs along a wall or that nicks a corner of a wall does not provide cover. Stormtrooper A does not have cover from Han Solo. Stormtrooper B does not have cover from Princess Leia. Han and Leia do not have line of sight to one another.

CHAPTER X
VEHICLES





Vehicles in the *Star Wars* universe run the gamut from ponderous armored walkers and capital ships to agile airspeeders and starfighters. Despite this variety, the basic purpose of all vehicles remains similar: moving passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the vehicle.

These rules come into play whenever vehicles figure prominently on the battlefield—whether that battlefield happens to be on a planet's surface or in the dark void of space. The movement and combat rules presented here cover all types of vehicles, from planetary vehicles to starships.

In most respects, vehicles follow the same rules as characters, insofar as they have movement, actions, and the capacity to take damage.

Scale

These rules use two scales: character scale and starship scale. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves vehicles only, use starship scale.

Character Scale

Character scale is identical to the standard movement scale. Combat is carried out on a grid in which each square equals 1.5 meters (about 5 feet).

In character scale, most vehicles are large enough to occupy multiple squares on the battle grid. How many squares a vehicle occupies is determined by the vehicle's size (and the same holds true for characters and creatures). Vehicles of Colossal (frigate) size or greater are not placed on the battle map; they are either off the map (perhaps providing fire support), or the battle takes place inside them.

In character scale, more than one surface vehicle cannot occupy the same space on the battle grid, and a collision occurs whenever a vehicle enters a square occupied by a creature, obstacle, or other vehicle (see Collisions, page 173).

Starship Scale

In starship scale, each square of the grid is abstract, representing a variable amount of space depending on the vehicles involved. In most cases, one square is hundreds or even thousands of meters wide. In starship scale, the grid itself represents relative movement, not absolute movement, so several starships in orbit might be drifting together at many kilometers per second even as they move around one another.

At starship scale, a vehicle can pass through squares occupied by allies, but not squares occupied by enemies.

Starship Battles

You can play out starship battles using the *Star Wars Miniatures: Starships Battles* starter set, which comes with a battle mat, a rulebook, and several pre-painted plastic starship miniatures. In addition, you can purchase *Starship Battles* booster packs and add more ships to your fleets.

The *Starship Battles* rules are easy to learn, and if you want to play out a starship battle as the backdrop for your roleplaying game campaign, you can do so. However, the *Starship Battles* rules don't let you modify ship statistics to account for the presence of heroes from the roleplaying game, nor do they allow you to run battles that involve anything but starships. If you want to stage a starship battle that hinges on the participation of the heroes or other characters, use the rules in this chapter.

Vehicle Types

The term "vehicle" encompasses both planetary vehicles (such as airspeeders, landspeeders, and walkers) and starships (such as starfighters, space transports, and capital ships). The major difference between planetary vehicles and starships is that planetary vehicles generally do not travel in the vacuum of space. Rules that pertain only to planetary vehicles or starships are called out specifically.

Planetary Vehicles

Planetary vehicles are further subdivided into ground vehicles and air vehicles.

Ground Vehicle: The most basic vehicles in the *Star Wars* universe, ground vehicles only operate on (or very near) a planetary surface.

Speeder: Speeders are common sights on the technologically advanced worlds. Equipped with repulsorlift drive technology, they hover above the ground at a height of anywhere from a few centimeters to several meters and can achieve remarkable speeds. Speeders ignore penalties for difficult terrain.

Tracked: Tracked vehicles have treads or tracks looped around a large number of wheels, providing great traction but making them less maneuverable at higher speeds—and extremely loud at any speed. Tracked vehicles ignore penalties for difficult terrain and take half damage from collisions with obstacles at least one size category smaller than them.

Walker: Walkers move about on two or more legs, literally walking over the terrain. Walkers retain their balance by means of finely tuned gyroscopes and offer a fairly smooth ride. They rely on even footing, however, and when they topple, the results can be disastrous. Walkers ignore obstacles that are three or more sizes smaller than them.

Wheeled: Wheeled vehicles move on one or more wheels (most commonly two to four). Faster and more maneuverable than tracked or walker vehicles, wheels are a cheap alternative to repulsorlift technology for light and fast vehicles.

Air Vehicle: Air vehicles generally operate above a planetary surface, but within the planet's atmosphere.

Airspeeders: Airspeeders are repulsorlift vehicles that can travel anywhere up to about 300 kilometers above ground level, but they are incapable of true space flight. Because they fly so high above the ground, they ignore penalties for terrain or obstructions. Of all planetary vehicles, airspeeders are the most maneuverable.

Starships

Starships are vehicles capable of interplanetary and interstellar travel. They are further subdivided into starfighters, space transports, capital ships, and space stations.

Starfighter: Starfighters are small, agile starships of Gargantuan size or smaller. Though they can travel in atmosphere, they excel at space combat. Starfighters can function with as few as one crewmember (the pilot).

Space Transport: Space transports are mid-size starships of Colossal or Colossal (frigate) size with fewer than 200 hit points. Most space transports are designed for moving passengers or cargo, but some are used as gunships, drop ships, or assault shuttles.

Table 10-1: Vehicle Sizes

Vehicle Size	Size Modifier[1]	Examples
Colossal (station)	–10	*Executor*-class Star Dreadnought, Death Star
Colossal (cruiser)	–10	*Imperial*-class Star Destroyer, MC80 Mon Calamari cruiser
Colossal (frigate)	–10	Corellian corvette *(Tantive IV)*, Nebulon-B frigate
Colossal	–10	AT-AT, YT-1300 light freighter *(Millennium Falcon)*
Gargantuan	–5	AAT-1 repulsor tank, X-wing starfighter
Huge	–2	AT-ST walker, TIE fighter
Large	–1	Speeder bike, X-34 landspeeder

1 *Apply this size modifier to the vehicle's Reflex Defense, as well as to Initiative and Pilot checks made by the vehicle's occupants.*

Capital Ship: Capital ships include all starships of Colossal (frigate) size or larger. Capital ships usually carry hundreds if not thousands of crewmembers and passengers, and some are large enough to house other capital ships within their hangar bays. Some very large transports and colony ships fall into this category despite not being designed for combat.

Space Station: Though not technically modes of transportation, space stations have statistics like other starships. A space station can have a population in the thousands or millions, depending on its size. Most space stations are immobile, the Death Star being a notable exception.

Vehicle Combat Statistics

All vehicle statistics that are relevant to combat are described below.

Vehicle Size

Vehicles use similar size categories as creatures, as shown on Table 10–1: Vehicle Sizes. The Colossal size category is further subdivided to differentiate particularly massive starships and space stations.

A vehicle's size modifier applies to the vehicle's Reflex Defense, as well as to Initiative and Pilot checks made by the vehicle's occupants.

Attacks

Any vehicle equipped with weapons can make attacks against enemies within range. An attack roll with a vehicle weapon is calculated as follows:

1d20 + base attack bonus + vehicle's Intelligence modifier + range modifier

Base Attack Bonus: Use the base attack bonus of the gunner (which, in some cases, may be the pilot).

Intelligence Modifier: A vehicle's computer improves the accuracy of the vehicle's weapon systems, and the vehicle's Intelligence score measures the quality of the computer.

Range Modifier: A vehicle weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll. Your penalty on attack rolls increases to –2 at short range, –5 at medium range, and –10 at long range (see Table 10–2: Vehicle Weapon Ranges).

Critical Hits

As in character combat, when you roll a natural 20 on your attack, you automatically hit and deal double damage.

Automatic Misses

If you roll a natural 1 on your attack, you automatically miss.



Table 10-2: Vehicle Weapon Ranges

	Character Scale (in squares)				Starship Scale (in squares)			
Weapon Type	Pt. Blank	Short	Medium	Long	Pt. Blank	Short	Medium	Long
Blaster cannon	0–120	121–240	241–600	601–1,200	0–1	2	3–4	5–8
Ion cannon	0–300	301–600	601–1,500	1,501–3,000	0–2	3–4	5–10	11–20
Laser cannon	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Missile or torpedo	0–450	451–900	901–2,250	2,251–4,500	0–3	4–6	7–15	16–30
Point-defense[1]	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Tractor beam[1]	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Turbolaser[1]	0–600	601–1,200	1,201–3,000	3,001–6,000	0–4	5–8	9–20	21–40

1 *This weapon can only be mounted on a vehicle of Colossal (frigate) size or larger.*

Damage

When you hit with a vehicle weapon, you deal damage according to the type of weapon (listed in each vehicle's statistics). Damage dealt by a vehicle weapon is calculated as follows:

Weapon damage × damage multiplier

Damage Multiplier: After rolling the weapon damage dice, multiply the result by the listed damage multiplier. For example, when you fire a vehicle weapon that deals 6d10×2 damage, roll 6d10 and multiply the result by 2.

Defenses

A vehicle's defenses represent how difficult it is to hit or overload its systems. Unlike characters, vehicles do not have a Will Defense. However, vehicles have a Reflex Defense and a Fortitude Defense which are calculated as follows:

Reflex Defense = 10 + vehicle's Dexterity modifier + size modifier + armor bonus or pilot's heroic level

Fortitude Defense = 10 + vehicle's Strength modifier

Reflex Defense (Ref)

Whenever you make an attack against a vehicle, compare your attack roll to the target's Reflex Defense (abbreviated "Ref"). If you equal or exceed the vehicle's Reflex Defense, you hit it and deal damage.

Size Modifier: Use the vehicle's size modifier instead of your own when calculating the vehicle's Reflex Defense (see Table 10–1: Vehicle Sizes).

Armor Bonus: Use the vehicle's armor bonus instead of your own when calculating the vehicle's Reflex Defense. You may add your heroic level instead of this armor bonus.

Dexterity Modifier: A vehicle's Dexterity modifier represents how well it can move out of harm's way. If the pilot is flat-footed, or if the vehicle is out of control or attacked by an undetected opponent, the vehicle loses its Dexterity bonus to its Reflex Defense. If the vehicle is at a full stop, powered down, or disabled, it is treated as if it has a Dexterity score of 0 (–5 penalty to Reflex Defense).

Fortitude Defense (Fort)

Vehicles use their Fortitude Defense (abbreviated "Fort") to determine their damage threshold (see below).

Strength Bonus: A vehicle's Strength bonus represents its overall toughness and durability.

Hit Points

Vehicles have hit points, just like characters. Hit points are abstract, meant to represent not only the vehicle's physical mass but also the robustness or fragility of its systems.

Damage Threshold

Like creatures, vehicles have a damage threshold, calculated as follows:

Damage threshold = Fortitude Defense + size modifier

Facing and Firing Arcs

Just as in character combat, vehicle facing and fire arcs are not used. It's assumed that the pilot is orienting the ship in the most advantageous way possible during combat, and most vehicles in the *Star Wars* universe are quite maneuverable in any event.

Size Modifier: Apply the following size modifiers to a vehicle's damage threshold: Large, +5; Huge, +10; Gargantuan, +20; Colossal, +50; Colossal (frigate), +100; Colossal (cruiser), +200; Colossal (station), +500.

If a vehicle takes damage from a single attack that equals or exceeds its damage threshold, the vehicle moves –1 step on the condition track (see Conditions, page 148). A vehicle pushed to the bottom of the condition track is disabled and comes to a complete stop immediately. If the vehicle was flying in a gravity well at the time it became disabled, it immediately falls 150 meters (100 squares) plus another 300 meters (200 squares) every round until it either hits the surface or is reactivated. Resolve falling damage normally (see Falling Damage, page 255).

If a vehicle is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, it is destroyed. In addition, all of the vehicle's occupants take half damage from the attack.

Crew Cover

Most vehicles provide at least some cover to their passengers. Passengers gain a cover bonus to their Reflex Defense against any attacks that target them instead of the vehicle. A vehicle can provide no cover, normal cover (+5 cover bonus), improved cover (+10 cover bonus), or full cover. You cannot attack a target that has full cover.

The cover a vehicle provides to its passengers is included in its statistics (see Vehicle Descriptions, page 174).

Speed

Every vehicle has a speed, given in squares. The pilot may move a vehicle up to its listed speed as a move action, and up to four times its speed with the all-out movement action (see page 172).

Starships and airspeeders have a separate listing for their speed in starship scale.

Maximum Velocity: This is the maximum speed a vehicle may move in character scale. It is seldom relevant in combat because such speeds quickly move the vehicle off the battle map and out of range.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do. A character can fill several roles at once, but most roles may only be filled by one character at a time. For example, an X-wing pilot also acts as the vehicle's commander and gunner, while her astromech droid usually acts as a copilot, shield operator, and engineer. On the other hand, an Imperial-class Star Destroyer with thousands of crewmembers still has only one pilot, one commander, and so forth. You can change roles from round to round, but you can only start filling a particular role if no other crewmember has filled that role since your last turn.

Pilot: The pilot of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be piloted. Piloting a vehicle is, at a minimum, a move action, which means that the pilot can do something else with his standard action and swift action. A vehicle can have only one pilot at one time. The pilot adds the vehicle's size modifier and Dexterity modifier on all Initiative and Pilot checks.

Copilot: A copilot can help the pilot by using the aid another action (see Aid Another, page 170). The copilot must be seated in a location where he can see in front of the vehicle and advise the pilot (in most cases, this location is the cockpit). Aiding the pilot is a standard action, leaving the copilot with a move action and swift action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Most military vehicles and some civilian vehicles have built-in weapons. Any weapon not controlled by the pilot or co-pilot requires a gunner to operate. A vehicle can have as many gunners as it has gunner positions.

Commander: The commander coordinates the various crewmembers and stations aboard the vehicle, analyzes the battle as it unfolds, and looks for weaknesses in the enemy's vehicles and tactics. A vehicle can only have one commander at a time.

System Operator: The system operator manages the vehicle's shields, sensors, and communications. A vehicle can only have one system operator at a time.

Engineer: The chief engineer keeps the ship running even as it takes debilitating damage to its systems, diverting power from overloaded circuits to keep the ship functional. The engineer also leads efforts to repair damage to the hull between battles. A vehicle can only have one chief engineer at a time.

Other Crew: Other crewmembers can fill many supporting roles, coordinating troops or starfighters, administering medical care, guarding sensitive areas, and providing general maintenance. These crewmembers can assist others on some skill checks; for example, the members of a repair team may assist the chief engineer in his duties on capital ships.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation but may take actions aboard the vehicle or replace crewmembers as needed.

Starting the Battle

Unless noted otherwise, climbing aboard a vehicle is a move action, and powering up a vehicle requires a second move action.

Initiative

There are two options for determining initiative in vehicle combat. First, each character can make a separate Initiative check. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for pilots to

Weapon Batteries

A weapon battery is a cluster of up to six identical weapons. If a starship has weapon batteries, special rules apply when a gunner aids another gunner in the same battery. First, the aiding gunner automatically grants a +2 bonus on the attack roll; no attack roll is required to determine whether the aid another attempt is successful. Second, for every three points by which the attack roll exceeds the target's Reflex Defense, the target is hit by another weapon in the battery, adding +1 die to the weapon's damage. (Apply this extra damage before applying the weapon's damage multiplier, if any.) If a starship has weapon batteries, its statistics include the modified attack bonus because these weapons are usually fired as a group. However, the weapons may still fire independently without this bonus, if you wish.

In addition, a weapon battery can also aid another weapon battery. In this case, only one gunner in the aiding battery needs to make an attack roll against Reflex Defense 10. If successful, add a +2 bonus on the attack roll for every weapon in the aiding battery. Unlike weapons in the same battery, there is no chance that these extra weapons hit the target, regardless of how much the attack roll exceeds the target's Reflex Defense.

perform maneuvers. An alternative is to make an Initiative check for each vehicle, using the pilot's Initiative check modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Special: If you are trained in the Pilot skill (see page 71), you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order. In any event, you must apply the vehicle's size modifier to your check (see Table 10–1: Vehicle Sizes, page 166).

Vehicle Combat Actions

The types of actions you can take during a single turn don't change when you're aboard a vehicle.

Some of the actions described below can only be performed by particular crewmembers. In this case, the eligible crewmembers are listed in parentheses following the action's name.

Standard Actions

A standard action could be any one of the following:

Aid Another

As a standard action, you can aid an ally's next skill check, ability check, or attack roll.

Aiding a Skill Check or Ability Check: You can help another character achieve success on her skill check or ability check by making the same kind of skill check or ability check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gains a +2 bonus on her check. You can't take 10 on a skill check or ability check to aid another. Only the copilot can assist on Pilot checks, and only the commander can assist on Use Computer checks. Any crewmember can aid any other skill check.

Aiding an Attack Roll: In combat, you can aid another character's attack by providing improved targeting data or by coordinating that attack with other vehicle actions. A gunner can grant a +2 bonus on another character's attack roll by making an attack against a Reflex Defense of 10.

A sensor operator can grant a +2 bonus on another character's attack roll by making a DC 10 Use Computer check.

A vehicle's commander can grant a +2 bonus on another character's attack roll by making a DC 10 Knowledge (tactics) check.

Attack with Melee Weapon

With a melee weapon, you can strike any enemy in a square you can threaten. You can only threaten squares within your reach from the vehicle's space, and you don't threaten spaces around the vehicle at all if it grants total cover. For example, a Jedi on a speeder bike could attack targets adjacent to the bike with his lightsaber, but the same Jedi couldn't do so while inside an AT-AT.

You can't make a melee attack in starship scale, except within the confines of the vehicle you occupy.

Attack with Ranged Weapon

With a ranged weapon, you can throw or shoot at any target within your line of sight, as long as your vehicle does not grant you total cover. For example, clone troopers can fire their blasters at targets outside a LAAT/i gunship as long as the ship's doors are open. Range modifiers apply normally for your weapon.

You cannot make a personal ranged attack in starship scale, except within the confines of the vehicle you occupy.

Attack with Vehicle Weapon

Gunner Only

Any gunners (including the pilot, if there are pilot-operated weapons on the vehicle) can make an attack with their vehicle weapon as a standard action. The maximum range and the range modifiers of a vehicle weapon attack depend on the weapon used (see Table 10–2: Vehicle Weapon Ranges).

Capital Ships: Capital ship weapons are designed for long-range bombardment against large or immobile targets, and they have difficulty

tracking very small enemies. When attacking a target of less than Colossal size, a vehicle that is Colossal (frigate) size or larger takes a –20 penalty on its attack rolls. Point-defense weapons are specifically designed to attack smaller targets and do not take these penalties.

Trained Pilot: If you are trained in the Pilot skill, you gain a +2 bonus on all attacks made with any vehicle weapon identified as being crewed by the pilot.

Attack Run

Pilot Only

As a standard action, you can move up to your vehicle's speed (minimum 2 squares) in a straight line through unobstructed terrain directly toward your target, and then make an attack with a vehicle weapon at that target at the end of your movement. You gain a +2 bonus on your attack roll and take a –2 penalty to your vehicle's Reflex Defense until the start of your next turn. In starship scale, you cannot make an attack run through squares occupied by enemies, but allies do not hinder your attack run.

Dogfight

Pilot Only

As a standard action, the pilot of an airspeeder or starfighter can initiate a dogfight against an enemy airspeeder or starfighter in an adjacent square (starship scale). Make a Pilot check at a –5 penalty, opposed by the enemy's Pilot check. If you succeed, you and the target vehicle are engaged in a dogfight.

Consequences of Dogfighting: A vehicle engaged in a dogfight must select the dogfight action on every turn, and it cannot move out of its current square until it disengages (see below). While engaged in a dogfight, you cannot attack any target outside the dogfight.

Firing into a Dogfight: If another vehicle fires into a dogfight, it takes a –5 penalty on its attack roll unless the gunner has the Precise Shot feat.

Attacking in a Dogfight: Make an opposed Pilot check as a standard action. If you win the opposed check, you may make a single attack with a vehicle weapon as a swift action. If you fail, you cannot attack the target, and any gunners on your vehicle take a –5 penalty on any attack rolls they make until your next turn.

Disengaging from a Dogfight: Make an opposed Pilot check as a move action. If you win the opposed check, you successfully disengage from the dogfight and may move a number of squares equal to your speed. If you fail, you remain in the dogfight, and any gunners on your vehicle take a –5 penalty on any attack rolls they make until your next turn.

Attack of Opportunity: If an enemy starfighter tries to move through your square or an adjacent square, you may attempt to initiate a dogfight as an attack of opportunity. If successful, the enemy starfighter must stop moving.

Fight Defensively

Pilot Only

As a standard action, you can concentrate more on protecting your vehicle than hurting your enemies. You and all gunners on your vehicle take a –5 penalty on your attack rolls and your vehicle gains a +2 dodge bonus to its Reflex Defense until the start of your next turn. If you choose to make no attacks, your vehicle gains a +5 dodge bonus to its Reflex Defense and all gunners on your vehicle take a –10 penalty on their attack rolls until the start of your next turn.

Trained Pilot: If you are trained in the Pilot skill, your vehicle instead gains a +5 dodge bonus to its Reflex Defense when you and your gunners take a –5 penalty on attack rolls, or a +10 dodge bonus if you choose to make no attacks on your turn.

Move Actions

Move actions include the following:

Move

Pilot Only

You can move up to your vehicle's speed. The only restriction for vehicle movement is that you cannot reenter a square you just left.

Swift Actions

Swift actions include the following:

Aim

Gunner Only

Just as in character combat, you can aim before making a ranged attack (see Aim, page 154).

"That ship saved my life quite a few times. She's the fastest hunk of junk in the galaxy."

– Lando Calrissian

Full Stop
Pilot Only
If you haven't already used a move action or full-round action to move your vehicle this turn, you can spend a swift action to bring your vehicle to a full stop. After that, the vehicle is considered stationary.

You cannot bring a vehicle to a full stop if you used all-out movement (see below) on your last turn.

Increase Vehicle Speed
Pilot Only
If you are trained in the Pilot skill, you may make a DC 20 Pilot check as a swift action to push your vehicle beyond its normal limits. (You can't take 10 on this check.) If the check fails, your vehicle's speed does not increase, and your vehicle moves –1 step on the condition track (see Conditions, page 148). If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle's speed increases by an additional 1 square.

Raise or Lower Shields
System Operator Only
By spending a swift action, you can activate or deactivate the shields on your vehicle. Shields are generally kept inactive in noncombat situations to reduce strain on the vehicle's systems, and raising shields is often perceived as evidence of hostile intent, so many commanders prefer to keep their shields down unless they are expecting trouble.

Recharge Shields
System Operator Only; 3 swift actions
By spending three swift actions during the same turn or on consecutive turns, you can make a DC 20 Mechanics check to increase your current shield rating by 5, up to the vehicle's normal maximum.

Reroute Power
Engineer Only; 3 swift actions
By spending three swift actions during the same turn or on consecutive turns, you can make a DC 20 Mechanics check to move your vehicle +1 step on the condition track (see Conditions, page 148).

Full-Round Actions
Full-round actions include the following:

All-Out Movement
Pilot Only
As a full-round action, you can move up to four times your vehicle's speed. All of this movement must be in a straight line, and you can't avoid collisions while doing so (see Avoid Collision, page 173). Your vehicle loses its Dexterity bonus to Reflex Defense until the beginning of your next turn.

You can't use all-out movement unless you moved on your last turn.

Because most power is diverted to the engines when using all-out movement, gunners on board your vehicle cannot attack until the start of your next turn.

Maximum Velocity (character scale only): If you use all-out movement on your turn, you may move up to your vehicle's maximum velocity with all-out movement on your next turn. If you move your vehicle's maximum velocity, you must either continue moving at the vehicle's maximum velocity or use all-out movement as your action on the following turn.

Full Attack
Gunner Only
If you are capable of making more than one attack (because you have the Double Attack feat or a similar ability), you must make a full attack to get those extra attacks. A pilot who spends at least a move action every round moving his vehicle cannot make a full attack action unless the vehicle has already been brought to a full stop.

Ram
Pilot Only
As a full-round action, you can attempt to ram a target by moving your vehicle into the target's fighting space. You must have sufficient movement to reach the target's fighting space, and the ram is treated as an area effect. You can use your vehicle to ram just about anything, including another vehicle, a creature, or a structure.

Make a Pilot check at a –10 penalty against the target's Reflex Defense. If the check succeeds, your vehicle, the target, and all passengers aboard vehicles involved in the collision (including you) take the amount of damage listed in Table 10–3: Collision Damage. Assuming you're alive and conscious, you can continue moving through the target's fighting space if your vehicle has any movement left. Otherwise, your vehicle is pushed out of the target's fighting space and into the nearest available squares, and your turn ends.

If your Pilot check fails, your vehicle, the target, and all passengers aboard vehicles involved in the collision (including you) take half damage. In addition, your vehicle is pushed out of the target's fighting space and into the nearest available squares, at which point your turn ends.

All-Out Movement: If the colliding vehicle is moving all-out or moving at maximum velocity (see All-Out Movement, above), double the damage caused by the collision.

Vehicular Evasion: If you have the Vehicular Evasion talent (page 207), you can reduce or negate the damage your vehicle and its passengers take when rammed by another vehicle.

Reactions

As always, a character may make any number of reactions during a round. Reactions include the following:

Avoid Collision

Pilot Only

Any time your vehicle is subject to a collision, you can make a DC 15 Pilot check as a reaction. If you succeed on the check, all targets involved in the collision take half damage (see Collisions, below, for more information).

You can't attempt to avoid a collision when you intentionally ram a target (see Ram, above).

Starship Scale: Collisions are easier to avoid at starship scale. If you succeed on the Pilot check to avoid a collision in starship scale, no collision occurs.

Special Vehicle Combat Rules

Vehicles have a few additional rules during combat that are different from those used with characters.

Area Attacks

Except as noted here, area attacks work the same for vehicles as they do for characters.

Starship Scale: Because of the size of each square compared to the size of starships, area attacks (including autofire, burst radius weapons, and splash weapons) are resolved as attacks on a single target in starship scale unless the weapon is specifically listed as having a starship-scale area attack.

Autofire

If your vehicle weapon is capable of autofire, you can use it to make an area attack in character scale, just as in character combat.

Strafe Attacks: Instead of attacking a 2-square-by-2-square area, airspeeders and starfighters may attack a number of squares in a straight line as they fly over them. Doing this requires the attack run action (see page 171), and the area attack applies to a straight line 1 square wide and 5 to 10 squares long. You take a penalty to your attack roll equal to the number of squares included in the area attack.

You cannot make a strafe attack in starship scale.

Collisions

A collision occurs whenever your vehicle moves into a space occupied by a creature, structure, another vehicle, or hazard (such as an asteroid), or whenever such things move into your vehicle's fighting space. A collision is treated as an area attack (see Area Attacks, page 155). You can reduce or negate the damage from a collision as a reaction by succeeding at a DC 15 Pilot check (see Avoid Collision, above).

Ramming Vehicles: When the source of the collision is a ramming vehicle, the pilot of the ramming vehicle makes a Pilot check (instead of an attack roll) and compares the result to the Reflex Defense of the target. If the check succeeds, the ramming vehicle, the target, and all passengers aboard vehicles involved in the collision take the amount of damage listed on Table 10–3: Collision Damage. If the check fails, reduce the damage by half.

Mobile Hazards: When the source of the collision is a mobile hazard of Large size or greater (such as an asteroid or unguided vehicle), the colliding hazard makes an attack roll against the target's Reflex Defense. The hazard's attack roll is resolved by rolling 1d20 and adding a flat modifier based on its size: Large, +1; Huge, +2; Gargantuan, +5; Colossal or bigger, +10. If the attack hits, the colliding hazard, the target, and all passengers aboard

Uncontrolled Vehicles

In the event that the pilot is incapacitated or abandons a vehicle before using the full stop action, the vehicle's emergency systems automatically kick in. On the pilot's initiative count, the vehicle moves in a straight line a number of squares equal to its speed and then comes to a complete stop.

A vehicle without a pilot cannot land itself while flying, so after coming to a complete stop, it will fall as if it had been disabled.

Table 10-3: Collision Damage

SIZE OF COLLIDING VEHICLE OR HAZARD	DAMAGE[1]
Colossal (station)	20d6 + Str modifier
Colossal (cruiser)	15d6 + Str modifier
Colossal (frigate)	10d6 + Str modifier
Colossal	8d6 + Str modifier
Gargantuan	6d6 + Str modifier
Huge	4d6 + Str modifier
Large	2d6 + Str modifier

1 *Double the damage if the colliding vehicle is using all-out movement (see page 172).*

Crew Quality

Rather than providing statistics for every member of a vehicle's crew, most vehicle descriptions provide a general "crew quality" descriptor.

The following chart lists the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the number in the Attack Bonus column for all attack rolls performed by the crew. Use the number in the Check Modifier column for all skill checks related to the operation of the vessel (including Mechanics, Pilot, and Use Computer checks). Crew quality modifies a vehicle's CL, as shown in the CL Modifier column. These modifiers are already included in the vehicle's statistics.

For unique vehicles where the crew's statistics are included, this table is unnecessary. All crewmembers of a general crew quality are considered to only have nonheroic levels.

Crew Quality	Attack Bonus	Check Modifier	CL Modifier
Untrained	–5	+0	–1
Normal	+0	+5	+0
Skilled	+2	+6	+1
Expert	+5	+8	+2
Ace	+10	+12	+4

vehicles involved in the collision take the amount of damage listed on Table 10–3: Collision Damage. If the attack fails, reduce the damage by half.

Missiles and Torpedoes

Some vehicles carry guided projectile weapons such as proton torpedoes or concussion missiles. Attacks with these weapons are resolved just as with any other weapon.

If you aim before making an attack with a missile or torpedo, it locks on to the target and can track its target independently. Make your attack roll normally, but if you miss, the missile or torpedo can attempt to attack again on your next turn. This next attack is made using the same attack bonus, but with a –5 penalty. (You do not need to spend an action to make this attack.) If the missile or torpedo misses its target a second time, it self-destructs harmlessly.

Attacking a Missile or Torpedo: If a missile or torpedo misses its target initially, it is possible to shoot it down before it attacks again. A missile or torpedo has a Reflex Defense of 30 and 10 hit points, and it is considered to occupy the same square as its target for purposes of determining range penalties.

It is also possible to attack a missile or torpedo prior to its first attack, but you must have readied an action specifically for this purpose (see Ready, page 162).

Tractor Beams

Instead of damaging a vehicle's hit points, tractor beams prevent another vehicle from escaping. When attacking with a tractor beam, your attack hits if you equal or exceed the target's Reflex Defense. If you hit, make an opposed grapple check (see Grapple, page 153). If you win the opposed grapple check, the target is grabbed.

If a grabbed target is of your vehicle's size or smaller, then it cannot move and it loses its Dexterity bonus to its Reflex Defense. Each round on your turn, you must make another opposed grapple check; if you win the opposed check, you may pull the target up to 10 squares closer to you (or 1 square closer to you in starship scale) or hold it in place in its current square. If you lose the opposed check, the target manages to slip free from the tractor beam.

If the grabbed target is larger than your vehicle, the target retains its Dexterity bonus to its Reflex Defense and can move freely, but you may move your vehicle up to 10 squares closer to it (or 1 square closer to it in starship scale). If the grabbed vehicle ever moves beyond the range of your tractor beam, the tractor beam's hold is broken automatically.

If you pull your target into your square (or pull your vehicle into a larger target's square), your vehicle may use docking clamps to attach itself to the target. Once this is done, it is possible to board the target ship by blowing open or cutting through an airlock or the hull (see Attack an Object, page 151).

Vehicle Descriptions

This section presents several common vehicles that you can include in your *Star Wars* campaign. Every vehicle description comes with a set of combat statistics. Some statistics are exclusive to vehicles or require more elaboration:

Challenge Level (CL): Heroes gain experience points (XP) for destroying, disabling, or otherwise overcoming the vehicle based on the vehicle's CL (see Awarding Experience Points, page 248). However, they don't gain additional XP for incidental crew or passengers killed as a result of the vehicle's destruction. For example, heroes who blow up a shuttle don't also receive XP for its crew; however, if the shuttle was transporting an Imperial Moff that the heroes were hired to eliminate, they should receive XP for the Imperial Moff as well.

Maximum Velocity: The maximum speed the vehicle can achieve after using all-out movement for at least one full round. Maximum velocity is never used in starship scale.

Grapple (Grp): The vehicle's grapple modifier is mainly used to resist attempts to restrain the vehicle physically (usually via tractor beam).

Fighting Space: The fighting space that the vehicle occupies at character scale, starship scale, or both (see Fighting Space, page 159).

Cover: The amount of cover the vehicle grants to its crew and passengers, listed as none, +5 (normal cover), +10 (improved cover), or total.

Crew: The number and quality of the crew (see the Crew Quality sidebar). The crew modifiers are already included in all other statistics in the vehicle description.

Passengers: The number of passengers (including troops) that the vehicle can carry, in addition to its crew.

Cargo Capacity: The amount of cargo the vehicle can carry.

Carried Craft: Other vehicles that are usually carried aboard this vehicle.

Payload: The vehicle's complement of grenades, rockets, missiles, and torpedoes. If the vehicle has no payload, this line is absent.

Hyperdrive: The multiplier used when calculating hyperspace travel times (see Astrogation, page 237). If the starship has a backup hyperdrive, its multiplier is listed in parentheses. Hyperdrive is never used in character scale. If the vehicle has no hyperdrive, this line is absent.

Availability: See Restricted Items, page 118.

WALKERS

Most walkers are used as armored assault vehicles. Their sheer size and strength enable them to carry more armor and weapons than a similarly sized repulsorlift vehicle, and they can step over smaller obstacles.

All-Terrain Armored Transport (AT-AT)

The 15.5-meter-tall All Terrain Armored Transport (AT-AT) is an imposing, four-legged behemoth that shakes the ground as it plods toward enemy fortifications. (The Empire used AT-ATs to overwhelm Rebel forces on Hoth in Episode V.)

AT-AT **CL 14**

Colossal ground vehicle (walker)
Init −2; **Senses** Perception +8

Defense Ref 16 (flat-footed 16), Fort 29; +16 armor
hp 300; **DR** 20; **Threshold** 79

Speed 4 squares (max. velocity 60 km/h)
Ranged heavy laser cannons +7 (see below) and blaster cannons +7 (see below)
Fighting Space 6×12; **Cover** total
Base Atk +5; **Grp** +42
Atk Options autofire (medium blaster cannons)

Abilities Str 48, Dex 10, Con —, Int 14
Skills Initiative −2, Mechanics +8, Perception +8, Pilot −2

Crew 5 (expert); **Passengers** 40
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** 5 speeder bikes or 2 AT-STs
Availability Military; **Cost** not available for sale

Heavy laser cannons (gunner)
Atk +7, **Dmg** 6d10×2, 2-square splash

Blaster cannons (gunner)
Atk +7 (+2 autofire), **Dmg** 3d10×2

All-Terrain Scout Transport (AT-ST)

The 8.5-meter-tall All-Terrain Scout Transport (AT-ST) is a nimble, two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick-response fire support for ground troops.

AT-ST **CL 8**

Huge ground vehicle (walker)
Init +8; **Senses** Perception +8

Defense Ref 14 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 10; **Threshold** 30

Speed 6 squares (max. velocity 90 km/h)
Ranged twin blaster cannons +6 (see below) and twin light blaster cannon +6 (see below) or
Ranged twin blaster cannons +6 (see below) and grenade launcher +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +5; **Grp** +25
Atk Options autofire (twin light blaster cannon)

Abilities Str 30, Dex 14, Con —, Int 12
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 12 frag grenades
Availability Military; **Cost** not available for sale

Twin blaster cannons (pilot)
Atk +6, **Dmg** 4d10×2

Twin light blaster cannon (copilot)
Atk +6 (+1 autofire), **Dmg** 3d10×2

Grenade launcher (copilot)
Atk +6, **Dmg** 4d6, 2-square burst

SPEEDERS

Ground-based repulsor vehicles, collectively known as landspeeders, are common on planets throughout the galaxy. They are used widely by military forces, civilian authorities, businesses, and private citizens. Most families own at least one landspeeder, particularly on planets with scant urbanization and little public transportation. Landspeeders are propelled by repulsorlifts, although some racing and military models use ion engines for greater top-end speed.

SoroSuub X-34 Landspeeder

One of the most popular models of civilian speeders is the SoroSuub X-series, which can attain a maximum altitude of 1.5 meters. It is a durable two-person craft that features holographic displays, computer-assisted navigation, and counterbalances for a stable ride over rough terrain. (Luke Skywalker used an X-34 landspeeder on Tatooine in Episode IV.)

SoroSuub X-34 Landspeeder CL 1
Large ground vehicle (speeder)
Init +8; **Senses** Perception +5
Defense Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19
Speed 12 squares (max. velocity 330 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +15
Abilities Str 18, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8
Crew 1 (normal); **Passengers** 1
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 10,550 (2,500 used)

SPEEDER BIKES

These small, fast personal transports appeal to teenagers looking for thrills, military forces that require effective scout vehicles, and law enforcers needing swift pursuit craft. Speeder bike races are popular in the Core systems, where they are viewed as more refined than the extremely dangerous Podraces. Still, speeder bikes emphasize speed and maneuverability over safety and protection.

Aratech 74-Z Speeder Bike

The 74-Z is a basic speeder bike designed for military scouting and urban patrol missions. It consists of a powerful repulsorlift engine with two small thrust engines, a long forward control vane, and a small blaster cannon in a rotating forward mount. It is designed for a single pilot but has room for a passenger as well—both straddling the engine block of the vehicle.

Aratech 74-Z Speeder Bike CL 4
Large ground vehicle (speeder)
Init +14; **Senses** Perception +8
Defense Ref 16 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19
Speed 12 squares (max. velocity 500 km/h)
Ranged laser cannon +7 (4d10, pilot)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +14
Atk Options autofire (laser cannon)
Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14
Crew 1 (expert); **Passengers** 1
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 6,750 (1,200 used)

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

ARMORED ASSAULT TANKS (AATS)

These heavily armored vehicles use wheels, treads, powered legs, or repulsorlifts to move about the battlefield. Although not maneuverable, they pack incredible firepower and can safely transport small teams of troops into hostile territory. The Trade Federation uses AAT-1s propelled by heavy repulsorlifts on the front lines of a battlefield to soften up the enemy before deploying waves of battle droids.

AAT-1 CL 8
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +6
Defense Ref 16 (flat-footed 13), Fort 23; +5 armor
hp 180; **DR** 15; **Threshold** 33
Weakness ion vulnerability
Speed 6 squares (max. velocity 55 km/h)
Ranged heavy laser cannon +4 (see below) and
light blaster cannons +4 (see below) and
repeating blaster cannons +4 (see below) or
Ranged heavy laser cannon +4 (see below) and
light blaster cannons +4 (see below) and
missile launchers +4 (see below)
Fighting Space 3×3; **Cover** total (crew), none (passengers)
Base Atk +2; **Grp** +25
Atk Options autofire (repeating blaster cannons)
Abilities Str 36, Dex 16, Con —, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7

Crew 4 (skilled); **Passengers** 6 (external)
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 missiles
Availability Military; **Cost** not available for sale

Ion Vulnerability—Due to a design flaw, the AAT takes double damage from ion weapons.

Heavy laser cannon (gunner)
Atk +4, **Dmg** 6d10×2, 2-square splash

Light blaster cannons (gunner)
Atk +4, **Dmg** 2d10×2

Repeating blaster cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

Missile launcher (pilot)
Atk +4, **Dmg** 6d6, 2-square splash

AIRSPEEDERS

Airspeeders are swift flying vehicles that can achieve altitudes of a few hundred kilometers; however, they are not suited for space travel.

Modified Incom T-47 Airspeeder

The Incom T-47 airspeeder, heavily modified, is the favored ground attack airspeeder of the Rebel Alliance. They were used to protect Echo Base during the Battle of Hoth and can be adapted to many environments.

Modified Incom-T47 Airspeeder **CL 6**
Huge air vehicle (airspeeder)
Init +10; **Senses** Perception +7

Defense Ref 16 (flat-footed 10), Fort 16; +2 armor
hp 60; **DR** 10; **Threshold** 26

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged double laser cannon +4 (see below) and blaster cannon +4 (see below) or
Ranged double laser cannon +4 (see below) and harpoon gun +4 (see below) or
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +18
Atk Options autofire (double laser cannon, blaster cannon), harpoon gun

Abilities Str 22, Dex 22, Con –, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10

Crew 2 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 50,000 used

Harpoon Gun—A gunner use the harpoon gun to make a grapple check against an enemy walker. The gunner must make an attack roll against the walker; if successful, the pilot must make an opposed grapple check. If the grapple check succeeds, the target walker cannot move without first making a Pilot check (DC = harpoon gun's grapple check result). If this Pilot check fails, the walker suffers an automatic collision, taking twice its collision damage.

Double laser cannon (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10

Blaster cannon (gunner)
Atk +4 (–1 autofire), **Dmg** 3d10

Harpoon gun (gunner)
Atk +4, **Dmg** — (grapple +27)

LAAT/i Gunship

The LAAT/i attack gunship, first deployed at the Battle of Geonosis, is an example of a combat space transport designed to carry combat troops directly into the heat of battle. Its weapons are used to clear a landing zone and lay down suppressing fire as the troops exit the vehicle.

LAAT/i Gunship **CL 12**
Colossal air vehicle (airspeeder)
Init +0; **Senses** Perception +8

Defense Ref 15 (flat-footed 13), Fort 26; +13 armor
hp 160; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)
Ranged mass driver missile launchers +7 (see below) and anti-personnel laser cannons +7 (see below) and 4 composite-beam pinpoint lasers +7 (see below)
Ranged rocket launcher +7 (see below) and anti-personnel laser cannons +7 (see below) and 4 composite-beam lasers +7 (see below)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total (none for passengers if doors are open)
Base Atk +5; **Grp** +38
Atk Options autofire (anti-personnel laser cannons)
Special Actions penetration 10 (composite-beam lasers)

Abilities Str 42, Dex 14, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 6 (expert); **Passengers** 30
Cargo 2 tons; **Consumables** 2 days; **Carried Craft** none
Payload 24 missiles, 6 rockets
Availability Military; **Cost** 65,000 (40,000 used)

Penetration 10—The gunship's composite-beam lasers ignore the first 10 points of an enemy's damage reduction.

Mass driver missile launchers (pilot)
Atk +7, **Dmg** 6d10×2, 2-square splash

Rocket launcher (pilot)
Atk +7, **Dmg** 5d10×2, 2-square burst

Anti-personnel laser cannons (copilot)
Atk +7 (+2 autofire), **Dmg** 4d10

Composite-beam laser (gunner)
Atk +7, **Dmg** 3d10

STARFIGHTERS

Starfighters, sometimes known as "snub fighters," are the ships of choice for hotshot pilots. Equipped with light yet strong engines and quick, responsive controls, starfighters can zip in and out of tight spots before most heavier craft can react. Their weaponry is light, and their armor and shields are minimal compared to those of larger ships, but a good pilot in a starfighter can do as much damage as a capital ship bristling with gun turrets.

X-wing Fighter

Often hailed as the best starfighter ever made, the T-65B X-wing was developed in secret when the Incom Corporation began to support the Rebel Alliance. With impressive firepower for a ship of its size, sturdy shields, and even a hyperdrive, the X-wing is as agile as an Imperial TIE fighter and far more versatile. It is equipped with a topside astromech bay, letting the pilot plug in an R2 droid to handle targeting, damage control, and hyperspace calculation.

Incom T-65B X-wing Starfighter **CL 10**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defense Ref 18 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannons +5 (see below) or
Ranged proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 22, Con —, Int 16
Skills Initiative +7, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +7, Use Computer +6 (+13*)

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 150,000 (65,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Proton torpedoes (pilot)
Atk +5, **Dmg** 9d10×2, 4-square splash

Y-Wing Fighter

The workhorse of the Rebel Alliance, the Koensayr Y-wing is not as popular as other snub fighters, being neither as fast nor as maneuverable. However, its impressive shields and weaponry more than make up for its performance flaws.

Like the X-wing, the Y-wing provides a topside port to allow an astromech droid to plug in and handle most of the in-flight "dirty work."

Koensayr Y-wing Starfighter **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 25; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +5 (see below) and ion cannons +5 (see below) or
Ranged proton torpedoes +5 (see below) and ion cannons +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5, Use Computer +6 (+13*)

Crew 2 plus astromech droid (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 135,000 (60,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Ion cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2 ion

Proton torpedoes (gunner)
Atk +5, **Dmg** 9d10×2, 4-square splash

TIE Fighter

Cheap and efficient, TIE fighters are not so much feared for their capabilities as their numbers. Mass-produced by Sienar Fleet Systems, TIE fighters cost only a fraction of what a comparable fighter costs. Keeping the price down means that TIE fighters have no shields, hyperdrives, or life support—not even cockpit gravity. They can't even land without special supports. The Imperial Navy believes that this teaches pilots to rely on higher authorities. In reality, it just teaches them to hope that they live long enough to be promoted to a more advanced TIE variant.

TIE Fighter **CL 7**
Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)



Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 60,000 (25,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 4d10×2

TIE Interceptor

The TIE interceptor was designed specifically to counteract the Rebel Alliance X-wing. To increase speed and firepower, the designers at Sienar gave it large engines, more powerful energy converters, and a package of four fire-linked laser cannons. Although put into production before the Battle of Yavin, these fighters weren't in general use until just before the Battle of Endor.

TIE Interceptor CL 8

Huge starfighter
Init +11; **Senses** Perception +6

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11

Crew 1 (skilled); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 120,000 (50,000 used)

Laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Eta-2 Actis Interceptor

Designed to take advantage of Jedi reflexes and piloting skills, the nimble Eta-2 Actis Interceptor is the foremost starfighter used by the Jedi during the Clone Wars. Unlike many other starfighters, the Eta-2 does not boast any shields, relying on the pilot's ability to avoid incoming damage rather than protective shielding.

Eta-2 Actis Interceptor CL 11

Huge starfighter
Init +18; **Senses** Perception +12

Defense Ref 19 (flat-footed 11), Fort 22; +3 armor
hp 70; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +12 (see below) or
Ranged ion cannons +12 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 26, Con —, Int 14
Skills Initiative +18, Mechanics +12 (+13*), Perception +12, Pilot +18, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military; **Cost** 140,000 used
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)
Atk +12 (+7 autofire), **Dmg** 4d10×2

Ion cannons (pilot)
Atk +12 (+7 autofire), **Dmg** 4d10×2 ion

ARC-170 Starfighter

These rugged and durable attack fighters can handle independent raids as well as assaults on capital ships. Their powerful shields, robust armor, and tail gunner give them good odds even when surrounded by enemy droid fighters.

ARC-170 Starfighter CL 12

Gargantuan starfighter
Init +6; **Senses** Perception +8

Defense Ref 16 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +7 (see below) and proton torpedoes +7 (see below) and laser cannons +7 (see below)

Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +5; **Grp** +38
Atk Options autofire (medium laser cannons, laser cannons)

Abilities Str 46, Dex 16, Con —, Int 14
Skills Initiative +6, Mechanics +8 (+13*), Perception +8, Pilot +6, Use Computer +8 (+13*)

Crew 3 plus astromech droid (expert); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×1.5, 10-jump memory (astromech droid)
Availability Military; **Cost** 155,000 (70,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Heavy laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Proton torpedoes (copilot)
Atk +7, **Dmg** 9d10×2, 4-square splash

Laser cannons (gunner)
Atk +7 (+2 autofire), **Dmg** 4d10×2

"Vulture" Droid Starfighter

"Crewed" by a droid brain and controlled by a remote processor, the droid starfighter is a completely mechanized vessel. Armed with blaster cannons and torpedo launchers, droid starfighters are fast and agile. Unlike conventional fighters, however, they can reconfigure themselves into "walk mode," allowing them to patrol on the ground as well as in space. Switching between flight mode and walk mode requires a standard action.

"Vulture" Droid Starfighter CL 7

Huge starfighter/ground vehicle (walker)
Init +9; **Senses** Perception +8

Defense Ref 14 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32
Immune droid traits (see page 187)

Speed 6 squares, fly 16 squares (max. velocity 1,180 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) or
Ranged concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** —
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 16, Con —, Int 14
Skills Initiative +9, Perception +8, Pilot +9, Use Computer +8

Crew 0 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 6 concussion missiles
Availability Restricted; **Cost** 19,000

Laser cannons
Atk +7 (+2 autofire), **Dmg** 4d10×2

Concussion missiles
Atk +7, **Dmg** 8d10×2, 4-square splash

Droid Tri-Fighter

Featuring a more advanced droid brain than the "Vulture" droid starfighters, the droid tri-fighter has proven itself a capable and versatile addition to the Separatist fleet. Its weapons can be fired at the same or separate targets, giving it the ability to capitalize on a target-rich environment.

Droid Tri-Fighter CL 9

Huge starfighter
Init +10; **Senses** Perception +8

Defense Ref 16 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 10; **Threshold** 34
Immune droid traits (see page 187)

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannon +7 (see below) and
3 light laser cannons +7 (see below) and
concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** —
Base Atk +5; **Grp** +29
Atk Options autofire (medium laser cannon, light laser cannons)

Abilities Str 38, Dex 18, Con —, Int 14
Skills Initiative +10, Perception +8, Pilot +10, Use Computer +8

Crew 0 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 6 concussion missiles
Availability Restricted; **Cost** 40,000

Laser cannon
Atk +7 (+2 autofire), **Dmg** 4d10×2

Light laser cannons
Atk +7 (+2 autofire), **Dmg** 3d10×2

Concussion missiles
Atk +7, **Dmg** 8d10×2, 4-square splash

"YOU CAME IN THAT THING? YOU'RE BRAVER THAN I THOUGHT."

– LEIA ORGANA

SPACE TRANSPORTS

A dizzying variety of commercial transports ply the space lanes of the galaxy, carrying goods and passengers from system to system and world to world for a reasonable price. Most are controlled by independent operators or corporate interests, though governments employ their fair share of transports, sometimes for peaceful purposes . . . and far too often not. Space transports are nearly always armed, shielded, and hyperdrive-capable, allowing merchants to survive pirate attacks—and smugglers to avoid authorities—while traveling from place to place.

Corellian YT-1300 Transport

Perhaps the most adaptable light cargo transport in the galaxy, the YT-1300 design is built on a modular design to suit the needs of a wide variety of clients, many of whom aren't Human, let alone bipedal. The YT-1300 is an excellent all-purpose cargo transport, with powerful engines and a sturdy hull. The Corellian Engineering Corporation was quick to realize that it had a winner on its hands and made almost as many credits selling conversion kits as it did selling the transports themselves.

Corellian YT-1300 Transport CL 6

Colossal space transport

Init –5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 26; +12 armor

hp 120; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)

Ranged laser cannon +2 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +36



Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 100 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), nav computer
Availability Licensed; **Cost** 100,000 (25,000 used)

Laser cannon (gunner)
Atk +2, **Dmg** 4d10×2

CAPITAL SHIPS

Capital ships are the backbone of any star fleet, more than compensating for their lack of speed and maneuverability with their weapons, armor, and powerful shields. The largest carry hangars full of starfighters to supplement their own impressive banks of blasters and ion cannons, gravity-well projectors to stop fleeing opponents from entering hyperspace, or thousands of ground troops and their support vehicles. Capital ship commanders take great pride in knowing that they can make a difference just by bringing their guns to bear, let alone firing them.

Corellian Corvette

The Corellian corvette is the logical step up from the YT-1300 transport—a larger configurable space vessel for larger jobs. The corvette can serve as a cargo transport, a passenger liner, a troop ship, or an escort. Corvettes frequently find their way into civilian use, and a significant number fall into the hands of pirates.

Corellian Corvette **CL 16**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 38; +12 armor
hp 1,200; **DR** 15; **SR** 100; **Threshold** 138

Speed fly 3 squares (starship scale)
Ranged 3 turbolaser batteries +12* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 18, Con —, Int 18
Skills Initiative +0, Mechanics +10, Perception +6, Pilot +0, Use Computer +10

Crew 30 to 165 (skilled); **Passengers** 600
Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×2, nav computer (+3)
Availability Licensed; **Cost** 3.5 million (1.5 million used)
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 5d10×5

Imperial I-class Star Destroyer

An indelible symbol of the Empire's military might, the Star Destroyer is a powerful incentive for troublesome worlds to submit to the will of the Emperor. Fast, tough, and armed to the teeth, an *Imperial I*-class Star Destroyer can reduce a fleet of lesser ships to so much floating debris.

***Imperial I*-class Star Destroyer** **CL 20**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 18 (flat-footed 16), Fort 56; +16 armor
hp 2,100; **DR** 20; **SR** 150; **Threshold** 256

Speed fly 3 squares (starship scale)
Ranged 5 turbolaser batteries +17* (see below) and
5 ion cannon batteries +17* (see below) and
10 point-defense laser batteries +13 (see below) and
10 tractor beams +7* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +68

Abilities Str 102, Dex 14, Con —, Int 20
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 37,085 (skilled); **Passengers** 9,700 (troops)
Cargo 36,000 tons; **Consumables** 6 years; **Carried Craft** 72 TIE fighters (any variant), 8 *Lambda*-class shuttles, 20 AT-ATs, 30 AT-STs, various support vehicles
Hyperdrive ×2 (backup ×8), nav computer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 5d10×5

Ion cannon battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-defense laser battery (4 gunners)
Atk +13, **Dmg** 2d10×2

Tractor beam (2 gunners)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** — (grapple +68)



CHAPTER XI
DROIDS



A droid is a kind of intelligent robot, a mechanical automaton electronically programmed to act, think, and behave in a certain way.

Droids facilitate various tasks that organic beings find tedious, difficult, or hazardous. They are typically fashioned in the likeness of their creators or in a utilitarian design that stresses function. Their usefulness makes them a common sight on nearly every inhabited world in the galaxy. They provide assistance, advice, and sometimes even friendship to trillions of sentient beings on a daily basis.

A Droid's Life

Droids are usually property, bought and sold like any other piece of equipment. Although some droid owners come to think of their droids as friends, the fact remains that droids are programmed to serve whoever is designated as their master. To the vast majority of droids, the concept of droid independence is unthinkable. Without someone to command them, what would they do?

Even so, ownership and control are two very different things. Droids must do what they are commanded to do to the best of their ability, but their programming dictates how they accomplish their orders. Ordered to find a replacement part for an X-wing, a droid might commence a systematic search of the repair bay, then the docking facility, then the neighborhood, then the countryside, and so on—all the while thinking its actions are perfectly logical. Droids often need very specific instructions to do what their masters command, in a manner meeting their master's expectations.

Occasionally, events conspire to lead a droid to independence. These so-called "self-owned" droids are few, but not as rare as many believe. One might hear stories of droids that escape their masters after years of abuse, or of an entire line of droids that manifest violent personalities as the result of a programming glitch. However, independent droids are rarely haywire, rampaging killers. Independent droids often enter into partnerships with organic beings, particularly on worlds where a lone droid without a master draws a lot of unwanted attention. Independent droids sometimes even seek each other out, hoping to find strength and security in numbers. Some independent droids are thrust into the unlikely role of hero, helping to defend the galaxy from the depredations of evil as personified by the likes of the Empire and the Yuuzhan Vong.

Creating a Droid Hero

If you want to play a droid as a hero, you can either play an existing droid from this chapter or create your own unique droid hero. Droid heroes are assumed either to be "self-owned" or to be owned by another player character (with the approval of both the Gamemaster and the player in question). Even if owned by another member of the party, the Gamemaster should ensure that

the owner does not abuse his authority by giving unreasonable or unwanted orders to the other player's droid character. A droid player character should be treated the same as any other player character, and in most cases it is best to give suggestions or advice instead of actual orders. (In fact, most droid heroes have a heuristic processor so that they can creatively interpret orders and thus justify acting as they wish.)

When you decide to play a droid hero, you'll have to pick out a few details about what type of droid your character will be. This is the equivalent of picking a species for a non-droid character.

Option 1: Playing a Custom Droid

You can play a droid of your own design. The only choices you have to make are choosing your degree, size, and accessories, and assigning your ability scores. Once you have taken note of these details on your character sheet, continue with character generation normally.

Determining Ability Scores

Droid characters determine their ability scores the same way non-droid characters do (see Chapter 1: Abilities). However, droids do not have Constitution scores because they are not actually living beings; they only need scores for their five remaining abilities. You can determine your ability scores in one of three ways:

Rolling: Roll 4d6 five times, discarding the lowest die each time. Add up the remaining three dice and assign the result to any one of your five abilities.

Planned Generation: All of your ability scores start at 8, and you have 21 points to spend to increase them (see Planned Generation, page 18).

Standard Score Package: The standard score package for droid heroes is 15, 14, 13, 12, and 10. Assign these five scores to your five abilities as you see fit.

Degree

Droids are classified by degree, reflecting the types of tasks they typically perform. Generally, 1st-degree droids are medical and analytical droids, 2nd-degree droids are mechanical and technical droids, 3rd-degree droids are protocol and domestic droids, 4th-degree droids are security and battle droids, and 5th-degree droids are labor and utility droids. A droid's function does not have to match its degree, but this is uncommon.

Pick a degree (1st, 2nd, 3rd, 4th, or 5th) for your droid. This determines your ability score modifiers, as shown in Table 11–1: Droid Degrees. For example, a 3rd-degree protocol droid increases its Wisdom and Charisma scores by 2 and reduces its Strength score by 2.

Table 11–1: Droid Degrees

Degree	Ability Modifiers	Typical Roles
1st	+2 Int, +2 Wis, –2 Str	medical, scientific
2nd	+2 Int, –2 Cha	astromech, technical
3rd	+2 Wis, +2 Cha, –2 Str	protocol, service
4th	+2 Dex, –2 Int, –2 Cha	combat, security
5th	+4 Str, –4 Int, –4 Cha	labor, utility

Size

You can choose to play a Medium or Small droid. Droids of other sizes exist, but they are controlled by the GM.

A droid's size determines its ability modifiers, its size bonus to Reflex Defense, its size bonus on Stealth checks, adjustments to hit points and damage threshold, its carrying capacity (see Encumbrance, page 140), and its cost factor (see below), as shown in Table 11–2: Droid Sizes.

Medium: Player character droids of Medium size have no special modifiers because of their size. They have a walking locomotion system (see page 188) and a speed of 6 squares.

Small: Player character droids of Small size apply the following ability score modifiers: +2 Dexterity, –2 Strength. They have a tracked locomotion system (see page 188) and a speed of 4 squares. Small droids gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Cost Factor: A droid's cost factor is used to calculate the cost of the droid and some droid systems. Particularly large droids can be very expensive, but particularly small droids are not any cheaper due to the expenses associated with miniaturization.

Class and Level

You are 1st level in one heroic class (noble, scoundrel, scout, or soldier) of your choice. You cannot choose the Jedi class.

Systems and Accessories

You have a heuristic processor (see page 190) and two arm appendages (see page 189).

Your may spend up to 1,000 credits on additional locomotion systems (see page 188), appendages (see page 189), and accessories (see page 193) as you see fit. You do not get to keep any left over credits, but you still gain the appropriate starting credits according to your class (see Chapter 3: Heroic Classes).

Droid Traits

All droids characters have certain traits in common as discussed in Droid Traits below.

Option 2: Playing a Standard Droid Model

If you wish to forego creating your own custom droid, you can always play one of the stock models found later in the chapter. If you use this option, you do not roll for ability scores; instead, you automatically have the ability scores listed for the selected model of droid. The droid you select must meet the following criteria, and you may modify the stock model as noted here.

Size: You can only be Small or Medium size.

Processor: You cannot have a remote processor, so you must install a basic processor or heuristic processor if the selected model of droid does not normally include one (see Processors, page 190).

Class and Level: The droid you select can have no more than three levels in the nonheroic class or one level in any heroic class. If the droid you select has only one or two levels in the nonheroic class, you may choose to add one level in a heroic class of your choice; this adds 1,500 credits to your droid's final cost.

You begin play with the minimum number of experience points necessary for your character level. For example, a 2nd-level nonheroic/1st-level scoundrel would begin play with 3,000 XP.

Final Cost: The final cost of your droid, including any necessary adjustments for a processor or adding a level in a heroic class, cannot exceed 5,000 credits. You may add accessories or replace systems as you see fit as long as your final cost remains within this limit. You do not get to keep any unspent credits, but you still gain the appropriate starting credits according to your class (see Chapter 3: Heroic Classes).

Traits: All droids have certain traits in common (see Droid Traits, below).

Once you have made all necessary adjustments and noted these details on your character sheet, continue with character generation normally.

Droid Traits

Droids share the following basic traits:

Abilities: Droids are nonliving entities, so they do not have Constitution scores. Droids can increase any two of their five remaining ability scores by +1 each at 4th level and every four levels thereafter, just like any other character. These increases represent improved heuristics and algorithms that the droid has developed from experience as well as upgrades to its components undertaken as a part of routine maintenance. Droid ability modifiers are determined by their degree and size (see Degree and Size, above). A droid can never have an ability score less than 1, regardless of modifications.

Behavioral Inhibitors: Droids (except 4th-degree droids) cannot intentionally harm a sentient living being or knowingly allow a sentient living being to be harmed. Furthermore, all droids must follow orders given to them by their rightful owners, as long as those orders don't require the droid to harm a sentient living being. Droids with heuristic processors can sometimes violate these restrictions by creatively interpreting their behavioral inhibitions (see Processors, page 190).

Ion Damage Vulnerability: As electronic constructs, droids are vulnerable to damage from ion weapons (see Ion Weapons, page 159). Generally, ion weapons have the same effect on droids that stun weapons have on living beings.

Maintenance: Droids do not sleep, eat, or breathe. However, they do need to enter shutdown mode and recharge for 1 hour after 100 hours of operation. If a droid fails to do so, it must make an Endurance check each

Table 11-2: Droid Sizes

Droid Size	Ability Modifiers	Size Modifier to Ref Defense	Size Modifier to Stealth	Extra Hit Points	Size Bonus to DMG Threshold	Carrying Capacity	Cost Factor
Colossal	+32 Str, –4 Dex	–10	–20	+100	+50	×20	×20
Gargantuan	+24 Str, –4 Dex	–5	–15	+50	+20	×10	×10
Huge	+16 Str, –4 Dex	–2	–10	+20	+10	×5	×5
Large	+8 Str, –2 Dex	–1	–5	+10	+5	×2	×2
Medium	None	+0	+0	—	—	×1	×1
Small	–2 Str, +2 Dex	+1	+5	—	—	×0.75	×2
Tiny	–4 Str, +4 Dex	+2	+10	—	—	×0.5	×5
Diminutive	–6 Str, +6 Dex	+5	+15	—	—	×0.25	×10
Fine	–8 Str, +8 Dex	+10	+20	—	—	×0.01	×20

hour (DC 10, +1 per additional hour after the first) or move –1 persistent step along the condition track (see Conditions, page 148). This persistent condition can only be removed by the droid recharging for 1 hour.

Memory: A droid's trained skills, feats, and talents can be reassigned with the Use Computer skill. A droid hero can use its own Use Computer skill to perform this reprogramming, but it takes a –5 penalty on its skill check. If a droid is ever subjected to a complete memory wipe, it becomes a basic model of its type, losing any levels and abilities gained (see Processors, below).

Nonliving: A droid is immune to poison, disease, radiation, noncorrosive atmospheric hazards, vacuum, mind-affecting effects, stunning effects, and any other effect that works only on living targets. Droids have no connection to the Force and can't gain the Force Sensitivity feat or learn Force powers. Droids do not have a Constitution score, so they don't get bonus hit points for having a high Constitution, and they apply their Strength modifier to their Fortitude Defense.

Unlike living beings, droids don't "die," but they can be disabled or destroyed. If a droid is reduced to 0 hit points, it is disabled and cannot be reactivated until it is repaired so that has at least 1 hit point. If the attack that reduced the droid to 0 hit points also exceeds the droid's damage threshold, the droid is destroyed instead. A destroyed droid cannot be repaired or salvaged.

Repair: Droids can regain lost hit points only through the use of the Mechanics skill (see page 68). A droid can use this skill to repair itself, but it takes a –5 penalty on its skill check.

Shut Down: A droid that is shut down can take no actions and is effectively unconscious. Shutting down a willing droid is a standard action. Shutting down an unwilling droid is more difficult, requiring that you to grab the droid (see Grab, page 152) and then make a Mechanics check (DC = droid's Will Defense) as a standard action while it's grabbed. You cannot shut down an unwilling droid with locked access unless it is disabled or otherwise helpless (see Locked Access, page 195).

Skills: Droids normally cannot use any skill untrained except for Acrobatics, Climb, Jump, and Perception. A droid with a heuristic processor ignores this limitation (see Processors, page 190).

Systems: Droids can have many of their characteristics changed by installing or replacing existing systems (see Modifying Droids, page 197).

Automatic Languages: Binary plus one language chosen by the designer (usually Basic).

Droid Systems

Unlike characters and creatures, droids are essentially collections of different equipment called systems. A droid's systems can be upgraded, replaced, and modified many times throughout a droid's operational lifetime. A droid system falls into one of four categories: locomotion, processor, appendage, or accessory.

Locomotion

All droids begin with a base movement speed determined by locomotion system (see Table 11–3: Droid Locomotion). Droids can have more than one locomotion system. Add 500 × the droid's cost factor for the second locomotion system, 1,000 × the droid's cost factor for the third, 2,000 × the droid's cost factor for the fourth, and 5,000 × the droid's cost factor for the fifth.

Walking Droids: Walking droids are the most versatile droids, having legs and feet that let them travel like bipeds, quadrupeds, and other similar creatures. The most common chassis for walking droids is the "humanoid" form (two arms, two legs, and a head). They suffer the usual penalties when moving through difficult terrain (See Difficult Terrain, page 159).

Wheeled Droids: Wheeled droids use one or more powered wheels to move and are generally designed to traverse smooth surfaces. Wheeled droids can't use the Climb skill, and the penalties of moving through difficult terrain are doubled.

Tracked Droids: Tracked droids are an improvement on the wheeled droid, having ridged treads that give them more traction. Tracked droids ignore the penalties of difficult terrain, but they take a –5 penalty on all Climb checks.

Hovering Droids: Hovering droids use repulsorlift technology to float slowly above the ground (within 3 meters). They ignore the penalties of difficult terrain.

Table 11–3: Droid Locomotion

	Speed (by droid size)			
Locomotion	Up to Small	Medium	Large or Bigger	Cost
Walking	4 squares	6 squares	8 squares	10 × cost factor × (speed) squared
Wheeled	6 squares	8 squares	10 squares	5 × cost factor × (speed) squared
Tracked	4 squares	6 squares	8 squares	20 × cost factor × (speed) squared
Hovering	6 squares	6 squares	6 squares	100 × cost factor × (speed) squared
Flying	9 squares	12 squares	12 squares	200 × cost factor × (speed) squared

Flying Droids: Flying droids use engines of some kind to travel more or less wherever they please. They are not hampered by any type of terrain, but tend to be the most expensive.

Stationary Droids: Stationary droids do not have a locomotion system and cannot move from a fixed location.

Restricted Locomotion System

The cost of a droid's locomotion system can be reduced by placing limitations on its use. The two types of restrictions are exclusive and limited. A restricted locomotion system costs only one-tenth the normal cost.

Exclusive Locomotion System: The droid must spend a move action to engage or disengage this locomotion system. While the system is engaged, the droid can only use the move and run actions.

Limited Locomotion System: The droid can only use this locomotion system for a limited time. After using this locomotion system for 1 round, the droid must make an Endurance check (DC 10, +1 per check after the first) or it cannot use that locomotion system again for 1 minute (10 rounds).

Climbing Claws

Claws designed to grip a surface can be added to any droid with a walking locomotion system. Climbing claws grant the droid a climb speed equal to one-half its walking speed. In addition, a droid equipped with climbing claws may reroll a failed Climb check (keeping the better result) and can take 10 on Climb checks even when rushed or threatened. Climbing claws double the cost of a walking locomotion system.

Extra Legs

Walking droids are usually bipedal, but a walking droid can be built with three or more legs (usually four) to grant the droid extra stability and carrying capacity. This doubles the cost of the walking locomotion system, but the droid's carrying capacity is 50% higher than that of a bipedal droid of the same Strength. In addition, the droid gains a +5 stability bonus on checks to resist attempts to knock it prone.

Jump Servos

Repulsorlift-assisted jump servos can be added to any droid with a walking locomotion system. Jump servos grant the droid the ability to treat all jumps as running jumps, even without the normal running start (see the Jump skill, page 68). In addition, the droid may reroll a failed Jump check (keeping the better result) and take 10 on Jump checks even when rushed or threatened. Jump servos double the cost of a walking locomotion system.

Magnetic Feet

Electromagnetic grippers enable a droid to cling to a ship's hull, even when the ship is moving at high speed. Only droids with walking, wheeled, or tracked locomotion can have magnetic feet.

APPENDAGES

The types of appendages a droid has determines how well it is able to touch, hold, lift, carry, push, pull, or place objects. A limb that isn't used for locomotion or balance has one of the following types of appendages: probe, instrument, tool, claw, or hand.

Droids can use their appendages to make unarmed attacks. The damage dealt by an unarmed attack depends on the droid's size and the type of appendage. Table 11–4: Droid Appendages and Damage lists the base unarmed damage; remember to apply the droid's Strength modifier to this

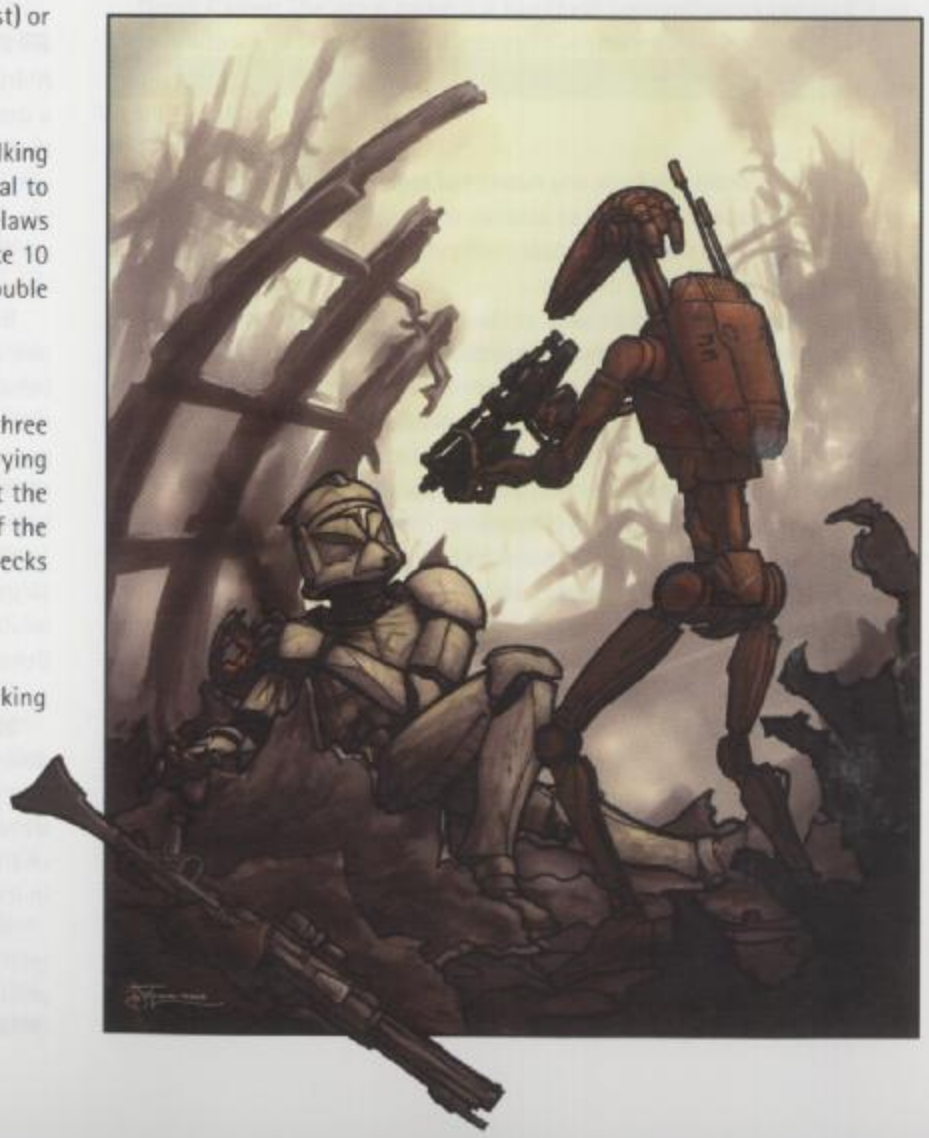


TABLE 11-4: DROID APPENDAGES AND DAMAGE

DROID SIZE	PROBE	INSTRUMENT	TOOL	CLAW	HAND
Fine	–	–	–	–	–
Diminutive	–	–	–	1	–
Tiny	–	–	1	1d2	1
Small	–	1	1d2	1d3	1d2
Medium	1	1d2	1d3	1d4	1d3
Large	1d2	1d3	1d4	1d6	1d4
Huge	1d3	1d4	1d6	1d8	1d6
Gargantuan	1d4	1d6	1d8	2d6	1d8
Colossal	1d6	1d8	2d6	2d8	2d6

base damage. A droid can have any number of appendages, but this does not increase the number of actions or attacks the droid can make in a round.

Probe: Few droids have no actual manipulators. The bare minimum is a probe that can push or pull objects.

Instrument: Instruments are a step up from simple probes. They might be designed to accomplish specific tasks. For example, a droid with a hypodermic syringe as its sole appendage can use the syringe for its intended purpose, but otherwise can only push objects with it. A few instruments are actually designed to clamp, and can thus hold objects, but they are generally delicate. A droid using an instrument of this nature has a carrying capacity (see Encumbrance, page 140) as if its Strength score were one-quarter of its actual value.

Tool: Tool appendages are somewhat sturdier than instruments. A droid must make a DC 15 Dexterity check to lift, carry, or drag objects for which its tools were not designed. The GM might rule that particularly delicate objects have a higher DC. If the check fails, the droid drops the object.

Weapons mounted on a droid are considered tool appendages unless otherwise noted. A tool mount does not include the cost of the tool or weapon mounted on it.

Claw: Claws are an intermediate step between tools and hands. They are useful for grabbing onto objects to be moved, but aren't very good for tasks that require fine manipulation. While a droid could easily carry a blaster in its claw, it would have difficulty firing it, for example. A droid using a claw to perform a task that normally requires a true hand must make a DC 15 Dexterity check to succeed at the task. If the check fails, the droid drops the object it is attempting to manipulate.

Hand: A droid is considered to have a true hand if its gripping appendage includes at least three digits, one of which is opposable. Factory-model 3PO Series protocol droids and Baktoid Combat Automata battle droids come equipped with hands.

Telescopic Appendage

The droid has an appendage that reaches farther from its body than normal. A telescopic appendage has twice the normal reach for the droid's size. For example, a Medium droid with a telescopic appendage has a reach of 2 squares.

Stabilized Mount

For five times the listed cost and weight, a tool appendage can be stabilized so that it can hold a larger weapon. This allows the droid to use that weapon as if was wielded in two hands.

PROCESSORS

A droid can't perform any functions without its processor (also known as a droid brain), which contains all the basic information the droid needs to move its appendages, travel from place to place, behave in a certain way, and so on. A droid's Intelligence score reflects the quality of its processor. Low-intelligence droids tend to specialize in single tasks that require no deductive capability. High-intelligence droids are considerably more versatile—and more expensive.

Basic Processor: Basic processors are not designed for creative thought and problem solving, and as such most droids interpret instructions and behavioral inhibitions very literally. Furthermore, basic processors are very limited in that the droid cannot perform any task for which it was not programmed. For example, a droid that is not trained in the Deception skill cannot lie or otherwise convey false or unknown information. A droid with a basic processor cannot use any skill untrained except for Acrobatics, Climb, Jump, and Perception. Similarly, a basic processor does not allow a droid to use any weapon with which it is not proficient, and a droid's behavioral inhibitors may prevent it from harming sentient living beings altogether (see Behavioral Inhibitors, below).

Every droid comes with a basic processor, at the very least.

Heuristic Processor: This type of processor allows a droid to learn by doing, usually without instruction. The droid is able to reason through several potential solutions to tasks and formulate the best approach. Because of this, a droid with a heuristic processor may use skills untrained, just like any other character. Similarly, the droid can wield a weapon even if it is not proficient in its use (but still takes the normal –5 penalty on attack rolls).

In addition, a droid with a heuristic processor can creatively interpret its instructions, allowing it to complete tasks in a manner that it deems appropriate. A heuristic processor allows a droid to work around its behavioral inhibitors as long as it can justify a given action. For example, a noncombat

droid with a heuristic processor can attack and even harm sentient living being as long as it believes that doing so will ultimately save more sentient living beings from harm.

Over time, a droid equipped with a heuristic processor develops a unique personality based on experience. Because of this, memory wipes and restraining bolts are commonly used to ensure that a heuristic processor doesn't allow a droid to stray too far from its intended purpose. Still, some progressive masters actually encourage their droids to break their programming, trusting the droid's judgment to make independent decisions without taking advantage of the situation.

Remote Processor: The droid's processor isn't located in the droid; instead, the droid is actually a drone for a remote processor. The processor is equipped with a transmitter that allows a droid equipped with the appropriate remote receiver to operate as far away as 5 km (for the least expensive model) to as much as 5,000 km (for the most expensive model).

The advantage of a remote processor is that it makes the droid much less expensive because it only needs a receiver instead of a local control system. The drawback is that the droid doesn't react as quickly as a droid with an internal processor, so it takes a –2 penalty to its Dexterity.

Remote Receiver: This unit allows a droid to receive instructions from a remote processor. Only droids without internal processors (such as Baktoid Combat Automata battle droids) can be fitted with remote receivers. A remote receiver can only be connected to one remote processor at a time. Changing the connection to a different remote processor requires a DC 20 Mechanics check and a tool kit.

Backup Processor: A droid with a remote receiver can also have a backup processor that allows the droid to function even if it loses contact with its remote processor. The droid will continue executing its last received orders until contact is reestablished.

Synchronized Fire Circuits: A droid with a remote receiver can have synchronized fire circuits that better coordinate its actions with other droids. When successfully using the aid another action to assist another droid connected to the same remote processor, a droid with synchronized fire circuits grants an additional +2 bonus to the other droid's check or roll.

Behavioral Inhibitors

Even without a restraining bolt or periodic memory wipes, most droids operate according to a rigid set of guidelines. A droid's core programming—the part of its memory that can't be wiped—provides it with strict instructions on how to react to common circumstances, most of which revolve around obedience, safety, ethics, and morality. These instructions are the droid's behavioral inhibitors.

The most common restriction coded into a droid's memory is the notion that it can't harm a sentient living being or, through inaction, allow a sentient living being to come to harm. (Fourth-degree droids do not have this restriction.) Droids are under similar strictures not to allow themselves to be harmed unless specifically ordered to do so. Of course, droids are also hardwired to obey the commands of their designated masters. When a master's orders conflict with the droid's behavioral inhibitors, the droid is required to inform its master immediately.

Restraining Bolt: A restraining bolt turns off a droid's motor impulse without actually shutting down the droid. The restraining bolt is activated with a handheld device called a droid caller (see below). Restraining bolts must be secured to specific locations on droids. Attaching or removing a restraining bolt is a full-round action and requires a DC 10 Mechanics check. A droid fitted with a restraining bolt can't upgrade or improve its skills (see Reprogramming, below).

A droid with a heuristic processor can attempt to remove its own restraining bolt as a standard action with a successful DC 20 Charisma check followed by a successful DC 15 Mechanics check. A droid that fails the Charisma check can't attempt to remove the restraining bolt again until 24 hours pass.

Droid Caller: The droid caller is a handheld transmitter weighing 0.2 kg. It transmits a signal to any droid equipped with a restraining bolt. The droid caller overrides a droid's motor function and impels it toward the caller for as long as the device is activated.

BINARY

Nearly all droids are programmed to understand a binary computer language used by most computers and intelligent machines. The simple version of this is a language skill called Binary. With it, droids can communicate with computers and each other. Binary allows a computer or droid to communicate mathematical or technical information in great detail at a very high rate (approximately 100 times as fast as normal speech), but it has great difficulty expressing nontechnical topics such as emotion, art, philosophy, or the Force. For example, as a free action, a droid could use Binary to describe the exact location and physical description of all objects and characters that the droid detects in a 10-square-by-10-square area, but the droid would be unable to express the nuance of a conversation or the emotion conveyed by body language.

Obviously, some droids can understand additional languages as well—most droids in the galaxy are programmed with Basic, even if they can't actually articulate the language. Some living beings learn to interpret the binary language of droids, even if they can't themselves speak an approximation of it. A living being who understands Binary cannot understand the same volume of information as another droid or computer, so the speaking droid must voluntarily slow its speech to normal rates (that is, the same as Basic or any other language) so that the living being can understand it.

A droid with a heuristic processor fitted with a restraining bolt can resist the droid caller with a successful DC 20 Charisma check. If successful, that droid can't be affected by that specific droid caller for 24 hours.

Reprogramming

A basic model droid comes with factory-preset skills and a certain set of trained skills, feats, and sometimes talents. These factory-presets are embedded in the droid's core programming and cannot be altered, but many droids have one or more trained skills left unassigned so that they can easily be programmed for their specific duties. Unassigned skills as well as feats and talents gained through level advancement can be altered through reprogramming.

Reprogramming a droid requires a Use Computer check (DC = droid's Will Defense) and 30 minutes of uninterrupted work. Reprogramming feats and talents is more difficult, so you take a –5 penalty on your Use Computer check. Furthermore, feats and talents can only be reprogrammed if they are neither a requirement for any of the droid's prestige classes nor a prerequisite for any feat or talent the droid retains. As always, a droid must meet all prerequisites for any replacement feats or talents. Reprogramming requires that the droid be shut down for the duration of the procedure (but see "Droid Self-Reprogramming," below).

To reprogram a skill, the programmer must be trained in that skill or purchase a skill package (100 credits). To reprogram a feat or talent, the programmer must either have that feat or talent or purchase a feat or talent package (1,000 credits).

If the droid's owner is unable to do the reprogramming himself, he can hire a professional programmer to do the task for him. The standard cost of hiring a programmer is (droid's Will Defense squared) × 10 credits for a skill, or 10 times this amount for a feat or talent. This cost includes any necessary skill, feat, or talent packages.

Droid Self-Reprogramming: A droid trained in the Use Computer skill may attempt to reprogram itself. However, the droid must have the appropriate skill, feat, or talent package to do so, and it takes a –5 penalty on its Use Computer skill check. A droid attempting to self-reprogram does not have to be shut down, but it is helpless and unable to take any actions until the attempt is completed.

Memory Wipes

Although intelligent droids consider it frightful and ghoulish and heroic droids regard it as a fate worse than death, the memory wipe is a fact of existence for most droids. Its primary purpose is to eradicate personality quirks that distinguish an independent droid.

Wiping a droid's memory requires a successful Use Computer check against the droid's Will Defense. The droid must be shut down to perform the memory wipe.

> "WE SEEM TO BE MADE TO SUFFER. IT'S OUR LOT IN LIFE."
>
> – C-3PO

A memory wipe erases one class level per minute. A complete memory wipe reduces a droid to a basic model with no personality quirks and no class abilities. For example, a 3PO Series protocol droid that had been a 1st-level nonheroic/4th-level scoundrel becomes a 1st-level nonheroic basic model after a 4-minute memory wipe, losing its scoundrel levels and all the corresponding benefits.

Downloading and Restoring Memory

Unlike organic beings, droids have a form of mechanical immortality: If a droid's programming is saved to a computer system, and a new chassis and droid brain can be bought or found, others can attempt to load its memory into the new droid and reactivate the droid.

A successful Use Computer check is required to transfer a droid's programming into a new chassis. The DC for the Use Computer check depends on the type of new chassis being used:

Same model	DC 20
Different model, same degree	DC 25
Different model, different degree	DC 35

Each time the transfer is attempted, the droid must make a DC 15 Intelligence check. A failed check indicates that the droid's memory suffers corruption: a permanent reduction of 1d6 Intelligence points. The corrupted programming can't be repaired; if the droid's Intelligence modifier decreases because of corruption, the droid's trained skills must be reduced accordingly. The droid also loses access to feats that have an Intelligence prerequisite higher than the droid's new Intelligence score.

A droid successfully transferred into another droid of the same model resumes functioning as it was before the transfer, retaining all ability scores, class levels, skills, feats, and talents.

A droid successfully transferred into a different model adopts the Strength and Dexterity of the new model but keeps its previous Intelligence, Wisdom, and Charisma scores. The droid retains its trained skills, although skill modifiers based on Strength and Dexterity might need adjusting. Finally, the droid loses one class level (including all associated talents and feats) as it has to reprogram and adapt its memory and sensory inputs for the new chassis.

ACCESSORIES

Any miscellaneous system that does not fall under one of the above categories can be considered an accessory. Accessories add functions or improve existing systems on a droid, making them more capable and efficient. Table 11-5: Droid Accessories summarizes the various accessories described in this chapter.

Cost and Weight: Sometimes a droid accessory has a flat cost or weight. Often the cost and/or weight is determined by multiplying a base number by the droid's cost factor, which is determined by the droid's size (see Table 11-2: Droid Sizes, page 187).

Availability: Some droid accessories have limited availability or are strictly regulated, as described in Restricted Items (see page 118).

Armor

Droids can be equipped with built-in armor that provides an armor bonus to Reflex Defense. Bipedal droids with two hand appendages can also wear armor designed for humanoid creatures; however, the armor bonus granted by built-in droid armor does not stack with the armor bonus provided by worn armor. Table 11-6: Droid Armor summarizes the different types of built-in droid armor available.

Speed: A droid with built-in light, medium, or heavy armor takes no penalty to its speed.

Armor Check Penalty: A droid with built-in armor takes an armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The type of armor worn determines the size of the penalty: light, –2; medium, –5; heavy, –10. A droid with the appropriate Armor Proficiency feat (see page 82) negates these penalties.

Maximum Dexterity Bonus: Built-in droid armor has a maximum Dexterity bonus, just like normal armor (See Armor, page 131).

Availability: Some armor has limited availability.

Rare: This armor is rarely for sale on the open market. The price of the armor on the black market is usually double the listed cost.

Licensed, Restricted, Military, or Illegal: Ownership of the armor is limited or strictly regulated, as described in Restricted Items (see page 131).

Running in Heavy Armor: When running in heavy armor, a droid can only move up to three times its speed (instead of four times).

Communications

All droids are capable of emitting the sounds necessary to speak Binary, a language used by droids and computers to quickly transmit large amounts of information (see Binary sidebar, page 191).

Vocabulator: The droid is equipped with a speaker that enables it to emulate speech, rather than simply spout machine code. This device is standard if the droid has ability to speak any language other than Binary.

Comlink: The droid is equipped with an integrated comlink system. It is otherwise identical to the standard comlink (see page 134).

Diagnostics Package

Some droids are equipped to perform diagnostics, either as an aid to a technician or as a general safety feature. The diagnostic package gives a droid a +2 equipment bonus on Mechanics checks to diagnose problems.

Hardened Systems

Droids of Large or greater size can be designed to have internal armor and redundant systems that enable it to continue functioning despite heavy damage. This is represented by a multiplier that increases the bonus hit points and damage threshold based on the droid's size. For example, a Large droid with hardened systems ×3 would have +30 hit points and a +15 bonus to its damage threshold instead of the usual +10 hit points and +5 bonus to its damage threshold.



Internal Storage

The droid has a certain amount of open space in its chassis, allowing for the addition of new internal components or compartments for carried items. Droids of Tiny size or smaller cannot have internal storage.

For each 50 credits spent, the droid can carry 1 kg of material or equipment in internal storage. A droid's size determines the maximum weight of items stored in internal storage, as noted below:

DROID SIZE	MAXIMUM WEIGHT LIMIT
Small	5 kg
Medium	10 kg
Large	20 kg
Huge	50 kg
Gargantuan	500 kg
Colossal	5,000 kg

TABLE 11-5: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Appendage			
Claw	20 × cost factor	(5 × cost factor) kg	–
Hand	50 × cost factor	(5 × cost factor) kg	–
Instrument	5 × cost factor	(1 × cost factor) kg	–
Probe	2 × cost factor	(0.5 × cost factor) kg	–
Tool	10 × cost factor	(2 × cost factor) kg	–
Climbing claws	appendage cost × 2	–	–
Jump servos	appendage cost × 2	(2 × cost factor) kg	–
Magnetic feet	appendage cost × 2	–	–
Telescopic appendage	appendage cost × 2	(normal weight × 2) kg	–
Armor	See Table 11-6	See Table 11-6	See Table 11-6
Communications			
Comlink, internal	250	0.1 kg	–
Vocabulator	50	0.5 kg	–
Diagnostics package	250	4 kg	–
Droid caller	10	0.2 kg	–
Hardened systems			
Hardened system ×2	1,000 × cost factor	(100 × cost factor) kg	Military
Hardened system ×3	2,500 × cost factor	(250 × cost factor) kg	Military
Hardened system ×4	4,000 × cost factor	(400 × cost factor) kg	Military
Hardened system ×5	6,250 × cost factor	(650 × cost factor) kg	Military
Internal storage			
Compartment space (per kilogram)	50	–	–
Spring-loaded mechanism	150	3 kg	–
Locked access	50	–	Licensed

Spring-Loaded Mechanism: This device allows a Small, Medium, or Large droid to launch an item held in an internal storage compartment up to 4 squares as a standard action. The item can weight no more than 4 kg, and the droid makes a ranged attack against Reflex Defense 10 to launch the projectile into a designated square. Anyone within reach of the target square who has a readied action can try to catch the item, provided the droid's attack succeeds. (If the attack fails, the item lands in a randomly determined square adjacent to the target square.) Catching the item requires a DC 10 Dexterity check and is considered a move action.

Spring-loaded mechanisms are not typically designed (or practical) for droids of Huge or larger size.

Locked Access

A droid with locked access has its shutdown switch secured or located internally, preventing it from being shut off by an opponent. The droid must be disabled or otherwise rendered helpless before it can be shut down.

TABLE 11-5: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Processors			
Heuristic processor	2,000	5 kg	–
Remote processor			
5-km range processor	1,000	10 kg	–
50-km range processor	10,000	100 kg	–
500-km range processor	100,000	1,000 kg	Military
5,000-km range processor	1,000,000	10,000 kg	Military
Remote receiver	-500	1 kg	–
Backup processor	100	–	–
Synchronized fire circuits	150	1 kg	Military
Restraining bolt	5	–	–
Secondary battery	400	4 kg	–
Self-destruct system	maximum damage × 20	(maximum damage × 0.1) kg	Restricted
Sensors			
Improved sensor package	200	2.5 kg	–
Darkvision	150	1.5 kg	–
Shield generator			
SR 5	2,500 × cost factor	(10 × cost factor) kg	Military
SR 10	5,000 × cost factor	(20 × cost factor) kg	Military
SR 15	7,500 × cost factor	(30 × cost factor) kg	Military
SR 20	10,000 × cost factor	(40 × cost factor) kg	Military
Translator unit			
DC 20	200	1 kg	–
DC 15	500	2 kg	–
DC 10	1,000	4 kg	–
DC 5	2,000	8 kg	–

Table 11-6: Droid Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Max. Dex Bonus	Weight	Availability
Light Armor (–2)					
Plasteel shell	400 × cost factor	+2	+5	(2 × cost factor) kg	–
Quadanium shell	900 × cost factor	+3	+4	(3 × cost factor) kg	–
Durasteel shell	1,600 × cost factor	+4	+4	(8 × cost factor) kg	–
Quadanium plating	2,500 × cost factor	+5	+3	(10 × cost factor) kg	Licensed
Durasteel plating	3,600 × cost factor	+6	+3	(12 × cost factor) kg	Licensed
Medium Armor (–5)					
Quadanium battle armor	4,900 × cost factor	+7	+3	(7 × cost factor) kg	Restricted
Duranium plating	6,400 × cost factor	+8	+2	(16 × cost factor) kg	Restricted
Durasteel battle armor	9,600 × cost factor	+8	+3	(8 × cost factor) kg	Restricted
Heavy Armor[1] (–10)					
Mandalorian steel shell	8,100 × cost factor	+9	+3	(9 × cost factor) kg	Military, Rare
Duranium battle armor	10,000 × cost factor	+10	+2	(10 × cost factor) kg	Military
Neutronium plating	12,100 × cost factor	+11	+1	(20 × cost factor) kg	Military

1 *When running in heavy armor, a droid can only move up to three times its speed (instead of four times).*

Secondary Battery

A secondary battery (sometimes called a redundant battery or backup battery) provides the droid with additional power, allowing it to operate for a longer duration. The secondary battery enables the droid to remain operational for 200 hours (instead of the normal 100 hours) before it needs to shut down and recharge.

Self-Destruct System

To prevent capture and analysis, the droid comes equipped with a powerful explosive. The charge destroys the droid from within (no attack required), and a droid destroyed in this fashion cannot be repaired or salvaged. The explosion is treated as an area attack (+5 attack bonus). The damage to all targets with the area is determined by the droid's size (see below), and the burst radius of the explosion is 2 squares per 4d6 of damage (minimum 2 squares). Droids of Tiny size and smaller do not deal collateral damage when they self-destruct.

Droid Size	Damage
Small	4d6
Medium	6d6
Large	8d6
Huge	10d6
Gargantuan or larger	20d6

Droid Costs

Some droids have their cost reduced or inflated based on other circumstances. Although the rules in this chapter provide an accurate means of determining the cost of a droid, some models may deviate from this cost. For example, mass production may reduce labor costs, a droid may be priced to match a competitor, prices may increase due to legal restrictions for a particular droid (particularly common for 4th-degree droids), or a manufacturer may have a virtual monopoly on a particular type of droid that allows higher prices.

Sensors

Sensors allow the droid to perceive its surroundings. Most droids are equipped with a standard sensor array that gives them the visual and auditory acuity of an average Human. For an additional cost, a droid can be outfitted with an improved sensor package or with darkvision.

Improved Sensor Package: A droid with an improved sensor package gains a +2 equipment bonus on Perception checks. In addition, the droid

gains low-light vision, ignoring concealment (but not total concealment) from darkness.

Darkvision: The droid with darkvision ignores concealment (including total concealment) from darkness.

Shield Generator

The droid is fitted with a deflector shield generator—the same type mounted on starships. Whenever the droid would take damage, reduce the damage by the droid's shield rating (SR). If the damage is equal to or greater than the droid's shield rating, the droid's shield rating is reduced by 5. By spending three swift actions on the same or consecutive rounds, the droid may make a DC 20 Endurance check to restore lost shield power. If the check succeeds, the droid's shield rating increases by 5 points (up to its normal shield rating).

Due to the size and energy requirements of shield generators, only droids of Small size or larger can be equipped with a SR 10 generator. Only droids of Medium size or larger can be equipped with a SR 15 generator. Only droids of Large or bigger size can be equipped with a SR 20 generator.

Translator Unit

The droid is equipped with a device that allows it to understand and convey information in a variety of languages, including nonverbal ones. When the droid experiences a form of communication for the first time, it makes an Intelligence check to determine whether it can identify and understand the language. The DC is based on the translator unit's database, with the better units having a lower DC.

Modifying Droids

A droid can be modified to carry additional equipment simply by attaching the new equipment to the droid's chassis and connecting the new component to the droid's processor. Adding equipment increases the droid's weight. Droids suffer from encumbrance penalties the same way organic characters do: They slow down. Adding, removing, or replacing the systems on a droid requires a Mechanics check, the DC set by the type of system.

Locomotion: DC 25 Mechanics check, representing 1 day of work.

Processor: DC 20 Use Computer check and DC 20 Mechanics check, representing 1 day of work.

Appendage: DC 20 Mechanics check, representing 1 hour of work.

Accessory: DC 15 Mechanics check, representing 1 hour of work.

Tool, Weapon, or Instrument Mounted on an Appendage: DC 15 Mechanics check, representing 10 minutes of work. You take a –5 penalty on your Mechanics check when installing a weapon on a 1st-, 2nd-, 3rd-, or 5th-degree droid.

Self-Modification: A droid may install or replace a locomotion system, appendage, or accessory on itself, but it takes a –5 penalty on its Mechanics check. A droid cannot replace or install a processor on itself.

Sample Droids

The following sample droids are presented as basic models, in their factory-preset state. The trained skills and feats possessed by a basic model represent the droid's core programming—characteristics the droid maintains even after being subjected to a memory wipe (see page 192).

First-Degree Droids

First-degree droids are usually medical, analytical, or scientific droids.

2-1B Medical Droid

Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B Series was the first commercially successful surgical droid. Each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can download from any medical mainframe.

The 2-1B's servogrip pincer hands are precision-engineered for smooth, steady action. The core programming of 2-1B surgical droids includes the "physician's code." This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by an authorized operator), as well as preventing it from deliberately inflicting harm on an organic creature (except as defined by extensive guidelines for saving a life). This includes a stricture against engaging in combat.

2-1B Series droids can be played as droid heroes.

2-1B Medical Droid **CL 0**
Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** low-light vision; Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 12
hp 5; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +0 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +0

Abilities Str 8, Dex 11, Con —, Int 14, Wis 15, Cha 9
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer), Surgical Expertise
Skills Knowledge (life sciences) +13, Perception +5, Treat Injury +13, Use Computer +8
Systems walking locomotion, heuristic processor, 2 hands, improved sensor package, vocabulator
Availability Licensed; **Cost** 4,300 credits

Second-Degree Droids

Second-degree droids are typically astromech droids and some technical droids. Specific models include the R2 unit.

R2 Series Astromech Droid

The R2 astromech is Industrial Automaton's most successful series of diagnostic and repair droids, largely due to the compact design that enables it (unlike its predecessors) to fit precisely into the astromech sockets of starfighters. An R2 unit performs all of the most complex astrogation, flight data, technical diagnosis, and power management tasks, freeing fighter pilots to concentrate on staying alive.

The R2 astromech droid is surprisingly versatile for its size. R2s boast an overwhelming array of tools and sensors, all tucked away behind various access panels, keeping the housing largely free of obstructions. Industrial Automaton's designers even found a way to include "wasted space" in the chassis, allowing internal storage, easy upgrades, and modifications. Even the four standard appendages (two manipulator arms, an electric arc welder, and a circular saw) can be quickly and easily switched out with a number of specialty arms available. The two empty slots are typically filled with a fire extinguisher and a computer interface probe (for an additional cost).

Because these droids are quick-witted, sincere, and often insightful, many owners are reluctant to have their memories wiped, resulting in headstrong, independent astromech droids.

R2 Series droids can be played as droid heroes.

R2 Series Astromech Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +3; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 8, Will 10
hp 7; **Threshold** 8
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking), 9 squares (flying)
Melee electroshock probe +0 (1d8 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –4

Abilities Str 9, Dex 14, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception), Toughness, Weapon Proficiency (simple weapons)
Skills Mechanics +13, Perception +3, Pilot +8, Stealth +6, Use Computer +13
Systems wheeled locomotion, walking locomotion, flying locomotion (limited), magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, diagnostics package, internal storage (2 kg), improved sensor package, darkvision
Possessions astrogation buffer (storage device, 10 memory units), circular saw, electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 4,500 credits

Third-Degree Droids

Third-degree droids are typically protocol droids and replica droids. Specific models include 3PO series droids and translator droids.

Protocol Droid

Supplied with a SyntheTech AA-1 Verbobrain, the 3PO protocol droid is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep specific communication modes in active memory, avoiding lengthy delays while searching for linguistic information in mid-translation.

Each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior—a typical 3PO droid never attacks under any circumstances. If the droid becomes a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3POs come in a wide variety of colors.

3PO Series protocol droids can be played as droid heroes.

"I'M PROGRAMMED FOR ETIQUETTE, NOT DESTRUCTION!"
— C-3PO

3PO Series Protocol Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init –1; **Senses** Perception +1
Languages Basic, Binary, 3 unassigned

Defenses Ref 9 (flat-footed 9), Fort 9, Will 11
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)

Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 9, Con —, Int 12, Wis 13, Cha 15
Feats Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy], Knowledge [galactic lore])
Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Persuasion +12
Systems walking locomotion, basic processor, translator unit (DC 5), 2 hand appendages, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 3,000 credits

Fourth-Degree Droids

Fourth-degree droids are combat droids. Specific models include battle droids, destroyer droids, security droids, war droids, probe droids, and assassin droids.

B1 Series Battle Droid

Frail in appearance but deadly in intent, Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. Built by the Geonosians to the Trade Federation's specifications, battle droids are designed to resemble Geonosians, or perhaps desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see battle droids as positively ghoulish.

Battle droids are drones controlled by a remote processor, taking their commands from a Central Control Computer that operates several thousand battle droids, destroyer droids, and droid starfighters simultaneously. A battle droid communicates with its fellow drones via comlinks, transmission antennae, and encryption computers, making for a control signal that is nearly impossible to jam (DC 40 Mechanics check).

B1 Series Battle Droids can't be played as droid heroes.

B1 Series Battle Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 9 (flat-footed 9), Fort 11, Will 11
hp 10; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +3 (1d3+1)
Ranged blaster carbine +1 (3d8)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote processor, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 1,800 credits

B2 Series Super Battle Droid

The B2 Series Super Battle Droid is a marked improvement in the original B1 Series Battle Droid design. Larger and armored, the Super Battle Droid relies on a central control computer for guidance, but it doesn't deactivate when it loses contact with the remote processor thanks to a backup internal processor—a droid brain that takes over when the droid loses communication with the central computer. This second brain allows the droid to store its last set of orders and continue acting on them even after the remote processor has shut down.

Super Battle Droids can be played as droid heroes.

B2 Series Super Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 12 (flat-footed 12), Fort 12, Will 10
hp 21; **Threshold** 12
Immune droid traits



Speed 6 squares (walking)
Melee unarmed +6 (1d3+1)
Ranged wrist blasters +4 (3d8) or
Ranged wrist blasters +2 (4d8) with Rapid Fire
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +6
Atk Options autofire (wrist blasters), Charging Fire, Rapid Fire, aid another (+4)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle)
Availability Military; **Cost** 3,300 credits

"IT'S AGAINST MY PROGRAMMING TO IMPERSONATE A DEITY."

— C-3PO

Droideka Series Destroyer Droid

Designed and built by the Geonosians of Geonosis and the Collicoids of Colla IV, the Droideka Series destroyer droids reflect the savage ferocity of their makers.

The main propulsion method of destroyer droids is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when unfolded for combat.

Destroyer droids have two heavy repeating blasters that can lay down a devastating barrage. To augment its bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a minireactor.

Destroyer droids can't be played as droid heroes.

Droideka Series Destroyer Droid CL 4

Large droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 10
hp 40; SR 20; **Threshold** 18
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +12 (1d4+3)
Ranged 2 laser cannons +11 (3d8) or
Ranged 2 laser cannons +9 (4d8) with Rapid Shot or
Ranged 2 laser cannons +6 (5d8) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +17
Atk Options autofire (laser cannons), Burst Fire, Point-Blank Shot, Rapid Shot

Abilities Str 16, Dex 14, Con —, Int 8, Wis 14, Cha 7
Feats Armor Proficiency (light), Burst Fire, Point-Blank Shot, Rapid Shot, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +13, Stealth −3
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 21,000 credits

Dwarf Spider Droid

In the Battle of Geonosis, the Commerce Guild deployed forces of dwarf spider droids. Larger than a standard battle droid and armed with a powerful blaster cannon, the dwarf spider droid gives mobile heavy weapon support to advancing infantry.

The original function of dwarf spider droids was to root out hidden mining operations. The Commerce Guild requires a tribute payment for all commercial operations within its borders; however, small independent operations often dig within Commerce Guild borders and attempt to smuggle the precious ore into a neutral region, avoiding tribute payments. Dwarf spider droids are equipped to descend down rocky crags like those found inside rough-hewn mine shafts, to catch offenders red-handed before they can reach the safety of the Commerce Guild border. Commerce Guild star cruisers also carry compliments of dwarf spider droids for security and tribute enforcement.

Dwarf Spider Droid CL 3

Large droid (4th-degree) nonheroic 9
Init +3; **Senses** darkvision; Perception +12
Languages Basic, Binary

Defenses Ref 13 (flat-footed 13), Fort 16, Will 11
hp 32; **Threshold** 26
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +8* (1d6+10)
Ranged blaster cannon +5 (6d8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +17
Atk Options Far Shot, Point Blank Shot, Power Attack

Abilities Str 22, Dex 9, Con —, Int 10, Wis 12, Cha 8
Special Qualities stability
Feats Armor Proficiency (light), Far Shot, Improved Damage Threshold, Point Blank Shot, Power Attack, Skill Focus (Perception), Weapon Proficiency (heavy weapons, simple weapons)
Skills Climb +6 (may reroll, may take 10 when threatened), Perception +12, Stealth −6
Systems walking locomotion (extra legs), climbing claws, magnetic feet, remote receiver, darkvision, improved sensor package, locked access, 1 tool appendage, quadanium plating (+5 armor)
Possessions blaster cannon
Availability Military; **Cost** 8,500 credits

Stability—A dwarf spider droid gains a +5 stability bonus on checks made to resist being knocked prone.
* *Includes 4 points of Power Attack*

Crab Droid

Introduced late in the Clone Wars, the crab droids used by the Confederacy of Independent Systems were designed to function as advanced scouts and trailblazers in harsh environments. Nicknamed "muckrakers" by the clone trooper legions they faced, crab droids were often used on wet, swampy worlds where they could use their powerful vacuum system to clear a path for battle droids to follow.

Crab droids range in size from 2 meters tall for the scout models to 6 meters tall for the assault models. They have metal armor plating on the outside and multiple jointed legs that grant them great stability and flexibility. Though they are well protected from incoming fire, they do have weak spots atop their central bodies that, while difficult to reach, leave vital equipment and computer systems exposed to anyone brave enough to get that close.

Crab droids can't be played as droid heroes.

Crab Droid Scout — CL 4

Large droid (4th-degree) nonheroic 12
Init +5; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 18 (flat-footed 18), Fort 17, Will 12
hp 80; **Threshold** 42
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Melee claw +16* (1d6+15) or
Melee claw +20* (1d6+21) with Powerful Charge
Ranged twin blaster +8 (3d10)
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +21
Atk Options Power Attack

Abilities Str 24, Dex 9, Con —, Int 10, Wis 14, Cha 8
Special Qualities stability
Feats Armor Proficiency (light, medium, heavy), Crush, Pin, Power Attack, Powerful Charge, Weapon Proficiency (rifles, simple weapons)
Skills Climb +8 (may reroll, may take 10 when threatened), Perception +13, Stealth −6
Systems walking locomotion (extra legs), climbing claws, heuristic processor, 2 claw appendages, hardened systems ×5, duranium battle armor (+10 armor)
Possessions twin blaster (treat as heavy blaster rifle)
Availability Military; **Cost** 20,000 credits

Stability—A crab droid gains a +5 stability bonus on checks made to resist being knocked prone.
* *Includes 8 points of Power Attack*

IG-100 Series Bodyguard Droid

Manufactured by Holowan Mechanicals, the first IG-100 Series MagnaGuard droids were custom-built to General Grievous's specifications. Quick and deadly, the MagnaGuards are designed to protect their charge to their own destruction. MagnaGuard droids have thick metal plating covering a wiry endoskeleton and have specially designed arms that are adept at wielding melee weapons.

A MagnaGuard droid can't be played as a droid hero.

IG-100 Series MagnaGuard — CL 6

Medium droid (4th-degree) soldier 6
Force 1
Init +9; **Senses** darkvision; Perception +12
Languages Basic, Binary, 2 unassigned

Defenses Ref 17 (flat-footed 16), Fort 17, Will 18
hp 53; **Threshold** 17
Immune droid traits

Speed 6 squares (walking)
Melee electrostaff +8 (2d8+6)
Melee electrostaff +3 (2d8+6) and electrostaff +3 (2d8+6)



IG-100 Series MagnaGuard

Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +7
Atk Options Improved Disarm, Melee Defenses
Special Actions Harm's way, Indomitable

Abilities Str 13, Dex 13, Con —, Int 14, Wis 14, Cha 10
Talents Harm's Way, Indomitable, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Improved Disarm, Melee Defenses, Toughness, Dual Weapon Mastery I, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +9, Endurance +8, Initiative +9, Jump +9, Perception +12
Systems walking locomotion, magnetic feet, heuristic processor, 2 hand appendages, telescopic appendage (1 hand), darkvision, improved sensor package, locked access, secondary battery
Possessions electrostaff
Availability Restricted; **Cost** 19,000 credits

Viper Series Probe Droid

Before the rise of the Empire, probe droids—often referred to as probots—were used primarily to map space lanes, survey planets, and perform search-and-rescue operations. However, such friendly purposes fell by the wayside as the Emperor conquered more and more systems. Probots became tools for rooting out traitors on far-flung worlds. Arakyd Industries manufactures the Empire's favored model, the Arakyd Viper, for this very purpose.

Equipped with an extensive sensor system, the Viper is either deployed directly from the ground or fitted with an optional delivery system that guides the probot from a ship to the designated planet. The delivery system possesses only rudimentary breaking capabilities, so it includes buffers to prevent damage to the droid on impact. These are especially important, since the Imperial Viper's self-destruct system is designed to destroy the droid if it takes significant damage (to prevent it from falling into enemy hands). The sublight delivery system costs an additional 5,000 credits; a hyperspace-capable version sells for 15,000 credits.

Viper Series probe droids can't be played as droid heroes.

Viper Series Probe Droid **CL 1**
Large droid (4th-degree) scout 1
Init +6; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 13), Fort 14, Will 13
hp 34; **Threshold** 19
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +4 (1d6+4)
Ranged blaster +1 (3d6)
Fighting Space 2×2; **Reach** 1 square
Base Atk +0; **Grp** +9
Special Actions self-destruct (+5 area attack, 4d6, 2-square burst)

Abilities Str 18, Dex 12, Con —, Int 12, Wis 15, Cha 11
Talents Acute Senses
Feats Armor Proficiency (light), Weapon Proficiency (blaster pistols, simple weapons, slugthrowers)
Skills Endurance +5, Initiative +6, Perception +9, Stealth +1, Survival +7, Use Computer +6
Systems hovering locomotion, basic processor, 2 hand appendages, 2 claw appendages, 2 tool appendages, improved sensor package, darkvision, self-destruct system (4d6), locked access, integrated comlink, durasteel shell (+4 armor)
Possessions sensor unit, video recording unit, blaster (treat as blaster pistol)
Availability Restricted; **Cost** 18,500 credits

Fifth-Degree Droids

Fifth-degree droids are typically utility droids with low-level functions. Specific models include labor droids and power droids.

ASP Labor Droid

ASP Series labor droids are common throughout the galaxy. They perform a variety of simple tasks, including maintenance, repair, sanitation, delivery, and simple hard labor. Cheap and effective, they are designed as "entry-level" droids for first-time buyers. Many ASP owners modify the droids heavily instead of actually replacing them.

ASPs are built for strength and sturdiness, not intelligence. Since the main virtue of the ASP is versatility, it's programmed with only the most basic functions—leaving the owner to instruct the droid in its specific duties.

ASP Series droids can be played as droid heroes.

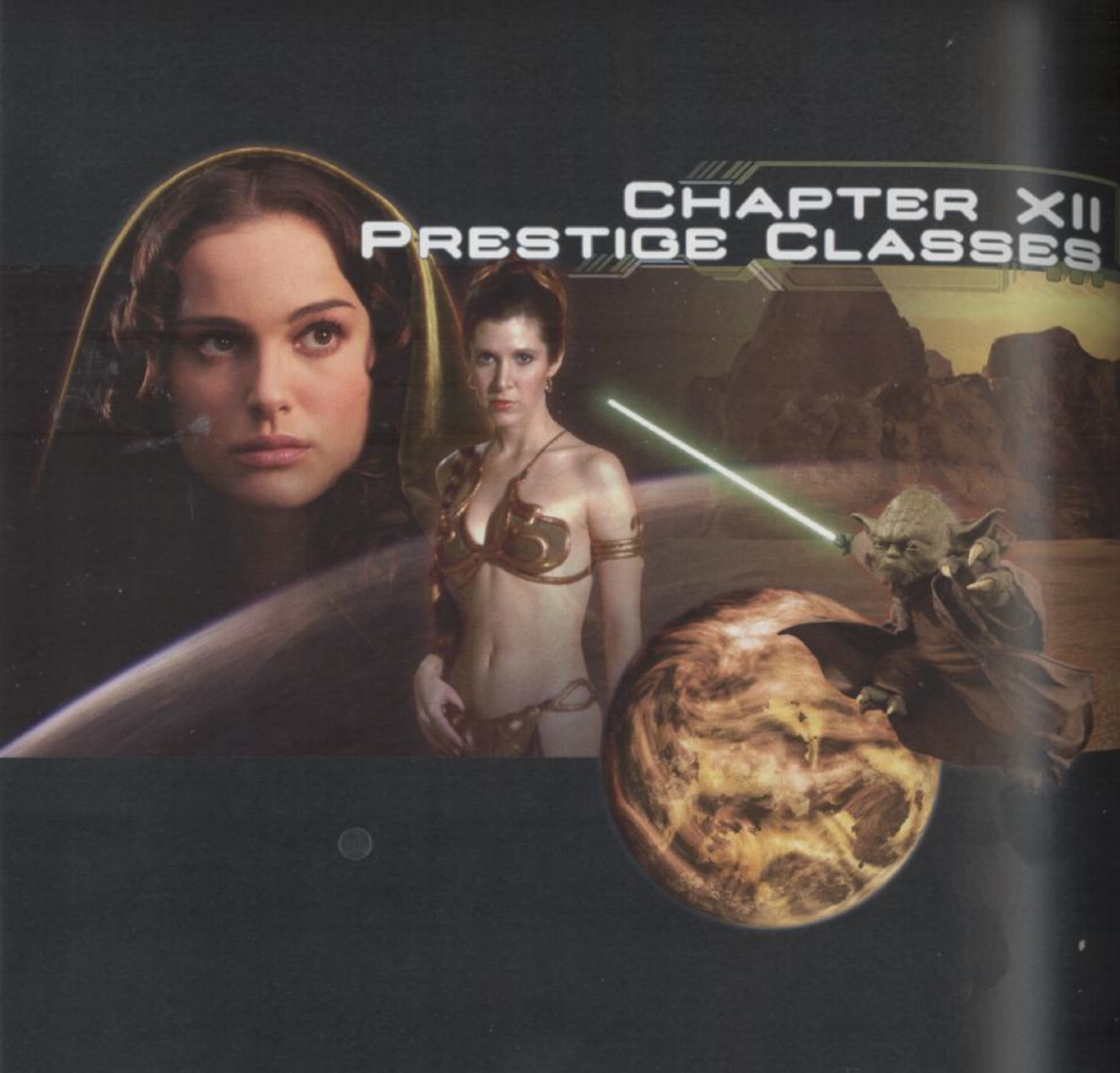
ASP Series Labor Droid **CL 0**
Medium droid (5th-degree) nonheroic 2
Init +2; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 13, Will 10
hp 5; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee claw +4 (1d4+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +4

Abilities Str 17, Dex 12, Con —, Int 6, Wis 11, Cha 5
Feats Armor Proficiency (light), Skill Focus (Endurance), Skill Training (Mechanics), 1 unassigned
Skills Endurance +11, Mechanics +4
Systems walking locomotion, basic processor, 2 claw appendages, durasteel shell (+4 armor)
Availability Licensed; **Cost** 1,000 credits
Place near the "Droideka" stats:





Chapter XII
Prestige Classes



Prestige classes offer abilities and powers otherwise inaccessible to heroes and GM characters, focusing them in specific directions. A character with a prestige class is generally more specialized, yet perhaps slightly more powerful, than a character without one.

A character can't begin as a member of a prestige class. Abilities granted by prestige classes are acquired only by meeting the requirements specific to each example, which almost always demand—in effect—that a character be at least mid-level. Additionally, there may be non-rules-related requirements that must be met in-game, such as group membership fees, special training exercises, or quests.

Prestige classes are purely optional, and always under the purview of the GM. Even though a few examples can be found below, they are idiosyncratic to each campaign, and thus many GMs may choose to not allow them or only use them for GM characters.

Prestige Classes

Table 12–1: Prestige Classes summarizes the prestige classes described in this chapter. Some prestige classes (such as the crime lord, Sith apprentice, and Sith Lord) are more appropriate for GM characters, and the Gamemaster may declare these classes off-limits to heroes. For this reason, a player should consult with her GM before angling her character toward a particular prestige class.

Requirements: All prestige classes have certain requirements that a character must fulfill prior to taking the first level in that class. Among the most common requirements are a minimum character level, a minimum base attack bonus, being trained in certain skills, or having certain feats. These requirements make it easier for certain types of characters to become members of a given prestige class. For example, a scout could potentially take his first level of bounty hunter as an 8th-level character.

TABLE 12-1: PRESTIGE CLASSES

PRESTIGE CLASS	BASIC DESCRIPTION
Ace pilot	Extraordinary vehicle pilot
Bounty hunter	Expert at locating and capturing fugitives
Crime lord	Leader of a criminal organization
Elite trooper	Highly trained soldier or bodyguard
Force adept	Member of lesser-known Force tradition
Force disciple	Master of the deepest mysteries of the Force
Gunslinger	Freelance gun-for-hire or troubleshooter
Jedi Knight	Galactic defender who follows the Jedi code
Jedi Master	Galactic guardian and Jedi instructor
Officer	Leader of a military task force or group
Sith apprentice	Handpicked student of a Sith Lord
Sith Lord	Powerful master of the dark side

ACE PILOT

The ace pilot is to vehicle combat what the elite trooper is to personal weapons combat. Her arms and armor are the weapons and shields of a sleek starship soaring through space or an airspeeder shrieking through the atmosphere. A veteran of countless engagements, the ace pilot has proven her skill again and again by virtue of facing the enemy and surviving—and making sure the enemy did not. She has several kills to her credit, and her combat maneuvers are occasionally studied and discussed in training academies for their ingenuity and effectiveness.

For her part, the ace pilot only feels truly alive in the cockpit, where she can pit herself against her peers in a life-and-death contest to see who is the better pilot. For some ace pilots, the contest is enough, and they don't care whether they win or simply get away with their lives. For others, the important thing is the kill. The adrenaline surge they feel when finishing off an enemy brings them back again and again. The best ace pilots learn to stop enemies without destroying them, but those aces are rare, and their exploits are legendary.

Ace pilots define themselves by the vehicles they fly. Some are starfighter aces, while others fly space transports. Ace pilots can also be found at the controls of a Podracer, Coruscant air taxi, or even a large assault vehicle such as an AT-AT.

EXAMPLES OF ACE PILOT IN STAR WARS

Han Solo, Wedge Antilles, Sebulba, Wes Jansen, Tycho Celchu, Baron Fel, Corran Horn.

REQUIREMENTS

To qualify to become an ace pilot, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.
Trained Skills: Pilot.
Feats: Vehicular Combat.

GAME RULE INFORMATION

Ace pilots have the following game statistics.

Hit Points

At each level, ace pilots gain 1d8 hit points + their Constitution modifier.

Force Points

Ace pilots gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the ace pilot prestige class.

TABLE 12-2: THE ACE PILOT

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Vehicle dodge +1
3rd	+2	Talent
4th	+3	Vehicle dodge +2
5th	+3	Talent
6th	+4	Vehicle dodge +3
7th	+5	Talent
8th	+6	Vehicle dodge +4
9th	+6	Talent
10th	+7	Vehicle dodge +5

Defense Bonuses

At 1st level, ace pilots gain a +4 class bonus to their Reflex Defense and a +2 class bonus to their Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the ace pilot selects a talent. This talent may be selected from the Expert Pilot or Gunner talent trees (see below) or from the Spacer talent tree (see page 47). The ace pilot must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

EXPERT PILOT TALENT TREE

The ace pilot relies on finely honed instincts and years of pilot training to outmaneuver and destroy enemy starships.

Elusive Dogfighter: When engaged in a dogfight, any enemy pilot engaged in the same dogfight takes a –10 penalty on attack rolls when you succeed on the opposed Pilot check (see Attacking in a Dogfight, page 171).

Full Throttle: You can take 10 on Pilot checks made to increase your vehicle's speed (see the Pilot skill description, page 71). In addition, when you use the all-out movement action while piloting a vehicle, your vehicle moves up to five times its normal speed (instead of the normal ×4).

Juke: When you fight defensively as the pilot of a vehicle (see page 171), the dodge bonus to your vehicle's Reflex Defense increases to +5 even if you make an attack.

Prerequisite: Vehicular Evasion.

Keep It Together: Once per encounter, when a vehicle you're piloting takes damage that equals or exceeds its damage threshold, your vehicle avoids moving down the condition track (see Conditions, page 148).

Relentless Pursuit: You may roll twice for any opposed Pilot check made to initiate a dogfight, keeping the better result (see Dogfight, page 171).

Vehicular Evasion: If the vehicle you are piloting is hit by an area attack (see Area Attacks, page 155), it takes half damage if the attack hits. If the area attack misses your vehicle, it takes no damage. You cannot use this talent when your vehicle is stationary or disabled.



MALE BULLUSTAN ACE PILOT

GUNNER TALENT TREE

Many starship gunners are skilled both in and out of the cockpit and are deadly with ranged weapons of any kind.

Dogfight Gunner: While your vehicle is engaged in a dogfight, you take no penalty on your attack rolls with vehicle weapons even if you are not the pilot.

Prerequisite: Expert Gunner.

Expert Gunner: You gain a +1 bonus on attack rolls made using vehicle weapons.

Quick Trigger: Whenever an enemy vehicle moves out of your square or an adjacent square, you may make a single attack against that vehicle as an attack of opportunity.

Prerequisite: Expert Gunner.

System Hit: Whenever you deal damage to a vehicle that equals or exceeds its damage threshold, you move that vehicle an additional –1 step on the condition track (see Conditions, page 148).

Prerequisite: Expert Gunner.

Vehicle Dodge

Beginning at 2nd level, you apply a dodge bonus to the Reflex Defense of any vehicle you pilot. The dodge bonus is equal to one-half your class level, rounded down. Any condition that makes you lose your Dexterity bonus to Reflex Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

BOUNTY HUNTER

The bounty hunter capitalizes on the vendettas of others, tracking down fugitives for their enemies, their masters, or simply for justice. The best bounty hunters are the ones who can stay emotionally detached from either their employers or their quarry—although bounty hunters who hate their prey often make more spectacular kills.

Not all bounty hunters kill. Some employers reserve that pleasure for themselves, or plan to give the quarry a more or less fair trial. Some bounty hunters have reservations about taking lives unnecessarily. Regardless of his methods, a bounty hunter still has to produce the quarry in order to receive payment. Overkill is generally not a good idea.

At one time, organized bounty hunter guilds apportioned contracts and policed their membership. They dwindled in both power and organization during the rise of Emperor Palpatine.

Whether working alone or in groups, bounty hunters revel in the thrill of the hunt. Given the nature of their work, it goes without saying that few bounty hunters die of boredom.

Examples of Bounty Hunters in Star Wars

Aurra Sing, Boba Fett, Bossk, Dengar, 4-LOM, Greedo, IG-88, Zuckuss.

Requirements

To qualify to become a bounty hunter, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Survival.

Talents: At least two talents from the Awareness talent tree (see page 49).

Game Rule Information

Bounty hunters have the following game statistics.

Hit Points

At each level, bounty hunters gain 1d10 hit points + their Constitution modifier.

Force Points

Bounty hunters gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the bounty hunter prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Bounty Hunter talent tree (presented below), the Misfortune talent tree (see page 46), or the Awareness talent tree (see page 49). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.



Male Quarren Bounty Hunter

BOUNTY HUNTER TALENT TREE

The nature of their work requires bounty hunters to associate with the scum of the universe. You are among the finest bounty hunters in the galaxy, relying on the element of surprise and your hunter's instincts to catch your prey.

Hunter's Mark: If you aim before making a ranged attack (see Aim, page 154), you move the target –1 step along the condition track if the attack hits (see Conditions, page 148).

Hunter's Target: Once per encounter as a free action, you may designate an opponent. For the rest of the encounter, when you succeed on a melee or ranged attack against that opponent, you gain a bonus on damage rolls equal to your class level.

Prerequisite: Hunter's Mark.

Notorious: Your skill as a bounty hunter is known throughout the galaxy, even on fringe worlds. When you are not disguised, you can reroll any Persuasion checks made to intimidate others, keeping the better result (see the Persuasion skill, page 71).

Nowhere to Hide: You may choose to reroll any Gather Information checks made to locate a specific individual (see the Gather Information skill, page 67), but you must keep the result of the reroll even if it is worse.

Relentless: This talent applies only to an opponent you've designated as your hunter's target (see Hunter's Target, above). Any attack or effect originating from the target that would normally move you along the condition track (see page 149) does not, in fact, move you along the condition track.

Prerequisites: Hunter's Mark, Hunter's Target.

Ruthless Negotiator: When haggling over the price of a bounty (see the Persuasion skill, page 71), you can reroll your Persuasion check and keep the better result.

Prerequisite: Notorious.

Table 12-3: The Bounty Hunter

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Familiar foe +1
3rd	+3	Talent
4th	+4	Familiar foe +2
5th	+5	Talent
6th	+6	Familiar foe +3
7th	+7	Talent
8th	+8	Familiar foe +4
9th	+9	Talent
10th	+10	Familiar foe +5

Familiar Foe

By observing your enemy in combat, you know how to defeat him more easily. If you spend a full-round action observing an opponent in combat, you gain a bonus on attack rolls against that opponent and a bonus to your Reflex Defense against attacks made by that opponent equal to one-half your class level (rounded down). The effects last until the end of the encounter. You cannot use this ability until after your opponent has acted during the combat.

Crime Lord

Few societies manage to eradicate crime altogether. In the underworld, someone always rises to the top, either through vision, organization, or sheer intimidation. The life of a crime lord isn't for the timid. After conquering an unseen empire, the crime lord wages a daily struggle not only to stay on top but also to stay alive.

Of course, not every crime lord is bent on corrupting society and making a profit. Some use their criminal connections to wage lucrative guerilla wars against tyrants and despots. Indeed, some of the lesser-known heroes of the Rebellion began as smugglers or pirates, and eventually rose through the ranks of their organization to provide a more noble direction for their groups' activities. Although some did so to remove an obstacle to making more money, others recognized that ridding the galaxy of the Empire's evil was a more important long-term goal.

Problematically, crime lords are notoriously bad at cooperating with one another. The head of any given criminal empire has as much to fear from a gang war as he does from internal dissent and ambitious underlings. Even those with altruistic intentions sometimes learn the hard way that their troops are more interested in gaining power and wealth than saving the galaxy from greater evils.

Examples of Crime Lords in Star Wars

Jabba the Hutt, Prince Xizor, Talon Karrde, Ploovo Two-for-One, Davik Kang, GO-TO.

Requirements

To qualify to become a crime lord, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Deception, Persuasion.

Talents: At least one talent from the Fortune, Lineage, or Misfortune talent tree (see pages 44 and 46).

Game Rule Information

Crime lords have the following game statistics.

Table 12-4: The Crime Lord

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Command cover, talent
3rd	+2	Talent
4th	+3	Talent
5th	+3	Talent
6th	+4	Talent
7th	+5	Talent
8th	+6	Talent
9th	+6	Talent
10th	+7	Talent

Hit Points
At each level, crime lords gain 1d8 hit points + their Constitution modifier.

Force Points
Crime lords gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features
The following are features of the crime lord prestige class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents
At 1st level and each level thereafter, you select a talent. The talent must be selected from the Infamy or Mastermind talent trees (presented below) or the Influence talent tree (see page 43). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFAMY TALENT TREE
You are wanted in multiple systems for criminal acts, and your manner of doing business has earned you an unsavory reputation in the criminal underworld.

Inspire Fear I: Your infamy and reputation are such that any opponent whose level is equal to or less than your character level takes a –1 penalty on attack rolls and opposed skill checks made against you, as well as Use the Force checks made to activate Force powers that target you. This is a mind-affecting fear effect.

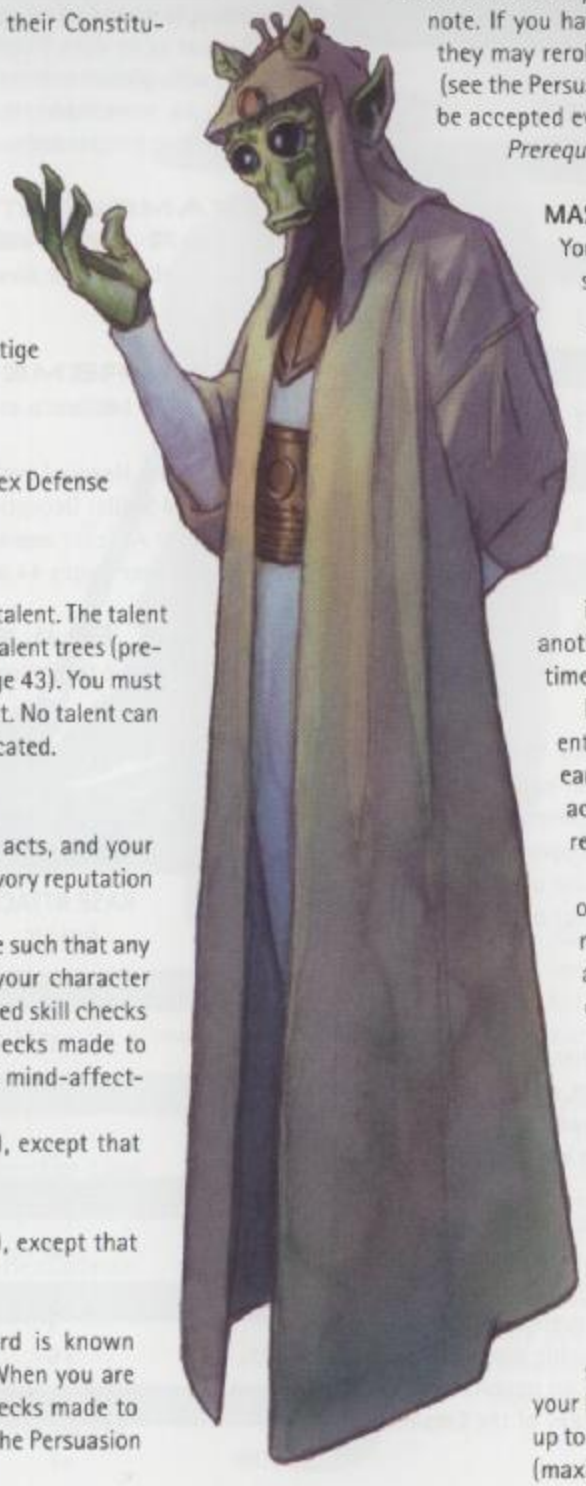
Inspire Fear II: As Inspire Fear I (see above), except that the penalty increases to –2.

Prerequisite: Inspire Fear I.

Inspire Fear III: As Inspire Fear I (see above), except that the penalty increases to –5.

Prerequisites: Inspire Fear I, Inspire Fear II.

Notorious: Your reputation as a crime lord is known throughout the galaxy, even on fringe worlds. When you are not disguised, you may reroll any Persuasion checks made to intimidate others, keeping the better result (see the Persuasion skill, page 71).



Male Rodian Crime Lord

Shared Notoriety: When your minions invoke your name, others take note. If you have minions (see the Attract Minion talent, below), they may reroll any Persuasion checks made to intimidate others (see the Persuasion skill, page 71), but the result of the reroll must be accepted even if it is worse.

Prerequisite: Notorious.

MASTERMIND TALENT TREE
You have the ability to attract loyal minions and are skilled at redirecting allies on the battlefield.

Attract Minion: You attract a loyal minion. The minion is a nonheroic character (see page 277) with a class level equal to three-quarters of your character level, rounded down.

You may select this talent multiple times; each time you select this talent, you gain another minion. Normally, you can have only one minion with you at a time. Any other minions you have are assumed to be looking after your various interests. If you lose a minion, you can send for another minion if you have one (although normal travel time still applies).

Each minion that accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, a minion that accompanies a party of five heroes on an adventure receives one-sixth of the XP that the group earns.

Impel Ally I: You can spend a swift action to grant one ally the ability to move its normal speed. The ally must move immediately on your turn, before you do anything else, or else the opportunity is wasted. You can use this talent up to three times on your turn (spending a swift action each time).

Impel Ally II: You can spend two swift actions to grant one ally the ability to take a standard action or move action. The ally must act immediately on your turn, before you do anything else, or else the opportunity is wasted.

Prerequisite: Impel Ally I.

Command Cover
Starting at 2nd level, you can use your allies to shield you from harm. You gain a +1 cover bonus to your Reflex Defense for each ally that is adjacent to you, up to a maximum bonus equal to one-half your class level (maximum +5 at 10th level).

Elite Trooper

The elite trooper represents an individual who has received advanced combat training. More than a mere soldier, the elite trooper is highly trained and capable of taking on any number of combat-related missions, such as guarding an important location, assaulting an enemy base, or participating in a stealthy insertion into enemy territory. She's a crack shot and, though trained in the use of armor, can easily operate without it if the situation warrants. When the fighting gets particularly brutal, the elite trooper can dispatch foes hand-to-hand as easily as she does with a blaster.

Elite troopers exist in a variety of roles, but unlike Imperial stormtroopers—the "elite troops" of the Empire—they rely on skill and ingenuity more than sheer force and blind obedience to the Emperor's will. Thus, the best missions for them involve penetrating attacks deep behind enemy lines, or guerilla warfare conducted on enemy-held worlds—situations where versatility and sheer determination are the elite trooper's best armaments and armor.

Examples of Elite Troopers in Star Wars

General Madine, Major Derlin, Kyle Katarn, Lieutenant Page, Kell Tainer, ARC Trooper Alpha-02.

Requirements

To qualify to become an elite trooper, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Martial Arts I, Point Blank Shot.

Talents: At least one talent from the Armor Specialist, Commando, or Weapon Specialist talent trees (see pages 51–53).

Game Rule Information

Elite troopers have the following game statistics.

Hit Points

At each level, elite troopers gain 1d12 hit points + their Constitution modifier.

Force Points

Elite troopers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the elite trooper prestige class.

Table 12-5: The Elite Trooper

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, delay damage, talent
2nd	+2	Damage reduction 1
3rd	+3	Talent
4th	+4	Damage reduction 2
5th	+5	Talent
6th	+6	Damage reduction 3
7th	+7	Talent
8th	+8	Damage reduction 4
9th	+9	Talent
10th	+10	Damage reduction 5

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Fortitude Defense.

Delay Damage

Elite troopers are among the toughest individuals in the galaxy. After being exposed to numerous threats, foes, and combat situations, you've developed the ability to delay effects that would drop lesser creatures.

Once per encounter as a reaction, you can choose to delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Weapon Master talent tree (presented below), the Commando talent tree (page 52), or the Camouflage talent tree (page 49). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Weapon Master Talent Tree

You are skilled at wielding a variety of weapons and can wield choice weapons with deadly precision and force.

Controlled Burst: Your penalty when making an autofire attack or using the Burst Fire feat is reduced to –2. In addition, if you brace an autofire-only weapon, you have no penalty on your attack roll.

Exotic Weapon Mastery: You are considered proficient with any exotic weapon, even if you don't possess the appropriate Exotic Weapon Proficiency feat.

Greater Devastating Attack: Choose a single exotic weapon or weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen exotic weapon or a weapon from the chosen group, you treat your target's damage threshold as if it were 10 points lower when determining the result of your attack. This replaces the effects of the Devastating Attack talent (see page 53).

Prerequisites: Greater Weapon Focus, Devastating Attack (see page 53), and Weapon Focus feat (see page 89) with the chosen exotic weapon or weapon group.

Greater Penetrating Attack: Choose a single exotic weapon or weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen exotic weapon or a weapon from the chosen group, you treat your target's damage reduction as if it were 10 points lower when determining the result of your attack. This replaces the effects of the Penetrating Attack talent (see page 53).

Prerequisites: Greater Weapon Focus, Penetrating Attack (see page 53), and Weapon Focus feat (see page 89) with the chosen exotic weapon or weapon group.

Greater Weapon Focus: Choose one exotic weapon or weapon group with which you're proficient. You gain a +1 bonus on attack rolls with the chosen exotic weapon or a weapon from the chosen group. This bonus stacks with the bonus granted by the Weapon Focus feat (page 89). You must be proficient with the weapon to gain this benefit.

You may select this talent multiple times. Each time you select this talent, it applies to a different weapon group.

Prerequisites: Weapon Focus feat (see page 89) with chosen exotic weapon or weapon group.



FEMALE HUMAN ELITE TROOPER

Greater Weapon Specialization: Choose one exotic weapon or one of the following weapon groups: advanced melee weapons, heavy weapons, pistols, rifles, simple weapons. You gain a +2 bonus on damage rolls with the chosen exotic weapon or a weapon from the chosen group. This bonus stacks with the bonus granted by the Weapon Specialization talent (page 53). You must be proficient with the weapon to gain this benefit.

You may select this talent multiple times. Each time you select this talent, it applies to a different weapon group.

Prerequisites: Greater Weapon Focus, Weapon Focus feat (see page 89), and Weapon Specialization (see page 53) with the chosen exotic weapon or weapon group.

Multiattack Proficiency (heavy weapons): Whenever you make multiple attacks with any type of heavy weapon as a full attack action (see Full Attack, page 154), you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action (see Full Attack, page 154), you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Damage Reduction

At 2nd level, you gain damage reduction 1 (DR 1), which means that you reduce the damage you take from any attack by 1 (see Damage Reduction, page 158).

At every even-numbered level after 2nd, your damage reduction improves by 1 (DR 2 at 4th level, DR 3 at 6th level, and so on).

FORCE ADEPT

The Force adept is strong in the Force but follows a different path than that of the Jedi. To the Force adept, the Force and the aid it provides are more mysterious, more supernatural. A Force adept comes from a different tradition, with different beliefs and codes of conduct than those of the Jedi. There are precious few Force adepts in the galaxy, and even fewer become adventurers. Some call the Force by its familiar name, while others refer to it by some other term entirely.

Some Force adepts become adventurers as part of a quest to learn more about the Force (or whatever they choose to call it). Others do so out of necessity. They are forced from their world, hunted by unscrupulous agents, or are interested in what the galaxy might have to offer them. Force adepts might be called wizards, shamans, witches, or prophets, depending on where they come from and what traditions they follow. Most Force adepts follow

the light side (or at least their version of it), but some fully embrace the dark side and use the Force for evil or selfish intent.

Force adepts usually hail from primitive cultures that revere or fear them for their Force powers. Some strive to keep their powers secret, both because they do not fully understand them and because they are afraid of how others might treat them.

Examples of Force Adepts in Star Wars

Asajj Ventress, Inquisitor Tremayne, Maarek Stele, Sly Moore, Teneniel Djo.

Requirements

To qualify to become a Force adept, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.
Trained Skills: Use the Force.
Feats: Force Sensitivity.
Talents: Any three Force talents (see Force Talents, page 100).

Game Rule Information

Force adepts have the following game statistics.

Hit Points

At each level, Force adepts gain 1d8 hit points + their Constitution modifier.

Force Points

Force adepts gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Force adept prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Reflex Defense and Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Dark Side Devotee, Force Adept, or Force Item talent trees (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DARK SIDE DEVOTEE TALENT TREE

Your powerful negative emotions allow the dark side to flow through you, giving you great power.

Channel Aggression: If you succeed on an attack against a flanked opponent or any target that is denied its Dexterity bonus to Reflex Defense, you may spend a Force Point as a free action to deal additional damage to the target equal to 1d6 per class level (maximum 10d6).

Channel Anger: You let your anger swell into a rage. As a swift action, you may spend a Force Point to gain a +2 rage bonus on melee attack rolls and melee damage rolls for a number of rounds equal to 5 + your Constitution modifier. At the end of this duration, you move –1 step along the condition track (see Conditions, page 148).

While raging, you cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

Prerequisite: Channel Aggression.

Crippling Strike: Whenever you score a critical hit, you may spend a Force Point to also reduce the target's speed by half until he is fully healed (that is, restored to maximum hit points).

Prerequisite: Channel Aggression.

Embrace the Dark Side: Whenever you use a Force power with the *[dark side]* descriptor, you may reroll your Use the Force check, but you must accept the result of the reroll even if it is worse.

Upon choosing this talent, you can no longer use Force powers with the *[light side]* descriptor.

Prerequisites: Channel Aggression, Channel Anger.

Table 12-6: The Force Adept

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Force technique
3rd	+2	Talent
4th	+3	Force technique
5th	+3	Talent
6th	+4	Force technique
7th	+5	Talent
8th	+6	Force technique
9th	+6	Talent
10th	+7	Force technique

FORCE ADEPT TALENT TREE

Force adepts use the Force to survive on fringe worlds, and they often have signature Force powers that they use particularly well.

Force Power Adept: You are skilled at using a particular Force power. Select one Force power you know. When using that Force power, you have the option of spending a Force Point to make two Use the Force checks, keeping the better result.

This talent may be selected multiple times. Its effects do not stack. Each time you select this talent, you must choose a different Force power.

Force Treatment: You can make a Use the Force check in place of a Treat Injury check (see the Treat Injury skill, page 74). You are considered trained in the Treat Injury skill for purposes of using this talent. If you are entitled to a Treat Injury check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

In addition, you can administer first aid, treat disease, treat poison, and treat radiation without the requisite medical kit or medpac.

Fortified Body: The Force shields you against ailments, toxins, and radiation poisoning, making you immune to disease, poison, and radiation.

Prerequisite: Equilibrium (see page 101).

FORCE ITEM TALENT TREE

You can imbue weapons and objects with the power of the Force.

Attune Weapon: You may spend a Force Point to attune a melee weapon. Attuning the weapon takes a full-round action. From that point forward, whenever you wield the attuned weapon, you gain a +1 Force bonus on attack rolls. The weapon is attuned to you alone; others who wield the weapon do not gain the Force bonus.

Empower Weapon: You may spend a Force Point to empower a melee weapon. Empowering the weapon takes a full-round action. From that point forward, the empowered weapon deals an additional die of damage, but only when wielded by you. (For example, an empowered lightsaber deals 3d8 points of damage instead of 2d8 points of damage.) Others who wield the weapon do not gain the bonus damage die.



Female Human Force Adept

Force Talisman: You may spend one Force Point to imbue a weapon or some other portable object with the Force, creating a talisman that provides protection to you. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, you gain a +1 Force bonus to one of your defenses (Reflex, Fortitude, or Will). You may only have one Force talisman active at any given time, and if your Force talisman is destroyed, you may not create another Force talisman for 24 hours.

Greater Force Talisman: As Force Talisman (above), except that the talisman's Force bonus extends to all three of your defenses (Reflex, Fortitude, and Will).

Prerequisite: Force Talisman.

Force Technique

You have learned improved techniques to feel the rhythm the Force. At every even-numbered level (2nd, 4th, 6th, and so on), you gain one Force technique that, once selected, cannot be changed (see Force Techniques, page 101, for more information).

Force Disciple

Through meditation and contemplation of the deepest mysteries of the Force, some individuals transcend the dogma in which they were raised as they reach a new and deeper understanding of their connection to the universe around them. The ebb and flow of life—quickening, growing, struggling, dying—becomes a ceaseless chorus of destiny. Some Force disciples tap into this power, become one with it, and speak its wisdom to others. Others might instead enslave destiny, twist its vision, and corrupt others for the sake of power.

Force disciples, like Force adepts, exist in every Force tradition. Even the Jedi and the Sith have had Force disciples among their ranks, but the dogma of these traditions tends to discourage such an eclectic approach to the Force. However, in less well-known dominant traditions—the Baran Do sages, the witches of Dathomir, the Gand findsmen, the Seyugi dervishes—Force disciples hold great power and influence, shaping their traditions for centuries to come. Force adepts who become Force disciples may wield power and influence over entire civilizations.

Examples of Force Disciples in Star Wars

Kadann, Lord Cronal ("Blackhole"), Rokur Gepta, the Saarai-kaar, Wialu.

Requirements

To qualify to become a Force disciple, a character must fulfill the following criteria.

Minimum Heroic Level: 12th.

Trained Skills: Use the Force.

Feats: Force Sensitivity.

Talents: Any two talents from the Dark Side Devotee, Force Adept, or Force Item talent tree (see page 214).

Force Powers: *Forseeing.*

Force Techniques: Any one (see Force Techniques, page 101).

Game Rule Information

Force disciples have the following game statistics.

Hit Points

At each level, Force disciples gain 1d8 hit points + their Constitution modifier.

Force Points

Force disciples gain a number of Force Points equal to 7 + one-half their character level, rounded down, every time they gain a new level in this class. (Due to their strong connection to the Force, Force disciples gain more Force Points than most other prestige classes.)

Class Features

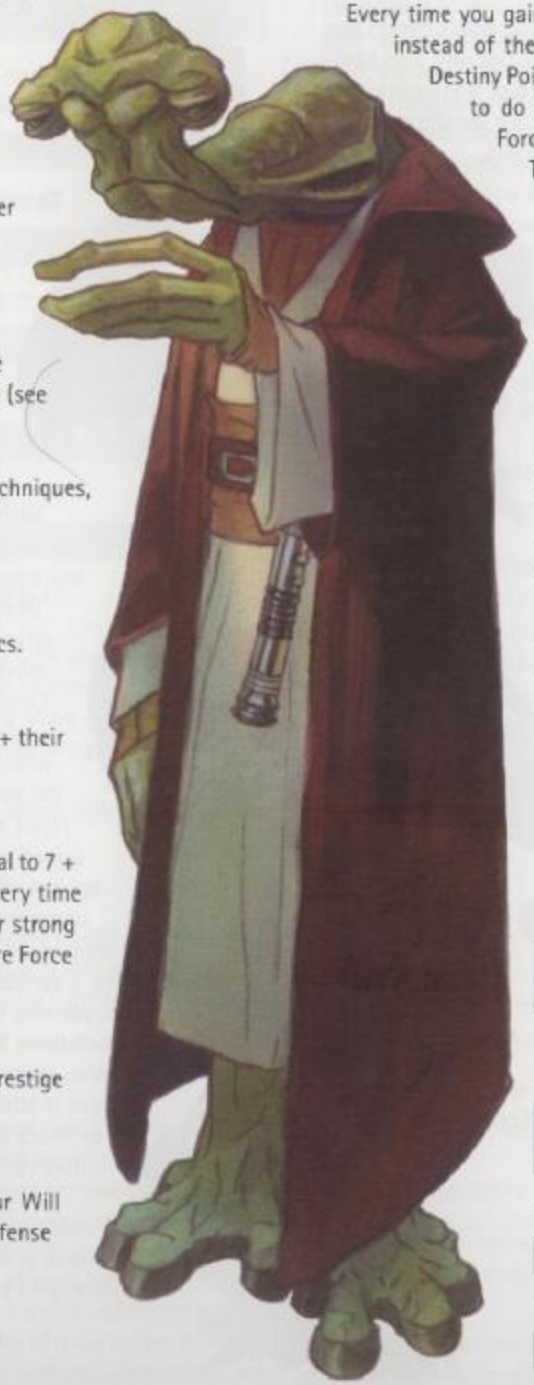
The following are features of the Force disciple prestige class.

Defense Bonuses

At 1st level, you gain a +6 class bonus to your Will Defense and a +3 class bonus to your Reflex Defense and Fortitude Defense.

Indomitable

You are immune to mind-affecting effects.



Male Ithorian Force Disciple

Prophet

Every time you gain a level in this class, you receive two Destiny Points instead of the usual one. In addition, you may sacrifice this extra Destiny Point immediately after gaining a class level. If you choose to do so, you instead receive a prophetic vision from the Force; the content of this vision is determined by the GM. The vision is instantaneous, so no time is required to exercise this option. Upon seeing the vision, you have the option to choose a new destiny (see page 112) so long as the new destiny is related in some way to the vision. The GM is the final arbiter of what new destiny (or destinies) are appropriate.

Talents

At every odd-numbered level (1st, 3rd, and 5th), you select a talent. The talent may be selected from the Force Adept talent tree (see page 214) or any Force talent tree in Chapter 6: The Force. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Force Secret

You have glimpsed an eternal truth through your contemplation of the Force. At 2nd level and every level thereafter, you gain one Force secret that, once selected, cannot be changed (see Force Secrets, page 103, for more information).

Table 12-7: The Force Disciple

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, indomitable, prophet, talent
2nd	+1	Force secret
3rd	+2	Force secret, talent
4th	+3	Force secret
5th	+3	Force secret, talent

GUNSLINGER

Since the first primitive slugthrower was developed thousands of years ago, there have been soldiers of fortune focused on pistol fighting. The tradition grew with the technology, creating a special breed of blaster-wielding freelancers who shoot first and ask questions later. Often wandering guns-for-hire, bodyguards in fringe areas, professional duelists, or even assassins, these fighters know everything there is to know about pistols of all descriptions. They can draw faster, shoot faster, and aim more accurately with their weapons of choice than any other category of warrior. Some use their prowess to defend the weak and battle injustice, while others use their skill to gain fast and easy credits. Regardless of motivation, gunslingers seek to use their focused combat techniques to gain greater fame, and wield that fame as a weapon against less well-known foes.

EXAMPLES OF GUNSLINGERS IN STAR WARS

Jango Fett, Han Solo, Gallandro, Dash Rendar.

REQUIREMENTS

To qualify to become a gunslinger, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Feats: Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols).

GAME RULE INFORMATION

Gunslingers have the following game statistics.

Hit Points

At each level, gunslingers gain 1d8 hit points + their Constitution modifier.

Force Points

Gunslingers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.



MALE WOOKIEE GUNSLINGER

CLASS FEATURES

The following are features of the gunslinger prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Gunslinger talent tree (presented below), the Fortune talent tree (see page 46), or the Awareness talent tree (see page 49). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

GUNSLINGER TALENT TREE

You never travel anywhere without a blaster (or two), and you know how to handle yourself in a gunfight.

Debilitating Shot: If you aim before making a ranged attack (see Aim, page 154) and the attack hits, you move the target –1 step along the condition track (see Conditions, page 148) in addition to dealing damage.

Deceptive Shot: Select one target in line of sight within 6 squares. You can spend two swift actions on the same turn to make a Deception check; if the check result equals or exceeds the target's Will Defense, the target is denied its Dexterity bonus to Reflex Defense against your attacks until the beginning of your next turn.

Improved Quick Draw: If you are carrying a pistol (either in your hand or in a holster), you may draw the pistol and make a single attack during a surprise round even if you are surprised. If you are not surprised, you may take any single action of your choice, as normal.

Knockdown Shot: If you aim before making a ranged attack (see Aim, page 154) and the attack hits, you knock the target prone in addition to dealing damage. You can't use this talent to knock down targets two or more size categories bigger than you.

Multiattack Proficiency (pistols): Whenever you make multiple attacks with any type of pistol as a full attack action (see Full Attack, page 154), you reduce the penalty on your attack rolls by 2.

Table 12-8: The Gunslinger

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Trusty sidearm +1
3rd	+3	Talent
4th	+4	Trusty sidearm +2
5th	+5	Talent
6th	+6	Trusty sidearm +3
7th	+7	Talent
8th	+8	Trusty sidearm +4
9th	+9	Talent
10th	+10	Trusty sidearm +5

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Ranged Disarm: You can disarm an opponent using a ranged attack. If your ranged disarm attack fails, your opponent doesn't get to make a free attack against you (see Disarm, page 152).

Trigger Work: You take no penalty on your attack roll when using the Rapid Shot feat.

Trusty Sidearm

Starting at 2nd level, you gain a bonus on damage rolls equal to one-half your class level (rounded down) when wielding a pistol. This damage is in addition to the character's usual level bonus to damage. This damage is doubled on a successful critical hit, as normal.

Jedi Knight

Among the Jedi, those of the order who have proven capable, wise, self-sufficient, and stable are given the rank of Knight. A Jedi apprentice must learn to use the Force without instability or strain, build his or her own lightsaber, and show an understanding of the Code of the Jedi (though such understanding may shift from era to era, as the nature of the Jedi differs somewhat in each era). During most eras, a Jedi must pass a series of tests before becoming a Jedi Knight, which may be as simple as fulfilling a single important mission assigned by a Jedi Master, or as complex as a series of trials to test the Jedi's mettle, ethics, and dedication. In a few times of chaos and uncertainty, Jedi apprentices are forced by circumstance to push themselves past the normal boundaries of their training and become knights in function, if not in name, with no formal testing. In these rare cases, the ruling Jedi generally acknowledge the Jedi's status as a knight as soon as circumstances allow.

Jedi Knights are trusted to teach apprentices, carry out missions with little aid or support, and use their best judgment when handling the unexpected. A Jedi Knight is expected to deal with any problem in a manner that reflects well on the Jedi as a whole, and carry out the Jedi goals of defending justice and maintaining peace. Jedi are the guardians of the galaxy, and the Jedi Knight is a skilled individual expected to uphold that trust.

Examples of Jedi Knights in Star Wars

Anakin Skywalker (Episode III), Barriss Offee, Bastila Shan, Kyle Katarn, Luke Skywalker (Episode VI), Nomi Sunrider, Ulic Qel-Droma.

Requirements

To qualify to become a Jedi Knight, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Trained Skills: Use the Force.

Feats: Force Sensitivity, Weapon Proficiency (lightsabers).

Special: Must have built your own lightsaber (see the Building a Lightsaber sidebar, page 40).

Special: Must be a member of the Jedi tradition (see page 104).

Game Rule Information

Jedi Knights have the following game statistics.

Hit Points

At each level, Jedi Knights gain 1d10 hit points + their Constitution modifier.

Force Points

Jedi Knights gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Jedi Knight prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Armor Specialist talent tree (see page

51), the Lightsaber Combat talent tree (see page 41), the Duelist talent tree (presented below), or the Lightsaber Forms talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DUELIST TALENT TREE

Through rigorous training and experience, you become one of the greatest swordfighters in the galaxy.

Force Fortification: As a reaction, you can spend a Force Point to negate a critical hit scored against you and take normal damage instead. You can spend this Force Point even if you've already spent a Force Point earlier in the round.

Greater Weapon Focus (lightsabers): You gain a +1 bonus on melee attack rolls with lightsabers. This bonus stacks with the bonus granted by the Weapon Focus (lightsabers) feat.

Prerequisite: Weapon Focus (lightsabers) feat (see page 89).

Greater Weapon Specialization (lightsabers): You gain a +2 bonus on melee damage rolls with lightsabers. This bonus stacks with the bonus granted by the Weapon Specialization (lightsabers) talent.

Prerequisites: Greater Weapon Focus (lightsabers), Weapon Focus (lightsabers) feat, Weapon Specialization (lightsabers) (see page 53).

Multiattack Proficiency (lightsabers): Whenever you make multiple attacks with any type of lightsaber as a full attack action (see Full Attack, page 154), you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Severing Strike: When you deal damage with a lightsaber that is equal to or greater than both the target's current hit points and the target's damage threshold (that is, when you would deal enough damage to kill your target), you may choose to use this talent. Instead of dealing full damage, you instead deal half damage to your target and move it –1 step on the condition track (see Conditions, page 148). In addition, you sever one of your target's arms at the wrist or elbow joint, or one of the target's legs at the knee or ankle joint (your choice).

Severing part of an arm prevents the target from wielding weapons or using tools in that hand and imposes a –5 penalty on skill checks and ability checks keyed to Strength and Dexterity. Severing part of a leg knocks the target prone, reduces the target's speed by half, reduces its carrying capacity by half, and imposes a –5 penalty on skill checks and ability checks keyed to Strength and Dexterity.

Because of the severity of such an injury, losing a part of a limb causes a persistent condition that can only be removed by having surgery successfully performed on you (see Treat Injury skill, page 74). A cybernetic replacement limb (see page 137) negates these reductions and penalties.

LIGHTSABER FORMS TALENT TREE

You have refined your knowledge of lightsaber technique, your blade becoming an extension of your self. Anyone using a lightsaber may use one of these forms, but you have the discipline and patience to become a true master of the form.

Ataru: You may add your Dexterity bonus (instead of your Strength bonus) on damage rolls when wielding a lightsaber. When you wield a lightsaber two-handed, you may apply double your Dexterity bonus (instead of double your Strength bonus) to the damage.

Djem So: Once per round when an opponent hits you with a melee attack, you may spend a Force Point as a reaction to make an immediate attack against that opponent.

Jar'Kai: When you use the Lightsaber Defense talent, you gain twice the normal deflection bonus to your Reflex Defense when you are wielding two lightsabers.

Prerequisites: Lightsaber Defense (see page 41), Niman.

Juyo: Once per encounter, you may spend a Force Point as a swift action to designate a single enemy in your line of sight. For the remainder of the encounter, you may reroll your first attack roll each round against that opponent, keeping the better result.

Prerequisites: Weapon Focus (lightsabers) feat (see page 89), Weapon Specialization (lightsabers) (see page 41), base attack bonus +10.

Makashi: When wielding a single lightsaber in one hand, the deflection bonus you gain from the Lightsaber Defense talent (see page 41) increases by 2 (to a maximum of +5).

Prerequisite: Lightsaber Defense.

Niman: When wielding a lightsaber, you gain a +1 bonus to your Reflex Defense and Will Defense.

Shien: Whenever you redirect a deflected blaster bolt (see the Redirect Shot talent, page 41), you gain a +5 bonus on your ranged attack roll.

FEMALE TWI'LEK JEDI KNIGHT

TABLE 12-9: THE JEDI KNIGHT

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Force technique
3rd	+3	Talent
4th	+4	Force technique
5th	+5	Talent
6th	+6	Force technique
7th	+7	Talent
8th	+8	Force technique
9th	+9	Talent
10th	+10	Force technique

Prerequisites: Deflect (see page 41), Redirect Shot (see page 41).

Shii-Cho: When using the Block or Deflect talents, you only take a –2 penalty on your Use the Force check for every previous block or deflect attempt since your last turn (see page 41).

Prerequisites: Block (see page 41), Deflect (see page 41).

Sokan: You may take 10 on Acrobatics checks to tumble even when distracted or threatened. Additionally, each threatened or occupied square that you tumble through only counts as 1 square of movement.

Prerequisite: Acrobatic Recovery.

Soresu: You may reroll a failed Use the Force check when using the Block or Deflect talents.

Prerequisites: Block (see page 41), Deflect (see page 41).

Tràkata: By harnessing the unique characteristics of a lightsaber, you can catch your opponent off guard by quickly shutting off and reigniting the blade. When wielding a lightsaber, you may spend two swift actions to make a Deception check to feint in combat (see page 66).

Prerequisites: Weapon Focus (lightsabers) feat (see page 89), Weapon Specialization (lightsabers) (see page 41), base attack bonus +12.

Vaapad: When attacking with a lightsaber, you score a critical hit on a natural roll of 19 or 20. However, a natural 19 is not considered an automatic hit; if you roll a natural 19 and still miss the target, you do not score a critical hit.

Prerequisites: Juyo, Weapon Focus (lightsabers) feat (see page 89), Weapon Specialization (lightsabers) (see page 41), base attack bonus +12.

Force Technique

You have learned improved techniques to attune yourself to the Force. At every even-numbered level (2nd, 4th, 6th, and so on), you gain one Force technique that, once selected, cannot be changed (see Force Techniques, page 101, for more information).

JEDI MASTER

Jedi Masters represent the pinnacle of the Jedi order. They are Jedi who are both strong enough in the Force and patient enough in life to pass on their skills by teaching a new generation of Jedi. The journey from Padawan learner to Jedi Master usually takes decades, and many who start upon the path never reach its final destination.

Becoming a Jedi Master requires patience, inner strength, wisdom, and a deep connection to and understanding of the Force. Further, a Jedi Knight usually doesn't become a Jedi Master until he trains a student to completion. Jedi are allowed only one Padawan at a time, and the training of a single Padawan can take years.

The most respected Jedi Masters are invited by their peers (and, in some cases, their former masters) to join them on the Jedi Council. Those who join the council use their wisdom and influence to instruct others in the ways of the Force and preserve peace in the galaxy. The Jedi Council is also tasked with identifying Force-sensitive children across the galaxy and offering them instruction in the Jedi tradition. These lessons are fairly rudimentary—usually intended to teach a student "the basics" until he or she is old enough to receive formal training as a Padawan.

During the Rise of the Empire era, the Jedi Council would confer the title of Jedi Master upon those deemed qualified to teach others in the ways of the Force. During the Rebellion era and The New Jedi Order era, Jedi require no such approval; however, they must adhere to the tenets of the Jedi Code to become Jedi Masters.

EXAMPLES OF JEDI MASTERS IN STAR WARS

Adi Gallia, Eeth Koth, Luke Skywalker (The New Jedi Order era), Kit Fisto, Luminara Unduli, Mace Windu, Obi-Wan Kenobi (Episode III), Plo Koon, Shaak Ti, Yoda.

REQUIREMENTS

To qualify to become a Jedi Master, a character must fulfill the following criteria.

Minimum Heroic Level: 12th.
Trained Skills: Use the Force.
Feats: Force Sensitivity, Weapon Proficiency (lightsabers).
Force Techniques: Any one (see Force Techniques, page 101).
Special: Must be a member of the Jedi tradition (see page 104).

Game Rule Information

Jedi Masters have the following game statistics.

Hit Points

At each level, Jedi Masters gain 1d10 hit points + their Constitution modifier.

Force Points

Jedi Masters gain a number of Force Points equal to 7 + one-half their character level, rounded down, every time they gain a new level in this class. (Due to their strong connection to the Force, Jedi Masters gain more Force Points than most other prestige classes.)

Class Features

The following are features of the Jedi Master prestige class.

Defense Bonuses

At 1st level, you gain a +3 class bonus to your Reflex, Fortitude, and Will Defense.

Fearless

You are immune to fear effects.

Serenity

You may enter a brief meditative state as a full-round action. You may remain in this trance as long as you wish, and you are still aware of your surroundings; however, you do lose your Dexterity bonus to your Reflex Defense. Upon emerging from the trance (a swift action), your first attack roll or Use the Force skill check made in the following round is considered to be a natural 20.

Table 12-10: The Jedi Master

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, fearless, serenity, talent
2nd	+2	Force secret
3rd	+3	Force secret, talent
4th	+4	Force secret
5th	+5	Force secret, talent



Male Kel Dor Jedi Master

Talents

At every odd-numbered level (1st, 3rd, and 5th), you select a talent. The talent may be selected from the Duelist talent tree (see page 218) or any Force talent tree in Chapter 6: The Force. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Force Secret

You have meditated on the deeper mysteries of the light side of the Force. At 2nd level and every level thereafter, you gain one Force secret that, once selected, cannot be changed (see Force Secrets, page 103, for more information).

Officer

Even the best-trained troops need someone to make decisions and provide direction. The officer fills that role but also takes responsibility when the troops fail in their appointed tasks. They frequently also suffer the disrespect of their subordinates, who often see the uniform as a symbol of oppression. Many soldiers can't perceive the honor of the person inside the uniform. Very few officers earn the universal respect of their troops and their superiors, but to those who understand the concepts of leadership and valor, it often just comes naturally.

An officer must be comfortable in command, willing to make tough decisions when his men need guidance, and occasionally ordering individual soldiers to their deaths so that the unit can survive. A good officer learns to do so without hesitation and only agonizes over his decision when lives are no longer at stake. The best officers don't let their distaste for life-or-death decisions paralyze them when their troops are counting on them. Those who can't find the courage to face such dilemmas rarely stay officers for long—though certainly, a few somehow manage to avoid the issue by shifting blame elsewhere.

Examples of Officers in Star Wars

Admiral Ackbar, Captain Needa, General Dodonna, General Grievous, General Rieekan, General Veers.

Requirements

To qualify to become an officer, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Knowledge (tactics).

Talents: At least one talent from the Leadership talent tree (see page 44) or Commando talent tree (see page 52).

Special: Must belong to an organization with a military or paramilitary division. Examples include the Trade Federation, the Galactic Empire, the Rebel Alliance, and the New Republic.

Game Rule Information

Officers have the following game statistics.

Hit Points

At each level, officers gain 1d8 hit points + their Constitution modifier.

Force Points

Officers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the officer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Military Tactics talent tree (presented below), the Leadership talent tree (see page 44), or the Commando talent tree (see page 52). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Military Tactics Talent Tree

Officers study old battles, looking for historic examples of good military tactics. You are an expert at leading troops into battle and using the battlefield to your advantage.

Assault Tactics: As a move action, you may designate a single creature or object as the target of an assault. If you succeed on a DC 15 Knowledge (tactics) check, you and all allies able to hear and understand you deal +1d6 points of damage to the target with each successful melee or ranged attack, until the start of your next turn. This is a mind-affecting effect.

Table 12-11: The Officer

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Command cover, share talent
3rd	+3	Talent
4th	+4	Share talent
5th	+5	Talent
6th	+6	Share talent
7th	+7	Talent
8th	+8	Share talent
9th	+9	Talent
10th	+10	Share talent

Deployment Tactics: You can use your tactical knowledge to direct allies in battle. As a move action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you and any allies that can see, hear, and understand you gain a +1 competence bonus on attack rolls against flanked opponents or a +1 dodge bonus to Reflex Defense against attacks of opportunity (your choice). The bonus lasts until the start of your next turn. This is a mind-affecting effect.

If you have the Born Leader talent (page 44) or the Battle Analysis talent (page 52), the bonus granted by this talent increases to +2.

Field Tactics: You know how to use existing terrain to best advantage. By using a move action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you and all allies within 10 squares of you can use whatever cover is available to gain a +10 cover bonus to Reflex Defense (instead of the normal +5 cover bonus). Allies must be able to hear and understand you to gain this benefit, and the bonus lasts until the start of your next turn. This talent provides no benefit to anyone who doesn't have cover. This is a mind-affecting effect.

Prerequisite: Deployment Tactics.

One for the Team: As a reaction, you can choose to take one-half or all of the damage dealt to an adjacent ally by a single attack. Similarly, as a reaction, an adjacent ally can choose to take one-half or all of the damage dealt to you by a single attack (even if he doesn't have this talent).

Prerequisite: Deployment Tactics.

Outmaneuver: An officer learns to counter the tactics of his enemies. As a standard action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, enemies in your line of sight lose all competence, insight,

and morale bonuses on attack rolls, as well as any dodge bonuses to Reflex Defense, until the start of your next turn.

If one or more enemy officers are within your line of sight, the highest-level officer among them can attempt to oppose your Knowledge (tactics) check as a reaction. If her skill check result is higher than yours, your attempt to outmaneuver your enemies fails.

Prerequisites: Deployment Tactics, Field Tactics.

Shift Defense I: As a swift action, you can take a –2 penalty to one defense (Reflex, Fortitude, or Will) to gain a +1 competence bonus to another defense until the start of your next turn.

Shift Defense II: As a swift action, you can take a –5 penalty to one defense (Reflex, Fortitude, or Will) to gain a +2 competence bonus to another defense until the start of your next turn.

Prerequisite: Shift Defense I.

Shift Defense III: As a swift action, you can gain a +5 competence bonus to one defense (Reflex, Fortitude, or Will) by taking a –5 penalty to your other two defenses.

Prerequisites: Shift Defense I, Shift Defense II.

Tactical Edge: You can use the Assault Tactics, Deployment Tactics, or Field Tactics talent as a swift action instead of a move action, provided you have the talent in question.

Command Cover

Starting at 2nd level, you can use your allies to shield you from harm. You gain a +1 cover bonus to your Reflex Defense for each ally that is adjacent to you, up to a maximum bonus equal to one-half your class level (maximum +5 at 10th level).

Share Talent

At every even-numbered level, choose a talent that you already possess. The talent you select must be under the Influence talent tree (page 43), the Inspiration talent tree (page 43), the Commando talent tree (page 52), or the Military Tactics talent tree (see above). Once per day as a standard action, you can impart the benefits of the chosen talent to one or more allies, effectively granting them the talent (even if they don't meet the prerequisites). An ally must be within 10 squares of you and must be able to see and hear you to gain the talent; once gained, its benefits last until the end of the encounter.

You can share the talent with a number of allies equal to one-half your officer class level (rounded down).

Each time you gain this ability, it applies to a different talent. By 10th level, an officer has five different talents that he can share with up to five allies at a time.

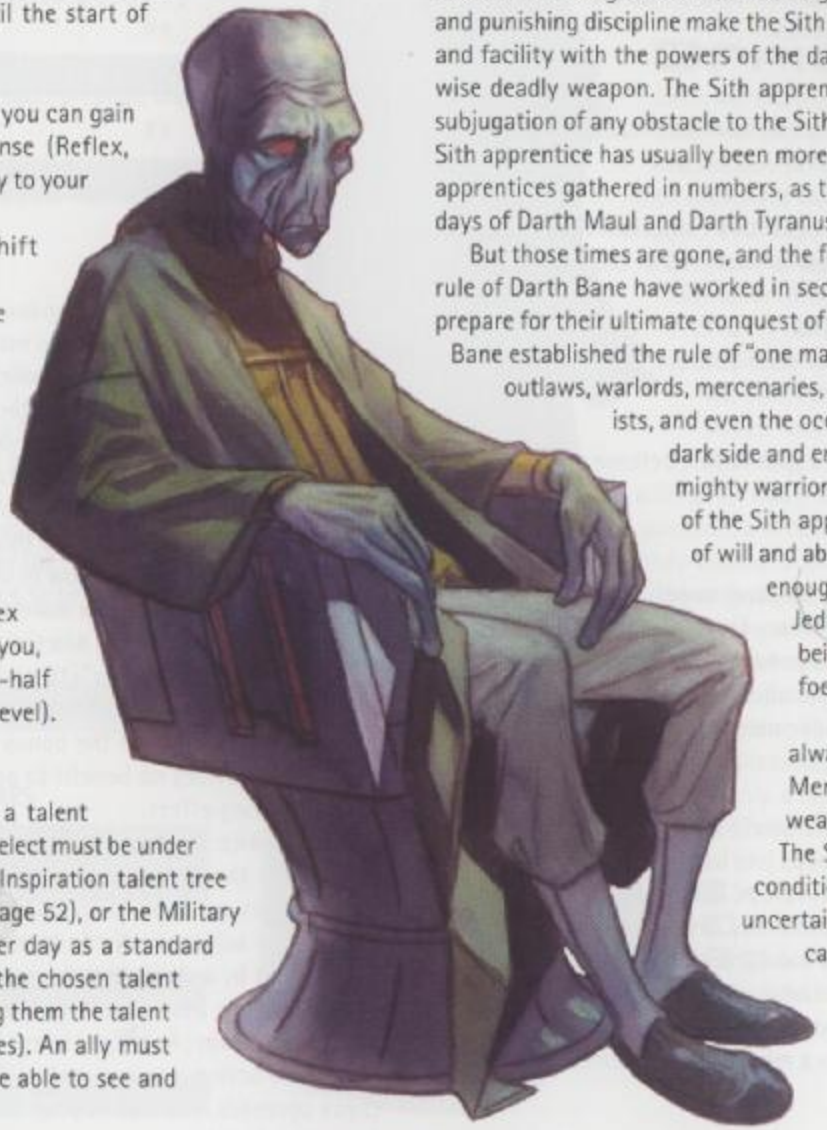
Once you select a shared talent, it cannot be changed.

Sith Apprentice

The Sith apprentice combines combat mastery with the power of the dark side to create a living embodiment of rage and savagery. Physical conditioning and punishing discipline make the Sith apprentice into a formidable opponent, and facility with the powers of the dark side add a wicked barb to an otherwise deadly weapon. The Sith apprentice is dedicated to the conquest and subjugation of any obstacle to the Sith tradition. Throughout history, a single Sith apprentice has usually been more than a match for most Jedi. When Sith apprentices gathered in numbers, as they did four thousand years before the days of Darth Maul and Darth Tyranus, the galaxy trembled.

But those times are gone, and the few Sith apprentices to appear since the rule of Darth Bane have worked in secrecy to preserve the Sith tradition and prepare for their ultimate conquest of the galaxy. In the thousand years since Bane established the rule of "one master and one apprentice," foot soldiers, outlaws, warlords, mercenaries, pirates, fighter pilots, survivalists, duelists, and even the occasional Jedi Knight have turned to the dark side and embraced the way of the Sith, becoming mighty warriors, dying brutal deaths, or both. The way of the Sith apprentice is a constant, unforgiving test of will and ability, honing each into a blade fearsome enough to cut through the heart of the hated Jedi order. Every Sith apprentice dreams of being the one who will destroy this ancient foe of the Sith tradition.

The training of a Sith apprentice is always one of deprivation and hardship. Mercy and forbearance create a weak weapon, and such a weapon is useless. The Sith apprentice is subjected to endless conditioning and drilling. Displays of fear or uncertainty are rewarded with painful and educational punishment. Displays of strength and ruthlessness are rewarded with another day's survival. The Sith apprentice learns to live for the precious few words of encourage-



Male Duros Officer

ment his master gives, and the dream that he will one day stand atop a pile of slain Jedi. For the Sith apprentice, furious battle is its own reward.

Examples of Sith Apprentices in Star Wars

Lumiya, Darth Bandon, Darth Sion, Visas Marr, Carnor Jax, Warb Null.

Requirements

To qualify to become a Sith apprentice, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Use the Force.

Feats: Force Sensitivity, Weapon Proficiency (lightsaber).

Dark Side Score: Your Dark Side Score (see page 94) must be equal to your Wisdom score. If your Dark Side Score ever becomes less than your Wisdom score, you lose access to all class features granted by this class (including talents) until your Dark Side Score again equals your Wisdom score.

Special: Must be a member of the Sith tradition (see page 105).

Game Rule Information

Sith apprentices have the following game statistics.

Hit Points

At each level, Sith apprentices gain 1d10 hit points + their Constitution modifier.

Force Points

Sith apprentices gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Sith apprentice prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Armor Specialist talent tree (see page 51), the Duelist talent tree (see page 218), the Lightsaber Combat talent tree (see page 41), or the Sith talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

SITH TALENT TREE

The Sith tradition believes in order through tyranny. In ancient days, Sith warriors battled Jedi Knights for galactic supremacy until, finally, the few surviving Sith were driven into hiding. Since then, the Sith have conspired to annihilate the Jedi and everything they stand for.

Dark Healing: You can spend a Force Point to heal wounds by drawing life energy from another creature within 6 squares of you. Using this ability is a standard action, and you must succeed on a ranged attack roll. If the attack equals or exceeds the target's Fortitude Defense, you deal 1d6 points of damage per class level to the target and you heal an equal amount. If the attack fails, there is no effect.

Dark Scourge: You have dedicated your life to wiping out the Jedi, and your hatred of them knows no bounds. Against Jedi characters, you gain a +1 dark side bonus on attack rolls.

Dark Side Adept: Force powers that are strongly tied to the dark side flow through you more easily. You can reroll any Use the Force check made when activating Force powers with the *[dark side]* descriptor, but you must keep the result of the reroll, even if it is worse.

Dark Side Master: As Dark Side Adept (see above), except that you can spend a Force Point and keep the better of the two Use the Force checks.

Prerequisite: Dark Side Adept.

Force Deception: You can use your Use the Force check modifier instead of your Deception check modifier when making Deception checks,



Male Human Sith Apprentice

"AT LAST WE WILL REVEAL OURSELVES TO THE JEDI. AT LAST WE WILL HAVE REVENGE."

– Darth Maul

TABLE 12-12: THE SITH APPRENTICE

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Force technique
3rd	+3	Talent
4th	+4	Force technique
5th	+5	Talent
6th	+6	Force technique
7th	+7	Talent
8th	+8	Force technique
9th	+9	Talent
10th	+10	Force technique

as you use the Force to cloak your vile treachery. You are considered trained in the Deception skill for purposes of using this talent. If you are entitled to a Deception check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

Improved Dark Healing: Your dark healing ability (see above) improves. The range of this ability increases to 12 squares, and even if the attack fails the target takes half damage while you heal an equal amount.

Prerequisite: Dark Healing.

Wicked Strike: When you score a critical hit with a lightsaber, you may spend a Force Point to move the target –2 steps along the condition track (see Conditions, page 148).

Prerequisites: Weapon Focus (lightsabers) feat (see page 89), Weapon Specialization (lightsabers) (see page 41).

Force Technique

You have learned improved techniques to control the Force. At every even-numbered level (2nd, 4th, 6th, and so on), you gain one Force technique that, once selected, cannot be changed (see Force Techniques, page 101, for more information).

FALLEN JEDI

A Jedi who turns to the dark side and becomes a Sith apprentice retains all of his Jedi class features, including talents, Force powers, bonus feats, and other abilities. The only exceptions are Force powers with the *[light side]* descriptor, which the character can no longer use.

SITH LORD

The Sith Lord is the pinnacle of the Sith tradition. Her most sacred tasks include preserving the lore and glory of the Sith and plotting their eventual ascendance to their place as rulers of the galaxy. The Sith Lord must allow nothing to stand in the way of this goal: not all the forces of the Republic military, nor the entirety of the Jedi order. When the time comes, the Sith Lord must be prepared to ruthlessly crush all opposition, leaving no traces behind.

The Sith Lord cultivates individuals with the potential for both great power and great evil, training them from childhood, when possible, to be every bit as ruthless as herself. The training can be better described as physical and mental torture, but it is designed to create someone strong, fast, cunning, and deadly. The Sith Lord passes on her knowledge of the dark side of the Force, instilling in her apprentice both a lust for power and a fear of failure.

Arguably, only the truly ambitious or deeply twisted ever seek to become Sith Lords. Following the path of the Sith dominates one's destiny, requiring a constant devotion to engineering the ascendance of the Sith. A Sith Lord cannot afford the luxury of friends, mercy, or even rest. The dark side sustains her through decades of scheming and planning, of masterminding plots subtle and grandiose. Even then, a Sith Lord may meet her end without ever seeing her contributions to the Sith grand scheme come to fruition. Each must content herself with knowing that her apprentice, or a descendant of her apprentice a hundred generations down the line, will one day honor his sacrifice by destroying the Jedi order and replacing it with the dark empire of the Sith.

In the early days of the Sith, only one of their rank could ever gain the title "Dark Lord of the Sith." Seizing this prestigious position generally required the support of a significant portion of the Sith—and the death of the previous Sith Lord. With the twilight of the Sith and the rise of Darth Bane, the rules of the old Sith were supplanted by new rules. There could only be two Sith at

TABLE 12-13: THE SITH LORD

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, fearless, talent, temptation
2nd	+2	Force secret
3rd	+3	Force secret, talent
4th	+4	Force secret
5th	+5	Force secret, talent

any time: One was the master, and the other was the apprentice. While both of these could be Sith Lords, neither could take on an apprentice until the other was dead. Sometimes this resulted in vicious battles between master and student. But more commonly, a Sith Master would pass on all he knew before expiring, leaving his former apprentice to take on an apprentice of his own, and thus continue the tradition of the Sith.

Examples of Sith Lords in Star Wars

Darth Bane, Darth Sidious, Darth Maul, Darth Tyranus, Darth Vader, Darth Malak, Darth Nihilus, Darth Krayt, Exar Kun.

Requirements

To qualify to become a Sith Lord, a character must fulfill the following criteria.

Minimum Heroic Level: 12th.

Trained Skills: Use the Force.

Feats: Force Sensitivity, Weapon Proficiency (lightsaber).

Force Techniques: Any one (see Force Techniques, page 101).

Dark Side Score: Your Dark Side Score (see page 94) must be equal to your Wisdom score. If your Dark Side Score ever becomes less than your Wisdom score, you lose access to all class features granted by this class until your Dark Side Score again equals your Wisdom score.

Special: Must be a member of the Sith tradition (see page 105).

Game Rule Information

Sith Lords have the following game statistics.

Hit Points

At each level, Sith Lords gain 1d10 hit points + their Constitution modifier.

Force Points

Sith Lords gain a number of Force Points equal to 7 + one-half their character level, rounded down, every time they gain a new level in this class. (Due to their strong connection to the dark side of the Force, Sith Lords gain more Force Points than most other prestige classes.)



Female Human Sith Lord

Class Features

The following are features of the Sith Lord prestige class.

Defense Bonuses

At 1st level, you gain a +3 class bonus to your Reflex, Fortitude, and Will Defense.

Fearless

You are immune to fear effects.

Talents

At every odd-numbered level (1st, 3rd, and 5th), you select a talent. The talent may be selected from the Sith talent tree (see page 223) or any Force talent tree in Chapter 6: The Force. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Temptation

You are adept at using Dun Möch, an ancient and vile technique for tempting others to tap into the dark side of the Force. As a standard action, make a Persuasion check and compare it to the Will Defense of a single opponent within line of sight. If the check succeeds, the target is filled with fear or anger, briefly giving in to the dark side. If the target spends a Force Point before your next turn, it must either add 1 point to its Dark Side Score or move –1 step on the condition track (see Conditions, page 148) as it is overcome by doubt and remorse. If the target spends a Destiny Point before your next turn, it instead must add 2 points to its Dark Side Score or move –2 steps on the condition track.

Force Secret

You have learned forbidden secrets of tapping the dark side of the Force. At 2nd level and every level thereafter, you gain one Force secret that, once selected, cannot be changed (see Force Secrets, page 103, for more information).

Chapter XIII
Galactic Gazetteer





The *Star Wars* universe is populated with a wide variety of species hailing from thousands of worlds. Each of these worlds has its own unique qualities and cultures. Since fantastic locales are a big part of what makes *Star Wars* exciting and fun, it is important to know a little bit about the established worlds in order to base adventures there.

Life in the Galaxy

Because the galaxy has had some form of interrelated society for more than twenty thousand years (be it Old Republic, Empire, or New Republic), most everyone is used to a mix of species and cultures. There are some beings who are prejudiced against one or another species (and this is especially noticeable during the Empire's control of the galaxy), but most others appreciate the diversity the galactic society has to offer. From planetary spaceports to orbiting space stations, it isn't unusual for Humans and Twi'leks and Mon Calamari to work side by side or otherwise interact. They don't always get along, but that could be said about any individuals in any species. This diversity has led to a spread of ideas, philosophies, sciences, and cultures. Markets throughout the galaxy feature a wide assortment of exotic goods from a variety of worlds. Again, such opportunities for species and cultures to mingle aren't unusual—they're just part of everyday life.

Finally, a galactic society requires open communications to flourish. The Old Republic developed the HoloNet to handle this. A near-instantaneous communications network, it provides a free flow of holograms and other forms of communications among member worlds. Using hundreds of thousands of non-mass transceivers connected through hyperspace simutunnels and routed through massive computer sorters and decoders, the HoloNet allows news and communications to flow from one world to another in almost real time. During the time of the Empire, large portions of the HoloNet system were shut down, and the remaining portions were mostly restricted to government and military use. This reduction of the system cut off rebellious worlds and kept news of the Empire's actions from spreading too quickly. In addition, datacards and other forms of news and information are carried from place to place by starships. This means that even without the HoloNet, in many cases information is only a hyperspace trip away.

Planets of the Galaxy

This section provides a brief gazetteer detailing information on a variety of planets throughout the galaxy. Each entry lists not only pertinent information for the Gamemaster but also Knowledge check DCs for players. This sort of information allows the GM to determine how much a character (and not necessarily the player) knows about a given world.

Bespin

Region: Outer Rim
Climate: Temperate (in the Life Zone)
Gravity: Standard
Moons: 2
Length of Day: 12 standard hours
Length of Year: 5,110 standard days
Sapient Species: 68% Human, 8% Ugnaught, 6% Lutrillian, 18% other species
Government: Guild
Capital: Cloud City
Major Exports: Foodstuffs, technology
Major Imports: Tibanna gas, tourism, cloud cars

Knowledge (Galactic Lore)

DC	RESULT
15	The gas giant of Bespin is renowned for its rich stores of Tibanna gas, a key component in blaster ammunition.
20	Cloud City was built by Ugnaughts, the descendents of whom now work the Tibanna gas mines above the planet.
25	The beldon is a huge, floating creature that lives in Bespin's atmosphere and feeds off of airborne plankton floating around the planet.

Knowledge (Social Sciences)

DC	RESULT
15	Bespin's primary outpost of civilization is Cloud City, an independent mining colony and haven port for travelers in the Anoat Sector.
20	Though Bespin is a mining colony, they are not a part of the Mining Guild and have rejected any attempts by the Mining Guild to bring the colony into the fold.
25	Bespin maintains neutrality most due to its size, making it a favorite port-of-call for smugglers and others that do not wish to attract governmental attention.

Bothawui

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 27 standard hours
Length of Year: 351 local days
Sapient Species: 98% Bothan (native), 1% Human, 1% other species
Government: Bothan council
Capital: Drev'starn
Major Exports: Information, technology
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
10	Bothawui is a world covered in mountains and ridges separated by deep, wide valleys inhabited by dangerous wildlife.
15	Bothans eventually discovered that espionage and infiltration were far more convenient methods of waging war, and soon it became the "Bothan way."
20	Settlers from Bothawui established colonies on the planet of Kothlis, making the Bothans one of the few species to maintain permanent colonies on other worlds.
25	As a result of the suspicious and treacherous nature of life on Bothawui, the Bothan SpyNet developed and became the foremost information gathering network in the galaxy.

Knowledge (Social Sciences)

DC	RESULT
10	Bothan society is extremely focused on the flow and exchange of information, even impacting the daily lives of ordinary citizens.
15	Bothan politicians rise to power by displaying a mastery over the flow of information and the application of political force.
20	othan politics can be extremely dangerous, and sabotage, assassination, and espionage are as common on Bothawui as debates and normal legislation on other worlds.

Cerea

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 27 standard hours
Length of Year: 386 standard days

Sapient Species: 98% Cerean (native), 1% Human, 1% other species
Population: 450 million
Government: Council of Elders
Capital: Tecave
Tech Level: Interplanetary (industrial)
Major Exports: Foodstuffs
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
15	Cerea is a lush temperate world covered in thick forests and jungles.
20	Cerea's isolation from the rest of the galaxy has resulted in the planet remaining largely untouched by industry or civilization, allowing it to maintain a nearly complete natural ecosystem.
25	During the Clone Wars, Cerea struggled to maintain its freedom and neutrality, opting to stay out of the fighting whenever possible.
30	In the waning days of the Old Republic, a generation of Cerean youths rebelled against their elders and sought out the culture and technology of the galaxy at large, leading to a conflict within their society that resulted in bloody uprisings.

Knowledge (Social Sciences)

DC	RESULT
15	Cerea is largely isolationist, preferring to stay out of interstellar conflicts.
20	Despite their isolationist views, many Cereans have risen to positions of prominence, though their decision to leave the home planet has made them outsiders in the eyes of their own people.
25	Cereans have strict laws in place that limit the import of high technology and goods from other worlds, as the planet's rulers seek to prevent technology from corrupting their society.

CORUSCANT

Region: Core
Climate: Temperate (urban)
Gravity: Standard
Moons: 4
Length of Day: 24 standard hours
Length of Year: 368 local days
Sapient Species: 78% Human (native), 22% other species
Government: Republic or Dictatorship (depending on era)
Capital: None
Major Exports: None
Major Imports: Foodstuffs, medicinal goods

Knowledge (Galactic Lore)

DC	RESULT
10	Coruscant is one of the oldest and most populated planets in the galaxy, its surface completely covered by cities.
15	Coruscant long ago became the seat of galactic politics, and it is from this planet that all major interstellar governments have ruled.
20	Coruscant relies on vast weather control stations to regulate everything from temperature to humidity.
25	In the lowest depths of Coruscant, citizens of the planet have degenerated into barbarism or scavenging, making the city depths dangerous to all but the most prepared.

Knowledge (Social Sciences)

DC	RESULT
10	Coruscant is not only the governmental center of the galaxy but also the cultural center of the galaxy, where new trends and fashions debut.
20	Despite the fact that most of the wealthiest members of galactic society live on Coruscant, the world is also home to millions of poor and destitute people, many of whom eke out meager livings as servants and laborers.
30	Coruscant is home to the Black Sun crime syndicate (and other noteworthy criminal organizations) and has a flourishing black market where illegal goods are trafficked on a daily basis.

DORIN

Region: Expansion Region
Climate: Temperate (low oxygen)
Gravity: Standard
Moons: 1
Length of Day: 22 standard hours
Length of Year: 409 standard days
Sapient Species: 100% Kel Dor (native)
Government: Representative Republic
Capital: Dor'shan
Major Exports: None
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
15	Dorin has a unique atmosphere that is toxic to most sentient species but perfectly breathable to the Kel Dor species.
20	Situated between two black holes, Dorin was not discovered by galactic settlers until several centuries before the Galactic Civil War.

25 Though Kel Dor are generally altruistic and helpful, their justice system is very swift (perhaps frighteningly so to outsiders who make a habit of breaking laws).

30 The Kel Dor once had a proud and influential Force-using tradition known as the Baran Do sages, but since the planet's entry into galactic society, the tradition's influence and prestige have waned as young Kel Dor are drawn to other Force traditions.

Knowledge (Life Sciences)

DC RESULT

15 Dorin's atmosphere is composed mostly of helium and native gases, with very little oxygen. As a result, Kel Dor cannot breathe on other worlds without the assistance of a breath mask.

DURO

Region: Core
Climate: Temperate (polluted)
Gravity: Standard
Moons: 0
Length of Day: 33 standard hours
Length of Year: 420 local days
Sapient Species: 53% Duros (native), 36% Human, 11% other species (on world); 91% Duros, 9% other species (orbital cities)
Government: Corporate
Capital: None
Major Exports: Starships, technology
Major Imports: Foodstuffs, ore, labor

Knowledge (Galactic Lore)

DC RESULT

10 Duro is one of the most reliable and prolific sources of starship manufacturing in the galaxy.

15 Many years ago, the government of Duro opted to consolidate all of the starship manufacturing companies into one government corporation, at which time the entire planet came under corporate rule.

20 The citizens of Duro were moved off of the surface of the world and into floating domed cities that orbited the planet, in order to make way for terrestrial manufacturing plants and resource harvesting systems.

Knowledge (Social Sciences)

DC RESULT

10 Duro's corporate government controls the planet's starship manufacturing facilities as well as almost every other industrial site on the world.

15 Only those that own stock in Duro's corporate government can participate in lawmaking and world politics.

20 The government on Duro permeates every aspect of the lives of its citizen-employees, and those citizens who remain on Duro are almost guaranteed to work for some branch of the starship manufacturing business.

ENDOR, FOREST MOON OF

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: –
Length of Day: 18 standard hours
Length of Year: 402 local days
Sapient Species: 95% Ewok (native), 4% Yuzzum (native), 1% other species
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC RESULT

20 Traditionally ignored by most of the galaxy, the forest moon of Endor is a lush and nearly untouched satellite orbiting the gas giant Endor in the Moddell Sector.

25 The forest moon of Endor is a favorite spot for galactic travelers passing through the Moddell Sector, and numerous visitors (both legitimate travelers as well as smugglers and outlaws) have used the moon as a temporary safe haven.

30 During the height of the Empire, the forest moon of Endor was used as an Imperial base of operations far away from the rest of civilization. The second Death Star was built in orbit of the forest moon.

Knowledge (Social Sciences)

DC RESULT

20 The native sentient species on Endor have no significant cities or technology, living in tribal groups and small villages.

25 The native Ewoks are shamanistic, superstitious, and clever. They built their villages in the boughs of great trees and are known to build complex traps and pitfalls to snare much larger predators.

GAMORR

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 28 standard hours

Length of Year: 380 local days
Sapient Species: 100% Gamorrean (native)
Government: Feudal clans
Capital: None
Major Exports: Warriors, slaves
Major Imports: Foodstuffs, technology

Knowledge (Galactic Lore)

DC	RESULT
15	Gamorr's past is filled with tales of war and violence, with conflicts so numerous that almost no historians outside of the Gamorreans themselves can truly understand them.
20	Gamorr is a verdant world covered in forests and jungles that boast a diverse array of flora and fauna.
25	When the first Humans arrived on Gamorr, they enslaved large numbers of the native populace and carried them off as slaves.
30	The Hutts are particularly notorious for visiting Gamorr and pressing the natives into service, a problem the Gamorreans have been powerless to prevent.

Knowledge (Social Sciences)

DC	RESULT
15	The concept of warfare is central to Gamorrean society, with their culture and traditions revolving around neverending conflicts.
20	Gamorrean males often travel offworld to work as mercenaries and criminal enforcers.
25	Gamorreans are divided into clans, each of which represents a family or group of families that constantly clashes with other clans.
30	While Gamorrean males are the primary warriors and hunters, Gamorrean females are the matriarchs and rulers of the society.

IRIDONIA

Region: Mid Rim
Climate: Arid (hot)
Gravity: Standard
Moons: 2
Length of Day: 29 standard hours
Length of Year: 413 local days
Sapient Species: 99% Zabrak (native), 1% other species
Government: Dictatorship
Capital: Malidris
Major Exports: None
Major Imports: Foodstuffs, technology

Knowledge (Galactic Lore)

DC	RESULT
10	Iridonia's environment is extremely harsh, so much so that even the native Zabrak have a difficult time surviving exposed on the surface.
15	Iridonia was one of the first worlds of join the Old Republic and is reputed to be one of the first planets to achieve hyperspace travel.
20	The Zabrak of Iridonia developed cities deep inside canyons carved into the planet's surface, clustering together in refuge and developing their society in the cramped caverns.

Knowledge (Social Sciences)

DC	RESULT
10	Iridonia is a strong, independent world whose people resist oppression of any kind.
15	Though the Zabrak are spread out over eight worlds (including their homeworld of Iridonia), all eight governments have a standing agreement to come to one another's defense in times of crisis.
20	Nationalism is a major part of Zabrak politics, and Iridonians believe that despite their homeworld's harsh environment, it is the greatest among all Zabrak worlds.
25	Iridonians place a large emphasis on the will to survive, and as such their government, while civilized, believes that "survival of the fittest" is a philosophy that can be used to determine fitness to rule.

ITHOR

Region: Mid Rim
Climate: Tropical
Gravity: Standard
Moons: 1
Length of Day: 41 standard hours
Length of Year: 422 standard days
Sapient Species: 99% Ithorian (native), 1% other species
Government: Herds
Capital: None
Major Exports: Foodstuffs, medicine, spices
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
10	Ithor is a tropical world covered in dense rainforests and wild jungles.
15	Ithor's natural ecosystem remains relatively untouched despite having millions of native sentient inhabitants.
20	The Ithorians first explored space in "herd ships," massive repulsorlift-powered cities.

Knowledge (Social Sciences)

DC	RESULT
10	Ithorians live in self-described herds, which travel in massive floating cities above the planet's surface.
15	All Ithorians adore harmony with nature, and they are known to react violently when confronted with someone threatening that way of life.
20	Each herd is completely independent from the others, remaining both autonomous and self-sufficient.

KASHYYYK

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 26 standard hours
Length of Year: 381 local days
Sapient Species: 100% Wookiee (native)
Government: Representative Tribal
Capital: Rwookrrorro
Major Exports: Technology, natural resources
Major Imports: Medicines

Knowledge (Galactic Lore)

DC	RESULT
10	Despite being covered in a thick forest of trees populated by ferocious predators, Kashyyyk gave rise to the Wookiee species that now travels the space lanes. The Wookiees have warred with their interplanetary neighbors, the Trandoshans, frequently throughout history.
15	The Wookiee natives built huge cities within the trees, high above the most dangerous sections of the planet's forest, allowing them to live in relative safety.
20	Kashyyyk only joined the galactic community a few millennia before the rise of the Empire, developing space travel as a result of disassembling Trandoshan technology.

Knowledge (Social Sciences)

DC	RESULT
10	Wookiee society revolves around the importance of family and honor.
15	Wookiees are extremely trustworthy, and a Wookiee's word is a bond so strong that only death can break it.
20	Wookiee society has little tolerance for anything seen as detrimental or oppressive, and Wookiees are quick to dispose of problems using violence.
25	The concept of the life debt (becoming someone's loyal protector for saving a Wookiee's life) is one example of the strength of Wookiee honor.

MON CALAMARI

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 21 standard hours
Length of Year: 398 local days
Sapient Species: 39% Mon Calamari (native), 60% Quarren (native), 1% other species
Government: Representative Council
Capital: Foamwater City
Major Exports: Warships, weapons
Major Imports: Foodstuffs, medicine, technology

Knowledge (Galactic Lore)

DC	RESULT
10	Mon Calamari is an aquatic world dotted with small continents and islands spread throughout its vast oceans.
15	Mon Calamari has supplied the galaxy with starships of superior quality ever since it first made contact with the Old Republic.
20	Unlike other worlds covered by oceans, Mon Calamari has almost no tectonic activity or violent weather, making the planet both placid and attractive to tourists.
25	Over time, a rift has developed between the Quarren and the Mon Calamari, which now manifests itself as an animosity that disrupts any attempts at cooperation.

Knowledge (Social Sciences)

DC	RESULT
10	**Mon Calamari boasts two distinct societies:** one for the Mon Calamari species, and one for the Quarren species.
15	Ill will between the Mon Calamari and the Quarren comes as a result of outside interference. The Quarren see the Mon Calamari as meddlers in galactic affairs, while many Mon Calamari see the Quarren as cowards and isolationists.
20	The animosity between the two species is the result of conflicts with other species, some of which have nearly erupted into full-blown wars.
25	Interacting with either of the two societies is likely to make it difficult to interact with the other, as the prejudices found in both species can extend to outsiders as well.

Naboo

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 26 standard hours
Length of Year: 312 local days
Sapient Species: 72% Gungan (native), 27% Human, 1% other species
Government: Democratic monarchy (Human), Council (Gungan)
Capitals: Theed (Human), Otoh Gunga (Gungan)
Major Exports: Grains, art, cultural items
Major Imports: Technology, processed foods

Knowledge (Bureaucracy)

DC	RESULT
15	Though the Humans on Naboo support a democratic government, they elect a sovereign monarch to rule over them. There are no age limitations on voting or even leadership.

Knowledge (Galactic Lore)

DC	RESULT
10	Naboo is a peaceful planet that has remained a relatively insignificant, if beautiful, member of galactic society for centuries.
15	Naboo is a world covered in beautiful oceans, sweeping grasslands, and rich forests. Human settlements tend to incorporate waterfalls, cliffs, and other natural terrain features. Gungans live in beautiful submerged cities hidden beneath great lakes.
20	Many years ago, the Humans of Naboo came into conflict with the native Gungans, thus beginning a centuries-long animosity between the two peoples.
25	Naboo, unlike most other habitable worlds, does not have a molten core. Instead, the center of the planet is hollowed out and filled with water.

Knowledge (Social Sciences)

DC	RESULT
10	The Human society on Naboo is peaceful and artistic, focusing on promoting cultural greatness over political power.
25	Gungan society is extremely isolationist and xenophobic, to the point where they typically use violence first and ask questions later.
30	Gungan law is usually considered extremely harsh, with even the smallest offenses warranting exile or even the death penalty.

Nar Shaddaa

Region: Mid Rim
Climate: Temperate (urban)
Gravity: Standard
Moons: –
Length of Day: 87 standard hours
Length of Year: 419 local days
Sapient Species: 20% Human, 1% Evocii, 79% other species
Government: Hutt crime lords
Capital: None
Major Exports: Illegal goods, narcotics, weapons
Major Imports: Foodstuffs, illegal goods, medicine, technology



Knowledge (Galactic Lore)

DC RESULT

10 Nar Shaddaa, also known as the Smuggler's Moon, orbits Nal Hutta (the Hutt homeworld). Nar Shaddaa is a haven for criminals of all stripes who gather to conduct illicit business.

15 Nar Shaddaa, though technically within Hutt Space and under Hutt rule, has no true organized government and is divided into sectors ruled by individual species, gangs, and crime lords.

20 Nar Shaddaa is an urban sprawl with soaring towers and dizzying depths. Many sectors of Nar Shaddaa are in poor repair, boasting unstable architecture and zones where even a wise Jedi fears to tread.

Knowledge (Social Sciences)

DC RESULT

10 Nar Shaddaa boasts a strong black market economy. Almost any sort of contraband can be found on Nar Shaddaa for the right price.

15 Millions of smugglers, crime lords, and information brokers make their homes on Nar Shaddaa. Their organizations hold sway over different zones of the Smuggler's Moon, and small wars break out between rival gangs on a regular basis.

20 Almost every major criminal organization in the galaxy, from the Hutt crime lords to the Black Sun Syndicate, has agents working behind the scenes on Nar Shaddaa.

RODIA

Region: Mid Rim
Climate: Tropical and arid (hot)
Gravity: Standard
Moons: 2
Length of Day: 29 standard hours
Length of Year: 305 local days
Sapient Species: 99% Rodian (native), 1% other species
Government: Rodian Grand Protector
Capital: Equator City
Major Exports: Bounty hunters, foodstuffs, exotic animals, weaponry
Major Imports: Technology, agricultural goods, weapons

Knowledge (Galactic Lore)

DC RESULT

10 Rodia's thick, lush jungles provide an ample breeding ground for savage predators, and as the Rodians themselves evolved, they learned to survive among even the deadliest of creatures.

15 The Old Republic first made contact with the Rodian people thousands of years ago when scouting vessels arrived on their homeworld, and this first meeting resulted in violent conflict.

20 Prior to joining the greater galactic community, the Rodian people had become violent and prone to hunting one another down, killing indiscriminately for the thrill of the hunt.

25 Since the jungles of Rodia provide plenty of food in the form of fruits, vegetables, and easily hunted prey, the Rodian people never developed any skill at agriculture.

Knowledge (Social Sciences)

DC RESULT

10 Prestige in Rodian society is based on the individual Rodian's ability to hunt and track.

15 The Rodian people learned to channel some of their violent tendencies into works of theater, and Rodian dramas are violent but compelling performances that are well regarded throughout the galaxy.

20 The highest aspiration of many Rodian natives is to go out into the galaxy and obtain a great quarry, bringing their prey back to Rodia as proof of their excellent hunting skills.

RYLOTH

Region: Outer Rim
Climate: Subarctic, temperate, and arid
Gravity: Standard
Moons: 5
Length of Day: 305 standard days
Length of Year: 1 local day
Sapient Species: 76% Twi'lek (native), 24% other species
Government: Feudal meritocracy
Capital: Kala'uun
Major Exports: Ryll spice, slaves
Major Imports: Foodstuffs, medicine, technology

Knowledge (Galactic Lore)

DC RESULT

10 The planet Ryloth has long been a relatively neutral and out-of-the-way planet, avoiding conflict more deftly than most other worlds.

15 Ryloth is an incredibly dangerous world that has a unique orbit that causes one side of the planet to perpetually face the world's sun. As such, the sunlit side of the planet remains incredibly hot, while the dark side of the planet is frigidly cold year-round.

20 Ryloth produces an extremely rare kind of spice known as ryll, which is harvested and sold by Twi'lek traders.

25 The only way life forms can survive on Ryloth is by living in a band of perpetual dusk right at the sunlight's terminator line, where the temperatures are moderate and life can flourish.

Knowledge (Social Sciences)

DC	RESULT
10	Ryloth is usually perceived as lawless world by the galaxy at large, thanks to its lax views on both slavery and the trafficking of spice.
15	Twi'leks native to Ryloth are extremely loyal to their families, also called head-clans, as they are not only family members but also avenues to power.
20	When enough members of a head-clan ascend to positions of leadership within Ryloth society, that head-clan grows in power and stature, rising as one through the ranks of the government.

Sullust

Region: Outer Rim
Climate: Superheated
Gravity: Standard
Moons: 2
Length of Day: 20 standard hours
Length of Year: 263 local days
Sapient Species: 96% Sullustan (native), 2% Human, 1% Bith, 1% other species
Government: Corporation
Capital: Byllurun
Major Exports: Starships, computers, droids, hyperdrive and astrogation technology
Major Imports: Foodstuffs, water



Knowledge (Bureaucracy)

DC	RESULT
10	The SoroSuub Corporation serves as the acting government of Sullust and runs planetary affairs like a business.
15	SoroSuub is not a profit-driven monstrosity like those found in the Corporate Sector, and most of the company's policies and decrees are well accepted by the populace because they are not intrusive or oppressive.

Knowledge (Galactic Lore)

DC	RESULT
10	Sullust is the homeworld of the Sullustan people, as well as the base of operations for the powerful SoroSuub Corporation.
15	Sullust is a volcanic and tectonically unstable planet. The Sullustans have adapted to living in massive, subterranean lava tubes.
20	Sullust became a major trading hub quickly after making contact with the rest of the galaxy, and as galactic commerce became more frequent on the world, so too did the presence of corporations and manufacturing.
25	As the planet's prestige grew, so did the SoroSuub Corporation, which eventually grew so large that it seized control of the planet's government.

TATOOINE

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 3
Length of Day: 23 standard hours
Length of Year: 304 local days
Sapient Species: 70% Human, 5% Jawa (native), 5% Tusken Raider (native), 20% other species
Government: Hutt crime lords
Capital: Bestine
Major Exports: Illegal weapons, minerals, narcotics
Major Imports: Foodstuffs, medicine, technology

Knowledge (Galactic Lore)

DC	RESULT
10	Tatooine is a backwater desert world dotted with cities, villages, and moisture farms. Native species include the primitive Tusken Raiders and the Jawas.
15	Controlled by the Hutts, Tatooine is a haven for criminal activity and is often used as a hiding place for lawbreakers on the run.
20	Tatooine hosts numerous dangerous sporting events, including Podracing. One of the most famous Podracing events is the Boonta Eve Classic, which is frequently attended by the planet's Hutt overlords.

Knowledge (Social Sciences)

DC	RESULT
10	Tatooine is controlled by the Hutts, and many criminals seek refuge there.
15	The Jawas of Tatooine have a reputation for being scavenging junk dealers and swindlers, but they are mostly harmless.
20	The Tusken Raiders of Tatooine are referred to locally as Sand People. They live in nomadic tribes and often ride around on large herd animals called banthas. Sand People are extremely violent, attacking anyone who sets foot in their territory. They typically wield gaderffii ("gaffi sticks"), but some tribes use primitive slugthrowers as well.

TRANDOSHA

Region: Mid Rim
Climate: Arid
Gravity: 62% Standard
Moons: 1
Length of Day: 25 standard hours
Length of Year: 371 local days
Sapient Species: 99% Trandoshan (native), 1% other species
Population: 42 million
Government: Tribal
Capital: Hsskhor
Tech Level: Interstellar (advanced)
Major Exports: Slaves, mercenaries
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
10	Trandosha is located in the same system as Kashyyyk, the Wookiee homeworld. The two species rarely see eye to eye.
15	Trandosha boasts lighter than average gravity, which allows the sluggish Trandoshans to move with ease on their homeworld.
20	Trandosha joined the galactic community many millennia ago but has always been indirectly represented in galactic affairs by a Wookiee representative, which has led to some animosity between the two species.

Knowledge (Social Sciences)

DC	RESULT
10	Trandoshans make poor diplomats and have trouble dealing peacefully with others.
15	Trandoshan slavers have captured or killed more Wookiees than any other species.
20	Trandoshans revere their tribal elders. Breaking Trandoshan traditions or disrespecting one's elders often leads to exile from individual cities or even the entire planet.

Travel in the Galaxy

All the worlds in the galaxy mean nothing to a character if they are unreachable. Fortunately, hyperspace travel has become common, affordable, and (usually) safe.

Astrogation

Moving from a given location to a desired destination through hyperspace requires a successful Use Computer check. Because every object in the galaxy is constantly in motion, the precise path between two locations changes from day to day. If the astrogator uses current data (one day old at most), he can plot a safe course. Doing so takes 1 minute and requires a successful DC 10 Use Computer check.

If an astrogator has no data with which to plot a jump through hyperspace, the base DC for the Use Computer check is 30, and the astrogator must spend 1 hour calculating coordinates and vectors before attempting the check.

As a general rule, data for a particular route through hyperspace is available to anyone with access to the HoloNet—although that data might be outdated if the route in question is not frequently traveled by other ships.

Certain situations or circumstances can also modify the check, as shown in Table 13–1: Astrogation DC Modifiers. The lack of a nav computer (or, failing that, an astromech droid with stored coordinates) makes the task much more difficult. If time is of the essence, the astrogator can perform the check as a full-round action round by taking a –10 penalty on his Use Computer check.

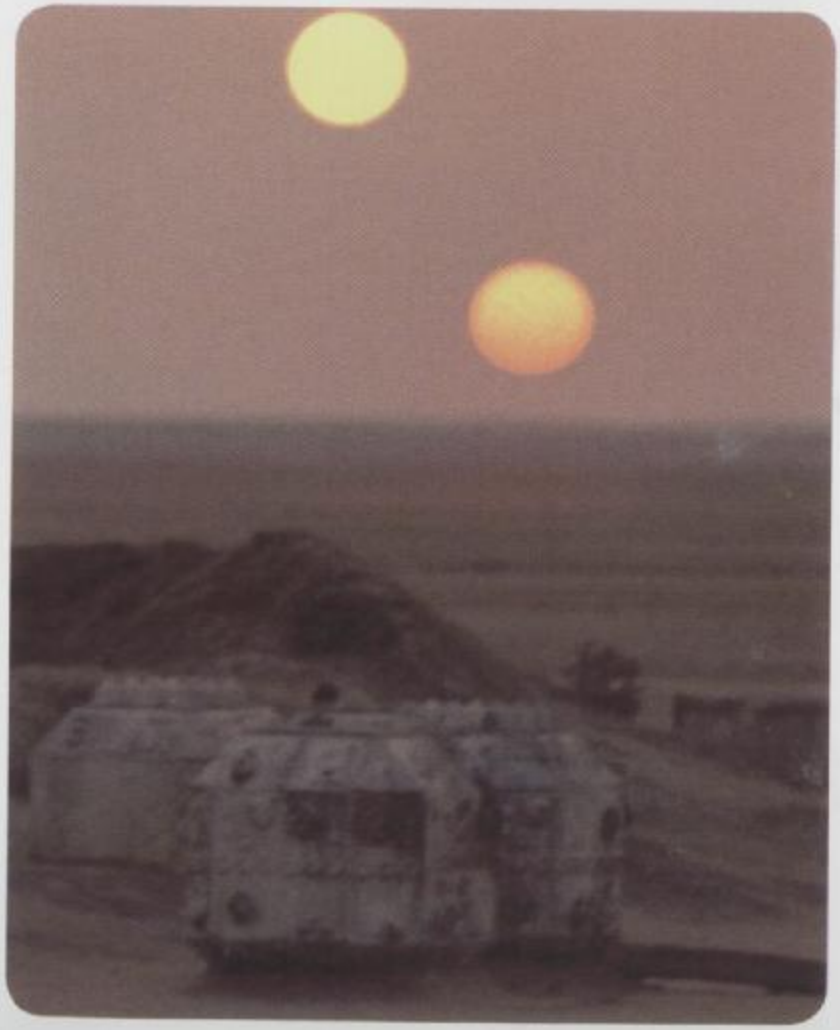
If the Use Computer check is successful, the starship enters hyperspace without incident and arrives at its destination in a number of days equal to 1d6 × the ship's hyperdrive multiplier..

A failed Use Computer check indicates that the astrogator has made a potentially dangerous error in his calculations. Make another Use Computer check using the same modifiers and against the same DC. If this second Use Computer check is successful, the error is caught before entering hyperspace, and the process of plotting a course must begin anew. If this second Use Computer check fails, the starship moves –1 persistent step on the condition track (see Conditions, page 148) and takes damage equal to 5% of its total hit points for every point by which the check fails. (The persistent condition and damage remain until the ship undergoes maintenance.) If the ship is not disabled or destroyed, it arrives at the intended destination in double the expected travel time. If the ship is disabled, it drops out of hyperspace in a random location somewhere between the point of origin and the destination (the exact location is determined by the GM).

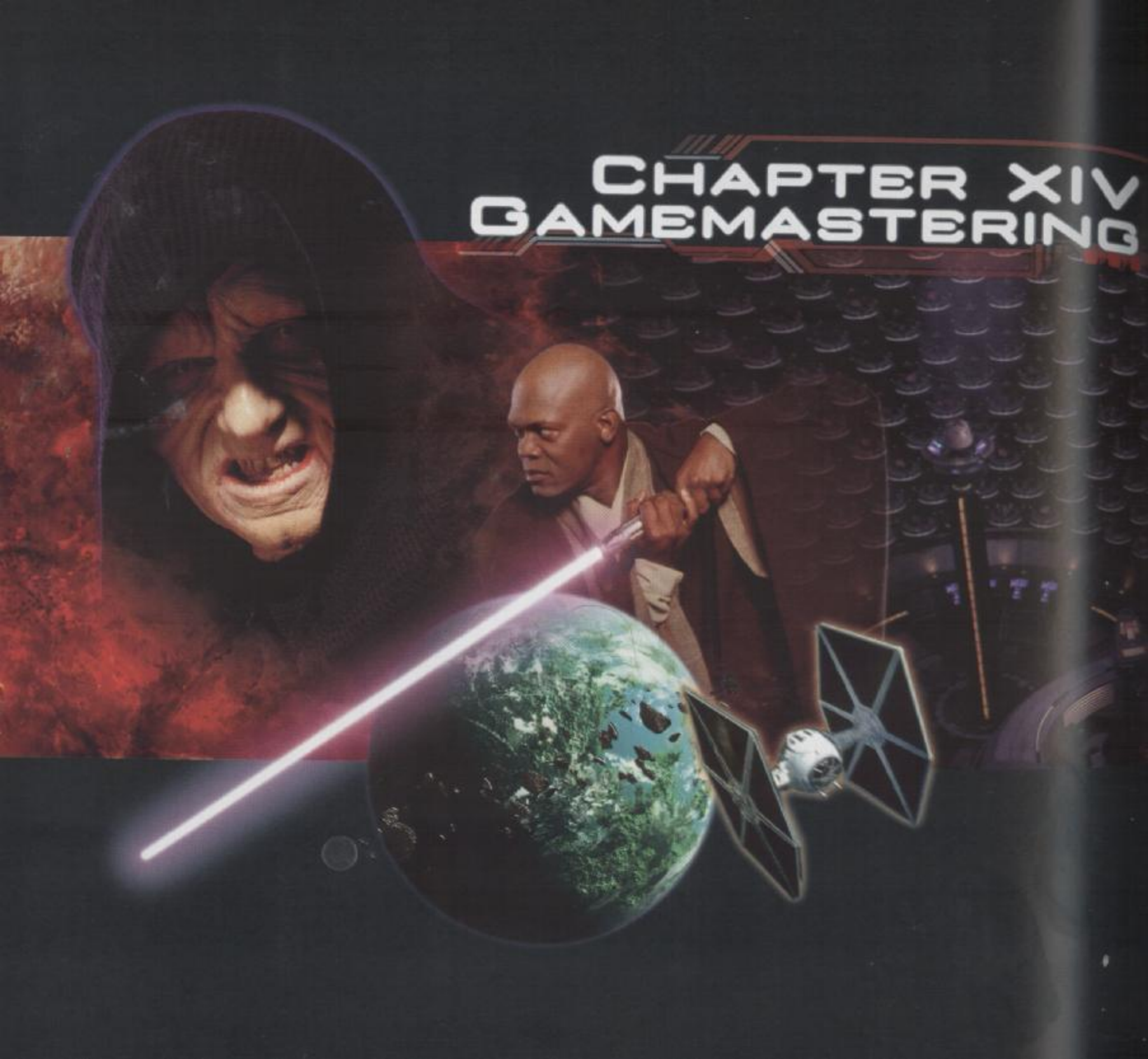
Table 13–1: Astrogation DC Modifiers

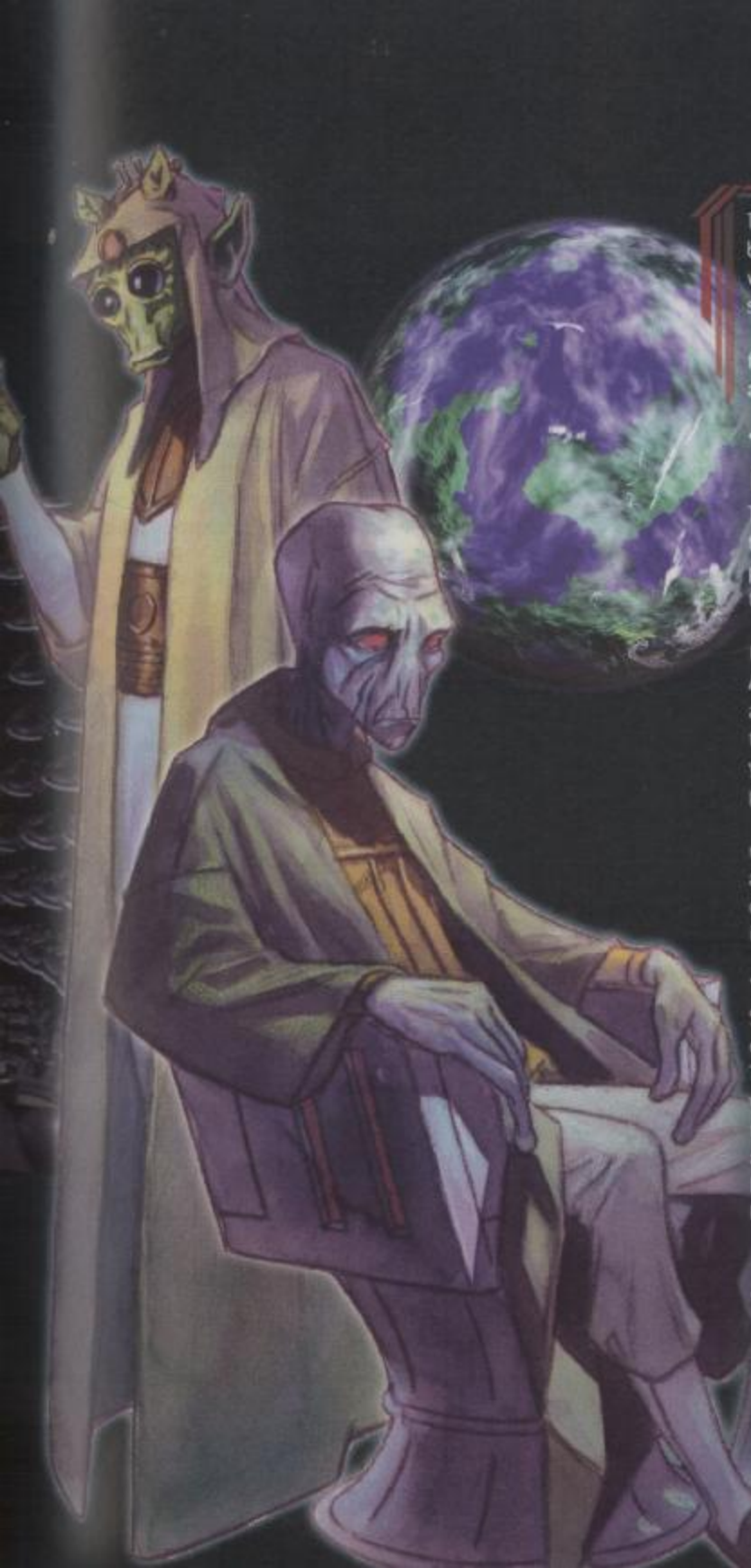
Situation	Check Modifier
Using nav computer	+5
No nav computer used[1]	–10
No HoloNet access	–5
Attempt to make check in 1 round	–10

1 *Do not apply the penalty if the ship has current astrogation data stored in an astromech droid or receives accurate transmitted data from another ship.*



Chapter XIV
Gamemastering





The Gamemaster is the guiding force of the game. If the game is fun, it will be to your credit. If it isn't, you'll need to make some adjustments. But don't worry—running a *Star Wars* game is nowhere near as daunting as it might seem at first.

Described below are the different duties of the GM. As with any hobby, focus on what you enjoy the most, but remember that the other duties are also important.

The Role of the Gamemaster

The Gamemaster is storyteller and referee, creator of terrible threats against the galaxy, secret master of the villainous, criminal, and ruthless, and hidden protector of the brave. The GM's responsibilities include several important tasks; each of these is outlined in this section.

Creating Adventures

As the GM, your primary role in the game is creating and presenting adventures in which the other players can play their heroes. To accomplish this, you need to spend some amount of time before the game preparing your stories. This is true whether you create your own adventures or use published ones.

Creating adventures takes time. Many GMs find this creative process the most fun and rewarding part of being a Gamemaster. Creating interesting characters, settings, plots, and challenges to present to your friends can be a great creative outlet. In fact, creating good adventures is so important that it receives its own section in this chapter (see Building an Adventure, page 249).

Teaching the Game

Sometimes, but not always, it's the GM's responsibility to teach newcomers how to play the game. This isn't a burden; it's a wonderful opportunity. Teaching other people how to play provides you with new players and allows you to set them on the path to becoming top-notch roleplayers. It's easier to learn to play with someone who already knows the game. Players who are taught by a good teacher in a fun game are more likely to stick with the hobby over the long haul. Use this opportunity to encourage new players to become the sort of gamers you want to play games with.

Here are a few pointers on teaching the game:

- You need to know the character creation rules so that you can help new players build characters. Have each player tell you what sort of hero he or she wants to play, then show the players how they can create those heroes with the *Star Wars* rules. If they don't know what to play, show them the five heroic classes, briefly describe each, and let them choose the one that most appeals to them.

- Don't worry about teaching all the rules ahead of time. All the players need to know are the basics that apply to understanding their heroes (what hit points are, how to make attack rolls, how to use skills, and so on), and they can pick up most of this information as the game progresses.
- You need to know how to play the game. As long as you know the rules, the game can move along, and the players can simply focus on their characters and how they react to what happens in the game. Have players tell you what they want their characters to do and translate those decisions into game terms for them. Teach them how the rules work when they need to learn them, on a case-by-case basis. For example, if a player wants her Jedi to use the Force, the player tells you what the hero attempts and you tell her what die to roll, which modifiers to add, and what happens as a result. After a few times, the player will know what to do without asking.

Providing the Backdrop

The Gamemaster is the creator of his or her own campaign. Even though you'll be basing your adventures in the *Star Wars* universe, it's still your campaign.

Consistency is the key to creating a backdrop that feels real to the players. When the heroes go back to Mos Eisley for supplies, they should encounter some of the same characters they met before. Soon, they'll learn the cantina owner's name—and she'll remember them as well. Once you've achieved this level of consistency, however, provide an occasional change. If the heroes come back to have their starfighter repaired again, they may discover that the man who ran the starport went back home to Corellia, and his nephew now runs the family business. That sort of change—one that has nothing to do with the heroes directly, but which they'll notice—makes the players feel as though they're adventuring in a living universe as real as themselves. It's not just a flat backdrop that exists only for them to battle stormtroopers or the villain-of-the-week.

Gamemaster Accessories

The following items are available to enhance your game:

Miniatures: The rules in this book assume that you are using *Star Wars* miniatures—attractive, pre-painted plastic figures that can be used to represent heroes and adversaries in the game. Combined with the miniatures-scale battle maps, they make it easy to keep track of character position, tactical movement, line of sight, and other combat factors. Miniatures also add an exciting visual element to the game by giving players a stronger idea of what GM characters, creatures, and other heroic characters look like.

Battle Maps: Battle maps provide spacious, ready-to-use encounter locations for epic *Star Wars* battles. Battle maps can be found in the *Star Wars* Miniatures Game and other *Star Wars Roleplaying Game* products.

Galaxy Tiles: A creative alternative to the battle maps, the *Star Wars Galaxy Tiles* accessories provides cardstock corridors, chambers, and map features that the GM can assemble to create Rebel bases, Imperial installations, and other unique adventure locations.

Determining the Style of Play

While the GM provides the adventures and the universe, the players and the GM work together to create the game as a whole. However, it's the GM's responsibility to guide the way the game is played. The best way to accomplish this is by learning what the players want and figuring out what you want as well. Many styles of play exist, but a few are detailed below.

Blast 'Em All!

The heroes blow open the blast door, fight the stormtroopers, and rescue the princess. This style of play is very straightforward. It's fun, exciting, and action-oriented. Very little time is spent on developing personas for the heroes, engaging in roleplaying encounters, or mentioning situations other than what's going on in the adventure. If you're running this type of game, let the heroes face obviously evil opponents and meet obviously helpful characters. Don't expect heroes to anguish over what to do with prisoners. Don't bother too much with credits earned or time spent recovering. Do whatever it takes to get the heroes back into the action as quickly as possible. A hero's motivation does not need to be much more than a desire to fight evil (and maybe acquire credits).

Rules and game balance are important in this style of play. Having heroes with combat ability greater than that of their companions can lead to unfair situations; the more powerful heroes can handle more of the challenges, and thus their players have more fun. If you're using this style, be mindful about adjudicating rules. Think long and hard about additions or changes that you want to make.

Immersive Storytelling

The Galactic Senate is threatened by political turmoil. The heroes must convince the senators to resolve their differences, but can only do so after they've come to terms with their own differing outlooks and agendas. This style of gaming is deep, complex, and challenging. The focus isn't on combat, but on talking, developing in-depth personas, and character interaction. Whole gaming sessions may pass without a single blaster being fired.

In this style of game, most characters should be as complex and richly detailed as the heroes—although the focus should be on motivation and personality, not game statistics. Expect digressions about what each player

wants his or her hero to do, and why. Buying spare parts might be as important an encounter as fighting battle droids. (And don't expect the heroes to fight the battle droids at all unless their heroes have a good reason to do so.) Heroes will sometimes take actions against their players' better judgment because "that's what a hero would do." Adventures deal mostly with negotiations, political maneuverings, and character interaction. Players may even talk about the "story" they're collectively creating.

Quoting the rules is less important in this style of play. Since combat isn't the focus, game mechanics take a back seat to hero development. Skills take precedence over combat bonuses, and even then, the numbers don't have to be absolutes. Feel free to change things to fit the players' roleplaying needs, perhaps even streamlining the combat system so that it takes less time away from the story.

Something in Between

Most campaigns are going to fall between these two extremes. There's plenty of action, but there's also a plot line and interaction between heroes and nonheroic characters. Players develop their heroes, but they're eager to get into fights as well. The "in between" style provides a nice mixture of roleplaying encounters and combat encounters. Even in combat missions, you can present characters who don't need to be killed. Instead, you can interact with them through diplomacy, negotiation, or a simple conversation.

"PERHAPS YOU THINK YOU'RE BEING TREATED UNFAIRLY?"

– DARTH VADER

ADJUDICATING THE RULES

When everyone gathers around the table to play the game, the Gamemaster is in charge. That doesn't mean that you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics. Good GMs know not to change or overturn an existing rule without a good, logical justification so the players don't grow dissatisfied.

This means that you need to know the rules. You're not required to memorize the rulebook, but you should have a clear understanding of what's in the book so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

STACKING BONUSES

The term "stacking" means combining for a cumulative effect. It refers to modifiers (bonuses and penalties) that combine instead of replacing one another.

Generally, factors that apply modifiers to a statistic, roll, or check combine if they have different descriptors. For example, a competence bonus will combine with a morale bonus, but two competence bonuses will not combine.

Modifiers with the same descriptor apply only the best bonus. For example, a competence bonus of +2 is used instead of a competence bonus of +1 when both bonuses are applied to the same statistic, roll, or check.

Any bonus without a descriptor (sometimes called an "unnamed bonus") stacks with all other bonuses, including bonuses without a descriptor.

The only descriptor bonuses that stack with others of the same type are circumstance bonuses and dodge bonuses. (Even then, circumstance bonuses stack only if they're not provided by essentially the same circumstance.) Other descriptor bonuses do not stack with others of the same type unless specifically noted otherwise.

All penalties stack regardless of source.

Often a situation arises that isn't explicitly covered by the rules. In such a situation, it's the GM who needs to provide guidance as to how it should be resolved. When you come upon a situation that doesn't seem to be covered by the rules, consider the following:

- Look to any similar situation that is covered in the rules. Try to extrapolate from what you see presented there and apply it to the current circumstance.
- If you have to make something up, stick with it for the rest of the campaign. (This is called a "house rule.") Consistency keeps players satisfied and gives them the feeling that they are adventuring in a stable, predictable universe, not in some random, nonsensical place subject only to the GM's whims.
- When in doubt, remember this handy rule: Favorable circumstances provide a +2 circumstance bonus to any d20 roll; unfavorable circumstances impose a –2 penalty. You'll be surprised how often this "GM's secret rule" solves problems.

KEEPING THE GAME BALANCED

Game balance ensures that most hero choices are relatively equal. A balanced game is one in which one hero doesn't dominate over the rest because of a choice that he or she made (species, class, talent, feat, Force power, weapon,

and so on). It also reflects that the heroes aren't too powerful for the threats they face, yet neither are they hopelessly overmatched.

Two things drive game balance: good management and trust.

Good Management

A GM who carefully watches all portions of the game so that nothing gets out of control helps keep the game balanced. Heroes and characters, victories and defeats, awards and afflictions, items found and credits spent—all these things must be monitored. No one hero should ever become significantly more powerful than the others. If this does happen, the others should have an opportunity to catch up in short order. The heroes as a whole should never get so powerful that all challenges become trivial to them. Nor should they be constantly overwhelmed by what they must face. It's no fun to always lose, and always winning gets boring fast. When temporary imbalances do occur, it's easier to fix them by altering the challenges than by changing anything about the heroes and their powers or equipment. No one likes to get something, only to have it taken away again because it was too unbalancing.

Trust

Players should trust the GM. This trust can be gained over time through consistent use of rules, by not taking sides (that is, not favoring one player at another's expense), and by making it clear that you're not vindictive toward the players or their characters. If the players trust the GM—and through you, the game system—they will recognize that anything that enters the game has been carefully considered. If you adjudicate a situation, the players should be able to trust it as a fair call and not question or second-guess you. That way, the players can focus their attention on playing their characters, succeeding in the game, and having fun, trusting their GM to take care of matters of fairness and realism. They also trust that you will do whatever you can to make sure that they can enjoy playing their heroes, potentially succeed in the game, and have fun. If this level of trust can be achieved, you'll have greater freedom to add or change things in your game without worrying about the players protesting or scrutinizing every decision.

Handling Unbalanced Heroes

Sometimes, the unexpected happens. The heroes may defeat a villain, foil an unstoppable escape plan, and steal a custom starfighter you never intended to fall into their hands. Or, even more likely, the combination of some new acquisition with an item or power a hero already has will prove unbalancing in ways you didn't foresee.

Once a mistake has been made, and a hero ends up too powerful, all is not lost. In fact, it's almost never difficult to simply increase the challenges the hero faces to keep him or her from breezing through encounters. However, this solution can be unsatisfying, since the encounters can become too difficult for the other, more balanced heroes. At the same time, it's never fun to lose some aspect of your hero that turns out to be unbalancing. From the player's point of view, it's not his or her fault.

You have two options: Deal with the problem in-game or deal with the problem out-of-game.

Dealing with the Problem In-Game: "In-game" is a term used to describe something that happens in the story created by the play of the game. For example, suppose a hero becomes unbalanced by building a droid servant that fights better than any of the heroes in the group. (This is something that the GM shouldn't have let happen to begin with, but all GMs occasionally make mistakes.) An in-game solution might be to have an enemy scoundrel sabotage the droid, or suspicious guards might confiscate the droid the next time the heroes visit Coruscant. Whatever you do, try not to make it obvious that the situation is actually just a tool to balance the game. Instead, make it seem just a part of the adventure. (If you don't, indignant players will get very angry.)

Dealing with the Problem Out-of-Game: "Out-of-game" means something that happens in the real world, but has an impact on the game itself. An out-of-game solution to the problem described in the previous paragraph would be to take the player aside between sessions and explain that the game has become unbalanced because of her too-powerful droid and that things need to change or the game may fall apart. A reasonable person will see the value in continuing the game, and she'll work with you either in-game (perhaps donating the droid to an appropriate allied organization) or out-of-game (perhaps by erasing the droid from her hero sheet and just pretending it was never there). Be warned, however, that not every gamer is reasonable in this way. Many will not appreciate this level of intrusion on your part and will resent giving up a great ability or item their hero "earned." After an unfortunate exchange of this type, it will seem obvious and contrived if you try to balance things with an in-game solution.

Running a Game Session

After everything is prepared, and everyone sits down at the table, you're on. It's your show. Here are some things you should consider, at the table and before you ever get there, to help make the game run as smoothly as possible.

Knowing the Players

Normally, but not always, the GM is in charge of inviting players to play in his or her game. If this is the case, it's your responsibility to know and understand each of these people well enough that you can be reasonably sure that they'll all get along, work well together, and enjoy the sort of game you run.

A lot of this has to do with playing style. Ultimately, you have to know the kind of game your players want to play. With players new to the game or a newly formed group, this may take a while to define. Recognize that

while you're in charge, it's really everybody's game. The players are all there, coming back session after session, because they trust that you'll help them have a fun and rewarding experience.

Table Rules

One thing that will help everyone, players and GM alike, to all get along will be establishing a set of rules—rules that have nothing to do with the actual game but that govern what happens with the people around the table.

The following are some "table rules" issues you'll need to deal with eventually. It's best to come up with the answers before you start a regular campaign. You can establish these yourself, or you can work them out with your players.

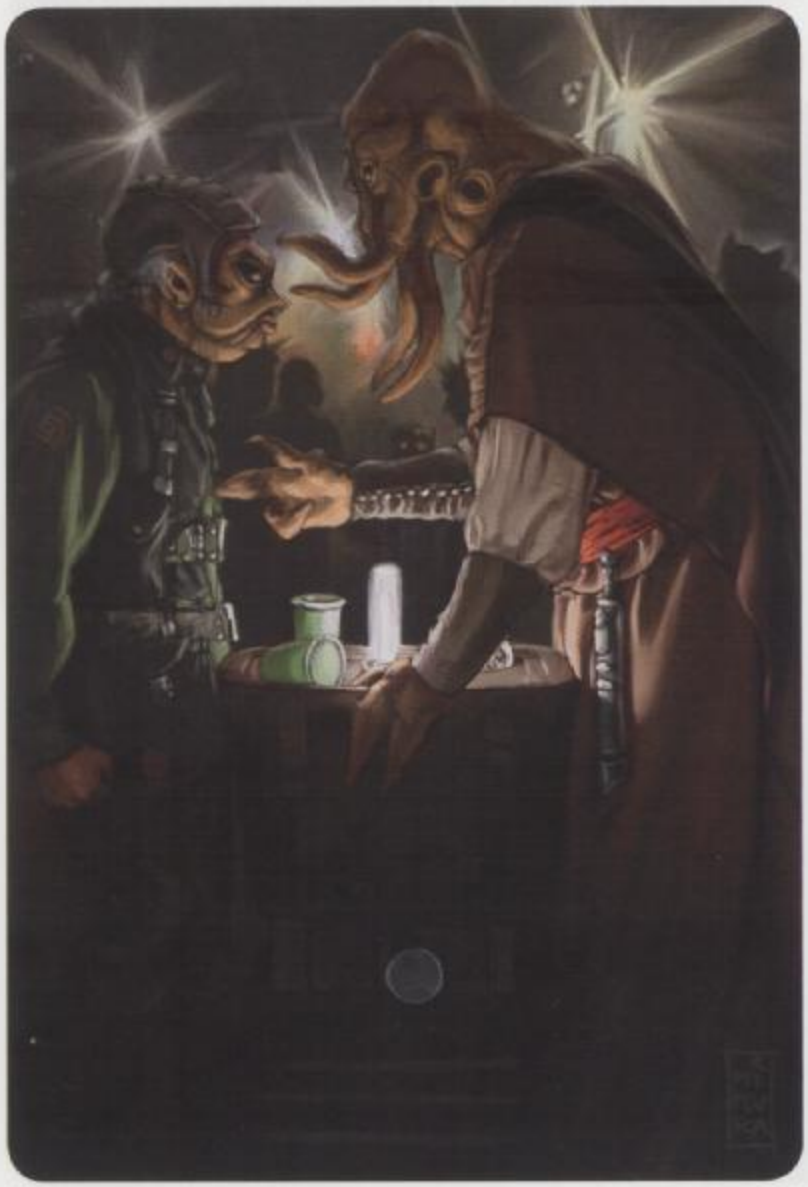
No-Show Players

Sometimes a regular player can't show up for a game session. The GM and group are faced with the question of what to do with his or her hero. There are several possibilities:

- Someone else runs that hero for the session (in addition to their own hero). This is easiest on you, but sometimes the fill-in player resents the task or the replaced player is unhappy with what happens to the hero in his or her absence.
- You run the hero, doing your best to make the decisions that you think the hero's player would make. This might actually be the best solution, but don't do it if running a hero and running the game at the same time is too much for you and hurts the whole session.



- The hero, like the player, can't be present for this adventure. This only works in certain in-game situations, but if it makes sense for the character to be absent, that's a handy way to take the hero out of the action for a game session. Ideally, the reason for the hero's absence is one that allows him or her to jump back in with a minimum of fuss when the player is available again. (The hero may have some other commitment, for instance.)
- The character fades into the background for this session. This is probably the least desirable solution, because it strains everyone's suspension of disbelief.



Recognize that players come and go. Someone moves away, another gets busy, and yet another grows tired of the game. They'll quit. At the same time, new players will want to join. Make sure to always keep the group at a size that you're comfortable with. The normal-sized group has four or five players (not including the GM). However, some groups are as small as two, and others as large as seven or more. You can also play the game one-on-one, with just one player and one GM, but that's a very different sort of play experience. (It's a good way to handle special campaign ideas, such as a Jedi Master's mentorship of a young Padawan learner.)

If you can, try to find out from the players how long they're interested in playing. Try to get a modest commitment from them to show up on a regular basis during that time.

Integrating New Players

When someone new joins the campaign, his or her hero needs to be integrated into the game. At the same time, the player needs to be integrated into the group. Make sure that a new player knows the house rules and the table rules, as well as the game rules.

Rules Discussions

It's probably best if players don't question your rulings or established rules, propose new house rules, or conduct discussions on other aspects of the game (aside from what's immediately at hand) during the game itself. Such matters are best addressed at the beginning or end of the session.

Jokes and Off-Topic Discussions

There are always funny things to be said, movie quotes, good gossip, and other conversations that crop up during the game, whether they're inspired by what's going on in the session or completely extraneous. Decide for yourself (and as a group) how much is too much. Remember that this is a game and people are there to have fun, yet at the same time keep the focus on the action of the heroes so the whole session doesn't pass in idle talk.

Working with the Players

Two players want the same newfound item. Each thinks his character can use it best or deserves it for what he's done. If the players can't find a way to decide who gets it, you will have to arbitrate or impose a solution. Or, worse, one player is angry with another player for something that happened earlier that day outside the game, so now his hero tries to harass or even kill the other player's hero. The GM shouldn't sit back and let this happen. It's up to you to step in and help resolve conflicts like that. As GM, you're both a master of ceremonies and an umpire during the game. Talk with the arguing players together or separately outside the game session and try to resolve the conflict. Make it clear as nicely as you can that you can't let anyone's arguments ruin the game for the other players, and you won't tolerate real-world hard feelings affecting the way characters within the game react to each other.

Another case is when a player gets really mad when you rule against him. Again, be firm but kind in telling him that you try your best to be fair. You can't have angry outbursts spoiling everyone else's fun. Settle the matter outside the game session. Listen to the player's complaints, but remember that you're the final arbiter. By agreeing to play in your game, that player has also agreed to accept your decisions as GM. (See When Bad Things Happen to Good Heroes, page 246.)

Sometimes one player's actions ruin the fun for everyone. An obnoxious, irresponsible, troublemaking player can make the game really unpleasant. Sometimes he gets others' heroes killed because of his actions. Other times he stops the game with arguments, tantrums, or off-topic conversations. Or he might keep everyone from playing by being late or not showing up at all. Ultimately, you should get rid of this player. Just don't invite him next time. Don't play the game with someone that you wouldn't enjoy spending time with in another social setting.

Decide how many players you want in your game and stick with it. If someone leaves, try to get a new player. If someone new wants to join an already full group, resist the urge to let him or her in unless you're sure you can handle the increased number of players. If there are too many players, consider dividing them into two groups that play at different times. If there are too few, you might want to recruit more or have each player play more than one hero. (It's good to have at least four heroes on a mission team.)

If one player dominates the game and monopolizes your time with her hero's actions, the other players will quickly grow dissatisfied. Make sure everyone gets his or her turn. Also, make sure each player gets to make his or her own decisions. Overeager or overbearing players sometimes try to tell the others what to do. If one player insists on controlling everything, talk to him outside the game session and explain that his actions are making things less fun for everyone.

Metagame Thinking

"I figure that there'll be a lever on the other side of the chasm that extends the bridge," a player says to the others, "because the GM would never create a trap that we couldn't deactivate somehow." That's metagame thinking. Any time the players base hero actions on logic that depends on the fact that they're playing a game, they're "metagaming." This activity should always be discouraged, because it detracts from real roleplaying and spoils the suspension of disbelief.

Surprise your players by foiling this mode of thinking. Maybe there is a lever on the other side of the chasm—but it might be malfunctioning. Keep your players on their toes, and don't let them second-guess you. Tell them to think in terms of the game universe, not of you as the GM. In the game universe, someone put the trench in the Death Star for a purpose. Figure out the hows and whys for what they have done. The heroes will need to do the same.

In short, where possible, encourage the players to employ in-game logic. Confronted with the situation given above, an appropriate response from a clever hero is, "I figure there'll be a lever on the other side of the chasm that extends the bridge, because you'd have to be able to cross from either side." In fact, this is wonderful—it shows smart thinking as well as verisimilitude in the game universe.

Recapping

"Last time, you had just discovered the secret entrance to the Imperial shield generator on the forest moon of Endor. We ended the session with you on a nearby ridge overlooking the entrance. Arani suffered a terrible wound while fighting the biker scouts. Vor'en wanted to go straight to the entrance and shoot it out, but the rest of you talked him into helping you find a suitable place to watch and plan. What do you want to do?"

In the middle of an ongoing campaign, recapping activity from the previous session at the start of a new session often helps establish the mood and reminds everyone what was going on. In most games, heroes continue what they're doing from day to day (or even hour to hour), but most players (in the real world) have several days of real time between game sessions. Some players might forget important details that will affect their decisions if they don't get reminders.

Of course, that means that you, as the GM, need to keep notes of what happens so you don't forget, either. At the very least, jot down a few sentences about what's going on at the end of each game session. Leave your notes where you can find them right away at the beginning of the next session. You'll probably find that, as the GM, you tend to think about the game between sessions more than the other players do, and thus you'll remember more details. You'll quickly get to the point where you won't forget what happened in past sessions, especially if the adventures you're currently working on build off those events.

Setting the Pace

The pace of the game determines how much time you spend on a given activity or action taken by the heroes. Different players enjoy different paces. Some search every room they come across, but some think doing that is not worth the game time. Some roleplay every encounter, while some want to skip on to the "good bits."

Do your best to please the group, but when in doubt, keep things moving. Don't feel that it's necessary to play out rest periods, replenishing supplies, or carrying out daily tasks. Sometimes that level of detail is an opportunity to develop heroes, but most of the time it's unimportant.

You should decide ahead of time, if possible, how long the playing session will last. This not only allows everyone to make plans around the game but also enables you to judge about how much time is left during a session and pace things accordingly. You should always end a session at a good stopping point (see Ending Things, below). Three to four hours is a good length

for an evening game. Some people like to play longer sessions, usually on a weekend. Even if you normally play for shorter periods, sometimes it's fun to run a longer "marathon" session.

Referencing Rules

Try to look at the rules as little as possible during a game. Although the rules are there to help you, paging through the book can slow things down. Look something up when necessary (and mark things you'll need to refer to again with a bookmark), but recall a rule from memory when you can. Even if you're not exactly correct in your recollection, the game keeps moving.

Cheating (and Player Perceptions)

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the heroes are down for the count and the other half almost certainly can't take on the opponents that remain. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Should you stand by and watch the heroes get slaughtered? Or should you "cheat" and have the opponents run off, or fudge the die rolls so that the heroes still miraculously win in the end? There are really two issues at hand.

Do you cheat? The answer: GMs really can't cheat. You're the umpire, and what you say goes. As such, it's certainly within your right to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a beloved hero because he fell down a flight of stairs. A good rule of thumb is that a hero shouldn't die in a minor way by some fluke of the dice unless he or she was doing something really stupid at the time.

However, you might not feel that it's right or even fun unless you obey the same rules the players do. Sometimes the heroes get lucky and kill an opponent you had planned to have around for a long time. By the same token, sometimes things go against the heroes and disaster befalls them. Both the GM and players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running a game, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the heroes survive so the game can continue, don't let the players in on this decision. It's important to the game that they believe they're always in danger. Consciously or subconsciously, if they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet. And if thereafter something bad does happen to a hero, the player may believe you're out to get him. If he feels you saved other heroes when they were in trouble, he might become disaffected with the game.

When Bad Things Happen to Good Heroes

Heroes suffer setbacks, lose prized equipment, and sometimes even die. It's all part of the game, almost as much as success, gaining levels, earning rewards, and attaining greatness. But players don't always take it well when something bad happens to their heroes.

Remind players that bad things happen sometimes. Challenges are what the game's all about. Mention that setbacks are an opportunity to succeed later. Reassure the player of the dead hero that there are lots of opportunities for new hero types she hasn't tried yet. The dead hero's surviving allies will tell tales of their fallen comrade for years to come. The game goes on.

It's rare (but possible) that an entire group of heroes can be wiped out. In such a case, don't let it end the whole game. Encourage the players to try new heroes, perhaps of a class or species they haven't played before. Even that's not really so bad—in fact, it's an opportunity for a dramatic change of pace. This new group of heroes might even be charged with retrieving the bodies of the fallen heroes for honorable burial.

Ending Things

Try not to end a game session in the middle of an encounter. Leaving everything hanging in the midst of combat is a terrible way to end a session. It's difficult to keep track of things such as initiative order, in-game effects, and other round-by-round details between sessions. The only exception to this is ending with a cliffhanger. A cliffhanger ending is one in which things end just as something monumental happens or some surprising turn of events occurs. The purpose is to keep players intrigued and excited until the next session. A cliffhanger ends a session right before an encounter begins, prior to initiative checks, and you pick up the action with initiative checks in the next game session.

If someone was missing from that session, and you had his hero leave for a while, make sure that there's a way to work his hero back in next time. Sometimes, even in a cliffhanger, this can work out well. The hero might come racing into the thick of things to help out his beleaguered friends and help save the day.

Allow some time—a few minutes will do—at the end of the session to have everyone discuss what happened. Listen to their reactions and secretly learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless such information gives too much away for the adventure). Always end things positively.

You may want to award experience points at the end of each session, or you might wait until the end of each ad-venture. That's up to you. However, the standard approach is to give out experience points at the end of each adventure, so players whose heroes go up a level have time between adventures to choose new skills, feats, and so forth.

BUILDING AN ENCOUNTER

For purposes of the *Star Wars Roleplaying Game*, an encounter is defined as an obstacle, threat, or situation (whether it be an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle, threat, or situation can be overcome through smart roleplaying, combat, or skill use. Persuading a crazed Force disciple to surrender might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a crime lord might require heroes to fight their way past a squad of thugs or infiltrate the crime lord's headquarters without setting off the security system.

CHALLENGE LEVELS

Every opponent or hazard the heroes face has a Challenge Level (CL), which tells GMs how tough it is to overcome. For example, every stormtrooper has a CL, as does every wampa and garbage compactor. The more opponents and hazards the heroes face at once, the more difficult the encounter and the more experience points (XP) the heroes get for overcoming it (see Awarding Experience Points, below).

A challenging encounter is one the heroes should overcome with minor to moderate damage to themselves and some depletion of their resources. A single obstacle, threat, or situation of Challenge Level *n* is challenging for a single character of similar level. For example, a 1st-level hero should find a CL 1 stormtrooper challenging. By extension, four CL 1 stormtroopers should prove challenging to four 1st-level heroes.

A difficult challenge is one that seriously taxes the heroes' resources and may require the heroes to withdraw and recover, while an unfair challenge could easily lead to a total party kill. Difficult and unfair challenges are discussed below (see Measuring Encounter Difficulty).

Complications: An encounter can be made harder by adding complications that make overcoming certain obstacles, threats, and situations more difficult. In general, adding a complication to an encounter increases the CL of every affected obstacle, threat, or situation by 1. For example, if the heroes confront four CL 1 battle droids and two of them have the benefit of improved cover (and the heroes do not), the GM should treat the two battle droids with cover as CL 2 threats and award experience accordingly. However, the two battle droids without cover would still be counted as CL 1 threats.

Beneficial Circumstances: Sometimes an encounter is made easier by circumstances beyond the heroes' control. In such cases, you may reduce the amount of XP the heroes earn for achieving their encounter goals by as much as half. For example, if the heroes run across two bounty hunters who are moderately injured from a previous skirmish, the GM may elect to award only half normal XP for overcoming them. A GM should avoid reducing the XP awards when the beneficial circumstances are the direct or indirect result of good planning or roleplaying on the heroes' parts. For example, if the heroes use treachery or bribery to turn one bounty hunter against the other, they should receive full XP for both bounty hunters even though the encounter was made easier by their actions.

Measuring Encounter Difficulty

Creating balanced and fun encounters is more art than science. However, the following guidelines will help you build encounters that aren't so straightforward that players will be bored and aren't so difficult that the heroes aren't likely to survive:

Multiple Opponents: Encounters with two to six opponents work best. Save the single-opponent encounter for higher-CL "bosses" like the rancor or Darth Vader. Avoid encounters with more than a dozen opponents unless you want the heroes to feel overwhelmed.

Variety: The best encounters combine different sorts of obstacles, threats, and situations. Battling four Rodian soldiers in a corridor is much less interesting than fighting a Rodian noble, two Rodian soldiers, and the noble's trained nexu in a storage bay filled with cargo containers.

Combining Different CLs: When building encounters that involve multiple threats, obstacles, or situations of different Challenge Levels, add together the various CLs and divide this sum by 3 (round down). If the result is within one level of the heroes' average level, it's probably a tough but fair challenge for the heroes. If the result is 2 to 3 levels above the heroes' level, expect a difficult encounter that seriously taxes the heroes' abilities and resources. If the result is 4 or more levels above the heroes' level, expect the heroes to have a real fight on their hands, and also brace for one or more hero deaths. Note that these calculations are based on the assumption that there are four heroes in the party. Four each additional hero, subtract 1 from the result. For each missing hero, add 1 to the result.

Here are some sample encounters to illustrate the formula:

- An encounter with four CL 2 clone troopers and one CL 3 elite clone trooper has a combined CL of 11. Dividing 11 by 3 and rounding down, you get 3. Based on this result, you can expect this encounter to be a challenge for four 2nd-, 3rd-, or 4th-level heroes and a less challenging encounter for higher-level heroes.
- An encounter with two CL 15 elite troopers has a combined CL of 30. Dividing 30 by 3, you get 10. Based on this result, you can expect this encounter to be a challenge for four 9th-, 10th-, or 11th-level heroes; a challenge for five 8th-, 9th-, or 10th-level heroes; or a challenge for six 7th-, 8th-, or 9th-level heroes.
- An encounter with a CL 8 crime lord and five CL 5 assassins has a combined CL of 33. Dividing 33 by 3, you get 11. This encounter is a challenge for four 10th-, 11th-, and 12th-level heroes and a difficult challenge for four 8th- and 9th-level heroes. It's an unfair challenge for heroes of 7th level or less.

Awarding Experience Points

Heroes receive experience points (XP) for overcoming opponents, hazards, and other obstacles that stand in the way of achieving the goals of an adventure. Every opponent and hazard has a Challenge Level (CL) that determines how much XP the heroes get for overcoming it, as shown in Table 14–1: Experience Point Awards. Note that overcoming an obstacle doesn't always mean defeating it. Heroes who trick or bribe a Gamorrean guard into letting them pass should get full XP for the Gamorrean, just as if they'd bested him in combat.

The GM has the right to adjust XP awards depending on how rapidly he or she wants the heroes to gain levels and how easily the heroes achieve their encounter goals. Wherever possible, the GM should split XP awards equally between the heroes so that they're gaining levels at the same rate. Once the heroes accumulate enough XP to gain a level (see Table 3–1: Experience and Level-Dependent Benefits, page 37), it's time to increase the difficulty of the challenges they must overcome.

Beginning at 6th level, heroes receive less XP awards for obstacles with a CL significantly lower than their character level. At some point, low-level threats become fodder, and little experience can be gained from overcoming them. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than the heroes' average level – 5. For example, a group of 6th-level heroes receive 20 XP for defeating a CL 1 stormtrooper (instead of 200 XP).

Other Rewards

In addition to experience points, the heroes can earn other rewards for their actions. As a general rule, a challenging yet fair encounter should net the heroes resources equal their average level × 2,000 credits, to be divided equally among them. Easy encounters may deliver half as many resources or none at all, and difficult encounters should give 50% more at least. You don't have to hand out resources at the end of every encounter; often it is best to save the heroes' rewards until the end of the adventure, in the form of a lump-sum payment given to them for completing the adventure's goals.

Resources can take several different forms, as detailed below. For purposes of comparison, all resources are measured in credits.

Credits

For many characters, no reward is better than cold, hard cash. This category includes credit vouchers, electronic deposits of credits into a character's account (if the character owns a credit chip), credit coins, or trade goods (often precious metals).

Credits may be found during the course of an adventure—inside a vault in a Hutt crime lord's palace, in the form of trade goods found in a freighter's cargo hold, or perhaps even in the pockets or baggage of a defeated foe. However, heroes are more likely to receive the bulk of their wealth from grateful benefactors for jobs well done.

Table 14–1: Experience Point Awards

Challenge Level	XP Award[1]
0	0
1	200
2	400
3	600
4	800
5	1,000
6	1,200
7	1,400
8	1,600
9	1,800
10	2,000
11	2,200
12	2,400
13	2,600
14	2,800
15	3,000
16	3,200
17	3,400
18	3,600
19	3,800
20	4,000

1 *Divide the XP award by the number of heroes in the party to determine how many XP each hero receives. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than their character level – 5.*

Equipment

Heroes invariably acquire new equipment in the course of an adventure, recovering it from the field of battle, seizing it from enemies they defeat, or stealing it from a less-than-secure place (such as the hold of a captured starship or a poorly defended warehouse).

Be judicious when giving out valuable equipment as a reward. If the heroes find valuable equipment too often, they will be tempted to spend several minutes after every battle looting bodies for usable gear and later selling their hawked goods, and this can quickly derail or slow down an adventure.

Always point out notable equipment that you want the heroes to have ("The scout trooper's sniper rifle seems intact, and you can see a targeting scope mounted on it"). Meanwhile, never mention mundane equipment that isn't meant to be useful, or emphasize why the equipment is either unusable or undesirable ("The smuggler's blaster pistol is dirty and rusted, a cheap knock-off of a BlasTech model. You doubt he ever took the time to clean or maintain the weapon"). If your players still spend too much time looting, you should strictly enforce the encumbrance rules (see page 140) and subtract the value of salvaged equipment from the rewards you give them.

Building an Adventure

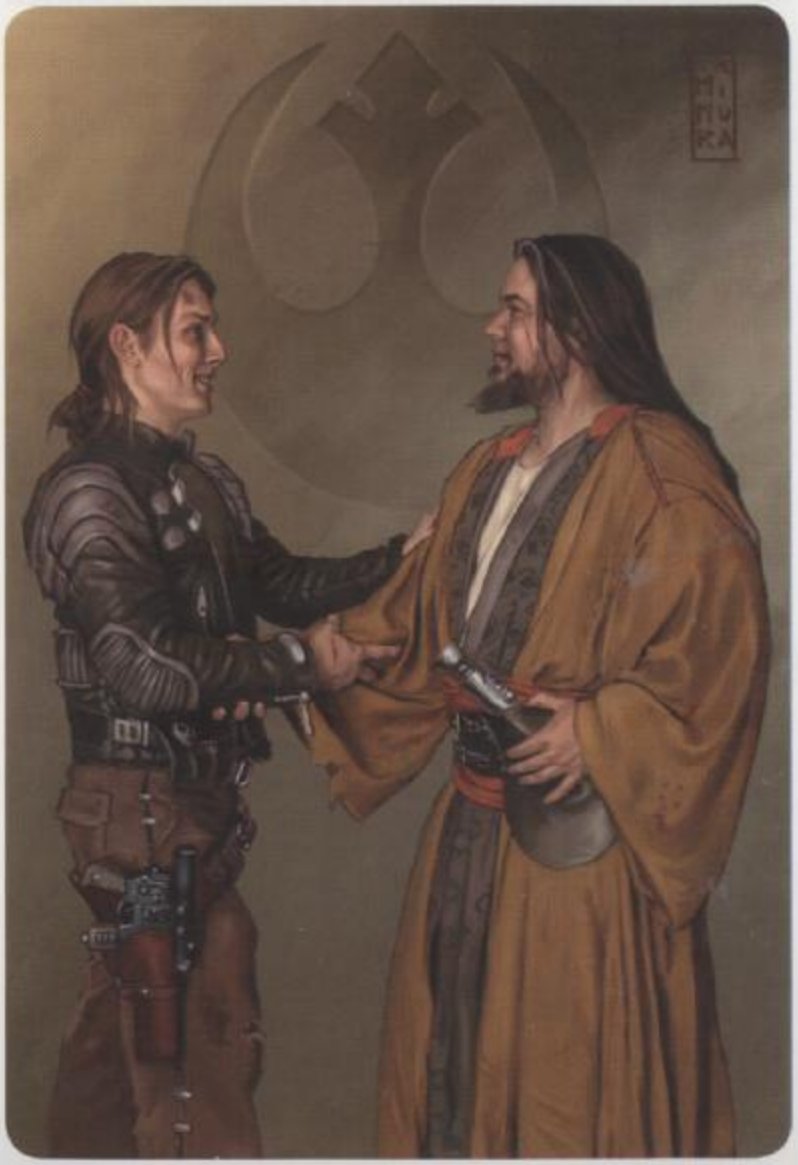
An adventure—sometimes called a mission—is a collection of related encounters designed to fit together, creating a cogent storyline for the game. Some adventures are only short episodes in the campaign or interludes between longer adventures. Others represent significant missions, while still others form the backbone of the campaign.

When building a campaign, adventure, or encounter, try to think in terms of heroic goals. What must the heroes achieve or accomplish? A heroic goal usually begins with a descriptive verb that best defines the required action: capture, defeat, discover, destroy, escape, find, negotiate, obtain, protect, rescue, and survive are good examples. Once you have a suitable verb, flesh out the details: Rescue the princess from the detention cellblock. Capture the plans for the Emperor's newest superweapon. Negotiate safe passage aboard the smuggler's space transport.

Every encounter should have a specific, attainable goal that heroes can achieve. For example, an encounter might require the heroes to obtain a code cylinder from a Rodian thug. The encounter setup could be as simple as cornering the thug in a cantina or as complex as a landspeeder chase through the dusty streets of Mos Eisley. (Capturing the thug alive could be a secondary or additional goal.) Whether or not the heroes obtain the code cylinder will determine or affect their goals in subsequent encounters.

Just as each encounter has a clearly defined goal, so too does every adventure. For short adventures, the goal might be very simple: Find R2-D2 in the Tatooine desert and bring him back safely. A longer adventure might have an ultimate goal that can be accomplished only after the heroes achieve minor encounter goals and overcome various obstacles. For instance, an adventure's ultimate goal might be to destroy a new Imperial superweapon, but accomplishing this goal might require the heroes to capture an Imperial spy, discover the location of the superweapon's secret construction facility, infiltrate the facility, defeat the Imperial forces in the facility's control room, and activate the superweapon's self-destruct system.

A campaign need not have a clear goal (particularly when it begins), but it should have a theme or context. When Luke and Ben meet Han and Chewbacca in Mos Eisley, they (and their "players," in this model) had no idea that the ultimate end of their "campaign" would be the overthrow of



the Empire and the establishment of the New Republic. However, the GM of this "campaign" probably had a good idea that these heroes would become involved with the Rebellion during the campaign, and the Empire would be their primary opposition. (See Building a Campaign on the next page.)

What Makes an Adventure Exciting?

Creating a memorable adventure requires more than just an interesting plot or a grand finish. Remember that in most cases, the heroes won't be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur on the bridge of the Imperial starship. While you want your adventures to feel like they could come from a movie, you can't always rely on the same techniques that the moviemakers use. Here are a few tricks to help you keep your adventures memorable and exciting.

Intriguing Interactions

Too often, players (and GMs) see an adventure as little more than a string of firefights separated by "talking." This shortchanges one of the most compelling parts of a roleplaying game: playing a role. In addition to creating interesting characters, the GM must treat these characters as more than just cardboard props to be interacted with and then discarded.

In general, run a GM character just as a player would run a hero—take whatever actions the character would take, assuming the action is possible. That's why it's important to determine a GM character's general outlook and characteristics ahead of time if possible, so you know how to play the character properly.

When a GM character interacts with heroes, the GM determines the characters' initial attitude (hostile, unfriendly, indifferent, friendly, or helpful). A hero might try to influence this attitude with a Persuasion check. However, not all interactions require a check. Calling a Wookiee a "walking carpet" might shift the Wookiee's demeanor from indifferent to hostile. It doesn't take a roll—just the right words and deeds—to turn someone more hostile. In general, a hero cannot repeat attempts to influence someone.

Although a GM character can use the Persuasion skill to influence another GM character, the attitudes of the heroes are never influenced by a skill check—the players always decide those.

Worthy Adversaries

While it's all well and good for the heroes to mow through a few ranks of battle droids or stormtroopers during an adventure, this type of encounter grows tiresome quickly. Be sure to include competent adversaries for the heroes to encounter, whether as common enemies, archvillains, or even occasional foils.

An easy mistake is making an adversary too powerful, believing that the heroes will have it "too easy" unless their opponent is another Darth Vader. Not every opponent has to be a Dark Lord of the Sith. An intelligently played enemy can often seem much more powerful than he appears on paper.

In the same vein, nothing is more disappointing than a climactic battle with a villain who turns out to have a glass jaw. If you know that your villain will face the heroes in combat, make sure he can stand up to them (or has plenty of assistance from underlings).

Exciting Combats

One reason that the lightsaber duels in the *Star Wars* movies are so exciting is that they tend to take place in interesting locations. From a pitched battle on a narrow ledge above a Cloud City airshaft to a death duel interrupted by leaps between platforms and opening and closing energy fields, these elements add twists to traditional combat scenes.

While any combat can be exciting, you should occasionally have the heroes face opponents in a nontraditional setting. Sometimes mounted combat (or aerial mounted combat) can provide a change of pace. Underwater settings can be interesting as well. A short list of other suggestions appears below. For more ideas, look to the *Star Wars* movies, novels, and comics.

Daring Escapes

Sometimes heroes get captured. It happens all the time in the movies. While it would be fairly easy for the bad guys to simply kill the heroes at that point, it's more interesting and fun to "take them alive." Maybe the villains plan to interrogate the heroes, or maybe the heroes are worth more to them alive.

When heroes are knocked unconscious or otherwise force to surrender, the game isn't over. Quite the contrary! Instead, try setting up a situation in which the heroes can perpetrate a daring escape, either alone or with some unexpected assistance. In *The Empire Strikes Back*, Leia and Chewbacca escape Imperial custody with the unexpected help of Lando Calrissian. In *Return of the Jedi*, the heroes escape the clutches of Jabba the Hutt through resourcefulness, teamwork, and sheer luck. Daring escapes are staples of good adventure stories and an opportunity for heroes to turn an unfortunate situation into an advantageous one.

Compound Encounters

You can spice up an otherwise boring scenario by adding new elements after the action has already started. After the players think they know what's going on, make the encounter more complex by adding a new threat, new goal, or new opportunity. The simplest kind of compound encounter adds a new foe halfway through a fight. If a group of assassins attacks the heroes in a cantina, have their bounty hunter leader show up 4 rounds later. Similarly, if the heroes are convinced they focus of a fight in Mos Eisley is to defeat a few stormtroopers, they're not expecting a bantha stampede.

It's important to remember the overall Encounter Level of a compound encounter. Heroes haven't had a chance to recover and heal since the

beginning of an encounter, so anything they face is all part of the same encounter, and should be added together to determine the Encounter Level. It is slightly easier to deal with foes that attack a few rounds apart (since not all enemies can attack the heroes off the bat), but in general you don't want to throw more challenges at the heroes just because their arrival time is staggered. A compound encounter is a good way for a typical scenario to become more interesting, not a way to sneak in more foes that the heroes can deal with.

For example, the heroes know an Imperial Inquisitor is hunting them down to capture their Force Sensitive members. They've been attacked by his troops once already, and know how tough those nonheroic characters are. When the heroes are trying to convince a junk dealer to sell them a datapad with critical information, the Inquisitor's troops attack. The junk dealer hides at first, but after three rounds he screams he's leaving, and if the heroes want the datapad they can get it themselves. He throws it onto a conveyer belt, where it's carried toward a smelter. The next round, local guards show up and also start shooting at the heroes. Not only must they beat twice as many foes, but the heroes must reach the datapad before it's melted.

Building a Campaign

The term "campaign" refers to the ongoing game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single ongoing storyline—such as the overthrow of the Empire—or several, shorter plots. The "classic" trilogy (*A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*) is an example of a campaign with a single ongoing storyline. In this "campaign" we follow the adventures of a central group of heroes—a group that changes slightly over time as individual heroes come and go—who generally work together to accomplish their goals.

Building a good *Star Wars* campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help you create a rich, immersive campaign that is fun for both the players and the GM.

Create a Context

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn't have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and encounter goals for the game.

Of course, this context will vary dramatically based on the era in which you set your campaign. A plotline appropriate to heroes of the Rebellion era might well be out of place in the days of the Old Republic. A variety of context options exist for the *Star Wars Roleplaying Game*, a few of which are listed below.

- Rebels plotting the overthrow of the Galactic Empire
- Envoys of the Jedi Council searching for evidence of the Sith
- Diplomats working for the Galactic Senate to foster peace and harmony in the galaxy
- Representatives of the New Republic charged with hunting down remnants of the Empire
- Private traders looking to gain wealth and influence
- Members of a mercenary team willing to work for the highest bidder

Incorporate Interesting GM Characters

It's your job to portray everyone in the galaxy who isn't one of the heroes. These people are all your characters, running the gamut from the feisty Jawa who sold the heroes their astromech droid to the foul Sith Lord out to destroy the Rebellion, or the Hutt crime lord holed up in the Tatooine desert.

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Ordinary people whom they meet in a spaceport won't notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the galaxy doesn't know the heroes are, in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention whatsoever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

As you run your campaign, you need to portray all sorts of characters. Use the following tips for creating and controlling interesting characters.

Villains and Opponents

Villains and opponents provide an outlet for play that is unique to being a GM. Running the foes of the heroes is one of your main tasks, and one of the most fun responsibilities. When creating opponents for the heroes, keep the following in mind.

Plausible Villains: Flesh out enemies. Give a fair amount of thought toward why enemies are doing what they do, why they are where they are, and how they interact with all things around them. If you think of them as just bad guys for the heroes to defeat, so will your players.

Intelligent Villains: Make the enemies as smart and resourceful as they really would be—no more, no less. An average Trandoshan might not be the best strategist, but Hutts are very intelligent and usually have schemes and contingency plans.

Fallible Villains: Villains don't know everything, and even smart villains sometimes leap to the wrong conclusions. Avoid the temptation to make your villains omniscient, and let the heroes surprise them once in a while. It'll make your villains seem more realistic and help the players feel like they have the advantage from time to time.

Lackeys: Give your major villains underlings, employees, bodyguards, and other lackeys whenever possible. At the same time, don't deny the heroes the satisfaction of eventually having the opportunity to defeat the major villain.

Allies

Most allies provide assistance to the heroes in the form of information, resources, or safe places to hide from the Empire. These allies may be friends, relatives, school chums, former coworkers, or anyone the heroes have met during their adventures. The Gamemaster should plan such characters in as much detail as necessary for the campaign. At the very least, a name, species, and personality should be included in the GM's notes. Allies will have attitudes of friendly or helpful toward the heroes.

On rare occasions, heroes may have allies who will join them on their missions. This is most useful when the group of heroes is small or doesn't cover the requisite skills for an adventure. Either the GM or one of the players can run this type of GM character. Be careful not to overuse them, because you don't want the players (and their heroes) to become reliant on them.

Build on Campaign Events

Once you've finished setting up the campaign, don't think your work is done. Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of unrelated adventures. Some strategies for maintaining a campaign by building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, hitting them where it hurts, preparing the heroes for the future, and foreshadowing coming events.

Recurring Characters: While this includes Tarnree, the bartender who's there each time the heroes visit Mos Eisley, it extends to other characters as well. The mysterious stranger they saw in a back alley of Coruscant reappears on Naboo, revealing his identity and original intentions. The rogue officer responsible for inciting mutiny returns, this time with a pirate crew at his command. The other Jedi the heroes beat out for a prime position as Council Envoy shows up again, after he has turned to the dark side. The scoundrel who helped the heroes free the princess returns just in time for a climactic battle. Overused recurring characters can make things seem artificial, but when you reuse existing characters judiciously, it not only lends realism, but also reminds heroes of their own past, reaffirming their place in the campaign.

Deep Relationships: The heroes make friends with a local bartender and visit him every time they are in town, just to hear another of his jokes. A hero falls in love with a princess, and eventually, they marry. Old Yaris, a retired soldier, looks upon the heroes as the children he never had. The Gungans of Otoh Gunga deliver a present to the heroes every year on the anniversary of the characters' heroic victory over a battle droid army. These relationships flesh out a campaign.

Change What the Heroes Know: The Senator of Corulag is replaced by a usurper. The once-dangerous trade routes are safe now, thanks to increased patrols. A powerful group of corsairs defeats most of the pirates in the area. Change a few details that you have already established. You establish both what the players know now and what they knew before more firmly in their minds. They'll also be intrigued to know why things changed.

Hit Them Where They Hurt: If a hero makes friends with the bartender at the spaceport, then rule that his son was among those kidnapped when the Imperials attacked. If the heroes really enjoy visiting Mos Espa, put Mos Espa in the path of the worst sandstorm in memory. Don't overdo this, or the heroes will never grow attached to anything for fear that it will put that thing in danger. This strategy works as a powerful motivator when used in moderation.

Foreshadowing: If you know that later in the campaign you want to have an order of Dark Jedi rise up from secrecy and begin hunting Jedi, foreshadow that event beforehand. Have the heroes hear rumors about Dark Jedi, or even see evidence of them on an unrelated adventure long before they hunt down and destroy Jedi. It will make the later adventure much more meaningful. Threading information into previous adventures while hinting at future events helps weave a campaign into a whole.

Hazards

A hazard includes any effect that can cause harm but does not have a stat block. Most hazards are self-contained dangers that affect anyone or anything that comes into contact with them. A scorching desert, a toxic or corrosive atmosphere, and a virulent disease are all examples of hazards.

Hazards affect organic creatures, machines, or both. A hazard resolves its effects by making an attack roll against one of the target's defense scores; if the attack succeeds, the target suffers the effects of the hazard, including damage that may require special actions to treat. A hazard may affect all targets within an area or a single target, depending on its nature and its range.

Acid

Corrosive acid deals damage on contact.

Acid (CL 2): When a target comes into contact with acid, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the character takes 2d6 points of acid damage. If the attack misses, the target takes half damage that round. This attack occurs again each round until the acid is washed off or treated (requiring a DC 15 Treat Injury check and a medical kit).

Atmospheric Hazards

Atmospheric hazards cannot be avoided, although gear can sometimes protect a character from them. Atmospheric hazards are not considered area effects.

Corrosive Atmosphere (CL 4): A corrosive atmosphere has chemicals that can eat away at everything from armor to organic flesh. Each round a character is exposed to a corrosive atmosphere, make an attack roll (1d20+5) against the character's Fortitude Defense. If the attack succeeds, the character takes 2d6 points of acid damage. If the attack misses, the character takes half damage that round.

Toxic Atmosphere (CL 6): A toxic atmosphere is filled with chemicals that harm most living beings. Each round a creature is exposed to a toxic atmosphere, make an attack roll (1d20+5) against the character's Fortitude Defense. If the attack succeeds, the creature takes 1d6 points of damage and moves –1 persistent step on the condition track (see Conditions, page 148). If the attack misses, the creature takes half damage that round and does not move down the condition track.

Vacuum (CL 8): When a creature is exposed to vacuum, make an attack roll (1d20+20) against the character's Fortitude Defense. If the attack succeeds, the creature takes 1d6 points of damage and moves –2 steps down the condition track. If the attack fails, the creature takes no damage but moves –1 step down the condition track. The target cannot move back up the condition track until it is returned to a breathable atmosphere. A creature knocked unconscious by exposure to a vacuum automatically takes a cumulative 1d6 points of damage each round (that is, 1d6 the first round, 2d6 the second, 3d6 the third, and so on). If this damage ever exceeds the creature's damage threshold, it dies.



Blindness

A blinded creature can't see and takes a –2 penalty to Reflex Defense, loses its Dexterity bonus to Reflex Defense (if any), moves at half speed, and takes a –5 penalty on Perception checks. All opponents are considered to have total concealment (page 156) to the blinded creature. All checks and actions that rely on vision (such as reading) fail automatically.

Crushing Hazards

Some hazards, such as hydraulic walls or doors, can deal continual crushing damage to anyone or anything trapped inside. Crushing hazards require no attack roll as long as the target is completely encompassed by the hazard.

Trash Compactor (CL 10): The powerful hydraulic walls of a trash compactor normally take 10 rounds to close. Any creature inside the trash compactor once it closes completely takes 10d6 points of damage per round (no attack roll required). After 5 rounds, the walls retract, taking 10 rounds to open fully.

Disease

Diseases are viruses and other organisms that attack the immune systems of living creatures. Disease hazards always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. They cause persistent conditions if they move you down the condition track (see Conditions, page 148). The persistent condition cannot be removed until the disease is cured (see Treat Injury skill, page 74) or until the disease fails its attack roll against you twice. Unlike other hazards, some diseases may require special equipment or medicine to treat.Diseases affect only living creatures; droids and vehicles are immune. Airborne diseases are considered atmospheric hazards.

Cardooine Chills (CL 2): The first time a character is exposed to the Cardooine chills, make an attack roll (1d20+2) against the character's Fortitude Defense. If the attack succeeds, the character takes 1d6 points of damage and moves –1 persistent step down the condition track (see Conditions, page 148). This attack occurs again each day the disease remains untreated. Treating the disease requires a successful DC 15 Treat Injury check.

Krytos Virus (CL 5): The Krytos virus is a bioengineered disease produced by the Empire. The first time a creature is exposed to the Krytos virus, make an attack roll (1d20+10) against its Fortitude Defense. Apply a –5 penalty to the attack roll if the target is Human. If the attack succeeds, the creature takes 2d6 points of damage and moves –1 persistent step down the condition track (see Conditions, page 148). This attack occurs again each day the disease remains untreated. Treating the disease requires a successful DC 20 Treat Injury check. Using a bacta tank reduces the Treat Injury DC to 15.

Extreme Temperatures

The blistering desert of Tatooine or the chill winds of Hoth can quickly overcome even the toughest heroes, and creatures ill-equipped to handle such conditions quickly succumb to heatstroke or hypothermia. Extreme temperatures are not considered area effects.

Extreme Heat or Cold (CL 4): Each hour a creature is exposed to extreme heat or cold, make an attack roll (1d20+5) against the character's Fortitude Defense. If the attack succeeds, the character takes 2d6 points of damage from heatstroke or hypothermia and moves –1 persistent step down the condition track (see Conditions, page 148). If the attack misses, the character takes half damage and does not move down the condition track. Heavy clothing or armor provides a +5 equipment bonus to your Fortitude Defense to resist extreme cold but imposes a –5 penalty to your Fortitude Defense to resist extreme heat.

A creature suffering from heatstroke or hypothermia cannot regain hit points or improve its condition until it spends at least 1 hour in a normal environment.

Falling Objects

Just as creatures take damage when they fall, so too do they take damage when hit by falling objects. When a creature could be hit by a falling object, make an attack roll (using the attack bonus listed in Table 14–2: Damage from Falling Objects) against the target's Reflex Defense. If the attack succeeds, the target takes the listed damage. If the attack misses, the target takes half damage. This is considered an area attack. Objects of Fine and Diminutive size are too small to deal damage, regardless of the distance fallen. A falling object must land wholly or partly in a creature's fighting space to damage the creature.

The GM may adjust the damage depending on the circumstances. For example, a Colossal object might be extremely light (such as a gas-filled

Table 14–2: Damage from Falling Objects

Object Size	Example(s)	Attack Bonus	Damage	Strength Check DC
Tiny	Blaster, datapad	–5	1d4	–
Small	Blaster rifle	–2	1d6	–
Medium	Locker, heavy armor	+0	2d6	5
Large	Speeder bike	+2	4d6	10
Huge	Landspeeder	+5	8d6	15
Gargantuan	Starfighter	+10	12d6	20
Colossal	AT-AT	+20	20d6	25

Falling Damage

When a creature, droid, object, or vehicle falls, make an attack roll (1d20+20) against its Fortitude Defense. If the attack succeeds, the subject takes 1d6 points of damage for every 3 meters fallen (to a maximum of 20d6 damage). If the attack fails, the subject only takes half damage. A falling character or droid also lands prone (see Prone Targets, page 161).

Acrobatics: If you are trained in the Acrobatics skill, you can reduce the damage you take from a fall with a successful Acrobatics check (see page 62). If the check succeeds and you take no damage from the fall, you land on your feet.

passenger balloon). Objects that are forced downward (such as a piston in a droid factory or a closing door) deal damage as if they were two size categories larger than they actually are. Additionally, if the target is at least three size categories smaller than the falling object, the target cannot move unless it succeeds on a Strength check to lift the object off itself (see Table 14–2 for the Strength check DC) or a DC 15 Acrobatics check to crawl out from underneath. The GM can modify the DCs for either check based on the circumstances; for example, a character might find herself trapped under an object that has openings or gaps that allow her to wriggle free.

Fire

A creature or character that takes fire damage also catches on fire. For each round that a creature is on fire, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds the target takes 1d6 points of fire damage; if the attack fails, the target takes only half damage. A character can put out the flames as a full-round action.

Poison

In *Attack of the Clones*, Zam Wesell attempts to assassinate Senator Padmé Amidala using poisonous centipedelike creatures called kouhuns. Later, Zam herself is slain by a poisoned Kamino saberdart. In *The Phantom Menace*, the Neimoidians pump poisonous gas into the conference room of their Trade Federation battleship in a vain attempt to dispatch Qui-Gon Jinn and Obi-Wan Kenobi.

Poison hazards are toxins that can be ingested, inhaled, or contracted through contact. They always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. They cause persistent conditions if they move you down the condition track (see Conditions, page 148). The persistent condition cannot be removed until the poison is cured (see Treat Injury skill, page 74) or until the poison fails its attack roll against you once. Contact poisons can be applied to weapons; when a poisoned weapon damages the target, the poison then makes its attack against the target's Fortitude Defense.

A creature that dies from poison damage can be revived (see the revivify ability of the Treat Injury skill, page 74). However, reviving a creature doesn't remove the poison from its system; the poison must be treated separately.

A character wearing a functional breath mask (see page 136) is immune to inhaled poisons, including toxic gases and atmospheres. Poisons affect only living creatures; droids and vehicles are immune.

Dioxis (CL 8): Dioxis is an inhaled gas. Each round a living creature is exposed to dioxis, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target takes 4d6 points of damage and moves –1 step along the condition track (see Conditions, page 148). If the attack fails, the target takes only half damage and doesn't move down the condition track. The poison attacks each round until cured with a successful DC 25 Treat Injury check.

Knockout Drops (CL 2): When a creature ingests knockout drops, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes moves –1 step along the condition track. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Paralytic Poison (CL 5): When a living creature is injected with a paralytic poison, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Radiation

Radiation hazards always attack the Fortitude Defense of a target, ignore damage reduction and shield rating, and cause persistent conditions if they move you down the condition track (see Conditions, page 148). The persistent condition cannot be removed until the radiation is cured (see Treat Injury skill, page 74).

Table 14-3: Radiation

Radiation Type	Attack Bonus	Radiation Damage	Treat Injury DC
Mild (CL 2)	+1	2d6	15
Moderate (CL 4)	+2	4d6	20
Severe (CL 7)	+5	6d6	25
Extreme (CL 10)	+10	8d6	30

Each round a creature is exposed to a harmful dose of radiation, make an attack roll (1d20 + the radiation's attack bonus) against the target's Fortitude Defense. If the attack fails, the target shrugs off the radiation and suffers none of its effects. If the result hits, the target moves the –1 persistent step along the condition track (see Conditions, page 148) and takes an amount of radiation damage based on the radiation's strength, as shown in Table 14–3: Radiation. The Treat Injury check DC to heal this radiation damage is dependent on the classification of the radiation.

A creature that dies from radiation exposure can be revived (see the revivify ability of the Treat Injury skill, page 74). However, reviving a creature doesn't remove the radiation from its system; the radiation must be treated separately.

Smoke

Characters breathing heavy smoke, ash, or other toxic gases are subject to smoke hazards. Each round a character is exposed to a smoke hazard, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 1d6 points of damage and moves –1 step down the condition track (see Conditions, page 148). If the attack fails, the target takes half damage and does not move down the condition track.

Smoke grants concealment to characters within it (see Concealment, page 156). Smoke is an atmospheric hazard.

Traps and Security Systems

Military bases, criminal hideouts, and other facilities often have security systems in place to deter intruders. The Detention Block of the Death Star is an example of a location laden with traps designed to halt unauthorized incursions.

Set Explosive (CL 2 or 5): A set explosive usually takes the form of detonite or an explosive charge (see Explosives, page 130). When a set explosive detonates, make an attack roll (1d20+10) against the Reflex Defense of every creature and object in its blast radius. (Any creature or object to which the explosive is attached is hit automatically.) If the attack succeeds, the creature or object takes full damage. If the attack misses, the creature or object takes half damage. This is considered an area effect. Detonite is a CL 2 hazard; an explosive charge is a CL 5 hazard.

Blaster Turret (CL 2): This robotic blaster turret is usually mounted to a section of floor, wall, or ceiling. It has the range of a pistol, can fire in any direction, and has the following trained skills: Initiative +5, Perception +5. It is equipped with darkvision (page 257) and makes one attack per round against the closest target within its line of sight. Make an attack roll (1d20+5) against the target's Reflex Defense. If the attack succeeds, the target takes 3d6 points of energy damage; on a miss, the target takes no damage.

Blaster Rifle Turret (CL 3): The blaster rifle turret is a slightly larger variant of the blaster turret. It is statistically identical to its smaller cousin except as noted here. It has the range of a rifle and can fire either single shots or switch to autofire mode (see Autofire, page 156). It deals 3d8 points of energy damage with each successful attack.

Weight vs. Mass

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +10 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

Gravity

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling.

Gravity conditions may vary considerably from one environment to the next. However, for ease of play, the *Star Wars Roleplaying Game* presents four simplified gravity environments: normal gravity (0.8 to 1.2 g), low gravity (0.1 to 0.8 g), high gravity (more than 1.2 g), and zero gravity (less than 0.1 g). The following sections summarize the game effects for each type of environment.

Normal Gravity

Normal gravity imposes no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

Low-Gravity Environments

In a low-gravity environment, it becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, you take less damage from falling.

Speed: Your speed increases by one-quarter (round down to nearest square, minimum 1). This bonus applies to all of your modes of movement.

Carrying Capacity: Your normal carrying capacity is doubled. In addition, you gain a +2 bonus on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: You gain a +2 circumstance bonus on Strength-based skill checks (including Climb, Jump, and Swim checks).

Attack Roll Penalty: You take a –2 penalty on attack rolls unless you are native to low-gravity environments or have the Spacehound talent (see page 47).

Damage from Falling: Roll d4s instead of d6s when calculating falling damage (see Falling Damage, page 255).

High-Gravity Environments

In a high-gravity environment, the pull of gravity is significantly greater than normal. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, you take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: Your speed decreases to three-quarters normal (round down to the nearest square, minimum 1 square). This penalty applies to all modes of movement.

Carrying Capacity: Your normal carrying capacity is halved. In addition, you take a –2 penalty on any Strength check made to lift or move a heavy unsecured object.

Skill Check Penalties: You take a –2 penalty on Strength-based skill checks (including Climb, Jump, and Swim checks).

Attack Roll Penalty: You take a –2 penalty on attack rolls unless you are native to high-gravity environments or you have the Spacehound talent (see page 47).

Damage from Falling: Roll d8s instead of d6s when calculating falling damage (see Falling Damage, page 255).

Zero-Gravity Environments

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of space sickness. In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

Space Sickness: When a living creature is exposed to weightlessness, make an attack roll (1d20+0) against its Fortitude Defense. If the attack succeeds, the character moves –1 persistent step down the condition track (see Conditions, page 148). This persistent condition cannot be removed without a DC 20 Treat Injury check, or after eight hours, whichever comes first. This attack recurs after 8 hours but does not recur again after that. Creatures with the Spacehound talent (see page 47) and droids do not suffer the effects of space sickness.

Speed: In a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: Your normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, you gain a +10 circumstance bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: You take a –5 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless you are native to that environment or have the Spacehound talent (see page 47).

Long-Term Exposure: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment moves –2 persistent steps down the condition track upon returning to normal gravity. These steps down the condition track cannot be removed unless the character spends at least 24 hours in normal gravity.

Visibility

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table 14–4: Light Sources for the radius that a light source illuminates and how long it lasts. A light source also provides shadowy illumination out to twice this distance; targets within shadowy illumination gain concealment (see page 156), but they are visible. Without a light source, heroes are effectively blinded (see Blindness, page 254).

Darkvision

A creature or droid that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so there must be at least some light to discern colors. It is otherwise like normal sight, and a creature with darkvision can function with no light at all.

Low-Light Vision

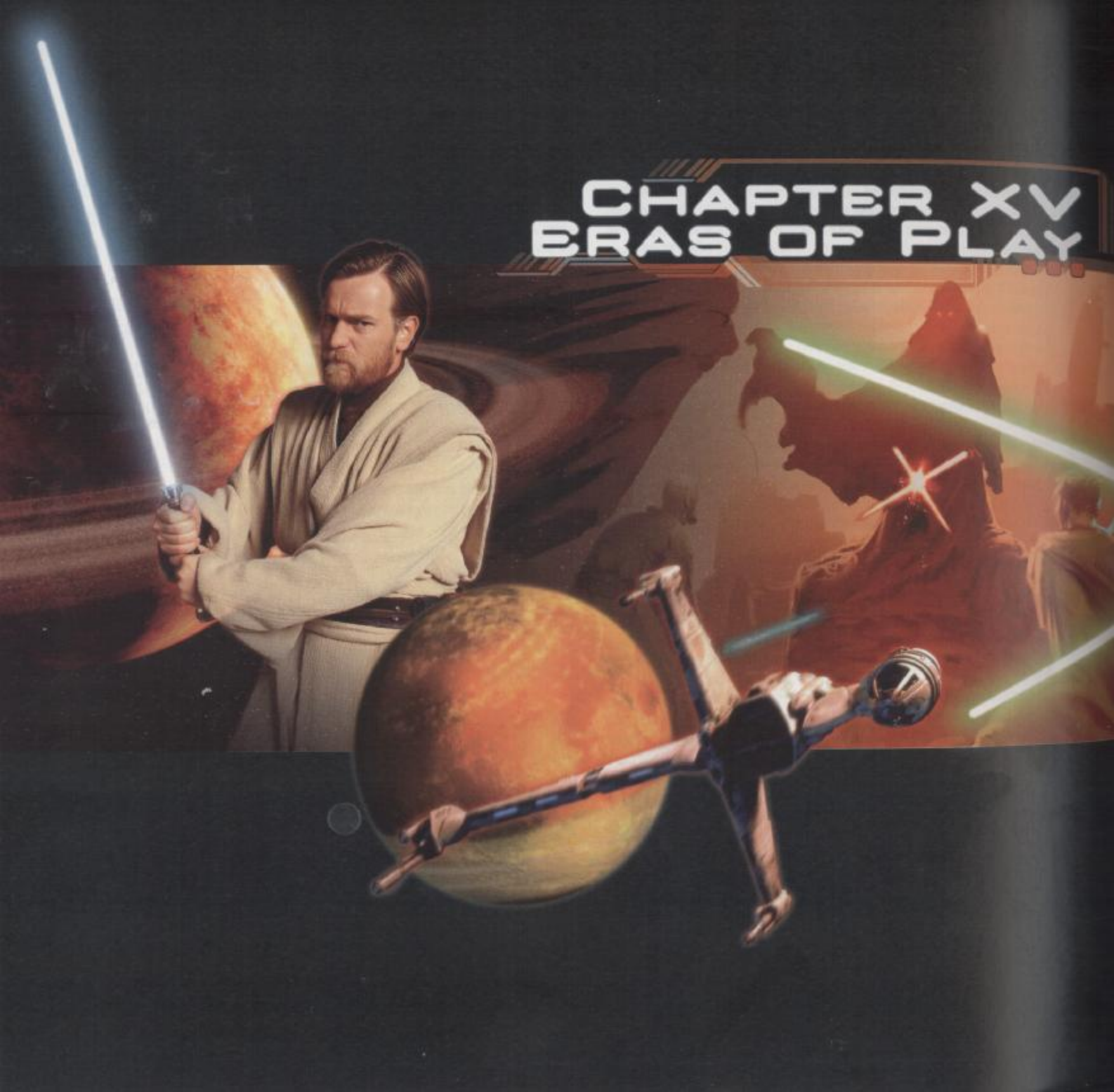
A creature or droid that has low-light vision can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. It retains the ability to distinguish color and detail under these conditions.

Table 14–4: Light Sources

ITEM	LIGHT	DURATION
Candle	1 square	12 hours
Torch	3 squares	2 hours
Fusion lantern	6 squares	24 hours
Glow rod	3 squares*	6 hours

** Creates a beam 6 squares long and 1 square high.*

Chapter XV
Eras of Play





As the Gamemaster, you are free to set your *Star Wars* campaign in any time period. However, the core rulebook focuses on three eras in particular: the Rise of the Empire era, the Rebellion era, and The New Jedi Order era. The information presented in this chapter is intended to give you enough of a backdrop to comfortably set adventures in any of these eras.

The Rise of the Empire era represents a time of political unrest: the slow dissolution and ultimate demise of the Old Republic, the rise to power of Chancellor Palpatine, and the Clone Wars. Specifically, it's the years around *Star Wars* Episode I: *The Phantom Menace*, Episode II: *Attack of the Clones*, and Episode III: *Revenge of the Sith*.

The Rebellion era covers the time of the Galactic Civil War, as depicted in Episode IV: *A New Hope*, Episode V: *The Empire Strikes Back*, and Episode VI: *Return of the Jedi*.

Finally, The New Jedi Order era is set twenty-five years after *A New Hope*. The New Republic has been established, and Luke Skywalker's Jedi Knights are growing stronger. This era begins with the costly Yuuzhan Vong War, which reshapes much of the politics of the galaxy. This is the time period detailed in the Del Rey novel series.

Other *Star Wars* eras have achieved popularity in both comic books and video games, and these will be covered at length in future *Star Wars Role-playing Game* supplements.

The Rise of the Empire Era

22 to 32 Years before *A New Hope*

A campaign set in this era focuses on the slow decline and corruption of the Republic. As *The Phantom Menace* comes to an end, the future for the galaxy looks bright. The charismatic and popular Palpatine has been elected as Supreme Chancellor, the Trade Federation has seemingly been dismantled, and the Jedi Knights are at their peak of power and influence. However, there's a sinister shadow creeping across the galaxy. The vile Sith have returned. Crime is on the rise. Politicians continue to bicker and look after their own petty interests. Nothing is what it seems.

The Phantom Menace unfolds with a galaxy torn asunder by strife, hatred, and greed. Led by a charismatic Separatist named Count Dooku, thousands of worlds have broken away from the Republic. This "confederacy of independent systems" wants to free itself from the yoke of the corrupt Senate, unaware that their galactic insurrection could spell the rise of an even greater evil.

As war foments and erupts between the Republic and the Separatists, plenty of opportunities for adventure present themselves. Heroes working for the Supreme Chancellor, the Jedi Council, or Count Dooku might undertake assignments to stem the tide of decay that grows stronger with every passing year. Remember that no matter what you or your players might think they know about Chancellor Palpatine, most people living in this era consider

Palpatine a good, fair leader and the best hope of the Republic. His true machinations have yet to reveal themselves. Similarly, Count Dooku seems to have the best interests of the galaxy at heart. Under his august leadership, he seeks a galaxy restored to order and prosperity. No one suspects that this former Jedi Master has fallen to the dark side of the Force.

During the era, all species are equal. For every Human senator, there are many more alien species on the Senate. Some species from the later eras haven't been encountered yet (such as Ewoks), and some have made only cursory visits to the galaxy (such as the advance scouts from the Yuuzhan Vong). The order of the Jedi Knights is held together by the Jedi Council, and some ten thousand Knights roam the galaxy as the defenders of the Republic. Many more Force-sensitive beings train in Jedi academies throughout the Republic, each hoping to be selected as a Padawan learner. Those who aren't selected for advanced training use the skills they have acquired to help the Republic in some other way. Some, for example, become farmers in the Agri-Corps or healers in the Medi-Corps.

Corrupt officials, various criminals, evil corporations, assassins, petty warlords, and dark Jedi abound in this time frame. New worlds still await discovery, and new alien species are encountered all the time. Any of these topics can become the seeds for great adventures. Remember also that the Jedi Council wants to learn more about the new Sith menace. From its chamber high atop the Jedi Temple in Coruscant, the capital world of the Republic, the Jedi Council quietly directs key members of the Jedi order to investigate incidents that might somehow be tied to the Sith. Although the Sith started as an empire controlled by corrupt Jedi, eventually Darth Bane altered the nature of the Sith forever. He dictated the rule of the new Sith order: There could be only two Sith at any time, a master and an apprentice. This doesn't limit the number of followers and lackeys the Sith could utilize, just the number of actual Sith.

In *Revenge of the Sith*, Chancellor Palpatine reveals to Anakin Skywalker that he is, in fact, the Sith Lord Darth Sidious. By this time, he has already lost two apprentices (Darth Maul and Darth Tyranus) battling the Jedi. However, he creates an apparent crisis that encourages the senators of the Republic to vote him permanent powers, making him emperor of the galaxy. Darth Sidious strikes down the Jedi with his new clone trooper army and takes Anakin Skywalker as his new Sith apprentice, Darth Vader. His victory nearly complete, Darth Sidious sets Darth Vader on a path to hunt down the remaining Jedi while he sweeps away the last vestiges of the Old Republic. Heroes of this time might be Jedi on the run or fledgling members of what will eventually become the Rebel Alliance.



DARTH VADER

THE REBELLION ERA

(0 to 5 Years after *A New Hope*)

The Emperor rules with an iron will. His key supporters include Dark Lord Darth Vader, Moffs and Grand Moffs of varying degrees of power and influence, military commanders, and a variety of secret police, spies, and assassins. The feared agents of the Imperial Security Bureau (the ISB) scour the galaxy for traitors and Rebels. The once-great Jedi Order has been eliminated, and only a handful of Force-sensitive individuals remain in hiding on out-of-the-way planets—other than those darksiders working for the Emperor's New Order.

The Senate has been disbanded. The HoloNet has been restricted. The Core worlds have been effectively cut off from the rest of the galaxy. Alderaan, a world of peace and influence, has been destroyed. The Emperor's Grand Admirals command the vast Imperial military machine, and hundreds of worlds have been tasked with keeping that machine going—no matter what the cost. New weapons of war appear regularly, from modified stormtroopers to walkers, TIE fighters to Star Destroyers. Interdictor cruisers capable of pulling ships out of hyperspace are seeing

wider use. No starship, private or otherwise, is safe from Imperial inspection, and boardings occur on a regular basis.

Heroes in this era probably work for the Rebel Alliance. They can be part of a Rebel cell, attached directly to Alliance High Command, or independents drawn to the Alliance's cause. In addition to the Empire, opponents in this period include crime lords, smugglers, bounty hunters, and traitors to the Alliance. It's up to the heroes to help turn the tide of Imperial domination.

The New Jedi Order Era

(25 Years after *A New Hope*)

In this era the New Republic is in place, although a small Imperial remnant maintains control of a portion of the galaxy. The Jedi, on the rise again thanks to the efforts of Luke Skywalker, are at a crossroads. Some members of the order, which numbers about one hundred individuals, want to take a more direct and deliberate role in galactic affairs. Skywalker, meanwhile, is struggling with whether or not he wants to reestablish the Jedi Council. Rash Jedi have led New Republic officials to be wary of the Knights and suspicious of their true motives. Indeed, this leads to varying degrees of mistrust and even fear in the general populace, many of whom still remember the Emperor's anti-Jedi rhetoric from years before.

The first galaxy-wide threat in the New Jedi order era is the Yuuzhan Vong invasion. It begins with Nom Anor, a spy who sows additional seeds of discord throughout the galaxy. His efforts give rise to antitechnology cults dedicated to the destruction of innocent droids. Masking his true identity, he recruits agents from the native populations to carry out acts of sabotage and subversion. Nom Anor, however, is only the beginning of the Yuuzhan Vong threat.

The Yuuzhan Vong are humanoids that follow a religion of pain and nature. They hate machines of all kinds, using instead living technology that they have bioengineered to serve as ships, weapons, and tools. These fierce, holy warriors seek to conquer the galaxy and bring their faith to the infidels who regularly make use of unclean machines. Their invasion begins on far-flung worlds such as Belkadan and Helska, but they quickly widen their hold on key sectors of the Outer Rim and Mid Rim, terraforming worlds to produce the yorik coral and other living materials that serve as their ships and weapons. The Jedi learn, to their horror, that this intractable new enemy cannot be sensed through the Force. The Jedi, former guardians of peace, become the hunted prey of the Yuuzhan Vong. Meanwhile, the extragalactic intruders continue their relentless advance toward the Core, crushing any force that dares stand in their way. A few worlds surrender without a fight, while those that resist are rendered uninhabitable. In time Coruscant itself falls, signaling the death of the New Republic.

Eventually the Yuuzhan Vong discover their history may not be as they thought, when the living planet Zonama Sekot came to Coruscant and fought defensively against the Yuuzhan Vong, "welcoming home it's true inhabitants." The new Galactic Federation of Free Alliances (Galactic Alliance) allows the Yuuzhan Vong to surrender and take Zonama Sekot as their homeworld. While not all Yuuzhan Vong accept this, the primary threat of the Yuuzhan Vong ends as Zonama Sekot flies into hyperspace to seek a new home for the Yuuzhan Vong in the Unknown Regions.

Though the war is over, many threats still exist. Some Yuuzhan Vong and their cults still fight against technological civilization. The Galactic Alliance has to rebuild the galaxy. And the New Jedi Order seeks out threats to peace and justice.

Main Characters

The following section describes the main protagonists from the *Star Wars* feature films.

> "I FIND YOUR LACK OF FAITH DISTURBING."
>
> – DARTH VADER

Anakin Skywalker (Darth Vader)

Anakin Skywalker's destiny and the fate of the entire galaxy are linked inexorably. After being freed by Qui-Gon Jinn, Anakin studies the ways of the Jedi under Obi-Wan Kenobi, but he allows feelings of anger, fear, and hate to enslave him. The death of his mother and visions of Padmé's death drive him to seek out the wisdom offered by a Sith Lord. In pursuing the power necessary to preserve Padmé's life, Anakin becomes death incarnate.

As Darth Vader, he uses the power of the dark side of the Force to betray and murder his fellow Jedi and enslave the galaxy. Over two decades later, his son Luke—now a Jedi himself—leads Anakin back to the light. He finds redemption in his sacrifice, bringing balance to the Force by ending the tyranny of the Emperor and the Sith.

Darth Vader (Episode IV) **CL 19**

Medium Human Jedi 7/Jedi Knight 5/ace pilot 2/Sith apprentice 2/Sith Lord 3

Destiny 3; **Force** 8, Strong in the Force; **Dark Side** 14

Init +17; **Senses** low-light vision; Perception +11

Languages Basic, Binary, Huttese

Defenses Ref 39 (flat-footed 36), Fort 36, Will 33; Block, Deflect

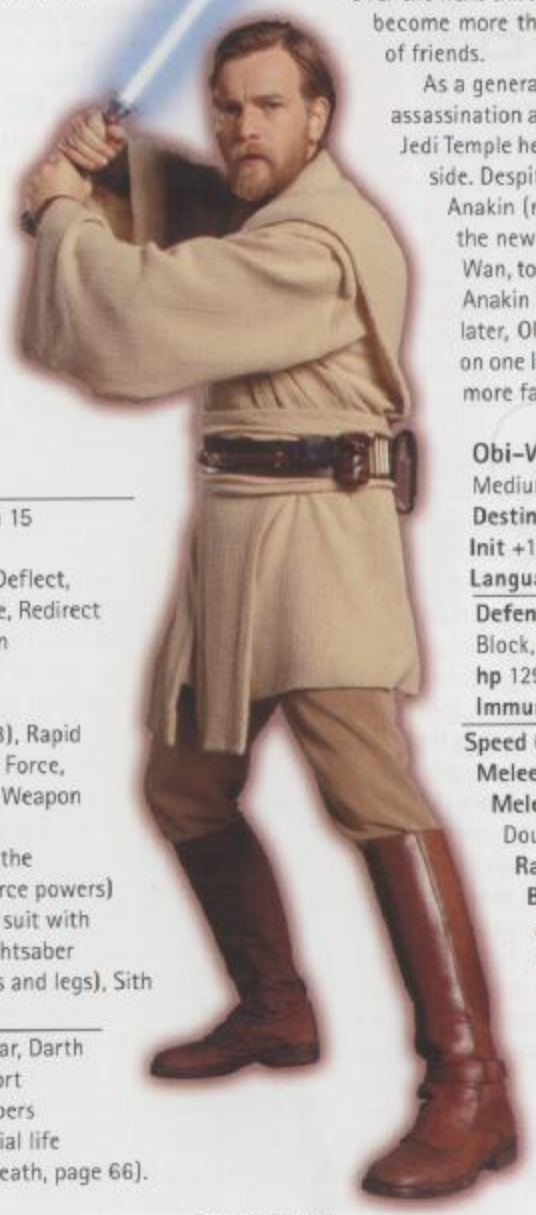
hp 181; **Threshold** 36

Immune fear effects, atmospheric and inhaled poison hazards
Weakness life support

Speed 6 squares
Melee lightsaber +22 (2d8+17) or
Melee lightsaber +20 (3d8+17) with Rapid Strike or
Melee lightsaber +17/+17 (2d8+17) with Double Attack or
Melee lightsaber +15/+15 (3d8+17) with Double Attack and Rapid Strike
Ranged by weapon +20
Base Atk +17; **Grp** +20
Atk Options Double Attack, Rapid Strike, Severing Strike
Special Actions Djem So, Redirect Shot, temptation
Force Powers Known (Use the Force +17): *forseeing, Force disarm, Force grip, Force slam, Force thrust, move object, negate energy, rebuke, surge*
Force Secrets Distant Power, Multitarget Power
Force Techniques Force Point Recovery, Improved Move Light Object, Improved Sense Force

Abilities Str 16, Dex 16, Con 17, Int 14, Wis 14, Cha 15
Special Qualities life support
Talents Armored Defense, Block, Dark Side Adept, Deflect, Djem So, Force Pilot, Improved Armored Defense, Redirect Shot, Severing Strike, Vehicular Evasion, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +17, Mechanics +16, Pilot +17, Use the Force +17 (may reroll when using *[dark side]* Force powers)
Possessions custom armor (treat as armored flight suit with helmet package; modified, +8 armor bonus), lightsaber (self-built), cybernetic prosthetics (4, both arms and legs), Sith robes, utility belt with medpac

Life Support—Due to injuries sustained on Mustafar, Darth Vader is completely dependent on the life support granted by his armor or by special sealed chambers designed specifically for him. Without this special life support, Vader begins to suffocate (see Hold Breath, page 66).



Obi-Wan Kenobi

Obi-Wan Kenobi

A student of Yoda and Qui-Gon Jinn, Obi-Wan Kenobi exemplifies all that is noble and heroic about the Jedi. As a Padawan, he defeats Darth Maul after the Sith Lord strikes down Qui-Gon Jinn. Later, he is promoted to the rank of Jedi Knight and given the responsibility to train Anakin Skywalker, then just a child. Over the next thirteen years, even into the Clone Wars, the two Jedi become more than student and teacher—they became the truest of friends.

As a general in the Clone Wars, Obi-Wan survives his clones' assassination attempt when Palpatine issues Order 66, and in the Jedi Temple he sees horrible evidence of Anakin's fall to the dark side. Despite the crushing pain it causes him, Obi-Wan faces Anakin (now Darth Vader) on Mustafar, ultimately leaving the new Sith apprentice half-dead by a river of lava. Obi-Wan, together with Yoda and Bail Organa, arranges to hide Anakin and Padmé's newborn twins. Almost two decades later, Obi-Wan Kenobi comes out of the Tatooine desert on one last desperate mission, realizing his destiny to once more face his old apprentice.

Obi-Wan Kenobi (Episode III) CL 14
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7
Init +15; **Senses** Perception +9
Languages Basic, Shyriiwook

Defenses Ref 30 (flat-footed 27), Fort 29, Will 29; Block, Deflect, Soresu
hp 129; **Threshold** 29
Immune fear effects

Speed 6 squares
Melee lightsaber +20 (2d8+13) or
Melee lightsaber +15/+15 (2d8+13) with Double Attack
Ranged by weapon +16
Base Atk +14; **Grp** +17
Atk Options Double Attack, Severing Strike
Special Actions Combat Reflexes, Equilibrium, Redirect Shot, serenity
Force Powers Known (Use the Force +19): *forseeing, Force slam* (2), *mind trick* (2), *move object, rebuke, surge, vital transfer*
Force Secrets Quicken Power
Force Techniques Force Point Recovery (2), Improved Move Light Object

Abilities Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 15
Talents Block, Deflect, Equilibrium, Greater Weapon Focus (lightsabers), Redirect Shot, Severing Strike, Soresu, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Use the Force +19
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, utility belt with medpac

Padmé Amidala

Once the youngest elected Queen of the planet Naboo, Padmé Amidala later becomes the senator for her homeworld. Throughout her political career, she remains a tireless champion of democracy and diplomacy, fighting until the end to prevent Supreme Chancellor Palpatine from creating the Grand Army of the Republic and later transforming the government into the Galactic Empire. Her efforts to coordinate dissidents ultimately lead to the formation of the Rebel Alliance.

Padmé falls in love with Anakin Skywalker when he is assigned to protect her at the outset of the Clone Wars. They are married secretly and keep their relationship hidden, even when she becomes pregnant. After Anakin falls to the dark side, she confronts him with tragic consequences. Though she survives her injuries, her destiny is realized when she trades her life for the lives of her newborn twins.

Senator Padmé Amidala (Episode III) **CL 10**
Medium Human noble 10
Destiny 2; **Force** 5, Strong in the Force
Init +12; **Senses** Perception +18
Languages Basic, Gran, Gungan, High Galactic, Mon Calamarian, Rodese
Defenses Ref 24 (flat-footed 22), Fort 22, Will 26
hp 59; **Threshold** 22
Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged sporting blaster pistol +9 (3d4+5) or
Ranged sporting blaster pistol +4/+4 (3d4+5) with Double Attack
Base Atk +7; **Grp** +9
Atk Options Double Attack, Point Blank Shot, Precise Shot
Special Actions Born Leader, Coordinate +1
Abilities Str 10, Dex 15, Con 12, Int 15, Wis 16, Cha 18
Talents Born Leader, Coordinate, Trust, Wanted Alive, Wealth
Feats Double Attack (pistols), Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Perception, Persuasion), Strong in the Force, Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +19, Initiative +12, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +18, Persuasion +19
Possessions sporting blaster pistol, comlink, senatorial wardrobe, astromech droid (R2-D2)

Luke Skywalker

A farm boy on the remote desert world of Tatooine, young Luke Skywalker never dreamt that his destiny would shape the fate of the entire galaxy. He studies under Obi-Wan Kenobi, destroys the Death Star over Yavin, and becomes a Jedi Knight with Master Yoda's guidance. He goes on to redeem

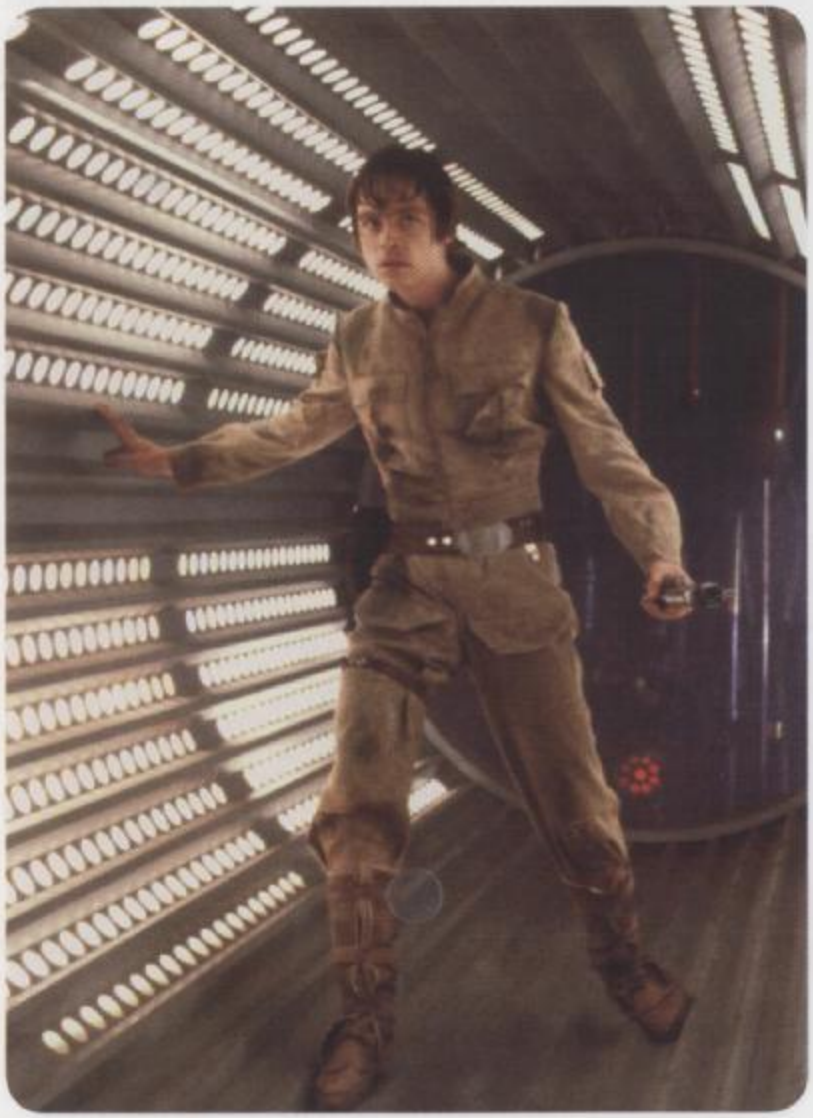


Senator Padmé Amidala

his father, Anakin Skywalker (now Darth Vader), helping to end the reign of the Empire.

In the decades that follow, Luke helps to build the fledgling New Republic, founds the Jedi Praxeum on Yavin 4, raises a new order of Jedi, and fights back the menace of the Yuuzhan Vong invasion.

Luke Skywalker (Episode VI) **CL 11**
Medium Human scout 1/Jedi 7/ace pilot 2/Jedi Knight 1
Destiny 2; **Force** 5, Strong in the Force; **Dark Side** 3
Init +13; **Senses** Perception +12
Languages Basic, Huttese, Shyriiwook



LUKE SKYWALKER

Defenses Ref 26 (flat-footed 23), Fort 25, Will 25; Block, Deflect, Evasion
hp 99; **Threshold** 25

Speed 6 squares
Melee lightsaber +14 (2d8+11) or
Melee lightsaber +9/+10 (2d8+11) with Double Attack
Ranged blaster pistol +12 (3d6)
Base Atk +9; **Grp** +12
Atk Options Double Attack, Severing Strike
Special Actions Melee Defense Redirect Shot
Force Powers Known (Use the Force +16): *mind trick, move object, surge*

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 15
Talents Block, Deflect, Evasion, Redirect Shot, Severing Strike, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Force Sensitivity, Force Training, Melee Defense, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +13, Mechanics +12, Perception +12, Pilot +13, Ride +13, Survival +12, Use the Force +16
Possessions blaster pistol, lightsaber (self-built), cybernetic prosthesis (1, right hand), flight suit, robes, utility belt with medpac

"AREN'T YOU A LITTLE SHORT FOR A STORMTROOPER?"
— LEIA ORGANA

LEIA ORGANA

As the Senator of Alderaan, Leia Organa secretly serves the Rebel Alliance, determined to bring down the tyranny and injustice that her adopted father (and her late mother) had fought so hard to destroy. Leia is instrumental in every turning point of the Galactic Civil War, and her influence shapes the government of the New Republic, particularly after she becomes the Chief of State in the wake of Mon Mothma's retirement. Over time, Leia becomes increasingly devoted to the Jedi tradition, until finally she begins to live up to the legacy of the Skywalker name.

Leia Organa (Episode VI) **CL 10**
Medium Human noble 8/soldier 2
Destiny 2; **Force** 5, Strong in the Force
Init +12; **Senses** Perception +18

Languages Basic, Bothan, High Galactic, Mon Calamarian, Shyriiwook, Ubese

Defenses Ref 23 (flat-footed 21), Fort 23, Will 24
hp 63; **Threshold** 23

Speed 6 squares
Melee unarmed +9 (1d4+6)
Ranged sporting blaster pistol +10 (3d4+5) or
Ranged sporting blaster pistol +5/+5 (3d4+5) with Double Attack
Base Atk +8; **Grp** +10
Atk Options Deadeye, Double Attack, Point Blank Shot, Precise Shot
Special Actions Bolster Ally, Born Leader, Inspire Confidence, Rally

Abilities Str 13, Dex 14, Con 13, Int 15, Wis 14, Cha 16
Talents Bolster Ally, Born Leader, Inspire Confidence, Rally, Weapon Specialization (pistols)
Feats Deadeye, Double Attack, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception, Knowledge [tactics], Perception, Persuasion), Strong in the Force, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +18, Gather Information +13, Knowledge (bureaucracy) +12, Knowledge (garactic lore) +12, Knowledge (tactics) +17, Initiative +12, Perception +17, Persuasion +18
Possessions sporting blaster pistol, datapad, utility belt with medpac, Rebel uniform

Han Solo

Once an Imperial officer discharged for saving the life of a Wookiee slave, Han Solo goes on to become one of the best pilots and smugglers in the galaxy. One lost shipment of spice, however, leads to a debt to Jabba the Hutt that Han can't repay, and his shady past comes back to haunt him on Cloud City after the Battle of Hoth. Still, his friends manage to free Han from the clutches of the Hutt gangster, and Han leads the Rebel commando team that destroys the shield generator on Endor.

Years later, Han and Leia are married and have children, all of whom grow to be Jedi studying under their Uncle Luke. When the Yuuzhan Vong invade the galaxy, Han's suffers one loss after another, beginning with the deaths of Chewbacca and, later, his youngest son, Anakin Solo. Even after the end of the war, Han's personal pain continues as he watches the Galactic Alliance and his native Corellia square off . . . and the fear of losing his only remaining son to the dark side begins to grow.

Han Solo (Episode VI) **CL 12**
Medium Human scoundrel 5/soldier 2/ace pilot 3/gunslinger 2
Destiny 2; **Force** 6
Init +18; **Senses** Perception +12
Languages Basic, Huttese, Rodese, Shyriiwook

Defenses Ref 28 (flat-footed 26), Fort 25, Will 24
hp 77; **Threshold** 25

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged heavy blaster pistol +14 (3d8+6)
Ranged heavy blaster pistol +12 (4d8+6) with Rapid Shot
Base Atk +9; **Grp** +11
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6, Trigger Work
Special Actions Full Throttle, Quick Draw, Stellar Warrior

Abilities Str 13, Dex 15, Con 13, Int 14, Wis 12, Cha 14



HAN SOLO AND LEIA ORGANA

Talents Full Throttle, Keep It Together, Sneak Attack +1d6, Spacehound, Stellar Warrior, Trigger Work, Weapon Specialization (pistols)
Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Focus (pistols, heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +13, Initiative +18, Knowledge (galactic lore) +13, Mechanics +13, Perception +12, Pilot +18
Possessions heavy blaster pistol with targeting scope, tool kit, modified YT-1300 transport *(Millennium Falcon)*

Supporting Characters

The following section presents sample supporting characters from the *Star Wars* feature films.

Chewbacca

The mighty Chewbacca fights in the Clone Wars to defend the Republic, working closely with Jedi Master Yoda. When the Jedi are destroyed by the traitorous clone army, Chewbacca decides he is no longer interested in fighting for the Republic. After a brutal battle, he is captured by the Empire and rescued by a young Imperial officer named Han Solo. Moved by Solo's courage, Chewbacca decides that he owes Solo a life debt. He promptly attaches himself to Han Solo and follows him everywhere, becoming Solo's closest friend and sometimes conscience.

Chewbacca (Episode VI) **CL 10**
Medium Wookiee scout 6/scoundrel 4
Destiny 2; **Force** 5
Init +6; **Senses** Perception +10
Languages Basic (understand only), Huttese (understand only), Shyriiwook

Defenses Ref 24 (flat-footed 22), Fort 27, Will 21
hp 110; **Threshold** 27; extraordinary recuperation

Speed 6 squares
Melee unarmed +11 (1d6+9) or
Melee unarmed +15 (1d6+14) with Powerful Charge
Ranged bowcaster +8 (3d10+5) or
Ranged bowcaster +6 (4d10+5) with Rapid Shot
Base Atk +7; **Grp** +11
Atk Options Careful Shot, Crush, Deadeye, Pin, Point Blank Shot, Powerful Charge, Precise Shot, Rapid Shot
Special Actions rage 2/day

Abilities Str 19, Dex 13, Con 20, Int 12, Wis 10, Cha 10
Talents Acute Senses, Extreme Effort, Jury-Rigger, Spacehound, Stellar Warrior
Feats Careful Shot, Crush, Deadeye, Extra Rage, Martial Arts I, Pin, Point Blank Shot, Powerful Charge, Precise Shot, Rapid Shot, Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +5 (may take 10 when distracted), Endurance +10, Mechanics +10 (may reroll when making jury-rigged repair), Perception +10 (treat range as one category less), Persuasion +5 (may reroll attempts to intimidate), Pilot +10, Use Computer +10 (may reroll and keep better result when plotting hyperspace jump)
Possessions bowcaster, bandolier, tool kit



CHEWBACCA

Lando Calrissian

A gambler, smuggler, con artist, opportunist, and all-around scoundrel, Lando Calrissian considers himself more of an entrepreneur than a criminal. Although his capital sometimes comes from questionable sources, Lando almost always puts it into more or less legitimate operations, with the sole purpose of turning it into even more capital. He is nothing if not ambitious—though sometimes his ambition gets the better of him.

Lando Calrissian (Episode VI) **CL 8**
Medium Human scoundrel 8
Destiny 1; **Force** 4; **Dark Side** 1
Init +6; **Senses** Perception +10
Languages Basic, Shyriiwook, Sullustese

Defenses Ref 22 (flat-footed 20), Fort 19, Will 20; Dodge, Mobility
hp 50; **Threshold** 19

Speed 6 squares; Running Attack
Melee unarmed +7 (1d4+5)
Ranged blaster pistol +9 (3d6+4) or
Ranged blaster pistol +4/+4 (3d6+4) with Double Attack
Base Atk +6; **Grp** +8
Atk Options Dastardly Strike, Double Attack, Point Blank Shot
Special Actions Fool's Luck, Fortune's Favor, Gambler

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 13, Cha 16
Talents Dastardly Strike, Fool's Luck, Fortune's Favor, Gambler
Feats Dodge, Double Attack, Mobility, Point Blank Shot, Running Attack, Skill Focus (Deception), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Deception +17, Gather Information +12, Mechanics +11, Perception +10, Persuasion +12, Pilot +11
Possessions blaster pistol, comlink, expensive clothes

R2-D2

At first glance, R2-D2 seems an unassuming astromech droid, typical of his series. But Artoo is unusual in that he has a unique personality quirk: courage. Artoo demonstrates his bravery again and again, taking the typical R2 unit's helpfulness to an unheard-of extreme.

Although he serves faithfully, Artoo does so in the manner he feels is best—which doesn't always coincide with the instructions given to him. In addition to being innovative and resourceful, he is often absolutely right about the best course of action.

R2-D2 (Episode VI) **CL 6**
Small droid (2nd-degree) nonheroic 2/scoundrel 6
Destiny 1; **Force** 4
Init +3; **Senses** darkvision; Perception +6
Languages Basic, Binary, Huttese, Mon Calamarian, Shyriiwook

Defenses Ref 23 (flat-footed 20), Fort 16, Will 18; Dodge, Mobility
hp 34; **Threshold** 16
Immune droid traits

Speed 4 squares (wheeled), 1 square (walking), 6 squares (flying)
Melee electroshock probe +10 (1d8+3 ion)
Ranged by weapon +14
Base Atk +5; **Grp** +3
Special Actions Melee Defense, Point Blank Shot
Special Actions Gimmick

Abilities Str 8, Dex 16, Con —, Int 16, Wis 10, Cha 7
Talents Gimmick, Master Slicer, Trace
Feats Dodge, Improved Defenses, Melee Defense, Mobility, Point Blank Shot, Skill Focus (Mechanics, Use Computer), Skill Training (Perception), Toughness, Weapon Finesse, Weapon Proficiency (simple weapons)
Skills Deception +7, Mechanics +17, Perception +9, Pilot +12, Use Computer +15 (may reroll and keep better result when improving access to a computer)
Systems wheeled locomotion, walking locomotion, flying locomotion (limited), magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, diagnostics package, internal storage (2 kg)
Possessions circular saw, electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector

C-3PO

The gleaming golden protocol droid C-3PO is typical of his model: outspoken, fussy, and even a bit high-strung. But since these qualities hardly interfere with his work, his personality quirks are mostly tolerated. Threepio is unusual in that he was not manufactured by Cybot Galactica, like most protocol droids. He was, in fact, assembled from spare parts by young Anakin Skywalker on the remote planet of Tatooine. Still, Threepio meets all the safety and performance standards of the original manufacturer, so he has managed to serve several masters adequately.

C-3PO (Episode VI) **CL 5**
Medium droid (3rd-degree) nonheroic 1/noble 5
Destiny 1; **Force** 4
Init –1; **Senses** Perception +0
Languages Basic, Binary, Bocce, Bothan, High Galactic, Huttese, Mon Calamarian, Shyriiwook

Defenses Ref 16 (flat-footed 16), Fort 15, Will 19
hp 26; **Threshold** 15
Immune droid traits

Speed 6 squares (walking)

Melee unarmed +2 (1d3+1)
Ranged by weapon +2
Base Atk +3; **Grp** +2
Special Actions Coordinate +2

Abilities Str 8, Dex 9, Con –, Int 12, Wis 12, Cha 16
Talents Coordinate (2), Educated
Feats Improved Defenses, Linguist (2), Skill Focus (Persuasion), Skill Training (Deception, Knowledge [bureaucracy], Knowledge [galactic lore], Perception), Toughness
Skills Deception +11, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +9, Persuasion +16
Systems walking locomotion, standard processor, translator unit (DC 5), 2 hand appendages, vocabulator
Possessions audio recorder

YODA

The wizened Jedi Master Yoda is a living legend to the Jedi order, the personification of its ideals. He is nearly 900 years old when Senator Palpatine is elected Supreme Chancellor of the Republic. Yoda plays a significant part in the events surrounding the start of the Clone Wars. He forges close friendships with the Wookiees during the war and spends much of his time away from Coruscant. He escapes the destruction and death caused by Order 66, and when the Jedi order is destroyed, Yoda retreats into hiding on Dagobah to await the day he will be needed to help restore balance to the Force. To that end, Yoda trains Luke Skywalker in the ways of the Jedi and helps prepare him to confront Darth Vader and the Emperor. This task complete, Yoda finally succumbs to age and, like so many Jedi before him, becomes one with the Force.

Yoda (Episode III) **CL 20**
Small Jedi 8/Jedi Knight 7/Jedi Master 5
Destiny 4; **Force** 8, Strong in the Force
Init +18; **Senses** Use the Force +24
Languages Basic, Cerean, Shyriiwook

Defenses Ref 37 (flat-footed 34), Fort 33, Will 38; Block, Deflect
hp 174; **Threshold** 33
Immune fear effects

Speed 4 squares
Melee lightsaber +25 (2d8+16) or
Melee lightsaber +24/+24 (2d8+16) with Double Attack or
Melee lightsaber +29/+29/+29 (2d8+16) with Triple Attack
Ranged by weapon +23
Base Atk +20; **Grp** +14
Atk Options Acrobatic Strike, Double Attack, Triple Attack
Special Actions Redirect Shot, serenity, Skilled Advisor
Force Powers Known (Use the Force +24): *battle strike* (2), *farseeing*, *Force disarm*, *Force slam* (2), *Force thrust*, *mind trick* (2), *move object* (2), *negate energy*, *rebuke* (3), *surge* (2), *vital transfer*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Sense Force, Force Point Recovery (2)

Abilities Str 8, Dex 16, Con 11, Int 15, Wis 21, Cha 19
Talents Ataru, Block, Deflect, Force Perception, Foresight, Multiattack Proficiency (lightsabers ×2), Redirect Shot, Severing Strike, Skilled Advisor, Visions
Feats Acrobatic Strike, Double Attack, Force Sensitivity, Force Training (3), Running Attack, Skill Focus (Use the Force), Skill Training (Acrobatics), Strong in the Force, Triple Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +18, Initiative +18 (may spend a Force Point to reroll and keep better result), Knowledge (galactic lore) +17, Knowledge (tactics) +17, Use the Force +24 (may substitute for Perception checks)
Possessions lightsaber (self-built), cane, Jedi robes

EMPEROR PALPATINE (DARTH SIDIOUS)

Possessed of the boundless power of the Force and adept in the ways of the dark side, the Emperor is one of the most dangerous and evil Humans in galactic history. The Emperor began his career of evil so subtly that no outward change evidenced the darkness in his heart. Those who encountered him considered him a kindly fellow, perhaps even a bit outclassed by the pace and magnitude of the political arena into which he had been thrust when he became a senator. But even then he was scheming, forging alliances with influential figures in the Senate and the great learning centers.

Ten years after he is elected Supreme Chancellor of the Senate, Palpatine sways Count Dooku to the dark side and uses him to found the Confederacy of Independent Systems. The ensuing conflict between the Republic and the Separatists enables Palpatine to trick the Senate into forming the Empire and voting him in as Emperor. Following the death of Dooku, he secures the service of Anakin Skywalker as his new apprentice, using him as a foil against the Jedi and the Separatists. His master stroke is the secret Order 66, with which he orders the clone troopers, programmed to obey him, to betray and assassinate the Jedi.

With the resources of a million worlds at his disposal and an endless supply of political malcontents to serve as slave labor, the Emperor builds great engines of destruction to ensure his domination of the galaxy. The greatest of these weapons is the planet-destroying Death Star. To oversee its construction and deployment, the Emperor turns to his new apprentice, Darth Vader. Although the Emperor foresees the return of the Jedi Knights in the form of Luke Skywalker, he can't foresee (or won't accept) the impact

that young Skywalker will have on Darth Vader—or the ultimate betrayal that would spell the Empire's doom.

Emperor Palpatine (Episode III) **CL 20**

Medium Human noble 6/Jedi 1/Sith apprentice 8/Sith Lord 5

Destiny 4; **Force** 8; **Dark Side** 20

Init +16; **Senses** Improved Sense Surroundings; Use the Force +24

Languages Basic, Bothan, Geonosian, Gran, High Galactic, Neimoidian, Rodese, Ryl, Sith, Zabrak

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Defenses Ref 35 (flat-footed 33), Fort 34, Will 38; Block, Deflect

hp 132; **Threshold** 34

Immune fear effects

Speed 6 squares

Melee lightsaber +21 (2d8+10/×3) or

Melee lightsaber +20/+20 (2d8+10/×3) with Double Attack or

Melee lightsaber +15/+15/+15 (2d8+10/×3) with Triple Attack

Ranged by weapon +20

Base Atk +18; **Grp** +20

Atk Options Dark Scourge, Double Attack, Melee Defense, Triple Attack, Whirlwind Attack

Special Actions Redirect Shot, temptation

Force Powers Known (Use the Force +24): *dark rage, farseeing, Force disarm, Force lightning* (4), *Force slam, Force thrust, move object* (3), *rebuke* (2), *surge* (3), *vital transfer*

Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power

Force Techniques Force Point Recovery, Improved Move Light Object, Improved Sense Force, Improved Sense Surroundings

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Abilities Str 10, Dex 15, Con 12, Int 18, Wis 20, Cha 19

Talents Block, Connections, Dark Scourge, Dark Side Adept, Deflect, Force Perception, Multiattack Proficiency (lightsabers ×2), Redirect Shot, Visions, Wealth

Feats Double Attack, Force Sensitivity, Force Training (3), Linguist, Melee Defense, Skill Focus (Use the Force), Triple Attack, Triple Crit (lightsabers), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack

Skills Deception +19, Gather Information +19, Initiative +16, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +19, Knowledge (social sciences) +19, Knowledge (tactics) +19, Persuasion +19, Use Computer +19, Use the Force +24 (may reroll when using *[dark side]* Force powers, may substitute for Perception checks)

Possessions lightsaber (self-built), Sith robes, comlink (encrypted)



THE EMPEROR

Boba Fett

The most feared bounty hunter of his time, Boba Fett racks up an unheard-of number of successful bounties that earns him a reputation as a force to be reckoned with. His name fills outlaws and criminals with dread. Boba Fett seems bereft of conscience. It means nothing to him to accept help from someone, then minutes later turn that person in for a bounty.

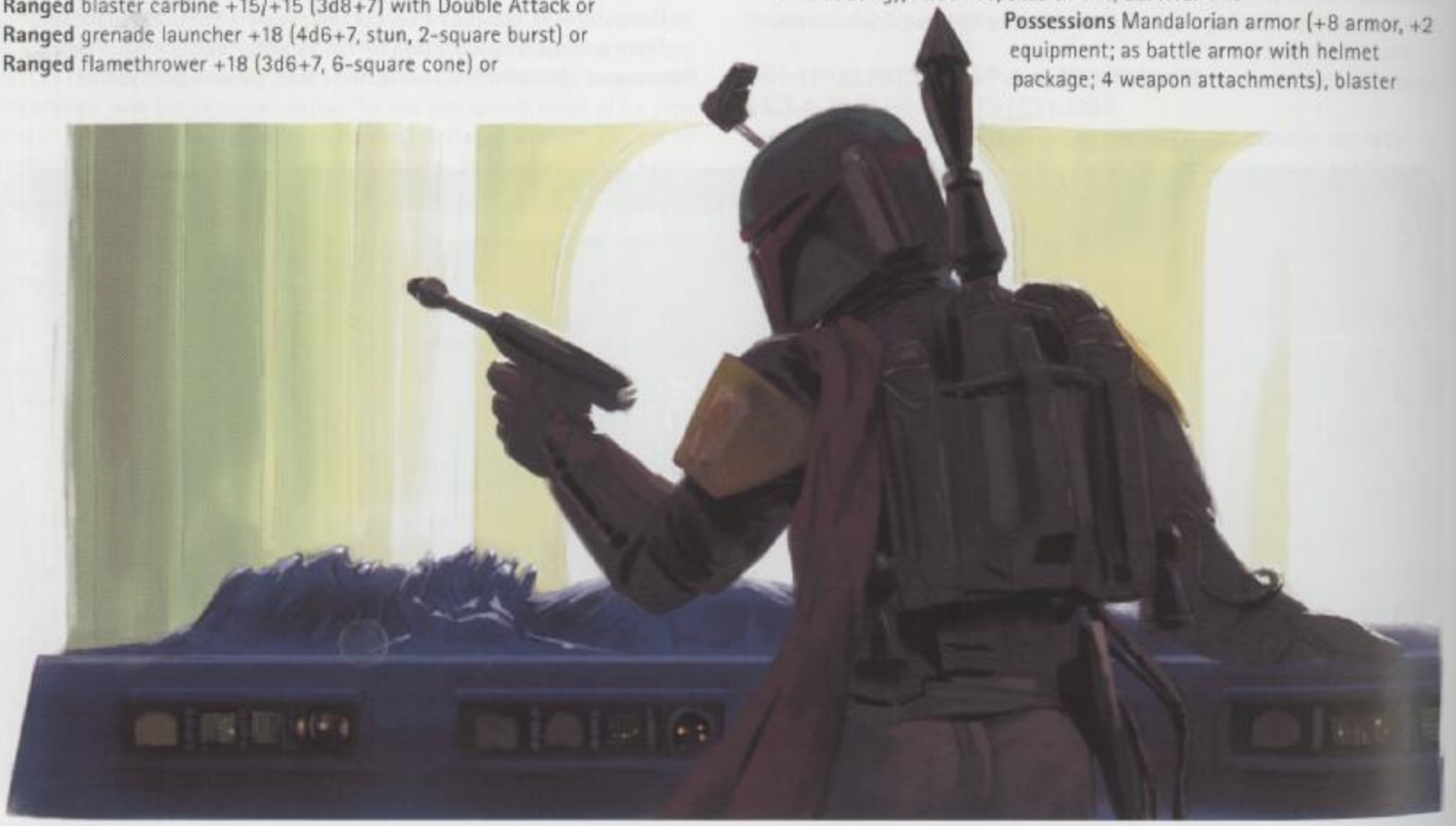
Boba Fett (Episode IV) **CL 15**

Medium scout 3/soldier 5/bounty hunter 5/elite trooper 2
Destiny 3; **Force** 6; **Dark Side** 7
Init +16; **Senses** low-light vision; Perception +16
Languages Basic, Huttese, Mando'a

Defenses Ref 34 (flat-footed 32), Fort 33, Will 27
hp 122; DR 1; **Threshold** 33

Speed 6 squares, fly 6 squares (jetpack); Running Attack
Melee unarmed +16 (1d6+9)
Ranged blaster carbine +18 (3d8+7) or
Ranged blaster carbine +15/+15 (3d8+7) with Double Attack or
Ranged grenade launcher +18 (4d6+7, stun, 2-square burst) or
Ranged flamethrower +18 (3d6+7, 6-square cone) or
Ranged missile launcher +18 (6d6+7, 2-square splash) or
Ranged stun grenade +18 (4d6+7, 2-square burst) or
Ranged whipcord +18 (grab)
Base Atk +14; **Grp** +18
Atk Options Double Attack, Hunter's Mark, Keen Shot, Point Blank Shot, Precise Shot
Special Actions familiar foe +2, Hunter's Target, Quick Draw

Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13
Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Armored Defense, Juggernaut, Keen Shot, Multiattack Proficiency (rifles), Notorious
Feats Armor Proficiency (light, medium), Double Attack, Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Running Attack, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +14, Initiative +16, Knowledge (tactics) +14, Perception +16, Persuasion +8 (may reroll and keep better result when intimidating), Pilot +16, Stealth +11, Survival +14
Possessions Mandalorian armor (+8 armor, +2 equipment; as battle armor with helmet package; 4 weapon attachments), blaster



Boba Fett

carbine with mounted grenade launcher, 4 stun grenades, flamethrower (5 shots), missile launcher, 4 missiles, whipcord (treat as net), blaster gauntlet (treat as hold-out blaster), jet pack (10 charges), utility belt with medpac

General Grievous

General Grievous learned the art of war as a Kaleesh warlord fighting against the Huk species. That war ended when the Jedi Council decreed the Huks to be the victims of Kaleesh aggression and made the Kaleesh people pay for their actions. Angered by the Jedi order, Grievous is further embittered when he barely survives a shuttle crash. His broken body is rebuilt on Geonosis, an act paid for by the InterGalactic Banking Clan as a gift to their Separatist leader, Count Dooku.

Count Dooku trains Grievous in lightsaber dueling techniques, and Grievous proudly collects the lightsabers from the Jedi he defeats. Grievous has four metal arms and can fight with four lightsabers at once, making him a terrifying opponent in melee combat. He faces Anakin Skywalker and Obi-Wan Kenobi during the Battle of Coruscant but manages to elude them. He is not so fortunate when he fights against Obi-Wan on Utapau, dying at the end of an epic confrontation.

General Grievous **CL 14**
Medium Kaleesh (cyborg) soldier 8/elite trooper 3/officer 3
Destiny 2; **Force** 6; **Dark Side** 10
Init +16; **Senses** darkvision; Perception +14
Languages Basic, Kaleesh, Muun, Geonosian

Defenses Ref 30 (flat-footed 27), Fort 28, Will 28
hp 101; DR 1; **Threshold** 28
Immune atmospheric and inhaled poison hazards
Weakness vulnerable to ion damage and stunning effects

Speed 8 squares, climb 4 squares
Melee lightsaber +21 (2d8+21) or
Melee lightsaber +19 (2d8+15) and lightsaber +19 (2d8+15)
Melee lightsaber +14 (2d8+15) and lightsaber +14 (2d8+15) and lightsaber +14 (2d8+15) with Double Attack or
Melee lightsaber +11 (2d8+15) and lightsaber +11 (2d8+15) and lightsaber +11 (2d8+15) with Double Attack and lightsaber +11 (2d8+15) with Triple Attack
Ranged heavy blaster pistol +17 (3d8+7)
Base Atk +13; **Grp** +19
Atk Options Double Attack, Dual Weapon Mastery, Melee Defense, Point Blank Shot, Triple Attack
Special Actions Battle Analysis, Deployment Tactics, Outmaneuver, Tough as Nails

Abilities Str 22, Dex 19, Con 11, Int 15, Wis 10, Cha 14
Special Qualities command cover +2, share talent (Outmaneuver)
Talents Armored Defense, Battle Analysis, Deployment Tactics, Greater Weapon Focus (lightsabers), Improved Armored Defense, Outmaneuver, Tough as Nails, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Melee Defense, Point Blank Shot, Triple Attack (lightsabers), Weapon Focus (lightsabers, simple weapons), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Climb +8 (may take 10 when distracted, may reroll and keep better result), Endurance +12, Initiative +16, Jump +13 (may take 10 when distracted, may reroll and keep better result), Knowledge (tactics) +14, Perception +14, Survival +7 (may reroll and keep better result in hot or arid environments)
Systems walking locomotion, climbing claws, jump servos, 6 hand appendages (legs may be used as hands), unique armor (+8 armor), improved sensor package, darkvision
Possessions 4 lightsabers, heavy blaster pistol, cloak

Cyborg Hybrid—As a cyborg hybrid, General Grievous may use any type of droid system except a processor. His cyborg chassis includes a life support system, making him immune to atmospheric and inhaled poison hazards.



General Grievous

Chapter XVI
Allies and Opponents





The *Star Wars* universe is home to a dizzying array of sapient species. Despite the fact that Humans have been traveling the stars for tens of thousands of years, and many aliens have been doing the same for an equal amount of time, scouts discover new inhabited worlds all the time.

This chapter presents various creatures and characters that GMs can use as potential allies or adversaries for the heroes, from rampaging rancors to clone troopers. Each ally or opponent comes with ready-to-play statistics to make the GM's job a little easier.

Beasts

All animals and other nonsentient life forms have levels in the beast class (a nonheroic class). In the *Star Wars* universe, beasts are usually encountered as threats (such as acklays, rancors, and wampas) or as mounts (such as dewbacks and tauntauns).

Beasts have an Intelligence of 1 or 2. They roll their other five ability scores normally (see Chapter 1: Abilities). Beasts that show above average cunning usually have a good Wisdom score.

Beasts increase only one ability score by one point every fourth level (instead of increasing two scores by one point each). However, they gain feats normally as they advance in level, as shown in Table 3–1: Experience and Level-Dependent Benefits (page 37). A beast that gains an Intelligence of 3 or higher as a result of an ability increase is eligible to multiclass (see Multiclassing, below).

Beasts do not gain talents or starting feats, do not add their beast class level to their defense scores, and do not gain Force Points or Destiny Points.

Examples of Beasts in Star Wars

Acklay, dewback, nexu, rancor, reek, tauntaun, wampa.

Game Rule Information

Beasts have the following game statistics.

Hit Points

At each level, beasts gain 1d8 hit points + their Constitution modifier.

Force Points

Beasts do not gain Force Points.

Table 16-1: The Beast

Level	Base Attack Bonus	Level	Base Attack Bonus
1st	+0	11th	+8
2nd	+1	12th	+9
3rd	+2	13th	+9
4th	+3	14th	+10
5th	+3	15th	+11
6th	+4	16th	+12
7th	+5	17th	+12
8th	+6	18th	+13
9th	+6	19th	+14
10th	+7	20th	+15

Class Skills (trained in 1 + Int modifier, minimum 1): Acrobatics, Climb, Endurance, Initiative, Jump, Perception, Stealth, Survival, Swim.

Class Features

Beasts gain the following class features at 1st level.

Natural Armor

Many beasts have thick hides or scales that grant a natural armor bonus to their Reflex Defense. The amount of natural armor varies from creature to creature. A beast's natural armor bonus is never higher than its beast class level.

Natural Weapons

A beast has one or more natural weapon attacks (see below). It applies its Strength bonus on melee attack rolls made with natural weapons and its Dexterity bonus on ranged attack rolls made with natural weapons. If a beast has two or more natural eeapons, it may make attacks with all of them at no penalty when using the full attack action.

A beast gains a bonus on damage rolls made with its natural weapons equal to one-half its beast class level, rounded down. A beast is proficient with its own natural weapons, but not with any other weapon group.

The most common natural weapon attacks for beasts are summarized here:

Bite: A bite attack deals an amount of piercing damage determined by the beast's size: Fine, 1; Diminutive, 1d2; Tiny, 1d3; Small, 1d4; Medium, 1d6; Large, 1d8; Huge, 2d6; Gargantuan, 3d6; Colossal, 4d6.

Claw: A claw attack deals an amount of slashing damage determined by the beast's size: Fine or Diminutive, 1; Tiny, 1d2; Small, 1d3; Medium, 1d4; Large, 1d6; Huge, 1d8; Gargantuan, 2d6; Colossal, 3d6.

Gore: The creature impales opponents with a horn or antler, dealing an amount of piercing damage determined by the beast's size: Fine, 1; Diminutive, 1d2; Tiny, 1d3; Small, 1d4; Medium, 1d6; Large, 1d8; Huge, 2d6; Gargantuan, 3d6; Colossal, 4d6.

Table 16-2: Beast Size Modifiers

Beast Size	Ability Modifiers[1]	Size Modifier to Ref Defense	Size Modifier to Stealth	Size Bonus to DMG Threshold	Carrying Capacity[2]	Height or Length
Colossal	+32 Str, +32 Con, –4 Dex	–10	–20	+50	×20	19.3 m or more
Gargantuan	+24 Str, +24 Con, –4 Dex	–5	–15	+20	×10	9.7 to 19.2 m
Huge	+16 Str, +16 Con, –4 Dex	–2	–10	+10	×5	4.9 to 9.6 m
Large	+8 Str, +8 Con, –2 Dex	–1	–5	+5	×2	2.5 to 4.8 m
Medium	None	+0	+0	–	×1	1.3 to 2.4 m
Small	–2 Str, +2 Dex	+1	+5	–	×0.75	0.7 to 1.2 m
Tiny	–4 Str, +4 Dex	+2	+10	–	×0.5	0.4 to 0.6 m
Diminutive	–6 Str, +6 Dex	+5	+15	–	×0.25	0.2 to 0.3 m
Fine	–8 Str, +8 Dex	+10	+20	–	×0.01	0.1 m or less

1 *An ability score can never be lower than 1.*

2 *Beasts with four or more legs double their carrying capacity.*

Slam: The creature batters opponents with an appendage, dealing an amount bludgeoning damage determined by the beast's size: Fine or Diminutive, 1; Tiny, 1d2; Small, 1d3; Medium, 1d4; Large, 1d6; Huge, 1d8; Gargantuan, 2d6; Colossal, 3d6.

Sting: A sting deals piercing damage and may also inject a poison (see Poison, page 255). Sting damage is determined by the beast's size: Fine or Diminutive, 1; Tiny, 1d2; Small, 1d3; Medium, 1d4; Large, 1d6; Huge, 1d8; Gargantuan, 2d6; Colossal, 3d6.

Species Traits

Some beasts have adapted to living in extreme environments and gain special bonuses and traits, as summarized below:

Airborne: May reroll Initiative checks but must keep the second result, even if it's worse.

Aquatic: Can't drown in water and doesn't need to make Swim checks; low-light vision (see page 257).

Arctic: May reroll Survival checks made to endure extreme cold, keeping the better result.

Desert: May reroll Survival checks made to endure extreme heat, keeping the better result.

Subterranean: May reroll Perception checks but must keep the second result, even if it's worse; darkvision (see page 257).

Multiclassing

A beast with an Intelligence of 3 or higher can multiclass into any heroic class (see Chapter 3: Heroic Classes). Beasts with an Intelligence of 1 or 2 cannot multiclass.

Size Modifier

A beast applies a size modifier to its Reflex Defense and Stealth checks based on its size. A beast of Large size or bigger also gains a size bonus to its damage threshold. Table 16–2: Beast Size Modifiers summarizes this information.

Beast Descriptions

This section contains sample beasts from the *Star Wars* feature films. Each description includes statistics for a typical member of the species.

Acklay

The most dangerous predator native to Geonosis is the savage acklay, a monstrous arthropod with an armored exoskeleton and slashing foreclaws.

Acklay **CL 10**
Huge beast 11
Init +9; **Senses** Perception +10

Defenses Ref 15 (flat-footed 15), Fort 19, Will 10
hp 148; **Threshold** 29
Immune mild, moderate, and severe radiation

Speed 8 squares
Melee 2 claws +11* (1d8+18) and
bite +11* (2d6+18)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +8; **Grp** +26

Abilities Str 27, Dex 9, Con 29, Int 2, Wis 11, Cha 11
Feats Cleave, Power Attack, Skill Training (Initiative, Perception)
Skills Climb +18, Initiative +9, Perception +10
* *Includes 5 points of Power Attack*

Dewback

Of all the creatures indigenous to Tatooine's vast deserts, the dewback is the most respected. While the plodding bantha makes for shelter at the first hint of a sandstorm, a dewback marches resolutely on without so much as a grunt, even right through the heart of the storm.



ACKLAY

Dewback CL 2
Large desert beast 3
Init +0; **Senses** Perception +0

Defenses Ref 12 (flat-footed 12), Fort 18, Will 9
hp 43; **Threshold** 28

Speed 6 squares
Melee bite +6 (1d8+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +11

Abilities Str 19, Dex 8, Con 26, Int 1, Wis 8, Cha 3
Feats Improved Damage Threshold, Toughness
Skills Survival +5

Nexu

Native to the jungles of Indona and Cholganna, the nexu is a fierce, stealthy predator with little fear of larger opponents, or even the weapons of sentient beings. Hunted for sport on their native planet, nexu often turn the tables on their would-be hunters and slash them to ribbons before they can fire a shot.

Nexu CL 5
Medium beast 6
Init +12; **Senses** low-light vision; Perception +10

Defenses Ref 16 (flat-footed 12), Fort 13, Will 12
hp 45; **Threshold** 13

Speed 8 squares
Melee 2 claws +8 (1d4+7) and
bite +8 (1d6+7)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +8
Atk Options ambush +2d6, Pin

Abilities Str 18, Dex 18, Con 17, Int 2, Wis 14, Cha 12
Feats Pin, Skill Training (Initiative, Perception)
Skills Initiative +12, Perception +10, Stealth +12

Ambush—A nexu deals +2d6 points of damage with its natural weapons against a flat-footed opponent.

Rancor

While there are certainly larger and more vicious creatures in the galaxy, the rancor holds a special place in the nightmares of countless sentient creatures. Creatures of vast rage and single-minded carnage, rancors are periodically captured by big game hunters and shipped to new worlds as exotic pets.

Rancor CL 11
Huge beast 12
Init +5; **Senses** low-light vision; Perception +9

Defenses Ref 17 (flat-footed 17), Fort 16, Will 8
hp 138; fast healing 5; **Threshold** 36

Speed 8 squares
Melee 2 claws +11* (1d8+20) or
Melee bite +11* (2d6+20)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +27
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 26, Dex 9, Con 23, Int 2, Wis 7, Cha 15
Special Qualities fast healing 5
Feats Cleave, Crush, Pin, Power Attack, Toughness
Skills Perception +9

Fast Healing 5—A rancor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.
* *Includes 6 points of Power Attack*

Reek

Reeks wander the plains of Ylesia in great herds, contentedly munching on grass and lichens. Although immensely strong, they generally reserve their violent behavior for the mating season, when the sound of two bull reeks fighting for dominance rumbles like thunder across the plains.

When a reek attacks, it lowers its head, charges, and attempts to gore with its large horn. Should the initial attack miss, the reek flails its head about blindly, hoping to chase away its prey so that it can attempt another charge.

Reek CL 8
Huge beast 8
Init +3; **Senses** Perception +3

Defenses Ref 15 (flat-footed 15), Fort 20, Will 9
hp 124; **Threshold** 30

Speed 6 squares
Melee gore +10* (2d6+16) or
Melee gore +12* (2d6+20) with Powerful Charge
Fighting Space 3×3; **Reach** 1 square
Base Atk +6; **Grp** +24
Atk Options Power Attack, Powerful Charge
Special Actions rage

Abilities Str 27, Dex 8, Con 30, Int 2, Wis 8, Cha 2
Feats Power Attack, Powerful Charge, Toughness
Skills Endurance +20

Rage—The first time a reek takes damage greater than its Will Defense from a single attack, it flies into a terrible rage. While enraged, the reek temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls. The reek's fit of rage lasts for a number of rounds equal to 5 + its Constitution modifier. At the end of its rage, the reek moves –1 persistent step along the condition track (see Conditions, page 148). The penalties imposed by this condition persist until the reek takes at least 10 minutes to recuperate, during which time it can't engage in any strenuous activity. A reek can be pulled out of its enraged state by making it friendly (see the Persuasion skill, page 71).

* *Includes 4 points of Power Attack*

Tauntaun

Dirty and smelly, the reptilian tauntaun is perfectly suited to life on the barren ice world of Hoth. The tauntaun's thick fur and layers of fat keep its body temperature high enough for it to operate during the day, but it must seek shelter from the bitter cold at night.

Tauntaun CL 1
Large arctic beast 2
Init +2; **Senses** scent; Perception +0

Defenses Ref 13 (flat-footed 12), Fort 13, Will 9
hp 17; **Threshold** 18

Speed 8 squares
Melee claw +5 (1d6+5) or
Melee bite +5 (1d8+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +10

Abilities Str 18, Dex 12, Con 16, Int 2, Wis 8, Cha 6
Feats Toughness
Skills Survival +5

Scent—Tauntauns ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill, page 73).

Wampa

The wampa is a fearsome predator, both aggressive and subtle. Displaying uncanny cunning, a wampa sometimes ventures into even heavily guarded areas to slaughter and drag a victim away, leaving the survivors confused, terrified, and ripe targets for another attack later.

Wampas are covered in dirty white fur and move with amazing stealth. Only their claws, horns, and gleaming yellow eyes show up against the backdrop of Hoth's endless snowfields. Most of the time, especially in a raging storm, that simply isn't enough to betray the wampa's presence.

Wampa CL 4
Large arctic beast 5
Init +2; **Senses** darkvision; Perception +2

Defenses Ref 15 (flat-footed 15), Fort 16, Will 12
hp 52; **Threshold** 21

Speed 6 squares
Melee 2 claws +7* (1d6+8) and
bite +7* (1d8+8)
Fighting Space 2×2; **Reach** 2 squares
Base Atk +3; **Grp** +13
Atk Options rend +2d6

Abilities Str 20, Dex 10, Con 22, Int 6, Wis 15, Cha 10
Feats Power Attack, Skill Training (Stealth)
Skills Stealth +7, Survival +9

Rend—If a wampa hits with both of its claw attacks in the same turn, it rends its opponent for an additional 2d6 points of damage.

* *Includes 1 point of Power Attack.*

Nonheroic Characters

Nonheroic characters include everything from professional workers to petty criminals, police officers to common thugs. They lack the inclination or training to be heroes, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all nonheroic characters, as is the local governor, the self-serving spice merchant, and the baseline Imperial stormtrooper.

Nonheroic characters do not gain talents, do not add their nonheroic class level to their defense scores, and do not gain Force Points or Destiny Points. In addition, they only get to increase one ability score by one point every fourth level (instead of increasing two scores by one point each). However, they gain feats normally as they advance in level, as shown in Table 3–1: Experience and Level-Dependent Benefits (page 37).

Examples of Nonheroic Characters in Star Wars

Battle droids, clone troopers, ordinary civilians, Rebel troopers, stormtroopers.

Game Rule Information

Nonheroic characters have the following game statistics.

Hit Points

At each level, nonheroic characters gain 1d4 hit points + their Constitution modifier.

Force Points
Nonheroic characters do not gain Force Points.

Class Features
Nonheroic characters receive no special class features other than some starting feats at 1st level.

Starting Feats
A nonheroic character gains three starting feats at 1st level, chosen from the following list:

Armor Proficiency (light), Armor Proficiency (medium), Skill Focus*, Skill Training*, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (heavy weapons), Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple weapons).

** This feat may be selected more than once. Each time the feat is selected, it applies to a different skill (see the relevant feat description in Chapter 5: Feats).*

Multiclassing
A nonheroic character can multiclass into a heroic class. The normal multiclassing rules apply (see Multiclass Characters, page 54).

Table 3-3: The Nonheroic Character

Level	Base Attack Bonus	Level	Base Attack Bonus
1st	+0	11th	+8
2nd	+1	12th	+9
3rd	+2	13th	+9
4th	+3	14th	+10
5th	+3	15th	+11
6th	+4	16th	+12
7th	+5	17th	+12
8th	+6	18th	+13
9th	+6	19th	+14
10th	+7	20th	+15

Class Skills (trained in 1 + Int modifier, minimum 1): Acrobatics, Climb, Deception, Endurance, Gather Information, Initiative, Jump, Knowledge (all skills, taken individually), Mechanics, Perception, Persuasion, Pilot, Stealth, Survival, Swim, Treat Injury, Use Computer.

Character Archetypes
The following pregenerated characters are examples of typical allies and opponents that you can throw into an adventure or campaign. They represent some of the more common characters seen across the various *Star Wars* eras. Add personalities and histories to these archetypal characters as you see fit.

Creating Non-Human Characters
The statistics provided here use the Human species as the baseline (see Humans, page 23). If you wish to change the character's species, follow these simple rules:

- Remove one of the character's feats. (Human characters gain a bonus feat.)
- Remove one of the Human's trained skills. (Human characters gain a bonus trained skill.)
- Add the relevant species traits for the selected species (see Chapter 2: Species or Other Species, page 284).

The Galactic Empire
The Galactic Empire is a vast and highly organized government ruled over by Emperor Palpatine. The Galactic Empire seized power at the end of the Clone Wars following an unprecedented military build-up and the destruction of the Jedi order.

The Empire is divided into sectors, each of which is governed by a Moff and guarded by military forces. The Empire's authority on any given world can range from a single garrison (found mostly on backwater planets like Tatooine) to an intense presence with a stormtrooper on every street corner (as in the Deep Core and important Core worlds).

Stormtrooper
Stormtroopers are the elite troops of the Empire, trained to fight and die without fear or question. Squads of stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor's will with ruthless zeal and efficiency.

Stormtroopers are a separate force from the troops of Imperial Forces and do not answer directly to Imperial military officers. They are obedient and devoted to the Emperor. They cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails.

After recognizing the need for troopers with special equipment and training, the Emperor ordered the development of additional types of stormtroopers, including (but not limited to) snowtroopers, sandtroopers, and scout troopers.

Stormtrooper CL 1
Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (blaster rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Heavy Stormtrooper CL 2
Medium Human nonheroic 8
Dark Side 1
Init +4; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 9
hp 20; **Threshold** 12

Speed 6 squares
Melee unarmed +8 (1d4+2)
Ranged light repeating blaster +2 (3d8) with autofire or
Ranged light repeating blaster +5 (3d8) with braced autofire or
Ranged frag grenade +6 (4d6, 2-square burst)
Base Atk +6; **Grp** +8
Atk Options autofire (light repeating blaster), Burst Fire, Point Blank Shot
Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 11, Con 10, Int 12, Wis 9, Cha 8
Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Endurance +9, Mechanics +10, Perception +10
Possessions stormtrooper armor (+6 armor, +2 equipment), light repeating blaster, 3 explosive charges, frag grenade, utility belt with medpac

Scout Trooper CL 2
Medium Human nonheroic 6
Dark Side 1
Init +4; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10
hp 21; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6) or
Ranged blaster rifle +5 (3d8) or



Ranged frag grenade (4d6, 2-square burst)
Base Atk +4; **Grp** +4
Atk Options Burst Fire

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10, Pilot +9, Stealth +9
Possessions scout trooper armor (+4 armor; as combat jumpsuit with helmet package), blaster pistol, blaster rifle with standard targeting scope, frag grenade, utility belt with medpac, Aratech 74-Z military speeder bike

Imperial Officer

Admired, respected, and feared, the officers of the Imperial Army and Imperial Navy are drawn from prestigious families with long histories of military service. Few are promoted up from the lower ranks. Most are inducted straight into officer training academies, instructed in doctrine, leadership, and tactics, and then awarded commissions. There, if they distinguish themselves, they finally get a chance to rise through the upper echelons—but rarely do they find occasion to dirty their hands.

Imperial Officer CL 5
Medium Human nonheroic 4/noble 3/officer 1
Force 2; **Dark Side** 5
Init +3; **Senses** Perception +10
Languages Basic, Bocce, Durese, High Galactic

Defenses Ref 15 (flat-footed 15), Fort 14, Will 18
hp 33; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +6; **Grp** +6
Special Actions Born Leader, Coordinate, Trust, Vehicular Combat

Abilities Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Armor Proficiency (light), Linguist, Skill Focus (Persuasion), Skill Training (Deception, Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8
Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Rebel Alliance

The Rebel Alliance fights against the tyranny of the Empire in order to restore justice and freedom to the galaxy. Formed by loyalists such as Mon Mothma and Senator Bail Organa, the Rebel Alliance struggles against the Empire at every turn. It uses guerilla warfare and undercover violence to weaken the Imperial machine and help free the oppressed people of the galaxy. Though the Alliance sometimes engages in direct military action against the Empire, as seen at the Battle of Yavin or the Battle of Endor, most of the efforts of the Alliance take place under the guise of legitimate activity. For this reason, the Alliance has attracted not only freedom fighters but also outlaws, smugglers, and even pirates.

The Rebel Alliance is loosely organized into cells that can operate relatively independently of Alliance command. Each cell operates on Imperial worlds or out of hidden bases, such as the base on Hoth. Any worlds that sympathize with the Alliance find themselves the targets of Imperial wrath. Alliance agents are always on the run from the Empire, and Rebels that are captured are dealt with swiftly and harshly.

Rebel Trooper

The basic Rebel Trooper is stationed on Rebel bases and aboard Alliance starships throughout the galaxy, serving as the first line of defense against the Empire's stormtroopers. They are also used as scouts and saboteurs.

Rebel Trooper CL 1
Medium Human nonheroic 3
Init +7; **Senses** Perception +6
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 10; **Threshold** 11

Speed 6 squares
Melee unarmed +2 (1d4)
Ranged blaster pistol +4 (3d6) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +2; **Grp** +3
Special Actions Point Blank Shot[H]

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8
Feats Armor Proficiency (light), Point Blank Shot[H], Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Perception +6[H]
Possessions blast helmet and vest (+2 armor), blaster pistol, comlink (encrypted)
H *Human bonus feat or trained skill*

Elite Rebel Trooper CL 2

Medium Human nonheroic 6

Init +9; **Senses** Perception +8

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10

hp 21; **Threshold** 16

Speed 6 squares

Melee unarmed +5 (1d4+1)

Ranged blaster pistol +6 (3d6) or

Ranged frag grenade +5 (4d6, 2-square burst)

Base Atk +4; **Grp** +5

Special Actions Point Blank Shot[H]

Abilities Str 12, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Improved Damage Threshold, Point Blank Shot[H], Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Perception +8[H]

Possessions blast helmet and vest (+2 armor), blaster pistol, 2 frag grenades, comlink (encrypted)

H *Human bonus feat or trained skill*

Galactic Republic

Consisting of thousands of civilized worlds, the Galactic Republic is the oldest governing body in history. Senators from its constituent worlds determine policy and enact laws, ensuring that peace and prosperity reign throughout the galaxy.

The greatest threat to the Galactic Republic is the Confederacy of Independent Systems, a coalition of worlds that believes the Republic has become corrupt. The Senate authorizes the deployment of a vast clone army to quell the Separatist threat, leading to the Clone Wars and ending with the destruction of the Separatist leadership and the dissolution of the Republic in favor of a new Empire.

Clone Trooper

To counter the threat of the Trade Federation's droid armies, the Republic deploys an army of cloned warriors. The clones' creators, the Kaminoans, conceive the clones from a single genetic blueprint (that of the bounty hunter Jango Fett), making a few alterations to ensure the troopers' rapid maturation and unwavering obedience. The true loyalty of the clone troopers is revealed at the end of the Clone Wars, when Darth Sidious issues Order 66 and turns the clones against the Jedi order.

Although identical in appearance, clone troopers have different levels of training, which accounts for their varying levels of ability. Clone troopers can't be bribed, blackmailed, or seduced. Any such attempt automatically fails.

Clone Trooper CL 2

Medium Human nonheroic 6

Init +9; **Senses** Perception +4

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9

hp 21; **Threshold** 13

Speed 6 squares

Melee by weapon +5

Ranged blaster rifle +5 (3d8+3)

Base Atk +4; **Grp** +5

Atk Options Careful Shot

Special Actions Point Blank Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Careful Shot, Point Blank Shot, Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple weapons)

Skills Initiative +9, Perception +4

Possessions clone trooper armor (+6 armor, +2 equipment), blaster rifle, comlink

CLONE TROOPER

Clone Trooper Commander CL 5
Medium Human nonheroic 6/soldier 2/officer 1
Force 3; **Dark Side** 5
Init +4; **Senses** low-light vision; Perception +11
Languages Basic, High Galactic

Defenses Ref 18 (flat-footed 18), Fort 17, Will 17
hp 30; **Threshold** 17

Speed 6 squares
Melee unarmed +7 (1d4+1)
Ranged heavy blaster rifle +8 (3d10+1) or
Ranged frag grenade +7 (4d6+1, 2-square burst) or
Ranged ion grenade +7 (4d6+1 ion, 2-square burst)
Base Atk +7; **Grp** +7
Atk Options autofire (heavy blaster rifle)
Special Actions Assault Tactics, Battle Analysis, Coordinated Attack, Vehicular Combat

Abilities Str 11, Dex 10, Con 10, Int 13, Wis 10, Cha 12
Talents Assault Tactics, Battle Analysis
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Training (Perception, Pilot), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Knowledge (tactics) +10, Perception +11, Persuasion +10, Pilot +9
Possessions clone trooper armor (+6 armor, +2 equipment), heavy blaster rifle, frag grenade, ion grenade, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac

ARC Trooper

The ARC Troopers (Advanced Recon Commandos) are elite clone units that were personally trained by Jango Fett. Whereas most clone troopers are trained to work as a unit, ARC Troopers function well as individuals, making them even more formidable as foes.

ARC Trooper CL 8
Medium Human nonheroic 6/soldier 3/elite trooper 3
Destiny 1; **Force** 4; **Dark Side** 2
Init +12; **Senses** low-light vision; Perception +13
Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 20), Fort 24, Will 16
hp 57; DR 1; **Threshold** 24

Speed 6 squares
Melee unarmed +12 (1d4+5) or
Ranged heavy repeating blaster +10 (5d10+5) with Burst Fire or
Ranged heavy repeating blaster +10 (3d10+5) with autofire or
Ranged missile launcher +12 (6d6+5, 2-square splash) or
Ranged heavy blaster pistol +6 (3d8+3) and heavy blaster pistol +6 (3d8+3) or
Ranged frag grenade +11 (4d6+3, 2-square burst) or
Ranged ion grenade +11 (4d6+3 ion, 2-square burst)
Base Atk +10; **Grp** +12
Atk Options autofire (heavy repeating blaster), brace (heavy repeating blaster), Burst Fire (heavy repeating blaster)
Special Actions Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Perception +13, Stealth +10
Possessions ARC trooper armor (+6 armor, +2 equipment), heavy repeating blaster, missile launcher, 4 missiles, 2 heavy blaster pistols, 2 frag grenades, 2 ion grenades, utility belt with medpac

The Fringe

Fringers live at the edges of society. Criminals, independents, traders, and mercenaries of all kinds consider themselves fringers. While not all members of the fringe are criminals (certainly, many are hard-working and honest folk), anyone who operates far from the seat of galactic power or outside the bounds of the law can be considered part of the fringe.

Assassin

An assassin usually maintains a cover that enables him to travel freely, yet also explains why he's in a given location at a given time. Many assassins hold jobs as merchants, sales representatives for interstellar corporations, or diplomats. A truly villainous assassin has a "signature" consisting of a unique weapon, a particular approach, or some memento left with his victims.

Assassin CL 5
Medium Human scoundrel 5
Force 1; **Dark Side** 12
Init +10; **Senses** Perception +8
Languages Basic plus 2 other languages

Defenses Ref 20 (flat-footed 17), Fort 14, Will 17
hp 27; **Threshold** 14

Speed 6 squares
Melee vibroblade +6 (2d6+2) or
Melee vibroblade +4 (3d6+2) with Rapid Strike
Ranged blaster rifle +6 (3d8+2)
Base Atk +3; **Grp** +6

Atk Options Careful Shot[H], Dastardly Strike, Rapid Strike, Sneak Attack +2d6
Special Actions Point Blank Shot, Precise Shot

Abilities Str 10, Dex 16, Con 8, Int 14, Wis 12, Cha 13
Talents Dastardly Strike, Sneak Attack +2d6
Feats Careful Shot[H], Point Blank Shot, Precise Shot, Rapid Strike, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +10[H], Deception +8, Gather Information +8, Initiative +10, Perception +8, Persuasion +8, Stealth +10
Possessions blaster rifle with enhanced targeting scope, hold-out blaster, vibroblade, vibrodagger, comlink (encrypted), utility belt with medpac
H *Human bonus feat or trained skill*

Bounty Hunter

Bounty hunters track and recover sentient beings to bring them to "justice"—even if that's little more than a Hutt's personal vendetta. Before the Empire, most bounty hunters were members of a galaxywide guild that worked openly, taking contracts to hunt down criminals for various authorities. During the Emperor's reign, the guild fragmented, leaving a large number of independent operatives. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to collect the largest rewards. Bounty hunters differ from assassins in that they usually seek to capture their targets, not kill them.

Bounty Hunter **CL 7**
Medium Human nonheroic 4/scout 3/bounty hunter 3
Force 2; **Dark Side** 4
Init +13; **Senses** low-light vision; Perception +14
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 20, Will 18
hp 64; **Threshold** 20

Speed 4 squares
Melee vibrobayonet +10 (2d6+7) or
Melee vibrobayonet +10 (3d6+7) with Mighty Swing
Ranged blaster carbine +11 (3d8+3) or
Ranged blaster carbine +9 (4d8+3) with Rapid Shot or
Ranged stun grenade +9 (4d6+3 stun, 2-square burst)
Base Atk +8; **Grp** +11
Atk Options Hunter's Mark, Mighty Swing, Rapid Shot
Special Actions familiar foe +1, Hunter's Target, Point Blank Shot, Precise Shot[H]

Abilities Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha 10
Talents Acute **Senses**, Expert Tracker, Hunter's Mark, Hunter's Target
Feats Armor Proficiency (light, medium), Mighty Swing, Point Blank Shot, Precise Shot[H], Rapid Shot, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Endurance +12[H], Perception +14, Survival +12
Possessions Corellian powersuit (+7 armor) with helmet package, blaster carbine, vibrobayonet, 2 stun grenades, utility belt with medpac, bounty hunter's license, datapad
H *Human bonus feat or trained skill*

Crime Lord

Crime lords come from all strata of society. Some began their careers as streetwise thugs, crawling up from the darkest, filthiest pits of the galaxy to positions of power within the criminal underworld. Others are noble-born, using their money and influence to support their fiendish syndicates.

Crime Lord **CL 8**
Medium Human scoundrel 4/noble 3/crime lord 1
Force 2; **Dark Side** 9
Init +6; **Senses** Perception +10
Languages Basic, High Galactic, Huttese, plus 5 other languages

Defenses Ref 22 (flat-footed 20), Fort 18, Will 23; Dodge
hp 51; **Threshold** 18

Speed 6 squares; Running Attack
Melee unarmed +4 (1d4+3)
Ranged heavy blaster pistol +7 (3d8+4) or
Ranged heavy blaster pistol +5 (3d8+4) and heavy blaster pistol +5 (3d8+4)
Base Atk +5; **Grp** +7
Atk Options Acrobatic Strike, Dastardly Strike, Dual Weapon Mastery II, Sneak Attack +1d6
Special Actions Point Blank Shot, Presence

Abilities Str 8, Dex 14, Con 10, Int 17, Wis 12, Cha 15
Talents Connections, Dastardly Strike, Minion, Presence, Sneak Attack +1d6
Feats Acrobatic Strike, Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Linguist, Point Blank Shot, Running Attack, Skill Focus (Deception), Toughness[H], Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +11, Deception +16, Gather Information +11, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12[H], Perception +10, Persuasion +11, Stealth +11
Possessions 2 heavy blaster pistols, datapad, comlink (encrypted), enforcers (including several thugs and a 6th-level minion), 1,000 credits
H *Human bonus feat or trained skill*

Dark Side Marauder

Though the Jedi are the most powerful Force-users in the galaxy, they are by no means the only ones. Dark side marauders are Force-sensitive individuals consumed with rage, hatred, or an insatiable hunger for personal power.

Dark Side Marauder **CL 4**
Medium Human soldier 4
Force 1; **Dark Side** 14
Init +7; **Senses** Perception +4
Languages Basic

Defenses Ref 19 (flat-footed 19), Fort 19, Will 16
hp 50; **Threshold** 24

Speed 4 squares
Melee vibro-ax +7 (2d10+10) or
Melee vibro-ax +7 (3d10+10) with Mighty Swing
Ranged hold-out blaster +4 (3d4+2)
Base Atk +4; **Grp** +7
Atk Options Mighty Swing
Special Actions Indomitable, Tough as Nails
Force Powers Known (Use the Force +8): *dark rage* (2), *surge*

Abilities Str 16, Dex 10, Con 13, Int 8, Wis 14, Cha 12
Talents Indomitable, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Damage Threshold[H], Mighty Swing, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +8[H], Initiative +7, Use the Force +8
Possessions battle armor (+8 armor, +2 equipment), vibro-ax, hold-out blaster, comlink, 100 credits
H *Human bonus feat or trained skill*

Thug

Thugs are basic bruisers. They are street toughs aspiring to become swoop champions, grunts working for a local crime lord, security guards, or law enforcers prone to breaking heads and taking bribes.

Thug **CL 1**
Medium Human nonheroic 2
Dark Side 3
Init +6; **Senses** +5
Languages Basic

Defenses Ref 10 (flat-footed 10), Fort 11, Will 9
hp 9; **Threshold** 11

Speed 6 squares
Melee vibro-ax +2 (2d10+2)
Ranged blaster pistol +1 (3d6)
Base Atk +1; **Grp** +2
Atk Options Cleave[H]

Abilities Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10
Feats Cleave[H], Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Initiative +6, Perception +5[H]
Possessions Blaster pistol, vibro-ax
H *Human bonus feat or trained skill*

Other Species

All of the character stat blocks in this chapter use Human as the base species. However, you can easily use these stat blocks to represent non-Human characters as well by removing the Human species traits (one bonus trained skill and one bonus feat) and applying the new species' traits. You may use the species described in Chapter 2: Species or any of the species presented below.

Aqualish

Aqualish are walrus-faced humanoids with skin ranging in color from dark green or blue to deep russet or black. Some Aqualish subspecies have four eyes instead of two or fins instead of hands. The Aqualish admire strength and are openly hostile toward the weak. In fact, it is customary and accepted social behavior among Aqualish to be pushy and belligerent upon first meeting others.

Aqualish Species Traits

- **Ability Modifiers:** +2 Constitution, –2 Wisdom, –2 Charisma.
- **Size:** Medium.
- **Speed:** 6 squares.
- **Breathe Underwater:** As amphibious creatures, Aqualish can't drown in water.
- **Expert Swimmer:** An Aqualish may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, an Aqualish may choose to take 10 on Swim checks even when distracted or threatened.
- **Bonus Feat:** Toughness.
- **Languages:** Aqualish, Basic.

Hutts

Hutts are immense, sluglike, creatures with bulbous heads. Two catlike eyes rise from the surface of a Hutt's face, while a lipless mouth spreads from ear hole to ear hole. Most Hutts are vicious megalomaniacs who consider their kind to be beyond morality as perceived by lesser beings. They have a talent for manipulating others and enjoy exerting power over others.

Hutt Species Traits

- **Ability Modifiers:** +2 Strength, +2 Constitution, +2 Intelligence, –6 Dexterity.

- **Size:** Large. Hutts take a –1 size penalty to their Reflex Defense, a –5 size penalty on Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.
- **Speed:** 2 squares.
- **Force Resistance:** +5 species bonus to Will Defense against any Use the Force check.
- **Supreme Stability:** Hutts can't be tripped or knocked prone.
- **Skills:** A Hutt may reroll a Persuasion check, keeping the better result.
- **Languages:** Basic, Huttese.

Neimoidians

Neimoidians stand between 1.6 and 2 meters tall and are of slight build. Their skin ranges from mottled green to gray, and their vaguely reptilian faces are flat and elongated. They have red eyes, thick lips, and no noses. Neimoidians have two primary motivations: to control their surroundings at all times and to acquire as much wealth and power as they can. The latter goal might seem a logical means of attaining the former, but to a Neimoidian, the pursuit of wealth and power is an end unto itself. Such traits gave rise to the Trade Federation, one of the most powerful and influential economic forces in the Galactic Republic.

Neimoidian Species Traits

- **Ability Modifiers:** +2 Intelligence, +2 Wisdom, –2 Strength.
- **Size:** Medium.
- **Speed:** 6 squares.
- **Conditional Bonus Feat:** Neimoidians with Deception as a trained skill gain Skill Focus (Deception) as a bonus feat.
- **Skills:** A Neimoidian may reroll a Deception check but must keep the second result.
- **Languages:** Basic, Neimoidian, Pak Pak.

Yuuzhan Vong

Conquerors from beyond the galactic rim, the Yuuzhan Vong are organized, bloodthirsty, ritually scarred warriors driven by religious fervor. They are masters of biotechnology; their clothing, weapons, and equipment are genetically engineered life forms. They despise mechanical technology (droids in particular) and destroy any such technology they encounter. They are also disconnected from the Force in a way that Jedi and other Force-sensitive beings find unsettling.

The culture of the Yuuzhan Vong is based on the domination of lesser species. To the Yuuzhan Vong, most other species are unworthy and suitable only as slaves. The worthy are regarded with enough tolerance to grant them a clean death.

Yuuzhan Vong Species Traits

- **Ability Modifiers:** +2 Strength, –2 Wisdom.
- **Size:** Medium.
- **Speed:** 6 squares.
- **Force Immunity:** Yuuzhan Vong can't take the Force Sensitivity feat, can't make Use the Force checks, and never gain Force Points. In addition, they are immune to any Force effect that targets their Will Defense (including Force powers and aspects of the Use the Force skill).
- **Technophobic:** Yuuzhan Vong take a –5 penalty on attack rolls and skill checks made when using mechanical weapons or tools.
- **Weapon Familiarity:** Yuuzhan Vong with the Weapon Proficiency (simple weapons) feat are considered proficient with the amphistaff.
- **Language:** Yuuzhan Vong.



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STAR WARS

ROLEPLAYING GAME

Saga Edition Web Enhancement

Devaronians

RODNEY THOMPSON

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During the development of the ***Star Wars*** **Roleplaying Game** *Saga Edition Core Rulebook*, some material had to be cut for space. One such section was the Devaronian species.

Devaronian

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. After reaching middle age, Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and as such, raise the young and run the government of Devaron. The males send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Personality: Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Physical Description: Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

Devaronians stand 1.6 to 1.8 meters tall.

Homeworld: Devaron, a world of low mountains and deep valleys linked by thousands of rivers.

Languages: Devaronians speak and read Devaronese and Basic. Their speech is low, guttural, and full of snarling consonants.

Example Names: Dmaynel Kiph, Elassar Targon, Jubal, Kapp Dendo, Tyrn Jiton, Lak Jit, Oxbel, Saricia, Sires Vant, Trynic, Ulicx Vinaq, Vilmarh Grahrk.

Adventurers: Male Devaronian heroes tend to be scoundrels or scouts. Invariably, they are found in occupations that allow them freedom to travel whenever and wherever they wish. Due to the oppressive nature of the Empire, many Devaronian males joined the Rebellion—not because of politics, but because they were annoyed that their freedom to travel was being curtailed.

Noteworthy female Devaronians on their homeworld tend to be nobles and scouts. However, any female Devaronian hero found elsewhere is already an exceptional individual who has decided to challenge the traditions of her culture. Such Devaronians may be of any class or role.

Devaronian Species Traits

Devaronians share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma (for males) or +2 Intelligence, +2 Wisdom, –2 Dexterity (for females). Male Devaronians tend to be more carefree and less personable than female Devaronians, but they are also more agile.

Medium Size: As Medium creatures, Devaronians have no special modifiers due to their size.

Speed: Devaronian base speed is 6 squares.

Conditional Bonus Feat: Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Automatic Languages: Basic and Devaronese.

Devaron

Region: Colonies
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 24 standard hours
Length of Year: 390 local days
Sapient Species: Devaronians
Government: Matriarchy
Capital: Montellian Serat
Major Exports: Hyperdrive technology
Major Imports: High technology, luxury items

Knowledge (Social Sciences)

DC Result

10 Devaronians are divided among the sexes, with females running the planetary government while males tend to wander the galaxy.

15 Devaronian males are not even allowed to participate in government, and are constantly kept out by the females. The males are gripped by an irresistible wanderlust upon reaching adulthood, driving them away from their homes.

20 Devaronian males who take off-world jobs often send money back to Devaron to support their families in their absence.

Knowledge (Galactic Lore)

DC Result

10 Devaron is a beautiful planet of deep valleys, low mountains, and plentiful rivers.

15 The Devaronians were among the first species to develop hyperspace travel and are one of the oldest known species in the galaxy.

20 Devaron is a dangerous planet due to its strict policies and extensive use of capital punishment. As such, outsiders rarely visit the world.

25 The capital city of Montellian Serat is one of the most ancient cities in the galaxy and is said to possess sections that are as old as the lowest levels of Coruscant.

Devaronian Drifter

A common sight throughout the galaxy, a Devaronian drifter is a vagabond among the stars. Moving from port to port, wherever his fate may take him, a Devaronian drifter may be friend or foe depending on the situation. Many drifters are violent and untrustworthy, but others look for honest work wherever they can find it.

Devaronian Drifter **CL 2**
Medium male Devaronian nonheroic 3/scoundrel 1
Force 1; **Dark Side** 1
Init +4; **Senses** Perception +8
Languages Basic, Devaronese
———————————————————————
Defenses Ref 16 (flat-footed 14), Fort 14, Will 14
hp 16; **Threshold** 14
———————————————————————
Speed 6 squares
Melee unarmed +1 (1d4-1)
Ranged hold-out blaster +4 (3d4)
Base Atk +2; **Grp** +1
———————————————————————
Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 14
SQ natural curiosity
Talents Sneak Attack +1d6
Feats Improved Defenses, Point Blank Shot, Skill Focus (Deception), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Perception +8, Persuasion +9
Possessions hold-out blaster pistol, traveler's garb, various personal belongings



Male and female Devaronian

Saga Edition Web Enhancement 1

The Tech Specialist

By Rodney Thompson

A favored archetype of long-time *Star Wars* gamers, the tech specialist is a character that focuses on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found in the galaxy far, far away.

This web enhancement includes a few rules (cut from the Saga Edition core rulebook for space) that allow heroes to take on the role of the tech specialist. Additionally, you will find sample heroic characters -- a Zabrak engineer and a Mon Calamari outlaw tech -- that illustrate two ways to build tech-oriented characters for your own campaign. Of course, these are just two examples, and a hero who wants to tinker with machines and electronics has a number of options available across many different classes.

Additionally, these rules will be featured in an upcoming sourcebook for reference at the gaming table, and will be expanded upon with more talents and rules to further enhance your game.

New Talent Tree: The Outlaw Tech

The following new talent tree is intended for use by characters with the scoundrel class. Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs
Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.
Prerequisites: Trained in the Mechanics skill.

Hot Wire
You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this talent. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics check instead (subject to the same circumstances and limitations).
Prerequisites: Trained in the Mechanics skill.

Quick Fix
Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.
Prerequisites: Trained in the Mechanics skill.

Personalized Modifications
As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source, such as vehicle and starship weapons.

New Feat: Tech Specialist

The new Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: This feat is considered a bonus feat for the noble and scoundrel classes.

Tech Specialist Modifications

Armor Trait	Benefit
Agile Armor	Increases the armor's maximum Dexterity bonus 1.
Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 1.
Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.

Device Trait	Benefit
Enhanced Strength	Increases the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

Droid Trait	Benefit
Enhanced Dexterity	Increases the droid's Dexterity score by 2.
Enhanced Intelligence	Increases the droid's Intelligence score by 2.
Enhanced Strength	Increases the droid's Strength score by 2.

Vehicle Trait	Benefit
Enhanced Dexterity	Increases the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.

Weapon Trait	Benefit
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

Tech Specialist HOUSERULE

mls & rlw

If you have the Feat Skill Focus (mechanics), the Tech Specialist feat now allows you to modify a device, suit of armor, weapon, droid, or vehicle up to three times using each of the different available effects only once per item. Additionally, you may modify more than one item with the same effect at a time. You may have the same effect active on a number of items up to your Mechanics skill value.

Additional modifications take longer and cost more than the original modification. The first modification still takes one day of work and costs 10% of the item's base cost or 1,000 credits, whichever is more. The second modification takes two days of work and costs 15% of the item's base cost, or 1,500 credits, whichever is more. The third modification takes three days of work and costs 20% of the item's base cost or 2,000 credits, whichever is more.

At the end of the corresponding time, make a DC 20 Mechanics check for the first modification; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

The same holds true for the second and third modifications, except the DC check value. The second modification requires a DC 25 Mechanics check. The third modification requires a DC 30 Mechanics check. Treat successes and failures the same as if they were for the first modification.

Other characters trained in the Mechanics skill can assist you (they need not have Skill Focus (mechanics); only be trained), reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check, granting your check a +2 modifier.

The market value of a modified item is equal to the base cost of the item plus double the cost of the *all* modifications made to it (not including credits wasted on failed modification attempts).

End Tech Specialist HOUSERULE

Sample Character: The Outlaw Tech

An outlaw tech is a master of making machines do what she wants them to do. Operating far outside the bounds of manufacturer intentions (and sometimes outside the law), she is able to hotwire starships and amp up weapons to the point where her after-market modifications can be considered illegal.

An outlaw tech works well on her own without the need of other classes for support.

She can run-and-gun just as well as she can use a hydrospanner, and her strengths lie in areas where her own actions are what save the day. Though an outlaw tech has a less formal education than other technically minded characters, she is a good fighter and a fast worker who can fulfill a variety of roles.

Outlaw Tech **CL 7**

Medium Mon Calamari scoundrel 7
Force Points 5
Init +5; **Senses** Low-light vision, Perception +15
Languages Basic, Binary (understand only), Huttese, Mon Calamarian, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 19), Fort 17, Will 20
hp 39; **Threshold** 17

Speed 6 squares
Melee +5
Ranged heavy blaster pistol +8 (3d8+3)
Base Atk +5; **Grp** +5
Atk Options Careful Shot, Running Attack

Abilities Str 10, Dex 14, Con 10, Int 18, Wis 15, Cha 9
SQ breathe underwater, expert swimmer
Talents Fast Repairs, Knack, Quick Fix, Personalized Modifications
Feats Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Gather Information +7, Knowledge (Galactic lore) +12, Knowledge (technology) +12, Mechanics +17 (+18 when using mastercraft tool kit), Perception +15, Pilot +10, Swim +15 (may reroll Swim checks and accept the second roll; may take 10 even under pressure), Use Computer +17 (+18 when using mastercraft datapad)
Possessions heavy blaster pistol (improved accuracy), comlink, mastercraft datapad, mastercraft tool kit, various personal belongings

Sample Character: The Engineer

An engineer is more of an academic designer than a jury-rigging mechanic. He considers the outlaw tech's work to be a sloppy imitation of real ingenuity and can use his knowledge to create more solid and reliable designs. An engineer is much more of a team player, and many heroes find that an engineer helps them get out of scrapes by encouraging them to work together. Because he's familiar with coordinating teams, an engineer has the knowledge and resources to create all-new (and significantly improved) pieces of technology that function reliably under all conditions.

Engineer **CL 7**

Medium Zabrak noble 6/scoundrel 1
Force Points 5
Init +9; **Senses** Perception +10
Languages Basic, Binary (understand only), Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook (understand only), Sullustese, Zabrak

---

Defenses Ref 21 (flat-footed 20), Fort 18, Will 22
hp 37; **Threshold** 18

Speed 6 squares
Melee +3
Ranged hold-out blaster +7 (3d4+3)
Base Atk +4; **Grp** +3

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13
SQ heightened awareness
Talents Coordinate, Inspire Haste, Trace, Wealth
Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Tech Specialist, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +9, Knowledge (Galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +16, Mechanics +16, Perception +10 (may reroll any Perception check and keep the second roll), Persuasion +9, Pilot +9, Use Computer +16 (+17 when using masterwork datapad or masterwork portable computer)
Possessions hold-out blaster (improved accuracy), comlink, masterwork datapad, masterwork portable computer, personal holoprojector, various personal belongings

Star Wars Roleplaying Game Saga Edition Errata and Official Clarifications
Updated - October 2008

Errata

p. 38 – Base Attack Bonus
Should read, "**Base Attack Bonus:** The character's base attack bonus. Apply this bonus to the character's attack rolls." Base attack bonus does not apply to damage rolls.

p. 38 – Jedi class skills
Add Jump and Mechanics to the list of skills on the Jedi Class Skills list, below Table 3-2: The Jedi.

p. 40 – Resilience Talent
Should read "You can spend a full-round action to move +2 steps up the condition track (see Conditions, page 148)."

p. 41 – Block Talent
Add the following sentences before the last sentence of the Block talent:
"You may use the Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses. You may spend a Force point to use this talent to negate an attack against an adjacent character."

p. 41 – Deflect Talent
Before the last sentence of the first paragraph, add the following sentence: "You may spend a Force Point to use this talent to negate an attack against an adjacent character."

Replace the second paragraph with the following: "You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire, or the Force lightning Force power. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses."

p. 44 – Wealth Talent
Change reference to "your noble level" to "your class level."

p. 46 – Fool's Luck Talent
Change reference to "luck bonus" to "competence bonus."

p. 47 – Hyperdriven Talent
Remove the word "scoundrel" before the phrase "class level."

p. 51 – Soldier Defense Bonuses
Should read, "At 1st level you gain a +1 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense."

p. 52 – Stunning Strike Talent
Change the phrase "if your attack roll" to "if your damage roll."

p. 59 – Table 4-1: Trained Skills by Class table
Add Jump and Mechanics to the class skills for the Jedi.

p. 62 – Table 4-2: Skills
Change the – in the Jedi column to a C for the Jump and Mechanics skills.

p. 62 – Acrobatics Skill
In the last sentence of the second paragraph, change, "a DC 15 Reflex save" to "a DC 15 Acrobatics check" The first sentence of the second paragraph under the **Escape Bonds** header refers to "an attack action." This should be "a standard action."

Under the **Special** section, replace the last sentence with the following: "If you are trained in Acrobatics, you gain a +5 bonus to your Reflex Defense when fighting defensively (see Fighting Defensively, page 152).

p. 68 – Jump Skill
Add the following before the last sentence under the "Jump Down" use of the Jump skill: For every 10 points by which you beat the DC, you can subtract an additional 3 meters from the fall when determining damage.

p. 69-70 – Mechanics Skill
First full sentence of second paragraph should read "On a result…" instead of "One a result…"

Under the **Jury-Rig** header, replace the 4th sentence with the following: "A jury-rigged device or vehicle gains +2 steps on the condition track and 1d8 hit points."

Under the **Special** header, add the following sentence: "Characters who are untrained in the Mechanics skill can still use the aid another action to assist on Mechanics checks."

p. 73 – Stealth Skill
Change the last sentence under the **Conceal Item** header to say, “Drawing a concealed item is a standard action.”

p. 82 – Acrobatic Strike Feat
Reduce the bonus provided by this feat from +5 to a +2 competence bonus.

p. 82 – Burst Fire Feat
Change the **Prerequisites** for the feat to: Proficient with heavy weapons, proficient with weapon.

At the end of the **Special** paragraph, add the following text: “If you do not have a Strength of 13 or higher, increase the penalty on attacks to –10 when using this feat with non-vehicle weapons.”

p. 85 – Force Training Feat
Under the **Special** section, the feat should say, “Each time you take this feat, you add to your Force suite a number of new Force powers equal to 1 + your Wisdom modifier.”

p. 88 – Rapid Shot Feat
Remove the Strength prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: “If you do not have a Strength of 13 or higher, increase the penalty to attacks to –5 when using this feat with non-vehicle weapons.”

p. 88 – Rapid Strike Feat
Remove the Dexterity prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: “If you do not have a Dexterity of 13 or higher, increase the penalty to attacks to –5 when using this feat with non-light weapons.”

p. 89 – Whirlwind Attack Feat
In the first sentence under **Benefit**, change the word “opponent” to “target.”

p. 93 – Using Force Points
Spending a Force Point to return a power to your Force suite is a reaction, not a swift action.

p. 96 – Using Force Powers
Change the second method under **Regaining Force Powers** to say the following “–If you roll a natural 20 on a Use the Force check to activate a Force power, you regain all spent Force powers at the end of your turn.”

p. 96 – Force Power Descriptors
Add the following entry after the **Mind-Affecting** paragraph:

Telekinetic: A Force power with the [telekinetic] descriptor uses telekinesis to accomplish its ends. Many telekinetic powers interact with the world physically in similar ways, and are covered as a group by some talents. If a target of a [telekinetic] Force power has cover, it gains a cover bonus to its relevant Defense score or on its opposed check to resist the power. If the target of a [telekinetic] Force power has concealment, you take a penalty on your Use the Force check to activate the power unless you have used the Sense Surroundings application of the Use the Force skill this turn. Use the standard bonuses and penalties for cover and concealment provided on pages 156-157.

Add the telekinetic descriptor to the following Force powers: Force disarm, Force grip, Force slam, Force thrust, move object.

p. 96 – Battle Strike
Change the DC 15 text to: “Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional 1d6 points of damage if the attack hits.”

p. 97 – Force Grip
Change the Target text to "One target within 12 squares and within line of sight."

Replace the DC 15 text with the following: “DC 15: If your Use the Force check equals or exceeds the target’s Fortitude Defense, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.”

Replace the second sentence under **Special** with the following: “Maintaining the *Force grip* power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining a *Force grip*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.”

p. 97 – Force Disarm
Change the Target text to "One target within 12 squares and within line of sight."

p. 97 – Force Slam
Add the following sentence before the “This is an area effect” sentence: “Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.”

p. 98 – Force Stun
The Use the Force check should be compared to the target’s Fortitude Defense instead of Will Defense.

Add the following sentence to the end of the **Make a Use the Force Check** paragraph:

"Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5."

p. 98 – Force Thrust
In the second paragraph under **Make a Use the Force Check,** change the first sentence to say, "The target adds its base attack bonus and its size modifier to its…"

p. 98 – Move Object
Change the Target text to "One target within 12 squares and within line of sight."

Replace the second sentence under **Special** with the following: "Maintaining the move object power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining move object, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the move object power, you cease to be able to maintain it."

p. 100 – Surge
The surge power should be a free action, not a swift action. Add the following sentences under **Special:** "Using the surge power counts as a running start for determining a Jump DC. You may spend a Destiny Point to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required)."

p. 100 – Disciplined Strike Talent
Change the phrase "has a cone effect" to "has an area effect" instead.

p. 100 – Telekinetic Power Talent
Change the text of the first sentence of the talent to say, "Whenever you roll a natural 20 on your Use the Force check to activate a power with the *[telekinetic]* descriptor, you may choose to use that power again immediately as a free action."

p. 100 – Telekinetic Savant Talent
Change the text of this talent to say: "Once per encounter as a swift action, you may return one Force power with the *[telekinetic]* descriptor to your suite without spending a Force Point."

p. 102 – Force Point Recovery
Remove the second paragraph.

p. 113 – Spending Destiny Points
Change the third bullet point to say, "Act out of turn (thus changing your position in the initiative order) once per encounter."

p. 120 – Weapon Qualities
The entry for **Stun Damage** should read as follows:

"If the weapon has a stun setting, it is listed here. A weapon set to stun does stun damage equal to its normal damage (see Stunning, page 162, for more information). Ranged weapons set to stun have a maximum range of 6 squares unless noted otherwise."

p. 122-123 – Table 8-3: Melee Weapons
All damage entries in the "Stun" column of the table should be replaced with the word "Yes" except the stun baton, which should say "Yes (2d6)."

p. 126-127 – Table 8-4: Ranged Weapons
All damage entries in the "Stun" column of the table should be replaced with the word "Yes" except for the stun grenade, which should say, "Yes (4d6)."

The listings for the sporting blaster pistol, the sporting blaster rifle, and the bowcaster should be given a superscript of 4, denoting accurate weapons.

The listings for the hold-out blaster, heavy blaster pistol, blaster carbine, blaster cannon, heavy blaster rifle, thermal detonator, net, and grenade launcher should be given a superscript of 5, denoting inaccurate weapons.

Add the following footnotes at the bottom of the table:
4 Accurate weapon: This weapon takes no penalty when firing at targets at short range.
5 Inaccurate weapon: This weapon cannot fire at targets at long range.

p. 128 – Blaster Rifle, Sporting
In the last paragraph, change the number "50" to "100".

p. 152 – Charge
Replace the text of the Charge action with the following:
"As a standard action you can move your speed (minimum 2 squares) in a straight line and then make a melee attack at the end of your movement. You gain a +2 competence bonus on your attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You cannot charge through low objects or squares occupied by enemies (allies do not hinder your charge), and charging through Difficult Terrain costs twice as much per square as normal. You cannot tumble (as per the application of the Acrobatics skill) during your movement as a part of a charge. After you resolve a charge attack you can take no further actions this turn."

p. 154 – Aim

Add the following sentence to the second paragraph of the description of the Aim action: "Aiming provides no benefit when making an area attack."

p. 155 – Area Attacks
Replace the first sentence of the second paragraph with the following:
"When you make an area attack, you make a single attack roll; if your modified attack roll is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area."

Add the following sentence to the end of the second paragraph:
“A natural 20 on an area attack roll automatically hits all targets within the affected area, but area attacks do not deal double damage on a critical hit.”

p. 157 – Cover
Add the following sentence to the end of the description of Cover:
“A target with cover or improved cover takes no damage from area attacks if the attack roll is less than the target’s Reflex Defense. For a burst or splash weapon, determine cover relative to the center of the weapon's area of effect. For an autofire weapon, determine cover relative to the attacker.”

p. 167 – Critical Hits
Add the following sentence to the end of this entry: “When using a vehicle weapon, you cannot apply any effect that causes an automatic natural 20 or automatic critical hit (such as spending a Destiny Point or using the Jedi Master’s serenity class feature), unless a rule specifies that it can be used with vehicle weapons.”

p. 169 – Vehicle Damage Threshold
Replace the last sentence in this section with the following:
“In addition, all the vehicle’s occupants take damage equal to one-half the amount that exceeded the vehicle’s damage threshold.”

p. 172 – Increase Vehicle Speed
Add the following sentence to the end of the entry:
“You may attempt to increase vehicle speed once per round as a free action when using the all-out movement action.”

p. 173 – Collisions
Add the following sentence to the end of the first paragraph: “Unless the vehicle provides no cover to those onboard, any damage dealt to passengers and crew in a collision is reduced by an amount equal to the vehicle’s damage threshold.”

p. 186 – Droid Cost Factor
Add the following sentence to the end of the section on Cost Factor:
“Droids that are Small size or smaller treat their cost factor as being equal to 2/their cost factor for the purposes of determining accessory weight.”

p. 191 – Synchronized Fire Circuits
Change the end of the last sentence to say, "a droid with synchronized fire circuits grants a +5 bonus instead of a +2 bonus on the other droid's check or roll."

p. 198 – 3PO Series Protocol Droid
Change Intelligence score to 13 and Charisma to 14.

p. 199 – B1 Series Battle Droid
Under Systems replace the remote processor with a remote receiver.

p. 200 – B2 Series Super Battle Droid
Under Atk Options change "aid another (+4)" to "aid another (+5)".

p. 200 – Droideka Stat Block
Replace the droideka stat block with the following statistics:

Droideka Series Destroyer Droid CL 4
Large droid (4th-degree) nonheroic 1

Init +8; **Senses** Perception +13

Languages Basic, Binary [rule]

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12

hp 40; SR 20; **Threshold** 18

Immune droid traits [rule]

Speed 2 squares (walking), 10 squares (wheeled)

Melee unarmed +7 (1d4+3)

Ranged laser cannon +12 (3d8) or
Ranged laser cannon +10 (4d8) with Rapid Shot or
Ranged laser cannon +7 (5d8) with Burst Fire or
Ranged laser cannon +10 (3d8) and laser cannon +10 (3d8) or
Ranged laser cannon +8 (4d8) and laser cannon +8 (4d8) with Rapid Shot or
Ranged laser cannon +5 (5d8) and laser cannon +5 (5d8) with Burst Fire

Fighting Space 2x2; **Reach** 1 square

Base Atk +9; **Grp** +17

Atk Options autofire (laser cannons), Burst Fire, Rapid Shot [rule]

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7

FeatsArmor Proficiency (light), Burst Fire, Rapid Shot, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)

Skills Perception +13, Stealth +3

Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 laser cannons (treat as blaster rifles)

Availability Military; **Cost** 21,000 credits

p. 201 – IG-100 Series Bodyguard Droid
Replace Defenses line with "Ref 18 (flat-footed 17), Fort 19, Will 18."

p. 206-235 – Prestige Class Requirements
All requirements that state "Minimum Heroic Level" should instead say "Minimum Level" throughout the chapter.

p. 207 – Juke Talent
Replace the text of the Juke talent with the following:
Juke: When you fight defensively as the pilot of a vehicle (see page 171), you may negate a weapon hit on your vehicle using the Vehicular Combat feat one additional time per round.
Prerequisites: Vehicular Evasion

p. 208 – Hunter's Mark Talent
Replace the text with the following:
"If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148)."

p. 216 – Gunslinger Talent Tree
Add the following sentence to the end of the introduction: "The following talents may only be used with pistols and rifles."

Change the text of the **Debilitating Shot** to the following:
"If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148)."

p. 220 – Serenity Class Feature
Replace the second sentence of the class feature with the following:
"You may remain in this trance as long as you wish, and you are still aware of your surroundings; however, you are otherwise helpless and cannot perform any other actions."

p. 228 – Bespin
Swap the Major Export and Major Imports.

p. 234 – Rodia
Change the Moons entry from 2 to 4.

p. 255 – Falling Damage
Change the second paragraph to read as follows:
Acrobatics and Jump: If you are trained in the Acrobatics or Jump skills, you can reduce the damage you take from a fall with a successful skill check (see skill descriptions). If the check succeeds and you take no damage from the fall, you land on your feet. If you fall from a height of greater than 60 meters, treat the fall as being only 60 meters for the purposes of reducing falling distance.

p. 261-262 – Anakin Skywalker (Darth Vader) Stat Block
In Senses line, Perception should be +18.

Defenses should be Reflex 40 (37 flat-footed), Fort 37, Will 34.

Replace the attack lines with the following:

Melee lightsaber +23 (2d8+17) or
Melee lightsaber +21 (3d8+17) with Rapid Strike or

Melee lightsaber +18/+18 (2d8+17) with Double Attack or
Melee lightsaber +16/+16 (3d8+17) with Double Attack and Rapid Strike

Ranged by weapon +21

Base Atk +18; Grp +21

Replace Vader's skills with the following:
Initiative +17, Jump +17, Mechanics +16, Perception +18, Use the Force +17 (can reroll when using *[dark side]* powers, can substitute for Pilot checks)

p. 263 – Padme Stat Block
Replace "Wanted Alive" talent with "Inspire Confidence."

p. 264 – Luke Skywalker Stat Block
Reflex Defense should be 28 (25 flat-footed).

Replace the attack lines with the following:

Melee lightsaber +14 (2d8+11)
Melee lightsaber +9/+9 (2d8+11) with Double Attack

Ranged blaster +12 (3d6+5)
Add the following line between the Abilities and Talents lines:

SQ Vehicle dodge +1
Add the Elusive Dogfighter talent to Luke's talent list.

p. 265 – Han Solo Stat Block
Attack bonus with heavy blaster pistol should be +12 instead of +14.

p. 266 – Chewbacca Stat Block
Replace Chewbacca's skills with the following: Climb +10 (can take 10 when distracted), Endurance +15, Initiative +11, Mechanics +11 (can reroll when making jury-rigged repair), Perception +10 (can reroll), Persuasion +5 (can reroll attempts to intimidate), Pilot +11, Use Computer +11.

Remove the Extra Rage feat and add Shake It Off.

p. 267 – R2-D2 Stat Block
Attack bonus with electroshock probe should be +9 instead of +10. Ranged attack should be +8, not +14.

p. 268 – C-3PO Stat Block
C-3PO should have Intelligence 13, Wisdom 13, and Charisma 15. Reduce Deception skill bonus to +10 and Persuasion skill bonus to +15.

p. 268 – Yoda Stat Block
Replace the Languages line with:

Languages Basic, Cerean, Shyriiwook (understand only)

Replace third line of melee attacks with:

Melee lightsaber +19/+19/+19 (2d8+16) with Triple Attack

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p. 270 – Boba Fett Stat Block
Reflex Defense should be 36 (33 flat-footed).

p. 271 – General Grievous Stat Block
Reflex Defense should be 35 (31 flat-footed).
Attack bonuses on final Melee line should be +9, not +11.

p. 278 – Nonheroic Class Skills
Add the Ride skill to the list of Class Skills for the nonheroic character, below Table 3-3.

p. 281 – Clone Trooper
Perception skill bonus should be +9 and should have the Coordinated Attack feat.

p. 282 – ARC Trooper
On the Defenses line, the text after Ref should be "23 (21 flat-footed)."

Replace the line that starts with "**hp**" with the following:
"**hp** 57; **DR** 1**Threshold** 24; delay damage"

Add the following line below the **Abilities** line:
Special Qualities delay damage.

p. 283 – Bounty Hunter
Replace the bounty hunter's skills with the following: Perception +14, Survival +12. Add the "H" superscript after Perception.

p. 284 – Dark Side Marauder
Remove "Tough as Nails" from the Special Actions line.

Star Wars Saga Edition - Official Clarifications

Text changes and official clarifications for various items in the Saga Edition core rulebook. Unlike the errata, these are not intended to be fundamental rules changes, but rather clarifications that make the full intent of the rules clearer for both players and Gamemasters. These changes are formatted in the same style as the errata in case you want to write the changes into the text, and should help make your game experience smoother.

p. 27 – Gungan Weapon Familiarity
Change the text of **Weapon Familiarity** to the following: "Gungans treat the atlatl and the cesta as simple weapons instead of exotic weapons."

p. 32 – Wookiee Weapon Familiarity
Change the text of **Weapon Familiarity** to the following: "Wookiees treat bowcasters as rifles instead of exotic weapons."

p. 36 – Class Level vs. Character Level Sidebar
Add the following sentence to the end of the sidebar: "If a talent refers to your class level but does not specify a class, it means the combined number of levels in all classes that grant access to that talent."

p. 40 – Force Persuasion Talent
Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 40 – Force Intuition Talent
Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 41 – New Sidebar
Use the following sidebar to explain talents and abilities that rely on the target's Dark Side Score:

Sensing the Dark Side

You must be aware that your target has a Dark Side Score of 1+ to use talents, feats, or other abilities that depend on your target having a Dark Side Score. Witnessing a target performing an action that would earn an increase to one's Dark Side Score (such as using a Force power with the *[dark side]* descriptor) satisfies this requirement. Gamemasters may also waive this requirement when you encounter an opponent that you know to have a Dark Side Score due to previous encounters (such as having past experience with stormtroopers or Sith Lords) or for opponents taking no particular precautions to conceal the presence of a Dark Side Score (such as thugs, bounty hunters, crime lords, etc.).

p. 41 – Lightsaber Throw Talent
Change the first sentence of the talent to say: "You can throw a lightsaber as a standard action, treating it as a thrown weapon (without this talent, a thrown lightsaber is considered an improvised thrown weapon)."

p. 52 – Harm's Way Talent
Change the phrase "affects you instead" to "targets you instead"

p. 60 – Taking 10
Replace the last sentence with the following: "Rorworr needs to make a Climb check to reach the bounty hunter, and this time he can take 10 only because of his Wookiee ability to take 10 on Climb checks while under pressure."

p. 72-73 – Ride Skill
After the phrase "Armor Check Penalty" add "(see text)" Add the following to the **Special** paragraph: "The armor check penalty applies only when attempting to fast mount or fast dismount."

Under the **Use Mount as Cover** section, change the first sentence to say, "As a reaction to an attack against you, you can drop down and hang alongside your mount…"

p. 73 – Stealth Skill
Change the first sentence under the **Pick Pocket** header to say, "With a successful Stealth check as a standard action..."

Change the first sentence under the **Sleight of Hand** header to say, "As a standard action, you can palm hand-sized objects..."

p. 77 – Use the Force Skill
Add the following sentence to the end of the second paragraph under the **Sense Force** application of the skill:
"You can also specify that you are attempting to sense only Force-users with a Dark Side Score of 1 or higher; success reveals only those Force-users with dark side scores, and not any other Force-users."

Under the **Sense Surrounding** application of the skill, add the phrase "until the start of your next turn" to the end of the first sentence.

Under the **Telepathy** application of the skill, change the first part of the last sentence to say, "Against an unwilling target, you must make a Use the Force check against the target's Will Defense or the base skill DC, whichever is higher;"

Under the **Move Light Object** application of the skill, add the following sentence to the end of the paragraph: "Using an object as a projectile weapon is otherwise treated as a ranged attack for the purposes of talents and feats that interact with ranged attacks."

p. 83 – Cleave
Remove the sentence that says “You cannot adjust 1 square before making this extra attack.”

p. 89 – Weapon Focus
Change the prerequisite to say, “Proficient with chosen weapon.” Delete the third sentence under the Weapon Focus header.

p. 95 – Selecting Force Powers
Remove the following sentence from the second paragraph: “For example, Force stun requires a DC 20 (or higher) Use the Force check to activate, which means that a low-level character attempting to use the power will fail more often than he succeeds.”

p. 97 – Force Disarm
Add the [telekinetic] descriptor to the end of the Force Disarm header. Change the phrase “If your disarm attack succeeds…” to “If your disarm attempt succeeds…”

Remove the first sentence under the **Special** section. Change the phrase “before making your disarm attack” to “before making your disarm attempt.”

p. 97 – Force Lightning
Change the phrase “If the attack hits…” to “If the skill check equals or exceeds the target’s Reflex Defense…” and change the phrase “If the attack misses…” to “Otherwise…”

p. 100 – Rebuke
Change the end of the second paragraph to say, “…who suffers the effect based on the creator’s original Use the Force check.”

Under the **Special** section, change the end of the first sentence to say, “..may attempt to rebuke the power as well, expending a use of the rebuke power and using your rebuke Use the Force check result as its target DC.”

p. 100 – Sever Force
The DC 35 line should begin with “As DC 25” instead of “As DC 35.”

p. 100 – Vital Transfer
Add the following text to the end of the last line before the **Special** paragraph: “You may choose to heal less than the result of your Use the Force check allows. You may not heal yourself with this power.”

p. 101 – Force Perception Talent
Remove the phrase “for the purposes of using this talent” from the talent’s description.

p. 101 – Force Pilot Talent
Remove the phrase “for the purposes of using this talent” from the talent’s description.

p. 119 – Weapon Groups
Add the following sentences after the sentence that ends with “…considered skilled with all of the weapons in that group”:
“If you are proficient with at least one weapon in a group, you qualify to take Weapon Focus (or any other weapon-specific ability) for that group. The benefits of such abilities apply only to weapons in which you are proficient. For example, a scoundrel with the Spacehound talent (see page 47) is proficient with all starship weapons (all of which are heavy weapons), so he qualifies to take Weapon Focus (heavy weapons). This grants him a +1 bonus on attacks with starship weapons, but he wouldn't get that benefit with a grenade launcher or any other heavy weapons until becoming proficient with them. “

p. 120 – Simple Weapons
Add the following sentence to the end of the simple weapons description:
“Unarmed attacks and natural weapons are considered light simple weapons in which all characters are proficient.”

p. 120 – Weapon Qualities
Under Rate of Fire add the following sentence to the end of the paragraph: “A weapon can only be on one alternate setting other than its default setting (such as autofire or stun) at a time. Autofire-only weapons with stun settings can deal stun damage in autofire mode, but still have a maximum range of 6 squares unless noted otherwise.”

p. 128 – Bowcasters
Replace the sentence that begins with “Although the Bowcaster is an exotic weapon,” with the following sentences: “Wookiees treat bowcasters as rifles, not exotic weapons. Bowcasters are treated as rifles for the purposes of determining weapon range.”

p. 129 – Grenade, Ion
Replace the reference to taking “full damage” in the second sentence of the second paragraph with taking “normal damage.”

p. 129 – Ion Pistol
Replace the reference to taking “full damage” in the second sentence with taking “normal damage.”

p. 137 – Cybernetic Prosthesis
In the third paragraph, replace reference to page 144 to page 141.

p. 144 – Critical Hits
Add the following sentence to the end of the **Critical Hits** paragraph: “Effects that negate an attack (such as Block, Deflect, or Vehicular Combat) or cause an attack to automatically miss

(such as a Destiny Point) can also negate a critical hit."

p. 144 – Free Actions and Reactions
Add the following sentence to the end of the **Reaction** paragraph: "You may only take a single reaction to any one action or effect. A reaction is always resolved after the action that triggered it, though some reactions (such as the *negate energy* Force power, or the Block and Deflect talents) can affect the outcomes of the action that triggers a reaction."

p. 153 – Draw or Holster a Weapon
Add the following sentence to the end of the first sentence under this header: "If you are proficient in a weapon's use, drawing the weapon always includes any action necessary to activate the weapon (thus, a lightsaber can be drawn and activated as a single move action if you are proficient in the weapon)."

p. 156 – Provoking an Attack of Opportunity
Add the following sentence to the end of the **Moving Out of a Threatened Square** description: "Involuntary movement, such as being the target of a Bantha Rush or the move object Force power, never provokes an attack of opportunity."

p. 162 – Ready
Replace the first paragraph under **Ready** with the following text: "Readying lets you prepare to take an action later, after your turn is over but before your next turn has begun. You can ready as a standard action. To do so, specify the standard, swift, or move action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction in response to those circumstances (assuming they occur)."

p. 168 – Vehicle Weapon Damage
Replace the vehicle weapon damage formula with the following:
(Weapon Damage + ½ heroic level + miscellaneous modifiers) × ~~damage~~ multiplier

p. 186 – Systems and Accessories
Add the following sentence before the last sentence of the second paragraph: "As with standard droid models, your starting locomotion, appendages, and accessories do not count against your carrying capacity."

p. 188 – Droid Traits
Add the following sentence to the end of the first paragraph under **Nonliving:**
"Droids do not gain an ability bonus to Constitution-based skill checks and may not take feats or talents with a Constitution prerequisite."

p. 192 – Reprogramming
Add the following sentence before the last sentence of the second paragraph: "A droid can only have talents he is eligible for based on his classes; thus, a droid with 5 levels in the soldier class could only be reprogrammed with 3 talents that can be taken by soldiers (soldier levels 1, 3, and 5). A droid with 5 levels of soldier and 3 levels of scoundrel could be reprogrammed with 3 soldier talents and 2 scoundrel talents."

p. 214 – Force Treatment Talent
Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 223-224 – Force Deception Talent
Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 247 – Building an Encounter
In the second paragraph, remove everything following the first sentence. Under **Combining Different CLs**, add the following sentence at the end of the first sentence: "The combined CL for the encounter is either this result or the highest single CL + 2, whichever is more." Add the following sentence to the end of the paragraph: "Most encounters should not include a single enemy whose CL is more than 3 levels higher than the average party level."

Remove other encounter building errata.

p. 285 – Yuuzhan Vong Species Traits
Change the **Weapon Familiarity** line to say the following:
Weapon Familiarity: Yuuzhan Vong treat the amphistaff as a simple weapon instead of an exotic weapon.

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Star Wars Saga Edition Core Rulebook Stat Block Errata

Updated November 11, 2008

This document contains official and unofficial errata for every star block in the *Star Wars Saga Edition Core Rulebook*. Every stat block from that book has been scoured and all of the errors revealed.

All text written in red indicates a change that was made to the stat block where I had to decide what to add or remove. The changes are necessary, but the actual Dark Side Marauder (page284) has a talent that he cannot use (he can't have Weapon Specialization because he doesn't have the Weapon Focus feat). Thus he needs a new talent. You can obviously choose any talent you wish, so long as he meets the prerequisites, but I also included an option. For the Dark Side Marauder, I chose the talent Devastating Attack. When choosing which particular character options I had to add or remove I kept in mind the rest of the stat block, trying to keep it looking the same as best as I could. For the Dark Side Marauder, I wouldn't have chosen, for example, Expert Grappler as that would then change other aspects of his stat block (his grapple modifier). Therefore I chose to add and remove things that would have as little a tangible effect as possible. Sometimes however, such things were unavoidable. As such, whenever I made a change that affected other parts of the stat block that were not originally incorrect, I also displayed that text in red. Just remember that anything you see in red in this document can be changed to your liking.

The Attack Options and Special Actions lines were not updated to reflect added or subtracted feats, talents, etc. They are only listed if there was an error in the book, in which case the errata will inform you to remove it.

Some of the stat block's CLs should change. I based this on the following rules:

- Nonheroics gain 1 CL on their 3rd level and every 3rd level thereafter. Therefore, level 1 or 2 nonheroic characters are CL 0.
- Creatures' CLs are based on their beast level minus 1.
- Also included in this section are a few updates to certain stat blocks utilizing the various new options from newer supplements. There aren't many however because this is a core rulebook, and should be completely stand-alone. Therefore these are entirely optional.

If you find errors from the *Star Wars Saga Edition Core Rulebook* I didn't account for, or find an error among my work, do not hesitate to e-mail me at paulklein22@gmail.com. I plan on updating this document until it seems it is no longer necessary.

Droids

p. 197 - 2-1B Medical Droid

Grp: +1 (not +0)
Feats: Remove Skill Training (Use Computer)
Skills: Perception is not a trained skill

p. 198 - R2 Astromech Droid

Senses: Perception +8 (not +3)
Defenses: Fort 9 (not 8)
Grp: -2 (not -4)
Threshold: 9 (not 8)
Skills: Perception +8 (not +3)

p. 198 - 3PO Protocol Droid

Abilities Int 13 (not 12) and Cha 14 (not 15)

p. 199 - B1 Series Battle Droid

Defenses: Will 10 (not 11)
Systems: Replace "remote processor" with "remote receiver"

p. 199 - B2 Series Super Battle Droid

Ranged: Replace "Rapid Fire" with "Rapid Shot"
Atk Options: Replace "Rapid Fire" with "Rapid Shot"
Atk Options: Aid another +5 (not +4)

p. 200 - Droideka Destroyer Droid

Defenses: Will 12 (not 10)
Ranged: laser cannon +12 (not +11) or
Ranged: laser cannon +10 (not +9) with Rapid Shot or
Ranged: laser cannon +7 (not +6) with Burst Fire or
Ranged: Add laser cannon +10/+10 (3d8) or
Ranged: Add laser cannon +8 (4d8)/+8 (4d8) with Rapid Shot or
Ranged: Add laser cannon +5 (5d8)/+5 (5d8) with Burst Fire
Feats: Remove Point Blank Shot and Weapon Proficiency (simple)
Skills: Stealth +3 (not -3)

p. 200 - Dwarf Spider Droid

Senses: Perception +17 (not +12)
Ranged: Blaster cannon 3d12 (not 6d8)
Feats: Remove Weapon Proficiency (simple)
Skills: Climb +10 (not +6) and is not a trained skill, Perception +17 (not +12) and Stealth -2 (not -6)

p. 201 - Crab Droid

Threshold: 22 (not 42)
Melee: Claw +8* (not +16*)
*Includes 8 points of Power Attack
Feats: Remove Powerful Charge
Skills: Climb +13 (not +8) and is not a trained skill and Stealth +0 (not -6)

p. 201 - IG-100 Series MagnaGuard

Defenses: Ref 18 (not 17) and flat-footed 17 (not 16)
Defenses: Fort 19 (not 17)
Threshold: 19 (not 17)
Melee: Electrostaff 2d6+6 (not 2d8+6)
Feats: Replace "Melee Defenses" with "Melee Defense"

p. 202 - Viper Series Probe Droid

Defenses: Ref 16 (not 14) and flat-footed 15 (not 13)
Defenses: Fort 16 (not 14)
Threshold: 21 (not 19)
Skills: Add Knowledge (Galactic Lore) +6
Skills: Remove Use Computer

Main and Supporting Characters

p. 261 - Darth Vader

Senses: Perception +16 (not +11)
Defenses: Ref 40 (not 39) and flat-footed 37 (not 36)
Defenses: Fort 37 (not 36) **Defenses:** Will 34 (not 33)
Threshold: 37 (not 36)
Melee: Increase all attacks by 1
Ranged: by weapon +21 (not +20)
Base Atk: +18 (not +17) **Grp:** +21 (not +20)
Feats: Missing 1 feat
Skills: Add Jump +17 and Perception +16
Skills: Pilot +21 (not +17)

p. 262 - Obi-Wan Kenobi

Force Techniques: Remove 1 Force Point Recovery
Skills: Add Pilot +15

p. 263 - Senator Padmé Amidala

Talents: Add Inspire Confidence
Talents: Remove "Wanted Alive"
Skills: Missing 1 skill

p. 263 - Luke Skywalker

Defenses: Ref 28 (not 26) and flat-footed 25 (not 23)
Melee: Lightsaber +9/+9 (not +9/+10) with Double Attack
Ranged: blaster pistol 3d6+5 (3d6)
Feats: Add Weapon Proficiency (heavy)
Feats: Remove Melee Defense
Skills: Missing 1 skill

p. 264 - Leia Organa

Senses: Perception +17 (not +18)
Ranged: sporting blaster pistol +11 and 3d4+7 (not +10 and 3d4+5) or
Ranged: sporting blaster pistol +6/+6 and 3d4+7 (not +5/+5 and 3d4+5) with Double Attack
Talents: Add Distant Command
Talents: Remove Rally
Feats: Double Attack should apply to pistols.
Skills: Add Knowledge (social sciences) +12

p. 265 - Han Solo

Defenses: Will 25 (not 24)
Ranged: heavy blaster pistol +12 and 3d8+9 (not +14 and 3d8+6) or
Ranged: heavy blaster pistol 4d8+9 (not 4d8+6) with Rapid Shot
Skills: Add Persuasion +13

p. 266 - Chewbacca

Init: +11 (not +6)
Defenses: Fort 26 (not 27)
Threshold: 26 (not 27)
Feats: Add Shake It Off
Feats: Remove Extra Rage
Skills: Add Initiative +11
Skills: Climb +9 (not +5), Endurance +15 (not +10), Mechanics +11 (not +10), Persuasion +10 (not +5), Pilot +11 (not +10), Use Computer +11 (not +10)

p. 267 - Lando Calrissian

Feats: Double Attack should apply to pistols.
Skills: Add Knowledge (bureaucracy) +11

p. 267 - R2-D2

Init: +7 (not +3) **Senses:** Perception +9 (not +6)
Melee: electroshock probe +9 (not +10)
Ranged: by weapon +8 (not +14)
Skills: Use Computer +17 (not +15)

Update
The Force Unleashed Campaign Guide

Talents: Add Adept Assistant (p. 102)
Talents: Remove Master Slicer

p. 267 - C-3PO

Init: +2 (not -1) **Senses:** Perception +9 (not +0)
Abilities: Int 13 (not 12), Wis 13 (not 12) and Cha 15 (not 16)
Skills: Deception +10 (not +11) and Persuasion +15 (not +16)

Update
The Force Unleashed Campaign Guide

Talents: Add Etiquette (p. 103) and Protocol (p. 103)
Talents: Remove Coordinate (2)

p. 268 - Yoda

Languages: Shyriiwook is understand only
Melee: lightsaber +19/+19/+19 (not +29/+29/+29) with Triple Attack
Grp: +18 (not +14)
Force Techniques: Add Force Power Mastery (rebuke)
Force Techniques: Remove 1 Force Point Recovery
Feats: Double Attack should apply to lightsabers.

p. 268 - Emperor Palpatine

Init: +17 (not +16)
Skills: Initiative +17 (not +16)

p. 270 - Boba Fett

Species: Human
Defenses: Ref 36 (not 34) and flat-footed 33 (not 32)
Feats: Missing 1 feat
Skills: Missing 1 skill
Skills: Stealth +16 (not +11)

p. 271 - General Grievous

Defenses: Ref 35 (not 30) and flat-footed 31 (not 27)
Melee: lightsaber +22 (not +21) or
Melee: lightsaber +20/+20 (not +19/+19) or
Melee: lightsaber +15/+15/+15 (not +14/+14/+14) with Double Attack or
Melee: lightsaber +10/+10/+10/+10 (not +11/+11/+11/+11) with Triple Attack
Ranged: heavy blaster pistol +18 (not +17)
Base Atk: +14 (not +13) **Grp:** +20 (not +19)
Talents: Add Field Tactics
Talents: Remove Outmaneuver
Feats: Remove Weapon Focus (simple)
Skills: Add Pilot +16

Creatures

p. 275 - Dewback

Defenses: Ref 11 (not 12) and flat-footed 11 (not 12)

p. 276 - Rancor

Threshold: 26 (not 36)

p. 276 - Reek

CL: 7 (not 8)
Skills: Endurance +19 (not +20)

p. 277 - Tauntaun

Defenses: Ref 12 (not 13) and flat-footed 11 (not 12)

p. 277 - Wampa

Senses: Perception +4 (not +2)
Defenses: Ref 14 (not 15) and flat-footed 14 (not 15)
Skills: Stealth +2 (not +7)

Character Archetypes

p. 279 - Scout Trooper

Ranged: frag grenade +5
Grp: +5 (not +4)

p. 280 - Imperial Officer

Defenses: Will 19 (not 18)
Abilities: Int 13 (not 12)

p. 281 - Clone Trooper

Senses: Perception +9 (not +4)
Ranged: blaster rifle 3d8 (not 3d8+3)
Feats: Add Coordinated Attack
Skills: Perception +9 (not +4)

p. 282 - ARC Trooper

Defenses: Ref 23 (not 21) and flat-footed 21 (not 20)
Melee: unarmed 1d6+5 (not 1d4+5)
Ranged: heavy repeating blaster +11 and 5d10+3 (not +10 and 5d10+5) with Burst Fire or
Ranged: heavy repeating blaster +11 and 3d10+3 (not +10 and 3d10+5) with autofire
Ranged: missile launcher +13 and 6d6+3 (not +12 and 6d6+5)
Talents: Add Greater Weapon Focus (heavy)
Talents: Remove Weapon Specialization (heavy)
Skills: Stealth +12 (not +10)

p. 283 - Bounty Hunter

Init: +8 (not +13)
Defenses: Ref 24 (not 23)
Ranged: stun grenade +11 (not +9)
Skills: Remove Initiative and Endurance
Skills: Add the "H" superscript after Perception.

p. 283 - Crime Lord

Ranged: heavy blaster pistol +2/+2 (not +5/+5)
Feats: Add Precise Shot
Feats: Remove Dual Weapon Mastery II
Feats: "Minion" should be "Attract Minion"

p. 284 - Dark Side Marauder

Melee: vibro-ax 2d10+8 (not 2d10+10) or
Melee: vibro-ax 3d10+8 (not 3d10+10) with Mighty Swing
Special Actions: Remove Tough as Nails
Talents: Add Devastating Attack (advanced melee weapons)
Talents: Remove Weapon Specialization (advanced melee weapons)
Feats: "Force Sensitivity" should be "Force Sensitive"

p. 284 - Thug

CL: 0 (not 1)
Feats: Add Power Attack
Feats: Remove Cleave

STAR WARS

ROLEPLAYING GAME

Saga Edition Conversion Guide

GARY M. SARLI

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Ultimately, the best way to start a campaign for the new Saga Edition of the *Star Wars Roleplaying Game* is by generating new characters. However, many players will want to transfer characters from the previous version of the rules outlined in the *Revised Core Rulebook*. These guidelines are designed to help you convert characters, equipment, and other mechanics from the previous version into the new rules.

Throughout the process, remember that conversion from one game system to another is by definition an inexact science. Though the guidelines provide a foundation for conversion, they can't be exhaustive, nor are they perfect. You'll see a lot of vague references to approximation, estimates, and "starting points." You and your Gamemaster should work together to ensure that the spirit of your character is preserved during the process, even if the numbers don't always add up the same.

The Basics

There have been a few simple changes to basic mechanics that apply to virtually every character in the game.

Hit Points: For heroic characters, hit points are equal to vitality points, but add twice your maximum vitality points from your class at 1st level to your total. For example, a soldier 5/noble 3 would add 20 hit points to his total; his class at first level has d10 vitality, and twice the maximum (10 vitality points) yields +20 hit points.

For nonheroic characters, hit points are 1d4 + Con modifier per level (an average of 2.5 hit points + Con modifier per level, rounded down).

Defenses: Your Reflex, Fortitude, and Will Defense scores are calculated with a new method. Each defense score has a value of 10 + heroic level (or armor bonus, if any) + relevant ability modifier + best class defense bonus + size modifier (if any). See the *Saga Edition* rulebook, page 36, for a list of class defense bonuses, and see each prestige class description for their individual class defense bonuses.

Damage Threshold: Your damage threshold is equal to your Fortitude Defense unless you are greater than Medium size (see Creatures, page 15 of this document) or you have a talent, feat, or class feature that increases it.

Species

For the most part, species from the previous rules are playable in the new rules. The primary changes you'll need to make are outlined below. As always, compare the new species to existing species in the *Saga Edition* rulebook to see if your conversion is significantly better or worse than those species, making adjustments as you see fit. Species that originally appeared in the *Revised Core Rulebook* but not in the *Saga Edition* rulebook are outlined in Table 1: Species. For others, follow the guidelines below.

Speed: Your new speed (in 1.5-meter squares) is determined by your old speed (in meters), as shown in the chart below.

OLD SPEED	NEW SPEED
18–20 meters	10 squares
14–16 meters	8 squares
10–12 meters	6 squares
6–8 meters	4 squares
4 meters	2 squares
2 meters	1 square

Table 1: Species

SPECIES	SPECIES TRAITS
Geonosian	+2 Str, –2 Int, –2 Wis, –2 Cha; speed 6 sq., fly 8 sq.; +1 natural armor; +2 species bonus to Fortitude Defense vs. radiation; low-light vision; bonus feat: Weapon Proficiency (advanced melee weapons); conditional bonus feat: Skill Focus (Mechanics) if trained in Mechanics; languages: Geonosian.
Jawa	+2 Dex, –2 Str, –2 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 4 sq.; may take 10 on Survival checks in desert terrain, reroll Mechanics checks when repairing an object, vehicle, or droid; darkvision; languages: Jawa and Jawa Trade Language.
Kaminoan	+2 Con, –2 Wis; speed 6 sq.; may take 10 on Survival checks in aquatic terrain, reroll Treat Injury and Knowledge (life sciences) checks; languages: Kaminoan and Basic.
Noghri	+2 Dex, –4 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 6 sq.; scent; primitive; bonus feat: Martial Arts I; reroll Initiative checks; languages: Honoghran.
Tusken Raider	+2 Con, –2 Int, –2 Wis; speed 6 sq.; reroll Stealth and Survival checks; languages: Tusken.

If you have an additional movement type (for example, a climb speed or a swim speed), convert the speed to squares as described above. Any species with a climb speed can reroll Climb checks or take 10 even under stress, and any species with a swim speed can reroll Swim checks or take 10 even under stress.

Skills: If the species gains a skill bonus of some sort, replace it with one of the options outlined below; of these, the "reroll" option is by far the most common. Generally, a species shouldn't have special rules for more than two skills.

Reroll: You may reroll a skill check for a given skill, but you must keep the second result. If the species' bonus in the previous rules only applied to part of a skill (for example, Intimidation is now just a part of Persuasion), limit the reroll to a single use of that skill (for example, you can reroll only when using Persuasion to intimidate). This is best used for a species that is naturally good—or, rather, naturally unlikely to fail—with a given skill, whether trained or not.

Conditional Bonus Feat: You gain Skill Focus (skill) if you are trained in that skill. This is best for skills where the species is best known for producing highly skilled experts or professionals in a given field. For example, Bothans make exceptionally good spies, but they spend a lot of time training to achieve that distinction. In addition, this may be used as a way to further enhance a species' natural aptitude with a skill that already gets a reroll. For example, Cereans get a reroll and a conditional bonus feat for Initiative.

Take 10 Under Stress: You may take 10 at any time with the skill. This is usually reserved for Swim and Climb checks when the species has a swim or climb speed, respectively.

Other Abilities: Most other abilities should have a clear analog. For example, a species that used to gain Iron Will as a bonus feat should instead get a +2 species bonus to its Will Defense. Similarly, a species with Toughness as a bonus feat should gain either Toughness (if you want them to last a bit longer in a fight) or Improved Damage Threshold (if you want them to be hard to hurt or kill). Low-light vision and darkvision are kept intact, but make sure you use the versions shown in Chapter 2: Species.

Droids

Droids are the one aspect of the new rules that are best converted by starting from scratch. Unlike the previous rules, *Saga Edition* presents a comprehensive system for designing and building new droids, so retaining the balance in the new rules can be tricky. Still, if you want to convert a droid and keep it as close as possible to the previous version, follow the steps outlined below.

Abilities: For unique, heroic droids (such as one created specifically for a player character), no adjustment is necessary. For mass-produced models of droids, determine the droid's natural ability scores by subtracting the size modifiers by degree and size (*Saga Edition* rulebook, pages 186–187); discard the droid's original Constitution score, since it is not used in the new rules. Replace these ability scores with 13, 12, 11, 10, and 9, from highest to lowest (or 15, 14, 13, 12, and 10 if the droid's first level is in a heroic class). If two ability scores have the same value, you may put the higher score in whichever one you wish. Finally, add the degree and size modifiers back into the ability scores to determine their final value.

Hit Points and Damage Threshold: If the droid is Large or greater size, make sure you add the appropriate adjustment to the droid's hit points and damage threshold (see Table 11–2, *Saga Edition* rulebook, page 187).

Speed: Determine the droid's speed as shown for species (see above), up to the maximum listed for the droid's locomotion system and size (see Table 11–3, *Saga Edition* rulebook, page 188).

Unarmed Damage: Replace the droid's unarmed damage with the appropriate amount for its size and appendages (see Table 11–4, *Saga Edition* rulebook, page 190).

Other Systems and Accessories: Most other systems and accessories should have a clear equivalent in the new rules. When in doubt, compare to a droid that has game statistics in both systems (such as an R2 astromech, a 3PO protocol, or a B1 battle droid).

Classes and Prestige Classes

Classes and prestige classes are substantially changed from their previous versions (see Table 2: Classes and Prestige Classes, and Table 3: Class Features). Instead of having predetermined class features that are granted at particular levels, classes and prestige classes in Saga Edition have "talents" that can potentially be selected in any order. This maximizes the degree of customization possible in the new rules, but it makes converting an old character somewhat tricky.

Keep in mind that some classes have been merged with others, and each class is meant to be very flexible in its scope. Don't get caught up on the *name* of a class; instead, focus on its functionality and role. For example, an officer, business executive, or professor might all be members of the noble class despite having no aristocratic background. They are logical members of that class because of their leadership skills and education.

Table 2: Classes and Prestige Classes

OLD CLASS	NEW CLASS OR PRESTIGE CLASS
Force adept	Scout* and Force adept
Fringer	Scout
Jedi consular	Jedi and Jedi Knight
Jedi guardian	Jedi and Jedi Knight
Noble	Noble
Scoundrel	Scoundrel**
Scout	Scout
Soldier	Soldier
Tech specialist	Scoundrel
OLD PRESTIGE CLASS	**NEW CLASS OR PRESTIGE CLASS**
Bounty hunter	Bounty hunter
Crime lord	Crime lord
Dark side devotee	Force adept
Dark side marauder	Force adept
Elite trooper	Elite trooper
Jedi ace	Ace pilot
Jedi investigator	Jedi and bounty hunter
Jedi master	Jedi Master
Officer	Officer
Sith acolyte	Sith apprentice
Sith Lord	Sith Lord
Sith warrior	Sith apprentice
Starship ace	Ace pilot
OLD PROFESSIONAL CLASS	**NEW CLASS**
Diplomat	Nonheroic
Expert	Nonheroic
Thug	Nonheroic

* The Force adept concept can be played with any class, but those that come from isolated worlds (the default for Force adepts in the *Revised Core Rulebook*) are most often scouts.
** Many scoundrels are also well adapted to the gunslinger prestige class.

Other Prestige Classes

To convert other prestige classes to the *Saga Edition* rules, use existing prestige classes as a starting point for a comparison. A few specific suggestions are outlined below.

Requirements: Convert skill rank requirements to skill training in the equivalent skill, and add a "Minimum Character Level" requirement equal to (required skill ranks) – 3. For other requirements, look for an equivalent talent, feat, or class feature.

Hit Points: Prestige classes should grant the same number of hit points at each level as their old versions granted in vitality points.

Starting Feats: Prestige classes should not have starting feats in the new rules.

Defense Bonuses: To figure out a prestige class's class defense bonuses, look at the previous progression of Fortitude, Reflex, and Will saving throws to determine if they are "high" (starting at +2), "medium" (starting at +1), or "low" (starting at +0). Generally, a high bonus should be +4 in the new rules, a medium bonus should be +2, and a low bonus should be +0. For example, a prestige class with a good Fortitude save and a medium Reflex save should have class defense bonuses of +4 Fortitude Defense and +2 Reflex Defense.

The total of all class defense bonuses should be +6 for most prestige classes. If you went over this amount, reduce class defense bonuses (starting with the lowest) until you reach the right amount. For example, if a class had two high and one medium saving throw, this would be +4, +4, and +2—four points too many. Reducing the lowest class bonus first, we're left with +4 and +4 in the highest two—still two points too many. Removing points from them equally yields +3 and +3—a total of six points.

Class Features: Most class features can be left intact or used with slight adjustments. Note that the new rules generally avoid giving a bonus to skill checks. Instead, consider abilities that reduce penalties, allow rerolls, or allow the character to take 10 even under stress. As always, look for an existing talent or class feature in the *Saga Edition* rules that is close to the previous class feature.

Table 3: Class Features

OLD CLASS FEATURE	NEW MECHANIC
Fringer	
Barter	Barter (talent: scout)
Bonus class skill	Skill Training (feat)
Bonus feat	Bonus feat (scout)
Jury-rig	Jury-Rigger (talent: scout)
Survival	Fringe Savant (talent: scout)
Force adept	
Bonus feats	Bonus feat (scout)
Comprehend speech	n/a
Force secret	Force Secret (feature: Force disciple)
Force talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)
Force weapon	Attune Weapon (talent: Force adept), Empower Weapon (talent: Force adept)
Skill emphasis	Skill Focus (feat)
Jedi consular	
Block	*Negate energy* (Force power) or *rebuke* (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and attack)	Draw Fire (talent: soldier)
Force training	Force Training (feat)
Healing	Force Treatment (talent: Force adept)
Increase lightsaber damage	n/a
Jedi Knight	Bonus feat (Jedi)
Skill Emphasis	Skill Focus (feat)
Jedi guardian	
Block	*Negate energy* (Force power) or *rebuke* (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and attack)	Draw Fire (talent: soldier)
Force training	Force Training (feat)
Increase lightsaber damage	n/a
Jedi Knight	Bonus feat (Jedi)
Noble	
Bonus class skill	Skill Training (feat)
Bonus feats	Bonus feat (noble)
Coordinate	Coordinate (talent: noble)
Favor	Connections (talent: noble)
Inspire confidence	Inspire Confidence (talent: noble)
Inspire greatness	Ignite Fervor (talent: noble)
Resource access	Wealth (talent: noble)
Scoundrel	
Bonus feats	Bonus feat (scoundrel)
Illicit barter	n/a
Lucky	Knack (talent: scoundrel) or Lucky Shot (talent: scoundrel)
Precise attack	Sneak Attack (talent: scoundrel)
Skill Emphasis	Skill Focus (feat)

Table 3: Class Features (Cont.)

OLD CLASS FEATURE	NEW MECHANIC
Scout	
Bonus feats	Bonus feat (scout)
Evasion	Evasion (talent: scout)
Extreme effort	Extreme Effort (talent: scout)
Heart	n/a
Skill mastery	Acute Senses (talent: scout), Improved Initiative (talent: scout), or Improved Stealth (talent: scout)
Trailblazing	Long Stride (talent: scout) or Surefooted (talent: scout)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Soldier	
Bonus feats	Bonus feat (soldier)
Tech specialist	
Expert	Skill Focus (feat)
Instant mastery	Skill Training (feat)
Research	Trace (talent: scoundrel)
Skill Emphasis	Skill Focus (feat)
Tech specialty	Tech Specialist (feat)*, Fast Repairs (talent: scoundrel)*, Hot Wire (talent: scoundrel)*, Quick Fix (talent: scoundrel)*, Personalized Modifications (talent: scoundrel)*, Gimmick (talent: scoundrel), Master Slicer (talent: scoundrel), Demolitionist (talent: soldier)
OLD PRESTIGE CLASS FEATURE	**NEW MECHANIC**
Bounty hunter	
Sneak attack	Sneak Attack (talent: scoundrel)
Target bonus	Familiar Foe (feature: bounty hunter)
Crime lord	
Contact	Connections (talent: noble)
Exceptional minions	Attract Minion (talent: crime lord)
Inspire fear	Inspire Fear I/II/III (talent: crime lord)
Minions	Attract Minion (talent: crime lord)
Resource access	Wealth (talent: noble)
Dark side devotee	
Dark side Skill Emphasis	Embrace the Dark Side (talent: Force adept)
Dark side talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)
Force weapon	Attune Weapon (talent: Force adept) and Empower weapon (talent: Force adept)
Dark side marauder	
Bonus feats	Bonus feat (soldier)
Force training	Force Training (feat)
Elite trooper	
Deadly strike	Devastating Attack (talent: soldier) and Greater Devastating Attack (talent: elite trooper)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Weapon Focus	Weapon Focus (feat)
Weapon specialization	Weapon Specialization (talent: soldier)
Jedi ace	
Familiarity	Expert Gunner (talent: ace pilot)
Jedi Knight	Bonus feat (Jedi)
Starfighter defense	Vehicle Dodge (feature: ace pilot)
Starfighter evasion	Vehicular Evasion (talent: ace pilot)
Starship focus	Force Pilot (talent: Force)
Trust the Force	Hyperdriven (talent: scoundrel) or stellar warrior (talent: scoundrel)

Table 3: Class Features (Cont.)

OLD PRESTIGE CLASS FEATURE	NEW MECHANIC
Jedi investigator	
Bonus feat	Bonus feat (Jedi)
Contact	Connections (talent: noble)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Favor	Connections (talent: noble)
Jedi Knight	Bonus feat (Jedi)
Profile	Nowhere to Hide (talent: bounty hunter)
Target bonus	Familiar Foe (feature: bounty hunter)
Jedi Master	
Bonus feat	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Force secret	Force Secret (feature: Jedi Master)
Increase lightsaber damage	n/a
Officer	
Bonus feat	Bonus feat (noble or soldier)
Improved tactics	Tactical Edge (talent: officer)
Leadership	Inspire Confidence (talent: noble)
Requisition supplies	Connections (talent: noble)
Tactics	Deployment Tactics (talent: officer)
Uncanny survival	Shift Defense I/II/III (talent: officer)
Starship ace	
Familiarity	Expert Gunner (talent: ace pilot)
Improved starship evasion	Juke (talent: ace pilot)
Starship defense	Vehicle Dodge (feature: ace pilot)
Starship evasion	Vehicular Evasion (talent: ace pilot)

* See Saga Edition Web Enhancement 1, "The Tech Specialist," on Wizards of the Coast's *Star Wars* Web site.

Skills

Skills have changed substantially in that there are no longer skill ranks, and most skills have been combined into new skills. To convert your character's skills, look at the number of ranks in each skill. If you have a number of ranks equal to at least half your character level, you should probably be trained in the equivalent skill (or possess the talent, feat, or other mechanic) shown on Table 4: Skills.

If you run out of trained skills (determined by your starting class), consider taking the Skill Training feat (available as a bonus feat to all classes). If you have trained skills left over, allocate them to whatever skills best fit your character's background and personality.

Feats

In most cases, feats haven't changed too much, but feats that provide a bonus to skill checks are an exception. Most of these feats are best realized with the Skill Focus feat. Use Table 5: Feats to determine the equivalent mechanic for all of your character's feats in the old rules.

Table 4: Skills

OLD SKILL	NEW MECHANIC
Appraise	Knowledge (technology) (skill)
Astrogate	Use Computer (skill)
Balance	Acrobatics (skill)
Bluff	Deception (skill)
Climb	Climb (skill)
Computer Use	Use Computer (skill)
Craft	Mechanics (skill) or Knowledge (technology) (skill)
Demolitions	Mechanics (skill) and Demolitionist (talent: soldier)
Diplomacy	Persuasion (skill)
Disable Device	Mechanics (skill)
Disguise	Deception (skill)
Entertain	Persuasion (skill)
Escape Artist	Acrobatics (skill)
Forgery	Deception (skill)
Gamble	Gambler (talent: scout)
Gather Information	Gather Information (skill)
Handle Animal	Persuasion (skill) or Knowledge (life sciences) (skill)
Hide	Stealth (skill)
Intimidate	Persuasion (skill)
Jump	Jump (skill)
Knowledge (alien species)	Knowledge (life sciences) (skill) or Knowledge (social sciences) (skill)
Knowledge (archaeology)	Knowledge (galactic lore) (skill) or Knowledge (social sciences) (skill)
Knowledge (architecture)	Knowledge (technology) (skill)
Knowledge (astronomy)	Knowledge (physical sciences) (skill)
Knowledge (biology)	Knowledge (life sciences) (skill)
Knowledge (bureaucracy)	Knowledge (bureaucracy) (skill)
Knowledge (business)	Knowledge (bureaucracy) (skill)
Knowledge (chemistry)	Knowledge (physical sciences) (skill)
Knowledge (engineering)	Knowledge (technology) (skill)
Knowledge (forensics)	Knowledge (physical sciences) (skill)
Knowledge (genetics)	Knowledge (life sciences) (skill)
Knowledge (geography)	Knowledge (galactic lore) (skill)
Knowledge (history)	Knowledge (galactic lore) (skill)
Knowledge (Jedi lore)	Knowledge (galactic lore) (skill)
Knowledge (medicine)	Knowledge (life sciences) (skill)
Knowledge (physics)	Knowledge (physical sciences) (skill)
Knowledge (politics)	Knowledge (social sciences) (skill) or Knowledge (bureaucracy) (skill)
Knowledge (streetwise)	Knowledge (bureaucracy) (skill) or Knowledge (social sciences) (skill)
Knowledge (tactics)	Knowledge (tactics) (skill)
Knowledge (technology)	Knowledge (technology) (skill)
Knowledge (wilderness lore)	Knowledge (life sciences) (skill) and/or Survival (skill)
Knowledge (world lore)	Knowledge (galactic lore)
Listen	Perception (skill)
Move Silently	Stealth (skill)
Pilot	Pilot (skill)
Profession	n/a
Read/Write Language	Linguist (feat)
Repair	Mechanics (skill)

Table 4: Skills (Cont.)

OLD SKILL	NEW MECHANIC
Ride	Ride (skill)
Search	Perception (skill)
Sense Motive	Will Defense and/or Perception (skill)
Sleight of Hand	Deception (skill)
Speak Language	Linguist (feat)
Spot	Perception (skill)
Survival	Survival (skill)
Swim	Swim (skill)
Treat Injury	Treat Injury (skill)
Tumble	Acrobatics (skill)
OLD FORCE SKILL	**NEW MECHANIC**
Affect Mind	*Mind trick* (Force power)
Battlemind	*Battle strike* (Force power)
Drain Energy	n/a
Empathy	Force Perception (talent: Force) and/or Force Persuasion (talent: Jedi)
Enhance Ability	n/a
Enhance Senses	Use the Force (skill) and/or Force Perception (talent: Force)
Farseeing	*Farseeing* (Force power)
Fear	*Mind trick* (Force power)
Force Defense	*Rebuke* (Force power)
Force Grip	*Force grip* (Force power)
Force Lightning	*Force lightning* (Force power)
Force Stealth	Clear Mind (talent: Jedi)
Force Strike	*Force slam* (Force power) and/or *Force thrust* (Force power)
Friendship	Force Persuasion (talent: Jedi) and/or Charm Beast (talent: Dathomiri Witch)
Heal Another	*Vital transfer* (Force power)
Heal Self	*Vital transfer* (Force power)
Illusion	n/a
Move Object	*Move object* (Force power)
See Force	Use the Force (skill)
Telepathy	Use the Force (skill)

Table 5: Feats

OLD FEAT	NEW MECHANIC
Acrobatic	Skill Focus (Acrobatics) (feat)
Advanced Martial Arts	Martial Arts III (feat)
Alertness	Skill Focus (Perception) (feat)
Ambidexterity	Dual Weapon Mastery I (feat)
Armor Proficiency (heavy)	Armor Proficiency (heavy)
Armor Proficiency (light)	Armor Proficiency (light)
Armor Proficiency (medium)	Armor Proficiency (medium)
Armor Proficiency (powered)	n/a
Athletic	Skill Focus (Climb) and/or Skill Focus (Jump)
Blind-Fight	Keen Shot (talent: scout)
Cautious	Skill Focus (Mechanics) (feat)
Cleave	Cleave (feat)
Combat Expertise	Melee Defense (feat)
Combat Reflexes	Combat Reflexes (feat)
Defensive Martial Arts	n/a
Dodge	Dodge (feat)
Endurance	Endurance (skill)
Exotic Weapon Proficiency	Exotic Weapon Proficiency (weapon) (feat) or Weapon Proficiency (lightsabers) (feat)
Fame	n/a
Far Shot	Far Shot (feat)
Force-Sensitive	Force Sensitivity (feat)
Frightful Presence	n/a
Gearhead	Skill Focus (Mechanics) (feat)
Great Cleave	Great Cleave (feat)
Great Fortitude	Improved Defenses (feat)
Headstrong	n/a
Heroic Surge	n/a
Improved Bantha Rush	Bantha Rush (feat)
Improved Critical	Triple Crit (feat)
Improved Disarm	Improved Disarm (feat)
Improved Initiative	Initiative (skill)
Improved Martial Arts	Martial Arts II (feat)
Improved Trip	Trip (feat)
Improved Two-Weapon Fighting	Dual Weapon Mastery III (feat)
Infamy	n/a
Influence	Connections (talent: noble)
Iron Will	Improved Defenses (feat)
Lightning Reflexes	Improved Defenses (feat)
Low Profile	n/a
Martial Arts	Martial Arts I (feat)
Mimic	Skill Focus (Deception) (feat)
Mobility	Mobility (feat)
Multishot	Burst Fire (feat)
Nimble	Skill Focus (Acrobatics) (feat) or Skill Focus (Deception) (feat)
Persuasive	Skill Focus (Deception) (feat) or Skill Focus (Persuasion) (feat)
Point Blank Shot	Point Blank Shot (feat)
Power Attack	Power Attack (feat)
Precise Shot	Precise Shot (feat)

Table 5: Feats (Cont).

OLD FEAT	NEW MECHANIC
Quick Draw	Quick Draw (feat)
Quickness	Toughness (feat)
Rapid Shot	Rapid Shot (feat)
Rugged	Skill Focus (Survival) (feat)
Run	Run (talent: scout)
Sharp-Eyed	Skill Focus (Perception) (feat)
Shot on the Run	Running Attack (feat)
Skill Emphasis	Skill Focus (feat)
Spacer	Skill Focus (Pilot) (feat)
Spring Attack	Running Attack (feat)
Stamina	Extra Second Wind (feat)
Starship Dodge	Vehicle Dodge (feature: ace pilot)
Starship Operation	Vehicular Combat (feat)
Steady	Skill Focus (Acrobatics) (feat)
Stealthy	Skill Focus (Stealth) (feat)
Sunder	n/a
Surgery	Skill Focus (Treat Injury) (feat)
Toughness	Improved Damage Threshold (feat)
Track	Expert Tracker (talent: scout)
Trick	Skill Focus (Deception) (feat)
Trustworthy	Skill Focus (Persuasion) (feat) or Skill Focus (Gather Information) (feat)
Two-Weapon Fighting	Dual Weapon Mastery II (feat)
Weapon Finesse	Weapon Finesse (feat)
Weapon Focus	Weapon Focus (feat)
Weapon Group Proficiency (blaster pistols)	Weapon Proficiency (pistols) (feat)
Weapon Group Proficiency (simple)	Weapon Proficiency (simple) (feat)
Weapon Group Proficiency (blaster rifles)	Weapon Proficiency (rifles) (feat)
Weapon Group Proficiency (vibro weapons)	Weapon Proficiency (advanced melee weapons) (feat)
Weapon Group Proficiency (heavy weapons	Weapon Proficiency (heavy weapons) (feat)
Weapon Group Proficiency (slugthrowers)	Weapon Proficiency (pistols) (feat) and Weapon Proficiency (rifles) (feat)
Weapon Group Proficiency (vehicle weapons)	Weapon Proficiency (heavy weapons) (feat)
Whirlwind Attack	Whirlwind Attack (feat)
Zero-G Training	Spacehound (talent: scoundrel)
OLD FORCE FEAT	**NEW MECHANIC**
Alter	Use the Force (skill)*
Attuned	Equilibrium (talent: Force)
Aware	Improved Sense Force (Force technique)
Burst of Speed	*Surge* (Force power)
Compassion	*Vital transfer* (Force power)
Control	Use the Force (skill)*
Dissipate Energy	*Negate energy* (Force power)
Focus	Disciplined Strike (talent: Force)
Force Flight	Flight (talent: Dathomiri Witch)
Force Mastery	Quicken Power (Force secret)
Force Mind	Battle Meditation (talent: Jedi)
Force Speed	*Surge* (Force power)
Force Whirlwind	Improved Move Light Object (Force technique)
High Force Mastery	Force Point Recovery (Force technique)

Table 5: Feats (Cont).

Improved Force Mind	Battle Meditation (talent: Jedi)
Knight Defense	Lightsaber Defense (talent: Jedi)
Knight Mind	Battle Meditation (talent: Jedi)
Knight Speed	*Surge* (Force power)
Lightsaber Defense	Lightsaber Defense (talent: Jedi)
Link	Improved Telepathy (Force technique)
Malevolent	Telekinetic Power (talent: Force)
Master Defense	Lightsaber Defense (talent: Jedi)
Master Mind	Battle Meditation (talent: Jedi)
Master Speed	*Surge* (Force power)
Mettle	*Battle strike* (Force power) or *rebuke* (Force power)
Mind Trick	*Mind trick* (Force power)
Rage	*Dark rage* (Force power)
Sense	Use the Force (skill)*

* Optionally, you might take a talent from the Force talent tree of the same name (Alter, Control, Sense).

Equipment

Like everything else, equipment usually works similarly to how it did before, but there are a few significant exceptions.

Weapons

The primary things you'll need to adjust with weapons are range, translating multifire/autofire into the new rules, and (occasionally) changing damage dice.

Range

Ranged weapons have their range determined by their weapon group. In addition, they may have the accurate/inaccurate quality, depending on their range increments (see Table 6: Accurate and Inaccurate Weapons by Range Increment).

Exotic Weapons: To determine the range for an exotic weapon, compare it to the most similar weapon to determine what range group it should use. For example, a Medium-size weapon with a stock is probably most similar to a rifle, while a Large shoulder-fired weapon is probably most similar to a heavy weapon. Determine the accurate or inaccurate quality as described above.

Autofire Capability

Most weapons are single-shot only. Rifles with a multifire setting will have single-shot and autofire capability in the new rules. Any weapon with an autofire setting in the old rules will be an autofire-only weapon in the new rules.

Threat Range

Note that all weapons inflict critical hits at the same rate in the new rules, so the critical threat range in the previous rules is not used.

Damage

Damage dice are the same, with a few exceptions:

Explosives: Grenades, thermal detonators, and the like no longer have a bonus after their damage dice (for example, 4d6+1 is now 4d6). Other explosive weapons, such as missile launchers and flechette launchers, have d6 damage dice. Figure the weapon's maximum damage and divide by 6, rounding down, to determine the number of damage dice.

Example: A DF-D1 flechette launcher deals 5d8 points of damage. Its maximum damage is 40; dividing by 6 and rounding down, we get 6. Thus, in *Saga Edition*, the DF-D1 deals 6d6 points of damage.

Table 6: Accurate and Inaccurate Weapons by Range Increment

WEAPON GROUP	INACCURATE	ACCURATE
Heavy	60 m or less	120 m or more
Pistols	8 m or less	12 m or more
Rifles	20 m or less	40 m or more
Simple	4 m or less	12 m or more
Thrown	2 m	6 m or more

Blasters: All blasters deal 3 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
12 or less	3d3
13–18	3d4
19–24	3d6
25–30	3d8
31–36	3d10
37 or more	3d12

Example 1: An A-280 blaster rifle deals 3d8+3 points of damage. Its maximum damage is 27, and its minimum damage is 6, yielding a total of 33. According to the chart, the A-280 blaster rifle deals 3d10 points of damage in the new rules.

Example 2: A DY-225 heavy blaster deals 3d8–2 points of damage. Its maximum damage is 22, and its minimum damage is 1, yielding a total of 23. According to the chart, the DY-225 heavy blaster deals 3d6 points of damage in the new rules.

Slugthrowers and Powered Melee Weapons: All slugthrowers and powered melee weapons deal 2 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
7 or less	2d3
8–11	2d4
12–15	2d6
16–19	2d8
20–23	2d10
24 or more	2d12

Example 1: A great force pike deals 3d8 points of damage. Its maximum damage is 24, and its minimum damage is 3, yielding a total of 27. According to the chart, a great force pike deals 2d12 points of damage in the new rules.

Example 2: A vibrorapier deals 2d6+2 points of damage. Its maximum damage is 14, and its minimum damage is 4, yielding a total of 18. According to the chart, a vibrorapier deals 2d8 points of damage in the new rules.

Nonpowered Weapons: All other nonpowered weapons should only deal a single die of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
4 or less	1d3
5–6	1d4
7–8	1d6
9–10	1d8
11–12	1d10
13 or more	1d12

Armor

Armor works differently in *Saga Edition*, providing a bonus to Reflex Defense (and sometimes Fortitude Defense) instead of Damage Reduction.

Armor Bonus to Reflex Defense: The armor bonus to Reflex Defense is equal to the armor's previous Damage Reduction. Add +1 to the armor bonus if the suit had a DR of 3 or more, add +2 to the armor bonus if the suit had a DR of 5 or more, and add +3 to the armor bonus if the suit had a DR of 7 or more.

Equipment Bonus to Fortitude Defense: Most full-body armor (that is, covering the whole body, including the head and face) provides an equipment bonus to Fortitude Defense. This bonus is +1 for an armor bonus of +4 or less, +2 for an armor bonus of +5 to +8, +3 for an armor bonus of +9, and +4 for an armor bonus of +10.

Maximum Dex Bonus: Most armor has a Max Dex Bonus equal to (12 – armor bonus)/2, rounded down.

Other Equipment

With few exceptions, equipment will work as written in the new rules, but devices that provide an equipment bonus of greater than +2 should be very rare. In these cases, consider alternatives that reduce penalties or add capabilities instead of adding bonuses.

For example, a camouflage poncho might grant the ability to have concealment as long as you are in the poncho's designated terrain type and you are either prone or adjacent to an object that would grant concealment or cover. Camo scout armor might do the same thing in any terrain. A shadowsuit might take this a step further and allow the wearer to reroll Stealth checks (keeping the second result, even if it is worse).

Electronic Devices: Most electronic devices that provide a skill bonus have an Intelligence of 10 + (2 × bonus), but very simple electronic devices—that is, those that don't provide a skill bonus—usually have an Intelligence of 1.

Vehicles and Starships

Converting vehicles and starships can be a little tricky because you need to determine statistics in a particular order. Follow the guidelines below in the order listed.

Size: A vehicle's new size is based on its old size (in character, starship, or station scale), as shown on Table 7: Vehicle Sizes. You'll need this when recalculating Reflex Defense.

Speed: A vehicle's speed is determined by its maximum velocity (in km/h). Generally, capital ships (that is, anything of Colossal [frigate] or greater size) do not have a character-scale speed rating. At this 1.5-meter-square scale, they don't move around *on* battlefields—they *are* battlefields.

MAX VELOCITY	SPEED*
less than 10 km/h	2 squares
10–29 km/h	4 squares
30–99 km/h	6 squares
100–299 km/h	8 squares
300–999 km/h	12 squares
1,000 km/h or more	16 squares

* Reduce speed by one step for walkers of Gargantuan or greater size.

Maximum velocity itself does not change.

Speed (starship scale): For airspeeders and starships with a maximum velocity rating (in km/h), determine the vehicle's speed in space using the following chart:

MAX VELOCITY	SPEED (IN SPACE)
less than 800 km/h	1 square
800–949 km/h	2 squares
950–1,049 km/h	3 squares
1,050–1,199 km/h	4 squares
1,200–1,299 km/h	5 squares
1,300 km/h or more	6 squares

If a starship does not have a maximum velocity rating, its new speed in space is equal to 1/2 its space speed in the previous rules.

Hit Points: Hit points are determined by the vehicle's previous Hull Points. The exact formula is determined by the vehicle's class (starship vs. vehicle) and its previous Hull Points.

Starship with 200 or more Hull Points: Hit points = Hull Points × 3.
Starship with less than 200 Hull Points: Hit points = Hull Points.
Other vehicle (including airspeeders): Hit points = Hull Points × 2.

Damage Reduction: A vehicle's damage reduction is determined by its size: up to Large, DR 5; Huge or Gargantuan, DR 10; Colossal or Colossal (frigate), DR 15; Colossal (cruiser) or greater, DR 20. Ground vehicles with 150 or more hit points add an additional +5 to their DR (maximum DR 20).

Shield Rating (SR): A vehicle's SR is equal to its Shield Points / 2, rounding down to the nearest multiple of 5.

Strength: A starship's Strength is determined by its hit points and size (both determined above). A vehicle's strength is determined by its hit points only.

Starship, Colossal (station): Strength = 98 + (hit points/75).
Starship, Colossal (cruiser): Strength = 74 + (hit points/75).
Starship, Colossal (frigate): Strength = 50 + (hit points/75).
Starship, Colossal or less: Strength = 26 + (hit points/7.5).
Other vehicle, 100 or more hit points: 18 + (hit points/10).
Other vehicle, less than 100 hit points: 10 + (hit points/5).

Constitution: Any living vehicle (such as Yuuzhan Vong technology) will have a Constitution equal to its Strength score. This doesn't affect hit points or Fortitude save, but it can be useful for determining if a coralskipper or another living vehicle dies after being reduced to 0 hit points. Living vehicles automatically have all appropriate environmental immunities. For example, a coralskipper is not subject to vacuum, atmospheric, or radiation hazards because it is a starship designed to function in such hostile environments.

All nonliving vehicles (that is, the vast majority of *Star Wars* technology) have no Constitution score at all.

Dexterity: There is no direct analog to a vehicle's Dexterity in the previous rules. Use the guidelines below to estimate a vehicle's Dexterity, picking a specific value in the listed range based on how that vehicle compares with others. When in doubt, give the vehicle the minimum Dexterity in a given range.

A vehicle shouldn't have a Dexterity score below 10 unless it is an immobile space station.

DEXTERITY	VEHICLE
10–13	Most freighters, dreadnoughts, heavy walkers
14–16	Most cruisers, most frigates, armed transports, heavy bombers, light walkers, heavy repulsorlift vehicles
17–19	Corvettes, most starfighters, light repulsorlift vehicles
20–23	Superiority fighters, combat airspeeders, older speeder bikes
24–26	Most speeder bikes, swoops, interceptors

Intelligence: A vehicle's Intelligence score is generally 10 + the best fire control bonus of all its weapons. For relatively modern vehicles with sophisticated on-board computers (that is, almost everything in the *Star Wars* galaxy, except vehicles from underdeveloped planets), the minimum Intelligence should be 12 for ground vehicles and 14 for airspeeders and starships.

Table 7: Vehicle Sizes

CHARACTER SIZE	STARSHIP SIZE	STATION SIZE	NEW SIZE	SIZE MODIFIER
Fine	—	—	Fine	+10
Diminutive	—	—	Diminutive	+5
Tiny	—	—	Tiny	+2
Small	—	—	Small	+1
Medium	—	—	Medium	–0
Large	Fine	—	Large	–1
Huge	Diminutive	—	Huge	–2
Gargantuan	Tiny	—	Gargantuan	–5
Colossal	Small	Fine	Colossal	–10
—	Medium	Diminutive	Colossal (frigate)	–10
—	Large	Tiny	Colossal (frigate)	–10
—	Huge	Small	Colossal (frigate)	–10
—	Gargantuan	Medium	Colossal (cruiser)	–10
—	Colossal	Large	Colossal (cruiser)	–10
—	—	Huge	Colossal (station)	–10
—	—	Gargantuan	Colossal (station)	–10
—	—	Colossal	Colossal (station)	–10

Weapons: Damage for starship weapons stays the same as in the previous rules. For other vehicles, weapon damage will change depending on the die type used:

Damage #d10: New damage is #d10×2.

Damage #d8: New damage is #d10.

Any other damage dice: No change except for dropping any modifiers (for example, 4d6+1 becomes 4d6).

Autofire: Turbolasers, heavy cannons, single laser cannons (that is, those that aren't fire-linked, double cannons, or quad cannons), ion cannons, tractor beams, and missile/torpedo/grenade launchers are single-shot only. All other vehicle weapons have autofire capability.

Capital Ships: Capital ships have half as many batteries (round down) as in the previous rules. This accounts for the lack of fire arcs and the somewhat messy issue of batteries, which had a different meaning in the older d6 version of the game than in the later d20 versions.

Grapple: A vehicle's grapple modifier is equal to its pilot's base attack bonus + the vehicle's Strength modifier + the vehicle's special size modifier (Large +5, Huge +10, Gargantuan +15, Colossal +20, Colossal [frigate] +25, Colossal [cruiser] +30, Colossal [station] +35).

Armor Bonus: A vehicle's armor bonus is determined by its hit points, class, and size.

Starship with 200 or more hit points: Armor bonus is equal to hit points/500 – size modifier, rounded down. For example, a Colossal (frigate)-sized starship with 1,000 hit points would have an armor bonus of +12 (1,000/500 is equal to 2, and 2 minus –10 is equal to 12).

All other vehicles: Armor bonus is equal to hit points/50 – size modifier, rounded down.

Reflex Defense: The vehicle's Reflex Defense is equal to 10 + size modifier + armor bonus (or pilot's heroic level) + Dexterity bonus.

Fortitude Defense: The vehicle's Fortitude Defense is equal to 10 + its Strength bonus (or Constitution bonus, for living vehicles).

Damage Threshold: Damage threshold is equal to Fortitude Defense + special size modifier (Large +5, Huge +10, Gargantuan +20, Colossal +50, Colossal [frigate] +100, Colossal [cruiser] +200, Colossal [station] +500).

Creatures

While most of the guidelines under Species, Skills, and Feats apply to creatures, the following tips will make conversion a little easier.

Class and Level: All creatures convert their existing class and level into levels of the beast class.

Hit Points: Creatures' hit points are equal to their vitality points, and their hit points and base attack bonus may be adjusted upward or downward depending on their class in the old rules.

CREATURE CLASS	HIT POINTS
Herd animal	+(2 × level)
Parasite	+(1 × level)
Predator	no change
Scavenger	+(1 × level)
Vermin	no change

Base Attack Bonus: All creatures now have a base attack bonus equal to their level × 3/4. This will decrease the base attack bonus for predators but increase it for herd animals and parasites.

Size: Creatures' sizes stay the same, but the size bonuses have changed, and size bonuses are no longer added to attack bonuses. Use the following chart to adjust the creature's Reflex Defense and attack bonuses:

SIZE	REFLEX DEFENSE	ATTACK BONUS
Colossal	–2	+8
Gargantuan	–1	+4
Huge	n/a	+2
Large	n/a	+1
Medium	n/a	n/a
Small	n/a	–1
Tiny	n/a	–2
Diminutive	+1	–4
Fine	+2	–8

Natural Attacks: A creature's natural attacks should be changed to match the description in the *Saga Edition* rulebook, pages 274–275. Note that a creature adds double its Strength modifier to its damage if it has only one type of natural attack, and beasts no longer take a penalty for using secondary natural attacks.

Natural Armor: Creatures have natural armor equal to that listed in the old rules or their beast class level, whichever is less.

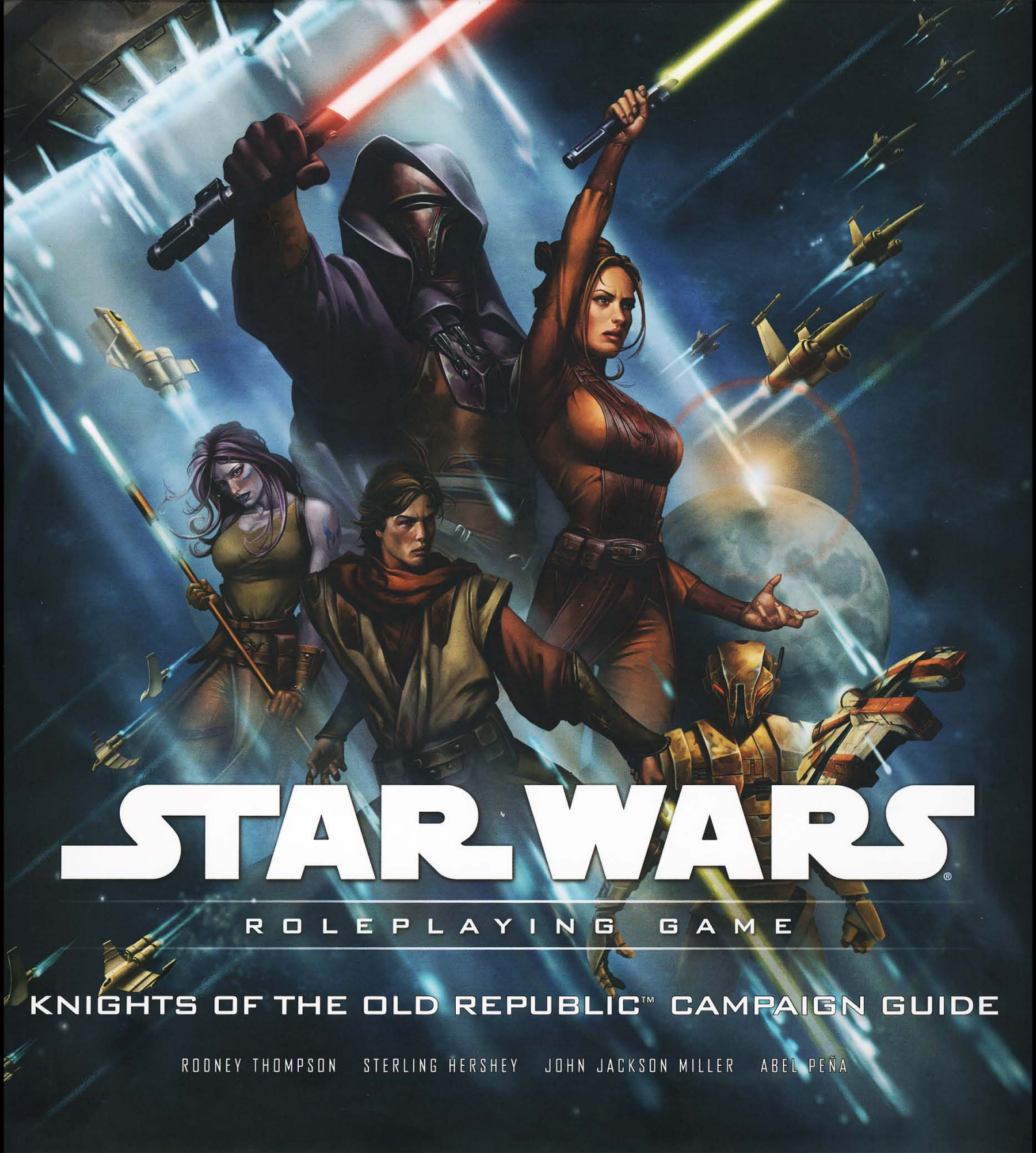
Defenses: Creature's defense scores are equal to 10 + the relevant ability modifier (Dexterity for Reflex Defense, Constitution for Fortitude Defense, and Wisdom for Will Defense). If the creature has natural armor, add its value to its Reflex Defense.

Damage Threshold: Creatures' damage thresholds are equal to their Fortitude Defense, plus a bonus for creatures of greater than Medium size: Large, +5; Huge, +10; Gargantuan, +20; Colossal, +50.

Speed: Adjust a creature's speed as described under Species (page 2 of this document).

Skills: Adjust a creature's species bonus to different skills as described under Species (page 2). In addition, you may convert a skill bonus into a bonus trained skill. Normally, most beasts will have only one trained skill.

Other Abilities: Most special abilities can be used as written, but follow the guidelines under Species (page 2) for converting anything unusual.



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ROLEPLAYING GAME

KNIGHTS OF THE OLD REPUBLIC™ CAMPAIGN GUIDE

RODNEY THOMPSON STERLING HERSHEY JOHN JACKSON MILLER ABEL PEÑA

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Knights of the Old Republic™ Campaign Guide

RODNEY THOMPSON, STERLING HERSHEY, JOHN JACKSON MILLER, ABEL PEÑA

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INTRODUCTION





During the era of the Old Republic, Jedi battle against Sith Lords, Mandalorian warriors raid Outer Rim worlds, and the Republic struggles to fight off enemies at every turn. Smugglers dodge Sith warships and bluff their way past Republic customs agents, while bounty hunters and mercenaries play both sides of every conflict for the greatest profit. Soldiers fight on distant battlefields and defend planets close to home. Vast empires rise, fall, and are reborn. This is the time of the *Knights of the Old Republic* campaign, and it is one of the most exciting periods in all *Star Wars* continuity.

In these years of conflict, your heroes have limitless opportunities to become part of the galaxy's salvation—or its destruction. It is a time of constant warfare, when peace has become little more than a memory and survival is threatened by armies in all parts of the galaxy. It is a time when the Jedi are in abundance, fighting on all fronts, only to be whittled down to near extinction over the course of several conflicts. It is a time when civilization is under siege; warlords and Force-users struggle to unmake the Republic and sow the seeds of chaos. It is a time of mysterious enemies and sudden betrayals, when allies turn to foes, and you never see the lightsaber until it is buried in your back. It is a time when new powers are on the rise, and anyone can ascend to greatness.

A *Knights of the Old Republic* campaign calls for heroes. A hero might be a Jedi Knight, sworn to protect the Republic but reeling from losses in previous wars. Another hero might be a Republic soldier on the front lines of battle, fighting with every ounce of effort to hold the line against Mandalorian invaders. One hero might be an arms dealer smuggling weapons to resistance cells on Sith-controlled worlds, while another might be a hyperspace explorer that stumbles across a secret rallying point for the forces of the Republic. A hero might be a corporate agent overseeing the construction of vital defense systems, or a Jedi Shadow working behind the scenes to bring down a sinister villain. Whatever your hero's history and specialty, the *Knights of the Old Republic* campaign is rife with opportunities to send ripples of influence throughout the galaxy.

The Old Republic Era

The *Knights of the Old Republic Campaign Guide* focuses on the period between the Great Sith War and the final destruction of the old Sith Empire. During this time, the galaxy is embroiled in one war after another, and the Jedi are all but wiped out. Gamemasters have several choices for when, specifically, they might set a *Knights of the Old Republic* campaign. The following section describes the major conflicts and eras of this time.

The Great Sith War (4,000-3,996 BBY)

The Great Sith War begins with the fall of two Jedi students to the dark side: Exar Kun and Ulic Qel-Droma. The spirit of an ancient Sith Lord, Marka Ragnos, tempts the two Jedi and trains them in ancient teachings of the Sith. Flush with power, the two new Sith Lords lead the forces of the Krath—a dark-side cult founded on the Deep Core world of Empress Teta—in a war against the Republic. As the galaxy becomes embroiled in a conflict between the Sith and the Republic, many Jedi fight on either side of the battle. Some defend the Republic from their former comrades, while others are tempted by the lure of the dark side.

The Great Sith War takes an interesting turn with lasting repercussions when Ulic Qel-Droma vanquishes Lord Mandalore in single combat. This binds the Mandalorian clans to the Sith Lord, and he uses their prowess and numbers to redouble the Sith war effort. With both the Krath and the Mandalorians at their command, the Sith ravage the galaxy and deal the Republic blow after blow, staggering their forces. As more and more Sith train on the planet Korriban, thousands of Jedi die at the hands of Krath and Mandalorian forces.

The tide turns once more in favor of the Republic as the brothers Ulic and Cay Qel-Droma engage in a vicious duel on Ossus. After slaying Cay, a despondent Ulic surrenders to the Jedi Nomi Sunrider. Following his capture, the Republic begins an offensive that drives the forces of the Sith back, eventually shattering the Krath forces, routing the Mandalorians, and scattering the few remaining Sith to the farthest reaches of the galaxy. Crippled by the prolonged war effort, the Republic cannot pursue the Sith forces, and Korriban remains under Sith control.

The Restoration Period (3,995-3,966 BBY)

The Great Sith War is a devastating event that causes more damage than any conflict since the Great Hyperspace War a thousand years before. The Jedi Order, greatly depleted, turns inward to heal itself, increasing the responsibilities of a Republic that is barely standing. Piracy is rampant. Trade routes, which had been blazed and developed over centuries at enormous cost, require redevelopment at nearly every stop. Nearly one quarter of the civilized worlds in the Republic have been devastated by the conflict, and most worlds are left on their own to rebuild as the Republic's resources are depleted.

With the Republic itself on the verge of collapse for over a decade following the war, a group of politicians put into motion a series of events that eventually restores the Republic to its prior strength. By guaranteeing the various corporations throughout the galaxy safe passage and trade along the space lanes in exchange for commercial investment in the Republic's infrastructure, the Republic is able to rebuild its military and provide much-needed goods to the devastated people of the galaxy. Hyperspace explorers once again began scouting the galaxy in earnest, discovering newer and safer routes. Across the galaxy, planets begin to rebuild, commerce resumes, and the Republic's military might is reestablished.

The enemies of the Republic are far from inactive during this time, however. The Sith who had fled back to Korriban bide their time and keep a low profile, while those who had fled to the Unknown Regions practice their dark arts in secret. The Mandalorians continue their nomadic existence, rebuilding their ranks and continuing the Mandalorian tradition. Though the Sith would remain silent for a time, the Mandalorians marshal their forces in secret for a return to the galactic stage.

The Mandalorian Wars (3,965-3,960 BBY)

The first battles of the Mandalorian Wars begin nearly a year before the Mandalorians' major invasion. The nomadic mercenary army begins testing the rebuilt Republic's defenses by raiding Outer Rim worlds and interrupting trade routes, forcing the Republic to push its resources further than they were prepared for. When the Republic has been stretched thin across the Outer Rim, the Mandalorians launch a major offensive, invading worlds and devastating the Republic military in battle after battle. As the Mandalorians launch focused strikes against the Republic's poorly defended targets, chaos spreads throughout a Republic that fears the devastation of the Great Sith War.

After a series of military failures, the Republic once again turns to the Jedi Order for aid. Having been hit the hardest by the casualties of the Great Sith War, the Jedi Order refuses, at first, to join the military effort. However, among the Jedi are a few who cannot stand by while the Mandalorian invasion batters at the Republic's defenses, including a powerful Jedi called Revan. Revan leads other like-minded Jedi into battle once more, despite the Order's directive that they should not be involved. After victories against the Mandalorians, even more Jedi flock to Revan's call. Over time, the Republic cedes control of many of its military assets to the Jedi, and the Mandalorian Wars begin in full.

As battles rage across the galaxy, Mandalorians win victories against the Republic and the Republic reclaims territories lost to the Mandalorians. Quickly, Jedi such as Revan and his apprentice, Malak, become war heroes. After years of violent conflict, the Republic finally manages to repel the Mandalorians with a devastating victory at Malachor V. There, the Mandalorian forces are nearly wiped out. The surviving Mandalorians go into exile, and the Jedi are heralded as saviors of the Republic. Surprisingly, though, Revan and Malak gather the remnants of their fleets and flee into the Unknown Regions. For a short few months, peace reigns in the Republic once more, but questions surround the departure of the Jedi.

The Jedi Civil War (3,959-3,956 BBY)

Celebration of victory over the Mandalorians soon turns bitter when Revan and Malak return from the Unknown Regions at the head of a massive Sith Armada. Darth Revan and Darth Malak, now Dark Lords of the Sith, quickly reclaim the planet Korriban, seize control of a large swath of Republic space and declare themselves the leaders of a new Sith Empire. While in the Unknown Regions, Revan and Malak steep themselves in the teachings of those Sith who had been defeated in the Great Sith War, and empowered by the Jedi victories in the Mandalorian Wars they set out to conquer the galaxy. The Sith military continue their assaults on Republic worlds, conquering one planet after another, embroiling the galaxy in conflict once more.

Even though the Republic military that travel with Revan and Malak have long since been corrupted by the dark side, upon their return they are joined by many other Republic loyalists. Former comrades-in-arms now fight one another in desperate battles. A Republic already damaged by the Mandalorian Wars struggles to fight off a new enemy made up of their former allies. Many worlds voluntarily join the Sith, believing that because Revan and Malak saved them from the Mandalorians they are more fit to lead than the Republic. Revan recruits to his cause those Jedi who will follow him, and he attacks the rest, forcing the Jedi to choose between joining the Sith or death.

A Jedi strike force alters the course of the Jedi Civil War by boarding a starship controlled by Revan and Malak, engaging the two Sith Lords in combat. Malak turns on his master, and Revan is struck down, only to be saved by a young Jedi named Bastila Shan. A captive of the Jedi, Revan's memory is erased and his identity rebuilt as a loyal agent of the Republic. This ruse does not last long, and soon Revan rediscovers who he is and what he has done. Rejecting his former self and embracing the way of the light, Revan retraces his steps and discovers a massive artifact known as the Star Forge, aboard which he duels and vanquishes his former apprentice, Malak, ending the Jedi Civil War.

The Dark Wars (3,955-3,951 BBY)

After Darth Malak's defeat at the Battle of Rakata Prime, the forces of the Sith fall into chaos. Retreating from continued attacks by the Republic, the Sith Empire fragments into hundreds of smaller territories ruled over by Sith warlords. The few remaining Dark Lords of the Sith fight with one another over the scraps of their Empire, damaging themselves as much as the Republic. While the Republic rebuilds its forces, the Sith seem content to eradicate themselves, as each Dark Lord of the Sith becomes determined to be the new leader of the Sith Empire.

Though the Sith are at war with themselves, a small number of Sith Lords band together to form new leadership for their crumbling Empire. Three Sith Lords, Darth Nihilus, Darth Sion, and Darth Traya, decide to restore their former power by eliminating the greatest threat facing the Sith: the Jedi Order. Over the course of several months, these Sith Lords dispatch assassins and strike forces to eliminate the few remaining members of the Jedi Order. In the middle of the Dark Wars, the Jedi order collapses and only a few survivors escape death at the hands of the Sith.

The Sith Triumvirate eliminates the Jedi and seizes control of the failing Sith Empire, planning to reclaim lost territory and launch a united offensive once more. However, these plans are dashed when a Jedi survivor slays all three members of the Sith Triumvirate and helps eliminate the last of the Sith threat. At the end of the Dark Wars, the Jedi survivors begin to rebuild their Order, the Republic solidifies its forces, and the galaxy is once again peaceful and prosperous.

What You Need to Play

As with any *Star Wars* game supplement, you need the *Saga Edition* core rulebook (sometimes abbreviated as *SE*) to make full use of the information in the *Knights of the Old Republic Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* (abbreviated *SG*) and *Scum and Villainy* (abbreviated *SV*), but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

"Look, everybody always figures the time they live in is the most epic, most important age to end all ages. But tyrants and heroes rise and fall, and historians sort out the pieces."

—Jolee Bindo

Chapter I: Species





In the days of the Old Republic, as in all *Star Wars* eras, a variety of species thrive throughout the galaxy. Even though Humans dominate the galactic governments and corporations, many other species hold prominent positions of power. The colonization of the galaxy expands during this era, however the number of inhabited worlds is comparatively fewer than in the classic era. Less common species live on Republic worlds, but they are likely to be fewer in number, and reside in their own enclaves.

Relations between species are more varied than during the classic era. Some worlds have few conflicts, with each species considering others more or less their equal. On other planets, species in the minority might be restricted to certain areas or have fewer rights than the dominant species. This might be true even on planets that consider themselves to be among the most civilized in the galaxy. Non-Human species on the planet Taris, for instance, are not welcome in the Upper City during certain periods of this era. Characters might find their efforts and adventures hampered by such attitudes, but players might find such conflicts useful points for their character backgrounds.

Any of the common species available during the Rise of the Empire era are suitable for a Knights of the Old Republic campaign. However, primitive species such as Gungans and Ewoks leave their homeworlds only in rare and unusual circumstances. The remaining species presented in the Saga Edition core rulebook, along with the species presented in this chapter, are all appropriate for a Knights of the Old Republic campaign.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on the table below and apply the adjustments indicated to your character's ability scores. Use the last two tables to help determine age, height, weight, and any related adjustments to your character. See the *Saga Edition* core rulebook for additional information.

Known Languages

In addition to the languages described in the *Saga Edition* core rulebook, Arkanian and Snivvian are considered common languages in the galaxy. Other languages might be more common in specific regions of the galaxy. For instance, the Mandalorians bring Mando'a to the worlds they conquer. Except for the earliest period of the original Sith Empire, the Sith of this era rely on Basic and their own native languages rather than any common Sith tongue.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Arkanian	+2 Int, –2 Cha
Arkanian Offshoot	+2 Str or +2 Dex, –2 Con
Cathar	+2 Dex, –2 Int
Draethos	+2 Con, –2 Cha
Feeorin	+2 Str, –2 Dex, +2 Con, –2 Wis, –2 Cha
Khil	–2 Con, +2 Int, +2 Cha
Kissai	–2 Wis, +2 Cha
Massassi	+4 Str, –2 Int, –2 Wis, –2 Cha
Miraluka	–2 Dex, +2 Int
Rakata	+2 Int, –2 Wis
Selkath	+2 Cha
Snivvian	+2 Wis

TABLE 1-2: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Arkanian	1.8 m	75 kg
Arkanian Offshoot	1.8 m	75 kg
Cathar	1.7 m	85 kg
Draethos	1.8 m	70 kg
Feeorin	2.2 m	125 kg
Khil	1.5 m	60 kg
Kissai	1.8 m	90 kg
Massassi	1.9 m	95 kg
Miraluka	1.8 m	75 kg
Rakata	2.0 m	85 kg
Selkath	1.5 m	60 kg
Snivvian	1.4 m	55 kg

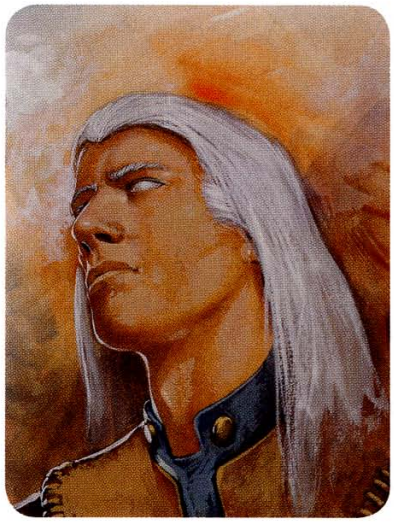
TABLE 1-3: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Arkanian	1–12 years	13–18	19–44	45–76	77–99	100+
Arkanian Offshoot	1–8 years	9–13	14–30	31–45	46–55	56+
Cathar	1–10 years	11–15	16–40	41–62	63–79	80+
Draethos	1–12 years	13–17	18–399	400–699	700–780	781+
Feeorin	1–11 years	12–16	17–194	195–324	325–399	400+
Khil	1–10 years	11–15	16–49	50–74	75–89	90+
Kissai	1–10 years	11–15	16–30	31–42	43–59	60+
Massassi	1–10 years	11–13	14–25	26–35	36–50	51+
Miraluka	1–11 years	12–15	16–44	45–69	70–84	85+
Rakata	1–11 years	12–16	17–50	51–69	70–79	80+
Selkath	1–10 years	11–15	16–54	55–84	85–99	100+
Snivvian	1–11 years	12–17	18–49	50–79	80–105	106+

ARKANIAN

Arkanian society and history are among the most complex in the Old Republic. At different times in its history, Arkania has belonged to both the Republic and the Sith Empire and played important roles in each. Knowledge and research are extremely important to the Arkanians, and they are highly skilled academicians and scientists. It is therefore not surprising that Arkania would become a main repository of the history of the Sith Empire, as well as home to vast libraries of information from across the galaxy.

Arkanians are not afraid to profit from their research and high intelligence. Arkanian corporations amass wealth by bringing key medical treatments and technology to the market at opportune times. Many in the galaxy find the



Arkanians arrogant and aloof. They are horrified by the direction of some Arkanian research, particularly their work in genetic engineering. Indeed, the Arkanians are known to have transformed entire species over the course of generations, often to the detriment of the species.

Even the Arkanian species itself has not been off-limits to research and genetic engineering. Specific subspecies, such as Arkanian Offshoots, were engineered for specific tasks. However, the Offshoots are less hardy and shorter lived than the original Arkanians—a trait not helped by occasional attempts by racist Purebloods to wipe them out. They also differ in physical appearance, typically in skin tone, eyes, and ears. Reactions to Offshoots vary within Arkanian society. Much to the horror of the occasional outsiders who visit Offshoot communities, some Arkanians regard them as merely tools or as a slave species. However, such feelings are not universal. Many regard the Offshoots as an example of the cruel consequences of Arkanian corporate greed.

Personality: Arkanians are arrogant and regard themselves superior to all other species. Even those with a more moderate viewpoint still believe themselves to be among the more intelligent beings in the galaxy. As such, they prefer the company of fellow Arkanians. Arkanian Offshoots do not share this arrogant attitude. They are highly confident in their own abilities, nonetheless.

Physical Description: Both Arkanians and Offshoots are bipedal humanoids with near Human appearance. Arkanian eyes have no visible iris or pupil, a trait not shared by the Offshoots. The Offshoots have pure white skin and might display other lesser genetic anomalies. The Arkanians also have only four clawed digits, whereas the Offshoots' hands have five fingers.

Homeworld: The frigid and inhospitable world of Arkania, in the Perave System of the Colonies Region. Offshoots who have left Arkania are scattered across the galaxy, hiding in the lower reaches of society.

Languages: Arkanians speak their native tongue of Arkanian, as well as Basic. Offshoots speak Basic and a slightly different Arkanian dialect based on an older version of the language.

Example Names: Arkoh Adasca, Dolvan Genarik, Jaro Salaban, Kalor Nelprin, Marael Kortva, Sulan Bek.

Example Offshoot Names: Edessa, Gorman Vandrayk, Jarael, Zadawi.

Adventurers: Arkanian heroes are typically nobles, scouts, or scoundrels. Many attempt to counter the reputation that all Arkanians are greedy, out-of-control scientists out to change the galaxy to benefit Arkanian corporations. Even Jedi Arkanians meet with skepticism and distrust, despite their position. Arkanian Offshoots are typically any non-Jedi class that complements the task they were engineered for. However, most offworld Offshoots soon gain levels in scoundrel, just to survive.

Arkanian Species Traits

Arkanians share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Charisma.

Medium Size: As medium creatures, Arkanians have no special bonuses or penalties due to their size.

Speed: Arkanian base speed is 6 squares.

Darkvision: Arkanians ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Intellectual Reputation: Arkanian prominence in the galaxy makes many individuals more willing to go along with their ideas. An Arkanian can use his or her Intelligence modifier in place of the Charisma modifier on Persuasion checks.

Flash of Genius: Arkanians have moments of brilliance. Once per encounter, an Arkanian can add a +5 circumstance bonus to the result of one Knowledge, Mechanics, or Use Computer skill check.

Automatic Languages: Arkanian and Basic.

Arkanian Offshoot Species Traits

Arkanian offshoots share the following species traits:

Ability Modifiers: +2 Dexterity *or* +2 Strength, –2 Constitution.

Medium Size: As Medium creatures, Arkanian Offshoots have no special bonuses or penalties due to their size.

Speed: Arkanian Offshoot base speed is 6 squares.

Conditional Bonus Feat: Arkanian Offshoots are typically engineered for specific industrial tasks. They gain the Skill Focus feat for one of the following skills in which they are trained: Endurance, Mechanics, Pilot, Survival, or Treat Injury.

Determination: Arkanian Offshoots are particularly determined and driven. Once per encounter, they can reroll one failed skill check with a trained skill. This reroll can be declared after the success or failure of the roll is known. The Arkanian offshoot must take the result of the second roll. A skill check is considered a failure only when the check fails to meet the minimum DC for any kind of success.

Automatic Languages: Arkanian and Basic.

Cathar

The Cathar are a proud, passionate, and loyal species of bipedal feline humanoids, well known for their long-standing friendships and ferocity in battle. They dwell in large city-trees, each meticulously carved with friezes depicting the city's heroes and history. The planet Cathar is a wild place, with many ecological niches and huge insect predators. The Cathar easily hold their own, aided by their natural claws and passionate combat ability. Physically, the Cathar vary greatly in size and features. Some are muscular, with pronounced manes and beards, but others have Humanlike proportions, with fine, short hair covering their bodies.

Cathar have high moral values, learned from family and society. As such, Force-sensitive Cathar often become Jedi, though they know the Jedi way to be in direct opposition to their natural instincts. Cathar know all too well the story of Crado's fall to the dark side under Exar Kun. However they might find strength in fact that Crado's mate was able to turn away from the dark path and regain the Jedi way.

How Cathar are viewed in the galaxy depends on the exact time frame of the game. A nonaligned Rimworld, Cathar is devastated in the Mandalorian Wars prior to the Mandalorian invasion of the Republic. Remnants of the species flee offworld to survive. The extent of the massacre on this remote world remains unknown to the Republic until an expedition led by Revan brings the atrocity to the attention of the galaxy at large, winning him the support of many Jedi. The Cathar begin resettling their planet after the Mandalorian Wars, working to rebuild their society. Cathar survivors find sympathy on Republic worlds after Revan's discovery, but many are too proud to use defeat to their advantage. Prior to the battle, the Cathar are treated as any other species in the galaxy.



Personality: Cathar are moral and passionate creatures with strong ties to tradition and family. They have great passion in all emotions, with love and hate holding equal strength. Despite their reputation, Cathar are even-tempered, but do not hesitate to act when needed.

Physical Description: Cathar have leonine features, the distinctiveness of which varies by individual. Males have large manes, short beards, and tusks jutting from the lower jaw. Females have smaller manes but impressive fangs along the upper jaw. Cathar coloration ranges from light yellow to dark beige, sometimes accented with dark stripes.

Homeworld: Prior to the Battle of Cathar, most hail from their Cathar itself. After the battle, Cathar find refuge on most any Republic world.

Languages: Cathar speak Catharese and Basic, using low growls and similar sounds to emphasize their point.

Example Names: Crado, Elashi, Feeth, Ferroh, Juhani, Larducias, Marnshara, Nodon, Nonak, Stragos, Sulvar, Tinisho.

Adventurers: Cathar adventures can be of any heroic class. Force-sensitive Cathar often become Jedi. Cathar scoundrels are relatively rare, for even they cannot escape their own instinctive morals. Such scoundrels create their own rules to live by.

Cathar Species Traits

Cathar share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Intelligence.

Medium Size: As Medium creatures, Cathar have no special bonuses or penalties due to their size.

Speed: Cathar base speed is 8 squares.

Natural Weapons: A Cathar has natural weapons, in the form of razor-sharp claws. When a Cathar makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Cathar are always considered armed with their natural weapons.

Reactive Claw: Once per encounter when a Cathar damages an opponent with a melee attack, the Cathar can make a single melee attack with its natural weapons against that target as a swift action. The Cathar must have one hand free at the time to make this attack (and thus cannot be wielding a weapon two-handed).

Cathar Instincts: Climb and Stealth are class skills for Cathar.

Automatic Languages: Catharese and Basic.

Draethos

Draethos are long-lived humanoids from a little known, largely secret world in the Outer Rim. When on their homeworld, Draethos are fierce and unrepentant warriors. They are ruled by haughty, spoiled aristocrats more interested in local affairs than galactic politics. The warriors spend their time perfecting their skills and hunting fierce predators on their homeworld of Thosa.

Draethos residing offworld are usually exiles who chose not to become warriors, each for his or her own reason. Thus, they are highly intelligent and pacifistic. Exiled Draethos become enthralled with learning as much as they can, though they might never practically apply their detailed knowledge of a given subject. They dislike debate—even on subjects they know extremely well—because Draethos fear overlooking details or being unable to



adequately explain what they have learned. Older Draethos eventually overcome this barrier.

Partly due to their long lives, Draethos society is slow to evolve and relies heavily on tradition. Attitudes developed before the *Knights of the Old Republic* era remain central to Draethos society thousands of years later. The stability of the Draethos culture cause exiled Draethos to have trouble understanding the complex and relatively rapid changes in alien societies.

Personality: The typical personalities of the Draethos vary greatly between offworld residents and those remaining on Thosa. Exiles are highly intelligent, but socially inept. They avoid conflict whenever possible. Draethos living on their homeworld live up to their fierce and aggressive reputations.

Physical Description: A Draethos's most prominent feature is a lipless mouth, which creates the illusion of a large overbite. Their tightly muscled humanoid bodies are covered in a scaly skin ranging from violet to mauve to gray. Their hands are clawlike, contributing to the Draethos's skeletal appearance.

Homeworld: Few offworlders know the exact location of the Outer Rim world Thosa, the Draethos homeworld. It features jagged, windswept mountains and deep, sprawling cave systems.

Languages: Draethos is an erratic-sounding language full of harsh clicks and sighs. Exiled Draethos also quickly learn Basic and any other languages common to the region.

Example Names: Odan-Urr, Omal-Zan, Uval-Nor, Shal-Orl, Tyan-Ruu.

Adventurers: Draethos on Thosa are primarily soldiers, with a few noble leaders. Force-users follow ancient and mysterious Draethos force traditions. Exiled Draethos can belong to any class, and a few have gone on to join the ranks of the Jedi.

Draethos Species Traits

Draethos share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma.

Medium Size: As medium creatures, Draethos have no special bonuses or penalties due to their size.

Speed: Draethos base speed is 6 squares.

Natural Armor: The Draethos's tough skin provides a +1 natural armor bonus to their Reflex Defense.

Natural Telepath: A Draethos gains a +5 species bonus using the Telepathy aspect of the Use the Force skill and can make untrained Use the Force checks to use this application even without the Force Sensitivity feat.

Bonus Feat: Draethos gain Weapon Proficiency (advanced melee weapons) as a bonus feat.

Low-Light Vision: Draethos ignore concealment from darkness (but not total concealment).

Automatic Languages: Draethos. Exiled Draethos also gain Basic for free.

Feeorin



In the *Knights of the Old Republic* era, the Feeorin are known to come from the planet Odryn, a planet of severe climatic extremes. Little else is known about the world, given the closed nature of Feeorin society. Few Feeorin venture from their homeworld, and those few outsiders who have survived a visit there tell of a world well suited for the Feeorin but nobody else.

Feeorin are massive humanoids whose aging process allows them to grow stronger and more powerful until they die, dropping dead suddenly of old age. Because they are long-lived, they have ample time to gather and use their strength. Feeorin who travel offworld typically select careers compatible with their self-serving and aggressive nature. Feeorin encountered on their homeworld display a greater range of personality and motivation. In either case, Feeorin do not seek out acquaintance with members of other species.

Personality: Feeorin are reputed to be brutal and dangerous. While this is not entirely the case, they are quick to anger and highly impersonal. They typically place their own affairs above others, causing other species to regard them as selfish.

Physical Description: Feeorin are massive, highly muscled humanoids standing over 2 meters tall. Their skin tones vary wildly, from coal black to

pale white but are more commonly green, yellow, or blue. Half-meter-long tendrils hang from the sides and backs of their head. They also have bright red eyes.

Homeworld: The harsh Outer Rim world of Odryn, but this knowledge is lost by the classic era.

Languages: Feeorin speak and read their own language, as well as Basic.

Example Names: Bral, Crayl, Dod, Dreyla, Feln, Kren, Nor, Nym, Pryn, Sayla, Zun.

Adventurers: Feeorin adventurers are typically soldiers or scoundrels. Force-users are uncommon, though some have become Jedi Knights and Masters.

Feeorin Species Traits

Feeorin share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Feeorin have no special bonuses or penalties due to their size.

Speed: Feeorin base speed is 6 squares.

Brutal: Feeorin are vicious combatants who do not hesitate to strike vulnerable areas or fight dirty. Once per encounter, after making a successful melee attack, a Feeorin may treat its opponents damage threshold as though it were 5 points lower when determining the result of the attack.

Great Fortitude: Feeorin gain a +2 species bonus to their Fortitude Defense, accounting for their great physical condition.

Inborn Resilience: Feeorin are highly resilient to physical attack. A Feeorin can use Second Wind even when unconscious (no action required, but the Second Wind can only be taken when the Feeorin would normally get a turn). Taking a Second Wind while unconscious also move the Feeorin +3 steps on the condition track.

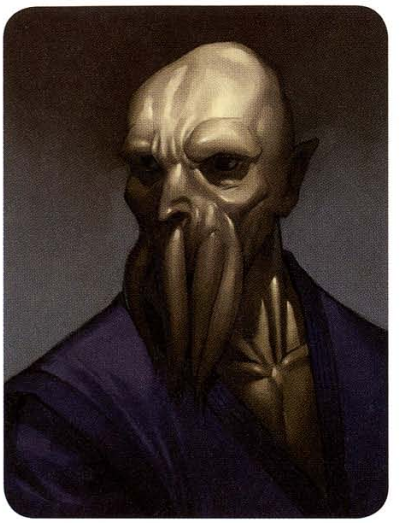
Low-Light Vision: Feeorin ignore concealment from darkness (but not total concealment).

Stronger by Age: At middle age, a Feeorin adds a +1 species bonus to all Strength or Constitution checks. At old age, this bonus increases to +2. Feeorin do not increase their Intelligence, Wisdom or Charisma or decrease their Strength, Dexterity or Constitution as they age.

Automatic Languages: Feeorin and Basic.

Khil

Even in the *Knights of the Old Republic* era, the Khil are considered to be one of the oldest species of the Republic. They are avid travelers and settlers, spreading colonies and settlements throughout the galaxy. During this era, the Khil are particularly active colonizers. They respect planets already inhabited by native sapient species or other colonists, preferring to use worlds without significant major threats, be they intelligent or highly predatory. However, once a colony is established, the Khil become fully dedicated to its success. They are a peace-loving species, but they are also highly driven and can become vindictive when impeded or crossed by an enemy.



The Khil are technologically advanced. Their cosmopolitan cities attest to their willingness to live in harmony with other peaceful species. They are enthusiastic supporters of the Republic and the peaceful order it represents. Unfortunately, in these days of interstellar warfare, the Khil find they cannot follow their peaceful ideals. While they greatly prefer a political solution when possible, they recognize that the Mandalorians and the Sith are unlikely to be swayed by negotiation. Khil deviousness and vindictiveness become especially apparent when they defend their homeworld and colonies. They have no desire to see their hard work destroyed, especially by a war-loving enemy.

Personality: Khil are highly intelligent and dedicated to their tasks, hating to leave projects unfinished. They become especially frustrated with those who would impede their progress, regardless of whether an individual or government blocks their way. Their vindictive side surprises many who know them only as peaceful creatures. They view music as high art; it pervades their culture and society.

Physical Description: To Humans, Khil faces are ghastly. Their skin is a sickly green, and they have fleshy strands (hullepi) hanging were one would expect a mouth.

Homeworld: The Colonies world of Belnar features dank, marshy environments with wide open spaces. Khil can also come from one of their many colonies, or live in most any civilized area of the galaxy.

Languages: Khilese is a melodious language, pleasing to other species. They "speak" or sing the language by breathing through their hullepi, which are of different lengths, and therefore produce different tones. It is impossible for other species to speak Khilese, though they can learn to understand it. Not surprisingly, their written language is also ornate and resembles poetic prose.

Example Names: Geld Bernar, Greldo Farnor, Tarlo Ganar, Revel Mallinor, Xamar.

Adventurers: Though they are avid colonizers, they are not willing explorers. Khil prefer to follow in the tracks of others, when possible. However, their compulsive nature drives them in unusual directions. Khil adventurers can be of any class, and a few Khil become Jedi.

Khil Species Traits

Khil share the following species traits:

Ability Modifiers: –2 Constitution, +2 Intelligence, +2 Charisma.

Medium Size: As Medium creatures, Khil have no special bonuses or penalties due to their size.

Speed: Khil base speed is 6 squares.

Dependable Worker: Khil reliably achieve good results. Once per encounter, a Khil can treat one skill check with certain skills (detailed below) as though he or she had taken 10, even after the roll has been made (but before the result of the check is known). The Khil may only use this ability on checks with one of the following skills: Climb, Endurance, Gather Information, Jump, Knowledge (any), Mechanics, Pilot, Ride, Survival, Swim, Treat Injury, or Use Computer.

Cooperative Spirit: Khil work with others easily. They can aid another on skill checks made by adjacent allies as a swift action, and others can likewise aid Khil on skill checks as swift actions when adjacent to the Khil, with the following skills: Climb, Endurance, Gather Information, Jump, Knowledge (any), Mechanics, Pilot, Ride, Survival, Swim, Treat Injury, or Use Computer.

Hullepi: Khil are able to absorb nutrition through the tentacles on their faces, called hullepi, drawing nourishment from almost any environment. Khil do not suffer the effect of starvation, except in sterile environments.

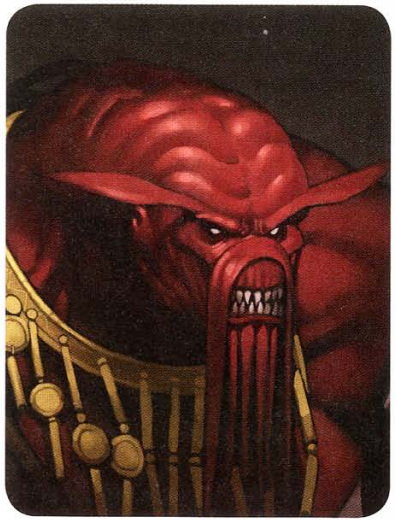
Automatic Languages: Khilese and Basic.

Kissai and Massassi

The Massassi and Kissai are two subspecies of the original Sith race of Korriban. The Kissai are the priests and spiritual leaders who indoctrinate their comrades in the teachings of the Sith. The Massassi are ferocious, selfless soldiers led by the great Sith Lords. When the Sith Empire goes to war with the Republic for the first time, the Massassi fill the ranks of the Sith armies and starfleets.

The Massassi are fearsome, ruthless and efficient soldiers. They use traditional Sith weapons and armor—primarily the lanvarok and alchemically hardened armor. They also prefer to use simple martial weapons. In addition to their focus on war and fighting, the Massassi are also loyal and organized. Even though they are not extremely intelligent, they can be trained well enough to carry out complex battle plans and maintain their equipment, starships, and weaponry.

The Kissai are just as ruthless as the Massassi, but they are more intelligent and observant. Their strict cultural standards demand that they serve their masters well, a trait instilled in them by the Dark Jedi who first enslave their



species. When the Massassi and Kissai flee Korriban (well before the arrival of the eventual Sith Lords) to resettle on Ziost, the Kissai oversee the rebuilding efforts.

The Kissai serve the Sith directly, but the Sith Lord Naga Sadow has other ideas for the Massassi caste. The Kissai are largely left on Ziost as the servants of other Sith Lords, but Sadow uses Sith alchemy to transform the Massassi into his hulking, brutish soldiers. His Massassi crews labor under his command on Yavin 4, building temples and providing the means for him to hide his ship and practice his dark arts. After Sadow's death, they become a primitive, tribal society worshiping one of Sadow's creations as a dark god.

A thousand years after Sadow and the Massassi arrive on Yavin 4, Exar Kun discovers the ancient Sith secrets in the temples. He uses the Massassi to fight the Jedi across the galaxy. Eventually, Kun consumes the life force of every Massassi on Yavin 4 in his transformation into a dark side spirit. A few Massassi are taken offworld prior to Kun's final decimation of their society. Some remain loyal and find their way back to the new Sith Empire, but a few resentful individuals drift into the darker fringes of society, looking to live their own lives or seeking revenge against the Sith.

Personality: Massassi are fearsome, loyal, and formidable fighters. They live to serve their Sith masters. On their own, Massassi dedicate themselves strongly to whatever life they choose. Kissai are loyal and capable allies who prefer to work with others, making them excellent aides and assistants. They respond well to instruction and are adaptable despite great adversity.

Physical Description: Massassi and Kissai have glowing yellow eyes and crimson hides. They are humanoid with distinctly sharp, predatory features. The Massassi are large, hulking beings who appear brutish—a trait that disguises their intelligence.

Homeworld: Korriban, later Ziost.

Languages: Massassi and Kissai speak the Sith language. Kissai also speak Basic.

Example Names: Baelgren, Kelgath, Vissrar, Zythmnr.

Adventurers: Massassi adventurers are rare in the Republic, even during the fall of the Sith Empire. Most beings in the galaxy would not recognize a Massassi or a Kissai on first glance, even though adventurers from these subspecies draw attention to themselves. Massassi and Kissai do not become

Jedi during this time, but one might have received formal Force training at the hands of a Sith Master. Such training is forbidden, though, even among the Sith. Kissai are nobles and scoundrels, and Massassi prefer the soldier and scout classes.

Kissai Species Traits

Kissai share the following species traits:

Ability Modifiers: –2 Wisdom, +2 Charisma.

Medium Size: As Medium creatures, Kissai have no special bonuses or penalties due to their size.

Speed: Kissai base speed is 6 squares.

Inspired: Kissai make the best of any inspiration or information provided to them. Whenever a Kissai receives a morale or insight bonus from any source, the bonus increases by 1.

Warrior's Awareness: Kissai grow up in a violent and warlike society, so they constantly watch for threats. Once per encounter as a reaction a Kissai can gain the benefit of the Uncanny Dodge I and Uncanny Dodge II talents (see page 49 of the *Saga Edition* core rulebook) until the beginning of the Kissai's next turn.

Weapon Familiarity: Kissai treat the lanvarok as a simple weapon instead of an exotic weapon.

Automatic Languages: Basic and Sith.

Massassi Species Traits

Massassi share the following species traits:

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Massassi have no special bonuses or penalties due to their size.

Speed: Massassi base speed is 6 squares.

Conditional Bonus Feat: Massassi are skilled trackers. A Massassi with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Duty Bound: Once per encounter when the Massassi receives a morale bonus of any kind from any source, the Massassi gains bonus hit points equal to 4 × the Massassi's level until the end of the encounter.

Primitive: Massassi do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Warrior's Awareness: Massassi grow up in a violent and warlike society, so they constantly watch for threats. Once per encounter as a reaction a Massassi can gain the benefit of the Uncanny Dodge I and Uncanny Dodge II talents (see page 49 of the *Saga Edition* core rulebook) until the beginning of the Massassi's next turn.

Weapon Familiarity: Massassi treat the lanvarok as a simple weapon instead of an exotic weapon.

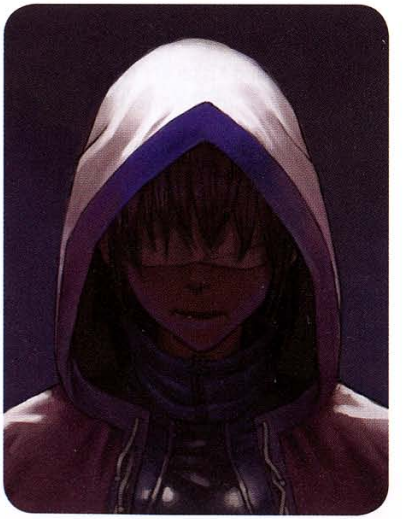
Automatic Languages: Sith.

Bonus Hit Points

Bonus hit points can come from a variety of sources, like the Massassi's duty bound species trait or the noble's Bolster Ally talent. When a creature gains bonus hit points, they gain a temporary pool of hit points that acts as a short-term damage buffer for that creature. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of an encounter go away. If a creature gains bonus hit points from multiple sources, the creature uses only the larger amount of bonus hit points from the two sources. For example, if a creature has 10 bonus hit points and another ability gives it 15 bonus hit points, that creature then has 15 bonus hit points. If the new ability would only give the creature 5 bonus hit points, it keeps the 10 bonus hit points it already has instead.

Miraluka

Miraluka are remarkably similar to Humans, except for two important and distinctive differences. Miraluka have no eyes, but they have a natural ability to "see" by using the Force. Since they appear Human—including their speech and mannerisms—Miraluka attempt to blend with Humans when traveling throughout the galaxy. Thus, estimating how often they travel or how many live off their home planet of Alpheridies is difficult, but the number is relatively low. To make matters worse, the Sith Lord Darth Nihilus consumed the colony of Katarr after the Jedi Civil War. Currently, no major centers of Miraluka life exist outside their homeworld and colonies, though individuals might be encountered anywhere in the galaxy.



It is highly unusual for an entire sapient species to be Force-sensitive. Given their connection to the Force, it is common for Miraluka to join the Jedi Order. In fact, several Miraluka become central figures in shaping the Jedi traditions during this era. The strength of a Miralukan's connection to the Force varies by individual. Miraluka who are not powerful enough to become full-fledged Jedi serve the order in supporting roles. Most live lives similar to that of a normal Human.

Miraluka and Humans tend not to intermarry, given the

unpredictable and often unhappy genetic results. A rare exception is Krynda, daughter of a Miralukan father and Human mother. She was born with both Force Sight and functioning Human eyes.

Personality: Miraluka are a thoughtful, cautious, and deliberative species. They have little interest in personal gain or glory. Some have a strong desire to follow their own path, because of their connection to the Force. They remain committed once a course of action is selected.

Physical Description: Miraluka are similar to Humans. They cover their featureless eye sockets with cloth or visors, especially when traveling.

Homeworld: The terrestrial world of Alpheridies in the Abron system, in the Expansion Region.

Languages: Miraluka speak Miralukese and Basic.

Example Names: Damaya Guru, Embrul Joff, Jerec, Q'Anilia, Shoaneb Culu, Visas Marr, Zebron Tadro.

Adventurers: Miraluka adventurers are almost always Force-sensitive. They can be of any class, but are often Jedi.

Miraluka Species Traits

Miraluka share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Intelligence. Miraluka have keen minds, but their reliance on the Force to perceive their surroundings prevents them from reacting quickly.

Medium Size: As Medium creatures, Miraluka have no special bonuses or penalties due to their size.

Speed: Miraluka base speed is 6 squares.

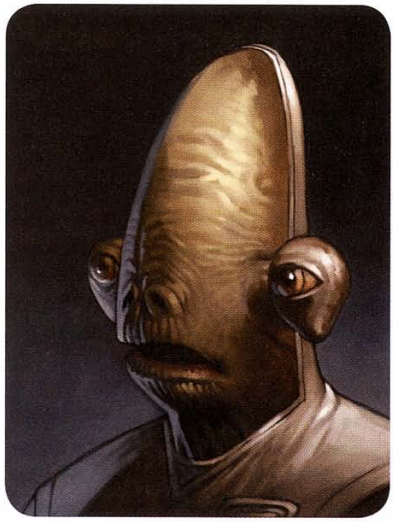
Force Sight: Although blind, Miraluka can "see" by using the Force. They act normally without taking any penalties for blindness when in the presence of living creatures or life of any kind. This trait enables them to make Perception checks, and read and write as a sighted person. They can ignore the effect of darkness as if they had darkvision. Miraluka cannot, however, detect creatures that are "invisible" to the Force such as the Yuuzhan Vong and the ysalamiri. These creatures have total concealment from Miraluka, as do creatures in areas that dampen or suppress the Force. Additionally, the Miraluka ignores all penalties to Perception checks from cover and concealment (but not total cover or total concealment). Miraluka do not increase the DC of Use the Force checks made to Sense Surroundings against targets with total cover.

Conditional Bonus Feat: A Miraluka who has Use the Force as a trained skill gains Force Training as a bonus feat.

Automatic Languages: Basic and Miralukese.

Rakata

The Rakata are an ancient species, whose society once stretched from the unknown regions to distant parts of the galaxy, such as Corellia and Manaan. They called it the Infinite Empire. At the height of their civilization, they built a massive space station factory called the Star Forge that enabled them to create the machinery and ships needed to manage their massive, interstellar empire. The Force powered their technology, and they relied on their connection to the Force to control it. For unknown reasons, the Rakata eventually lost their ability to use the Force. As their grasp over their machinery and technology weakened, so did their control over their subjugated worlds. The native species managed to throw off their masters and regain control of their own destinies. However, the impact of Rakata technology would be felt by some of these worlds for thousands of years to come.



The Rakata and their planet became lost to history, perhaps purposefully erased by the newly freed societies. Their former subjects eliminated their former masters, or forced them to leave. Rakata civilization on their homeworld of Lehon deteriorated until all that remained were small, primitive tribes. Eventually, the Rakata are rediscovered by Darth Revan, who learns the secret of the Star Forge and uses it to build a massive military force to attack the Republic. He and the Republic are also responsible for the destruction of the Star Forge. After the battle to destroy the Star Forge, the Rakata join the Republic. Some leave their homeworld to rejoin a technologically advanced society. Though they spread stories of their ancient society, few believe or take notice. The Rakata that remain on Lehon eventually die out because they are too few to maintain the species.

Personality: Rakata are primitive, and are driven by a great desire to restore their species to its former, powerful glory. They know they were once much more powerful. Some Rakata obsess over discovering new ways to try to reconnect to the Force. Other tribes disregard their past, allowing their society to become even more primitive.

Physical Description: The Rakata resemble humanoids with tall, cone-like heads. Their eyes are located on the sides of their head, attached by a short eye stalk. Their clawlike hands have only three digits. Their skin is gray or gray-brown.

Homeworld: Lehon, also known as Rakata Prime, is a temperate terrestrial world in the Unknown Regions.

Languages: Rakata speak their own language, also called Rakata.

Example Names: Bandra, Daneel, Fralee, Orsaa, Vareen, Wauula

Adventurers: Until the destruction of the Star Forge, almost all the living Rakata are still on Lehon, and do not leave. After the end of the Jedi Civil War, the Rakata become curious about life away from Lehon, and a few explore the galaxy. Players wishing to play a Rakata prior to these events might create heroes who grew up in a remote, abandoned Rakata colony in the Unknown Regions, far from Lehon but still isolated to the point of being completely unknown. Though at a distinct disadvantage because of their primitive upbringing, Rakata are intelligent and can learn to use advanced technology.

Rakata Species Traits

Rakata share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Rakata have no special bonuses or penalties due to their size.

Speed: Rakata base speed is 6 squares.

Ancient Knowledge: Rakata retain many of the qualities that led their ancestors to create great technological works in the distant past. Rakata reduce the penalty for not being proficient in a weapon from –5 to –2 and reduce the armor check penalty for armor they are not proficient in by one step (–5 for heavy armor, –2 for medium armor, and no penalty for light armor) All other penalties for not being proficient still apply.

Additionally, once per encounter the Rakata can use a trained-only application of the Mechanics, Pilot, Treat injury or Use Computer skill even if untrained in that skill.

Conditional Bonus Feat: Rakata with Weapon Proficiency (simple weapons) or proficient in an Exotic melee weapon gain the Weapon Focus feat (for simple weapons or a chosen Exotic melee weapon) as a bonus feat.

Force Blind: For reasons unknown, the Rakata have lost their connection to the Force. Rakata cannot take the Force Sensitivity feat. They can still increase their Dark Side Score and are still affected by Force powers, talents, and the Use the Force skill as normal.

Primitive: Rakata do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Rage: Once per day, a Rakata can fly into a rage as a swift action. While raging, the Rakata temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

A fit of rage lasts for a number of rounds equal to 5 + the Rakata's Constitution modifier. At the end of its rage, a Rakata moves –1 persistent step along the condition track (see Conditions, page 148). The penalties imposed by this condition persist until the Rakata takes at least 10 minutes to recuperate, during which time the Rakata can't engage in any strenuous activity.

Automatic Languages: Rakata.

Selkath



The Selkath are amphibious beings native to the planet Manaan. During the era of the *Knights of the Old Republic*, Manaan is one of the most important planets in the galaxy. As the sole source of kolto (a naturally occurring healing agent much more effective than bacta), Manaan is able to retain its neutrality by supplying all sides of a conflict with this vital substance. The Selkath leaders might favor one side over another if it is in the long-term interests of the planet. However, Selkath closely guard their neutrality, lest they fall prey to powerful corporations or oppressive invaders.

Few Selkath travel offworld, preferring the habitat of their homeworld. They have never joined the Republic or any other Galactic organization, so most have little reason to leave. They enjoy the technology and wealth produced by the sale of kolto. All contact with offworlders occurs in Ahto; the Selkath live in underwater cities and settlements scattered around the planet. As amphibious creatures, they are equally at home in either locale. However, those areas closer to Ahto are home to more sophisticated and technologically advanced Selkath settlements. Historically, Selkath settlements were divided by clan affiliation. However, these affiliations have become less pronounced due to the importance of kolto production.

Personality: Selkath prefer negotiation and diplomacy to direct, possibly rash actions, especially where influential governments are concerned. They are not pacifists so much as pragmatists, being less reserved when dealing with other Selkath.

Physical Description: Selkath are amphibious humanoids, with large eyes on each side of their wide, flat heads. They have concealed gill slits that work equally well in air or water. They have natural poisoned retractable claws, but it is socially unacceptable (and illegal on Manaan) to use them against an opponent. Nevertheless, highly enraged Selkath occasionally disregard this restriction.

Homeworld: Manaan is a temperate ocean world in the Mid Rim.

Languages: Selkath speak their own language, also called Selkath.

Example Names: Qual, Shasa, Shaelas, Shelkar.

Adventurers: Selkath adventurers are normally scouts or nobles. Few Selkath are known to have joined the Jedi Order, though some are Force-sensitive.

Selkath Species Traits

Selkath share the following species traits:

Ability Modifiers: +2 Charisma.

Medium Size: As Medium creatures, Selkath have no special bonuses or penalties due to their size.

Speed: Selkath base speed is 6 squares. Their swim speed is 4 squares.

Breathe Underwater: As amphibious creatures, Selkath cannot drown in water.

Expert Swimmer: A Selkath can choose to reroll any swim check, but the result of the reroll must be accepted even if it is worse. In addition, Selkath can choose to take 10 on swim checks even when distracted or threatened.

Able Healer: Whenever a Selkath restores hit points to another character by any means, or aids another who is doing so, the target regains an additional 5 hit points. Additionally, once per encounter as a swift action the Selkath can grant an adjacent ally bonus hit points equal to 10 + the Selkath's level, which last until the end of the encounter.

Automatic Languages: Selkath.

Snivvian

Snivvians are short, stocky humanoids whose hardships have produced some of the galaxy's best artists and authors. The Snivvian homeworld has extremely cold temperatures and long winters, forcing the Snivvians to live long periods of time in subterranean caverns. During those long days, Snivvians develop their artistic talents and sensibilities. Although technology would eventually lessen the need for this form of hibernation, Snivvians still feel the need—biologically and culturally—to continue the tradition.

Historically, Snivvians have withstood numerous hardships that they channel into their impressive artistic works. After gaining the ability to travel between the stars, the Snivvians attracted the attention of the brutal Thalassian slavers. Snivvian culture was nearly destroyed before the Republic discovered the practice and stepped in to protect the Snivvians. This protection has been reduced during this era of warfare, but combined Republic and Snivvian forces remain sufficient to hold off lesser threats.



During this era, the Snivvians are still rebuilding the damage done to their society by the slavers and other threats. They proceed with the intent to colonize other worlds. Many Snivvians travel throughout the galaxy attempting to live the lives of the subjects of their future artistic works, even when it is dangerous. Snivvian enclaves made up of escaped slaves and refugees are scattered through the systems near their homeworld.

Personality: Snivvians are insightful and gentle. They contemplate and seek out life lessons to incorporate into their art. However, not all follow artistic pursuits, though the exceptions are occasionally dangerous to Snivvian society.

Physical Description: The short Snivvians have tough skin and sparse hair. They have a large, short snout and large canines protruding from their lower jaw. Their thick skin protects them from harsh winters and also aids them in warmer climates.

Homeworld: The Outer Rim world of Cadomai Prime is located near the Corporate Sector. It is a cold planet with many subterranean caverns.

Languages: Snivvians speak their own language, also called Snivvian.

Example Names: Bakken, Dezzen, Dezirdna, Elinselor, Geezum, Marn Heirogryph, Nejet, Prinzan, Rachalt Hyst, Rincholar, Seerna, Snagletooth, Takeel, Thasca Knarr, Wiorkettle, Zereldspidar, Zutton.

Adventurers: Snivvian adventurers are often scoundrels, but can be of any class. They often multiclass to broaden their experiences and knowledge.

Snivvian Species Traits

Snivvians share the following species traits:

Ability Modifiers: +2 Wisdom.

Small Size: As Small creatures, Snivvians gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of medium characters.

Speed: Snivvian base speed is 4 squares.

Observant: Snivvians are highly aware of their surroundings, giving them an advantage when dealing with others. Once per encounter, a Snivvian can use the Perception skill modifier in place of the Deception or Persuasion skill modifier.

Cold Resistance: The Snivvians' thick skin provides protection from extreme cold. Snivvians add a +5 species bonus to Fortitude Defense to resist extreme cold.

Automatic Languages: Snivvian.

Chapter II
Heroic Traits





The *Knights of the Old Republic* era provides exciting story opportunities for all character types, especially Jedi and other Force-users. This chapter contains information for creating heroes tailored to this era, including story considerations, new ideas and talents for the standard classes, plus new feats and expanded skills usable by all classes. These volatile times—when it is difficult to distinguish friend from foe—also call for new heroes to fulfill their destinies.

In the *Knights of the Old Republic Campaign Guide*, characters are assumed to be good, fighting against the forces of evil. It is a time of wide-ranging open warfare, with shifting fronts and loyalties. Heroes can face off against Mandalorian or Sith invaders. Other enemies might not be so clear-cut, especially if the campaign takes place during the Jedi Civil War. Although it is possible to play darker characters using these rules, the forces of good remain the focus of this book.

Character Creation in the Old Republic

In a *Knights of the Old Republic* campaign, exciting character and plot development are integral to creating the feel of an era previously established by computer games, comics, and novels. Much as a classic-era campaign strives to re-create the feel of the movies, a *Knights of the Old Republic* campaign should capture the atmosphere of its earlier incarnations. Your campaign will feel more authentic if the Gamemaster and players give their characters rich backstories that develop over the course of the game. Gamemasters should see later chapters for suggestions on attaining the right plot and feel. This section focuses on character creation and development.

You can spend as much or as little time as you wish on your character's background, but answering the following questions will give you a sound foundation to build upon.

What is your view of the Republic? The Republic of this era is not an all-powerful bureaucratic machine. It does not dominate the galaxy. You might be a citizen of the Republic, but if you are not, where do you come from? You might regard the Republic as static and ineffectual in the face of dire enemies, or you might view it as the galaxy's best hope for victory, regardless of its flaws. You might take pride in fighting for the Republic, or resent its ineffectual responses. The answer to this question should impact how you relate to your fellow heroes, as well as Gamemaster characters such as government officials, Jedi Knights, or the many invaders of the era.

How do you feel about current events? In times of war, you must decide which side to support. Supporting the Republic might seem natural. However, you might be operating in regions outside of their sphere of influence, and it might be more practical or beneficial to support another side. Your answer might depend on your view of the Republic, as above, or on the results of a specific battle or other major event.

If you are a Jedi, do you support the Jedi Council? Given that the Jedi Order is more fragmented in philosophy and organization, its influence over all Jedi is weaker than in later eras. This is especially true if your campaign takes place when the Jedi Council is withholding support from the Republic war effort. Jedi characters should decide whether to support the Jedi Council's positions or to strike out on their own. This affects how they deal with other Jedi and with the Council itself. If you are playing during the Jedi Civil War, you will need to decide how you feel about Revan and Malak's break with the Council.

How do the recent wars affect your species? Were they devastated by a Mandalorian invasion? Did Sith governance alter their society? Did the Republic safeguard them, or were they forced to fend for themselves? Plus, unlike the latter days of the Republic, not all species are looked upon as equals on all worlds. **Chapter 1: Species** and **Chapter 8: Galactic Gazetteer** later in this book provide additional clues and hooks you can use to help answer these questions.

How strong are your loyalties to your current affiliation? Are you a fanatical supporter? Do you question their authority? Are you disillusioned with your leadership? How likely are you to switch sides? What would happen if your government abandoned you, or if your leaders completely failed you? Alternatively, what would happen if you are saved by one side or another? How likely are you to swear loyalty to one side or another?

What is your tolerance of the dark side? Will the dark side tempt you? Do you want its power? Is it a threat to be wary of, or a tool to be used? In the *Knights of the Old Republic* video games, every decision pushes you closer to the light side or the dark side. Your tolerance of the dark side can influence your relationship with your fellow party members. Unlike later eras, you will likely battle directly against Sith with the full power of the dark side at their disposal. They are not hidden away, or dismissed as myth. They are real; they are here, and they are a threat to the Republic. However, you might not see this as black and white, especially because many Republic citizens do not discern a great difference between the Sith and the Jedi, in many cases.

How does your character class fit into this era? Look for ways to tie your class and character into the organizations and events unique to this era. Instead of being a simple smuggler, specialize in smuggling between the Republic and Sith Empire. A scout might be a clandestine Mandalorian advance reconnaissance scout, traveling incognito. A noble might work directly for the Czerka Corporation. A Jedi might serve as a Jedi Watchman over a single world or in a Jedi Covenant. Look for ideas in the different organizations discussed throughout this book. You might be a member of one of the groups, or you might turn out to be an enemy instead.

What is your relationship with the other characters? Character connections are important in a *Knights of the Old Republic* game, perhaps more than in a typical *Star Wars* campaign. Even if your characters do not know each other before play begins, you should seek to develop strong bonds between them during the game. These relationships might change as each of you makes decisions based on the answers to the questions above.

BAO-DUR, A HERO OF THE REPUBLIC



That is not to say that characters with diametrically opposed views on certain subjects cannot get along; it just might take more compromises or a concerted effort to agree on a course of action. Additionally, characters might have feats or abilities that influence your character through their actions. Since having two or more characters who argue all the time becomes uninteresting or disruptive to the game, you are encouraged to have the characters change their stance over time. After all, character development and evolution can make for dramatic moments in a campaign.

One option is to create the characters as a group, with a specific concept in mind. Most gaming groups already create parties with characters that complement each other's abilities. By taking that one step farther, you can strengthen the party and the game by incorporating character interaction into the common group concept. Group concepts can include the crew of a single starship, friends or associates from a specific homeworld, members of a military team, or any other strong reason for a group to work and remain together through tough times.

If you want to raise the stakes even further, and your Gamemaster approves, consider creating characters with large amounts of political, military, or other power. The *Star Wars* movies and the events of the *Knights of the Old Republic* video games and comics depict characters involved in

the most important events in the galaxy. That is possible in this game as well. You might find it easier to restrict this concept to a single star system, planet, or corporation. The characters' positions of power will make their decisions more dramatic over the course of the game.

For instance, consider a party with the following characters: a Republic Senator, an elected planetary leader, a couple of Jedi Knights, a general of the Republic military forces, and the vice president of a interstellar corporation. Placed against the backdrop of an impending Mandalorian invasion, the decisions of such a party will have far-reaching consequences for themselves and thousands of others, producing a high degree of drama. There should also be plenty of action, especially if the Mandalorian forces penetrate the Republic defenses, putting the heroes' lives in direct danger.

Regardless of your answers to these questions, you should also reference the class updates below.

Sample Group Concepts

Below are some examples of the kinds of heroes you will find in a *Knights of the Old Republic* campaign. Each of these examples is centered around a theme that can be used to create a cohesive party with existing connections between the heroes.

Corporate Investigations Team
Specialist investigators can deal with corporate issues such as fraud, theft, kidnappings, and other threats to a major company. This team should be noble-heavy and supported by scouts and soldiers. Jedi are unlikely to be involved.

Corporate Security Team
Corporate muscle can be used on demand to intervene and combat piracy, large-scale theft, rioting laborers, or even invading forces such as a Mandalorian strike team. This team relies on soldiers and scouts, perhaps with a noble commander.

Gladiator Team
A gladiator team might fight as professionals out to make some credits, or the team might be forced to fight together, such as captives held in an Outer Rim gladiatorial pit. In the first instance, such a group is likely to be comprised mainly of soldiers and highly talented scouts. Otherwise, they can be made up of most any class.

Jedi Covenant
Made up exclusively of Jedi, the Covenant watches over specific areas or aspects of Galactic life. See **Chapter 6: The Force** for additional information.

Military Reconnaissance Force
A small reconnaissance team can operate as advance scouts for a military force, such as the Republic, Sith Empire, or Mandalorians. This group is made up primarily of scouts and scoundrels, with soldiers for additional protection, and possibly a Jedi supporting the Republic.

Military Search-and-Rescue Squad
This team is out to locate wayward pilots or military survivors from large-scale battles. Much like the recon force, this team is made up of scouts and soldiers, with classes specializing in medical treatment.

Postbattle Emergency Security Force
This team is sent into a battle-damaged area, such as a city or large space station, when local security has been destroyed or scattered. Soldiers secure the area while scouts search the surroundings for remaining threats.

Rescue Crew
This crew specializes in rescuing civilians in space or on most any world. They operate out of their own ships and can be of any class.

Revanchists (Mandalorian Wars)
These Jedi support the work of Revan and Malak—against the will of the Jedi Council. Most do not realize the dark path ahead of them, but others embrace it.

Republic Negotiating Team
This team represents the Republic government in negotiating military settlements, planetary treaties, and other complex situations, large or small. Such teams are mainly nobles, supported by scoundrels while other characters provide security.

Republic Special-Forces Strike Team
Republic special forces carry out surgical strikes against the Sith Empire and Mandalorians. Soldiers, scouts and scoundrels make up the majority of these forces, with noble officers and the occasional Jedi.

Scavenger Crew
A fringe group out to make credits by scouring terrestrial battlefields and debris-strewn regions of space after one of the many battles in this era. The crew can be made up of any class, and might even be officially sanctioned by one side or another to salvage certain equipment, ships or items.

Smuggling Ring
This is another fringe group, this time smuggling goods between planets of opposing sides, or at least unfriendly sides. Scoundrels and unscrupulous nobles lead these groups, with brutish soldiers for protection.

The Heroic Classes

Each of the heroic classes from the *Saga Edition* core rulebook is presented here as it relates to the *Knights of the Old Republic* era. Each class update features new talents added to existing talent trees, or wholly new trees. These talents can be used in other eras with your Gamemaster's approval.

Jedi

Jedi can play a major role in any *Knights of the Old Republic* campaign. They are at the forefront of the critical events during this era. However, the Jedi Order of the *Knights of the Old Republic* era is different from that of the classic era in several crucial ways. First, many more Jedi are active throughout the galaxy. They are not as reserved and bureaucratic as in later times, and the Jedi Council does not yet dominate the Order. Even though the Council exerts control, it does not necessarily interfere with semiautonomous Jedi enclaves or non-Jedi Force traditions that might view their connections to the Force differently. Jedi training is decentralized. Jedi academies and enclaves are scattered throughout the galaxy, using their own training methods and philosophies. However, the majority still use the master-and-Padawan pairing as the primary training tool. Jedi are not officially prohibited from marrying during this era. Some factions promote a ban, but their influence varies within this time.

Jedi philosophy and learning is still evolving in this era, but one thing remains the same: Practitioners of the dark side are not tolerated. Some might be redeemable, but those beyond hope and help are hunted down and eliminated. At times, such as during the Jedi Civil War or the Sith wars, dark side Force-users are much more common than in other eras. Dark Jedi, Sith Lords, Dark Side Adepts, and Sith apprentices are common foes. The dark side threat is real, and the Jedi must counter it directly.

In this era, Jedi training is dependent on the teachings of a specific organization or enclave within the Order. Many Padawans are trained just as their Republic-era counterparts. Others are exposed to another Force tradition before joining the Order. They might struggle with reconciling their original teachings with that of the Order. Some are even exposed to Sith teachings before becoming aware of the benefit of following the light side.

The many wars of this era compel large numbers of Jedi to become experts in lightsaber and Force-related combat. Some become masters on the battlefield; others become highly skilled duelists, able to battle dark Jedi and Sith in single combat.

The Jedi operate in a variety of ways specific to this era. A single Jedi might serve as a Watchman over a particular sector or planet. A group of Jedi might form their own Covenant, finding their tasks through the guidance of the Force. Of course, the traditional master-and-Padawan duo is used extensively.

Sample Jedi Concepts: Exiled Jedi, Jedi Battlemaster, Jedi Covenanter, Jedi Shadow, Jedi Watchman, Revanchist Jedi.

JUHANI AND DARTH BANDON CROSS LIGHTSABERS



New Jedi Talents

The following talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree, which is available to members of the Jedi class. Any character that can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Collective Visions: Developed by Krynda Draay, this talent is used by Jedi Covenant WatchCircles to sharpen their visions through the Force. When you use *farseeing* or a Force power or talent that has *farseeing* as a prerequisite, other Force-users with *farseeing* in their Force-power suite can aid another (page 151 of the *Saga Edition* core rulebook) on your Use the Force check as a reaction if they are within 6 squares of you.

Prerequisite: farseeing.

Visionary Attack: As a reaction, you can make a Use the Force check after you or an ally within 12 squares misses with a melee or ranged attack, removing one use of the *farseeing* Force power from your active suite (as

though you had activated the power). If your check result equals or exceeds the Will Defense of the target of that missed attack, the attacker can reroll the missed attack roll. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power. Any attack can only be affected by this talent once (thus, multiple characters cannot use this talent on the same attack to allow multiple rerolls). You take a cumulative –5 penalty on Use the Force checks until the beginning of your next turn when you use this talent.

Prerequisites: farseeing, WatchCircle Initiate.

Visionary Defense: As a reaction, you can make a Use the Force check after you or an ally within 12 squares is the target of a melee or ranged attack (but before the results of the attack roll are known), removing one use of the *farseeing* Force power from your active suite (as though you had just activated the power). If your check result exceeds the Will Defense of the attacker, you grant the target of the attack a +5 Force bonus to Reflex Defense against that attack. This counts as using the *farseeing* Force power against the attacker, but this talent replaces the normal rules and effect of that power. Any attack can only be affected by this talent once (thus, multiple characters cannot use this talent on the same attack to allow multiple rerolls). You take a cumulative –5 penalty on Use the Force checks until the beginning of your next turn when you use this talent.

Prerequisites: farseeing, WatchCircle Initiate

Renew Vision: Once per encounter, you can regain all expended uses of the *farseeing* power as a swift action.

WatchCircle Initiate: As a reaction, you can make a Use the Force check (DC 15) and remove one use of the *farseeing* Force power from your active suite (as though you had activated the power). You subtract 1 from your Force Point total (this cannot be subtracted from temporary Force Points, and does not count as spending a Force Point) and add 1 to the Force Point total of an ally within line of sight. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power.

Prerequisites: farseeing.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree. Any character who can normally choose talents from the Jedi Guardian talent tree can choose this talent as well.

Improved Battle Meditation: You may activate your Battle Meditation talent as a swift action instead of as a full-round action. The range of the Battle Meditation extends out to 12 squares. Enemies within the radius of your Battle Meditation suffer a –1 penalty to all attack rolls.

Prerequisite: Battle Meditation.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Dark Retaliation: Once per encounter, you can spend a Force Point to activate a Force power as a reaction to being targeted by a power with the *[dark side]* descriptor.

Prerequisite: Sentinel Strike.

Sentinel Strike: Any time you attack a flat-footed opponent (or one who is denied its Dexterity bonus to Reflex Defense against you) with a damage-dealing Force power or attack with a lightsaber, you deal an extra 1d6 damage with that attack. This talent does not affect Force powers with the *[dark side]* descriptor.

You can select this talent multiple times. Each time you select it, your Sentinel Strike damage increases by 1d6 (maximum +5d6).

Sentinel's Gambit: Once per encounter, as a swift action, you can designate an adjacent enemy with a Dark Side Score of 1 or higher as the target of this talent. The designated enemy loses its Dexterity bonus to Reflex Defense against your attacks until the end of your next turn.

New Lightsaber Combat Talents

The following new talent belongs to the Lightsaber Combat talent tree. Any character who can normally choose talents from the Lightsaber Combat talent tree can choose this talent as well.

Riposte: As a reaction once per encounter, make a lightsaber attack against a being whose attack you negate using the Block lightsaber combat talent (page 41 of the *Saga Edition* core rulebook). Only non-area melee attacks can be riposted in this manner; you cannot use this talent when negating the damage from melee area attacks (such as those made with the Whirlwind Attack feat).

Prerequisites: Block, base attack bonus +5.

Noble

This is an era of action. As the warlike Mandalorian and Sith invaders provide fewer opportunities for negotiation, nobles of this era are more likely to be drawn to leadership and action, rather than diplomacy and rhetoric. Inspiring officers are needed to keep up the morale of Republic and planetary forces fighting against the relentless Mandalorians or the mysterious and dangerous Sith. Charismatic leaders are required to bolster the spirit of the war-weary citizenry.

Many nobles create successful careers by serving a major interstellar corporation. Even though this might not keep them out of the wars, such a position is often better compensated and, depending on the corporation and position, nobles might find themselves with a great degree of autonomy. In other cases, nobles serving large companies that own or operate a significant

region of the galaxy might find working for a corporation similar to working for a government agency. Ultimately, they will find that the reputation of their corporation often overrides their own personal reputation—for better or worse.

Despite the focus on action, negotiation is not dead. Much must be settled internally within the Republic, as different factions and worlds argue for their own piece of the Republic defense or for funds for rebuilding. Corporations must negotiate among themselves and with government entities. Even criminal elements must make deals on occasion. Nobles help facilitate many deals, large and small.

Sample Noble Concepts: City or planetary leader, corporate negotiator, corporate operative, Republic agent, Republic diplomat.

New Noble Talents

The following talents are for use with the noble class.

New Influence Talents

The following new talents belong to the Influence talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Influence talent tree can choose from these talents as well.



Lord Arkoh Adasca, Arkanian Noble

Fluster: You get under an enemy's skin. Once per encounter, make a Persuasion check to intimidate one creature within line of sight as a standard action. On a success, instead of the normal effect of an intimidate application of the Persuasion skill, the affected creature can take only a single swift action on its next turn. If the target is higher level than you, it gains a +5 bonus to its Will Defense against the skill check.

This is a mind-affecting effect.

Prerequisites: Presence, trained in Persuasion.

Intimidating Defense: Once per encounter, as a reaction, you can make a Persuasion check to intimidate one creature that has made a melee or ranged attack against you if that creature is within line of sight. If you succeed, you impose a –5 penalty to that attack roll. If the target is higher level than you, it gains a +5 bonus to its Will Defense against the Intimidating Defense.

This is a mind-affecting effect.

Prerequisites: Presence, trained in Persuasion.

New Leadership Talent

The following new talent belongs to the Leadership talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Leadership talent tree can choose this talent as well.

Reactionary Attack: Once per encounter, as a reaction to an attack made against you or an ally, you can direct an ally within 6 squares to make an immediate attack as a reaction against the attacking enemy. The ally you choose must be capable of making an attack against the target.

Prerequisites: Born Leader, trained in Persuasion.

Fencing Talent Tree

In the days of the Old Republic, the fine art of swordplay was stylish among nobles. A particular style arose mixing martial precision with forceful panache.

Demoralizing Defense: As a reaction, you can designate an enemy you have just hit with a melee attack. The enemy takes only half damage from the attack, but takes a –5 penalty on attacks made against you until the end of your next turn.

This is a mind-affecting effect.

Prerequisites: Noble Fencing Style

Leading Feint: Whenever you successfully damage an opponent with a melee attack, you can make a Deception check to feint against that target as a swift action. If successful, you designate an ally within 12 squares; your target is treated as flat-footed against the first attack that ally makes against your target before the beginning of your next turn.

Prerequisites: Noble Fencing Style

Noble Fencing Style: This style of swordplay uses wit and force of personality to increase accuracy, taunting and distracting an opponent with feints, misdirection, and deception. When using a light melee weapon or a lightsaber that you are proficient with, you can use your Charisma modifier instead of your Strength modifier on attack rolls.

Prerequisite: Trained in Deception and Persuasion.

Personal Affront: Once per encounter, as a reaction, you can make a single melee attack against an adjacent enemy who just damaged you.

Prerequisites: Noble Fencing Style, base attack bonus +5.

Transposing Strike: When you hit a character with a melee attack, you can choose to have the attack deal only half damage and switch places with that foe. Your foe must be no more than one size category larger than you, and you must end up occupying a space that was previously occupied by your target (and vice versa) to use this talent. This movement does not provoke attacks of opportunity.

Prerequisites: Noble Fencing Style, base attack bonus +5.

Scoundrel

As in all eras of uncertainty, scoundrels thrive throughout the galaxy. Scoundrels dealing in the gray areas of commerce find a wide variety of opportunities, especially as large populations move throughout the galaxy, trying to avoid war zones. People so uprooted are in need of difficult-to-obtain information and material. They often require less-than-legal transport, or any transport available in an emergency. Scoundrels meet these needs.

Smugglers find the Outer Rim wide open to their illicit deals, but they must contend with powerful criminal organizations such as the Exchange. Move in on the wrong market or planet, and a smuggler might end up at the wrong end of a blaster—or pirate fleet. Smugglers work across the front lines of the many wars of the era. Though they risk running into an unexpected battle or being arrested for treason or sedition, the economic rewards can be great. Many passengers desperately want to escape back to their homeworld from an occupied planet.

Not all scoundrels are smugglers, however. Some are opportunistic businessmen, trying to keep their ship flying or their skin intact in a dangerous time. More have been displaced by war, forced to follow paths they would never have dreamt of in more peaceful times. Scoundrels share one common feature: Survival is the number one priority.

Sample Scoundrel Concepts: Battlefield scavenger, ex-swoop gang member, professional pazaak player, resource acquisition specialist, Sith deserter, undercover agent or spy.

New Scoundrel Talents

The following talents are for use with the Scoundrel class.

New Fortune Talent

The following new talent belongs to the Fortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Fortune talent tree can choose this talent as well.

Lucky Stop: A successful hit against you is mitigated by an item you just happen to be wearing or carrying, or glances off your armor or clothing in just the right way. Once per encounter, as a reaction, you can negate the damage from a single attack that would normally reduce you to 0 hit points.

Prerequisite: Knack.

Run and Gun Talent Tree

Scoundrels find ways to slip through fights of any size, even when the odds are against them.

Cheap Shot: Once per encounter, you can make an attack of opportunity against an opponent that takes the withdraw action to withdraw from a space threatened by one of your allies within point-blank range.

Prerequisite: Opportunistic Strike.

No Escape: Whenever an opponent uses the withdraw action to leave your threatened space, that opponent is considered flat-footed against you until the end of your next turn.

Prerequisite: Opportunistic Strike.

Opportunistic Strike: Once per encounter, you can make an attack of opportunity against an opponent within point-blank range (even using a ranged weapon) if that opponent provokes an attack of opportunity from one of your allies.

Slippery Strike: Once per encounter, you can designate an opponent you have just damaged as a reaction; that



MIRA, HUMAN SCOUNDREL

opponent cannot make attacks of opportunity against you until the end of your next turn. You may use this in conjunction with the Strike and Run talent, allowing you to benefit from both talents as a single reaction.

Prerequisite: Strike and Run.

Strike and Run: Once per encounter, as a reaction after successfully damaging an opponent with a melee or ranged attack, you can move your speed.

Scout

Many scouts find that they have two major services to offer during this era. One is reconnaissance. Government forces can always use an extra source of information during these volatile times. News of fleet movements, uncertain alliances, and secret corporate activities is interesting to certain parties.

The second major service is that of the scout's traditional role: exploration of space and new worlds. Despite widespread warfare, this is also an era of rapid colonization. Many species are seeking suitable planets for new colonies, and corporations are willing to pay for information regarding natural resources. Scouts might be commissioned specifically to discover new worlds for a specific patron.

A scout's intimate knowledge of specific regions of space gives him a valuable commodity: astrogation information. Because scout ships are often the most recent to travel certain routes, especially in remote areas of the galaxy, they might find that their astrogation data is worth a high price. Whether vast battle fleets or single colonization ships, every starship requires the best data available. In remote areas of the galaxy, this information can be difficult to come by. In fact, corporations and military organizations hire scout ships to map specific paths before moving a large fleet into unknown space. Though such mapping expeditions are risky, they are exactly what many scouts live for.

Sample Scout Concepts: Colony scout, corporate scout, hyperspace scout, military reconnaissance specialist, search and rescue specialist (terrestrial or space-based), swoop racer.

New Scout Talents

The following talents are for use with the scout class.

New Awareness Talent

The following new talent belongs to the Awareness talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Awareness talent tree can choose this talent as well.

Weak Point: Once per encounter, you can use a swift action to ignore the Damage Reduction of a single target within your line of sight for the rest of your turn.

Prerequisites: Acute Senses, Keen Shot.

Zaalbar, Wookiee scout



Hyperspace Explorer Talent Tree

You are an experienced deep-space explorer who has learned a few tricks along the way that help you survive both in space and planet-side.

Deep-Space Gambit: Once per encounter, when you or a vehicle you occupy are the target of an attack roll, you can force your opponent to reroll the attack. The opponent must take the worse result.

Guidance: You know how to guide others through treacherous terrain. You may use a swift action to point out to an ally the path of least resistance to an ally within line of sight who can see, hear, and understand you. The ally ignores the effect of difficult terrain on its next turn. You may not use this talent on yourself.

Prerequisite: Trained in Perception.

Hidden Attacker: Your shots seem to come from nowhere. Whenever you use the snipe application of the Stealth skill, you do so as a swift action instead of a move action.

Prerequisite: Trained in Stealth.

Hyperspace Savant: You can substitute your Pilot skill for any Use Computer check made to astrogate or operate sensors while you are the pilot of a vehicle.

Prerequisite: Trained in Pilot.

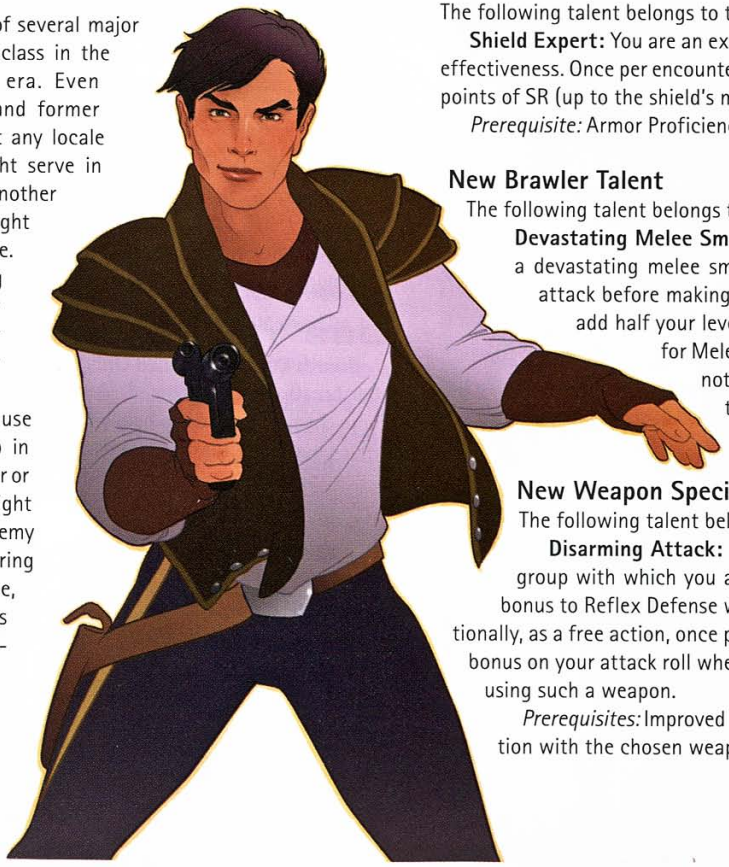
Vehicle Sneak: You know how to fly and operate your vehicle in order to hide its approach visually, decrease the noise it produces, and minimize its sensor signature. Treat your ship as two size categories smaller when attempting Stealth checks.

Prerequisite: Trained in Pilot.

Soldier

With the galaxy in the midst of several major wars, soldiers are a common class in the *Knights of the Old Republic* era. Even between the wars, soldiers and former fighters can be found in most any locale and social class. Soldiers might serve in the Republic armed forces or another major military group, or they might be freelance mercenaries for hire. They might be veterans, trying to redeem themselves for their actions during the war, possibly regretting the side that they served.

Shifting loyalties might cause soldiers to become caught up in difficult situations. A commander or government serving one side might suddenly shift to support the enemy or even oppose all others. During the Jedi Civil War, for example, Republic ships and entire fleets join Revan in the Sith. Dissenting soldiers might be unable to detach themselves from their unit or starship, and unable to follow their own paths without risking their lives. Once they seize an opportunity to jump ship, they might be stranded on a remote planet or in a hostile environment.



Atton Rand, human soldier

Soldiers of this era specialize in combat techniques different from those of the classic era. With the advent of personal shields, melee combat has come to the fore, requiring acquisition of new skills. Some soldiers receive training specific to their military service, with Republic soldiers specializing in techniques different from their Sith military counterparts. Whatever their training, soldiers remain as deadly as ever.

Sample Soldier Concepts: Corporate security, Mandalorian soldier, Republic soldier, ex-Sith soldier, gladiator, personal bodyguard.

New Soldier Talents

The following talents are for use with the soldier class.

New Armor Specialist Talent

The following talent belongs to the Armor Specialist talent tree.

Shield Expert: You are an expert in using personal shields for maximum effectiveness. Once per encounter, you can spend a swift action to regain 10 points of SR (up to the shield's maximum) on an active personal shield.

Prerequisite: Armor Proficiency (light).

New Brawler Talent

The following talent belongs to the Brawler talent tree.

Devastating Melee Smash: Once per encounter, you can attempt a devastating melee smash. You must declare this special melee attack before making the attack roll. If the attack roll succeeds add half your level to the damage instead of the normal +1 for Melee Smash. The damage from this talent does not stack with any damage bonus provided by the Powerful Charge feat.

Prerequisite: Melee Smash.

New Weapon Specialist Talent

The following talent belongs to the Weapon Specialist talent tree.

Disarming Attack: Choose a single exotic weapon or weapon group with which you are proficient. You ignore a target's armor bonus to Reflex Defense when disarming with such a weapon. Additionally, as a free action, once per encounter, you can grant yourself a +10 bonus on your attack roll when attempting to disarm an opponent while using such a weapon.

Prerequisites: Improved Disarm, Intelligence 13, Weapon Specialization with the chosen weapon.

Rocket Jumper Talent Tree

You are an expert in the use of jet packs. You can use this form of transport to perform specialized aerial assaults and maneuvers.

Burning Assault: As a standard action you can expend one of your jet pack's charges to make an attack with the jet pack, treating it as a flame thrower (see page 128 of the *Saga Edition* core rulebook). You cannot use this talent when you are flying. You are considered proficient in the flame thrower for the purpose of making this attack.

Prerequisite: Jet Pack Training.

Improved Trajectory: You always use the proper trajectories to maximize efficiency of your rocket-pack burn rates. You increase your fly speed by 2 squares when using a jet pack.

Prerequisite: Jet Pack Training.



Canderous Ordo, Mandalorian Soldier

Jet Pack Training: You can activate a jet pack as a free action on your turn. You need not make Pilot checks to land safely with a jet pack.

Jet Pack Withdraw: Once per encounter, as a reaction when an opponent moves adjacent to you, you can expend one charge of your jet pack to fly and move your speed or withdraw.

Prerequisite: Jet Pack Training.

Skills

Below are new uses for the skills described in the *Saga Edition* core rulebook. These additional uses can be used in any era.

Acrobatics

Long Falls: When falling great distances, you can attempt to use your Acrobatics skill to guide your descent. Make a DC 20 Acrobatics check to land on a target near a square you would normally land in. You can adjust your target by 1 square for every 60 meters fallen. Gamemasters can give favorable or unfavorable circumstance adjustments to the check based on mitigating circumstance—for example, the amount of wind or the favorable use of equipment, such as baggy clothing.

Climb

Climbing in Low or High Gravity: When climbing in low-gravity environments, Climb DCs are halved and movement is double. When climbing in high-gravity environments, DCs are doubled and climb speed is halved (minimum 1 square).

Use the Force

Breath Control (Trained Only): You can use the Force to help you hold your breath for an extended period of time. A successful DC 15 Use the Force check allows you to hold your breath for a number of rounds equal to twice your Constitution score before having to succeed Endurance checks to continue to hold your breath.

"The Mando'ade usually prefer a more direct approach. We're pragmatic, not treacherous."

—Rohlan Dyre

Feats

Feats provide game mechanics for core character concepts. They allow characters from any class to access significant special abilities, as long as they meet certain prerequisites. This section provides new feats common to the *Knights of the Old Republic* era, as well as new ways to use some existing feats.

Combined Feats

Characters can use their existing feats in new ways, as noted below. Essentially, certain feats allow characters to benefit from combining their use. A character wishing to use one of the combinations described below must have all the required feats to do so.

Dodge + Charging Fire

You can reduce your penalty to your Reflex Defense against all opponents to –1 when making a ranged attack at the end of a charge.

Dodge + Running Attack

You can add your Dodge bonus to your Reflex Defense against anyone who makes an attack of opportunity against you while using the Running Attack feat.

Dual Weapon Mastery I + Quick Draw

You can draw or holster two weapons with a single swift action; you must have both hands free to draw both weapons, and each weapon must be able to be held in one hand.

Force Training + Improved Disarm

When you use the *Force disarm* Force Power, you gain the +5 bonus from Improved Disarm on your Use the Force check as though you were making an attack roll.

Quick Draw + Weapon Proficiency (Lightsabers)

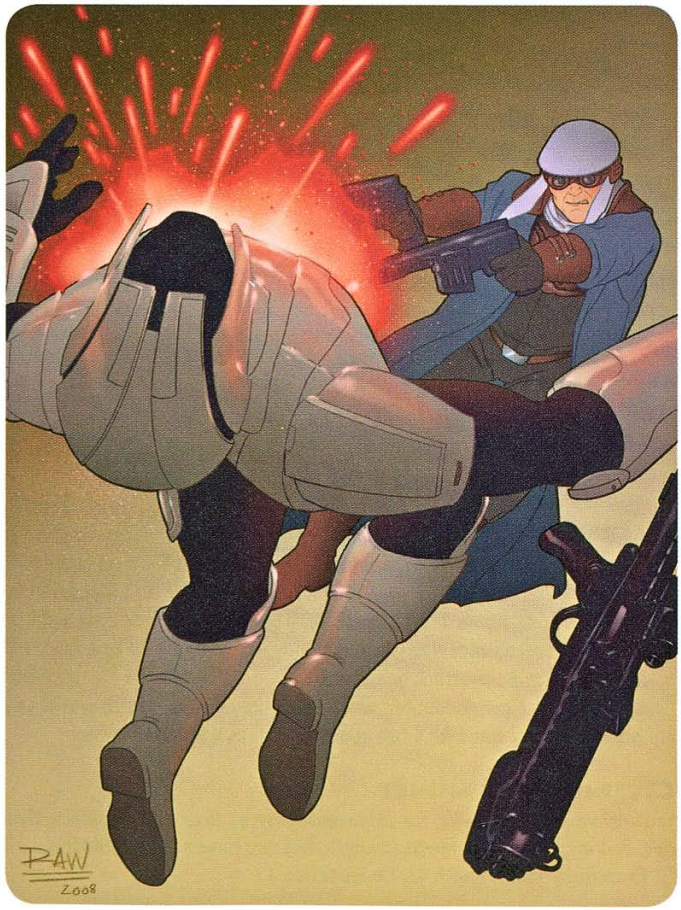
You can draw and ignite your lightsaber as a single swift action.

Weapon Focus + Weapon Finesse

When you are wielding a single one-handed weapon for which you have Weapon Focus, you can treat that weapon as a light weapon for the purpose of Weapon Finesse.

"Stay out of my way – I've got a mission to complete!"

–Celeste Morne



A Sith Trooper is no match for Calo Nord

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Accelerated Strike	Base attack bonus +6	Once per encounter, make a full attack as a standard action
Conditioning	Str 13, Con 13	Reroll Strength- and Constitution-based skill checks
Critical Strike	Base attack bonus +9, proficient with melee weapon used, Weapon Focus	Increase critical threat range of an attack
Echani Training	Dex 13, Martial Arts I	In unarmed combat, increase damage, knock opponent down on critical hit
Force Readiness	–	Spend Force Points even if it is not your turn
Flurry	Dex 13	Increase attack bonus, with penalties to Reflex defense
Gearhead	–	Make Mechanics and Use Computer checks quickly
Implant Training	Possess a cybernetic implant	You take no penalty to Will Defense with cyberntetic implant
Improved Rapid Strike	Rapid Strike, light melee weapon	Trade –5 penalty on attack roll for +2 dice of damage when using light melee weapon
Increased Agility	Conditioning	Increase Climb speed, Swim speed, and Jump distance by 2 squares
Logic Upgrade: Self-Defense	Droid	Grant yourself +2 to the defense of your choice for 1 round
Logic Upgrade: Tactician	Droid, base attack bonus +4	Grant a +5 bonus to attack with a successful aid another attempt
Mandalorian Training	Charging Fire	Gain a +2 bonus on attack rolls when using Charging Fire feat
Poison Resistance	Con 13	You are inherently more resistant to poison
Power Blast	Dex 13	Trade attack bonus for damage on ranged attacks (up to your base attack bonus)
Quick Skill	-	Take 10 on skill checks when rushed, take 20 in half normal time
Republic Military Training	-	When behind cover, you can reduce the damage of an incoming attack
Sith Military Training	-	Upon debilitating an enemy, you can cause other enemies to lose heart
Sniper Shot	Proficient with ranged weapon/group	Increase accuracy at a –5 Reflex Defense penalty
Tumble Defense	Dex 13, proficient with melee weapon	Your martial ability makes it harder for opponent to tumble past
Withdrawal Strike	Base attack bonus +5, proficient with melee weapon used	You can make attacks of opportunity against enemies using the withdraw action

NEW FEATS

The new feats presented below are available in any era.

ACCELERATED STRIKE

Your melee attack is exceptionally quick.

Prerequisite: Base attack bonus +6.

Benefit: Once per encounter, when using only weapons with which you are proficient, you can take a full attack action as a standard action.

CONDITIONING

You are in excellent physical condition, enabling you to extend physical activities. You might not have great strength, but you have a lot of stamina.

Prerequisites: Strength 13, Constitution 13.

Benefit: You can reroll any Strength- or Constitution-based skill checks for skills that you are trained in. The result of the reroll must be accepted even if it is worse. Additionally, once per encounter you can add your Strength bonus to your Fortitude Defense as a reaction; this bonus lasts until the beginning of your next turn.

CRITICAL STRIKE

At the cost of speed, you can make a devastating attack.

Prerequisites: Base attack bonus +9, proficient with melee weapon used, Weapon Focus for the melee weapon used.

Benefit: You can take two consecutive swift actions in the same round to increase the critical range of your next melee attack by 1. Thus, if a weapon scores a critical hit on a natural 20, it can score a critical hit on a natural roll of 19 or 20 instead. However, any roll other than a natural 20

is not considered an automatic hit; if you roll a natural 19 and miss the target, you do not score a critical hit. You lose the benefits of Critical Strike if you lose line of sight to your target or if you take any other action before making your attack.

Echani Training

You are trained in Echani unarmed fighting techniques, giving you an advantage in hand-to-hand combat.

Prerequisites: Dexterity 13, Martial Arts I.

Benefit: You can double the damage bonus provided by your Strength bonus to unarmed attacks (minimum +1) provided you make only one unarmed attack this turn. Once per encounter when you deal damage to a target with an unarmed attack you may make an immediate unarmed attack against the target's Fortitude Defense as a free action; if successful you knock your opponent to the ground (prone) in their current square, provided they are one size larger than you or smaller.

Special: Targets gain a bonus to Fortitude Defense against being knocked prone based on their size: Large +5, Huge +10, Gargantuan +20, Colossal +50. Unusually stable creatures (such as those with four legs) gain a +5 bonus to their Fortitude Defense against being knocked prone as well.

Force Readiness

The Force is always with you, and you have a knack for succeeding even when the odds are against you.

Benefit: You can spend Force Points as a free action, even if it is not your turn. All other restrictions to Force Point use still apply.

Normal: Unless otherwise specified, you can spend Force Points only on your turn, preventing you from enhancing attacks and skill checks made as reactions.

Flurry

You attack using a series of quick strikes, sacrificing defense in the process.

Prerequisite: Dexterity 13.

Benefit: When wielding only light weapons or lightsabers, you can make a flurry of attacks. You take a –5 penalty to your Reflex Defense, but you gain a +2 bonus on your melee attack rolls. The bonus on attacks and penalty to Reflex Defense apply until the start of your next turn.

Special: You can use this feat in the place of the Point Blank Shot feat to qualify for the elite trooper prestige class.

Gearhead

You are naturally talented with machines and electronics.

Benefit: Once per encounter, you can make Mechanics and Use Computer checks more quickly than normal. A check requiring a full-round action can be attempted as a standard action, a check requiring a standard action can be attempted as a move action, and a check requiring a move action can be attempted as a swift action. Checks requiring multiple swift actions can be reduced by one swift action. Checks requiring more than a full round action can be attempted in one-half the amount of time required at a –10 penalty.

Implant Training

You have acclimated your mind and body to the presence of a cybernetic implant.

Prerequisite: Must possess a cybernetic implant.

Benefit: You are not moved an extra step down the condition track when you would normally be moved down the condition track.

Normal: Characters with an implant move one extra step down the condition track when moved down the condition track for any reason.

Improved Rapid Strike

Your Rapid Strike is more effective with light melee weapons.

Prerequisites: Rapid Strike, light melee weapon

Benefit: When using a light melee weapon or lightsaber with the Rapid Strike feat, you can take a –5 penalty to your attack roll to gain +2 dice of damage on a successful strike. This does not stack with the Rapid Strike feat or extra damage provided by any source that does not stack with the Rapid Strike feat (such as Mighty Swing).

Special: If you do not have a Dexterity of 13 or higher, the penalty to your attack roll is -10.

Increased Agility

Due to your own natural abilities or specific training, you move faster or farther than normal when climbing, jumping and swimming.

Prerequisite: Conditioning

Benefit: You increase your Climb speed, Swim speed and Jump distance by 2 squares and do not lose your Dexterity bonus to Reflex Defense when climbing.

DARTH NIHILUS, SITH LORD



LOGIC UPGRADE: SELF DEFENSE

You can use your acquired knowledge and experiences to increase your defenses.

Prerequisite: Droids only.

Benefit: Once per encounter, as a reaction, you can grant yourself a +2 morale bonus to the defense score of your choice until the end of your next turn.

LOGIC UPGRADE: TACTICIAN

You have learned to use your systems and equipment to arm yourself.

Prerequisites: Droids only, base attack bonus +4.

Benefit: Once per encounter, you can use the aid another action to grant a single ally a +5 bonus to their next attack roll against an opponent.

Normal: Successfully aiding an attack roll grants a +2 bonus to the ally's next attack roll against the opponent.

MANDALORIAN TRAINING

You are trained in Mandalorian fighting techniques, giving you an advantage in many types of combat.

Prerequisite: Charging Fire.

Benefit: When using the Charging Fire feat, you gain a +2 bonus to a ranged attack made at the end of a charge. As with a normal charge, you still take a –2 penalty to your Reflex Defense, but you also gain a +2 morale bonus to your Will Defense until the beginning of your next turn.

Normal: You gain no bonus to a ranged attack made at the end of a charge with the Charging Fire feat.

POISON RESISTANCE

You are naturally more resistant to the effect of poison.

Prerequisite: Constitution 13.

Benefit: You gain a +5 bonus to your Fortitude Defense when attacked by poison. If the attack succeeds, you take only half damage.

POWER BLAST

You can make exceptionally powerful ranged attacks.

Benefit: As a swift action, before making an attack roll, you can choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number cannot exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn but you gain no bonus to damage with area attacks or when attacking objects or vehicles from this feat.

Special: If you do not have a Strength of 13 or higher, you take a –5 penalty to attacks when using this feat with non-vehicle weapons.

QUICK SKILL

Your cautious nature provides a bonus to accomplishing extremely dangerous tasks. You are steady and confident.

Benefit: Once per encounter, you can take 10 when rushed on a single skill check for a skill you are trained in, unless the skill description explicitly forbids it. Alternatively, you can take 20 when using a skill you are trained in at half the normal time required.

Normal: Taking 20 normally requires 20 times the amount of time needed by a regular skill check.

Republic Military Training

You are trained in Republic military fighting techniques, giving you an advantage in ranged combat. This training is generally given to members of the Republic military forces.

Benefit: Once per encounter, as a reaction, you gain DR 10 against an incoming attack if you have cover from the attacker. You can gain the DR as long as you have cover, even if your opponent uses aim to ignore your cover bonus to Reflex Defense.

Sith Military Training

You are trained in Sith military fighting techniques, giving you an advantage in melee combat. This training is generally given to rank and file military members of the Sith Empire regardless of their Force training.

Benefit: Once per encounter, as a reaction when you reduce a target to 0 hit points or deal damage that exceeds the target's damage threshold, you can activate this feat to cause all enemies within 6 squares of that target to take a –2 to defenses until the end of your next turn.

This is a mind-affecting effect.

Sniper Shot

You make a precision attack at the expense of your own defense.

Prerequisite: Proficient with ranged weapon used (other than heavy weapons).

Benefit: When wielding only weapons with which you are proficient, you can gain a +2 bonus on your ranged attack, but you take a –5 penalty to Reflex Defense until the beginning of your next turn.

Special: This feat cannot be used with vehicle weapons or heavy weapons.

Tumble Defense

You can use your melee weapon to hinder acrobatic enemies.

Prerequisites: Proficient with melee weapon used.

Benefit: When an opponent attempts to tumble through a square you threaten with a melee weapon, add your base attack bonus to the DC of the Acrobatics check made to tumble. If the target fails the Acrobatics check to tumble, you can make an attack of opportunity against that opponent as normal.

Special: You cannot use this feat when you are flat-footed.

Withdrawal Strike

Your enemies do not escape easily.

Prerequisites: Base attack bonus +5, proficient with melee weapon used

Benefit: When taking this feat, select a single exotic weapon or weapon group. When wielding a melee weapon from the chosen weapon group, adjacent opponents may not withdraw from squares you threaten. They may still make Acrobatics checks to tumble as normal.

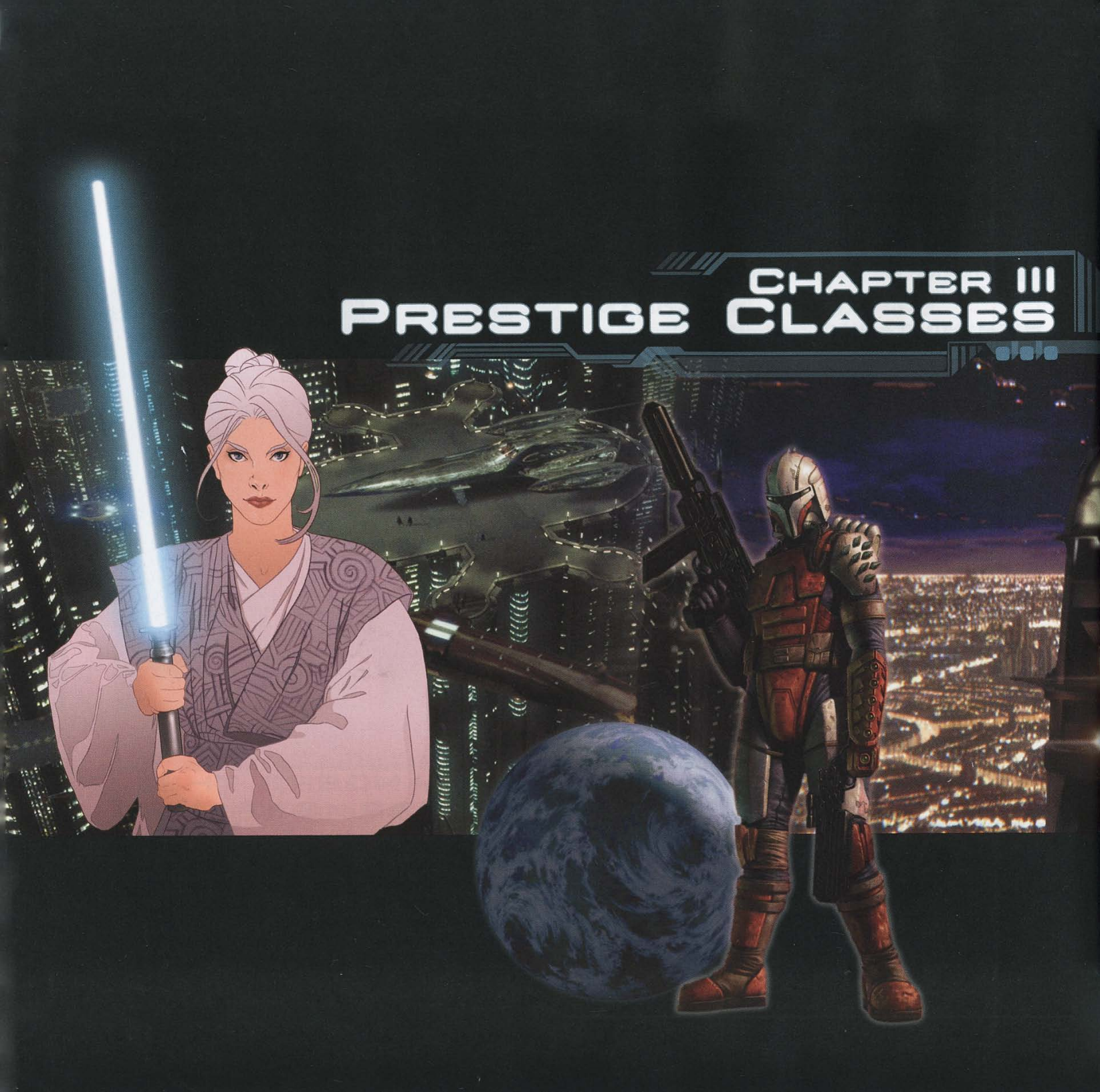
Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class mentioned below adds the following feats to its list of available bonus feats.

Class	Bonus Feats
Jedi	Accelerated Strike, Critical Strike, Force Readiness, Flurry, Improved Rapid Strike, Tumble Defense, Withdrawal Strike
Noble	Flurry, Quick Skill
Scoundrel	Gearhead, Implant Training, Poison Resistance, Quick Skill, Sniper Shot
Scout	Conditioning, Gearhead, Increased Agility, Poison Resistance
Soldier	Accelerated Strike, Conditioning, Critical Strike, Flurry, Improved Rapid Strike, Increased Agility, Power Blast, Sniper Shot, Tumble Defense, Withdrawal Strike

"If the hand endangers the limb, strike it off."

—Master Lucien Draay



Chapter III
Prestige Classes



Prestige classes enable characters to specialize by gaining new talents and abilities unavailable to other classes. Prestige classes allow players to develop their characters around specific concepts, roles, or character types. Prestige classes are optional, and the Gamemaster has the final say on which, if any, are allowed in the campaign.

All prestige classes are suitable for player or Gamemaster use. To qualify for a prestige class, a character must meet all prerequisites, including story factors and statistical requirements. Players and Gamemasters should work together to generate adventures and storylines that allow a player to take advantage of these classes.

New Talents for Existing Prestige Classes

This chapter features three new prestige classes suitable for a *Knights of the Old Republic* campaign and also includes several new talent trees for existing prestige classes. Like those new talent trees for core classes (Jedi, noble, scoundrel, scout, soldier) in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, in the description of the talents granted to the elite trooper prestige class that appear in the *Saga Edition* core rulebook, the text states that a character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Mandalorian Warrior talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three. Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative.

However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. Though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Rocket Jumper talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the *Saga Edition* core rulebook.

Elite Trooper Talents

The following talents are intended for use with the elite trooper prestige class.

MANDALORIAN WARRIOR TALENT TREE

Mandalorians are talented and ferocious warriors. Their skillful training, warrior culture, and advanced combat abilities make them formidable foes in any era. The following talents are particularly suited to the *Knights of the Old Republic* era.

Armored Mandalorian: Mandalorians wear armor constantly and learn to adjust to take an impact on the strongest section of their armor. You add your armor's Fortitude Defense bonus as an equipment bonus to your elite trooper damage reduction (with a maximum bonus equal to your base elite trooper DR). Additionally, if a lightsaber does not ignore the DR of the armor you are wearing (such as cortosis weave/phrik alloy armor), a lightsaber does not ignore your damage reduction.

Prerequisites: Dexterity 13, Mandalorian Glory, proficient in armor worn.

Mandalorian Advance: Veteran Mandalorians know how to move on the battlefield. Once per encounter, on your turn, you can move up to your speed as a free action before any other action.



ROHLAN DYRE, MANDALORIAN ELITE TROOPER

Mandalorian Ferocity: Mandalorians can be ferocious fighters. Select one weapon group or exotic weapon you are proficient with. Once per encounter, when making more than one attack in a round, you can add one damage die to each successful hit with the selected weapon group or exotic weapon. You can take this talent more than once, selecting a different weapon group each time.

Prerequisites: Dexterity 13, proficient in selected exotic weapon or weapon group.

Mandalorian Glory: Above everything else, Mandalorians fight for glory in battle. Once per encounter, when you reduce an opponent's hit points to 0, you gain a +5 attack bonus with your next attack during the same encounter.

Force Adept Talents

The following talents are for use with the Force adept prestige class.

New Force Item Talents

The following new talents belong to the Force Item talent tree, which is available to members of the Force adept prestige class. Any character that can normally choose talents from the Force Item talent tree can choose from these talents as well.

Primitive Block: As a reaction, you may negate a melee attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative –5 penalty on your Use the Force checks to use this talent for every time you have used Primitive Block since the beginning of your last turn. You must have a weapon you have empowered drawn to use this talent, and you must be aware of the attack and not flat-footed. You may spend a Force Point to use this talent to negate an attack against an adjacent character.

You may use the Primitive Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses.

Prerequisite: Empower Weapon.

Force Throw: You can hurl a simple or advanced melee weapon your size or smaller as a standard action, treating it as a thrown weapon. You are considered proficient with the thrown weapon. The thrown weapon deals normal weapon damage if it hits. If the weapon deals piercing or slashing damage, it becomes embedded in your target, remaining there and causing an additional die of damage each round at the end of the target's turn, and also when it is removed (removing the embedded weapon is a swift action and an adjacent ally can remove the embedded weapon for you). Your target must be within 6 squares of you. The weapon does not automatically return to you, but you can retrieve it with *move object* (dealing an additional die of damage in the process, if the weapon is embedded in the target, as above).

Prerequisite: Empower Weapon.

Gunslinger Talent

The following talent is for use with the Gunslinger prestige class.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character that can normally choose talents from the Gunslinger talent tree can choose this talent as well.

Mobile Attack (pistols): Immediately after making a full attack where you attack with two pistols, you may move up to your speed as a free action.

Prerequisites: Multiattack Proficiency (pistols), Dual Weapon Mastery I, Weapon Focus (pistols).

Jedi Knight Talents

The following talents are for use with the Jedi Knight prestige class.

New Duelist Talents

The following talents are for use with the Duelist talent tree, which is available to members of the Jedi Knight prestige class. Any character that can normally choose talents from the Duelist talent tree can choose from these talents as well.

Improved Riposte: Once per turn, when you successfully make a riposte attack using the Riposte talent, you do not count the Block use that triggered the riposte (thus, you take no cumulative penalty to Use the Force checks from that Block attempt). Subsequent Block attempts before the beginning of your next turn impose penalties as normal.

Prerequisites: Block, Riposte.

Improved Redirect: Once per turn, when you successfully redirect an attack with the Redirect Shot talent, do not count the Deflect use that triggered the redirected attack (thus, you take no cumulative penalty to Use the Force checks from that Deflect attempt). Subsequent Deflect attempts before the beginning of your next turn impose penalties as normal.

Prerequisites: Deflect, Redirect Shot.

JEDI BATTLEMASTER TALENT TREE

Jedi Battlemasters are highly trained in Jedi combat techniques. They serve as the head combat trainers for Jedi organizations and as Jedi commanders on the battlefield. Many Battlemasters begin their careers as Jedi Guardians.

Defensive Circle: As a swift action, you and any allies affected by your Battle Meditation gain a +2 insight bonus to Reflex Defense, lasting as long as they are affected by Battle Meditation. Additionally, you gain a +1 bonus to your Use the Force checks to Block and Deflect (as per the talents) for each adjacent ally wielding a lightsaber.

Prerequisites: Battle Meditation, Block or Deflect, Jedi Battle Commander.

Force Revive: When an ally affected by your Battle Mediation is reduced to 0 hit points, you can spend a Force Point as a reaction, allowing that ally to take its Second Wind as a reaction immediately (though the target still falls unconscious before the Second Wind is triggered).

Prerequisites: Battle Meditation, Jedi Battle Commander.

Jedi Battle Commander: You are trained to direct Jedi in pitched battles. Your battle meditation grants a +2 insight bonus on attack rolls instead of the normal +1.

Prerequisite: Battle Meditation.

Slashing Charge: Once per encounter, while making a charge, you take no cumulative penalty to Use the Force checks for each Block attempt you make during the charge. When performing slashing charge, you can apply the attack bonus granted by the charge to all Riposte attacks as well. You can declare the use of this ability after you begin the charge but before you make your first Riposte attack.

Prerequisite: Block, Riposte, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers).

Mobile Attack (lightsabers): Immediately after making a full attack where you attack with two lightsabers (or both ends of a double-bladed lightsaber), you may move up to your speed as a free action.

Prerequisites: Multiattack Proficiency (lightsabers), Dual Weapon Mastery I, Weapon Focus (lightsabers).

JEDI SHADOW TALENT TREE

Jedi Shadows are often elite Jedi Sentinels who specialize in abilities that aid them in pursuing dark side users in all forms and locations. These talents are also utilized by Jedi Covenant Shadows.

Dark Deception: You can cloak your intentions with a veil of anger and hate. When another character attempts to sense you through the Force in any way, you can choose to act as though your Dark Side Score equals your Wisdom score.

Additionally, Deception is now a class skill for you.

Improved Sentinel Strike: Increase the damage dice of your Sentinel Strike to d8 instead of d6.

Prerequisite: Sentinel Strike.

Improved Sentinel's Gambit: You can use Sentinel's Gambit an additional number of times an encounter equal to half your class level (minimum 1).

Prerequisite: Sentinel's Gambit.

Rebuke the Dark: When using the *rebuke* Force power against a Force power with the *[dark side]* descriptor, roll two dice for the *rebuke* attempt and take the better result.

Taint of the Dark Side: Add one Force power with the *[dark side]* descriptor to your Force suite. Once per encounter you can use that Force power with the *[dark side]* descriptor without increasing your Dark Side Score.

Prerequisite: Dark Deception.

JEDI WATCHMAN TALENT TREE

Jedi Watchmen are elite Jedi tasked with protecting and watching over a specific world or region of space. They seek out and destroy threats to the Republic and the Jedi Order. As such, they have enhanced their abilities to blend in and covertly investigate threats at their source. All Watchmen are appointed and approved by the Jedi Council before training; many begin as Jedi Consulars. A Watchman's assignment might change, as directed by the Council.

Force Warning: Allies within 12 squares can choose to reroll their Initiative checks at the start of combat but must take the second result, even if it is worse. Furthermore, if any allies within 12 squares are surprised at the start of an encounter, but you are not, you can designate a number of those allies equal to your Wisdom modifier (minimum 1); those allies are no longer considered surprised and can act normally on the surprise round.



MASTER ATRIS, JEDI WATCHMAN

Improved Quick Draw (lightsabers): If you are carrying a lightsaber (either in your hand or at your belt), you can draw the lightsaber, ignite it, and make a single attack during the surprise round even if you are surprised. If you are not surprised, you can take any single action of your choice, as normal.

Additionally, once per turn you may draw and ignite a lightsaber as a free action on your turn.

Prerequisites: Quick Draw, Weapon Focus (lightsabers).

Sheltering Stance: Whenever you are adjacent to an ally, you may use the Block or Deflect talents on attacks that target that ally without the need to spend a Force Point.

Prerequisite: Block or Deflect, Vigilance

Vigilance: As a swift action you may designate one adjacent ally as the target of this talent. That target gains a +1 deflection bonus to Reflex Defense as long as you remain adjacent to them. You may change the target of this talent as a swift action.

Watchman's Advance: When acting in the surprise round, you and your allies can take an extra move action. Any character can gain only one extra move action during the surprise round regardless of the number of Jedi with this talent in your group.

Prerequisites: Force Warning.

SITH TALENTS

The following talents are for use with the Sith apprentice prestige class.

New Sith Talents

The following talents are for use with the Sith talent tree, which is available to members of the Sith apprentice prestige class. Any character that can normally choose talents from the Sith talent tree can choose from these talents as well.

Affliction: Your Force power carries the taint of the dark side more so than even other dark side users. When you damage a single opponent with one of your Force powers, that target also takes 2d6 points of Force damage at the beginning of its next turn, before taking any actions.

Dark Healing Field: You can spend a Force Point to heal wounds by drawing life energy from up to three targeted creatures within 12 squares of you. Once per encounter, make a Use the Force check. If the attack equals or exceeds a target's Fortitude Defense, the target takes 1d6 damage per class level. You heal half the total damage dealt (cumulative from all targets). If the attack fails, the targets take half damage and you heal that amount.

Prerequisites: Dark Healing, Improved Dark Healing.

Drain Force: Once per encounter, as a reaction when you damage a Force-sensitive opponent, the dark taint of your power allows you to sap some of the opponent's strength and covert it to personal power, regaining one spent Force power. Additionally, the target loses one Force Point.

Prerequisite: Affliction.

Sith Alchemy: Your knowledge of Sith sorcery allows you to imbue talismans and other objects with the power of the dark side.

Create Sith Talisman: You can spend one Force Point to imbue a portable object with the dark side, creating a Sith talisman that provides offensive strength to a Force power or lightsaber attack. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, add 1d6 to your damage with Force powers. You gain a Dark Side point when you first put on or carry a Sith talisman. You can have only one Sith talisman active at any given time, and if it is destroyed, you cannot create another one for 24 hours.

Create Sith Weapon: You can alchemically treat a properly prepared weapon to become a Sith weapon. You may spend a Force Point to imbue the weapon with the properties of the Sith alchemical weapon template (this process takes one hour to complete). See **Chapter 5: Equipment and Droids** for information on Sith alchemical weapons.

Prerequisite: Dark Side Adept, Dark Side Master.

New Prestige Classes

This following new prestige classes are available in the *Knights of the Old Republic* era. In later eras, the Gladiator is less common, and most often found in systems outside direct Imperial control.

Table 3-1: New Prestige Classes

PRESTIGE CLASS	BASIC DESCRIPTION
Corporate agent	Governmentlike agents working for corporations
Gladiator	Underworld combatants who fight for cash or prizes
Melee duelist	Individuals specialized in single combat

Corporate Agent

Interstellar corporations hold a huge amount of power in all eras of play. In some regions, the corporations control enough systems to operate as the de facto government. However, most are spread across countless worlds throughout the galaxy. Their presence varies, ranging from near dominance of a local market, to only a single office, store, or facility. Major corporations have agents of their own, looking after company interests. These agents might specialize in security, fraud, exploration, administration, or many other aspects of management and production. They operate in the open or covertly, normally restricting their activities to keeping an eye on their own company, but corporations can use agents for corporate espionage or even sabotaging competitors.



A Czerka Corporate Enforcer

Table 3-2: The Corporate Agent

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Executive Leadership (1/encounter)
3rd	+2	Talent
4th	+3	Executive Leadership (2/encounter)
5th	+3	Talent
6th	+4	Executive Leadership (3/encounter)
7th	+5	Talent
8th	+6	Executive Leadership (4/encounter)
9th	+6	Talent
10th	+7	Executive Leadership (5/encounter)

Corporate agents might wield as much or more power than government agents. Some agents find that the company is their life. Indeed, with each promotion they might find that the company demands more and more of their time in exchange for increased status, power, and pay.

Examples of Corporate Agents in Star Wars

Fiolla of Lorrd, Haydel Goravvus, Jana Lorso, Odumin.

Requirements

To qualify to become a corporate agent, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Gather Information, Knowledge (bureaucracy).
Feats: Skill Focus (Knowledge [Bureaucracy]).
Special: Must be employed by a major interstellar corporation.

Game Rule Information

Corporate agents have the following game statistics.

Hit Points

At each level, corporate agents gain 1d8 hit points + their Constitution modifier.

Force Points

Corporate agents gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the corporate agent prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Employment Required

You must retain employment by a major interstellar Corporation to gain new levels of corporate agent. If you leave the company for any reason, you cannot take additional corporate agent levels until you join a new one.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Leadership or Lineage talent trees in the *Saga Edition* core rulebook, or from the Corporate Power talent tree, below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

CORPORATE POWER TALENT TREE

You are an extension of your corporation and wield their power as your own.

Competitive Drive: You are driven to compete and succeed. Once per encounter, you can reroll any Wisdom-, Intelligence-, or Charisma-based skill check (except Use the Force) and take the better result.

Competitive Edge: When you and your allies are not surprised, you and a number of allies equal to your Charisma modifier (minimum 1) that you designate on your first turn gain the benefit of the Quick Draw feat for the remainder of the encounter.

Corporate Clout: You are adept at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defense of an enemy within line of sight. If your check equals or exceeds the target's Will Defense, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defense by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defense by 10 or more, the target's attitude toward you is now Friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is higher level than you, it gains a +5 bonus to its Will Defense.

This is a mind-affecting fear effect.

Prerequisites: Impose Hesitation, Wrong Decision.

Impose Confusion: Increase the area of Impose Hesitation to a 12-square cone. Also, once per encounter, after making the Persuasion check for Impose Hesitation, you can instead choose to have the targets lose a standard action on their next turn.

Prerequisite: Impose Hesitation.

Impose Hesitation: As a standard action, make a Persuasion check targeting all opponents in a 6-square cone. If you equal or exceed the target's Will Defense, the target loses a swift action on its next turn and cannot take full-round actions. This is a mind-affecting effect. Targets need to see, hear, and understand you to be affected by this attack.

Willful Resolve: Once per encounter, you can negate the effect of a single attack roll or skill check made against you that targets your Will Defense.

Wrong Decision: Each time you are attacked, the opponent that attacked you takes a –2 morale penalty to its Will Defense until the end of your next turn. This penalty is not cumulative, so if a target makes multiple attacks against you it only incurs the penalty once per turn.

Executive Leadership

As a swift action, as many times an encounter equal to half your corporate agent level, you can grant an ally within line of sight a temporary boost to their speed, attacks, or defenses. Until the end of their turn they can gain one of the following benefits (your choice): increase base speed by 2 squares, a +2 morale bonus to attack rolls, or a +2 morale bonus to all defenses.

Gladiator

Though the most violent forms are officially banned in the Republic and on most civilized planets, gladiatorial combat remains an entertaining and lucrative combination of business and entertainment. In more civilized locales, such contests are held using nonlethal weapons—such as blasters on stun—with strict rules, resulting in a fight more like a sparring match than lethal combat. However, a more dangerous form of the sport flourishes in underground matches and on the wilder planets of the galaxy. For instance, cantinas on the planet Taris host gladiator contests as entertainment, allowing spectators to gamble on the results. The contests might be to the death, but they are more often fought until one side is unconscious or unable to continue.

The gladiators have diverse backgrounds. Some are former soldiers looking to make a few credits using the only skills they have. Others are thrill seekers looking for fame and notoriety, as well as money. Still others have been captured, forced to fight and are looking to escape. The best of these fighters eventually go on to become professionals that are extremely good fighters and incredibly dangerous both in the arena and on the streets.



Bendak Starkiller, Gladiator

Table 3-3: The Gladiator

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Unflinching (1/encounter)
3rd	+3	Talent
4th	+4	Unflinching (2/encounter)
5th	+5	Talent
6th	+6	Unflinching (3/encounter)
7th	+7	Talent
8th	+8	Unflinching (4/encounter)
9th	+9	Talent
10th	+10	Unflinching (5/encounter)

Examples of Gladiators in Star Wars

Bendak Starkiller, Twitch.

Requirements

To qualify to become a gladiator, a character must fulfill the following criteria.

Minimum Level: 7th.

Minimum Base Attack Bonus: +7.

Feats: Improved Damage Threshold, Weapon Proficiency (advanced melee weapons).

Game Rule Information

Gladiators have the following game statistics.

Hit Points

At each level, gladiators gain 1d10 hit points + their Constitution modifier.

Force Points

Gladiators gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the gladiator prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness or Armor Specialist trees in the *Saga Edition* core rulebook, or from the Gladiatorial Combat talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Gladiatorial Combat Talent Tree

You have learned the tricks of fighting in the gladiatorial arena. These talents represent your knowledge of this specialized combination of combat and showmanship.

Brutal Attack: Choose a single exotic weapon or weapon group you are proficient with. Attacks with such weapons that deal damage that exceeds an opponent's damage threshold deal +1 die of damage on that attack.

You can select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen weapon.

Call Out: When you use the Personal Vendetta talent, you may designate one target of that talent to take a –5 penalty to attacks against targets other than you instead of the normal –2.

Prerequisite: Personal Vendetta.

Distracting Attack: When you deal damage to a target with a melee or ranged attack, compare the attack roll to the target's Will Defense. If the attack roll also meets or exceeds the target's Will Defense, the target takes a –2 penalty to Reflex Defense until the end of your next turn.

Prerequisite: Brutal Attack with the weapon used.

Exotic Weapons Master: You treat all exotic weapons as a single weapon group (exotic weapons). If you already have feats that grant proficiency with or augment the use of one exotic weapon, those feats grant proficiency with or augment all exotic weapons. For example, if you already had Exotic Weapon Proficiency (shyarn) and Weapon Focus (shyarn) you now how Weapon Proficiency (exotic weapons) and Weapon Focus (exotic weapons), and the effects of both feats apply to all exotic weapons.

Prerequisite: Proficiency in at least one exotic weapon.

Lockdown Strike: When you hit a moving opponent that is one size category larger than you or smaller with an attack of opportunity, you immediately end its current movement.

Multiattack Proficiency (exotic weapons): Whenever you make multiple attacks with exotic weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Prerequisite: Exotic Weapons Master.

Personal Vendetta: As a swift action, you can taunt all enemies within 12 squares and line of sight; on their next turn, these enemies take a –2 penalty on attack rolls made against any target other than you.

This is a mind-affecting effect.

Unstoppable: You can sometimes shrug off the effect of debilitating attacks. Once per encounter, if you are hit by an attack that would normally knock you down the condition track, you can reduce the number of steps you move down the condition track by 1 step (to a minimum of 0).

Gladiatorial Combat Circuit

Gladiatorial combat and formalized duels are popular spectator sports in much of the galaxy, particularly the Outer Rim planets and planets outside Republic control. Whether they are fights to the death, or the more common fight to first blood or unconsciousness, these displays of combat attract spectators far and wide, particularly over secured video links. Profits are generated through ticket sales, but more money comes from gambling. Promoters secure both the combatants and the profits taken on the contest.

The size and type of arena varies by planet, and most permanent facilities employ a number of regulars to fight among themselves, or against challengers from other worlds. Some contestants travel from arena to arena and world to world, following an informal circuit of legitimate and underground facilities. The legality of such combat varies drastically from planet to planet.

One of the better-known dueling arenas is run by Ajuur the Hutt through the Upper City Cantina on the planet Taris. Through much of this era, Ajuur can be found arranging battles, no matter the state of the planet, or who is in charge of it. He pays well for skilled combatants, and is willing to take a chance on newcomers. For most battles, he sticks to the laws of Taris. However, he arranges fights to the death if he believes it might bring in enough credits to be worth the risk.

Unflinching

At 2nd level your training as a gladiator has made you very difficult to intimidate or deter. Once per encounter, you may add your gladiator level to your Fortitude Defense (and damage threshold) or Will Defense until the start of your next turn as a reaction; you choose which defense to apply the bonus to when you use the ability, but you must declare the use of this feature before you know the outcome of the effect targeting you. At each even-numbered class level thereafter, you gain one additional use of this ability per encounter.

Crowd Response

Crowds of spectators at a gladiatorial contest or duel can have a noticeable influence on the outcome of the event. Positive crowd responses give bonuses, and negative responses result in penalties to combatants. A character can attempt to gain crowd support through his or her actions, mannerisms and combat prowess. Likewise, they can lose support through unpopular moves or poor fighting skills.

Crowd attitudes follow the same attitude steps as the Persuasion skill (see page 71 of the *Saga Edition* core rulebook). At the start of a contest, the Gamemaster determines the attitude of the crowd toward each participant, supporting some while opposing others. Their attitude shifts when a character is reduced to 0 hit points or the bottom of the condition track, or in response to combatant actions and attempts to sway the crowd.

To sway a crowd, a participant must make a DC 25 Persuasion check, with applicable adjustments for the crowd's current attitude as specified for the Persuasion skill. If successful, the crowd moves one step in the fighter's favor. Gamemasters can apply other modifiers to the crowd response DC for additional circumstances, such as a favorite champion, hated opponent, or partisan crowd.

Characters reducing an opponent to 0 hit points or the bottom of the condition track also move the crowd one step in their favor.

Crowd response grants a bonus or penalty to one attack each round to each combatant. Characters whom the crowd regards as helpful gain a +2 morale bonus. Those regarded as friendly gain a +1 morale bonus instead. Indifferent grants no bonus or penalty. Unfriendly gives a –1 morale penalty, and hostile results in a –2 morale penalty.



MASTER DUELIST

MELEE DUELIST

Throughout the history of the galaxy, dueling has seen many degrees of acceptability, militarily, legally, and socially. Some cultures or subcultures regard dueling as an honorable and civilized method of settling disputes, but others see dueling as barbaric. During the *Knights of the Old Republic* era, melee combat has resurged, forcing many to study dueling as a means to survive on the battlefield. In addition, dueling is still regarded as a sport on many planets. In fact, dueling is allowed on more civilized worlds than gladiatorial combat, given the higher cultural status dueling enjoys.

The melee duelist specializes in fighting a single opponent. The melee duelist selects a primary weapon of choice, studying and practicing maneuvers, feints, and tricks to perfection. Competitive duelists train with several types weapons because they may not know ahead of time which types of weapons will be used in a duel. Battlefield duelists expand their abilities to take on small groups because they cannot depend on the luxury of fighting a single opponent in the middle of a skirmish. Jedi can also become melee duelists to improve their lightsaber combat and expand their knowledge beyond the standard Jedi lightsaber forms. Sith of all ranks and types can specialize in melee duelist, as many of them do not have direct access to learning lightsaber forms.

TABLE 3-4: THE MELEE DUELIST

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Master of Movement (1/encounter)
3rd	+3	Talent
4th	+4	Master of Movement (2/encounter)
5th	+5	Talent
6th	+6	Master of Movement (3/encounter)
7th	+7	Talent
8th	+8	Master of Movement (4/encounter)
9th	+9	Talent
10th	+10	Master of Movement (5/encounter)

EXAMPLES OF MELEE DUELISTS IN STAR WARS

Ice, Marl, Qesya Vth'naar, Tabor

Requirements

To qualify to become a melee duelist, a character must fulfill the following criteria.

Minimum Level: 7th.

Minimum Base Attack Bonus: +7.

Feats: Melee Defense, Rapid Strike, Weapon Focus with exotic melee weapon or advanced melee weapons.

Game Rule Information

Melee duelists have the following game statistics.

Hit Points

At each level, melee duelists gain 1d8 hit points + their Constitution modifier.

Force Points

Melee duelists gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the melee duelist prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Brawler or Weapon Specialist talent tree in the *Saga Edition* core rulebook or from one of the talent trees below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

MELEE DUELIST TALENT TREE

You are lethal when fighting with one or more melee weapons.

Advantageous Strike: You take advantage of your opponent's haste. You gain a +5 bonus on attacks of opportunity with melee weapons you are proficient with.

Dirty Tricks: You are not above using a few dirty tricks to win. You can use the feint application of the Deception skill as two swift actions against an opponent you threaten.

Prerequisite: Trained in Deception.

Dual Weapon Flourish I: When wielding only two light melee weapons or two lightsabers, whenever you make a single attack as a standard action with one weapon you can make a single attack with the other weapon as a free action against the same target. You apply the normal penalties for fighting with two weapons with this attack.

Prerequisites: Dual Weapon Mastery I, Weapon Finesse.

Dual Weapon Flourish II: When you are wielding only two light melee weapons or two lightsabers, you can make a full attack as a standard action instead of a full-round action, provided you attack with both weapons during the attack. You apply the normal penalties for fighting with two weapons to both of these attacks.

Prerequisites: Duel Weapon Mastery I, Duel Weapon Mastery II, Dual Weapon Flourish I, Master of Elegance, Weapon Finesse.

Master of Elegance: You may add your Dexterity bonus (instead of your Strength bonus) on damage rolls when wielding a light melee weapon. When you wield a light melee weapon two-handed, you may apply double your Dexterity bonus (instead of double your Strength bonus) to the damage.

Prerequisites: Dual Weapon Flourish I or Single Weapon Flourish I, Weapon Finesse.

Multiattack Proficiency (advanced melee weapons): Whenever you make multiple attacks with advanced melee weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Out of Nowhere: Once per encounter, as a free action on your turn, you can make an attack with a light melee weapon or lightsaber after a successful feint.

Prerequisites: Trained in Deception, Weapon Finesse.

Single Weapon Flourish I: When you wield only a single light melee weapon or a single lightsaber and make a full attack, you can move up to your speed as a free action at any time during your turn.

Prerequisites: Double Attack (advanced melee weapons, exotic melee weapon, or lightsabers), Weapon Finesse

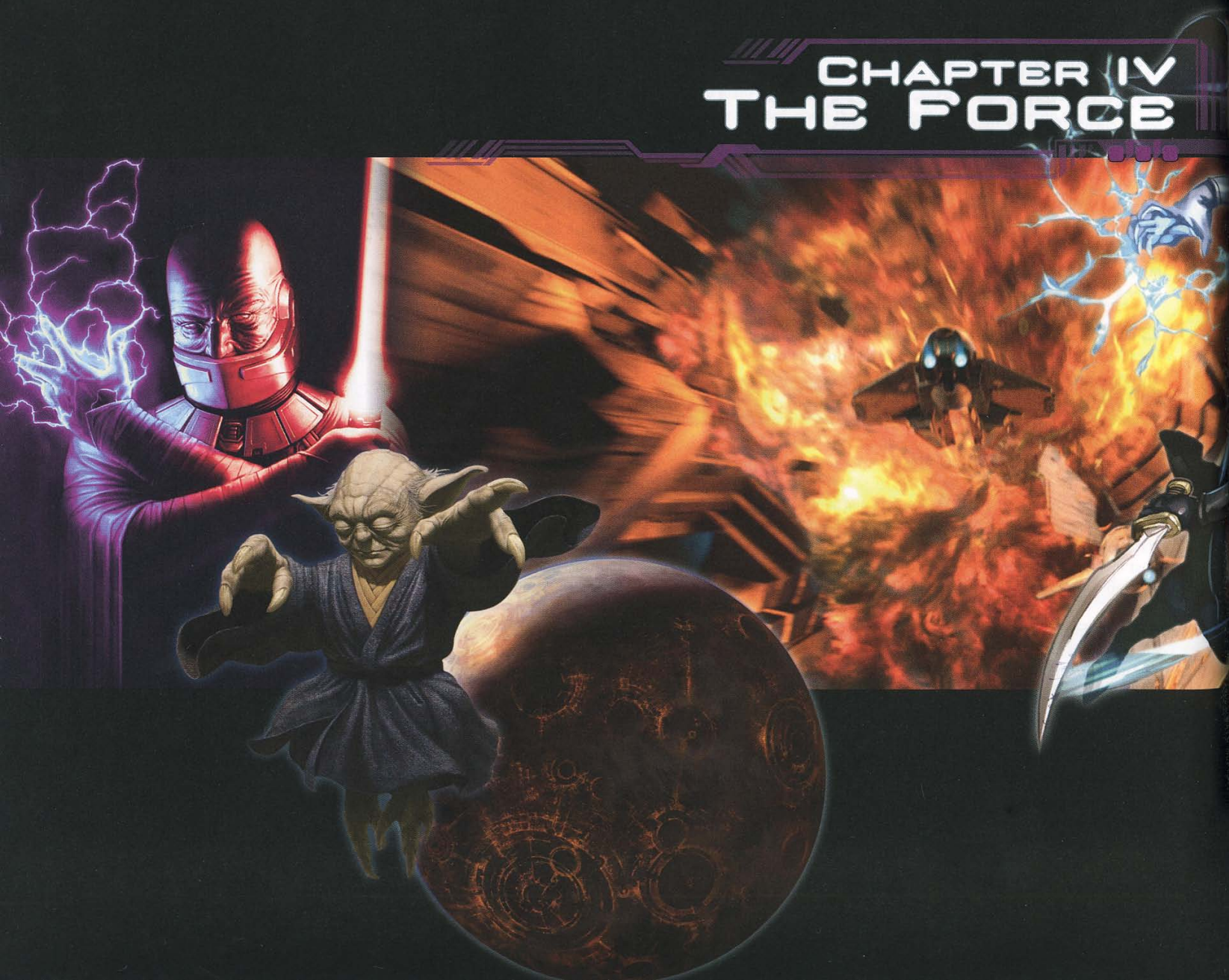
Single Weapon Flourish II: When you wield only a single light melee weapon or a single lightsaber, you can make a full attack as a standard action instead of a full-round action.

Prerequisites: Double Attack (advanced melee weapons, exotic melee weapon, or lightsabers), Master of Elegance, Single Weapon Flourish I, Weapon Finesse.

Master of Movement

You know how to take advantage of whatever terrain you are fighting in. A number of times per encounter equal to half your melee duelist level, you can either ignore the movement penalty for moving through difficult terrain or over low objects on a single move action, or reroll a single Jump or Acrobatics check, taking the better result.

Chapter IV
The Force





The Force and its practitioners have an enormous impact on the galaxy during this era. Jedi travel throughout the galaxy pursuing their own missions and those of the Republic. Non-Jedi Force traditions are active in many societies, both primitive and technologically advanced. The resurgence of the Sith and the dangers of the dark side become all too apparent during the Jedi Civil War.

Most beings have never personally seen a Jedi, but they are aware of their exploits and have opinions about the nature of the Force. In fact, especially during the Jedi Civil War, many regular folks do not know or understand the differences between the Sith and Jedi philosophies, despite Jedi efforts to educate them. However, Republic citizens regard the Jedi as a good and helpful force, if unpredictable and occasionally misguided.

This chapter presents new Force Powers, Force Talents, Force Techniques and Force Secrets used specifically in this era. Some of these powers can be available to characters in other eras, at the Gamemaster's discretion. Many of these powers are powerful compared with some of the powers used in the classic era, so the Gamemaster should carefully consider which ones to allow.

This chapter also includes new Force traditions active during this time. These traditions can be restricted to specific cultures or certain planets, but they might be extremely influential in those areas. Additionally, the Jedi have been known to add to their own body of knowledge by studying other traditions, and even accepting members of other traditions into the Jedi ranks.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the *Saga Edition* core rulebook). These Force powers represent the variety of powers available to Jedi and other Force traditions, light and dark.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents like Telekinetic Power and Telekinetic Savant (*SE* 100).

Energy Resistance

You use the Force to protect you from damage caused by energy, sonic, fire, cold and electrical sources. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 20: You gain DR 5 against energy damage until the beginning of your next turn

DC 25: As DC 20, except DR increases to 10.

DC 30: As DC 20, except DR increases to 15.

DC 35: As DC 20, except DR increases to 20.

Special: You can spend a Force Point to use this power as a swift action.

You can maintain *energy resistance* from round to round, extending the normal duration. Maintaining the *energy resistance* power is a swift action. If you take damage while maintaining *energy resistance*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Fear [Dark Side, Mind-Affecting]

You summon the power of the dark side to instill fear in your enemies. **Time:** Swift action. **Target:** One creature within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is affected as determined by the results of your Use the Force check. This is a fear effect.

DC 15: The target can take only one standard action on the next turn.

DC 20: The target can take only one move action on the next turn.

DC 25: The target can take only one swift action on its next turn.

DC 30: The target can take no actions on its next turn.

Special: When you successfully use this power on an opponent, you can spend a Force Point to impose a –2 penalty to all of the opponent's Defenses until the beginning of your next turn.

Darth Malak, Sith Lord



Force Scream [Dark Side]

You create an intense sonic scream, amplified by the Force. **Time:** Standard action. **Target:** All creatures that are within 12 squares and can hear you.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target sustains damage as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage this round and the target's damage threshold is reduced by –5 until the end of your next turn.

DC 20: As DC 15, except the target takes 2d6 points of Force damage.

DC 25: As DC 15, except the target takes 3d6 points of Force damage.

DC 30: As DC 15, except the target takes 4d6 points of Force damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: You can spend a Force Point to reduce the target's damage threshold by –10 instead of –5.

Force Whirlwind [Telekinetic]

You call upon the Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about a half a meter off of the ground, spinning them in the air and buffeting them with Force energy. **Time:** Standard action. **Target:** One creature or droid within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a –5 penalty. The target falls prone when the effect ends. The target also sustains damage at the end of your turn as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage.

DC 20: The target takes 2d6 points of Force damage.

DC 25: The target takes 3d6 points of Force damage.

DC 30: The target takes 4d6 points of Force damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: You can spend a Force Point to increase the penalty to the target's attack rolls and skill checks from –5 to–10.

You can maintain *Force whirlwind* from round to round, extending the normal duration. Maintaining the *Force whirlwind* power is a move action, and you must make a new Use the Force check each round. If you take damage while maintaining a *Force whirlwind*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. If a target within a *Force whirlwind* is attacked or otherwise damaged or moved down the condition track by you or one of your allies, the effects of the *Force whirlwind* end immediately.

Ionize

You call upon the Force to overload electronic systems and droids, damaging or even destroying the unit. **Time:** Standard action. **Target:** One target within 6 squares and within line of sight.

Make a Use the Force check. Compare the result to the target's Reflex Defense. If the check result equals or exceeds the target's Reflex Defense, the target takes damage as determined by the results of your Use the Force check:

DC 20: The target takes 4d6 points of ion damage.

DC 25: The target takes 5d6 points of ion damage.

DC 30: The target takes 6d6 points of ion damage.

Special: You can spend a Force Point to increase the ion damage dealt by this Force Power by 2d6.

Kinetic Combat [Telekinetic]

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp. **Time:** Standard action. **Target:** You.

Make a Use the Force check. If you succeed on a DC 20 check, you can telekinetically move a one-handed melee weapon you hold up to 12 squares and make an attack with it. The weapon is considered held by you, even if it is hovering nearby and not in your hands. The attack uses your base attack bonus modified by your Charisma modifier as the attack bonus for the attack. A successful attack deals normal melee weapon damage, adding one-half your heroic level to damage as normal and substituting your Charisma modifier for your Strength modifier for damage. Talents and feats that would normally enhance a weapon's use do not do so while you are using *kinetic combat* to wield the weapon (for example, you cannot use Mighty Swing or Power Attack while wielding the weapon). The weapon threatens all squares adjacent to it, and it can be used to make an attack of opportunity if a target provokes one from the weapon. Any attacks of opportunity made by the weapon count as though they were made by you.

Special: You can maintain *kinetic combat* from round to round, extending the normal duration. Maintaining the *kinetic combat* power is a swift action, and as a standard action each round you maintain it you can direct the weapon to move up to 6 squares and make a single attack against a target adjacent to the weapon, though the weapon must remain within 12 squares of you or the power's effect ends. If you suffer damage while maintaining *kinetic combat*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

You can spend a Force Point to gain a +1 bonus on attack rolls with a weapon wielded using *kinetic combat*.

Resist Force

You use the Force to protect yourself from an enemy's Force powers. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: You gain +1 to the Defense score of your choice against Force powers used against you until the beginning of your next turn.

DC 20: As DC 15, except the Defense bonus increases to +2.

DC 25: As DC 15, except the Defense bonus increases to +5.

Special: You can spend a Force Point to apply the bonus provided by this power to any two Defense scores of your choice.

You can maintain *resist Force* from round to round, extending the normal duration. Maintaining the *resist Force* power is a swift action. If you suffer damage while maintaining *resist Force*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of *resist Force* active at once, but maintaining each one requires a swift action each round, and each one must be activated by a separate use of *resist Force*.

Slow [Telekinetic]

The Force enables you to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move. **Time:** Standard action. **Target:** One creature or droid within 12 squares and within line of sight.

Make a Use the Force check. If your result equals or exceeds your target's Fortitude Defense, they take the following effects as determined by your check result:

DC 15: Target's speed is reduced by 1 square until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a –10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

DC 20: As DC 15, except speed is reduced by 2 squares.

DC 25: As DC 15, except speed is reduced by 3 squares.

DC 30: As DC 15, except speed is reduced by 4 squares.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point impose a –5 penalty to your target's Fortitude Defense against the use of this power.

Valor [Light Side]

You call upon the strength of the Force, reaching out to your ally and sharing your strength with them. **Time:** Standard action. **Target:** One ally within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target gains a +1 bonus to Will Defense against mind-affecting and fear effects until the start of your next turn.

DC 20: As DC 15, except the bonus increases to +2.

DC 25: As DC 15, except the bonus increases to +5.

DC 30: As DC 15, except the bonus increases to +10.

Special: You can spend a Force Point when you activate this power to have the bonus apply against all effects that target Will Defense (not just mind-affecting and fear effects).

You can maintain *valor* from round to round, extending the normal duration. Maintaining the *valor* power is a swift action. If you suffer damage while maintaining *valor*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of *valor* active at once (affecting different allies), but maintaining each one requires a swift action each round, and each one must be activated by a separate use of *valor*.

Wound [Dark Side]

You cause spasms in the lungs of your target, painfully injuring them. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Make one roll and compare the result to the target's Fortitude Defense. If the result equals or exceeds the target's Fortitude Defense, it takes 4d6 points of Force damage. The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: If the target moves 1 or more steps down the condition track, the condition becomes persistent until the target is treated with a DC 20 Treat Injury check to perform surgery.

You can spend a Force point to increase the damage by 2d6.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the *Saga Edition* core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 57 of this book and page 103 of the *Saga Edition* core rulebook), he or she can instead select a Force talent from that tradition's Force talent tree.

ALTER TALENT TREE

The following new talents belong to the Alter talent tree.

Force Flow: For reasons unknown to you, the Living Force flows through you in an irregular fashion. Whenever you roll a natural 1 on an attack roll or Use the Force check, you gain one temporary Force Point. If you do not spend this Force Point before the end of the encounter, it is lost.

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location, and make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense; if your check result exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing through it, or shooting it with a blaster) immediately reveals the true nature of the illusion, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Prerequisite: Mind trick.

Telepathic Influence: You naturally and unconsciously influence those who are regularly around you. Whenever you roll a natural 20 on an attack roll or Use the Force check, instead of regaining all your spent Force powers you may instead choose to grant one ally within 12 squares a temporary Force Point. If your ally does not use this temporary Force Point before the end of the encounter, it is lost.

Prerequisites: Telepathic Link, trained in Use the Force.

Telepathic Link: You form an enhanced telepathic link with a willing ally with the Force Sensitivity feat as a swift action. The link is maintained until you choose to remove it (no action required). As long as you remain within one kilometer or your target, you and the target can communicate telepathically as though you were speaking. Once per encounter, you may use a Force power from your target's Force suite (if the target consents), or you may allow the target to use one of your Force powers. You may only have one telepathic link active at a time.

Prerequisite: Trained in Use the Force.

CONTROL TALENT TREE

The following new talents belong to the Control talent tree.

Beast Trick: You can use the *mind trick* Force power on creatures of Intelligence 2 and lower. However, a beast with an Intelligence of 2 or less still cannot perform any complex action or understand complex commands it wouldn't otherwise be able to understand; an affected beast might understand "Attack those Sith troopers!" but it would not comprehend, "Break into the command center and disable the communications array."

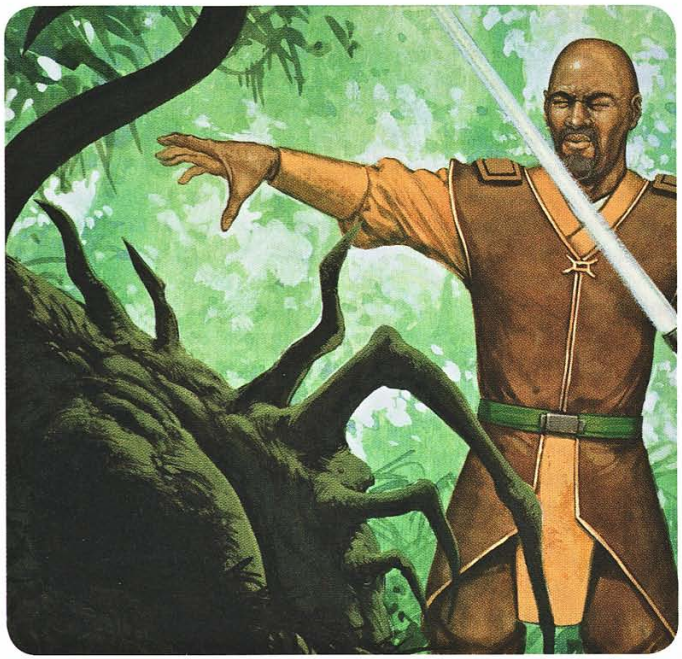
Force Suppression: If you use the *rebuke* Force power to attempt to negate or redirect a Force power used against you but fail to overcome your opponent's Use the Force check result, you instead lessen the effect of the Force power by one step. For example, if an opponent attempted to use the *slow* Force power on you and rolled a 21, if you fail to *rebuke* the power you only suffer the DC 15 effect instead of the DC 20 effect. This talent only affects Force powers that have variable effects based on your opponent's Use the Force checks, and powers with static DCs without variable effects (such as *Force lightning*) are unaffected.

Prerequisite: rebuke Force power.

"I'M ALLOWED TO BE ENIGMATIC WHEN I WANT TO BE!"

–JOLEE BINDO

JOLEE BINDO USES BEAST TRICK ON A CREATURE FROM KORRIBAN



FORCE TECHNIQUES

Force techniques represent a deeper understanding of the Force and, like martial skills, require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from those on pages 102–103 of the *Saga Edition* core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

Dominate Mind

When using *mind trick*, if you exceed your target's Will Defense by 10 or more points, your can choose what your target does with its standard action on its next turn.

Improved Energy Resistance

When you activate *energy resistance*, you can choose to have it affect one of your allies within 6 squares instead of you.

Improved Force Stun
Your successful *Force stun* also temporarily immobilizes the target for one round.

Improved Force Slam
When you use the *Force slam* power, you can change the time it takes to activate to a full-round action in order to target all targets within a 2-square radius originating in your square. You can spend a Force Point to increase the area to a 4-square-radius burst that originates from your square.

Improved Ionize
When you use the *ionize* power, you can spend a Force point to have the target take full ion damage (instead of halving the ion damage after comparing it to the target's damage threshold, as normal).

Improved Kinetic Combat
You can wield up to three weapons simultaneously using the *kinetic combat* power, though moving and attacking with one of the weapons is still a standard action.

Improved Resist Force
When you activate *resist Force*, you can choose to have it affect one of your allies within 6 squares instead of you.

Improved Valor
When you activate *valor*, you gain the benefits of this power as well.

Improved Vital Transfer
You can use the *vital transfer* power against a target within 6 squares and line of sight.

Language Absorption
You can use telepathy to forcibly learn a language from another creature. If the target is unwilling, you must succeed on a Use the Force check against the target's Will Defense, as with the telepathy aspect of the Use the Force skill. You retain the ability to speak and understand this language for 24 hours.

Jedi Organizations
Throughout the *Knights of the Old Republic* era, the formal organization of the Jedi Order adjusts and changes more frequently than in other eras. Some of these adjustments occur as the Jedi Council attempts to exert more control over the Order, but many are in response to external forces, such as the many wars of the era that directly impact all Jedi. See **Chapter 9: The Jedi** for the status of the Order during particular years. Some organizations included here might be available or fully functional only at specific times.

Master Vandar Tokare



Jedi Academies and Enclaves
Throughout this era, Jedi training continues to be largely decentralized. For many, training takes place at academies and enclaves scattered through out the galaxy. Even though these organizations recognize the direction of the Jedi High Council on Coruscant, they operate independently and promote their own philosophical views on the Force. The terms academy and enclave are sometimes used interchangeably. However, academies are educational facilities, whereas enclaves provide living quarters and support for fully trained Jedi. An enclave might house its own Jedi Council, and might have an attached academy. In either case, academies and enclaves are communal facilities, providing living quarters, meeting space, and safe haven to members. Examples of academies and enclaves include:

Jedi Temple on Coruscant
The most prominent Jedi Academy is located at the Jedi Temple on Coruscant, under the auspices of the Jedi High Council. This academy is usually the largest in the order, but its size and overall influence fluctuates with political and military events that impact Coruscant. Training methods vary, but the Master and apprentice model is most often used.

Jedi Enclave on Dantooine

The Jedi enclave on Dantooine is one of the oldest enclaves and academies in the Order. A satellite Council here manages Jedi affairs on nearby worlds in the Outer Rim, and the chambers serve as a meeting place for the Coruscant High Council when the Council is in the area. Many prominent Jedi students of the era study here. The enclave is completely destroyed by Darth Malak during the Jedi Civil War. The site is abandoned and in ruins for many years after the Sith attack, but it is eventually rebuilt.

Using Academies, Enclaves and Praxeums

The decentralized and wide variations in Jedi teaching techniques and organizations during this era provide Gamemasters with a lot of flexibility in their own games. The Gamemaster might place the campaign in a familiar setting, such as the Jedi Enclave on Dantooine or Jedi Temple on Coruscant, and find plenty of material in this book to support it. The Gamemaster can also create a Jedi training facility populated with characters and backstories of his or her own devising, giving the Gamemaster the advantage of full control over the characters' fate and interaction with the player characters. Examples include:

The Solo Master: A single Jedi Master provides training for one or more apprentices, often on an isolated planet. The Master might be a Jedi Watchman for the planet, or a freethinking Jedi, promoting his own view of the Force without disruptions from the Jedi Council. His views are not likely to be radically different from other Jedi, such as promoting the dark side, but might be thought of as subversive or dangerous to the Council itself.

The Satellite Academy: A small teaching facility run by several Jedi Masters and Knights with a small number of students. A satellite academy is attached to a larger or more prominent facility, such as the Jedi Temple on Coruscant or the Jedi Enclave on Dantooine. Students might train at this smaller facility for a limited time, or they might be permanent residents, making short trips to the main academy for additional training. These satellites might also provide other Jedi services. The Jedi Tower on Taris is an example of a satellite academy.

The Regional Enclave: A moderately sized Jedi enclave that serves as a regional center for Jedi personnel and major contact point for area governments and other organizations to work directly with the Jedi Order. The enclave might not have a Jedi Council of its own, but it will at least have one Jedi Master who is recognized as the leader. The enclave might promote its own view of the Force, or might support one of the other major academies or the Jedi Temple on Coruscant. It might have an educational component, either as a satellite facility or a full-fledged academy with many students. The enclave might have considerable influence in the area, ranging from a local presence to planetary or sectorwide influence.

Taris Academy

The Taris Academy, housed in the Jedi Tower on the planet Taris, is an example of a smaller training facility. Early classes vary in size, but in the years immediately before the Mandalorian Wars, it is home to five Masters with a single student each. In addition to teaching, the Masters there contribute to planetary security, with their Padawans keeping justice as part of their training. The Jedi order and local officials do not know that the five Masters are also the First WatchCircle of Krynda's Covenant, sent there to investigate possible Sith threats to the galaxy. When these Masters perceive such a threat from their own students, they murder them and blame the lone surviving student, Zayne Carrick. The academy is closed, and the Jedi are recalled to Coruscant. The building is later used as a headquarters for the Mandalorian invaders until its destruction by the planetary resistance.

The Jedi Covenant

An example of the limited reach and effectiveness of the Jedi High Council, the Jedi Covenant is a secret organization established within the Jedi Order. The Jedi High Council on Coruscant is unaware of its existence. The Covenant is wholly dedicated to preventing the return of the Sith. Covenant members depend heavily on visions and farseeing for guidance. Their fanatical dedication to this task leads them down paths that most Jedi would never find acceptable. However, they have been able to operate and grow without significant interference for twenty years before the Mandalorian onslaught.

Krynda Draay establishes the Jedi Covenant after her perceived failure to recognize the threat Exar Kun represented to the Jedi and the galaxy. Funded by the assets of her dead husband's fortune, she dedicates herself and her new organization to defeating the Sith. To achieve this goal, the Covenant recruits Jedi of many traits and talents. At its core, the Covenant depends on Jedi Consular vision techniques developed by Krynda. She trains other Consulars, organizing them into WatchCircles. They passed significant information on to Jedi Guardians and Jedi Shadows within the Covenant, enabling them to carry out any tasks necessary to support or prevent the Consulars' visions from coming true.

At least, that is the theory. In reality, the situation is more complex and fluid. Those involved in the Covenant are on constant guard to keep the greater Jedi Order from discovering their activities. Many also have influential connections that they wish to protect or wield, in addition to their own ambitions within the Jedi Order. As such, the flow of information is not as direct as planned, and those acting upon the information are not always those intended in the structure of the Covenant. This produces conflict and stress within the organization, because some individuals act in their own interest or as they see fit, even though others see such actions as a risk to the entire Covenant. In some cases, a WatchCircle revealed to the Jedi Order or of the general public can be severed from the organization, framed as a single group of fanatics or wayward Jedi.

The Jedi Covenant Hierarchy

Krynda Draay and Haazen: Krynda Draay has the power, finances, and will to build the Covenant. She works with Haazen to establish the details and organization. In the years before the Mandalorian Wars, Haazen directs the day-to-day operations of the Covenant, leaving Krynda to concentrate on visions and WatchCircle training.

WatchCircles: WatchCircle cells are groups of three to eight Consulars, called Seers of the Circle. They typically use farseeing, visions, and Krynda's group techniques to foresee the future. Over time, WatchCircles are quietly installed across the galaxy, particularly near locations where Sith threats have been foreseen. Some are devoted to early warnings on various aspects of galactic life, such as the Economic WatchCircle. The WatchCircle of Lucien Draay is known as the First WatchCircle. Other WatchCircles are named for fallen Jedi heroes of the Sith War, such as WatchCircle Vodo for Vodo Siosk-Baas.

Executors: Each WatchCircle has a single Jedi Guardian who acts as an Executor, the facilitator who manages logistical details so the WatchCircles can do their job. The Executor is also responsible for reporting the WatchCircle's findings and activities back to Haazen. Executors also operate individually, providing general security for the Covenant. In all cases, these individuals are selected for their inability to use farseeing or other significant precognitive abilities, so that they do not taint or influence the findings of their WatchCircles.



KRYNDA DRAAY'S JEDI COVENANT

Covenant Shadows: The Covenant Shadows operate at the direction of Haazen, at the request of an Executor, to carry out assignments and missions that a WatchCircle or Executor should not be associated with. When undertaking a mission, the Shadow operates under the Executor's authority, but the Shadow is detached from the Executor's group once the task is complete. Missions include investigating possible Sith-influenced individuals, as well as locating and acquiring Sith artifacts. They operate alone in most cases. The Shadows are removed from the rolls of the Jedi Order, either through bureaucratic subterfuge, or by being falsely reported dead. They give up their former lives in their dedication to the eradication of the Sith. The only full list of Shadows is kept at the Draay Estate and is maintained by Haazen, Lucien Draay, and a small number of other Guardians involved in logistics.

Other Force-Using Traditions

The mysteries and manipulations of the Force have never been solely the province of the Jedi and Sith. These two groups dominate the galactic stage for thousands of years, but many worlds and cultures establish their own traditions based on their own cultures and understanding of the Force. Unlike the Jedi and Sith, these traditions rarely seek dominance of all Force teaching.

In the *Knights of the Old Republic* era, most Jedi view non-Jedi traditions as misguided at best, or downright threatening if the tradition embraces the dark side. As always, dark side threats are sought out and eliminated where possible. Other traditions are tolerated, even embraced, especially when the Jedi believe they can learn something new. However, the Jedi still attempt to convert practitioners of these other traditions to the Jedi Order.

The Sith, on the other hand, attempt to dominate all other traditions. Exactly how they view a specific tradition depends on the strength of the Sith. When the Sith number in the thousands, such as during the Sith wars, they attempt to eradicate all other traditions. They corrupt and convert those open to their teachings, and eliminate all others. When the Sith numbers are reduced, or are operating under Darth Bane's rule of two, they rarely take on another tradition directly. However, they might still attempt to recruit apprentices from these traditions.

In the *Knights of the Old Republic* era, many more traditions are operating throughout the galaxy than in the classic era. Practitioners of these traditions are most likely found on their homeworlds, or within their home cultures. However, individual practitioners might travel to other worlds on occasion.

Jal Shey

The Jal Shey is one of the oldest known Force traditions, and one of the most wide-ranging. Unlike other traditions, the Jal Shey study the Force from an intellectual, scientific point of view, rather than a spiritual journey. The Jal Shey are regarded as effective and sincere diplomats, on par with the greatest Jedi negotiators. Unlike the Jedi, the Jal Shey spend less effort on physical pursuits, even where the Force is involved. But their understanding of the Force is considerable, enabling them to create items that improve their abilities simply by wearing them. Force-users from other traditions are able to imbue the Force into weapons for their own personal use, but the Jal Shey have perfected a method of extending their improvements to anyone who wields their items.

The origins of the Jal Shey remain lost to the mists of time. They are nomadic by nature and do not settle for long on any particular world. Instead, they seek out places that might improve their knowledge of the Force. They might research a dark side nexus or study another tradition or seek to learn the history of a particular species if it could lead to new insight. However, the Jal Shey are not only scholars and observers of the Force. They also participate in the society around them, using their knowledge to help improve the lives of others. They are especially adept at diplomacy, negotiation, and spirited debate. They act as intermediaries in disputes ranging from simple arguments to negotiated settlements of great complexity—even wars.

The Jal Shey are not great in number. They fall into three categories: neophytes, advisors, and mentors. Advisors' diplomatic missions make them likely to be encountered traveling throughout the galaxy. Neophytes typically study with mentors until they are ready to accept investigative and diplomatic missions of their own. The Jal Shey recruit Force-users from many worlds and many species, but they are highly selective, choosing only those they believe will accept the Jal Shey way of life and contribute to their scholarly and diplomatic efforts. Thus, those tainted with the dark side and those who present an affinity for combat are not normally selected.

Many Jal Shey learn basic lightsaber techniques for defense, but they rarely specialize in them. Their defenses are not as strong as many Jedi techniques, hence their desire and ability to create armor, belts, and other items to augment their abilities. It is believed that they achieve this through a combination of imbuing the item with the Force and applying technology that helps enhance the Force for the user. The nomadic Jal Shey have been creating such items for uncounted years, and many of their creations have found their way into shops and military stores scattered throughout the galaxy.

Jal Shey Talent Tree

The Jal Shey concentrate on studying the Force, improving their diplomacy, and applying their knowledge to their trappings. You must be a member of the Jal Shey tradition to use any of these talents.

Action Exchange: Whenever you successfully use Force Delay, you grant one ally within six squares and line of sight the ability to trade a move action for another standard action on his next turn.

Prerequisite: Force Delay.

Force Delay: Jal Shey verbally startle opponents with a little help from the Force. Once per encounter, make a Persuasion check against the Will

Defense of a target of Intelligence 3 or higher that can understand you as a reaction. If successful, the target loses its move action on its next round. If you spend a Force Point, the target loses its standard action instead.

Prerequisite: Trained in Persuasion.

Imbue Item: You can spend a Force Point to imbue a specially crafted weapon, item, armor, or article of clothing with the power of the Force. Imbuing the item requires a full round action. As a full-round action, the wearer of such an item can open himself to the Force, transferring one of their Force Points into the item. You can then use a swift action to spend a stored Force Point at any later time, even in the same round that you spend a Force Point of your own. You can attune only one item per 24 hours, the item functions only for you and a given item can only store one Force Point at a time. You cannot wear more than one attuned item at a time, and you can spend only up to a maximum of two Force Points in a round (one of your own plus one from an item).

Knowledge of the Force: You can use your scholarly knowledge of the Force to help others reach their full potential. You can spend a Force Point as a reaction to aid another ally within 6 squares on a Use the Force check, following the normal rules for the aid another action as usual.

KEETAEL

On the Draethos homeworld of Thosa, warriors and hunters dominate the culture. Unsurprisingly, the Draethos Force tradition of Keetael uses the Force to increase fighting and hunting prowess. The Keetael do not teach strict adherence to using either the light side or the dark side of the Force. Instead, they use aspects of each to improve their combat, hunting, and fighting abilities. The Keetael recognize the light and dark sides of the Force, but counsel against following either exclusively. Following solely the light side might prevent victory in battle, and exclusively following the dark side leads to vengeful and selfish warriors who put their own importance over those they defend. Those Draethos more aligned with the light side of the Force seek to join the Jedi ranks, because their pacifistic tendencies make them unwelcome in Draethos society. Keetael fallen to the dark side are often destroyed by their fellow warriors, who recognize true threats to their existence.

Keetael is a mysterious but not secretive tradition. They are relatively few (only in the hundreds), as are the number of Draethos Force-users. Many practitioners choose to conceal their abilities and membership, not out of fear of reprisal, but to maintain a significant advantage over their opponents in battle. When a Force-user is identified by a member of the Keetael, they receive intense training to hone and control their abilities. However, they do not live or train in isolation. Instead, Keetael initiates participate in extended training hunts, called Ube-tel. These hunts last for weeks on end, with one or more Keetael Masters leading up to a dozen initiates on ancient trails through the brutal Thosa wilderness. Early hunts focus on discovering the inherent abilities of the Keetael initiates. Later hunts increasingly focus on controlling abilities and learning how to use them efficiently, even when attempting other tasks. The Ube-tel has no set schedule. Once an initiate completes a hunt, months or years may pass before another is undertaken, especially after an initiate reaches adulthood.

Initiates are also taught the customs and history of the Keetael. Rather than carrying lightsabers, they use the same weapons as the rest of Draethos society. Though few wear few trappings that identify them as members of the order, each initiate receives a small silver disc upon completion of training. One side is inscribed with an elaborate series of circles, the symbol of the order, and the other side carries the symbols and signatures of the Keetael masters and initiates involved in the individual's training. The disc is a symbol of membership in the order. However, members are not required to display it or even carry it.

Because the Draethos live for hundreds of years, a Keetael master might teach thousands of initiates over a lifetime. The Keetael operate as a loose fellowship, focusing on the training of new members. They do not act or live in large numbers. Keetael regard themselves as regular members of their families and clans, albeit with unusual abilities. Keetael who lean more toward the dark side occasionally band together to become a potent mercenary or criminal group. Keetael Masters might live among a single community, but most travel the lands, seeking new initiates and leading Ube-tel, especially in regions where no established masters operate openly.

Keetael Talent Tree

Keetael learn to efficiently and secretively manipulate the Force in combat. Because of their long lives, they gain certain advantages when attempting to view the past through Force. You must be a member of the Keetael tradition to use these talents.

Conceal Force Use: You have learned to use the Force without telltale gestures, reducing the disturbance created in the process. Whenever you make a Use the Force check, as a swift action you can make a Deception check to convey deceptive appearances in order to conceal the effects of your Force use. Normal modifiers for the deception's complexity still apply.

Force Direction: You use the Force to guide your ranged attacks to their target. Whenever you spend a Force point to add to a ranged attack roll, you can always add +3 (or +4, if you roll d8s for Force Points) instead of rolling the die.

Force Momentum: You use the Force to add to the impact of your melee weapon, increasing your damage. Whenever you spend a Force point to add to a melee attack roll, if the attack hits you can also add the Force point's result to the damage roll.

Past Visions: The long-lived Draethos are particularly adept at searching and understanding the past. When using *farseeing* to look into the past, reduce your DC numbers by half. Also, you are able to see everything within 6 squares of your target clearly without spending a Force Point.

Prerequisite: Visions.

The Krath

The Krath is a Sith-inspired organization created by the cousins Satal and Aleema Keto, heirs to the Empress Teta system (formerly the Koros system of the Unification Wars). The two cousins and a number of other rich and spoiled aristocrats teach themselves a bit of Sith magic from artifacts recovered by Jedi Master Odan-Urr during the Great Hyperspace War a thousand years earlier. The group call themselves the Krath, a name based on a fearsome creature of legend. After recovering a book of Sith secrets from a museum on Coruscant, the cousins proceed to the planet Onderon, which is in the midst of a revolt by supporters of the ancient Sith Lord Freedon Nadd.

The spirit of Freedon Nadd has been working with Onderon's King Ommin to sustain the Sith ways. However, Nadd realizes that the King is on the brink of defeat by Jedi and Republic forces, so he transfers his support to Satal and Aleema, promising to guide them into a new Sith Golden Age. The cousins escape Onderon and return to the Empress Teta system, where they stage a coup to take control of the seven worlds. However, the populace revolts, resulting in a systemwide struggle in which the Krath unleash their new Sith powers, including impressive Sith sorcery and large-scale illusions. The Krath also skirmish with Jedi forces, using their Krath war droids in a preemptive strike that results in the death of Master Arca.

The death of Master Arca has a profound impact on Jedi Ulic Qel-Droma. He pledges to bring down the Krath from the inside, by posing as a fallen Jedi. Ultimately, Ulic is seduced into joining the dark side by Aleema, killing Satal in the process and taking his place as one of the rulers of the Krath. In his new position, he finds himself battling the Jedi forces who sought to save him from the Krath deceptions. During a climactic battle, Exar Kun appears and engages Ulic in lightsaber combat. At that moment, the spirit of the Dark Lord of the Sith Marka Ragnos appears, drawn by the Sith amulets both combatants wear. The Sith spirit orders the two to join forces so that they can bring about the predicted return of the Sith.

The two become allies. Exar Kun follows his own path to create Sith converts from the Jedi. Ulic leads the military forces of the Krath, joining them with the Mandalorians after defeating Mandalore the Indomitable in single combat. The battles rage across the galaxy, including Coruscant. Aleema falls as she triggers the destruction of Ossus, betrayed by Ulic for her lack of loyalty. Eventually, Ulic realizes his mistake in following the dark side, but only after he kills his brother Cay, and Nomi Sunrider blinds him to the Force. Ulic leads the Jedi to Yavin 4, in an attempt to stop Exar Kun. They are successful, though unaware that Kun's spirit survives, trapped within one of his temples. The remaining Krath forces are destroyed or scattered. Some Sith forces retreat to the outer rim, near Korriban.

The Krath are an unusual combination of reclaimed Sith learning and direct influence from Sith spirits. None of the early Krath receive formal Sith training. Instead, they piece together techniques and Sith magic from artifacts and occasional input from powerful Sith spirits. Rather than avoiding the dark side, the Krath have no such inhibitions and follow their investigations in any direction they deem worthy. They learn how to use ancient Sith amulets, project massive and destructive Sith illusions, and wield Sith sorcery.

A Krath Death Witch is not to be trifled with



Those Krath that survive the end of the Sith war are scattered in the Outer Rim, mainly in the regions around Korriban. Some Krath are absorbed into older Sith settlements, but others continue on their own, with little outside influence. These Krath continue to delve the depths of the dark side, but without the benefit of ancient Sith teachings or access to the technology left behind in the Empress Teta system. During the following decades, Jedi and Republic forces occasionally clash with these isolated pockets.

The Krath Talent Tree

The Krath specialize in experimenting with the dark side and Sith sorcery. You must be a member of the Krath tradition to take any of the talents described here.

Dark Side Manipulation: Your Sith sorcery experimentation has provided you with a method of manipulating the dark side. Once per encounter, when using a Force Point in an act that would give you a dark side point, you may treat the Force Point as though you had rolled the maximum on the die.

Krath Illusions: As a swift action, you can reduce the penalty for large illusions by one half (rounded down, minimum –1).

Prerequisite: Illusion.

Krath Intuition: You have a natural ability to use dark-side artifacts, such as Sith talismans and alchemical weapons. Once per encounter, you may spend a Force Point to treat the damage from a Sith alchemical weapon as though you had rolled the maximum damage on the dice.

Krath Surge: Once per encounter, using rudimentary Sith sorcery, you channel dark side energy in a manner that boosts one use of a Force power. As a swift action, you can add 1 die of damage (if the power deals damage) or extend the range of the power by 6 squares (if it has a range beyond yourself or a single target). Using this talent automatically adds the *[dark side]* descriptor to the power used.

Luka Sene

Connection to the Force is far more common among Miralukans than other species. Miralukans also rely on the Force more than any other species because they depend on the Force to sense their surroundings in lieu of their lost eyesight. Thus, Miralukans do not regard beings with Force as seers or mystics, and mystically based Force traditions have few supporters in Miralukan society.

However, some Miralukans do present an increased aptitude with the sense-based aspects of the Force. Once identified, Miralukan educators and leaders encourage such individuals to join the Luka Sene, a formal organization, with meditation and education chambers in most cities on their homeworld. The Luka Sene concentrates first and foremost on developing the powers of their membership, particularly sense-related powers. Luka Sene is academic in atmosphere and culture. Mysticism is still present, but used by most members as a basis for more practical application of Force powers. Offworlders regard the Luka Sene as a university for Force-users, a place where classes and education take place, but not a tradition that dominates an attendee's personal life to the degree seen in the Jedi, Sith, or other traditions.

Members of the Luka Sene participate in all aspects of society and all fields. Most have only small degrees of increased sensitivity, which they use to improve their own lives, careers and Miralukan society. Those more gifted in the Force might become Administrators, Masters, or Mentors in the Luka Sene organization. A few eventually leave to join the Jedi Order. It is uncommon to encounter a Luka Sene member off of their homeworld, but some travel to meet with the Jedi Order, or at the uncommon request of an off-world family seeking advice on a talented child.

The Luka Sene provides guidance to protect Miralukans from falling prey to the dark side. Miralukans' inherent sensing abilities are not normally regarded as a threat, but they can still provide a path to the dark side, especially in the talented individuals targeted for Luka Sene training. Some Miralukans seek to develop powers contrary to the Luka Sene's emphasis on the light and practical sides of Force use. When a Miralukan is suspected of falling to the dark side, a Luka Sene team called the Sene Seekers might search him or her out to alter the individual's path. If redemption is hopeless, these teams are accompanied by security personnel to help capture or eliminate the dark sider.

The Luka Sene Talent Tree

The Luka Sene build upon the natural Miralukan sense-based abilities. You must be a member of the Luka Sene to take the talents described below.

Field Detection: As a swift action, make a DC 15 Use the Force check. If the check succeeds, you can detect the presence, general strength, and origin (or direction of origin if the source is out of range) of electromagnetic and energy fields within 12 squares of you. You can also determine the type of field, allowing you to detect communications devices, sensors, and other electronic equipment. When dealing damage to a person or droid using a personal shield, or to a vehicle with shields active, a successful check allows you to detect minute fluctuations in the shield, reducing their SR by –5 against your attacks until the end of your turn.

Prerequisite: Trained in Use the Force.

Improved Force Sight: Your natural Force sight is more precise than that of your fellow Miraluka. You can use the Search application of the Perception skill as a swift action. Additionally, you always succeed when using the Sense Surroundings application of the Use the Force skill (no roll required).

Prerequisite: Force sight species trait, trained in Use the Force.

Luka Sene Master: You are a master of Luka Sene techniques and an expert in using sense-related talents and powers. Once per encounter, you gain a temporary Force Point that you must spend when activating a talent from the Sense or Luka Sene talent trees, using the *farseeing* Force power, or on a Use the Force check made to use the Search Your Feelings or Sense Force applications of the skill. The Force Point is lost if not used before the end of the encounter.

Prerequisites: Field Detection, *farseeing*.

Quickseeing: As a free action on your turn, you can make a Use the Force check against a living creature within 12 squares, removing one use of the *farseeing* Force power from your active suite (as though you had activated the power). If your check result equals or exceeds the Will Defense of the target you gain a +2 insight bonus on attack rolls against that target until the end of your turn. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power.

Prerequisites: Trained in Use the Force, *farseeing*.

Order of Shasa

The Order of Shasa is a new Force tradition, formed just after the end of the Jedi Civil War. Named for its founder, the Order is exclusive to the planet Manaan and its native species, the Selkath. Toward the end of the Jedi Civil War, Shasa and a number of other young Selkath are lured to the Sith Embassy,

where they receive Sith training. Their training is short-lived. Revan intervenes, proving to Shasa and the others that the Sith are distorting the truth and setting them up to serve as a puppet government under Sith control.

After the war ends, Shasa realizes that if Manaan is to remain truly neutral in the coming years, the Selkath must not rely on the Jedi anymore than they rely on the corrupt Sith. However, Force-sensitive Selkath still need training and guidance to develop their powers and avoid the dark side. Shasa and the other Sith-trained Selkath develop a doctrine of peace and defense, creating an organization initially known as the Order. With few members formally trained in the ways of the Force, the Order rapidly discovers that dark side temptations are a constant threat. Those with Sith training have difficulty disregarding their early lessons, especially when they were so powerful, useful, and tempting.

The Order of Shasa struggles to resolve the conflict between ideals derived from the light and techniques based on the dark side, seeking a path of moderation between the light and dark. The Sith deception fresh in her mind, Shasa has avoided contacting the Jedi or any other Force-using tradition for aid. However, if dark side proponents make significant advances or begin to influence new members of the Order, she will not hesitate to seek advice from a Jedi she trusts, or from another Force tradition with a good reputation, such as the Jal Shey.



THE ORDER OF SHASA KNOWS HOW TO DEAL WITH THE SITH

Because the Order is so new, initiates undergo little formal training. Those teaching have little more experience than those learning. However, Shasa has instituted one formal initiation requirement—the Rite of Fira. Students deemed ready to become full members of the Order are sent on a special quest that serves as a final test of their abilities, reminding them of the reason the Order was founded and providing them with a weapon for personal defense. The Rite of Fira requires the initiate to swim to the wreck of the kolto harvester destroyed by Revan in the Hrakert Rift. After removing a piece of metal from its cortosis-laden hull plating, the initiate must then use the heat from volcanic vents on the ocean floor to craft the cortosis into a fira—a curved, lightsaber-resistant sword, which members of the Order can use to defend themselves against possible Sith—or even Jedi—threats.

Order of Shasa Talent Tree

The Order is still developing training techniques and abilities. You must be a member of the Order of Shasa to take any of the following talents.

Deception Awareness: Realizing how the devastating the consequences would have been if the Sith had successfully deceived her and her companions during the Jedi Civil War, Shasa has developed a technique for using the Force to detect deceptions. You gain +5 to your Will Defense against uses of the Deception skill. Additionally, you can make a Use the Force check instead of a Perception check to sense deception and sense influence. You are considered trained in Perception for the purpose of using this talent. If you are entitled to a Perception check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

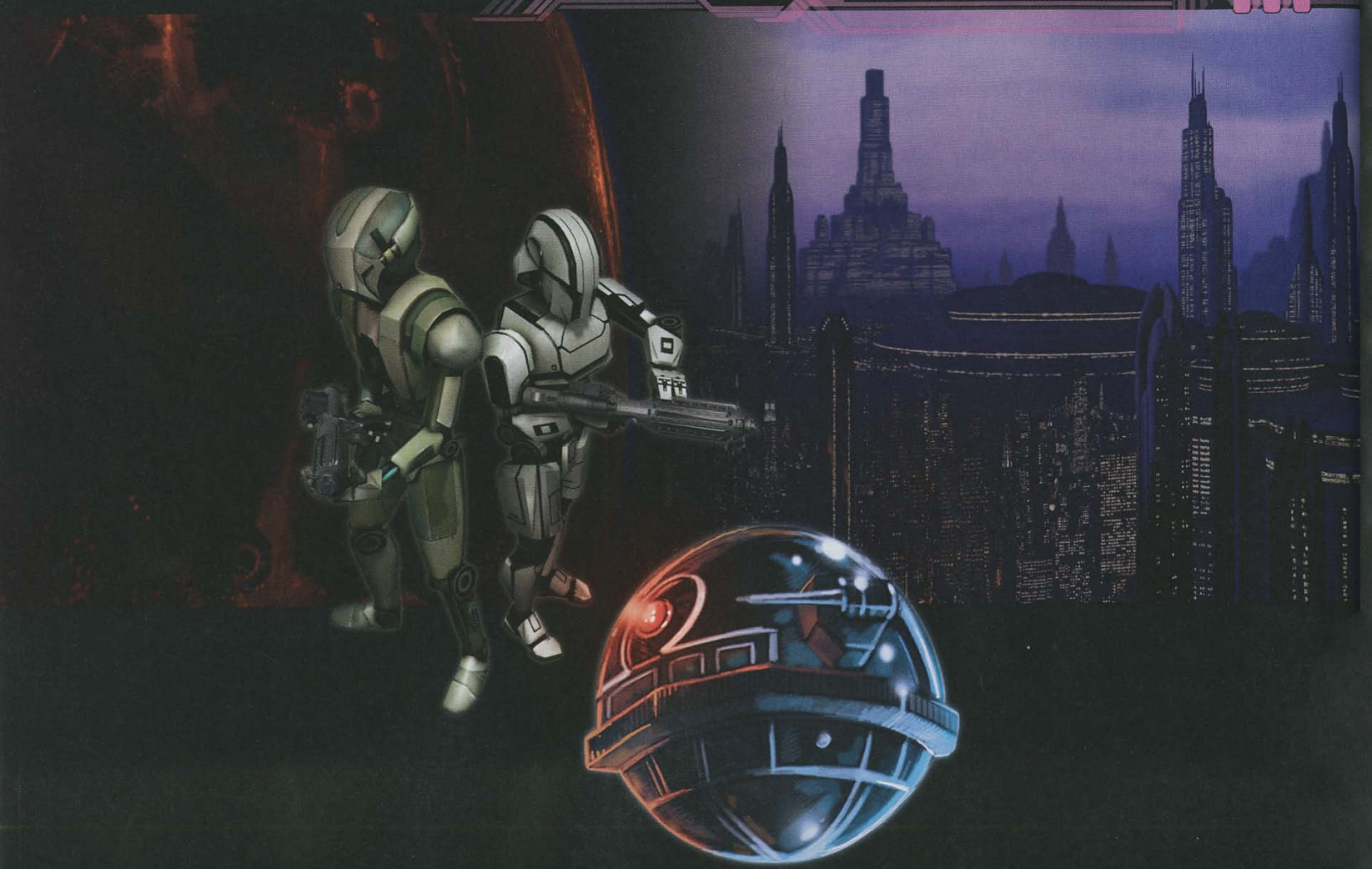
Greater Weapon Focus (Fira): You have mastered the chosen weapon of the Order of Shasa. You gain a +1 bonus on melee attack rolls with a fira. This bonus stacks with the bonus granted by the Weapon Focus feat.

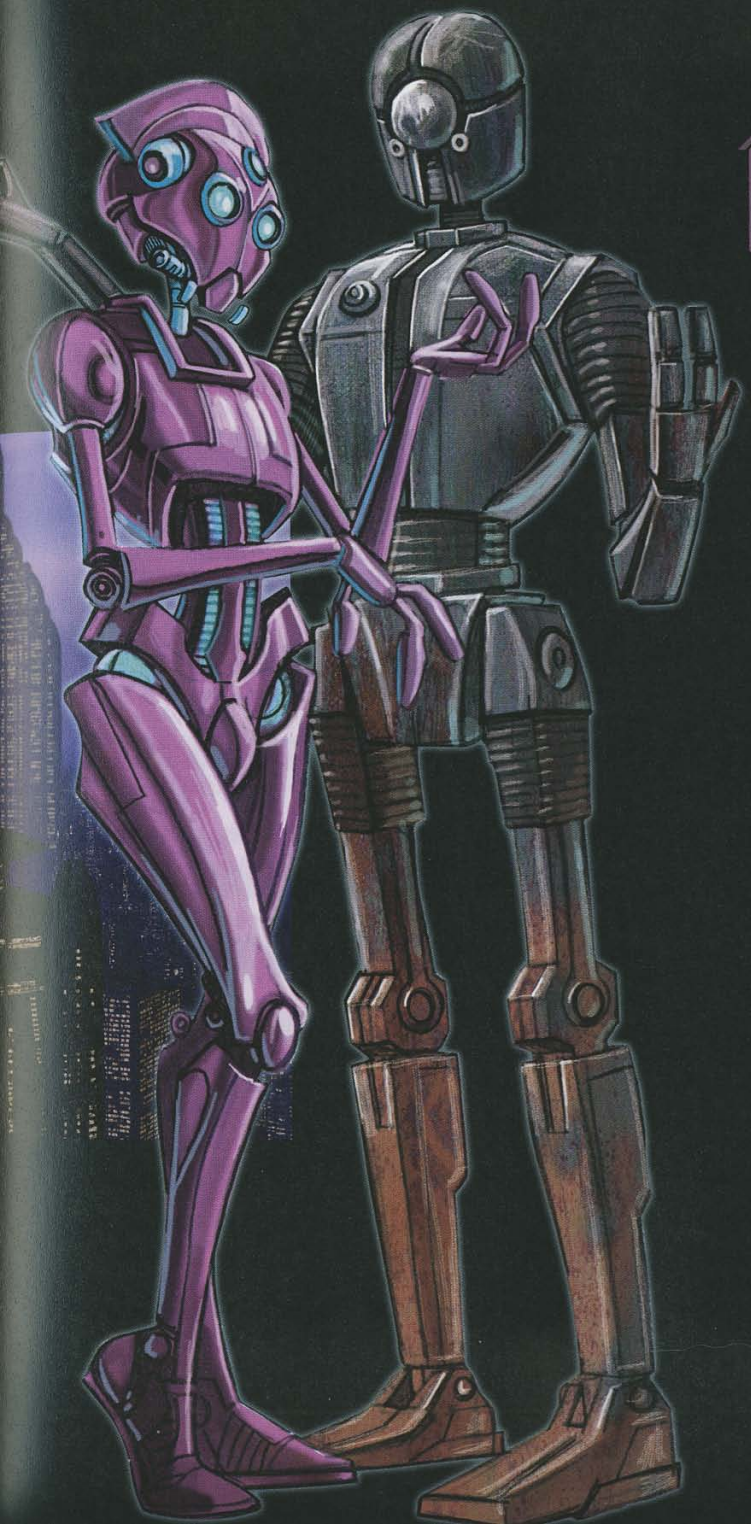
Prerequisite: Weapon Focus (fira).

Progenitor's Call: You have learned to sense the call of your ancestors and wield it through the Force. Once per encounter, you can telepathically disrupt an enemy by making a Use the Force check against the target's Will Defense. If you succeed, the target is confused by the call, moving -1 persistent step down the condition track and losing its standard action on its next turn. A creature can only be affected by this power once per encounter, and the persistent condition can be removed with a DC 15 Treat Injury check or by resting for 8 hours. This is a mind-affecting effect.

Waveform: Taking cues from Manaan's oceans, you know how to emulate wave action using the Force. As a swift action, when you use a telekinetic Force power (that is, a power affected by the Telekinetic Power or Telekinetic Savant talents), you manipulate the particles of the environment around you to add to the force of impact, allowing you to add your Charisma modifier to any damage dealt (minimum +1).

Chapter V
Equipment and Droids





A *Knights of the Old Republic* campaign takes place during a time of technological innovation. New weapons and armor appear on the galactic market every day, and the constant warfare requires arms makers to keep abreast of the latest technological trends. Despite the rapidly advancing pace of technology, relics of older eras remain in active use. As some planets race toward the cutting edge of technology, others are blasted back to the past by widespread devastation.

This chapter presents new weapons, armor, equipment, and droids that can be used to populate your campaign. In this chapter you will find both advanced and archaic technologies that can add diversity to the equipment found in your campaign. These weapons and equipment are designed to supplement (but not replace) those found in the *Saga Edition* core rulebook. Heroes still wield blasters and lightsabers, and those weapons' statistics change little through the ages.

The droids in this chapter, on the other hand, are meant to replace the droids from the core rulebook in a *Knights of the Old Republic* campaign. For this reason, the chapter presents a wide variety of droids from all degrees, making it possible to use only the droids in this book (and those you create yourself) throughout your campaign. Players already familiar with the setting of a *Knights of the Old Republic* campaign might recognize some of these droids, helping to reinforce the feel of the setting for those players.

Stun Weapons: Weapons that have the word YES in their stun damage column deal stun damage equal to normal weapon damage when set to stun.

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Dire vibroblade	60	2d6	–	2 kg	Slashing or piercing	Licensed
Large						
Double vibroblade	550	2d6/2d6	–	4 kg	Slashing	Licensed
Shockstaff	3,500	2d6/2d6	YES	3 kg	Bludgeoning and energy	Restricted
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny						
Shyarn	40	3d4	–	1 kg	Slashing or piercing	Rare
Medium						
Fira	100	1d8	–	2 kg	Slashing or piercing	Rare
Large						
Arg'garok	150	2d12	–	2 kg	Slashing	Rare
Zhaboka	165	2d6/2d6	–	2 kg	Slashing	Rare
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium						
Lightfoil	4,500	2d8	–	0.5 kg	Energy and slashing	Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Short sword	40	1d6	–	1.5 kg	Slashing or piercing	–
Medium						
War sword	50	1d8	–	2 kg	Slashing or piercing	–
Large						
Dire sword	100	1d10	–	4 kg	Slashing or piercing	–
Double-bladed sword	120	1d6/1d6	–	2 kg	Slashing or piercing	–

MELEE WEAPONS

During the time between the Great Sith War and the final fall of the Sith Empire, melee weapons see a resurgence in popularity. The presence of personal shields and the abundance of lightsaber-wielding foes in the galaxy lead many soldiers to become more adept in melee combat. The weapons given on Table 5-1 are described below.

ARG'GAROK

Exotic Weapon

The arg'garok is a rarely seen weapon created by the Gamorrean species and prized by their greatest warriors. The arg'garok resembles nothing more than a huge axe, balanced so that only the strongest and best-trained warriors can use it effectively. Any character attempting to wield an arg'garok without a Strength of 15+ suffers a –5 penalty on attack rolls with the weapon. Gamorreans treat the arg'garok as an advanced melee weapon instead of an exotic weapon.

Dire Sword

Simple Weapon

This archaic weapon is a favorite of duelists and other students of classic fighting styles. Unpowered, this weapon is little more than a refinement of the classic longsword, crafted with tradition in mind but using the most modern technology.

Dire Vibroblade

Advanced Melee Weapon

A larger version of the vibroblade that first came into service during the Great Sith War, the dire vibroblade is merely a vibroblade with a larger hilt, making it easier to wield in two hands (and thus allowing Medium characters to gain double their Strength bonus to damage with the weapon).

A dire vibroblade requires an energy cell to operate.

Double-Bladed Sword

Simple Weapon

This two-bladed version of the war sword allows those proficient in the use of two weapons to take advantage of their skills while wielding only one weapon. Typically the two blades are connected in the middle by a short length of metal, providing a safe place for the wielder to grip the weapon.

A double-bladed sword is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

Double Vibroblade

Advanced Melee Weapon

The double vibroblade is essentially two curved vibroblades (designed exclusively for slashing attacks) attached to a central, twisted hilt. Though difficult to control, when used properly it is an effective close-combat weapon.

A double vibroblade is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A double vibroblade requires two energy cells to operate.

Fira

Exotic Weapon

The fira is a traditional weapon used by Selkath warriors belonging to the Order of Shasa. Constructed from the wreckage of a kolto harvester and forged in underwater volcanic vents, fira are tough, curved swords made out of an alloy containing cortosis (thus benefiting from the cortosis weave general template, presented below). If an attack roll with the fira against a living creature equals or exceeds both the target's Reflex Defense and Fortitude Defense, the target takes half damage again on the following round from the grievous wound.

Lightfoil

Lightsaber

If the lightsaber is an elegant weapon for a more civilized age, then this is that age and the lightfoil is the pinnacle of elegant design. More lightweight and balanced than a lightsaber, the lightfoil is wielded with just one hand, as its petite and elegantly designed handles attest. Assembled in secret by Mecrosa's Sith Knights of the Tapani Sector, each lightfoil is a work of art. The combination of these weapons and the graceful Makashi form of lightsaber combat produces a graceful and deadly fighting style.

Up until the Cleansing of the Nine Houses, the quality of Mecrosa lightfoil construction is on par with Jedi lightsabers. However, after these Sith are eliminated, mediocre copies of diminished efficacy spring up due to the lack of Force abilities on the part of their makers. Many nobles in the Tapani Sector pay huge sums of money to obtain lightfoils, and for centuries to come the lightfoil is a favored weapon of Tapani duelists.

A lightfoil is delicately balanced and its wielder may choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil may not be wielded two-handed. A lightfoil requires an energy cell to operate.

Shockstaff

Advanced Melee Weapon

The Old Republic equivalent of the electrostaff, this weapon is laced with phrik alloy, so lightsabers do not ignore the shockstaff's damage reduction. The shockstaff does stun damage equal to its normal damage, and can be set to stun as a swift action.

A shockstaff is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A shockstaff requires two energy cells to operate.

Short Sword

Simple Weapon

A weapon of ancient design, the short sword is a simple weapon used to deflect incoming melee attacks. Short swords are often used by warriors wielding two weapons.

Shyarn

Exotic Weapon

The shyarn is a rare weapon of Cerean design. Its blade is magnetically charged, which (in the hands of one trained in its use) can make the blade accelerate toward the weapons and armor of the enemy. A character wielding a shyarn takes no penalty to attack rolls when using the Rapid Strike feat.

War Sword

Simple Weapon

Also known as the longsword in most cultures, the war sword is a heavy, durable blade made of the finest metals. Before the advent of the lightsaber, war swords were the weapon of choice for both the Sith and the Jedi. Most Sith swords are war swords.

Zhaboka

Exotic Weapon

A ceremonial weapon of the Zabrak, the zhaboka is a long wooden pike with a sharpened blade on each end. The blades of a zhaboka are smaller and lighter than those on a double-bladed sword, allowing the wielder to swing the weapon with increased speed, generating more momentum for each attack. A character wielding a zhaboka takes no penalty to attack rolls when using the Rapid Strike feat.

A zhaboka is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

Alternate Lightsaber Crystals

During the days of the Old Republic, Jedi experiment with different kinds of crystals as key components to their lightsabers. In later years the Jedi use crystals from the caves at Ilum because of their stability and their connection to the Force. However, during the tumultuous period following the Great Sith War, Jedi and Sith alike experiment with different kinds of lightsaber crystals.

Jedi heroes can use alternate crystals in the construction of their lightsaber, gaining certain benefits, depending on the crystal. However, a Jedi using an alternate lightsaber crystal instead of a standard lightsaber crystal does not gain the usual +1 bonus on attack rolls for a personally constructed lightsaber. Essentially, the new benefit of the alternate crystal replaces the normal +1 bonus on attack rolls. Lightsaber construction is handled as normal, even with an alternate crystal, though any crystal that provides any kind of Force bonus does so only for the person building the lightsaber.

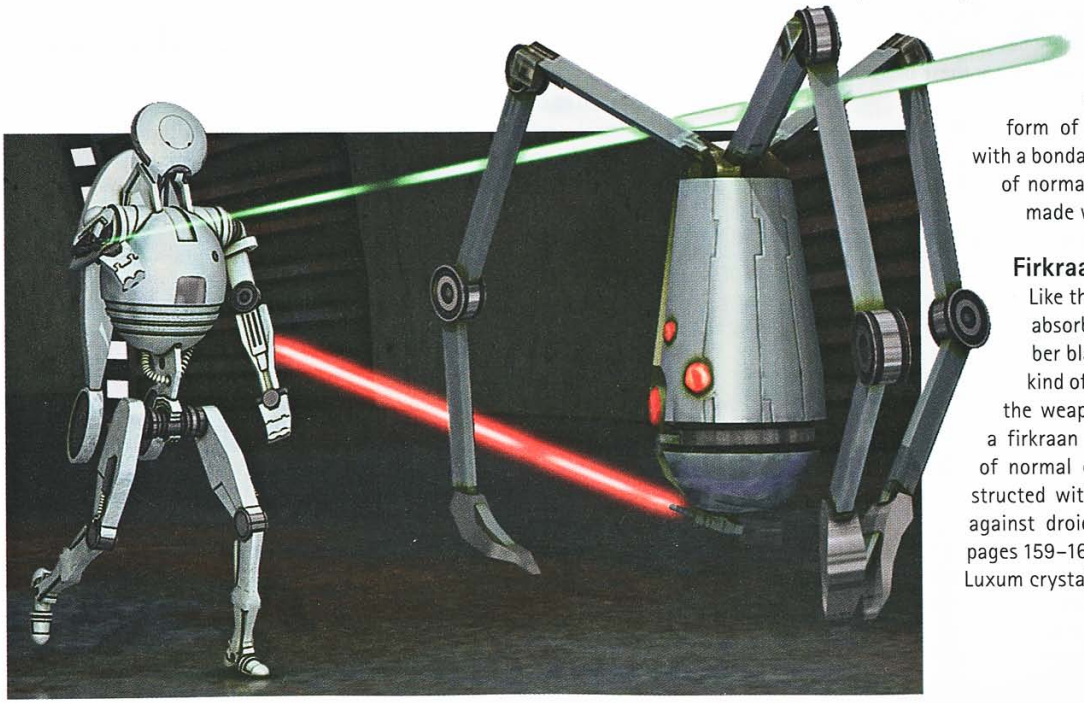
Alternate lightsaber crystals are rare, and finding one could be the focus of a small adventure or even a special prize for a Jedi character completing a difficult quest. These crystals are not for sale on any market, and have no purchase value. Only Jedi who specifically seek out or earn them can use one of these crystals for lightsaber construction.

Bondar Crystal

Bondar crystals convert the energy of a lightsaber blade into a different form of energy. A lightsaber constructed with a bondar crystal deals stun damage instead of normal damage. Training lightsabers are made with bondar crystals.

Firkraan Crystal

Like the bondar crystal, a firkraan crystal absorbs the energy that creates a lightsaber blade and converts it into a different kind of energy, altering the effect of using the weapon. A lightsaber constructed with a firkraan crystal deals ion damage instead of normal damage, making lightsabers constructed with firkraan crystals more effective against droid enemies. See "Ion Damage" on pages 159–160 of the *Saga Edition* core rulebook. Luxum crystals also have the same effect.



A JUGGERNAUT WAR DROID (LEFT) EXCHANGES FIRE WITH A K-X12 PROBE DROID (RIGHT)

Jenraux Crystal
Like the solari crystal (described below), the jenraux crystal widens the blade of a lightsaber. Unlike the solari crystal, it also causes the blade to absorb kinetic energy, making it exceptionally effective at defending against incoming melee attacks. A lightsaber constructed with a jenraux crystal grants its user a +2 Force bonus to Use the Force checks to block an incoming melee attack with the Block talent.

Opila Crystal
The opila crystal increases the destructive power of the lightsaber against weak or unprotected targets, though it does little to allow the blade past most defenses. A lightsaber constructed with an opila crystal deals +1 die of damage on a critical hit (this die of damage is added after damage is multiplied for the critical hit).

Phond Crystal
A phond crystal reduces the cutting power of the lightsaber blade but solidifies the energy beam, making it more effective at battering down an opponent's energy shield. A lightsaber constructed with a phond crystal deals an extra die of damage against a target with active shields.

Rubat Crystal
The rubat crystal causes the energy frequency of a lightsaber blade to fluctuate slightly, allowing the weapon to have a greater potential for damage. Once per encounter, a lightsaber constructed with a rubat crystal allows the wielder to reroll one damage roll made with the lightsaber, keeping the better result. Eralam and upari crystals also have the same effect.

Sigil Crystal
A sigil crystal focuses the energy of a lightsaber blade with incredible efficiency, causing it to have a more devastating effect on a target. A lightsaber constructed with a sigil crystal gains a +2 Force bonus to damage rolls. Other crystal types have the same effect, including the daminia, nextor, and sapith crystals.

Solari Crystal
The solari crystal changes the width of a lightsaber blade, making it easier to intercept blaster bolts and other incoming ranged attacks. A lightsaber constructed with a solari crystal grants its user a +2 Force bonus to Use the Force checks to deflect incoming ranged attacks with the Deflect talent.

Ranged Weapons
The Great Sith War saw the transition from primitive energy weapons to the more advanced blaster weapons that would become common in the galaxy within just a few short years. Though primitive weapons remained, the majority of the galaxy was using blaster weapons by the time of the Mandalorian Wars. The weapons given on Table 5-2 are described below.

Adhesive Grenade
Simple Weapon
Designed as a method of riot control, the adhesive grenade explodes with an incredibly sticky substance that anchors a target to the ground and slowly dissolves so as not to trap targets for long periods of time. Any targets in the blast radius must succeed on a grapple check against the attacker's ranged attack roll or they will be unable to move. This effect lasts for 3 rounds, and once a character has broken free he or she need not make another grapple check to move through the blast radius.

Aurial Blaster
Exotic Weapon
Designed by a weapons manufacturer called Systech, this weapon is awkward and difficult to wield without special training. Shaped like a pistol with auxiliary sonic emitters attached to either side of the barrel, the aurial blaster can deafen a target with a successful hit. When a target is struck by an aurial blaster, if the attack roll beats the target's Fortitude Defense the target takes a -5 penalty on all Perception checks made until the end of the attacker's next turn. An aurial blaster is treated as a pistol for the purpose of determining range.

An aurial blaster requires a power pack. After 50 shots, the power pack must be replaced.

Blaster Carbine, Repeating
Rifle
The repeating blaster carbine is an autofire weapon that functions best at short range. The repeating blaster carbine has difficulty hitting targets at longer ranges, and is ineffective against distant targets.

A repeating blaster carbine requires a power pack. After 30 shots, the power pack must be replaced.

Blaster Rifle, Assault
Rifle
A precision weapon used by military units the assault blaster rifle is one of the most precise weapons in existence. The original design of the assault blaster rifle comes from the Mandalorians, but is perfected by the Czerka Corporation.

An assault blaster rifle requires a power pack. After 50 shots, the power pack must be replaced.

TABLE 6-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Aurial blaster	2,500	3d6	–	S	1 kg	Energy (sonic)	Restricted
Lanvarok, Sith[2]	4,000	3d4	–	S	5.8 kg	Bludgeoning	Rare
Large							
Lanvarok, Massassi[2]	250	3d4 or 1d8	–	S	9.8 kg	Bludgeoning	Rare
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Carbonite rifle	1,200	–	3d10	S	6 kg	Energy	Licensed
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Needler[2]	650	2d4	–	S	1 kg	Piercing	Licensed
Pulse-wave pistol[2]	200	2d6	–	S	1 kg	Energy	Licensed
Ripper[2]	750	2d4	–	S	1 kg	Slashing	Licensed
Sonic disruptor	1,000	2d6	–	Special	1 kg	Energy (sonic)	Illegal
Sonic pistol	900	2d6	–	S	1 kg	Energy (sonic)	Licensed
Medium							
Heavy sonic pistol	1,250	2d8	–	S	1 kg	Sonic	Licensed
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Ion carbine[2]	800	3d8 ion	–	S, A	3 kg	Energy (ion)	Restricted
Pulse-wave rifle[2]	550	2d8	–	S, A	4 kg	Energy	Restricted
Sonic rifle	900	2d8	–	S, A	5 kg	Energy (sonic)	Restricted
Large							
Blaster rifle, assault[3]	1,750	3d8	YES	S, A	5 kg	Energy	Military
Blaster carbine, repeating[1 2]	2,000	3d10	YES	A	6 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Adhesive grenade	200	–	–	S	0.5 kg	Energy	Restricted
CryoBan grenade	500	3d6	–	S	0.5 kg	Energy	Restricted

1 Area arrack weapon

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

Carbonite Rifle

Heavy Weapon

A weapon crafted by scientists from the planet Empress Teta, the carbonite rifle fires a short stream of liquid carbonite that solidifies on contact with a target. Any target moved down the condition track by this weapon is also immobilized until the end of its next turn.

A carbonite rifle requires special carbonite cartridges, which each cost 50 credits and weigh 1 kg. After 20 shots, the carbonite cartridge must be replaced.

Immobilized

When a creature is immobilized it cannot move by its own volition. An immobilized creature can take move actions, but it cannot move from its current space, and it cannot make skill checks associated with movement (such as Acrobatics, Climb, Jump, or Swim). An immobilized creature can still be moved by other effects, such as being the target of a Bantha Rush or the *Force thrust* power.

CryoBan Grenade

Simple Weapon

Using technology adapted from the carbon freezing process, the CryoBan grenade coats those in its blast radius with supercooled chemicals, causing pain and making movement difficult. If the grenade's attack roll also beats the target's Fortitude Defense, the target's speed is reduced to 2 squares until the end of its next turn.

Ion Carbine

Rifle

The prevalence of assassin droids and war droids during and after the Great Sith War necessitates the creation of advanced ion weapons to combat them. The ion carbine is similar to an ion rifle, but is autofire-capable, allowing the wielder to take down several droids at once.

An ion carbine requires a power pack. After 30 shots, the power pack must be replaced.

Lanvarok

Exotic Weapon

The lanvarok is an ancient weapon that comes in two varieties: the Sith lanvarok, and the Massassi lanvarok. The Sith lanvarok is a wrist-mounted weapon that fires small discs at the target, dealing damage comparable to a blaster pistol. A Sith lanvarok is worn, not held, freeing up the wielder's hands for melee weapons. A Sith lanvarok is treated as a pistol for the purpose of determining range, and a wielder can fire a Sith lanvarok as though it were a second weapon for the purpose of two-weapon fighting.

A Massassi lanvarok is a large, polearmlike weapon that can be used to hurl the same discs fired by a Sith lanvarok. A disc flung from a Massassi lanvarok is treated as a thrown weapon for the purpose of determining range. After the disc is hurled, the weapon can be used as a normal two-handed slashing weapon (dealing 1d8 damage on a successful hit). Massassi treat the Massassi lanvarok as an advanced melee weapon instead of as an exotic weapon.

A Massassi lanvarok requires disc ammunition, and only holds one disc at a time. A Sith lanvarok can hold up to 5 discs at a time; after 5 shots, the discs must be replaced. Each disk weighs 0.1 kg and costs 5 credits.

Needler

Pistol

Designed to be effective against personal shields without sacrificing range, a needler fires tiny, ultra-sharp darts that penetrate energy shields and drill into the target's body. A needler's ammunition can be laced with contact poison, delivering the poison to its targets.

A needler requires an ammunition clip (20 credits, 0.1 kg). After 10 shots, the clip must be replaced.

Pulse-Wave Pistol

Pistol

The technological predecessor to the blaster pistol, the pulse-wave pistol is an energy weapon that was largely abandoned when blaster technology became common. Pulse-wave blasters are particularly devastating at point blank range (granting a +4 equipment bonus to the weapon's damage) even though the energy bolt is ineffective at long ranges.

A pulse-wave pistol requires a power pack. After 100 shots, the power pack must be replaced.

Pulse-Wave Rifle

Rifle

A large version of the pulse-wave pistol, the pulse-wave rifle operates on the same principles as its smaller cousin. Pulse-wave rifles grant a +5 equipment bonus to damage rolls at point blank range.

A pulse-wave rifle requires a power pack. After 50 shots, the power pack must be replaced.

Ripper

Pistol

The ripper is designed to bypass personal shields by dealing physical damage. The ripper is a pistol that fires a variety of oddly shaped pieces of shrapnel, similar to the flechette weapons that will be used during the Galactic Civil War. A ripper's irregularly shaped ammunition penetrates deep into the target's body, damaging it severely. If a ripper moves a target at least 1 step down the condition track by dealing damage exceeding the target's damage

threshold, shrapnel embedded in the target's body immediately does an additional 1d4 damage.

A ripper requires an ammunition clip (20 credits, 0.1 kg). After 10 shots, the clip must be replaced.

Sonic Disruptor

Pistol

One of the most violent sonic weapons on the market, the sonic disruptor is outlawed by the Republic, even for use against the Sith. The sonic disruptor not only deals devastating sonic damage to a target, it also atomizes anything it harms, leaving few traces of a victim behind. Like all weapons that deal sonic damage, a sonic disruptor's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

As a disruptor weapon, the sonic disruptor treats all targets as if their damage threshold was 5 lower than it is. If damage from the sonic disruptor kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy required to create a sonic disruptor beam, the sonic disruptor can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot from the weapon per round (such as Double Attack or Rapid Shot) with a sonic disruptor.

A sonic disruptor requires a power pack. After 10 shots, the power pack must be recharged.

Sonic Pistol

Pistol

Designed as the civilian response to Jedi and Sith using lightsabers to deflect their attacks, the sonic pistol fires compressed bolts of pure sound at its target. Though slightly less powerful than standard energy weapons such as blasters and pulse-wave weapons, the sonic pistol is particularly effective against Jedi and Sith because the weapon's sonic bolt bends around a lightsaber, striking the target despite the intervention of the lightsaber's energy blade. Like all weapons that deal sonic damage, a sonic pistol's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A sonic pistol requires a power pack. After 100 shots, the power pack must be recharged.

Sonic Damage

Sonic damage is considered to be energy damage in all ways. However, ranged weapons that deal sonic damage cannot be deflected with a lightsaber. If a weapon deals bonus sonic damage (such as those with certain gear templates) in addition to its normal damage and is not purely an energy attack, the attack can be deflected by a lightsaber, but the target still takes the sonic damage regardless (just not the weapon's normal energy damage) if the attack would normally hit.

Sonic Pistol, Heavy

Pistol

The heavy sonic pistol enhances the sonic pistol's design, dealing greater damage. A heavy sonic pistol creates more intensely compressed bolts of sonic energy, which are far more devastating than those generated by a standard pistol. Unfortunately, this extra compression unravels quickly, and by the time the bolt has reached a great distance it dissipates ineffectively. Like all weapons that deal sonic damage, a heavy sonic pistol's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A heavy sonic pistol requires a power pack. After 50 shots, the power pack must be recharged.

Sonic Rifle

Rifle

The sonic analogue to the blaster rifle, a sonic rifle is a larger weapon capable of striking targets from a greater range than the heavy sonic pistol while still maintaining the same damage. Like all weapons that deal sonic damage, a sonic rifle's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A sonic rifle requires a power pack. After 50 shots, the power pack must be recharged.

Armor

Though many heroes choose not to wear armor, relying only on their own speed and cunning to keep them safe, soldiers and warriors don armor to protect themselves in such dangerous times. Some factions, most notably the Mandalorians, make extensive use of various types of armor and are exceptionally adept in their uses. The types of armor given on Table 5-3 are described below.

Battle Armor, Light

Light Armor

Similar to denser suits of battle armor, this stripped-down battle armor is frequently used by soldiers who lack extensive armor training but need a slight edge in combat.

Battle Armor, Light Powered

Light Armor

Designed to be augmented with additional components and weapons, light powered body armor comes prewired with special connections to power auxiliary accessories. Light powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy,* light powered armor has 2 free upgrade slots (as does all powered armor).

Table 5-3: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Energy shields, light	–	–	–	+4	–	–	1 kg	–
Fiber armor	3,000	+4	+1	+2	–	–	10 kg	Licensed
Battle armor, light powered	6,500	+4	+2	+3	–	–	12 kg	Military
Battle armor, light	3,500	+5	+2	+3	–	–	10 kg	Military
Medium Armor (–5)								
Energy shields, medium	–	–	–	+3	–	–	1 kg	–
Mesh armor	6,000	+6	+2	+2	4 sq.	3 sq.	13 kg	Restricted
Weave armor	5,000	+6	+2	+3	4 sq.	3 sq.	15 kg	Restricted
Battle armor, powered	11,000	+7	+2	+2	4 sq.	3 sq.	17 kg	Military
Heavy Armor (–10)								
Energy shields, heavy	–	–	–	+2	–	–	1 kg	–
Matrix armor	9,000	+9	+3	+1	4 sq.[1]	3 sq.[1]	25 kg	Restricted
Battle armor, heavy powered	19,000	+9	+4	+1	4 sq.[1]	3 sq.[1]	32 kg	Military

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

Battle Armor, Powered

Medium Armor

The powered armor variant of standard battle armor, powered battle armor is frequently used by those warriors who see their armor as an extension of their combat prowess and not just their defenses. Powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy*, powered battle armor has 2 free upgrade slots (as does all powered armor).

Battle Armor, Heavy Powered

Heavy Armor

Utilized by warriors who define their fighting style by the gear they carry, heavy powered battle armor resembles standard heavy battle armor but comes prewired for augmentation. Heavy powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy*, heavy powered battle armor has 2 free upgrade slots (as does all powered armor).

Energy Shields

Light, Medium, and Heavy Armor

Rising to prominence in the days after the Great Sith War, personal energy shields project a thin layer of shielding over an individual character or creature. The popularity of energy shields sparks a revolution in combat tactics, including a surge in the popularity of melee weapons and non-energy projectile weapons. Just as the spread of energy shields is a response to the prominence of energy weapons, they in turn cause warriors to adjust their tactics to deal with personal energy shields.

Energy shields give a character a Shield Rating, which functions exactly as vehicle and starship shields. An energy-shield generator is typically worn on the forearm or upper arm and must be activated as a swift action. Energy shields typically have 5 charges, and energy shields can only be activated once per encounter (the stress on the shield generator causes the device to overload otherwise, so the manufacturers build in failsafes to prevent such an occurrence). Each activation consumes one charge and lasts through the end of the encounter. An energy shield only protects against weapons that deal energy damage; a weapon that deals any other type of damage bypasses the shield's SR entirely.

Energy shields come in three varieties: light, medium, and heavy. Each energy shield type corresponds to an armor type. A character with an active personal shield without the relevant Armor Proficiency feat takes a –5 penalty

to Reflex Defense, and the wearer is denied its Dexterity bonus to Reflex Defense, though he or she still gains the benefit of the shield. Regardless of whether or not the character is proficient in the personal shield, the character always takes the armor check penalty associated with the shield while it is activated. Additionally, each type of energy shield imposes its Maximum Dexterity Bonus restriction only when activated, not when worn and inert. An energy shield can be added to a suit of armor as an accessory. An energy shield can be modified by armor templates (see below) only if the template specifically states that it can be used on energy shields, and the shield confers that benefit only when it is activated.

The SR provided by the energy shield determines the shield's price, as well as the type of Armor Proficiency feat required to operate the shields without penalty. SR 5 and SR 10 energy shields require Armor Proficiency (light); SR 15 and SR 20 energy shields require Armor Proficiency (medium); SR 25 and greater energy shields require Armor Proficiency (heavy). See Table 5-4 for prices of energy shields.

Table 5-4: Energy Shield Prices

SR	Cost
5	500
10	2,000
15	4,500
20	8,000
25	12,500
30	18,000

Fiber Armor

Light Armor

Initially used on worlds where traditional armor plating was in short supply, fiber armor is specially designed to channel energy-weapon attacks away from the body. The various metal fibers woven into the exterior of this armor cause it to absorb and harmlessly disperse energy damage. However, fiber armor is far from perfect, and lucky shots manage to hit. Once per encounter, a character fighting defensively while wearing fiber armor can gain DR 10 against a single ranged energy attack as a reaction.

Matrix Armor

Heavy Armor

Though few military engineers would call matrix armor a pretty design, it is effective. Matrix armor takes armor plating from starships, bonding it to the outside of a suit of heavy armor. With the matrix armor plating in patterns similar to those used by fiber and mesh armor, the wearer of a suit of matrix armor can turn aside energy-weapon attacks that would otherwise be devastating. Once per encounter, a character fighting defensively while wearing matrix armor can gain DR 30 against a single ranged energy attack as a reaction.

Mesh Armor

Medium Armor

A more advanced form of fiber armor produced by military contractors across the galaxy, mesh armor uses the engineering principles of fiber armor, enhancing them with high-quality materials and extensive research. Mesh armor is heavier and more cumbersome than fiber armor and confers many of the same benefits of fiber armor and traditional suits of armor. Once per encounter a character fighting defensively while wearing mesh armor can gain DR 20 against a single ranged energy attack as a reaction.

Weave Armor

Medium Armor

A civilian model of armor worn by military units throughout the era, weave armor is a relatively flexible and yet durable suit of armor that provides excellent protection to the wearer while restricting movement by only a small amount. Weave armor is favored by warriors whose combat style calls for fast and flexible movements, and is the armor of choice for duelists and gladiators.

Mixed Damage Types

Some weapons and effects deal damage with multiple damage types; for example, lightsabers deal energy and slashing damage, and bowcasters deal energy and piercing damage. Whenever a weapon or effect has multiple damage types, if the effect deals both types of damage simultaneously (see Damage Types, *SE* 120) then any other ability that depends on one of the effect's damage types applies to the full damage from that effect. So, for example, the *negate energy* Force power can be used to negate the full damage from a lightsaber attack since it can negate energy damage. Similarly, the special function of fiber armor (presented above) can be used to grant the wearer DR 10 against an attack from a bowcaster, since the bowcaster is considered to be a ranged energy weapon.

Equipment

A sample of common equipment available in a *Knights of the Old Republic* campaign is given on Table 5-5. Refer to the descriptions below for other pertinent information.

Table 5-5: Equipment

COMPUTERS AND STORAGE DEVICES	COST	WEIGHT
Computer interface visor	1,200	0.5 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Aural amplifier	2,000	0.5 kg
Demolitions sensor	1,000	0.5 kg
Motion sensing visor	2,500	0.5 kg
Neural band	3,500	0.5 kg
Stealth field generator	5,000	0.2 kg
IMPLANTS	**COST**	**WEIGHT**
Bio-stabilizer implant	1,750	–
Cardio implant	4,000	–
Combat implant	5,000	–
Memory implant	2,000	–
Nerve reinforcement implant	5,000	–
Regenerative implant	4,250	–
Sensory implant	2,500	–
LIFE SUPPORT	**COST**	**WEIGHT**
Vacuum mask	650	0.3 kg
MEDICAL GEAR	**COST**	**WEIGHT**
Medical Interface visor	1,500	0.5 kg
TOOLS	**COST**	**WEIGHT**
Mechanical interface visor	1,250	0.5 kg

Aural Amplifier

The aural amplifier is a device worn on the head, allowing the wearer to hear from a great distance. By amplifying sound waves originating from the direction of the wearer's interest while dampening ambient noise, the aural amplifier grants the wearer a +5 equipment bonus on Perception checks to eavesdrop. An aural amplifier cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Computer Interface Visor

Worn across the eyes and connected to a computer system, the computer interface visor provides the wearer with a heads-up display that displays relevant data laid over one's normal vision. A computer interface visor translates complex computer algorithms into easy-to-understand symbols and words, allowing the wearer to attempt trained-only applications of the Use Computer skill even if untrained. The computer interface visor also provides a +2 equipment bonus on Use Computer checks. A computer interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Demolitions Sensor

Resembling a pair of goggles, the demolitions sensor can detect both the explosives and triggering mechanisms of mines, grenades, and other explosive devices, highlighting them in the wearer's vision. The demolitions sensor grants the wearer a +5 equipment bonus on Perception checks made to find mines and other planted explosives. A demolitions sensor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Mechanical Interface Visor

This visor translates images received through its visual sensors and scans them for common mechanical designs. The visor then provides the wearer a heads-up display of basic information and tips on dealing with those designs. The mechanical interface visor allows the wearer to attempt trained-only applications of the Mechanics skill even if untrained, and grants a +2 equipment bonus on Mechanics checks. A mechanical interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Medical Interface Visor

This visor contains thousands of preprogrammed medical training tutorials. It analyzes visuals and provides tips and assistance in a variety of medical situations. The medical interface visor allows the wearer to attempt trained-only applications of the Treat Injury skill even if untrained, and grants a +2 equipment bonus on Treat Injury checks. A medical interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Motion Sensing Visor

The motion sensing visor tracks movement and highlights moving objects with color-coded warnings. This allows the wearer to see moving enemies with ease, even those attempting to be stealthy. The wearer of this visor gains a +5 equipment bonus to Perception checks against targets that have moved at least one square since the end of the wearer's last turn. However, a motion sensing visor can be disorienting, especially in the heat of combat, and a character must spend two additional swift actions to use the recover action when attempting to move up the condition track. A motion sensing visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Neural Band

Developed in response to both Sith and Jedi using the Force to manipulate soldiers and security personnel, the neural band reinforces various synapses throughout the brain and provides alternate conduits for electrical impulses within the mind, making the wearer's thoughts difficult to affect. Neural bands grant their wearers a +2 equipment bonus to Will Defense, but lower the wearer's damage threshold by –2. A neural band cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Stealth Field Generator

A small and unobtrusive device worn on the belt, the stealth field generator emits a sound-dampening field around the wearer that makes sneaking up on an opponent easier. Additionally, the stealth field generator uses technology similar to that of a personal energy shield to bend light around the wearer, making them harder to see. The stealth field generator grants concealment (but not total concealment) to the wearer when activated. Activating a stealth field generator is a swift action, and it lasts for the duration of the encounter, until the wearer takes damage or until the wearer attacks or uses a Force power, whichever comes first. A stealth field generator requires a power pack to operate. After 5 uses, the power pack must be replaced.

Vacuum Mask

Worn or carried by individuals who spend a great deal of time aboard starships and space stations, the vacuum mask is a short-term solution to a loss of atmosphere while aboard a spacecraft. The vacuum mask provides the wearer 10 minutes of breathable air, which automatically begins to flow when sensors on the mask detect a lack of breathable air. Though the vacuum mask is no replacement for a space suit, it has saved crews trapped in compartments aboard ships after the atmosphere has vented. A vacuum mask cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Implants

Seeking to gain an edge against their enemies, military forces experiment with mechanical implants designed to augment a character's efficiency. These implants, which are inserted directly into the brain and integrated into a character's neural pathways, alter bioelectrical and chemical impulses controlling everything from reaction times to the release of adrenaline.

Due to the complex nature of this technology, living creatures can have only a single implant at any given time, though they can be switched out as needed. If an implant is removed, the character immediately loses all benefits and penalties associated with the implant. Installing or removing an implant follows the same rules as installing a cybernetic prosthesis, requiring a surgeon with the Cybernetic Surgery feat, although unlike some cybernetic parts an implant cannot be installed by the recipient. A character with an implant is considered to have a cybernetic part, making them vulnerable to ion damage and imposing the same penalties on Use the Force checks as other cybernetic body parts.

Additionally, characters without the Implant Training feat take a –2 penalty to their Will Defense due to the implant's interference with normal brain functions. Implants can disrupt the body's ability to deal with system shocks, and a character with an implant moves 1 additional step down the condition track when another effect would normally move them down the condition track, regardless of the source of the effect.

Below are several sample implants.

Bio-Stabilizer Implant

The bio-stabilizer implant stores and transmits basic knowledge of various poisons and toxins into the mind of its user, teaching the brain to synthesize antidotes. The user of a bio-stabilizer implant is immune to poison.

Cardio Implant

A cardio implant encourages the brain to send vital chemicals to the heart and other organs, revitalizing them and giving the user greater physical reserves. The user of a cardio implant gains +1 hit point per level.

Combat Implant

The combat implant stores and transmits basic knowledge of a variety of weapons into the mind of its user. A combat implant eliminates penalties to attack rolls for weapons the user is not proficient with.

Memory Implant

A memory implant reinforces and augments the synapses in the memory centers of the brain, making it possible to recall knowledge locked away in the user's mind. The user of a memory implant can reroll any Knowledge check, keeping the better result.

Nerve Reinforcement Implant
The nerve reinforcement implant augments the signals sent from the brain through the central nervous system, making the body's senses difficult to overload through conventional means. The user of a neural-reinforcement implant gains a +5 equipment bonus to Damage Threshold against stun damage.

Regenerative Implant
The regenerative implant coaxes the healing sections of the brain, causing them to work harder to repair damage. The user of a regenerative implant recovers twice as many hit points as normal from natural healing.

Sensory Implant
The sensory implant augments the mind's natural ability to process visual data, enhancing the user's ability to perceive targets under difficult conditions. The sensory implant grants a user low-light vision; if the character already has low-light vision, he or she gains darkvision from the implant instead.

Weapon and Armor Accessories
The following off-the-shelf accessories can enhance weapons and armor in a variety of ways. Most pieces of equipment can have only one accessory, though in some cases Gamemasters might allow them to have more. Each weapon and armor accessory listing on Table 5-6 also lists the upgrade slot cost of each accessory (for use with the gear enhancement system in *Scum and Villainy*).

Table 5-6: Weapon and Armor Accessories

Accessory	Cost	Upgrade Slot Cost
Armor reinforcement	3,000	1
Beam splitter	1,200	2
Durasteel bonding	2,000	1
Enhanced energy projector	3,000	1
Hair trigger	1,200	1
Improved energy cell	4,000	2
Mesh underlay	2,500	2
Tremor cell	1,000	1

Armor Reinforcement
The armor reinforcement accessory increases armor's ability to harmlessly deflect incoming attacks by coating the interior of the armor with tough materials, adding an extra layer of defense. Reinforced armor grants the wearer DR 2 against piercing damage.

Beam Splitter
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that deal energy damage, the beam splitter accessory makes it easier to fire a powerful energy bolt by increasing the size of the bolt fired. Once per encounter, the wielder of a weapon with a beam splitter that uses the Power Blast feat to modify an attack roll deals 2 points of damage for every 1 point subtracted from the attack bonus.

Durasteel Bonding
The durasteel bonding accessory coats an advanced melee weapon, a melee exotic weapon, or a melee simple weapon with a thin layer of durasteel, making it more resistant to damage and ensuring that it retains its keen edge over time. A weapon with durasteel bonding increases its own DR by 5 and deals an extra die of damage on a critical hit (this die of damage is added after damage is multiplied for the critical hit). This accessory can only be placed on a weapon that deals slashing damage.

Enhanced Energy Projector
The enhanced energy projector accessory smoothes the flow of power to an advanced melee weapon or a melee exotic weapon that requires a power pack, making it less likely to produce unpredictable results. A weapon with an enhanced energy projector allows to wielder to reroll a natural 1 on any attack roll once per encounter, keeping the second result.

Hair Trigger
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that use a trigger mechanism to fire, the hair trigger accessory makes it easier to fire several shots in quick succession by reducing the amount of pressure that must be placed on the trigger. Once per encounter, the wielder of a weapon with a hair trigger that uses the Rapid Shot feat to modify an attack roll may reroll the damage from the attack, keeping the better result.

Improved Energy Cell
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that require a power pack, the improved energy cell accessory increases the efficiency of the energy flow between a power pack and the weapon's firing mechanism. A weapon with the improved energy cell modification doubles the number of shots it can fire on a single power pack. Additionally, if the weapon has the increased weapon damage modification from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*), the equipment bonus to damage increases to +3.

Mesh Underlay
Designed with the same principles as mesh armor, the mesh underlay accessory helps channel certain types of energy away from the wearer's body, reducing the effectiveness of a potentially devastating blow. A character wearing a suit of armor with the mesh underlay accessory gains a +5 equipment bonus to his damage threshold against stun damage.

Tremor Cell
An advanced melee weapon or a melee exotic weapon that requires a power pack can be augmented by a tremor cell accessory, allowing the wielder to subdue rather than kill an opponent by dazing it. A weapon with a tremor cell can be set to stun as a swift action, and does stun damage equal to its normal damage. Weapons larger than Medium cannot be fitted with this accessory.

Gear Templates
In a *Knights of the Old Republic* campaign, a hero might have access to a wide variety of exotic gear with special properties not found in more common types of equipment. Rather than list individual pieces of equipment from dozens of worlds in the galaxy—such as a Bothan heavy blaster pistol or a suit of Arkanian battle armor—this section presents several gear templates that can be applied to normal equipment statistics to produce an unusual version of an item.

To create an item using a gear template, choose a basic piece of equipment (such as a blaster rifle), then choose one of the templates from the sections below. Apply the changes to the equipment's statistics and effect as described in the template. Some templates have restrictions, either because of the template type (for example, weapon templates can be applied only to weapons) or because of specific prerequisites (for example, only weapons that deal stun damage can have the Bothan Weapon template applied). Gamemasters might rule that some weapons cannot be altered due to cultural or logical prerequisites; for example, since a bowcaster is a weapon unique to Wookiee culture, it makes little sense for there to be an Echani bowcaster.

General Templates
Templates denoting a particular place or method of manufacturing might cover both weapons and armor. The following general templates can be applied to suits of armor or weapons, using the rules described in the template's entry.

Arkanian Manufacture
Developed on the frozen tundra world of Arkania, weapons and armor of Arkanian manufacture are engineered to function in extremely cold environments. Arkanian weapons deal energy and fire damage (see "Fire" on page 255 of the *Saga Edition* core rulebook); however, if an Arkanian weapon is used with an ability that consumes more than one shot in a round (such as Rapid Shot or Double Attack) the weapon overheats and cannot be fired for one round as it cools down.

Arkanian armor doubles its equipment bonus to Fortitude Defense against cold weather hazards, but has no equipment bonus to Fortitude Defense against heat-based hazards. Arkanian items cost 10% or 1,000 credits (whichever is higher) more than other items of their kind.

Restrictions: This template can be applied only to armor or to ranged energy weapons.

Cinnagaran Manufacture
Cinnagaran items are manufactured on the sprawling metropolis world of Empress Teta, which has been at the center of galactic wars for over a thousand years. Cinnagaran armor and shields grant DR 5 against weapons that deal sonic damage, but its Maximum Dexterity Bonus is reduced by 1.

Cinnagaran weapons deal energy and bludgeoning damage. Cinnagaran items cost 10% or 1,000 credits (whichever is higher) more than other items of their kind.

Restrictions: This template can be applied only to armor or to ranged energy weapons.

Introducing Gear Templates
Introducing gear templates into your campaign takes a major step away from the simplicity of equipment design, purchase, and use that the *Saga Edition* rules provide. The gear templates presented in this section balance out the benefit of the templates with drawbacks, so heroes still have a reason to pick up a standard heavy blaster pistol rather than an Iridonian heavy blaster pistol. Items that have had a gear template applied represent rare samples that are found only once in a great while. All templated items have the Rare tag applied to their Availability, since they are found only on one planet or in the possession of one particular group.

Gamemasters should be cautious when introducing gear templates into the game. Items with templates applied should not be included in the list of items a character can buy; rather, they must be found or earned. Items with gear templates applied make great rewards for completing missions or defeating important villains, but if they can be found in every shop or purchased off of a computer shopping network then they are no longer special. Even when these items are available for purchase, such as buying a suit of Eriadun flex armor on Eriadu, only one such item will be available, since they are above and beyond the weapons and armor found commonly throughout the galaxy. Unlike the heroes in the *Knights of the Old Republic* video games, your heroes probably should not walk around with unique items on every part of their bodies. Instead, treat these special weapons as exceptional rewards or prized finds.

Cortosis Weave/Phrik Alloy

Weapons and armor made of cortosis weave or phrik alloy share a special property that prevents lightsabers from slicing through them with great ease. A lightsaber does not ignore the DR of a weapon or suit of armor made of cortosis weave or phrik alloy. A piece of equipment with this template costs 20% more than the base item.

During this time, almost all melee weapons are coated with a cortosis weave due not only to an abundance of the material but also the presence of large numbers of lightsaber-wielding combatants; as a result, they are not given the Rare availability tag during this era. During other eras, however, these materials are far more difficult to find, and are given the Rare tag as normal.

Restrictions: None.

Echani Manufacture

Extremely rare, items of Echani manufacture are hand-crafted by the powerful and skilled Echani warriors, and each individual item is unique. Echani armor weighs half as much as other armor of its kind, and once per encounter the wearer can move at their normal speed (not the adjusted speed for wearing the armor) for one round, though the armor's bonus to Reflex Defense is reduced by 1.

Once per encounter the wielder of an Echani weapon can declare that the critical range of his weapon is increased by one (thus scoring a critical on a 19 or a 20 on most weapons). However, any roll other than a natural 20 is not considered an automatic hit, and if you still miss the target you do not score a critical hit. The use of this ability can be declared after the attack roll is made, but before the attack is resolved. However, Echani weapons have half as many hit points as other weapons of their kind. Echani-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to weapons that deal slashing or piercing damage (no lightsabers).

GenoHaradan Manufacture

A secretive guild of assassins and bounty hunters, the GenoHaradan have items specially crafted to suit their darker purposes. GenoHaradan armor provides a +2 equipment bonus on Stealth checks to sneak but reduces the equipment bonus to Fortitude Defense by one (minimum +0). GenoHaradan weapons grant a +2 equipment bonus to the attack roll of a contact poison applied to the weapon (for melee weapons), or a +1 equipment bonus on attack rolls with weapons set to stun (for ranged weapons). GenoHaradan weapons are somewhat fragile, and become disabled until repaired when the wielder rolls a natural 1 on an attack roll. GenoHaradan-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template cannot be applied to melee weapons that deal energy damage or to ranged weapons without a stun setting. This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Iridonian Manufacture

The Iridonians are a mysterious species known for their savagery and aggressiveness. Iridonian armor and shields provide DR 2 against bludgeoning damage. Iridonian weapons gain a +2 equipment bonus to damage rolls when using either the Power Attack or Power Blast feats. However, all Iridonian weapons are considered Illegal, and visibly displaying an Iridonian weapon or wearing Iridonian armor always imposes unfavorable circumstances on Deception or Persuasion checks against law enforcement officials and other authority figures. Iridonian-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Krath Manufacture

Items created by the Krath typically have a cruel and dangerous twist. Krath armor and shields provide DR 2 against energy damage. If an attack roll with a Krath weapon equals or exceeds the target's Fortitude Defense as well as Reflex Defense, the target takes 1d4 damage at the beginning of its next turn. Krath-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item. However, Krath weapons and armor hold the taint of the dark side within them, and any character wielding a Krath manufacture weapon or wearing Krath armor treat their Dark Side Score as one higher than it actually is for the purposes of being targeted by effects that only affect targets with a Dark Side Score.

Restrictions: This template can be applied only to armor or to melee weapons that deal slashing or piercing damage, and cannot be applied to lightsabers.

Mandalorian Manufacture

A Mandalorian warrior is made great by his or her equipment, and each piece of Mandalorian equipment is unique in some way. Mandalorian items are made with customization in mind; any character making a Mechanics check to repair or modify a weapon or suit of armor of Mandalorian manufacture gains a +5 equipment bonus on the check. However, Mandalorian technology is often based on the designs of other cultures, causing some unusual interaction between technologies; if a Mandalorian item is disabled all of the modifications to that item are destroyed (and much be purchased anew, not merely repaired). Mandalorian-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Massassi Manufacture

Built by primitive creatures for use in the service of the Sith, Massassi items are designed to take advantage of the strength of their wielders. Massassi armor allows a critical hit against the wearer to be turned into a normal hit once per encounter as a reaction. However, if a character does not have a sufficient Strength score (13 for light armor, 15 for Medium armor, or 17

for heavy armor) they take armor-check penalties even when proficient in the armor.

When a character scores a critical hit with a Massassi weapon held in two hands, that character triples his Strength bonus to damage (before multiplying for the critical hit); like armor, if a character does not have a sufficient Strength score (15 for Medium weapons, 17 for Large weapons, or 19 for Huge and bigger weapons) then he takes a –2 penalty to attack rolls with that weapon, even if proficient. Massassi-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to melee simple weapons.

Prototype

Prototype items are unstable and not ready for release to the general public, but they might have properties that other items do not. A prototype item can have two modifications from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) instead of just one. However, a prototype weapon treats a natural roll of 1, 2, 3, or 4 as though it were a natural 1 (thus, automatically missing), and the weapon becomes disabled until repaired. A wearer of prototype armor takes 1 more die of damage from a critical hit (before multiplying); thus, a heavy blaster pistol that scores a critical hit against a target wearing prototype armor deals 4d8 damage base, which is then doubled.

Restrictions: None.



AN HK-50 ASSASSIN DROID (LEFT) AND A KELLENECH SENTINEL DROID (RIGHT) PREPARE THEIR UPGRADED WEAPONS

Verpine Manufacture

The insectoid Verpine are technological masters who can create items with exceptional characteristics. Verpine armor and shields provide DR 10 against ion damage. As a swift action, a Verpine weapon can be switched to ion fire mode, changing the weapon to deal ion damage instead of normal damage (at the same damage dice). However, Verpine items are designed for their unique physiologies, and they require the owner to have a minimum Dexterity of 13+ to wear their armor effectively (otherwise the wearer takes armor-check penalties) or a minimum Intelligence of 13+ to operate their weapons properly (otherwise the wielder takes a –2 penalty to attack rolls with that weapon). Verpine-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to ranged weapons that deal energy damage.

Weapon Templates

The following templates function the same way as general templates, but can be applied only to weapons.

Baragwin Weapon

Weapons manufactured by the Baragwin can be nasty, because the species has perfected the creation of deadly weapons through centuries of serving as galactic arms dealers. On a successful critical hit, Baragwin weapons grant their wielders +1 die of damage (after multiplying for the critical hit). However, Baragwin weapons are considered illegal. Baragwin weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Bothan Weapon

Bothan society is well known for its penchant for espionage, and the Bothans have developed methods of subduing targets without killing them. Bothan weapons deal +1 die of damage when set to stun or when dealing ion damage, but deal –1 die of damage when not set to stun or dealing ion damage. Bothan weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to weapons that deal stun damage or ion damage.

Dashade Weapon

The Dashade species specializes in creating weapons capable of inflicting great pain—if not great damage—upon an opponent. A target moved down the condition track by an attack from a Dashade weapon can only spend 2 swift actions per turn to recover. This effect lasts until the target returns to its normal state (all conditions removed). Dashade weapons are considered Illegal, and take a –2 penalty to damage rolls. Dashade weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Gand Weapon

The Gand species, peculiar and often incomprehensible, specializes in crafting weapons that immobilize opponents. If a Gand weapon moves a target down the condition track with its stun damage, that target has its speed halved until it returns to its normal state (all conditions removed); a target that is –4 steps down the condition track (at the –10 step) is immobilized instead. Gand weapons are sometimes difficult to operate, and all Gand weapons are considered exotic weapons for the purposes of proficiency (except to members of the Gand species). Gand weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to weapons that deal stun damage.

Quick Draw Weapon

These weapons are specially designed to be pulled quickly, whether by modification to the blaster or to its holster. A quick draw weapon wielder that possesses the Quick Draw feat can draw or holster the weapon once per round as a free action. A quick draw weapon costs 10% more than the cost of the base weapon.

Restrictions: None.

Rakatan Weapon

Crafted by an ancient and extremely advanced species known as the Rakata, weapons with this template are powerful and extremely alien to modern species. Rakatan weapons increase their die type by one step (from d4 to d6, d6 to d8, d8 to d10, or d10 to a maximum of d12) and grant the wielder a +1 equipment bonus on attack rolls. Rakatan weapons are considered exotic weapons, except to Rakatan characters (who treat them as weapons of their normal weapon group). Rakatan weapons cost 30% or 3,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Sith Alchemical Weapon

Sith alchemical weapons are items that have undergone an arcane enhancement process using ancient Sith techniques. Favored by the Sith in the days prior to the spread of lightsabers, Sith alchemical weapons are not only resistant to damage but also channel the dark side through them. Ancient Sith Lords used alchemy to fundamentally alter the chemical makeup of their weapons, resulting in something far more dangerous than the typical sword or lanvarok.

A lightsaber does not ignore a Sith alchemical weapon's DR, and characters who are proficient with the Sith alchemical weapon can treat it as a lightsaber for the purpose of using the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, a Sith alchemical weapon becomes more powerful in the hands of a character who is steeped in the dark side of the Force. A character proficient in Sith alchemical weapon use can spend a Force Point as a swift action to gain a bonus to damage rolls with the Sith alchemical weapon equal to his or her Dark Side Score. This bonus to damage applies to the next attack made with the weapon before the end of the encounter, and activating this ability increases the wielder's Dark Side Score by 1.

Sith alchemical weapons cost 20% or 2,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to advanced melee weapons and simple melee weapons.

Stacking Templates

The templates presented in this chapter are meant to represent the unique products of various societies and cultures. Stacking one template on top of another will inevitably produce weapons and armor far superior to other weapons, possibly creating confusing results (what is a suit of Massassi Eriadun armor?). Therefore, with the exception of the prototype template, the quick-draw weapon template, and the cortosis-weave/phrik-alloy template, no items should have more than one template added. Gamemasters might remove this restriction for special items, but this can quickly affect the way mundane equipment is perceived in your campaign.

Additionally, when determining the costs for items with multiple templates, apply each template one at a time, starting with the most expensive template and adding new ones after determining the new price for the item based on the previous template.

Armor Templates

The following templates function the same way as general templates, but can be applied only to armor.

Bonadan-Alloy Armor

Although weapons are illegal on the crowded world of Bonadan, armor crafted from a unique alloy created on that planet is second to none. Bonadan-alloy armor provides DR 2 against slashing damage, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Bonadan-alloy armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Bronzium Cast Armor

An extremely solid and durable metal, bronzium can be used in the production of armor that can protect the wearer from suffering great harm. Once per encounter, the wearer of bronzium cast armor can redirect the damage from a successful incoming attack to the armor; the armor takes the damage from the attack (armor has the same DR, hit points, damage threshold, and break DC as a weapon of the same size category as the wearer). If the armor is disabled or destroyed, it no longer provides any bonuses to the wearer. A suit of armor pushed down the condition track imposes its condition penalties to the wearer's Reflex Defense only. Bronzium cast armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Durasteel Cast Armor

A thin and lightweight metal, durasteel is used in the construction of armor when extra protection is needed. Durasteel cast armor grants DR 1 to the wearer, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Durasteel cast armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Environmental Bastion Armor

Environmental bastion armors are designed to protect the wearer from harsh environments—including vacuum—and provide a comfortable environment for whatever species they are made for (for example, Ubese wear environmental bastion armor that produces atmosphere similar to their homeworld's). Environmental bastion armor acts as a sealed environment suit, providing a number of hours of breathable air to the wearer equal to the armor's equipment bonus to Fortitude Defense. Environmental bastion armor costs 10% more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Eriadun Armor

Crafted on the Human-dominated world of Eriadu, Eriadun armor helps soldiers avoid being taken prisoner and interrogated by enemy forces. A suit of Eriadun armor or an Eriadun energy shield provides DR 5 against stun damage, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Eriadun armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Droids

Droids play an important part in any *Knights of the Old Republic* campaign. Droids are just as prominent during the days of the Old Republic as they are in later years, and many models are the obvious predecessors of droids used during the Galactic Civil War. This chapter presents a good cross-section of the droids used in this era, providing droids that can fill a variety of roles in any *Knights of the Old Republic* campaign.

First-Degree Droids

First-degree droids are medical, analytical, or scientific droids. Specific examples include the ET-74 communications droid.

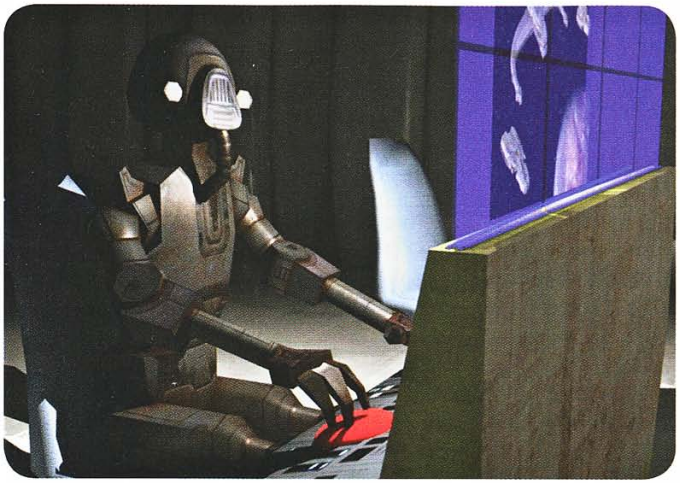
ET-74 Communications Droid

Developed by Automata Galactica to handle communications in automated facilities and coordinate the efforts of labor droids, the ET-74 communications droid is a multipurpose droid that handles electronic communication and logistics for several different industries. The ET-74 communications droid is programmed with an excellent mastery of computer systems and networks, as well as a variety of data transmission and receiving systems. Additionally, this droid has several routines that enable it to communicate effectively with its biological masters, making it an excellent liaison between a large droid worker force and their living owners.

ET-74 communications droids are smaller and are often found on space stations and capital ships. Though they are no match for a living communications officer, these droids can temporarily replace crew members by manning the communications and sensor stations for a short while. ET-74 droids are put in charge of mining, construction, and excavation droids whose tasks are menial (requiring droids with only a marginal intelligence) but which require coordination to ensure that a task is completed. As a result, some beings confuse ET-74 communications droids for worker droids of various types, though in truth they are merely directing those droids under their charge.

ET-74 communications droids can be played as droid heroes.

AN ET-74 COMMUNICATIONS DROID



Automata Galactica ET-74 Communications Droid **CL 0**
Small droid (1st-degree) nonheroic 1
Init +1; **Senses** Perception +0
Languages Basic, Binary, plus 5 unassigned

Defenses Ref 12 (flat-footed 11), Fort 8, Will 10
hp 3; **Threshold** 8
Immune droid traits

Speed 4 squares (walking)
Melee unarmed -2 (1d2)
Base Atk +0; **Grp** -4

Abilities Str 7, Dex 12, Con —, Int 15, Wis 10, Cha 8
Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Skill Training (Knowledge [galactic lore])
Skills Knowledge (galactic lore) +7, Knowledge (technology) +12, Persuasion +4, Use Computer +12
Systems walking locomotion, basic processor, 2 hand appendages, translator unit (DC 10), vocabulator
Possessions comlink, datapad, portable computer
Availability Licensed; **Cost** 2,700

SECOND-DEGREE DROIDS

Second-degree droids are typically astromech droids and technical droids. Specific models include the GO-TO infrastructure planning droid and the T3-Series utility droid.

ARATECH GO-TO INFRASTRUCTURE-PLANNING DROID

Following the devastation of the Great Sith War and during the rebuilding years leading up to the Mandalorian Wars, the Republic is in dire need of assistance to rebuild the galaxy's infrastructure. The Aratech Repulsor Company steps in to provide that much-needed assistance. As a part of the company's investment in the Republic's rebuilding efforts under the Coruscant Financial Exchange Establishment Act, Aratech begins research and development of the GO-TO infrastructure-planning droid. The first prototype models help with the reconstruction efforts after the Great Sith War, but in 3,955 BBY Supreme Chancellor Cressa puts the droids to greatest use rebuilding the galaxy after the Jedi Civil War.

GO-TO infrastructure-planning droids are designed and programmed to serve as a central organizational hub for planetary rebuilding efforts. A GO-TO droid, which is given a unique identifier that corresponds with the planet it assists, can plug directly into a planet's information network and immediately begin coordinating reconstruction and relief efforts, using its specialized software to maximize efficiency and minimize mistakes. Unfortunately for the Aratech company (and for the galaxy), the massive amounts of data flowing through a GO-TO infrastructure-planning droid can corrupt the droid's memory, causing it to rapidly develop both a personality and independent motivations. As a result, many GO-TO droids seized control of planetary assets or struck out on their own to organize and run their own tiny empire.

For example, GO-TO-Telerath temporarily seized control over one of the galaxy's most prominent financial institutions, causing an economic emergency when it demanded control of the Coruscant Financial Exchange. Similarly, a number of GO-TO droids stationed in the Gordian Reach declared their intentions to secede from the Republic and set themselves up to be dictatorial rulers of the independent territory 400100500260026.

GO-TO infrastructure-planning droids cannot be played as droid heroes.

"SO MANY NEW RECRUITS. DIFFERENT SPECIES, DIFFERENT ARMORS, DIFFERENT LANGUAGES — AND NOT ENOUGH TIME TO LEARN OUR WAYS."

—MANDALORE THE ULTIMATE

Aratech GO-TO Infrastructure-Planning Droid **CL 1**
Tiny droid (2nd-degree) nonheroic 4
Init +4; **Senses** low-light vision, Perception +4
Languages Basic, Binary, plus 3 unassigned

Defenses Ref 15 (flat-footed 13), Fort 9, Will 11
hp 10; **SR** 10; **Threshold** 9
Immune droid traits

Speed 4 squares (fly)
Melee electroshock probe +1 (1d8–2 ion)
Base Atk +3; **Grp** –5

Abilities Str 6, Dex 15, Con —, Int 16, Wis 10, Cha 14
Feats Improved Defenses, Skill Focus (Knowledge [social sciences]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Weapon Proficiency (simple weapons)
Skills Knowledge (social sciences) +15, Knowledge (technology) +15, Persuasion +9, Use Computer +15
Systems hovering locomotion, heuristic processor, 2 tool appendages, electroshock probe, holorecorder, holoprojector, improved sensor package, locked access, integrated comlink, vocabulator
Possessions planetary infrastructure management software
Availability Military; **Cost** 60,000

T3-Series Utility Droid

One of the earliest known predecessors to the astromech droid, Duwani Mechanical Products' T3-Series utility droid is designed to function as a maintenance droid for a variety of mechanical and electronic systems. Though adept at dealing with computers and machines of all types, T3-Series utility droids do not boast vocabulators, since they are not required to interact with organic denizens of the galaxy. The sophisticated mechanical and computer training software loaded into the T3-Series utility droid allows it to function in the capacity of an engineer or even a copilot aboard a starship, making it a favored purchase for traders and smugglers alike.

The T3-Series utility droid boasts a squat body with a disc-shaped head and a single photoreceptor gleaming brightly on one end. T3-Series droids come with enough tools and equipment to perform the functions required of it, but some tinkerers have modified their T3 units to better serve their individual needs. One common modification is the addition of a starfighter interface package, allowing the droid to plug directly into a specialized slot on a starfighter, granting starfighter pilots the same benefit that transport pilots have come to expect from the T3. Though this after-market modification is not endorsed by Duwani Mechanical Products, some fighter pilots insist that their ships and droids receive these modifications on the grounds that they increase pilot survivability.

T3-Series utility droids can be played as droid heroes.

Duwani Mechanical Products T3-Series Utility Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +2; **Senses** darkvision, Perception +3
Languages Basic (understand only), Binary, 2 unassigned

Defenses Ref 12 (flat-footed 11), Fort 9, Will 10
hp 5; **Threshold** 9
Immune droid traits

Speed 4 squares
Melee electroshock probe +1 (1d8–1 ion)
Ranged stun ray +1 (3d6 stun)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –3

Abilities Str 8, Dex 12, Con —, Int 14, Wis 11, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (simple weapons, pistols)
Skills Mechanics +13, Pilot +7, Use Computer +13
Systems wheeled locomotion, magnetic feet, heuristic processor, 5 tool appendages, diagnostics package, internal storage (2 kg), improved sensor package, darkvision
Possessions stun ray (as blaster pistol set to stun), astrogation buffer (storage device, 10 memory units), electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 3,500 credits

Third-Degree Droids

Third-degree droids are typically protocol droids. Specific models include the GE3-Series protocol droid and the GG-Series hospitality droid.

GE3-Series Protocol Droid

One of the best-selling droids in the galaxy, the Czerka Corporation's GE3-Series multipurpose protocol droid is found everywhere from Coruscant to Tatooine and beyond. One of the most common humanoid droid models, the GE3-Series protocol droid primarily serves as an agent of Human-cyborg relations but can be programmed to fill a variety of roles. Some GE3-Series droids are used as liaisons between farmers and their machinery; others serve as personal secretaries and errand-runners for busy citizens on urban worlds. These droids serve a variety of tasks, from menial chores to assisting in galactic negotiations, and as such they are highly valued by citizens both high and low on the power ladder.

The GE3-Series programming is geared specifically toward social interaction. They are extremely knowledgeable about the customs, cultures, and histories of species throughout the galaxy, and serve as the standard for protocol droids for decades. GE3 protocol droids are used in domestic and political environments, and the Czerka Corporation has a longstanding policy of selling these droids to planetary governments in bulk at a discounted rate,

ensuring that their droids are found on nearly every planet in the Republic. Though technically all GE3-Series droids share the same suffix to their names (GE3), most shorten their designation to contain only their unique identifier; thus, a protocol droid whose full designation would be S-0D3-GE3 would drop the GE3 and would go by only S-0D3.

GE3-Series protocol droids can be played as droid heroes.

Czerka Corporation GE3 Protocol Droid **CL 0**
Medium droid (3rd-degree) nonheroic 2
Init +0; **Senses** Perception +2
Languages Basic, Binary, plus one unassigned; translator unit (DC 5)

Defenses Ref 10 (flat-footed 9), Fort 10, Will 11
hp 5; **Threshold** 9
Immune droid traits

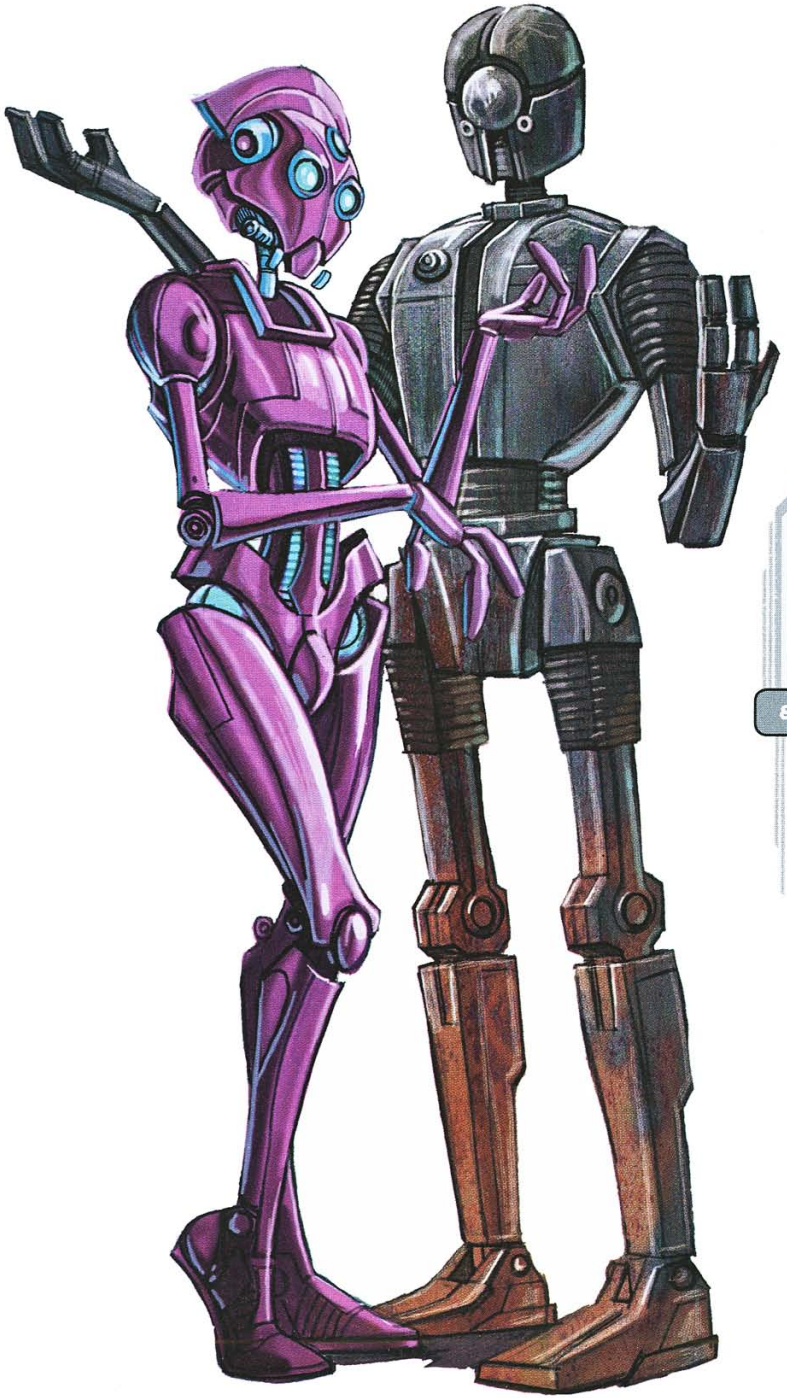
Speed 6 squares (walking)
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +0

Abilities Str 8, Dex 8, Con —, Int 13, Wis 12, Cha 15
Feats Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Training (Knowledge [social sciences]), Skill Training (Persuasion)
Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +7, Persuasion +8
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator
Possessions audio recorder, comlink
Availability Licensed; **Cost** 2,500

GG-Series Hospitality Droid

Designed to act as a receptionist, host, and greeter, the GG-Series hospitality droid is a new take on the traditional role of the protocol droid, focusing less on raw knowledge and more on interacting with living beings. Manufactured on Arkania by Adascorp, the GG-Series hospitality droid is slightly more expensive than the standard protocol droid but is favored by large corporations and other entities wishing to provide customer service without taking up the time of executives or other biological employees. Though their introduction heralds a new level of Human-cyborg relations that the traditional protocol droid could not live up to, consumer response to the GG-Series hospitality droid turns lukewarm. Customers find that GG-Series hospitality droids are only a partial solution to the difficulties of dealing with large corporations. They resent the presence of these droids because they are yet another wall between a company and its consumers.

The GG-series protocol droid is best received in environments where it serves as host, receptionist, or greeter that then escorts visitors to deal with a living representative of the company. On the banking world of Telerath,



A GG-Series hospitality droid (Left) and a GE3-Series protocol droid (Right) discuss matters of etiquette

GG-Series hospitality droids greet newcomers and usher them to a banking representative, an experiment in customer service that proves exceptionally popular because the GG-Series droids do not replace biological employees and instead act as go-betweens. Corporations use GG-Series hospitality droids in their corporate offices as receptionist and communications specialists, even as secretary droids for high-ranking executives. However, corporations stop using GG-Series hospitality droids when a scandal reveals that Adascorp has planted command routines in the processors of droids sold to other companies, allowing the hospitality droids to spy on their owners and report back to Adascorp.

GG-Series hospitality droids can be played as droid heroes.

Adascorp GG-Series Hospitality Droid **CL 0**
Medium droid (3rd-degree) nonheroic 2
Init +3; **Senses** Perception +7
Languages Basic, Binary; translator unit (DC 10)

Defenses Ref 12 (flat-footed 10), Fort 9, Will 11
hp 5; **Threshold** 9
Immune droid traits

Speed 6 squares
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +2

Abilities Str 8, Dex 13, Con —, Int 10, Wis 12, Cha 15
Feats Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Perception)
Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Perception +7, Persuasion +13
Systems walking locomotion, basic processor, 2 hand appendages, vocabulator
Possessions comlink
Availability Licensed; **Cost** 4,000

Fourth-Degree Droids

Fourth-degree droids are combat droids. Specific models include assassin droids, probe droids and war droids.

HK-Series Assassin Droids

Designed to disguise themselves as protocol droids to lull targets into a false sense of security, HK-Series assassin droids represent one of the deadliest innovations in droid technology of this time. The Czerka Corporation's first major success in assassin-droid production came with the release of the HK-24 assassin droid, which the company hoped to sell in large quantities to the Republic and planetary governments during the run-up to the Mandalorian Wars. Many HK-24 assassin droids are purchased by Lord Adasca to hunt down one of his former employees hiding on Taris. Even with red armor plating and glowing orange eyes, the HK-24 appears, to the untrained eye, to be nothing more than a slightly sinister-looking servant droid. Unfortunately, the Czerka Corporation never finds success with the HK-24 (since most people in the galaxy have no use for an assassin droid), and soon their factories are shut down and abandoned.

During the Jedi Civil War, Darth Revan constructs an HK-Series assassin droid based on the HK-24 design, but with several of his own upgrades. This droid, HK-47, in turn becomes the basis for a new model of HK-Series assassin droids: the HK-50. After seeing HK-47's abilities first-hand, Revan becomes convinced that the droids will make excellent agents. The Sith Lord is captured before his plans come to fruition, however, and production on the HK-50 model ceases for several years. Eventually, the droid crime lord Goto (a GO-T0 infrastructure planning droid) discovers the HK-50 production facility and reactivates it, disseminating the new model assassin droids throughout the galaxy.

HK-24 and HK-50 assassin droids cannot be played as droid heroes.

Czerka Corporation HK-24 Series Assassin Droid **CL 7**
Medium droid (4th-degree) nonheroic 6/soldier 5
Init +12; **Senses** low-light vision, Perception +8
Languages Basic, Binary; translator unit (DC 5)

Defenses Ref 22 (flat-footed 19), Fort 19, Will 16
hp 43; **Threshold** 19
Immune droid traits

Speed 6 squares
Melee unarmed +11 (1d3+4)
Ranged blaster rifle +13 (3d8+4) or
Ranged blaster rifle +11 (4d8+4) with Rapid Shot or
Ranged blaster rifle +8 (3d8+14) with Power Blast
Base Atk +9; **Grp** +12
Atk Options Devastating Attack (rifles), Point Blank Shot, Power Blast, Rapid Shot
Special Actions Tough as Nails

Abilities Str 14, Dex 17, Con —, Int 10, Wis 12, Cha 13
Talents Devastating Attack (rifles), Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Point Blank Shot, Power Blast, Rapid Shot, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Persuasion +11
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor
Availability Illegal, Rare; **Cost** Not available for sale (estimated value 24,000 credits)

Playing an HK-Series Droid

Though the HK-24 and HK-50 model assassin droids are unsuitable for heroes, players might want to play as a droid such as HK-47; that is, a droid from the HK series but independent and with a developed (or developing) personality. Gamemasters that wish to allow HK-Series assassin droids can use the following statistics as the baseline for the droid hero. Gamemasters should encourage their heroes to come up with a history and unique designation for their HK-Series droid. Which model is the unique droid hero based on? Why has the droid developed a personality? What motivates the droid to overcome its assassination protocols, or does the droid even try? By answering questions such as these, a heroic HK-Series droid can be an interesting and valuable addition to the group.

Independent HK-Series Droid **CL 1**
Medium droid (4th-degree) soldier 1
Force 5
Init +8; **Senses** low-light vision, Perception +8
Languages Basic, Binary; translator unit (DC 5)

Defenses Ref 18 (flat-footed 15), Fort 15, Will 12
hp 30; **Threshold** 15
Immune droid traits

Speed 6 squares
Melee unarmed +3 (1d3+2)
Ranged blaster rifle +5 (3d8+2)
Base Atk +1; **Grp** +4
Special Actions Tough as Nails

Abilities Str 14, Dex 17, Con —, Int 10, Wis 12, Cha 10
Talents Tough as Nails
Feats Armor Proficiency (light), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8, Use Computer +5
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor, comlink

HK-50 Series Assassin Droid **CL 12**
Medium droid (4th-degree) nonheroic 6/soldier 6/elite trooper 4
Init +15; **Senses** low-light vision, Perception +11
Languages Basic, Binary, 1 unassigned; translator unit (DC 5)

Defenses Ref 26 (flat-footed 22), Fort 26, Will 21
hp 75; **DR** 2; **Threshold** 26
Immune droid traits

Speed 6 squares
Melee unarmed +16 (1d4+7)
Ranged blaster rifle +19 (3d8+7) or
Ranged blaster rifle +17 (5d8+7) with Burst Fire or
Ranged blaster rifle +14 (3d8+17) with Power Blast
Base Atk +14; **Grp** +17
Atk Options Burst Fire, Careful Shot, Controlled Burst, Devastating Attack (rifles), Point Blank Shot, Power Blast, Precise Shot
Special Actions Tough as Nails

Abilities Str 15, Dex 17, Con —, Int 12, Wis 13, Cha 13
Talents Controlled Burst, Devastating Attack (rifles), Greater Weapon Focus (rifles), Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Careful Shot, Martial Arts I, Point Blank Shot, Power Blast, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +15, Persuasion +14
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor
Availability Illegal, Rare; **Cost** Not available for sale (estimated value 33,000 credits)

Juggernaut War Droid

The Juggernaut war droid by Duwani Mechanical Products is designed specifically for use by the Republic's Rocket Jumper corps. Intended for use as a remote resupply and combat assistance droid, the Juggernaut war droid is a valuable aid to the Rocket Jumpers, whose far-ranging missions carry them outside the normal military supply lines. During the Great Sith War, Juggernaut war droids provide Republic soldiers with much-needed materiel, and thanks to the versatility of their jet packs, which also serve as underwater propulsion systems, these droids are able to reach Republic personnel well behind enemy lines.

The Juggernaut war droid is equipped with a shatter beam (designed to penetrate enemy bunkers and other defensive positions) as well as a sonic weapon to protect the droid from lightsaber-wielding foes. However, the droid's primary weapon is a pulse-wave rifle; the other weapons are to be used only in emergency situations. Many of these droids are retired after taking part in a droid uprising on Coruscant during the Great Sith War, having been reprogrammed by the original HK-01 assassin-droid prototype.

Juggernaut war droids cannot be played as droid heroes.

Duwani Mechanical Products Juggernaut War Droid **CL 4**
Medium droid (4th-degree) nonheroic 6/soldier 2
Init +12; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 16, Will 14
hp 26; **Threshold** 16
Immune droid traits

Speed 6 squares (fly, walk, or swim)
Melee unarmed +8 (1d3+3)
Ranged pulse-wave rifle +10 (3d8+3) or
Ranged heavy sonic pistol +9 (2d8+1) or
Ranged shatter beam +9 (3d8+1)
Base Atk +6; **Grp** +9
Atk Options Charging Fire, Running Attack
Special Actions Coordinated Attack

Abilities Str 15, Dex 16, Con —, Int 10, Wis 14, Cha 11
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Charging Fire, Coordinated Attack, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12
Systems walking locomotion, basic processor, 2 hand appendages, 2 tool mounts, vocabulator
Possessions pulse-wave rifle, shatter beam (as heavy blaster pistol, deals double damage to unattended objects), heavy sonic pistol, durasteel plating, jet pack (also provides swim speed)
Availability Military; **Cost** 20,000 credits

K-X12 Probe Droid

Though officially billed as a probe droid, the K-X12 model droid from MerenData becomes popular because of its ability to fulfill multiple roles. The hovering droid is good at getting into and out of dangerous or confined locales, and its three clawed appendages allow it to twist, move, and otherwise manipulate objects that would block other droids. Though MerenData claims that the blaster appendage is used only to clear away debris, owners of K-X12 probe droids use them as security and patrol droids because of their offensive capabilities.

MerenData's probe droids come into widespread use during the Jedi Civil War, when the Republic, Sith, and private citizens alike use the droids for security and observation. Many of the droids are reprogrammed and sent out as espionage droids, slipping into enemy facilities through unusual points of entry. These probe droids are loaded into hollowed-out concussion missiles and fired into the atmosphere of enemy-controlled planets; the droid is programmed to destroy the missile from the inside before impact, then float away to avoid slamming into the planet.

K-X12 probe droids cannot be played as droid heroes.

MerenData K-X12 Probe Droid **CL 2**
Small droid (4th-degree) nonheroic 3/scout 1
Init +4; **Senses** low-light vision, Perception +17 (can reroll, must take second result)
Languages Binary

Defenses Ref 17 (flat-footed 15), Fort 13, Will 16
hp 12; **Threshold** 13
Immune droid traits

Speed 4 squares (fly)
Melee unarmed +1 (1d3–1)
Ranged blaster pistol +4 (3d6)
Ranged self-destruct system +5 (4d6, 2-square splash)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 15, Con —, Int 13, Wis 16, Cha 9
Talents Acute Senses
Feats Improved Defenses, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Perception +17 (can reroll, must take second result), Stealth +14, Use Computer +9
Systems hovering locomotion, basic processor, 3 claw appendages, 1 tool appendage, improved sensor package, self-destruct system
Possessions blaster pistol, holorecorder
Availability Restricted; **Cost** 6,000 credits

Patrol Droid Mark I

Designed as a law enforcement assistant droid for urban environments, the Municipal Patrol Droid Mark I is a small, lightweight droid, which packs a bit more firepower than the average patrol droid. Engineered by Automata Galactica to serve as a droid partner for law enforcement officials operating without assistance, the Municipal Patrol Droid Mark I quickly becomes popular among private security companies and wealthy individuals (such as corporate executives) who use the droids to bolster their firepower without adding personnel.

During the Jedi Civil War, the Municipal Patrol Droid Mark I is frequently used by the Sith on conquered worlds to reinforce their troops and help keep the peace. Unlike their Sith troopers, these droids can be mass produced by the Star Forge and sent out to worlds where the Sith presence is only tenuously keeping an oppressed populace under control. The Sith variety of the Municipal Patrol Droid Mark I is reprogrammed to no longer require a living officer's authorization to fire. This makes the droids extremely dangerous since they could be the first to fire shots during a conflict.

Mark I patrol droids cannot be played as droid heroes.

Automata Galactica Municipal Patrol Droid Mark I **CL 2**
Small droid (4th-degree) nonheroic 6
Init +11; **Senses** Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 12), Fort 9, Will 13
hp 12; **Threshold** 9
Immune droid traits

Speed 6 squares (fly)
Ranged blaster pistol +8 (3d6) or
Ranged blaster pistol +3 (3d6) and
blaster pistol +3 (3d6)
Base Atk +4; **Grp** +2

Abilities Str 6, Dex 17, Con —, Int 12, Wis 14, Cha 9
Feats Dual Weapon Mastery I, Improved Defenses, Skill Training (Acrobatics), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols)
Skills Acrobatics +11, Initiative +11, Perception +10, Use Computer +9
Systems hovering locomotion, basic processor, 2 tool mounts
Possessions 2 blaster pistols
Availability Restricted; **Cost** 4,700

Devastator War Droid

Designed by Ubrikkian Steamworks as an upgrade to the popular sentinel droid by Kellenech Technologies, the Devastator war droid has been called an assassin droid by those who have faced it. The Devastator war droid is a dangerous and tough droid that is difficult to bring down. Redundant systems help reduce the effect of damage on the droid's combat readiness. A Devastator war droid is capable of continuing to fight at over 85% combat efficiency even after losing a limb or other significant system, making it the perfect droid to operate on the front lines of battle.

Although Ubrikkian Steamworks expects to sell the droid to the private security market, the Republic designates the Devastator war droid too sophisticated and dangerous to be in private hands, declaring that only individuals and organizations with special permission from the Military Arms Regulatory Bureau can purchase these droids. As a result, the massive profits that Ubrikkian expected to make (based on estimates that one third of sentinel droid owners would upgrade to the Devastator droids) never come, and Ubrikkian is forced to cut production of the droids almost as soon as it begins. As a result, only a few of these droids can be found anywhere in the galaxy, most in the hands of mercenaries and crime syndicates.

Devastator war droids cannot be played as droid heroes.

Ubrikkian Steamworks Devastator War Droid **CL 5**
Medium droid (4th-degree) nonheroic 9/soldier 2
Init +13; **Senses** Perception +11
Languages Basic, Binary

Defenses Ref 18 (flat-footed 15), Fort 16, Will 13
hp 46; **Threshold** 16
Immune droid traits

Speed 6 squares
Melee unarmed +10 (1d3+3)
Ranged blaster rifle +12 (3d8+1) or
Ranged blaster rifle +10 (4d8+1) with Rapid Shot
Base Atk +8; **Grp** +11
Atk Options Point Blank Shot, Rapid Shot
Special Actions Indomitable

Abilities Str 14, Dex 16, Con —, Int 12, Wis 13, Cha 9
Talents Indomitable
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Perception +11
Systems walking locomotion, basic processor, 2 hand appendages, internal comlink, vocabulator
Possessions blaster rifle, durasteel shell
Availability Military; **Cost** 12,000

Sentinel Droid

Possibly one of the most popular and widely owned combat droids in the galaxy, the Kellenech Technologies sentinel droid was designed for personal security, but it is also used for other purposes. Though many models of this droid can be found throughout the galaxy, the Mark I version of the sentinel droid is by far the most common. With a humanoid structure and a solid physical build, the sentinel droid can be an imposing figure for anyone who goes up against it. However, unlike other combat-capable droids, the sentinel droid functions best when used in large numbers, similar to the battle droids that would become popular thousands of years later during the Clone Wars. Though a single Kellenech sentinel droid might not be much of a threat, a half dozen of the droids can be a dangerous security detail.

Sentinel droids can be played as droid heroes.

Kellenech Technologies Sentinel Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +8; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 10
hp 8; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+3)
Ranged blaster rifle +4 (3d8) or
Ranged blaster rifle +2 (4d8) with Rapid Shot
Base Atk +2; **Grp** +5
Atk Options Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 10, Wis 11, Cha 9
Feats Armor Proficiency (light), Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8
Systems walking locomotion, basic processor, 2 hand appendages, internal comlink, vocabulator
Possessions blaster rifle, durasteel shell
Availability Restricted; **Cost** 2,400

Fifth-Degree Droids

Fifth-degree droids are typically utility droids with low-level functions. Specific models include maintenance droids and loader droids.

Security/Maintenance Droid

The MerenData S6-Series security and maintenance droid is one of the more common security observation droids found throughout the galaxy. Though the droid features little more than repulsorlifts, a camera, and a processing unit, the S6-Series droid provides constant surveillance over a wide-ranging area, making it one of the predecessors to later models of patrol and seeker droids. S6-Series droids boast advanced sensors and security cameras, and have the ability to make repairs to other droids and vehicles. Most citizens of the galaxy do not even notice these droids as they go about their business, making them prime targets for espionage attempts.

S6-Series droids cannot be played as droid heroes.

MerenData S6-Series Security/Maintenance Droid **CL 0**
Diminutive droid (5th-degree) nonheroic 2
Init +6; **Senses** low-light vision, Perception +15
Languages Basic (understand only), Binary

Defenses Ref 20 (flat-footed 15), Fort 7, Will 12
hp 5; **Threshold** 7
Immune droid traits

Speed 9 squares (fly)
Base Atk +1; **Grp** –9
Abilities Str 4, Dex 20, Con —, Int 13, Wis 15, Cha 6
Feats Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Skill Training (Mechanics)
Skills Mechanics +12, Perception +15, Use Computer +12
Systems flying locomotion, basic processor, 2 tool appendages, improved sensor package, internal comlink
Possessions security camera, tool kit
Availability Licensed; **Cost** 2,000

T1 Bulk Loader Droid

The T1 bulk loader droid is an older model droid still in use through the Jedi Civil War and beyond. Built by Kellenech Technologies for menial tasks and heavy lifting, the T1 bulk loader droid is one of the most durable and reliable droids on the market. The only major drawback to the T1 bulk loader droid is its size. The droid has difficulty working in tight spaces, such as aboard starships. T1 bulk loader droids are exceptionally diligent and do not stop performing an assigned task except by the command of their masters or until the droid stops functioning.

The T1 bulk loader droid is referred to as the LB series droid. However, the LB designation indicates a primary function of this particular subtype of the T1 model (loader, bulk), not the model name itself. Kellenech Technologies originally produces several series of T1 droids, each with different programming and functions; the T1-CW is the "construction worker" model, and the T1-EX is the emergency excavation model (used in clearing rubble from the scenes of accidents). However, these other T1 droids see limited production and quickly fade from memory. Eventually, Duwani Mechanical Products obtains the T1-series trademark, which they rebrand for their first run of utility droids.

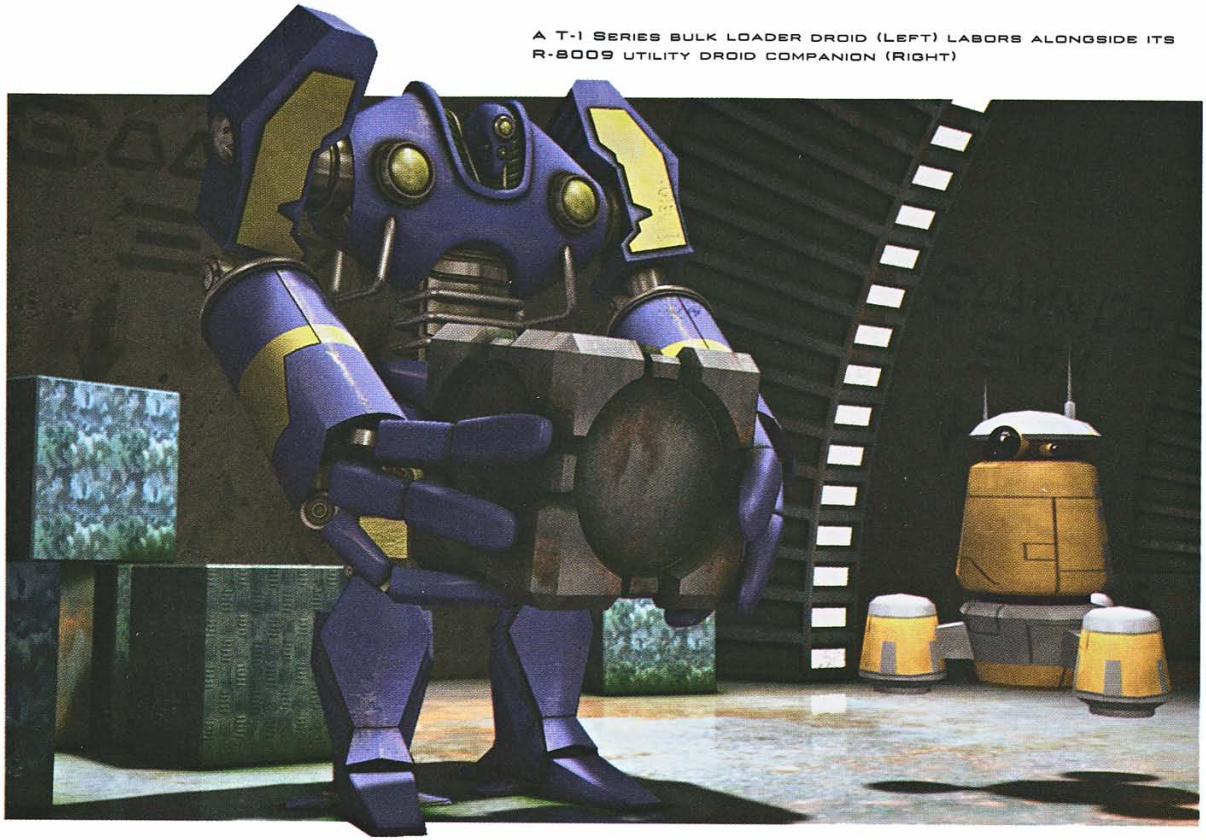
T1 bulk loader droids cannot be played as droid heroes.

Kellenech Technologies T1 Bulk Loader Droid **CL 1**
Large droid (5th-degree) nonheroic 2
Init +1; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 17 (flat-footed 17), Fort 17, Will 10
hp 15; **Threshold** 22
Immune droid traits

Speed 8 squares
Melee unarmed +8 (1d4+7)
Base Atk +1; **Grp** +13

Abilities Str 24, Dex 10, Con —, Int 6, Wis 10, Cha 8
Feats Armor Proficiency (light, medium), Skill Focus (Endurance), Weapon Proficiency (simple weapons)
Skills Endurance +11
Systems walking locomotion, basic processor, 2 hand appendages, internal storage (5 kg)
Possessions duranium armor plating
Availability Licensed; **Cost** 6,000



A T-1 Series bulk loader droid (Left) labors alongside its R-8009 utility droid companion (Right)

Utility Droid

The Serv-O-Droid R-8009 utility droid is the standard labor droid used during the days of the Old Republic. This utility droid can perform a number of functions, including basic maintenance and cleaning. The droid is outfitted with varying equipment, depending on the role it is intended to fulfill. Cheap, relatively skilled, and capable of operating quietly and subtly around living beings, the R-8009 can be found everywhere from the Deep Core to the Outer Rim. Unlike other utility droids, the R-8009 has the skills and hardware to enable it to interface with other droids and computers. This allows the owner to program the utility droid to return to a designated computer terminal and receive new instructions on a regular basis, eliminating the need for another droid to constantly update the R-8009's programming.

The R-8009 is the model that made Serv-O-Droid a household name, raking in untold billions of credits and enabling the company to swallow up many of its competitors, including Delban Electrodyne—its chief competitor. Though Serv-O-Droid never reaches the level of fame that Cybot Galactica or Industria Automaton would, the company establishes itself firmly in the galaxy for thousands of years, though it eventually goes bankrupt with the establishment of the Corporate Sector.

R-8009 utility droids can be played as droid heroes.

Serv-O-Droid R-8009 Utility Droid **CL 0**
Small droid (5th-degree) nonheroic 1
Init –2; **Senses** Perception +5
Languages Basic (understand only), Binary

Defenses Ref 10 (flat-footed 10), Fort 9, Will 10
hp 4; **Threshold** 9
Immune droid traits

Speed 4 squares
Base Atk +0; **Grp** –5

Abilities Str 8, Dex 8, Con —, Int 4, Wis 10, Cha 6
Feats Skill Training (Knowledge [technology]), Skill Training (Mechanics), Skill Training (Use Computer), Toughness
Skills Knowledge (technology) +2, Mechanics +2, Perception +5, Use Computer +2
Systems hovering locomotion, basic processor, 4 tool appendages
Availability Licensed; **Cost** 800

Chapter VI
Vehicles and Starships





The troubled era of a *Knights of the Old Republic* campaign is the dawn of a new age for the engineering and manufacturing of vehicles and starships. The presence of conflict creates a breeding ground for new ideas and new technologies. The vehicles and starships produced by manufacturers during times of war are, out of necessity, on the cutting edge of technology. Factions seeking advantage in war commission new designs, or manufacturers benefit from designs handed down from government engineers to the private sector.

The starships and vehicles presented in this chapter represent a cross-section of vessels that find their way into the hands of heroes and their allies over the course of a *Knights of the Old Republic* campaign. Vessels such as the 578-R space transport or the G-Type light shuttle can serve as mobile bases of operations for a group of heroes (Gamemasters should also consider the *Dynamic*-class light freighter, featured with deck plans in *Starships of the Galaxy*, for this role). The ground vehicles, including speeder bikes and landspeeders, represent contemporary civilian vehicles in common use throughout the galaxy during this time period. Heroes are as familiar with these vehicles and ships as heroes during the Galactic Civil War are familiar with YT-1300 space transports or T-16 Skyhopper speeders.

Additionally, some of the starships in this chapter also list an Emplacement Point value in their statistics, enabling compatibility with the starship modification and enhancement rules presented in *Starships of the Galaxy*. These starships follow all the normal rules for starship modification as presented in that supplement.

The vehicles and starships described in this chapter are those that are available and commonly found in the ownership of individuals and organizations other than the Jedi, the Mandalorians, the Republic, or the Sith. For vehicles and ships for those factions, see their respective chapters later in the book.

Ground Vehicles

Though repulsorlifts have long since made mundane ground transport a technology of the past, ground vehicles can still be found throughout the galaxy. Most of the time, these vehicles are manufactured to keep costs low, or in response to an environmental problem that makes using repulsorlifts impossible.

Speeder Bikes

Speeder bikes spike in popularity following the Great Sith War as Lhosan Industries introduces two new models—a swoop bike for racing, and a more common street speeder bike for simple transport. Both of these designs spark a revolution in speeder bike design. Only the Aratech Urban Navigator speeder bike comes close to the Lhosan bikes' popularity. The speeder bikes are based on military speeders used by the Republic just prior to the Great Sith War.



A Lhosan AeroChaser (Left) and an Aratech Urban Navigator (Right)

Lhosan AeroChaser Speeder Bike

Designed by the engineers responsible for the company's swoop racer, Lhosan Industries' AeroChaser is a quick and durable speeder bike, found on worlds throughout the galaxy. Designed and manufactured on Taris, the AeroChaser is shipped to planets throughout the Republic and beyond. Sleek and fast, the AeroChaser is also a relatively inexpensive because of the large quantities produced.

During the Mandalorian Wars, Republic scouts use Lhosan AeroChasers on hotly contested worlds. The bikes are fast enough to outrun the Mandalorians' war droids, allowing Republic agents to approach Mandalorian encampments and retreat safely if discovered. During the Jedi Civil War these speeder bikes fall out of military use but remain extremely popular with civilians throughout the galaxy.

The Lhosan AeroChaser is a single-rider speeder bike with long prongs extending from the front of the vehicle. Designed for balance, the front-end prongs also contain significant empty space, which unscrupulous mechanics use to mount weapons on the speeder bikes. Others use the space for storage, and some have reduced the size of the prongs to allow the speeder bike to handle more loosely. These customizations illustrate how easily the Lhosan AeroChaser is modified. Its modularity makes it a favorite vehicle for outlaw techs.

Lhosan Industries AeroChaser Speeder Bike **CL 1**
Large ground vehicle (speeder)
Init +9; **Senses** Perception +5

Defenses Ref 15 (flat-footed 10), Fort 13; +1 armor
hp 30; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 400 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +8

Abilities Str 16, Dex 20, Con —, Int 10
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,800 (1,000 used)

Swoop Racer

The speeder bike design that put Lhosan Industries on the map, the Lhosan swoop racer is an unorthodox design that resembles a landspeeder more than a speeder bike. Although the rider of the Lhosan swoop sits in a cockpit similar to that of a landspeeder, the vehicle's light construction, single-pilot capacity and narrow chassis design qualify it as a speeder bike. Lhosan Industries produces the swoop bike in the lower levels of the world of Taris,

capitalizing on the cheap labor and love of swoop racing that the planet offers. The popularity of the Lhosan swoop spreads like wildfire, and soon racing enthusiasts purchase the speeder bikes in large quantities.

Though the Lhosan swoop is incredibly fast, it is not nearly as maneuverable as most speeder bikes, including the AeroChaser. In fact, at high speeds the vehicle is sluggish if the pilot attempts to make more than minor course corrections, and the swoop has a larger turn radius than most repulsorlift vehicles. The swoop's ability to reach blazing speeds makes it a popular racing craft, but the lack of maneuverability limits the AeroChaser to drag races on a straight track with a few obstacles in the path.

Lhosan Industries Swoop Racer **CL 2**
Large ground vehicle (speeder)
Init +8; **Senses** Perception +6

Defenses Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 850 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +11

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 2 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 18,700 (14,300 used)

Urban Navigator Speeder Bike

The rise in popularity of speeder bikes in the run-up to the Great Sith War allows Lhosan Industries to dominate the light repulsorcraft market. Though other companies try to produce bikes to rival Lhosan's, only one company achieves anywhere near the same level of success. The Aratech Corporation designs its Urban Navigator speeder bike specifically for use in large cities and ecumenopolises such as Coruscant and Taris. Moreover, the Urban Navigator is one of the few speeder bikes to accommodate a passenger. Its sidecar makes it ideal for those who need quick and nimble transportation and have friends, coworkers, or spouses to travel with.

The Urban Navigator is an excellent source of transportation over short distances. It is a fast speeder bike, though it cannot compare to the Lhosan AeroChaser for maximum velocity. The addition of the vehicle's sidecar reduces its maneuverability, but the speeder bike is also capable of operating at the higher altitudes of urban airspeeder lanes, making it a versatile transport for getting anywhere in a city.

The Republic purchases a large quantity of Urban Navigators for use during wartime. The speeder bikes prove to be an excellent choice for officers and their aides when traveling the skyways of Coruscant and other heavily developed worlds. They also allow politicians to move quickly from one place to another while accompanied by their bodyguards.

Aratech Urban Navigator Speeder Bike **CL 1**
Large air vehicle (speeder)
Init +10; **Senses** Perception +5

Defenses Ref 16 (flat-footed 10), Fort 13; +1 armor
hp 35; **DR** 5; **Threshold** 18

Speed fly 12 squares (max. velocity 500 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +8

Abilities Str 17, Dex 22, Con —, Int 14
Skills Initiative +10, Mechanics +5, Perception +5, Pilot +10, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 9,600 (3,500 used)

Speeders

Repulsorlift vehicles of the days of the Old Republic follow simple and thoroughly tested design standards. Many varieties of speeders exist throughout the Republic, and urban worlds such as Taris and Coruscant are home to literally thousands of different speeder makes and models. The speeders presented in this section represent a basic cross-section of the repulsorlift vehicles available during this time.

TT-6 Landspeeder

The SoroSuub TT-6 landspeeder is the iconic personal vehicle of these turbulent times. A two-seater landspeeder with large rear engines and an aerodynamic body, the TT-6 is mass-produced by SoroSuub to provide an inexpensive and appealing vehicle for personal use. The SoroSuub Corporation produces the TT-6 model for nearly 200 years—one of the longest production runs in galactic history. Though advancements in vehicle technology are incorporated into the TT-6 as time goes on, the basic design and aesthetic of the landspeeder remains unchanged. As a result, one might find an old, beat-up TT-6 for sale in an Outer Rim junkyard while eager buyers on Corellia snap up sleek new TT-6 landspeeders at the same time.

The TT-6 is a reliable speeder that has proven to be a solid investment for those looking for a vehicle that will work for years to come. Though the TT-6 landspeeder boasts few of the amenities of more expensive luxury speeders, this solidly built speeder is one of the easiest vehicles to keep in good repair. As a result, any character attempting a Mechanics check to repair damage to a TT-6 landspeeder gains a +2 equipment bonus on the check.

SoroSuub TT-6 Landspeeder — CL 1

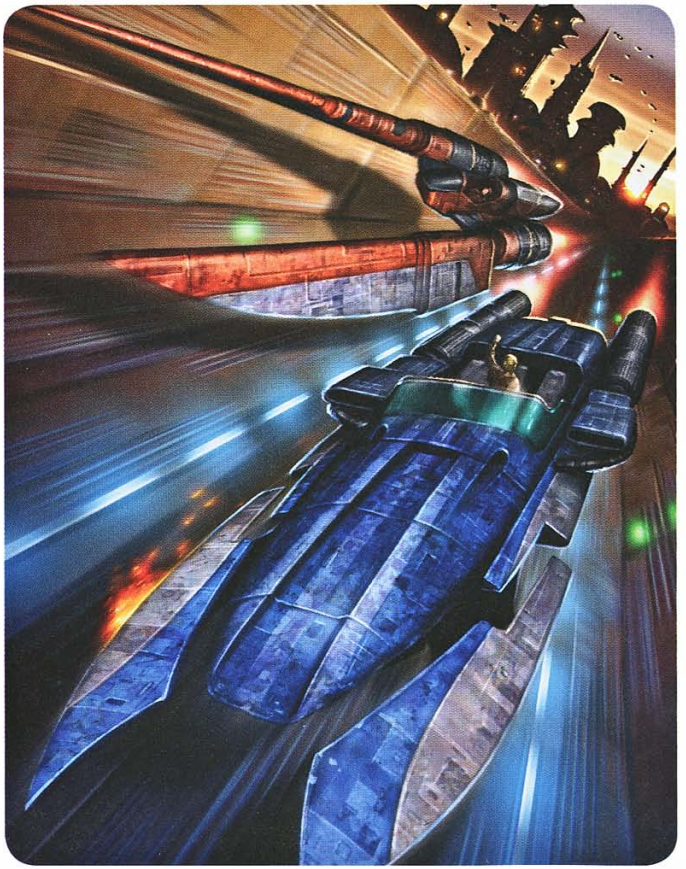
Large ground vehicle (speeder)
Init +8; **Senses** Perception +5

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 45; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 400 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +9

Abilities Str 19, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 1; **Passengers** 1
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 12,000 (3,800 used)



A TT-6 SPEEDER (RIGHT) NARROWLY AVOIDS A LHOSAN SWOOP (LEFT)

PL-90 Luxury Speeder

A large speeder intended to carry wealthy individuals and their entourages, the Ubrikkian PL-90 Luxury Speeder is one of the most popular, if expensive, vehicles on the market. A favored vehicle of nobles and wealthy corporate agents, the PL-90 boasts four rows of seats (including individual seats for the vehicle's pilot and a single passenger in the front). The back three rows of the landspeeder are padded bench seats, which provide passengers with the utmost in comfort and relaxation during their travels. The PL-90 makes use of advanced inertial dampening technology to provide the smoothest possible ride, keeping passengers from feeling the bumps and twitches of landspeeder travel.

Unlike other vehicles of the time, this speeder model is rarely used by military forces. It is specifically designed for luxury and not utility. Though Ubrikkian Repulsorlift Manufacturing sells many of these speeders to nobles and politicians throughout the galaxy, they do not achieve the widespread appeal that other speeders, such as the SoroSuub TT-6, have achieved. The PL-90 is somewhat slower than other speeders, giving up speed in favor of a smooth and comfortable ride. A PL-90 Luxury Speeder is a status symbol among the galactic elite, because only those who live a life of comfort can afford such an impractical vehicle. The Draay family owns several of these vehicles, using them for transportation on Coruscant.

Ubrikkian Repulsorlift Manufacturing PL-90 Luxury Speeder — CL 2

Huge ground vehicle (speeder)
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 17; +3 armor
hp 70; **DR** 5; **Threshold** 27

Speed 8 squares (max. velocity 280 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +19

Abilities Str 24, Dex 18, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

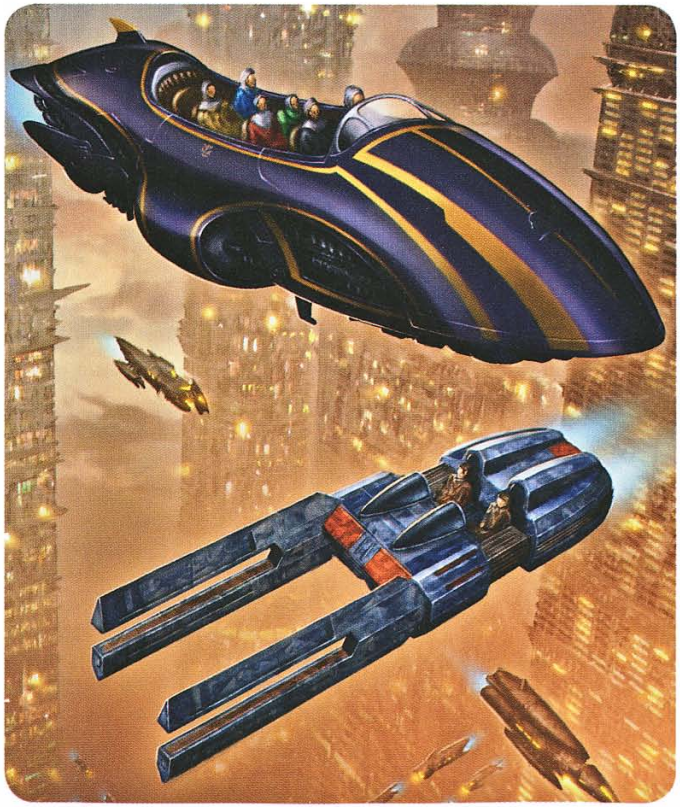
Crew 1 (skilled); **Passengers** 7
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 48,000 (29,000 used)

Airspeeders

Though most commonly used on worlds with large urban populations (necessitating traffic lanes that stretch up into the sky), airspeeder production lags during the turbulent years following the Great Sith War. Those who once owned airspeeders trade them in for small starfighters or space transport; the ability to flee from a planet under assault from the Mandalorians or the Sith quickly outweighs the additional costs of maintaining a starship.

Twin-228 Airspeeder

Another design popularized by the SoroSuub Corporation, the Twin-228 airspeeder is a two-person speeder that shares aesthetic similarities with other contemporary vehicle designs. The cockpit is situated toward the rear, with two sets of prongs stretching forward from the cockpit for over half of the airspeeder's length. Two large engines at the rear of the vehicle give it a decent top speed, but like civilian airspeeders, the Twin-228 never gets up to starfighter speeds.



A Twin-228 airspeeder (bottom) flies below a PL-90 Luxury speeder (top) in the crowded lanes of Taris

One advantage the Twin-228 has over other airspeeders of the time is that its two-pronged front section is easily attached to cargo carriers, allowing the vehicle to haul moderate amounts of cargo in addition to providing simple transport. This increased cargo capacity comes at the expense of comfort for the pilot and passenger, but most accept this as a necessary aspect of the airspeeder's design. The SoroSuub Corporation sells a standard cargo pod designed specifically for use with the Twin-228, and it has proven to be one of their highest selling vehicle add-ons. As a result, the Twin-228 airspeeder has also become popular among citizens of agricultural worlds, where the vehicles are used to carry equipment from one farm to another.

SoroSuub Twin-228 Airspeeder **CL 2**
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 16; +3 armor
hp 60; **DR** 5; **Threshold** 26

Speed fly 12 squares (max. velocity 800 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +18

Abilities Str 22, Dex 20, Con —, Int 12
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 60 kg (460 kg with cargo pod); **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 22,000 (13,500 used); cargo pod 1,000

Starfighters

With the galaxy plunged into one war after another, most advancements in starfighter design fall under the domain of various militaries. Few starship manufacturers provide starfighters for the private sector other than those made for local planetary militias and defense forces. Some of these starfighters make it into wider use. However, the Republic frowns on private ownership of armed starfighters, typically preferring that starfighters with military-grade weapons be owned only by government-sponsored organizations, including the various corporations allied with the Republic.

S-100 Stinger-class Starfighter

The Corellian Engineering Corporation's S-100 *Stinger*-class starfighter is one of the most maneuverable ships in the galaxy. Favored by the Jedi during the Great Sith War, these snubfighters are lightly armed and have only minimal shielding. However, what they lack in attack power they make up for in their agility. Though they are later replaced as the Jedi starfighter of choice by the Republic's Aurek fighter, these ships are among the few starfighters to see widespread use up through the Dark Wars.

Because of the lighter armament, the Republic approves the sale of the 11-meter-long *Stinger*-class starfighters for civilian use. Though they shred through Krath Chaos fighters during the Great Sith War, their stock weapons systems are no match for Republic vessels, and most civilians are better off using freighters and transports for their space-travel needs. The maneuverability of these starfighters makes them popular among planetary defense forces, especially given that the rebuilt Republic Navy provides heavier firepower support during times of war.

Corellian Engineering Corporation S-100 Stinger-class Starfighter **CL 9**
Huge starfighter
Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 5; **SR** 30; **Threshold** 34

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged laser cannons +4 (see below) or
Ranged proton torpedoes +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 14
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 month; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×2, 10-jump memory (utility droid)
Availability Restricted; **Cost** 150,000 (90,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)
Atk +4, **Dmg** 8d10×2

Star Saber XC-01

An extremely fast but somewhat less maneuverable starfighter, the Republic Fleet Systems Star Saber XC-01 is a sleek, low-profile ship that comes into common usage during the Great Sith War. Though these ships can reach high speeds in a matter of seconds, the Star Saber is somewhat sluggish in its response, and lacks the maneuverability of other starfighters of the time. After rough initial test runs, the starship's production is almost halted. However, the need for more firepower necessitates the snubfighter's production even though the design is never perfected.

The weapons of the 13-meter-long Star Saber are a significant advancement over those of other starfighters of the time. Nevertheless, the Republic authorizes the sale of these snubfighters to civilians in an attempt to recoup losses associated with the design of the Star Saber. The Star Saber is used by Force-sensitive pilots—particularly Jedi—because their quick reflexes make up for the limited maneuverability of the fighter, gaining an edge in firepower that pilots of other ships lack. The Star Saber is one of the few civilian starfighters to be used through the end of the Jedi Civil War, though Republic Fleet Systems ceases production of the Star Saber when the Aurek fighter begins coming off of assembly lines.

Republic Fleet Systems Star Saber XC-01 Starfighter **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 35; **Threshold** 46

Speed fly 16 squares (max. velocity 1,280 km/h), fly 5 squares (starship scale)
Ranged heavy laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (heavy laser cannons)

Abilities Str 42, Dex 18, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 45 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×2, 10-jump memory (utility droid)
Availability Restricted; **Cost** 145,000 (75,000 used)

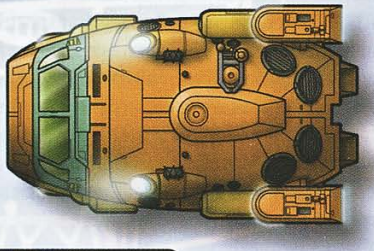
Heavy laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 7d10×2

Space Transports

A space transport can serve not only as a method of transportation but also as a home and base of operations. During the turbulence of the Old Republic era, many individuals buy and maintain space transports because they fear that they might have to relocate at a moment's notice. With waves upon waves of refugees created by the various wars of this time, space transports were often the safest place to live. When invasion fleets arrive, transport owners can fire up their hyperdrives and jump to a safer star system, leaving behind the war—at least for a while.

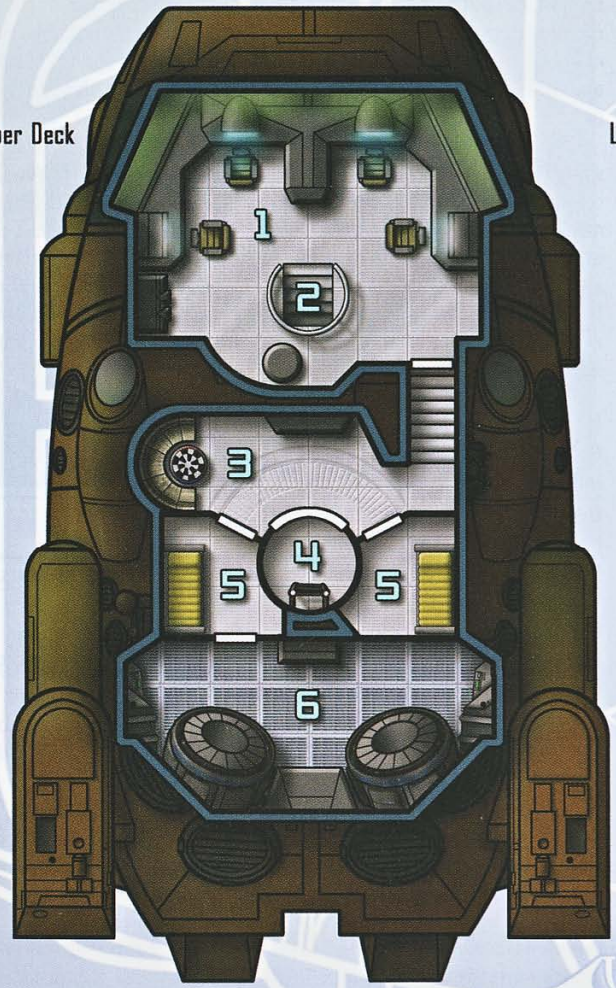
578-R Space Transport

1 square = 1.5 meters

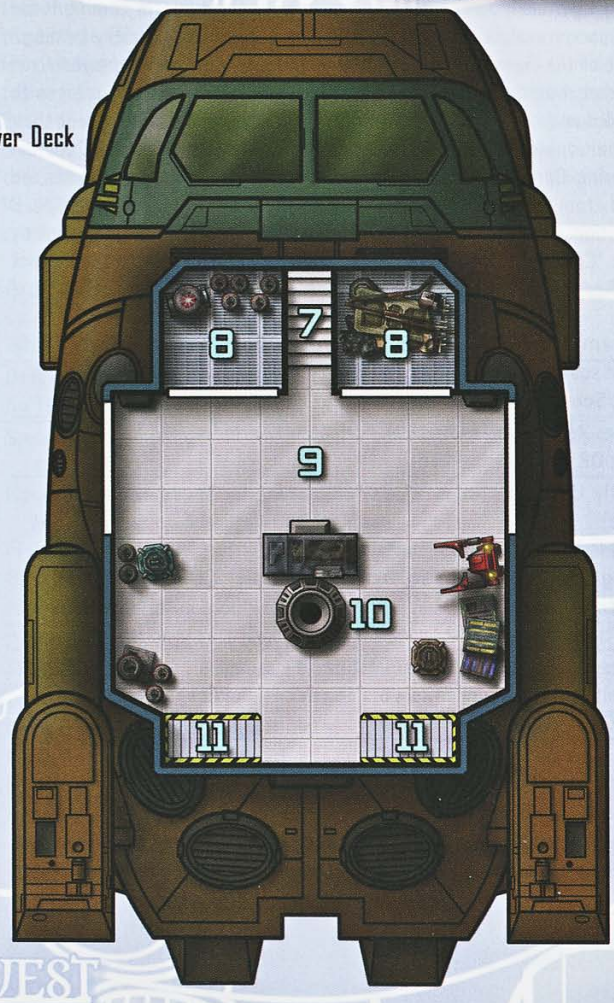


1. Bridge
2. Stairwell to Lower Deck
3. Crew Lounge
4. Airlock & Dorsal Hatch
5. Crew Cabins
6. Engine Room
7. Stairwell to Upper Deck
8. Forward Crawlspaces
9. Cargo Hold / Workshop
10. Junk Receptacle
11. Boarding Ramps

Upper Deck



Lower Deck



578-R Space Transport

The 31.5-meter-long 578-R space transport by Amalgamated Hyperdyne is a modestly designed ship that has its share of manufacturing problems. The Corellian company (whose full name is Amalgamated Hyperdyne and Refuse Management) goes bankrupt after repeated safety recalls drain the profits built up after initial sales. Though the ship is designed to be modular, many 578-R space transports come off of assembly lines incomplete. Sometimes a finished ship is missing a critical piece, such as a hyperdrive motivator or an inertial dampener. Others suffer more subtle problems that are not apparent until a dangerous moment, such as transparisteel viewports coming loose during space travel, or sensor systems burning out during a tricky landing.

Most of the flawed transports are recalled or otherwise removed from the market, but those 578-R space transports still in use are a hit with mechanics and outlaw techs looking to customize a ship and make it their own. Additionally, the 578-R uses components of contemporary Corellian Engineering Corporation designs. In fact, some of the ship's systems are licensed from CEC engineers, so finding replacement parts for the 578-R is exceptionally easy. The *Last Resort*, a 578-R space transport owned by Gorman "Camper" Vandrayk, is an excellent example of one such ship that is modified over a long period of time.

Amalgamated Hyperdyne 578-R Space Transport **CL 6**
Colossal space transport
Init −5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannon +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +34
Atk Options autofire (laser cannon)

Abilities Str 39, Dex 10, Con —, Int 12
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 2 (normal); **Passengers** 10
Cargo 40 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive ×3, navicomputer
Availability Licensed; **Cost** 75,000 (28,000 used)
Emplacement Points: 4

Laser cannon (gunner)
Atk +1 (−4 autofire), **Dmg** 4d10×2

G-Type Light Shuttle

The Hoersch-Kessel Drive G-Type light shuttle is a small spacecraft designed to ferry individuals and small groups from orbiting capital ships down to the surface of a planet. The 23-meter-long G-Type shuttle is also designed to be easy to pilot, and it has an exceptionally sophisticated pilot assistance system that allows even rookie pilots to make it safely from space to surface. As a result, characters who are not trained in the Pilot skill gain a +2 equipment bonus on Pilot checks in a G-Type light shuttle. The pilot assistance software package offers no benefit to experienced pilots. Lightly armed, the G-Type shuttle is somewhat more fragile than other transport ships and rarely sees use in combat scenarios. G-Type shuttles are lightweight and nimble, though, and many have found their way into the hands of smugglers and other less-than-reputable individuals who use the ships to avoid law enforcement entanglements.

Unlike other shuttlecraft (such as the Republic's *Ministry*-class orbital shuttle), the G-Type shuttle has a limited passenger capacity. An alternate configuration (colloquially referred to as the G-Type escape shuttle) accommodates only a pilot with no passengers. The passenger space is used for extra shielding in this model. Additionally, the escape shuttle variant boasts a hyperdrive and enough supplies for the pilot to survive several months. The advanced pilot-assistance software enables politicians and other VIPs with no experience in the cockpit of a starship to escape war zones and reach safer worlds.

Hoersch-Kessel Drive G-Type Light Shuttle **CL 8**
Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **SR** 30; **Threshold** 74

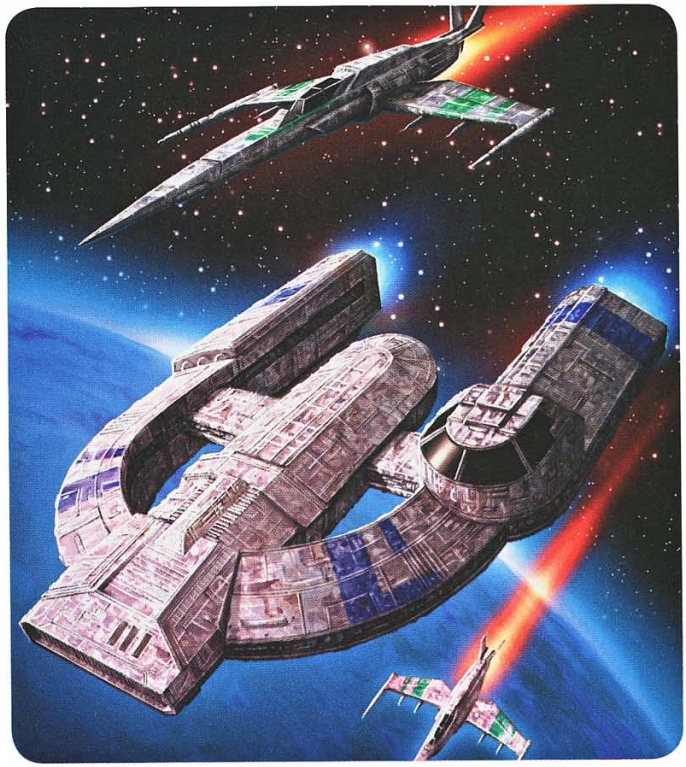
Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +36
Atk Options autofire (double laser cannons)

Abilities Str 39, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); **Passengers** 3
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 200,000 (95,000 used)

Double laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Two Star Saber XC-01 fighters escort a G-Type Light Shuttle



For the escape shuttle variant, make the following changes to the above stat block:

hp 100; **DR** 15; **SR** 50; **Threshold** 74
Crew 1 (skilled); **Passengers** none
Cargo 2 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive x2 (backup x10); navicomputer
Availability Restricted; **Cost** 230,000 (105,000 used)

Lethisk-class Armed Freighter

The turmoil of the *Knights of the Old Republic* period necessitates the creation of several starship designs that are more heavily armed than typical civilian ships. Arakyd Industries' *Lethisk*-class armed freighter is a large space transport designed to hold its own against military forces, raiders, and other hazards in the war-torn galaxy. Though the Republic shows stern disapproval when the ship is first introduced, Arakyd Industries is able to put the starship into mass production thanks to a Republic defense-contract clause that allows it to sell military-grade equipment in limited quantities. The 34-meter-long *Lethisk*-class armed freighter features superior armor and powerful laser cannons, enabling the ship to travel throughout the galaxy without starfighter escorts.

Even though Arakyd produces the ship for sale to the general public, the cost of the *Lethisk*-class keeps it out of the hands of any but the richest citizens. Wealthy families (such as the Sandral family of Dantooine) snatch up most of the production run of the *Lethisk*-class armed freighter, but many find their way into the hands of crime lords and smugglers. Shortly after the *Lethisk*-class transport is introduced to the public, a government inquiry into Arakyd Industries uncovers a small cadre of employees that arranged for several well-known criminals (including upper-tier members of the Exchange) to receive a number of first-run armed freighters at a significant discount. Following a Republic inquiry, seven Arakyd employees—including the Sector Executive of the Raioballo Sector—are sent to the spice mines of Kessel for selling more than 30 *Lethisk*-class armed freighters to Exchange crime bosses.

Arakyd Industries Lethisk-class Armed Freighter **CL 10**
Colossal space transport
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +5 (see below) and light concussion missiles +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40
Atk Options autofire (double laser cannons)

Abilities Str 46, Dex 12, Con —, Int 16
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 3 (skilled); **Passengers** 8
Cargo 60 tons; **Consumables** 2 months; **Carried Craft** none
Payload 12 light concussion missiles
Hyperdrive x2 (backup x12), navicomputer
Availability Restricted; **Cost** 470,000 (225,000 used)
Emplacement Points: 3

Double laser cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Light concussion missiles (pilot)
Atk +5, **Dmg** 8d10×2

Pelagia Duplex Command Assault Gunship

Designed by House Pelagia engineers in the Tapani Sector, the Pelagia Duplex Command Assault Gunship—dubbed the Orphanmaker by its designers—defends Tapani space from the onslaught of the Sith during the Great Sith War. Boasting two cockpits and two gunnery pods, the Orphanmaker is a military vessel outfitted for use in the private fleets of the Lords of the Expanse. With the threat of the Great Sith War gone (for a time), House Pelagia has no qualms in selling these well-equipped gunships to outside buyers, and they significantly increase their family holdings with profits reaped from the Orphanmaker design.

The 30-meter-long Orphanmaker requires five crew members to operate at optimal functionality, though it can be flown effectively with only a pilot and one other crew member. The Duplex Command Assault Gunship also features numerous built-in weapon mounts and power supply conduits, making it easier to install new weapons systems and upgrade existing weapons than any other ship of its size (granting a +5 equipment bonus to Mechanics checks made to install weapons systems). A number of these ships are sold off just prior to the Mandalorian Wars and bought by wealthy individuals and bounty hunters, including the Moomo Brothers (whose heavily armed custom Orphanmaker is called the *Moomo Williwaw*).

Pelagia Duplex Command Assault Gunship **CL 12**
Colossal space transport
Init +0; **Senses** Perception +8

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)
Ranged 2 heavy laser cannons +8 (see below) and 2 laser cannons +8 (see below)
Fighting Space 8×8 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +41
Atk Options autofire (heavy laser cannons, laser cannons)

Abilities Str 43, Dex 14, Con —, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 5 (expert); **Passengers** 6
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 525,000 (310,000 used)

Heavy laser cannons (gunner)
Atk +8 (+3 autofire), **Dmg** 6d10×2

Laser cannons (pilot/copilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Quartermaster-class Supply Carrier

One of the first new ships to come off of the line after the Commercial Protectorate Acts, the *Quartermaster*-class supply carrier is designed specifically to carry a variety of goods and raw materials to outlying worlds in desperate need of reconstruction or relief. Following the devastation of the Great Sith War, worlds throughout the Republic (and beyond) are in dire need of support for reconstructing their devastated infrastructures and for restoring their populations' health and prosperity. Some worlds are completely untouched by the Great Sith War, and others manage to maintain their industrial infrastructure despite occupation or their involvement in battles. Resources are funneled from these worlds to those that need help the most, but military ships are ill-equipped to carry provisions, supplies, and raw materials from one side of the galaxy to the other.

This need gives rise to the *Quartermaster*-class supply carrier. The size of a large space transport, the 45-meter-long *Quartermaster*-class supply carrier is mostly cargo space. Its systems and interior structure are highly modular, so the ship can be outfitted to carry a variety of cargoes, including liquids and gases. Though it has only a few minor defense systems, its reinforced duranium hull allows it to withstand punishing damage without breaching and spilling its cargo into space. By the time of the Mandalorian Wars, most of these vessels have been retired or sold on the secondary market because reconstruction efforts around the galaxy are mostly complete. One such vessel, the *Little Bivoli*, is used to supply Republic military forces at Serroco.

Corellia StarDrive Quartermaster-class Supply Carrier **CL 6**
Colossal space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 20; **SR** 50; **Threshold** 81

Speed fly 12 squares (max. velocity 350 km/h), fly 2 squares (starship scale)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +43

Abilities Str 52, Dex 10, Con —, Int 14
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 2 (skilled); **Passengers** 10 (standard configuration)
Cargo 120 tons; **Consumables** 6 months; **Carried Craft** varies by mission
Hyperdrive ×3 (backup ×12); navicomputer
Availability Licensed; **Cost** 300,000 (110,000 used)
Emplacement Points: 2

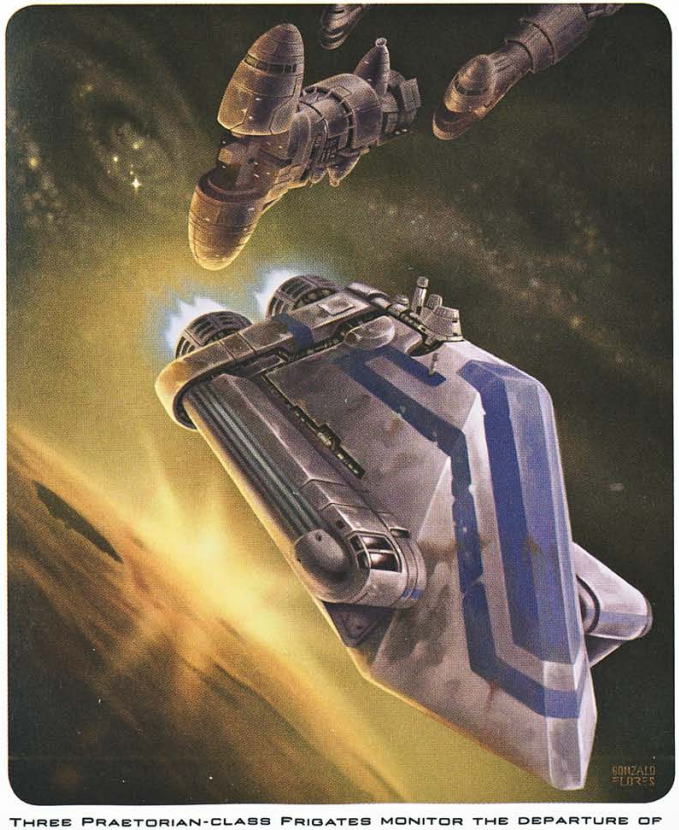
Capital Ships

Though most capital ships in service during this time are strictly for military use, a few serve the general public in other roles.

Praetorian-class Frigate

Originally commissioned as a vessel of war during the Great Sith War, the *Praetorian*-class frigate is a modestly sized capital ship found in the hands of wealthy organizations and planetary governments across the galaxy. The predecessor to the larger *Hammerhead*-class ships used by the Republic Navy, the *Praetorian*-class frigate is a tough and powerful vessel for its size. Despite objections of Naval officials who claimed that such firepower should not be placed in civilian control, Rendili Hyperworks obtains permission from the Republic Senate to sell its remaining stock of *Praetorian*-class frigates on a limited basis.

The 180-meter-long *Praetorian*-class frigate serves the Republic well at the Battle of Koros Major during the Great Sith War, and afterward those vessels sold to the public are mostly using in peacekeeping roles. During the Republic's rebuilding years, these vessels are used to protect newly discovered hyperspace trade routes and to escort supply ships and relief caravans across the galaxy. With large quantities of resources being moved from one region of the galaxy to another on a daily basis, pirates and other unsavory predators make frequent attacks on transport ships carrying relief supplies, necessitating the presence of a *Praetorian*-class frigate to deter piracy. Eventually, Rendili Hyperworks will sell the design to the Corellian Engineering Corporation. Under the guidance of CEC engineers, the *Praetorian*-class frigate is remodeled and updated over the years, being rebranded as the Class VI Bulk Freighter and converted almost entirely to a cargo transport role.



Three Praetorian-class Frigates monitor the departure of a Quartermaster-class Supply Carrier

Tactical Fire: The *Praetorian*-class frigate is designed to protect convoys of transport vessels through pirate-infested space, and can shelter other ships from attacks. As a standard action, a *Praetorian*-class frigate can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships gain a +1 bonus to Reflex Defense and a +10 bonus to Fortitude Defense and damage threshold.

Rendili Hyperworks Praetorian-class Frigate **CL 14**
Colossal (frigate) capital ship
Init −4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 35; +12 armor
hp 850; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged 2 light turbolaser cannon batteries +13* (see below) and 2 point-defense laser cannon batteries +11 (see below) and 2 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense laser cannon battery)

Abilities Str 61, Dex 10, Con —, Int 20
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 1,470 (skilled); **Passengers** 2,700
Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** 12 starfighters, 6 shuttles
Hyperdrive ×2 (backup ×12); navicomputer
Availability Restricted; **Cost** 12 million (6 million used)
** Apply a −20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser cannon batteries (4 gunners)
Atk +13 (−7 against targets smaller than Colossal), **Dmg** 2d10×5

Point-defense laser cannon batteries (3 gunners)
Atk +11 (+7 autofire), **Dmg** 4d10×2

Tractor beam batteries (3 gunners)
Atk +11 (−9 against targets smaller than Colossal), **Dmg** — (grapple +63)

Chapter VII
Old Republic Campaign





The galaxy is torn by war. The Republic is fighting for its survival, and everywhere the enemies of civilization—the Krath, the Mandalorians, the Sith—threaten to shatter what tenuous hold the Republic has on the galaxy. Lightsabers clash on nearly every planet, and few worlds remain untouched by the violence of the times. This is the galaxy into which heroes in a *Knights of the Old Republic* campaign must venture forth, and it is a galaxy that teems with adventure possibilities.

A *Knights of the Old Republic* campaign gives Gamemasters opportunities that they do not have in other eras, allowing the freedom to create unique stories that let the heroes influence galactic events. A *Knights of the Old Republic* campaign has room for a broad range of characters, from Jedi and soldiers to scoundrels, scouts, and nobles, and allows the heroes to do battle with famous enemies such as the Sith and the Mandalorians. A *Knights of the Old Republic* campaign gives the Gamemaster *carte blanche* to create epic campaigns that put the heroes (and their destinies) in the forefront of the setting, with only a few sources of existing continuity to deal with.

Knights of the Old Republic campaigns take place against a backdrop that captures everything that makes *Star Wars* unique. Even more so than in the Clone Wars, these are the days of the Jedi in their prime. They do battle with the evil Sith, and defend the galaxy against the Mandalorian hordes. Heroes rise to prominence and then fall into darkness, and villains who seem beyond saving find redemption and reject the dark side. Soldiers leave the planets of their birth to head off to war on distant battlefields, only to be drawn back to their home worlds as the war comes quickly to a new front. Criminals thrive on the chaos of war, and nobles and corporations struggle to wrest the reins of power away from their adversaries, and perhaps even from the Republic. Yet, the *Knights of the Old Republic* campaign has a feel all its own, and this chapter should help Gamemasters develop a sense for the qualities that make a campaign in this era unique, explaining how to capture that feeling and use it to create epic adventures.

Abundance of Force-Users

A key element of a *Knights of the Old Republic* campaign is the many Force-using characters active throughout the galaxy at this time. Unlike campaigns set in the classic era, Jedi, Sith, and other Force-sensitive groups are spread throughout the galaxy. Moreover, the Jedi Order has not been vigilant in scooping up members of other Force-using groups. As a result, many worlds maintain alternate traditions while still sending members to become Jedi. Though such traditions are eventually absorbed into the Jedi Order in later years, for now the Order's influence is less focused, allowing alternate traditions to flourish even on worlds where a Jedi Watchman has been assigned to stand guard over the planet. Though Jedi Watchmen try to recruit members of alternate traditions as Padawan learners, they do not have the manpower to force anyone to join the Order.

As a result, Force-using enemies are common. Almost any adventure might feature a Force-sensitive opponent or ally, whether that character comes from the Jedi or Sith organizations or from a smaller tradition. Additionally, Force-wielding heroes are not looked at askance by the general populace during this time; most worlds under Republic or Sith control are well aware of the capabilities of the Jedi and their darker counterparts, and encountering one is rarely cause for alarm. Meeting a Jedi might cause a stir in out-of-the-way communities, but most major cities have seen Jedi and Sith representatives in recent times and are unlikely to respond with fear or prejudice. Some corporations, governments, and criminal organizations are even known to employ Force-users to gain a small edge, and noble houses hide Force-sensitive sons and daughters from the Jedi, keeping them concealed to gain an advantage over other houses.

The Jedi Order

Between the Great Sith War and the Dark Wars, the Jedi go from the height of their power to a mere remnant of their existence. Unlike the Jedi of later years, the Jedi in a *Knights of the Old Republic* campaign are likely to be fractious and unwilling to bow to their own central authority—the Jedi Council. Before the Great Sith War, most Jedi are lone masters with a handful of pupils, or teachers at various academies scattered throughout the galaxy. As war spreads across the galaxy again and again, Jedi see the need for a strong central authority, and the Jedi Council gains more power. However, some Jedi are unwilling to accept what they see as the Jedi Council's yoke of command, and they defy the Council on a regular basis. Though this leads to in-fighting among the Jedi, it does have one positive side-effect: the bond between Jedi Masters and their apprentices becomes stronger. Padawans are more likely to follow in their Masters' footsteps in a *Knights of the Old Republic* campaign, and might side with their Masters against the Jedi Council if a dispute develops.

Moreover, with Jedi enclaves and academies spread throughout the galaxy, the Jedi Order is extremely decentralized. Academies can be found on Arkania, Dantooine, Dorin, Taris, Telos, and Teya IV to name only a few. Additionally, hundreds of Jedi are trained by lone Masters away from any academy or enclave. As a result, a Jedi can be accepted into the Order, raised and trained, and become a Jedi Knight without ever setting foot on Coruscant.

For Gamemasters, this means that using the Jedi as antagonists or the motivators of plots is easier than in other eras. Conflicts between Jedi, although rarely violent, are not unheard of, and two factions of Jedi with opposing views might throw whole systems or even entire sectors of the galaxy into turmoil with their disagreements. For example, a Gamemaster wishing to use Jedi as antagonists for an adventure could create a scenario in which two Jedi Masters are at odds over how to deal with a trade dispute between planets. As the Jedi step in on behalf of each side of the dispute, both sides are emboldened and begin to act rashly. As Jedi flock to either cause, civil war breaks out in the system, with Jedi on either side trying to force the opposition to back down. Without a strong Jedi Council to step in and stop conflicts from escalating, the heroes might become caught between two Jedi ideologies with no hope of outside assistance, requiring them to step in and solve the dispute in whatever way they can.

A Draethos Jedi dispatches a Mark IV assault droid



The Krath

Neither the Jedi nor the Sith are the ones who initially tip the scales of destiny and plunge the galaxy into a century of war. The Krath, a small cult of dark side Force-users from the Deep Core, have the ignominious distinction of igniting the Great Sith War. Though they are the first group of dark side cultists to rise to prominence in the galaxy, they are far from the last. The Krath, unlike the Sith, are largely unknown to the Jedi before the war, and as a result they are mysterious enemies that have the advantage of surprise over the Jedi and the Republic.

The Krath are dark side cultists who base their powers on ancient Sith teachings. Founded by nobles from the Deep Core, the Krath quickly ascend to power when they seize control of the Empress Teta system. With one prominent and powerful star system under their control, the Krath expand outward, and soon they plunge the entire Core into open war, with attacks against both the Republic and the Jedi. The Krath attract the attention of the newly revived Sith, and with a coalition between the Krath military, the Sith, and the Mandalorian clans (brought to the Krath by fallen Jedi

Ulic Qel-Droma), the forces of darkness ravage the Deep Core and spread the war all the way to the Outer Rim. Unfortunately for the galaxy, neither the Krath nor their Mandalorian allies have much interest in maintaining infrastructures or civil order, and as a result much of the galaxy succumbs to a tide of darkness.

The Krath present a unique opportunity for Gamemasters in that they are a source for nontraditional dark side Force-users. The Sith have a great history with the Jedi, but the Krath are relative newcomers to the galactic scene and can fulfill nearly any role the Gamemaster needs. Krath enemies can be mysterious foes whose powers are unknown and whose techniques and politics are completely alien to the heroes. Likewise, they can be tempters who promise power, glory, and fame for the heroes, hoping to woo them to their side in the Great Sith War. They might even be unlikely allies; not all the Krath are happy with their alliance with the Sith or Mandalorians, and corrupt Krath leaders might seize an opportunity to eliminate one of those factions if possible, agreeing to aid the heroes if needed.

Return of the Sith

The Sith are thought to be extinct, but the Republic experiences a rude awakening when the Sith return to galactic prominence. These ancient foes of the Jedi can be the primary antagonists of many *Knights of the Old Republic* campaigns: they return from a thousand years of secrecy to rise to power in the Great Sith War; they bide their time during the Restoration; they watch from the shadows during the Mandalorian Wars; they clash directly with the Republic during the Jedi Civil War; and they return to their vicious infighting during the Dark Wars. The Sith are omnipresent, though sometimes hidden, and they fit well into nearly any campaign. They are the classic foes of the Jedi, performing much the same function in this era as the Empire does during the Galactic Civil War.

Chapter 10: The Sith goes into more detail about the Sith, including their history and motivations, and provides numerous suggestions for how to integrate them into a campaign. Gamemasters should not hesitate to use the Sith in any *Knights of the Old Republic* campaign, as their presence is both iconic and exciting. The Sith provide excellent enemies for all kinds of characters—not just Jedi. Smugglers and criminals hate the Sith for their ruthless dealings with the Fringe, and those loyal to the Republic have little desire to see the Sith Empire gain any more power or seize any more Republic territory.

Civilization Under Siege

Several successive wars throw the Republic into turmoil, allowing the criminal element of the galaxy to rise to prominence. Organized crime, in a variety of forms, seizes power, and lawlessness and violence become the rule on worlds where Republic presence is light.

The Exchange

The Exchange is one of the largest criminal networks in the galaxy. Though their operations thrive on the Outer Rim—outside Republic control and law enforcement—elements of their schemes and organization can be found throughout the galaxy. The organization is said to be run by an entity or individual known as the Compeer, but this person's location and identity remain mysterious, even to those high up in the Exchange leadership.

On each planet where the Exchange has significant influence, a powerful crime lord oversees all Exchange operations. Each of these crime lords comes to power through the approval of and election by the other Exchange leaders. Though nominally allies, they compete for power, influence, and control. As masters of their respective planets, they were responsible for their operations' successes and failures. Notable leaders include Davik Kang of Taris—who is killed when Revan and others steal his ship, the *Ebon Hawk*—and Goto, alias of the droid GO-TO, who controls a major smuggling operation at Nar Shadda years later.

The Exchange can be found on nearly all developed planets. Anyone with the right reputation, or determination, can eventually make contact with the organization. In fact, those who display particular aptitude in an area the Exchange wishes to exploit might attract overtures, threats, or both, depending on the response. Smugglers are always needed, but bounty hunters, mercenaries, slave traders, and infiltrators are also recruited.

The Exchange has a peculiar hierarchy, which few have managed to uncover. The Exchange maintains organized cells on worlds of interest, and each of those planetary cells is led by a single boss who rules over Exchange interests on that world. The bosses report to sector chiefs, who have no cells of their own (though they might have a small support staff) and operate under secret identities, leading normal lives. Even the bosses do not know who the chiefs are in real life, as most communications are done over secret, secure communications channels. The chiefs report to the head of the Exchange, who is himself a sector chief, so if a single sector chief's cover is compromised, the organization merely appears to be ruled by a council of sector chiefs.

The GenoHaradan

The GenoHaradan is a secret bounty hunters' guild, controlled by several overseers out to influence galactic governments and other organizations through selective assassinations. Unlike other guilds, the GenoHaradan performs assassinations to influence galactic politics and manipulate the outcome of important events. The GenoHaradan overseers pull the strings of thousands of politicians and corporate executives, and though they might not have the overt power of the Exchange, they can achieve their goals when the need arises—and achieve them secretly. The guild is so secretive that virtually no outsiders know of its existence, making the guild's impact on the galaxy difficult to assess—especially in times of war. Revan is rumored to have decimated the organization during his search for the Star Forge, but like so much of GenoHaradan history, this cannot be confirmed. The

guild recruits primarily from the ranks of bounty hunters. However, the few members exposed to the outside world have come from a variety of criminal backgrounds.

The GenoHaradan are secretive, so prospective members must be approached by the organization to join; the GenoHaradan cannot be sought out. The organization has significant political interests, so brutes, loose cannons, and criminals who could endanger their goals are never accepted into the GenoHaradan. For gamemasters, the GenoHaradan presents an opportunity to introduce an organization that manipulates galactic politics with secretive and brutal methods. Heroes might join the GenoHaradan to influence galactic politics, hoping to make a bigger mark on the galaxy than they would as lowly bounty hunters. Moreover, the GenoHaradan's goals are mysterious, and though their members might be brutal assassins, their work can be good for the galaxy. A Gamemaster wishing to use the GenoHaradan in a campaign might give the organization goals similar to those shared by the heroes, forcing the players to decide whether they want to align themselves with the ruthless guild or oppose them, even if it makes the tasks ahead that much more difficult. As antagonists, the GenoHaradan can range from simple assassins and bounty hunters to villains of an entire campaign, requiring the heroes to oppose a secretive organization with malicious designs on the galaxy. Massive, climactic space battles or planet-spanning ground skirmishes rarely result from dealing with GenoHaradan overseers. They are more likely to be fought and defeated in up-close and personal ways.

Swoop Gangs

Swoop gangs are the scourge of Outer Rim worlds and seedier sections of mega cities throughout the galaxy. In regions with wide open spaces, the gangs move about on their swoop racers, causing trouble wherever they go. In the megacities, they fly throughout the lower levels, competing in underground racing. At a minimum, the races are gambling opportunities, but far more often they are about honor or settling arguments—at least the nonviolent kind. The gangs participate in most forms of petty criminal activity and are particularly opportunistic, especially when it comes to kidnapping and theft.

In the low levels of the Undercity on the planet Taris, two well-established and particularly competitive gangs are the Black Vulkars and Hidden Beks. Both of these gangs have established their own bases of operation, including their own garages where they store and tend to their customized Lhosan swoop racers. Swoop gang members are known to defect from one gang to another, especially if the leadership is more to their liking. The two gangs are never friendly, and open warfare often breaks out over the smallest of disagreements. Of the two, the Black Vulkars are regarded as the more brutal, participating in slavery. The Hidden Beks, on the other hand, fight for the Taris resistance during the Mandalorian occupation.

Constant Warfare

From one end of the *Knights of the Old Republic* era to the other, the galaxy is constantly torn by wars, and times of peace seem more rare than times of conflict. Most of the heroes in a *Knights of the Old Republic* campaign (except those set in the Great Sith War) will have experienced nearly a lifetime of war, and have likely felt the rippling effect of massive battles and horrific devastation. As such, the face of the galaxy is much different than in the classic era; the advent of the Clone Wars was a major event in the galaxy, while the Republic has already weathered two major wars by the time the Jedi Civil War begins.

More than just affecting the heroes, the constant warfare plaguing the galaxy has changed the face of planets and their populations irrevocably. Most planets have militias and defense forces that are significantly more powerful than they would have in peacetime. Conversely, some worlds have been so devastated by war that their populations are barely hanging on to their lives, and on many worlds the toll of war has simply exhausted their resources and lead to widespread famine, plague, and a collapse of infrastructure. Even worlds that have not seen the use of superweapons may look as though they have been devastated by one, with cities crumbling under a lack of maintenance and empty buildings looking like mere ghosts of a civilization with no populace.

Even liberation often brings devastation. When the Jedi liberate a planet from the clutches of the Sith or the Mandalorians, the locals still suffer the side effects of that battle. Many native populations are as wary of their liberators as their oppressors, and sometimes they lash out at anyone they can blame for the pain they have endured.

The Great Sith War

The Great Sith War is the first major conflict of the era and one that will set the tone for the century of conflict to come. Unlike the later wars, the Great Sith War begins with a small group of tyrants in the Deep Core and then slowly expands to encompass the entire galaxy as disparate factions unite to battle against the Republic. During the Great Sith War, the galaxy is shocked out of complacency and suffers widespread devastation, reaching the point where the Republic itself is in danger of collapse. Were it not for the Jedi and their defeat of the Sith leader Ulic Qel-Droma, the galaxy might have been plunged into an inescapable chaos.

The dark forces of the Great Sith War are called from several different groups. As a result, adventures set during this war will be guaranteed to feature a wide variety of opponents. During this time, the enemy forces consist mainly of Krath warriors and their leaders, some Sith forces directly under the command of the new Sith Lords, and Mandalorian Crusaders (but not the Neo-Crusaders). Major antagonists will include Krath death witches, minor and major Sith Lords, Mandalorian commanders, and opportunistic mercenaries. More than in any other war, the opposition in a campaign set during the Great Sith War will be an amalgamation of several different factions.

Mandalorian Teroch-class Gunships land on Kashyyyk



During the Great Sith War, heroes might be agents of the Republic or the Jedi, sent to deal with plots and mysteries related to the Krath, the Sith, or the Mandalorians. Adventures in the Great Sith War may deal with the ever-growing tide of barbarism and evil flowing from the Deep Core, and many times the heroes will find themselves outnumbered and surrounded by barbaric hordes of Krath warriors or the vicious forces of the Mandalorians. Plots and villains of the Great Sith War often tend to deal with arcane rituals of the ancient Sith Lords, and the tone of such a campaign will likely lean more toward space fantasy than traditional space opera.

The Mandalorian Wars

During the Mandalorian Wars, the heroes face off against hordes of armored warriors from a variety of species—or join them. During the Mandalorian Wars, the Republic faces off against a powerful, ever growing enemy force without the assistance of the Jedi, leaving the skirmish to be an almost entirely military affair. Unlike the wars that precede and follow it, the struggles between the Jedi and other Force-using enemies are of minimal importance, and the battles of the Mandalorian Wars take place without the intervention of a mystical energy field or its manipulators.

The Mandalorians are the primary antagonists of the Mandalorian Wars. During this time, a few Crusaders who fought in the Great Sith War may still be engaged in the fight, but many of the Mandalorian forces are made up of Neo-Crusaders and their officers. A key factor in the Mandalorians' successes during this time is their ability to recruit new warriors from the populations of the planets they conquer; as a result, Gamemasters using Mandalorians in their campaigns can feel free to alter the statistics of the Neo-Crusaders, replacing the human species traits with those of another species. Unlike Sith troopers, Mandalorians need not all be visually identical, and coming into a fight that features a hulking Feeorin Neo-Crusader alongside humans and Rodians in Mandalorian armor adds an interesting element to the fight.

The Mandalorian Wars represent a struggle between barbarism and civilization; though the Mandalorians are more organized under the Neo-Crusader philosophies advocated by Cassus Fett, they are still capable of unspeakable acts of violence. Adventures set during the Mandalorian Wars may feature massive battles where technology and the skill of soldiers determines the outcome of the fight, not a duel between Jedi, and the time period lends itself well to gritty, brutal adventures where the Republic teeters on the brink of being shattered under the strength of the Mandalorian assault.

The Jedi Civil War

The Jedi Civil War is all about betrayal. Republic heroes who fought in the Mandalorian Wars now stand at the side of Sith Lords. Jedi who were once loyal servants of the light now vie for the chance to be the next great Dark Lord of the Sith. During the Jedi Civil War, former allies find themselves on opposite sides of the conflict, with little choice but to fight their ex-comrades or be killed. During the Jedi Civil War, heroes are also presented with similar choices, and may need to choose sides or face off against old friends.

During the Jedi Civil War, the reborn Sith Empire is truly at the height of its power and influence. Unlike during the Great Sith War, the Sith Empire of the Jedi Civil War does not share the spotlight with any other factions. This Sith Empire employs armies full of Sith troopers, led by Sith officers, and ruled over by dark side-wielding Sith Lords. This is the Sith Empire at its purest, at a point during which it most closely resembles Palpatine's Galactic Empire that will rise several thousand years in the future.

The Jedi Civil War provides many options for exciting adventures. Since the heroes never know whether their allies may secretly be planning on defecting to the Sith Empire, it becomes difficult to trust anyone, and makes the eventual betrayal of allies all the more bitter. The Sith are constantly trying to find ways to draw more worlds into their empire, and the Jedi and the Republic must foil their plots and clash with the Sith head-on to prevent the galaxy from being swallowed by darkness. Adventures set in this war will likely take place against iconic *Star Wars* backdrops, featuring intense lightsaber duels on exotic worlds, space battles that determine the fate of entire star systems, and heroes outnumbered by legions of enemy troops.

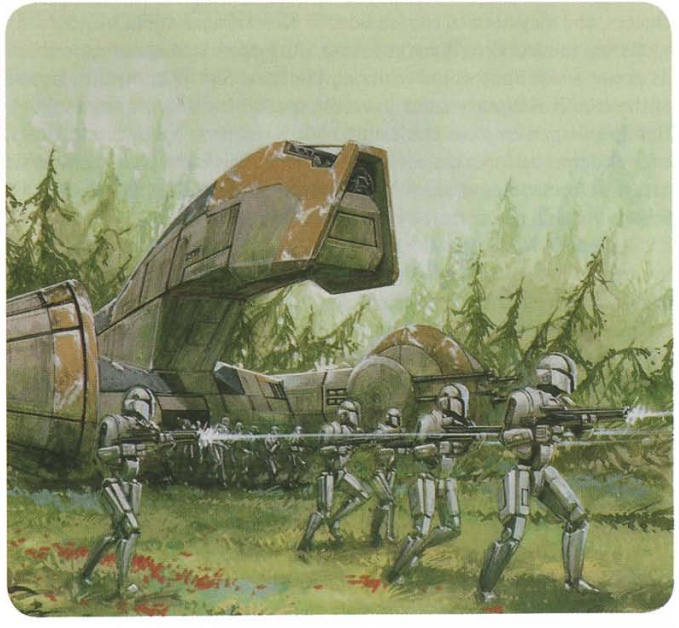
The Dark Wars

In many ways, the Dark Wars resemble the time of the New Republic immediately following the Galactic Civil War. During the Dark Wars, the once-

monolithic Sith Empire is reduced to many smaller territories, each ruled over by a warlord with ambitions of being the next great Sith Lord. Occasionally a leader rises that can unite those warlords (for example, when Darth Sion and Darth Nihilus seize control of the Sith remnants), but eventually even those temporary alliances crumble. The Sith are still a threat, and the Jedi have been nearly eliminated, leaving the Republic, the Jedi, and the Sith wearied and battered from the prior decades of conflict.

During the Dark Wars, Gamemasters have as many or more options for antagonists in their campaigns. The Sith are still around and strong, if fractured, and serve as perfectly serviceable foes. However, the Sith aren't the only interesting antagonists. For example, a rebellious Mandalorian leader might try to stage a coup on a Sith world, seizing that territory for himself and plunging an entire sector into war. Mercenaries who fought in the Jedi Civil War might go on a rampage across the galaxy, or the Exchange could hatch a plot to destabilize the Republic.

A campaign set during the Dark Wars has the advantage of putting a lot of resources at the heroes' disposal. The Republic is the larger and more stable force, and the various Sith warlords are too small and unwilling to cooperate to pose a significant threat. Though the Republic is cautious and does not want the Sith to rise again, there is enough stability in the galaxy that commerce and politics can resume. The Republic military will still engage the Sith from time to time, but the real threat is a Sith leader that can unite the warlords and lead a renewed assault against the Republic.



A KT-400 Military Droid Carrier unloads a force of sentinel droids to Onderon

Mysterious Enemies

Though the threat from enemies is ever-present, in a *Knights of the Old Republic* campaign those threats may be difficult to see at first. One's enemies may be hidden, remaining entirely unseen before striking out from the shadows, or they may be right in front of you, presenting a deceptive façade all the while planning to attack. A *Knights of the Old Republic* campaign is rife with antagonists and opponents whose motivations, history, plans, and appearances may be all but unknown to the heroes, and a major motivation in the campaign may simply be to find out the truth behind the mystery of an enemy. Threats can come from many angles in a *Knights of the Old Republic* campaign, and the real danger is not seeing those threats until it is too late to resist them.

It is not just one's enemies that may be shrouded in mystery, but also a wide variety of events and plots as well. Zayne Carrick attempts to unravel the mystery behind the murder of his fellow Padawans against the backdrop of the Mandalorian Wars, while an amnesiac Revan retraces his steps to unlock the secrets of ancient Rakatan artifacts. There are things in the galaxy that no one knows about or understands, and the unearthing of ancient secrets can often lead to mysteries that require an entire campaign's worth of adventures to unravel. Campaigns themed around mysteries of this sort often involve lengthy investigations, surprise plot twists, false trails and red herrings, and a strong sense that in the unknown waits real and palpable danger.

For Gamemasters looking to add a sense of the mysterious and unknown danger to their campaigns, one of the best methods of doing so is to shroud one's villains in secrecy. A classic trope of the *Star Wars* saga, compelling and mysterious villains can spur on heroes who seek to find out more about who they are fighting and what malicious plots they have in store for the galaxy. Sith Lords like Darth Revan and Darth Nihilus are excellent examples of enemies whose secrets make them compelling characters. Players will want to know more about a mysterious villain naturally, but it is also the responsibility of the Gamemaster to provide them with ways of doing so. The path that Revan takes in rediscovering his own mysterious past is a prime example of an exciting adventure involving dangerous mysteries; the heroes of a *Knights of the Old Republic* campaign should undertake adventures that uncover secrets and delve into the unknown where danger and death could lurk behind every blast door.

Betrayal

One key theme in a *Knights of the Old Republic* campaign is the concept of betrayal. Betrayal plays a major role in many of the stories set during this time period. Ulic Qel-Droma betrays the Jedi Order and becomes a Dark Lord of the Sith; the Jedi Covenant betrays their Padawans on Taris; a large segment of the Republic betrays its government to join the Sith during the Jedi Civil War. Throughout the *Knights of the Old Republic* period there is a constant danger that your friends and allies may only be waiting for the

right time to betray you, or even may do so without any forethought. Those who are your allies today could be your enemies tomorrow, and it makes an uneasy life for those heroes who need to rely on the help of others to achieve their goals.

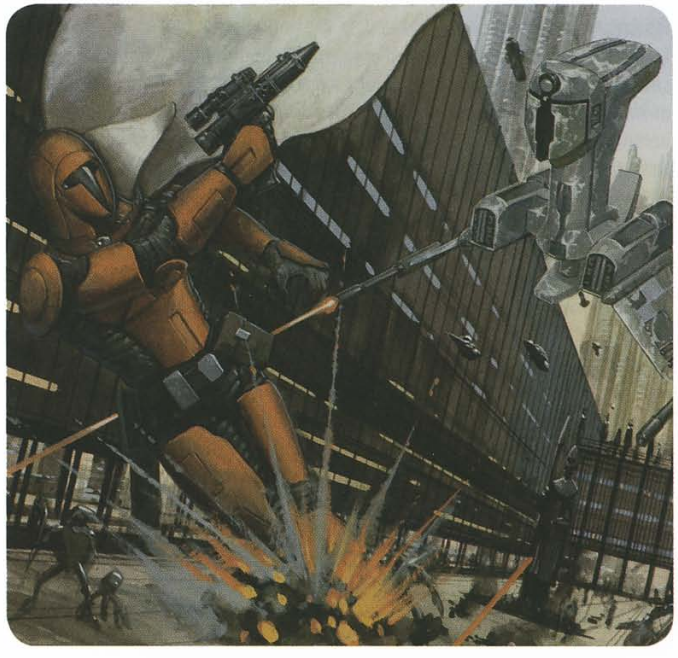
No one is immune to betrayal in a *Knights of the Old Republic* campaign. Jedi Masters, long servants of the Force, succumb to the draw of the dark side and turn their backs on their comrades. Respected veteran military leaders may flee across battle lines to join the opposing forces, either out of a sense of preservation or even the belief that they have been fighting on the wrong side all along. Sith Lords squabble amongst themselves, waiting for the right moment to drive the lightsaber into the back of an ally who lets his guard down. For the heroes, this means that a mentor of today may become the enemy of tomorrow, or they may find themselves targeted by allies that would once shelter them. War does strange things to people, even peaceful people, and betrayal lurks in the heart of any being that feels fear, greed, paranoia, confusion, doubt, or loss.

Betrayal is not the sole province of nonplayer characters, either. Though many Gamemasters may wish to avoid conflict between heroes, the dynamics of this time period make it easier than ever for a hero to turn on his allies when the time is right. Sometimes this means that the hero falls to the dark side, running off to join the Krath or the Sith in their wars against the Republic. Other times this may mean drawing their comrades into a trap, luring them into the clutches of the Exchange to claim a handsome reward. Gamemasters should be careful when allowing this kind of conflict to arise between heroes; though it can lead to compelling storytelling, it can also sometimes lead to friction or resentment between players. If a Gamemaster feels that the story could benefit from a hero's betrayal, approach the player of that hero separately to discuss the motivations, timing, and consequences of that betrayal. Such a betrayal may be tied to that hero's Destiny, or it could simply be a natural occurrence in the storyline. In most cases, a hero that betrays his party should become an NPC (just the same as a player loses control of a character that falls to the Dark Side), allowing the player of that character to create a new hero to join the party.

Hidden Dangers

Along with the dangers of betrayal and enemies that the heroes must face, the galaxy itself is a treacherous place rife with secret weapons and artifacts. Like the era surrounding the Galactic Civil War, this galaxy is littered with superweapons and items of great power during this time period, each one of which awaits discovery. In fact, many adventures may revolve around the heroes in pursuit of a powerful weapon, racing against their enemies to claim it with failure resulting in galactic devastation. Below are some examples of dangerous mysteries that can be used in any *Knights of the Old Republic* campaign.

Cassus Fett fends off a Mark I patrol droid



The Dark Reaper

Created by ancient Sith Lords during the Great Hyperspace War, the Dark Reaper is a Force-draining weapon rediscovered by the Krath and used in the Great Sith War. At its heart is a device known as a Force Harvester, which drains the life essence from all living things around it. When activated, the Dark Reaper drains the life forces in the surrounding area, channeling that energy to boost the power of its turbolasers. More than just a weapon of mass destruction, the Dark Reaper can defend itself using the very Force energy it steals from nearby living beings.

The Mass Shadow Generator

Utilized to deal a crushing defeat to the Mandalorians at Malachor V, the Mass Shadow Generator is a superweapon designed to draw upon the natural gravity shadows generated by a planet to unleash massive devastation to everything within the vicinity of the planet on which it is used. The Mass Shadow Generator is used on Malachor V due to the unique gravity anomalies in that system, though it is speculated that the device could function, with adjustments, in any star system. The Mass Shadow Generator not only devastates ships and space stations in orbit of the planet, it also destroys nearly everything on the surface of the planet itself, and two activations are enough to obliterate a planet entirely.

Rakatan Mysteries

The ancient Rakatans left behind numerous technological mysteries that can serve as the focus of adventures or campaigns. The Rakatans were masters of incredibly technology, but when their Infinite Empire crumbled they left behind a legacy of artifacts of their advanced civilization that are just waiting to be found. Some of these ancient mysteries may involve powerful weapons, while others may be more benevolent, like advanced medical technology or methods of power generation unparalleled by existing technology. Secrets of the Infinite Empire can come in almost any shape, form, or function, giving a Gamemaster using Rakatan mysteries a blank slate on which to design adventure hooks.

The Star Forge

The most influential piece of Rakatan technology known to exist in the *Knights of the Old Republic* period, the Star Forge is a massive space station that is capable of mass-producing vehicles, weapons, and starships. The Star Forge draws energy from the Lehon system's sun to scan, analyze, and then infinitely reproduce any piece of technology imaginable. The rediscovery of the Star Forge is what allows Revan to transform his segment of the Republic fleet into a massive invasion force, and the Star Forge continues to crank out new weapons of war as quickly as the Sith Empire can overrun new worlds.

New Powers on the Rise

The repeated devastation of the galaxy leads to massive rebuilding efforts on behalf of the Republic. During this time, many corporations suddenly find themselves with vast amounts of political clout thanks to the Coruscant Financial Exchange Establishment Act. Similarly, as previously widespread organizations collapse as a result of assets lost during wartime, others step in to take their places, leading to a wealth of new powers in the galaxy coming onto the scene suddenly.

The Hyperspace Navigators Guild

Though far from a politically influential organization, the Hyperspace Navigators Guild impacts the lives of sentient beings across the galaxy. During the *Knights of the Old Republic* period, most ships throughout the galaxy begin to carry their own navicomputers, and the hyperspace beacons maintained by the Navigators Guild rapidly diminish in importance. This does not stop the guild from continuing to function as a primary repository for navigational data, especially in the Unknown Regions and Deep Core.

The Hyperspace Navigators Guild is responsible for the discovery and establishment of new hyperspace routes throughout the galaxy. Scouts across the galaxy are constantly attempting to discover new hyperspace routes, and the Navigators Guild pays handsomely for information regarding the creation of new hyperlanes. Once a scout reports the existence of a new route, the guild begins the lengthy process of verifying the safety and integrity of the route, investing large amounts of resources and time to make sure that the route is safe and will remain in existence for the long-term.

Once a lane has been verified, the Hyperspace Navigators Guild passes the data on the route on to the Space Ministry, from which point the coordinates are distributed throughout the galaxy. While a route is still under investigation, the guild is responsible for maintaining the hyperspace beacons marking the route and organizing the scouts using the routes. During wartime, the Republic goes to great pains to ensure that knowledge of secret hyperspace corridors remains concealed, and the guildhouse on Empress Teta becomes nearly as important as the Senate on Coruscant.

Hyperspace Travel

One of the major differences between the *Knights of the Old Republic* setting and campaigns set in the classic era is the way hyperspace travel functions. Prior to the Mandalorian Wars, most starships do not have advanced navicomputers built into their ships. Instead, they have simple hyperdrive operation systems that depended on satellites known as beacons for navigational data. These beacons record and broadcast navigational data to any ships stopping at that point, keeping them up to date on a small number of routes connected to that beacon. Each beacon possesses only the smallest amount of computing power, with a basic artificial intelligence built in to keep the beacons from being moved or damaged by stellar anomalies. Beacons are critical to hyperspace travel, as they are the buoys that guide all ships through the space lanes.

With galactic exploration reaching levels unseen since the Great Hyperspace War, the Republic military invests significant resources in the miniaturization of navigational computers. As a part of the reconstruction efforts during the Restoration period, the Republic financially sponsors the establishment of a system by which navigational data would be distributed across the galaxy quickly and efficiently, allowing navigators to pull up-to-date hyperspace geography data at any stop. The new navicomputers, coupled with the rapid spread of hyperspace data, reduce the need for hyperspace beacons to the point where they are only used on hyperspace routes that have not yet been verified as 100% safe.

For campaigns set prior to the Mandalorian Wars, or for campaigns set in areas where hyperspace routes have not yet been finalized, hyperspace beacons can provide opportunities to challenge the heroes or place them in a dangerous position. If a ship is capable of opening a communications channel to a hyperspace beacon, treat that ship as though it has a navicomputer for the purpose of astrogation. Otherwise, the ship's navigator will need to make the Use Computer check without the aid of a navicomputer.

Hyperspace Beacon **CL 0**
Huge satellite
Init –2; **Senses** Perception +0

Defenses Ref 11 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 5; **Threshold** 31

Speed 0 squares (immobile)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk –5; **Grp** +6

Abilities Str 32, Dex 10, Con —, Int 12
Skills Initiative –2, Mechanics +0, Perception +0, Pilot –2, Use Computer +0

Crew 1 droid brain (untrained); **Passengers** none
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Restricted; **Cost** 20,000 (11,000 used)

The Ascent of Corporations

Major corporations form the backbone of the Republic economy and many political entities in the galaxy. The scope of a corporation ranges from very small, such as one based in a specific city, to incomprehensibly vast interstellar companies, such as the Czerka Corporation. A successful corporation might operate for years, even centuries. Some remain family- or clan-owned operations, but others shift ownerships and allegiances as they are bought, sold, or taken over by any number of methods.

Interstellar corporations are by far the most influential and powerful companies in the galaxy. Corporations control vast tracts of space, such as the Corporate Sector in the classic era. Those who live under corporate rule find that Republic law means little, especially in outlying areas. Most corporations look out for their bottom-line and the interests of their owners or leaders rather than looking after the welfare of those who live on company planets.

Adascorp

Officially known as the Adasca BioMechanical Corporation of Arkania, Adascorp is one of the largest Arkanian corporate dynasties. It is also the galaxy's largest bioengineering firm. It is owned by the House of Adasca and operated by current lord of the house, Lord Adasca. Although the Lord of Adasca is not the ruler of Arkania, outsiders are forgiven for assuming that is the case, given the extent of Adascorp's influence over the population.

Adascorp is famous for bioengineering and medical research advances. It is responsible for providing the galaxy with thousands of treatments and advancing medical knowledge at a tremendous pace. However, not all its pursuits are as noble as some would hope. Some schemes are driven by pure economics, to enrich the corporation and expand its reach. Much of the galaxy would also be shocked to learn of Adascorp's persecution of Arkanian offshoots and its promotion of pure-blooded Arkanians as a superior species.

For years, Adascorp headquarters is located on the massive starship *Arkanian Legacy*. However, the great ship is lost along with Lord Arkoh Adasca in his ill-fated attempt to secure galactic power through Operation Dark Harvest. Arkoh's scheme is to militarize massive Exogorths to enable them to decimate entire star systems. He tries to sell them in a bidding war between the Republic, the Mandalorians, and the Jedi. Unfortunately for Arkoh, the scheme falls apart when his lead researcher turns the Exogorths against the *Arkanian Legacy*. The loss of the ship and its extensive archives and research facilities sets Adascorp research back by decades. Worse, with no explicit heir to Arkoh's controlling interest in the corporation, ownership remains contested and is unlikely to be settled for years. The situation is complicated by the fact that the Republic continues to conceal the events around Operation Dark Harvest, seeking to protect its own interests with the Arkanians.

Czerka Corporation

Czerka Corporation is one of the most widespread and influential of the galaxy's vast interstellar corporations. They have their fingers in every market and they have offices on every major world and on minor or remote planets as well. The Czerka Corporation represents the worst in interstellar corporations: they are amoral, consumed with their own success, loyal only to themselves, and worried primarily only about their reputation. Despite their selfish ways, they provide a wide variety of products of decent—or at least acceptable—quality. Though customers are loath to deal with the company, Czerka products are economical, and the company's vast reach makes them widely available.

For years, President Pollard Seario has run Czerka Corporation from the spaceport of Dreshdae, on the planet Korriban. An unlikely headquarters for an interstellar corporation, the tiny outpost reveals much about the company and its leadership. First, the company is willing to maintain operations on any world, no matter which government or military force occupies the planet. Second, Seario is more than happy to ally himself and his company with the Sith during the Jedi Civil War. Even though the Sith are defeated, the alliance is not fatal to the corporation. After the obvious setback, the company works quickly to rebuild itself and strengthen its ties to the Republic.

Czerka Corporation offices are utilitarian, and their staff is just customer friendly enough for their clientele to tolerate. They work hard to maintain a good reputation in the galaxy, even if they have to cover up failed ventures and illegal activities. Facilities include general stores on remote worlds such as Tatooine, slave trade on non-Republic worlds such as Kashyyyk, energy generators for entire cities, a highly successful arms division, and construction facilities for building freighters, bulk cruisers, and HK assassin droids. During this era, the Czerka Corporation has at least one division devoted to any given pursuit. They are constantly on the search for new materials, markets, and worlds to exploit.

JARAEL ON THE RUN



Lhosan Industries

Lhosan Industries is widely regarded as the inventor and first mass producer of the modern swoop bike. Because their first factory is located in the Lower City of Taris, the planet becomes a center of swoop-racing popularity. Lhosan's plan to diversify to other worlds is disrupted by the Mandalorian occupation of Taris.

In a move that demonstrates the power and influence of the company, chairman Jervo Thalien works with Goravvus to orchestrate the acceptance of Taris into the Republic to protect the planet and its supporting resource systems in the region. The plan succeeds. However, once it becomes apparent that the Mandalorian invasion is going to reach Taris, Thalien wastes no time in pulling operations offworld. The resulting scandal threatens to devastate the company and Jervo Thalien personally, if it comes to light. Thalien works to make sure that never happens, but ultimately Goravvus thwarts him, enabling the company to become a strong supporter of the war and the Republic.

Lhosan Industries produces dozens of models of swoop bikes of virtually any size and configuration a customer could request. Although purchasers customize the stock units, creating a vibrant aftermarket culture, Lhosan takes pride in providing a first-class product adored by fans throughout the galaxy. Their quick move from Taris slows and hampers their production in the following months, but the Mandalorian onslaught itself reduces the immediate demand in any case.

TIMELINE

The following timeline covers many of the major events in the *Knights of the Old Republic* setting. While it is by no means completely comprehensive, it covers the rise and defeat of major antagonists across the four wars in the setting, and should give Gamemasters a good idea of when to set their campaigns.

4,000 BBY: Satal and Aleema Keto discover ancient secrets of the Sith, including artifacts and tomes of knowledge, on their home planet of Empress Teta. Satal and Aleema Keto recruit hundreds of fellow aristocrats and form the Krath, a dark side cult based on Sith teachings.

3,997 BBY: Steeped in knowledge of the dark side of the Force, the Krath rally military forces throughout the Deep Core and stage a coup on their own homeworld of Empress Teta.

3,997 BBY: The Jedi are ambushed by Krath forces during a conclave on the planet Deneba, causing massive Jedi casualties. After the battle, Ulic Qel-Droma departs and begins to infiltrate the upper echelons of the Krath.

3,997 BBY: Exar Kun, a Jedi apprentice, abandons his master to delve deeper into the secrets of the dark side, traveling the galaxy in search of Sith lore. On Korriban, Kun is educated in the ways of the Sith and soon is elevated to the rank of Dark Lord of the Sith.

3,997 BBY: After the Jedi attempt to extract him from the Krath-held world of Empress Teta, Ulic Qel-Droma succumbs to the pull of the dark side. When Exar Kun arrives to stake his claim as Dark Lord of the Sith, he and Qel-Droma duel, but stop when ancient Sith spirits appear and declare them both Dark Lords of the Sith, master and apprentice. Many Jedi flock to the newly reborn Sith order, forming a hierarchy of lesser Sith Lords.

3,996 BBY: The Krath forces, under the control of the Dark Lords of the Sith, begin expanding their newly formed empire, seizing worlds throughout the Deep Core. The Krath's ability to control the planets they have conquered is strained until Ulic Qel-Droma defeats Mandalore the Indomitable in a duel on the planet Kuar. With the Mandalorians bound to the Sith Lords, their combined forces flow outward from the Deep Core and begin conquering planets across the galaxy.

3,996 BBY: After months of conquering planets from the Deep Core to the Outer Rim, the Sith launch their attack against the capital planet of the Republic, Coruscant. During the battle, Ulic Qel-Droma is captured and subsequently put on trial for treason.

3,996 BBY: Aleema Keto, leading the forces of the Krath in battle near the Cron Cluster, is killed after activating a supernova-inducing weapon aboard her warship. The Krath space fleet is devastated.
3,996 BBY: After an intense battle at Onderon, Mandalore the Indomitable is killed and the Mandalorians suffer a stunning defeat.
3,996 BBY: Exar Kun and the remnants of the Sith are defeated at Yavin 4. The Great Sith War comes to an end when Republic forces liberate Empress Teta.
3,985 BBY: The Coruscant Financial Exchange Establishment act facilitates the restoration of the galaxy by allowing galactic corporations to invest in the Republic's infrastructure.
3,976 BBY: Under the leadership of Mandalore the Ultimate, remnants of the Mandalorian clans begin testing the Republic's defenses by raiding Outer Rim worlds.
3,973 BBY: Cassus Fett leads the Mandalorian massacre on Cathar. Few Cathar survive the assault, but the Republic suppresses news of the attack, fearing it might destabilize reconstruction efforts.
3,965 BBY: The Republic engages the Mandalorians in small proxy skirmishes along the Outer Rim.
3,964 BBY: The Mandalorians stage a massive invasion of Republic space, beginning the Mandalorian Wars.
3,963 BBY: As the Republic continues to battle the Mandalorians across all fronts, Revan attempts to persuade the Jedi Council to join the war. The Council refuses, claiming that their losses during the Great Sith War were too great.
3,963 BBY: The Mandalorians overrun numerous Republic worlds, including Duro, Iridonia, Serroco, and Taris. Meanwhile, Revan discovers and reveals the truth about the massacre at Cathar, winning dozens of converts from the Jedi Order. These Jedi take a more active hand in the Mandalorian Wars and are branded the Revanchists.
3,961 BBY: Revan discovers the Rakatan star map at Kashyyyk. Revan travels to Malachor V and discovers the Trayus Academy, delving deeply into the Sith secrets contained within.
3,960 BBY: Revan lures the Mandalorians to Malachor V, where a battle ensues between the Republic and the Mandalorians. Revan defeats Mandalore the Ultimate, activates the superweapon known as the Mass Shadow Generator, and shatters the Mandalorian fleet. The Mandalorian Wars officially end, and remnants of the opposition scatter throughout the galaxy.
3,960 BBY: Revan and his apprentice, Malak, take a large segment of the Republic fleet and vanish into the Unknown Regions. They rediscover the Star Forge, declare themselves Dark Lords of the Sith, and corrupt the Republic forces under their control.
3,959 BBY: Darth Revan and Darth Malak return to the Republic, at the head of the newly constructed Sith Fleet. They begin their conquest of the galaxy, carving out a new Sith Empire and seizing control of Korriban, where they establish a new academy.
3,958 BBY: Many among the Republic's military forces defect to the Sith Empire, including Saul Karath. Jedi start to flock to Darth Revan's banner, and the Sith Empire begins to swallow up Republic worlds. The Sith carry out successful attacks at Foerost and Telos IV, among other worlds.
3,957 BBY: A Jedi task force captures Darth Revan aboard his flagship after Darth Malak turns on his master and attempts to kill him. Revan's memory is erased, and the Jedi flee with him back to Republic space.
3,956 BBY: Revan once again turns to the Jedi Order and begins relearning the ways of the Force. Accompanied by Bastila Shan, Revan retraces his steps in the pursuit of the Star Forge, eventually discovering the truth behind his past.
3,956 BBY: Darth Malak's forces devastate the Jedi Enclave on Dantooine.
3,956 BBY: In the Lehon system, the Republic clashes with the Sith at the Battle of Rakata Prime. Revan defeats Darth Malak in a duel, the Republic defeats the Sith Empire, and the Jedi Civil War comes to an end. Revan leaves once more for the Unknown Regions.
3,955 BBY: Sith Lords, formerly loyal to Darth Revan and Malak, begin breaking the Sith Empire into smaller domains, declaring themselves sovereign warlords.
3,954 BBY: Sith assassins, under orders from Darth Sion, begin a widespread assassination campaign against the Jedi. The Jedi are all but wiped out, and the Republic is left without its Jedi defenders for the first time in centuries.
3,954 BBY: The remnants of the Sith Empire are largely unified by Darth Sion and Darth Nihilus. Though some Sith warlords continue to squabble over territory, Sion and Nihilus represent the most unified front for the Sith during this time.
3,951 BBY: Canderous Ordo, now the Mandalore, reunites the Mandalorian clans and aids in the fight against the remnants of the Sith Empire.
3,951 BBY: Under the guidance of a disguised Darth Traya, the Jedi Exile defeats Darth Sion and Darth Nihilus. Bao-Dur activates the Mass Shadow Generator on Malachor V again, destroying what is left of the planet, and Traya is defeated.
3,950 BBY: The last remnants of the Sith Empire crumble, and the Republic once again establishes control over worlds that have been under Sith rule since the Great Sith War.

"SOMETIMES YOU HAVE TO ENTER THE DARKNESS TO SAVE THE LIGHT."

—ALEK SQUINQUARGESIMUS



Chapter VIII
Galactic Gazetteer



The galaxy is a far different place in the period many millennia before the *Star Wars* films take place. Some worlds that eventually rise to galactic prominence have not even been settled yet, and powerful worlds of a *Knights of the Old Republic* campaign will have been long forgotten by the time of the Clone Wars.

Planets of the Old Republic

This chapter presents several new planet entries for worlds relevant to a *Knights of the Old Republic* campaign, as well as planetary updates for worlds described in Chapter 13 of the *Saga Edition* core rulebook.

Alpheridies

Region: Expansion Region
Climate: Cool
Gravity: Standard
Moons: None
Length of Day: 21 standard hours
Length of Year: 450 local days
Sapient Species: 90% Miraluka, 7% Alpheridian, 3% other
Government: Oligarchy
Capital: None
Major Exports: None
Major Imports: None

Knowledge (bureaucracy)

DC	RESULT
15	Alpheridies has no planetary government; local officials rule small settlements and individual cities.
20	Decisions affecting the entire planet are made by a council of 23 representatives, one from each of the planet's major provinces.

Knowledge (galactic lore)

DC	RESULT
10	Alpheridies is located in the Abron system, Coreward of the Expansion Region and near a giant molecular cloud called the Veil.
15	The planet's proximity to the system's Red Dwarf star caused the Miraluka to lose their eyes and evolve an ability to see through the Force.
20	The Miralukan natives of Alpheridies are largely isolationist, and remain self-sufficient without the need for galactic intervention.
25	The Miraluka of Alpheridies have only one known colony world, the planet Katarr. Though Alpheridies possesses interstellar capabilities, the Miraluka have only rarely ventured far from their homeworld.

ARKANIA

Region: Colonies
Climate: Tundra
Gravity: Standard
Moons: None
Length of Day: 18 standard hours
Length of Year: 277 local days
Sapient Species: 98% Arkanian and Arkanian offshoots, 2% other
Government: Corporate meritocracy
Capital: Adascopolis
Major Exports: Diamonds and raw materials, medical supplies, high technology
Major Imports: Luxury items

Knowledge (galactic lore)

DC	RESULT
10	The frozen tundra of Arkania is home to a race of scientifically minded near-Humans, the Arkanians.
15	Beneath the permafrost of the Arkanian landscape lie vast stores of naturally occurring diamonds, which are harvested by the natives and off-world contractors.
20	Arkanian cities are designed to keep the cold out, and are mostly completely enclosed. Off-world visitors rarely have to deal with the frigid conditions of the planet.
25	The planet is populated by the indigenous Arkanians and a race of genetically modified offshoots, who are largely considered second-class citizens.
30	Arkania is the site of a Jedi training academy, established by Master Arca Jeth.

Knowledge (life sciences)

DC	RESULT
15	The Arkanians are somewhat unscrupulous genetic tinkerers who are responsible for creating various "new" races thanks to their tampering.
25	Both their own Arkanian offshoots and the Quermians are the result of Arkanian genetic enhancements.

"THE ONLY THING MORE DANGEROUS THAN A FOOLISH ARKANIAN IS A SMART ONE."

—MASTER ARCA JETH



BELNAR

Region: Colonies
Climate: Temperate
Gravity: Standard
Moons: None
Length of Day: 23 standard hours
Length of Year: 347 local days
Sapient Species: 98% Khil, 2% other
Government: Colonial democracy
Capital: Belnar City
Major Exports: Luxury items
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	Belnar is the Khil homeworld, and was once covered by vast swathes of swampland and marshes.
15	Belnar is a peaceful world, and the Khil welcome outsiders.
20	Though the Khil have developed large cities, the rest of the homeworld remains untouched by the species' progress.
25	Several large natural swamps, some covering tens of thousands of square miles in area, are the sites of numerous research expeditions made by xenobiologists from off-world.

Cadomai Prime

Region: Outer Rim
Climate: Tundra
Gravity: Standard
Moons: 1
Length of Day: 27 standard hours
Length of Year: 405 local days
Sapient Species: 99% Snivvians, 1% other
Government: Republic
Capital: Brella
Major Exports: Art
Major Imports: Foodstuffs, raw materials

Knowledge (galactic lore)

DC	RESULT
10	Cadomai Prime is the homeworld of the Snivvian species, and is covered by tundra and open plains.
15	Unlike other frozen worlds, Cadomai Prime has made a name for itself as a resort world where citizens of the galaxy can go to relax.
20	The Snivvians have built large vacation complexes within their cities, and lure tourists to their world with their artistic and creative culture.
25	Cadomai Prime is famous for producing a number of famous works of art, including a form of art known as transnovels—a combination of words and images that tells a story while on display.

Cathar

Region: Expansion Region
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 24 standard hours
Length of Year: 259 local days
Sapient Species: 99% Cathar, 1% other
Government: Tribal
Capital: None
Major Exports: None
Major Imports: Luxury goods, technology

Knowledge (galactic lore)

DC	RESULT
10	Cathar is a peaceful planet covered in vast plains with a diverse ecology similar to Human worlds.
15	Cathar is home to the feline Cathar species, who live in cities built in huge trees that can house thousands of Cathar.
20	Cathar tree-cities appear to be hand crafted, and the planet has little industrial manufacturing.
25	A Cathar tree-city is covered in artistic designs that tell stories of the city's history and the histories of various important Cathar who have visited or lived in the city.

Draethos

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 2
Length of Day: 19 standard hours
Length of Year: 426 local days
Sapient Species: 100% Draethos
Government: Military dictatorship
Capital: Avadrei
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	The Draethos species hails from a mysterious Outer Rim world, which few outsiders have ever seen or visited.
15	The planet is covered in barren mountain ranges and deep caves, and the world is known to be a hostile place for non-Draethos to visit.
20	The Draethos homeworld is called "Draethos" by the galaxy at large, but its secret name is "Thosa."
25	No non-Draethos are allowed to settle on Thosa by the natives, and only a select few may visit for short periods.

Knowledge (social sciences)

DC	RESULT
20	Draethos society is extremely warlike, and the most powerful Draethos warriors on the planet rule the world with an iron fist.
25	Draethos who do not follow the path of the warrior are exiled and forbidden to ever return to their homeworld.

DANTOOINE

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 378 local days
Sapient Species: 50% Human, 10% Dantari, 40% other
Government: Oligarchy
Capital: Garang
Major Exports: Foodstuffs
Major Imports: Technology and luxury items

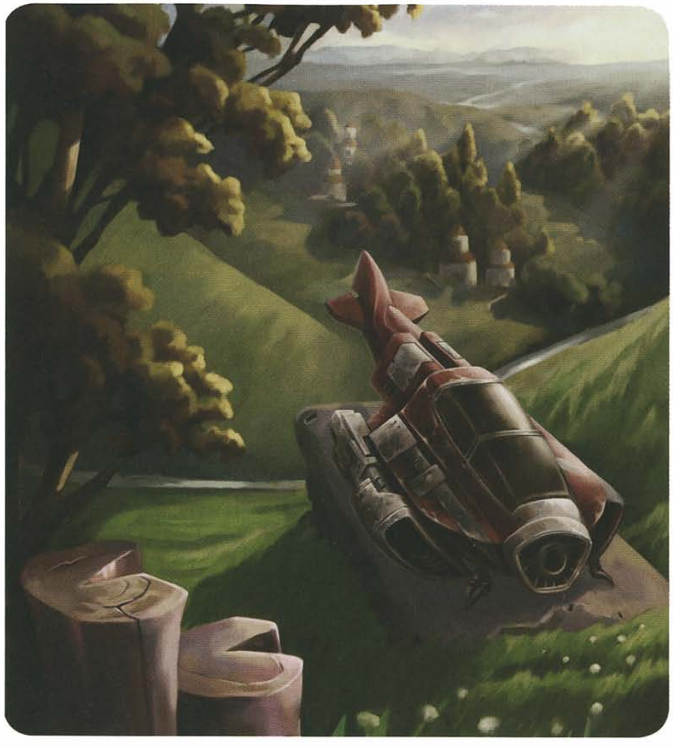
Knowledge (galactic lore)

DC	RESULT
10	Dantooine is a pleasant world covered in rolling hills, wide-open plains, and bountiful farmland available for cultivation.
15	Dantooine has only a few scattered settlements, which are inhabited by wealthy farmers whose lands produce the majority of the planet's food exports.
20	A Jedi enclave exists on Dantooine, serving as a training facility for Jedi away from Coruscant. After the Jedi Civil War, the enclave is destroyed, and only ruins remain.
25	Dantooine is also the home to a primitive species known as the Dantari, who stay far away from most other settlements.
30	Several temples and other structures scattered throughout the planet were built by the ancient species known as the Rakata, whose Infinite Empire stretched from one side of the galaxy to the other.

FLASHPOINT

Region: Outer Rim
Climate: Barren
Gravity: Standard
Moons: None
Length of Day: 1 standard hour
Length of Year: 1,776 local days
Sapient Species: 99% Human, 1% other
Government: None (affiliated with Old Republic and Mandalorians)
Capital: Flashpoint Station
Major Exports: None
Major Imports: Foodstuffs, raw materials, medical supplies, scientific technology

A CONDUCTOR-CLASS LANDING CRAFT ON DANTOOINE



Knowledge (galactic lore)

DC	RESULT
15	Flashpoint is a barren rock that orbits extremely close to its sun, making the surface uninhabitable to nearly all forms of life.
20	Flashpoint is the site of a research facility that uses shielding technology to protect it from heat and solar radiation.
25	The research facility is protected by a magnetic field, and even environmentally sealed spacesuits are incapable of protecting a person from harm outside that magnetic field.

Knowledge (physical sciences)

DC	RESULT
20	Flashpoint's day lasts only one hour, and during the 30 minutes of darkness the world cools only slightly.
25	Significant amounts of solar radiation cling to Flashpoint's surface, making any surface travel outside the magnetic field impossible, even during the short nighttime.

Korriban

Region: Outer Rim
Climate: Arid
Gravity: 140% Standard
Moons: 7
Length of Day: 28 standard hours
Length of Year: 780 local days
Sapient Species: 1% Kissai, 1% Massassi, 98% other
Government: Sith Empire
Capital: None/Dreshdae
Major Exports: None
Major Imports: Foodstuffs, high technology, raw materials, weapons

Knowledge (bureaucracy)

DC	RESULT
15	The Czerka Corporation was given permission by the Sith to set up a settlement near the Sith Academy, in the city of Dreshdae.

Knowledge (galactic lore)

DC	RESULT
15	Korriban is the capital of the Sith Empire, and holds extreme significance to Sith, both old and new.
20	Korriban is home to a Sith training academy, where young Sith are trained in the ways of the dark side of the Force.
25	The planet is a massive crypt for ancient Sith Lords who lived during the Great Hyperspace War and before. Numerous tombs scattered across the planet house the remains of dead Sith.
30	Prior to the arrival of the fallen Jedi who would found the Sith, the planet is inhabited by the Massassi species, and their Kissai cousins.
35	Though the Massassi abandoned the planet long before they were enslaved by fallen Jedi, a few Massassi and Kissai settlements remain scattered across Korriban, in isolation.

"IF YOU HAD NOT LED ME DOWN THE DARK PATH IN THE FIRST PLACE, WHAT DESTINY WOULD I HAVE FOUND?"

—Darth Malak

Lehon

Region: Unknown Regions
Climate: Tropical
Gravity: Standard
Moons: 2
Length of Day: 24 standard hours
Length of Year: 370 local days
Sapient Species: 100% Rakata
Government: Tribal
Capital: None
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
25	Lehon is a distant world in the Unknown Regions. Explorers have ventured there, but none have returned.
30	Lehon is a starship graveyard where thousands of ships from across millennia have crashed, never to escape.
35	Lehon is home to an ancient species known as the Rakata, whose Infinite Empire once covered the galaxy.

Knowledge (technology)

DC	RESULT
30	Lehon is in the same star system as the Star Forge, an ancient space station constructed by the Rakata.
35	Starships that enter the same system as the Star Forge are disabled by a magnetic field, which causes ships to crash on Lehon (if they are not destroyed outright).

Malachor V

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 1
Length of Day: 31 standard hours
Length of Year: 271 local days
Sapient Species: 99% Human, 1% other
Government: Dictatorship
Capital: None
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	Malachor V is an Outer Rim world that falls within the domain of the Sith Empire, and has been a hotly contested world for years.
15	Prior to the end of the Mandalorian Wars, Malachor V is a fertile and hospitable world. It is an excellent site from which to stage campaigns throughout the Outer Rim, making it a tactically valuable planet. After the Mandalorian Wars, Malachor V is nearly uninhabitable, and visitors to the world face extremely harsh conditions.
20	A massive battle renders Malachor V uninhabitable, and thousands of starships are dragged down to the ruined planet's surface. Before the Mandalorian Wars, the planet has several military bases scattered across the world, as well as a Sith academy.
25	Malachor V is destroyed by the Mass Shadow Generator, a superweapon that eradicates most of the Mandalorian space fleet. Before that fateful battle, the planet changes hands several times, and the Jedi constantly urge the Republic to seize the world to prevent further incursions from the Outer Rim.

MANAAN

Region: Inner Rim
Climate: Temperate
Gravity: 130% Standard
Moons: None
Length of Day: 26 standard hours
Length of Year: 422 local days
Sapient Species: 99% Selkath, 1% other
Government: Tribal
Capital: Ahto City
Major Exports: Foodstuffs, kolto
Major Imports: Foodstuffs, raw materials, technology

Knowledge (galactic lore)

DC	RESULT
10	Manaan is a peaceful planet whose inhabitants are wary of taking part in galactic conflicts.
15	The Selkath natives of Manaan are amphibious creatures. Their cities exist both above and below the ocean's water line.
20	The Selkath live in isolated cities, but trade and communications flow easily between settlements. The Selkath work well together, and have a natural rapport with other Selkath.
25	The ocean floor of Manaan is home to numerous research facilities and other structures accessible only by submarine.

Knowledge (life sciences)

DC	RESULT
20	The Selkath harvest a plant known as kolto, which is used in the creation of a bactalike substance with miraculous healing powers.
25	When refined, kolto is used to create advanced medpacs, a quick means of repairing superficial wounds, but bacta is still better suited to healing grievous wounds.

ODRYN

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 41 standard hours
Length of Year: 303 local days
Sapient Species: 99% Feeorin, 1% other
Government: Tribal
Capital: None
Major Exports: None
Major Imports: Luxury items, technology



AHTO CITY ON MANAAN

Knowledge (galactic lore)

DC	RESULT
10	Odryn is the largest colony world of the Feeorin, a long-lived species whose original homeworld was lost well before most histories began.
15	Odryn is a lush forest world with an average temperature that makes it just hot enough to be uncomfortable for Humans, though the Feeorin find it pleasing.
20	Though the planet is home to the largest number of Feeorin in the galaxy, actual settlements on Odryn are few and far between, as the world is still relatively uninhabited.
25	The security force protecting Odryn carefully monitors any off-world visitors and space traffic around the planet, and it has been known to spy on non-Feeorin out of suspicion.
30	Several ships and their crews have vanished after landing on Odryn, and many suspect that the Feeorin security force is responsible.

Onderon

Region: Inner Rim
Climate: Temperate
Gravity: Standard
Moons: 4
Length of Day: 28 standard hours
Length of Year: 405 local days
Sapient Species: 99% Human, 1% other
Government: Monarchy
Capital: Iziz
Major Exports: None
Major Imports: High technology, weapons

Knowledge (galactic lore)

DC	RESULT
10	Onderon is an out-of-the-way world in the Inner Rim. The largely Human population is distrustful of outsiders and aliens.
15	Onderon's great walled cities are built for defense, a necessity stemming from the frequent skirmishes between Onderon's natives and the beasts from the planet's moon, Dxun.
20	For over three hundred years before the beginning of the Great Sith War, the planet is ravaged by a conflict with exiles from the city of Iziz, who tame beasts from Dxun to use against their fellow Onderonians in combat.
25	For several centuries, the ruling families of Onderon exiled criminals and political dissidents from Iziz, leaving them to be killed by beasts from Dxun. These dissidents formed the core of the resistance movement, who fought against the Onderonians in the Beast Wars.
30	Prior to the Great Sith War, the rulers of Onderon are steeped in the lore of the dark side of the Force, stemming from the planet's conquest by the Dark Lord of the Sith, Freedon Nadd.

Knowledge (physical sciences)

DC	RESULT
20	Dxun, one of Onderon's moons, orbits so close to the planet that it periodically brushes Onderon's atmosphere, allowing creatures to escape Dxun and make their way to the surface of Onderon.

Peragus II

Region: Outer Rim
Climate: Uninhabitable
Gravity: Standard
Moons: None
Length of Day: 14 standard hours
Length of Year: 417 local days
Sapient Species: None
Government: None
Capital: None/Peragus Mining Facility
Major Exports: Fuel
Major Imports: Foodstuffs, technology

Knowledge (galactic lore)

DC	RESULT
15	Peragus II is the site of a mining operation that produces starship fuel in modest quantities.
20	Peragus II is a broken world, the remains of which float in an asteroid belt in the Peragus system.
25	Peragus II was once a terrestrial world, but a mining accident caused an explosion deep beneath the planet's surface, blowing the planet apart and creating the Peragus asteroid belt.
30	Mining facilities on the asteroid remains of Peragus II now go to great lengths to prevent further explosions of the volatile planetary remains.

Knowledge (physical sciences)

DC	RESULT
20	Peragus II's core was exposed when the planet exploded, and molten rock within the core can still be seen from space.
25	The volatile chemicals in Peragus II's crust were mostly consumed in the explosion, but traces of these chemicals remain in the asteroids (and in heavy concentrations in the large solid chunk that remains of the planet).

TARIS

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 24 standard hours
Length of Year: 314 local days
Sapient Species: 30% Human, 70% other
Government: Republic
Capital: None (ecumenopolis)
Major Exports: Luxury items, technology
Major Imports: Food, raw materials

Knowledge (bureaucracy)

DC	RESULT
15	Taris is the home of Lhosan Industries, one of the foremost manufacturers of speeders and swoops. The senator from Taris has close ties to Lhosan Industries, which earns favorable treatment for the world.

Knowledge (galactic lore)

DC	RESULT
10	Taris is a highly populated world that was once considered the "Capital of the Outer Rim" by travelers.
15	An ecumenopolis, the city of Taris covers the entire surface of the planet, similar to Coruscant and Nar Shaddaa.
20	Taris sees an economic boom in the years leading up to the Great Sith War, thanks in part to the support of speeder manufacturer Lhosan Industries. During the Mandalorian Wars, Lhosan withdraws its support from Taris, and the planet's prosperity decays rapidly.
25	Like other city-planets, Taris is divided into multiple city layers, as well as districts. Inhabitants of the Upper City maintain a luxurious lifestyle, but those in the Lower City and the Undercity live without comforts.
30	The Undercity of Taris is infested with rakghouls, a species of mutated, feral humanoids, who plague the planet's less fortunate inhabitants.

TELERATH

Region: Inner Rim
Climate: Tropical
Gravity: Standard
Moons: 2
Length of Day: 26 standard hours
Length of Year: 374 local days
Sapient Species: 30% Human, 10% Arkanian and Arkanian offshoots, 60% other
Government: Corporate meritocracy
Capital: None
Major Exports: Business goods
Major Imports: Foodstuffs, luxury items, raw materials, technology



TELERATH

Knowledge (galactic lore)

DC	RESULT
10	Telerath is a pleasant world owned by the Telerath Interstellar Banking Initiative, which offers first-class financial services.
15	Unlike other corporate-owned worlds, Telerath exists solely for the service of its customers. Visitors to Telerath are guaranteed face-to-face customer service, and the Initiative pays for nearly everything on the planet, much of which is provided to customers for free.
20	Visitors come to Telerath not just for financial services but also for vacation and recreation, as the planet boasts beautiful vistas and a wide variety of entertainment. Profits from such ventures go toward enhancing the Telerath experience.
25	Telerath is mostly owned by the Arkanian company Adascorp, with a small piece of ownership held by the Draay Trust. Adascorp agents can be found all over Telerath, though they stay out of the way of everyday business.

Telos IV

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: None
Length of Day: 24 standard hours
Length of Year: 422 local days
Sapient Species: 35% Human, 65% other
Government: Republic
Capital: Thani
Major Exports: Foodstuffs
Major Imports: Luxury items

Knowledge (galactic lore)

DC	RESULT
10	Telos IV is an important Republic world. Its military and economic powers are instrumental for the Republic's survival.
15	Telos IV is covered in hills and grasslands, with frozen polar regions, which supply water to the rest of the planet through an elaborate irrigation system.
20	The Republic Agricultural Corps produces large amounts of foodstuffs on Telos IV, most of which feeds the Republic military presence on the world.
25	Telos IV is one of the few worlds under direct control of the Galactic Republic, and the planet's security is managed by the Telos Security Force, a division of the Republic Judicial Department.
30	Czerka Corporation agents have been infiltrating the Telosian government for years, though they lack enough strength and influence to affect events on the planet until well after the Jedi Civil War.

Planetary Updates

Familiar planets undergo significant changes over the centuries between these troubled times and the Galactic Civil War. Some of these planets are quite different in *Knights of the Old Republic* campaigns, and the updates in this section should provide Gamemasters with enough information to use these planets in this era.

Bespin

The gas giant Bespin has not yet been colonized during this time period, and will not be until 1,989 BBY when Cloud City is first commissioned. However, hyperspace scouts discover Bespin years before the Galactic Civil War, and a number of corporations try—and fail—to establish Tibanna gas mining operations above the world. With the decline of pulse-wave weapons and the ascension of blaster weapons, the undeveloped world of Bespin is rising in importance to the galactic economy. A number of corporations continue to lobby the Galactic Senate for mining rights to Bespin, though corporate lobbies keep the Senate tied up in procedures as each company jockeys for position.

The carbonite-rich planet Empress Teta stakes an extremely strong claim to Bespin, because explorers from the Hyperspace Navigators Guild—whose guildhouse is on Empress Teta—discovered the world. No permanent outposts are established above Bespin, and Tetan mining operations consist mainly of large repulsorcraft dipping into Bespin's atmosphere to scoop up gas where they can. During the Mandalorian Wars, a fleet of Mandalorian warships destroys most of the Tetan mining infrastructure, hoping to break up the Tibanna gas supply chain for the Republic. Following this attack, few companies have the time or resources to attempt to mine Bespin, and the planet remains nearly unheard of until the founding of Cloud City.

Bothawui

The Bothans have long been members of the Galactic Republic, and in a *Knights of the Old Republic* campaign Bothawui is one of the most recognizable and heavily trafficked planets in the Republic. In the millennia preceding the Great Sith War, rapid expansion of hyperspace lanes opens up new worlds to exploration and investigation, and Bothans found their first colony on the world of Kothlis. Moreover, Bothawui's influence in the Galactic Senate is considerable, and many of the Republic's bureaucratic committees meet on Bothawui to discuss matters of government.

More important, the Bothan Spynet is beginning to grow at an exponential rate. Each new hyperspace route quickly has dozens of Bothans traveling across it to reach new worlds. As the Bothans send agents to join the inhabitants of dozens of newly discovered worlds, information begins to flow through Bothawui back to the Republic about the expanding known galaxy. Moreover, Bothawui becomes a hub of not only information but trade as well. Bothan spies, returning from stints on distant worlds, bring

back exotic items to sell on Bothawui's open market. Collectors of rare items flock to Bothawui, and many Bothan explorers become wealthy overnight. Bothawui becomes a world not only of abundant information but also of abundant opulence. The Bothan homeworld is more prominent and more envied than any other time in galactic history.

Cerea

The Cerean homeworld has not yet established a formal connection with the galaxy at large, nor with the Galactic Republic. Such contact does not come for several millennia yet, though the planet does appear in the Navigators' Guild database as Planet 36-AFE-2C, with a note that the scouts encountered no intelligent life on the world nor any valuable resources. Despite this entry, Cerea has had contact with the outside galaxy, and it has not been pleasant. Shortly after the planet was discovered, a secret expedition is sent to the world by Adascorp, the Arkanian corporation operated by Lord Adasca. After encountering resistance from the natives, the Adascorp agents kidnap an entire village of Cereans and flee the world, leaving behind several damaged and destroyed starships, which leak fuel and pollute the area around the landing site.

Since the failed Adascorp mission to Cerea, few ships have even chanced by the planet. Well away from most common hyperspace routes, Cerea sees visits from the outside only once every decade or so, and those starships rarely land because they are merely Navigators Guild survey vessels updating their records. The Cerean people are wary of visitors after the violent encounter with Adascorp agents, and they have turned against technology of any kind.

Coruscant

Already the most important and prominent world in the galaxy, Coruscant is a bustling planet where decisions affecting the entire galaxy are made. Though the Republic fights to defend itself against threats from all sides, Coruscant is a shining gem at the center of the Core. It serves as a bastion of civilization in a darkening galaxy. Coruscant changes little in the time between the Great Sith War and the Clone Wars, and most of the features of Coruscant that are seen in later years are already in place by this time.

Coruscant has seen its share of battles, however, and continues to do so throughout the wars that plague the galaxy during this time. The defenses around Coruscant are tougher than they will be during the fall of the Republic a few millennia later, and security procedures during this time more closely resemble those that will be in place during the reign of the Galactic Empire. Corporations volunteer their security firms to help police and protect Coruscant, which the Senate allows as a part of the rebuilding process following the Great Sith War. As a result, visitors are just as likely to encounter corporate enforcers as Republic military personnel when arriving on Coruscant, a fact that gives citizens of the Republic pause.

Dorin

Already a member and staunch supporter of the Galactic Republic before the Great Sith War, the home planet of the Kel Dor is rarely visited because of natural hyperspace hazards nearby. Though Dorin sees little traffic, it plays an important role in galactic politics, particularly in the affairs of the Jedi. The Kel Dor have sent as many Padawans to train with the Jedi Order as any other species except for Humans. So many Force-sensitive Kel Dor have been discovered that the Republic funded a Jedi Enclave on Dorin. Though only Kel Dor students can study at the enclave regularly because of the planet's unique atmosphere, Jedi of other species sometimes visit the world (using environment-filtering breath masks) to study the exceptional Force abilities taught by Kel Dor Jedi Masters.

The enclave on Dorin continues to send new Jedi to help defend the Republic, but the planet provides far more to the galaxy. Following each of the wars of this era, teams of Kel Dor travel to various planets to aid in reconstruction efforts. The Kel Dor knack for helping environmentally ravaged worlds earns them a positive reputation, making Kel Dor welcome on nearly every world. Dorin remains untouched during the major conflicts of this time because it is too difficult for most space fleets to reach. However, after the Jedi Civil War, Sith assassins infiltrate the Jedi Enclave on Dorin and manage to exterminate nearly every Jedi present.

Duro

The world of Duro is one of the earliest members of the Galactic Republic, and like Bothawui it has risen to prominence thanks to that association. The Duros are some of the galaxy's foremost hyperspace explorers, and their knowledge of space lanes exceeds that of nearly any other group in the galaxy. As a result, the world of Duro is a prominent travel hub during the years leading up to and following the Great Sith War. Not only is Duro a Core World that acts as a gateway to the Colonies, starships that pass through Duro are more likely to obtain the most accurate hyperspace navigation data available—rivaled only by data obtained on Empress Teta. Thousands of starships pass through the space above Duro every day, and hyperspace explorers consider it the best launching point for expeditions.

Unfortunately for Duro, the planet's reputation as a hub of hyperspace travel comes back to haunt it during these war-torn years. The Mandalorians devastate Duro, reducing its infrastructure to rubble and destroying most of its orbital space platforms in an attempt to cut off a major hyperspace lane for the Republic. Later, the Sith Empire stages its invasion of the Core from Duro.



A Devastator war droid on Korriban

Gamorr

The primitive world of Gamorr has already been visited many times by the time of the Great Sith War, and Gamorreans have spread throughout the galaxy. The Hutts have been rounding up Gamorrean slaves and mercenaries for years, depositing them on distant worlds to protect their interests. During these war-torn years, Gamorreans see unprecedented expansion into the galaxy, because of their warrior culture. The undeveloped planet produces some of the most violent and ravenous mercenaries in the galaxy, a fact some factions use to their advantage.

Prior to obtaining the services of the Mandalorians, the combined Krath and Sith armies seek to bolster their ranks by scooping up thousands of Gamorrean mercenaries to serve as cannon fodder against the Republic in the Great Sith War. Krath and Sith ships arrive daily to obtain more Gamorrean warriors, and Gamorr is considered to be under Sith occupation. When the Republic drives the Sith forces away from Gamorr, the world returns to a state of primitive isolation that lasts until after the Jedi Civil War. Though both the Mandalorians and the Sith Empire avoid the planet, several Sith warlords press Gamorrean mercenaries into their service during the Dark Wars, and the planet changes hands among nearly a dozen Sith warlords during this time.

Iridonia

Home of the Zabrak, Iridonia is frequently among the first planets to be pulled into war. A Mid Rim world situated near important hyperspace lanes, Iridonia is one of the gateway planets that connects the Outer Rim to the Inner Rim. At the start of the Mandalorian Wars, Iridonia is one of the first planets to be invaded. It suffers heavy losses in the initial wave of attacks because the planet's defenders fight aggressively and recklessly to repel the invaders. Though the Republic eventually liberates Iridonia and the planet subsequently joins the Republic's war against the Mandalorians, many of the planet's soldiers are recruited and indoctrinated by the Mandalorians, joining the enemy cause before the Republic can free their home world.

Iridonia is the site of several battles throughout these dangerous years. The First Battle of Iridonia is a turning point in the Great Sith War. Jedi-led Republic forces rout the combined armies of the Krath and Sith, driving them back and gaining significant momentum. During the Jedi Civil War, the planet changes hands several times as the Sith and the Republic clash over the planet, which is used as a staging point for both militaries. The Zabrak suffer heavy losses during the Jedi Civil War, though they never stop fighting the Sith invaders. After the Jedi Civil War, Iridonia's eight colonies become independent, but cooperative, worlds, because the central government on Iridonia cannot maintain control of the colonies when the home planet is occupied.

Ithor

One of the oldest members of the Republic, Ithor can be an extremely important world in a *Knights of the Old Republic* campaign. The Ithorian aptitude for biology, botany, and other life sciences sends the planet's natives across the galaxy, and the nearly untouched ecosystem of Ithor becomes a valuable asset to the Republic throughout the various wars of the time. Ithorian scientists—working side by side with Selkath marine biologists—first discover the methods of using kolto to produce exceptionally powerful healing salves. Ithorian efforts to produce new strains of kolto that grow in Ithor's jungles meet with mixed results, but the planet still is a primary source of agricultural and medical supplies during the wars and the rebuilding periods following each of them.

Realizing the military value of Ithor early in the Great Sith War, the Republic stations a massive planetary defense fleet around the world. The fleet is increased during the Mandalorian Wars and the Jedi Civil War. Though the Republic presence is strong, enemy forces attempt to infiltrate the world in indirect ways. Sith saboteurs manage to disable at least two Ithorian hardships, sending them crashing into their jungles and causing the native Ithorians to

partially withdraw from the war effort. Though Ithorians are a common and welcome sight throughout the galaxy, the Republic presence at Ithor—ostensibly there for the planet's protection—takes a firm and arguably forceful hand in the planet's defense, instituting strict policies that border on martial law.

Kashyyyk

During the period following the Great Sith War, Kashyyyk is an occupied world, oppressed and controlled by the Czerka Corporation. Because of Czerka's investment in the Republic's rebuilding efforts, the Senate grants Czerka domain over Kashyyyk, citing the corporation's discovery of the world as justification for the control of the planet. Believing the world to possess no sentient life (though this attitude is likely one born more of prejudice than scientific research), the Czerka Corporation ignored the native Wookiees' designation for the world and renamed it Edean. Czerka took control of the world against the Wookiees' wishes and began allowing slavers to have free rein over the planet's native inhabitants.

Kashyyyk remains under Czerka control until after the Jedi Civil War, when Wookiee natives rise up against their corporate occupiers to liberate their home world. Prior to that, Kashyyyk largely escapes the conflicts of the Mandalorian Wars and the Jedi Civil War, as both sides of each conflict see that Kashyyyk offers little value but would be difficult to capture. With its dangerous and unstable terrain, Kashyyyk is valued only by the Czerka Corporation, which treats the Wookiees as less than sentient and exploits the planet's natural resources and native population for its own profit.

Mon Calamari

Only recently discovered by explorers from the Galactic Republic, Mon Calamari is a new and mysterious planet whose inhabitants are largely unknown to the majority of Republic citizens. Little is known about Mon Calamari during this time because its discovery just prior to the Great Sith War is not widely publicized. Though the natives of Mon Calamari are technologically advanced and possess a seemingly inherent aptitude for starship construction and design, most other Republic worlds are reluctant to trade with Mon Calamari since its two native species appear to be constantly on the brink of war with one another. Mon Calamari has begun to deal tentatively with the Republic, but relations are far from solid. Mon Calamari is far from becoming the staunch supporter of the Republic it will be in the future.

Mon Calamari is an isolated world with few outsiders during this time. The Quarren natives are occasionally defensive—even violent—when confronted by outsiders, and the Mon Calamari are reluctant to trust anyone from off-world. Mon Calamari has not yet become a prominent starship manufacturer, though the planet does possess early hyperspace technology, and its inhabitants have been exploring nearby star systems for several years. Cities on Mon Calamari have not yet been adapted for visitors from other worlds, and the settlements on the planet are largely underwater, making a visit to the planet difficult for outsiders.

Naboo

One of many planets first colonized during this time, Naboo is an untamed world inhabited only by the native Gungans. The first Humans settle Naboo shortly after the Jedi Civil War, and the Gungans live in underwater cities, seemingly unaware of the events of the galaxy at large. Prior to the Jedi Civil War, no records of visits to Naboo by Republic explorers exist. An explorer named Kwilaan supposedly discovers the planet after the end of the Dark Wars. However, Kwilaan might not have been the first person to visit the planet, because the Gungan natives seem unperturbed by the arrival of Kwilaan's expedition, as though they had encountered Humans before. Most likely, previous visits to the world were not recorded, though the explorers find no trace of such landings.

Naboo is a pristine world, untouched by technology except for what little the Gungans possess. No civilization exists above the water line, and the planet's rolling plains and beautiful landscapes are untainted by cities or other settlements. Despite its beauty, Naboo is a dangerous world, with a number of large predators both on land and in the seas, and traveling to Naboo can be nearly as dangerous as visiting the jungles of Kashyyyk.

Nar Shaddaa

By the Great Sith War, Nar Shaddaa is already a dangerous place infested with criminals of all stripes. Nar Shaddaa sees a massive influx of refugees from hundreds of worlds passing through the Smuggler's Moon on their way to safer worlds. Though the planet is a dangerous place, huge numbers of refugees put down roots in Nar Shaddaa, forging a new life on a world where they have little to fear from governments or wars.

Nar Shaddaa falls under the control of the Exchange during these years, becoming a strong base of operations for the vast criminal organization. The Exchange acts much like a government on the largely lawless world of Nar Shaddaa, imposing its own form of order wherever it sees fit. Most visitors to Nar Shaddaa have a brush with the Exchange, usually encountering low-ranking lackeys. Though the Hutts continue to fight the Exchange for control of the world, their power has waned, and Nar Shaddaa is, at least temporarily, firmly in the domain of the crime syndicate.

Rodia

The Rodians are, like Ithorians and Twi'leks, among the most common non-Human species seen throughout the galaxy. During this time, Rodia has a unique and valuable resource waiting to be exploited by all parts of the galaxy: Rodian hunters. The Republic, the Sith, the Exchange, and other factions continually vie for the favor of Rodia, hoping to woo the skilled hunters to their side in nearly every conflict. Rodians play these factions off of one another, building up wealth while never committing fully to one side or another.

Rodia remains largely neutral throughout most of this time—with one notable exception. During the Jedi Civil War, Sith forces attempt to destroy

THE PERAGUS MINING FACILITY



the planet using the massive firepower of the Star Forge fleet, hoping to deny the Republic one of its greatest sources of scouts and explorers. Before this plot can succeed, however, the Jedi uncover it and signal the Republic fleet, which comes to Rodia's rescue. The Battle of Rodia is a pivotal battle in the Jedi Civil War, and after the Republic repels the Sith fleet, Rodia officially joins the war on the side of the Republic. Individual Rodians still work for the Sith and other factions, but Rodia does not forget its debt to the Republic for the remainder of the war.

RYLOTH

A longstanding member of the Republic, Ryloth is of little intrinsic value during the wars of this time, and it is largely ignored by the various militaries. Though Twi'leks join the fight on various sides during the wars of the period, officially Ryloth is a Republic world. The planet's allegiance holds little sway over its citizens, however. Important and influential Twi'leks join the ranks of the Republic, the Jedi, the Sith, the Exchange, the GenoHaradan, and dozens of other organizations. This leads to significant internal strife on Ryloth, since the government's unwillingness to rein in its own citizens leads to conflicts among the Twi'leks. One family might support the Republic, but another might have a son studying at the Sith Academy on Korriban, creating divided loyalties within communities.

Ryloth is on the brink of civil war throughout this time. Though disagreements between individuals, families, and settlements rarely come to violence, skirmishes break out from time to time. The Twi'lek clans are hard pressed to keep the peace. The inhabitants of Ryloth seethe as ideological differences between neighbors create an environment of dislike, distrust, and occasionally hatred that leads to violent outbursts. Riots are not uncommon on Ryloth during this time, though the clans manage to stop them before they do too much harm.

SULLUST

A Republic world since before the Great Hyperspace War, Sullust is at the center of many conflicts during this time. Sullust is tactically important as a hub of trade along the Rimma Trade Route. With varying degrees of success, several factions attempt to blockade Sullust and disrupt commerce along the Rimma Trade Route. Though the space above Sullust is frequently filled with military vessels, either blockading or defending the world, the planet's volatile environment is as unappealing to the Sith and Mandalorians as it is to most of the Republic. Few skirmishes take place on the planet's surface.

Since Sullust's infrastructure is rarely affected by the various wars, the SoroSuub Corporation continues to produce vehicles, starships, and other technological marvels unimpeded by galactic strife. In fact, the few skirmishes on Sullust involve enemy forces trying to sabotage SoroSuub installations, which provide military technology to the Republic. Occupying forces are rarely in place for long, because the Republic assiduously defends the planet against outside invaders, keeping SoroSuub technology flowing to the Republic war effort.

TATOOINE

Out of the way and of little interest to military forces, Tatooine is under the control of the Czerka Corporation during this time. Anchorhead is the only active settlement on the planet. Anchorhead is a modest outpost for Czerka operatives and a few other entrepreneurs who have made their way to the distant Outer Rim world hoping to find their fortune mining the desolate world. The two indigenous peoples of Tatooine—Tusken Raiders and Jawas—have made contact with the settlers; the Sand People violently oppose Czerka operations, and the Jawas seize the opportunity to make a hefty profit from the ill-prepared newcomers.

Tatooine sees little military action during this time. The Mandalorians avoid the planet entirely, and the Sith visit the planet individually only when Revan and Malak seek out ancient Rakatan star maps to help find the Star Forge. Realizing that the planet is of little interest, yet possessing the basics of civilization, criminals flock to Tatooine as a short-term hiding place from the long arm of the law. The Hutts show a small amount of interest in the planet, and both the Exchange and the GenoHaradan have influence over the Anchorhead colony.

TRANDOSHA

By the time of the Great Sith War, Trandosha has been a part of the Republic for several centuries, though it has not integrated itself into the Republic as thoroughly as other planets. In fact, though the world has representation in the Galactic Senate, Trandosha itself has little Republic presence. The recent discovery of Kashyyyk, however, opens up new avenues to galactic prominence for Trandosha. The planet negotiates with the Czerka Corporation to gain slaving rights to Wookiees, beginning a millennia-long struggle between the Wookiees and the Trandoshans.

Chapter IX
The Jedi





Eons ago, the Jedi Order was whole and in pursuit of a deeper understanding of the Force. However, some were not content with the Jedi path and turned to the dark side of the Force. They abandoned their pasts and were driven to the farthest reaches of the galaxy by the remaining Jedi. For thousands of years, the Jedi thought their long-lost traitorous comrades gone and forgotten. But when hyperspace explorers discover an empire ruled with an iron fist by the descendants of those fallen Jedi, the Order realizes that the exiles had found and enslaved a people called the Sith, taking the name as their own. When the whole of this Sith Empire turns its terrifying might against the Republic in The Great Hyperspace War, the Jedi fully grasp the consequences of that nearly forgotten decision to banish their fallen comrades.

Some Jedi denounce the Order's zeal to extinguish every trace of the Sith in the war's aftermath, and many think the Sith extinct. Then the mortal enemy of the Jedi returns in force. First the Jedi Knights Exar Kun and Ulic Qel-Droma turn to the dark side and ally themselves with the Krath, a dark-side cult borne of ancient Sith tradition. As the newly revived Sith Empire thrusts the galaxy into the conflict that would come to be called the Great Sith War, Ulic Qel-Droma cements his power by defeating the Mandalore and binding the Mandalorian warrior clans to his cause. The Jedi face not only fanatical soldiers and skilled warriors but also their own comrades; Jedi flee the Order to join the Sith cause, and the Sith begin to regain the numbers they once had during the Great Hyperspace War.

During this time, the Jedi Order is at the summit of its power and self-confidence. The Jedi High Council is a largely ceremonial body with no real authority over Jedi. Jedi Masters and Watchmen are entrusted to maintain peace and train the new generations of Jedi, allowing remarkable diversity and freedom of ideas. Though a dichotomy of "light" and "dark" remains firmly entrenched, schools of thought abound about how to best serve the Force. Jedi Padawans are regularly accepted in their teens and twenties, and even though Jedi Knights rarely take more than two apprentices, a single Jedi Master might have dozens. Unfortunately, the Jedi suffer heavy losses during this war, and by the time the Jedi defeat Qel-Droma and the rest of the Sith Empire their numbers are drastically diminished.

The Restoration (3,995-3,966 BBY)

Humbled by the Great Sith War, the Jedi undertake major reform. The Jedi Council seeks to hold Jedi Masters and Watchmen to a higher standard of accountability and asserts more uniform practices. But as Jedi Code appendices indicate, Jedi do not rule over others, and the council faces a long, uphill battle toward claiming unquestioned authority.

Tension is thick as differing points of view polarize the order, and the council seeks a responsible median. The Republic views the Jedi Council's newfound sternness as positive, but Jedi accustomed to a looser hierarchy see the council as oppressive in its influence. Conversely, some Jedi are enthusiastic about implementing more stringent policies. The secret Jedi Covenant is one example of a reactionary group that Jedi heroes might oppose.

Though few galaxy-spanning threats are apparent during this time, the Jedi must still deal with remnants of the Sith Empire, though this is a lower priority given their need to rebuild the order. The Jedi expunge the Mecrosa Order from the decadent Tapani Sector, and the Great Hunt turns Jedi into exterminators, slaying terentateks and other Sithspawn left over from the Great Sith War. However, the Order returns to some semblance of normal operation, with Jedi running down pirates, breaking up crime rings, adjudicating planetary disputes, and fighting pockets of Mandalorian marauders on distant worlds.

The Mandalorian Wars (3,965-3,960 BBY)

Once again the galaxy plunges into war as the Mandalorians, thought disorganized after their defeat in the Great Sith War, begin their onslaught of Republic worlds at the command of Mandalore the Ultimate. Even though Jedi numbers have recuperated, their confidence and solidarity has not. This first interstellar crisis since the Great Sith War highlights the rift in Jedi ideology, with rogue Jedi pressing the Council to help the Republic and the Jedi Council taking a stance of noninvolvement. Once the charismatic Jedi Knight Revan defiantly joins the Mandalorian Wars, other Jedi must choose a side. The Revanchists, as those Jedi who choose to defy the Council and join the war are called, are heralded as heroes by the Republic and its citizens.

Jedi fighting the Mandalorians experience regular interaction with grateful Republic soldiers as they share the mess halls, battleships, and front lines. Reluctant Jedi are drawn into the war, but some of Revan's followers abandon the fight once they see how thoughtlessly their leader approaches the dark side. Some of Revan's recruits are spies, reporting back to the council, but few are prepared for Revan's betrayal. At Malachor V, Revan confronts Mandalore the Ultimate, drawing him into a trap and activating a superweapon known as the Mass Shadow Generator. The Mandalorians are destroyed, but celebrations are cut short as Revan, already steeped in the dark side from his dealings with Sith remnants, flees to the Unknown Regions, taking a large piece of the Republic military with him.

The Jedi Civil War (3,959-3,956 BBY)

When Revan and Malak Return from the Unknown Regions at the head of a revitalized Sith Empire, the Jedi are inevitably drawn into the conflict as the Republic fights to defend itself against the might of the Sith. Though the Jedi Civil War is precipitated by a betrayal from within their own ranks, the Jedi have been preparing for battle since the Great Sith War. Witnessing the Sith corruption of Revan's army, the Jedi are again filled with conviction, fighting with impunity beside loyal Republic soldiers. Popular opinion of the Jedi, however, has declined steeply. Failing to comprehend the convoluted causes of the invasion of the Sith Empire, the galactic citizenry understands only that Jedi they once championed against the Mandalorians have now betrayed them; hence, they refer to the conflict as the Jedi Civil War.

The Jedi Civil War rages for several years until the Council decides to deal the Sith a major blow. A Jedi strike team, led by legendary Jedi Knight Bastila Shan, lands on Darth Revan's flagship, captures him, and brings him back to the Republic. The Jedi convert Revan back to the light side of the Force, purging from him the corruption of the Sith. With Revan's help the Jedi locate the Star Forge—the source of the Sith military's resurgence—and defeat Darth Malak. Having defeated the Sith leaders, the Jedi continue to struggle against the remnants of the Sith Empire, who retreat behind their borders to recuperate.

The Dark Wars (3,955-3,951 BBY)

With their leaders defeated, the Sith Empire crumbles, and the Jedi face not a single, united Sith front, but instead a dozen or more Sith warlords who fight against the Republic, the Jedi, and each other. Unfortunately for the Jedi, a small cadre of Sith warlords manage to band together long enough to deal a staggering blow to the Order, using assassins to decimate the Jedi, leaving but a handful of survivors. This is a dire time for the Jedi. Reeling from crippling losses sustained during the Jedi Civil War, the Order hobbles on the brink of extinction. The Jedi Council's authority has completely broken down and satellite academies are near-empty. The surviving Jedi are on a desperate mission to find the source of the killings.

After the Sith Triumvirate is discovered and eliminated by a surviving Jedi, the few remaining Jedi resurrect the Order from the ashes of its defeat.

"If we're going to have a Jedi Council at all, then somebody, somewhere, is going to do what it tells them!"

—Master Vrook Lamar

Knights of the Galactic Republic

The following archetypes can be used by Gamemasters in any *Knights of the Old Republic* campaign.

Gray Jedi

Since The Great Sith War, the Jedi Order has undergone serious change. Historians revisit the Jedi Code to produce a more literal and more restrictive translation of the ancient credo. Falling between the cracks are those Jedi who do not necessarily agree with reinterpreting 20,000 years of proper Jedi etiquette. Like others, these "Gray Jedi" grope for a new paradigm of right and wrong, but consider themselves beholden only to the Force and to their own consciences when determining their path.

These mavericks are regularly at odds with the Jedi Council. They reject strictures against admitting Jedi hopefuls over age four, and they defy the prohibition of Jedi having families. These rogue Jedi search their feelings and the Living Force to determine their actions rather than relying on an increasingly inscrutable Jedi Council. Gray Jedi recognize that theirs is a precarious position, but they believe moral certainty demands tempting the dark side.

Gray Jedi **CL 5**
Medium Human Jedi 4/scoundrel 1
Force 2; **Dark Side** 1
Init +9; **Senses** Perception +9
Languages Basic, Huttese

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18; Dodge
hp 53; **Threshold** 17

Speed 6 squares; Running Attack
Melee lightsaber +7 (2d8+2)
Ranged blaster pistol +6 (3d6+3)
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot, Running Attack, Sneak Attack
Special Actions Adept Negotiator
Force Powers Known (Use the Force +15): *Force thrust, ionize, mind trick*

Abilities Str 8, Dex 14, Con 12, Int 12, Wis 14, Cha 14
Talents Adept Negotiator, Equilibrium, Sneak Attack
Feats Dodge, Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +10, Initiative +10, Perception +10, Use the Force +15
Possessions blaster pistol, Jedi robes, lightsaber

Jedi Covenanter

Zeal is not a Jedi virtue. Nonetheless, when it comes to Sith, the Jedi Covenant makes the exception. This secret sect was formed in reaction to Exar Kun's unforeseen Sith ascendancy. Members undergo traditional Jedi training, but most are Jedi Consulars rigorously schooled in *farseeing*. Monitoring the flow of the Force, they police the future for any remote sign of the Sith's return.

Constant immersion in the Unifying Force makes many Covenanters callous with a distinct streak of paranoia. Their ethical judgment can be affected by their perceived knowledge of coming events. Though well intentioned, they carry out repellant acts based on visions, mollifying themselves by believing they have averted a greater evil.

Jedi Covenanter **CL 7**
Medium Human Jedi 7
Force 2
Init +9; **Senses** Use the Force +15
Languages Basic, Sith

Defenses Ref 18 (flat-footed 17, 13 with Flurry), Fort 17, Will 20
hp 60; **Threshold** 17

Speed 6 squares
Melee lightsaber +9 (2d8+2)
Melee lightsaber +11 (2d8+2) with Flurry
Ranged by weapon +8
Base Atk +7; **Grp** +8
Atk Options Acrobatic Strike, Flurry
Special Actions Collective Visions, Coordinated Attack
Force Powers Known (Use the Force +15): *battle strike, farseeing, Force resistance, Force thrust, mind trick, move object, slow, vital transfer*

Abilities Str 8, Dex 13, Con 11, Int 13, Wis 16, Cha 14
Talents Force Perception, Collective Visions, Visions, Watch Circle Initiate
Feats Acrobatic Strike, Coordinated Attack, Flurry, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +9, Initiative +9, Knowledge (galactic lore) +9, Perception +15, Use the Force +15
Possessions Jedi robes, lightsaber (self-built)

Jedi Shadow

Despite the name, Jedi Shadows are steadfast defenders of the light. Shadows are selected for Jedi Council approval by their masters and are trained to sniff out evil. Their goal is the obliteration of the dark side, including the Sith and any other malevolent Force organization. In disguise, under cover of night or the Force, they venture where the stench of darkness is pungent, gathering intelligence to deal villainy a killing blow.

Shadows are typically humorless loners. Their perceptions of reality are black and white, and they see signs of the dark side everywhere, even among their peers. Shadows are, therefore, implemented cautiously, seeing most action after epic Force conflicts. They have no qualms about lying to or betraying those who are evil, but they exercise restraint, understanding their definition of "evil" does not always match the Council's. Some Jedi Shadows, however, believe in a more aggressive approach. From these, the Jedi Covenant has created its own secret police of "Covenant Shadows."

Jedi Shadow **CL 10**
Medium Human Jedi 7/Jedi Knight 3
Force 2
Init +12; **Senses** Perception +11
Languages Basic, Huttese, Rozzum, Sith

Defenses Ref 19 (flat-footed 17), Fort 18, Will 18
hp 78; **Threshold** 18

Speed 6 squares
Melee lightsaber +13 (2d8+5)
Ranged by weapon +11
Base Atk +10; **Grp** +12
Atk Options Whirlwind Attack
Special Actions Combat Reflexes, Melee Defenses, Sentinel's Gambit, Sentinel Strike +1d6
Force Powers Known (Use the Force +15): *Force resistance, Force thrust, negate energy, rebuke*

Abilities Str 11, Dex 14, Con 13, Int 16, Wis 12, Cha 10
Talents Clear Mind, Dark Deception, Dark Side Scourge, Dark Side Sense, Sentinel's Gambit, Sentinel Strike +1d6
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +12, Endurance +11, Initiative +12, Knowledge (galactic lore) +12, Perception +11, Use the Force +15 (can reroll when avoiding detection by the Force, must take second result; and can reroll when sensing opponents with a Dark Side Score of 1+, must take better result)
Possessions lightsaber (self-built), medpac, syntherope



A Jedi Shadow sneaks aboard a Herald-class shuttle

Jedi Battlemaster

Dedicated to the art of war, Battlemasters are experts in more melee styles than most beings know exist. Rather than seeking equilibrium between contemplation and physical training, they channel all their Jedi reflexes into fighting, obtaining peaceful communion with the Force in the midst of their transformation into living weapons. Jedi Battlemasters' concentration on combat can draw them precariously close to the dark side, and some subconsciously relish this flirtation. Jedi Battlemasters are also among the most talented battlefield leaders and commanders of the Jedi and are highly sought after by Republic forces requesting aid from the Order.

Jedi Battlemaster **CL 12**
Medium Human Jedi 7/Jedi Knight 5
Force 4
Init +14; **Senses** Perception +8
Languages Basic, Bunduki, Huttese

Defenses Ref 27 (flat-footed 24), Fort 24, Will 26; Block, Deflect
hp 89; **Threshold** 24

Speed 6 squares
Melee lightsaber +17 (2d8+9) or
Melee lightsaber +12 (2d8+9) and
short lightsaber +12 (2d6+9)
Ranged blaster pistol +15 (3d6+6)
Base Atk +12; **Grp** +15
Atk Options Acrobatic Strike
Special Actions Battle Meditation, Defensive Circle, Force Revive, Jedi Battle Commander
Force Powers Known (Use the Force +16): *battle strike (2), Force slam, Force thrust, Force whirlwind, surge*

Force Technique Force Power Mastery (*battle strike*)
Abilities Str 13, Dex 17, Con 11, Int 12, Wis 14, Cha 11
Talents Battle Meditation, Block, Defensive Circle, Deflect, Jedi Battle Commander, Riposte, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +14, Initiative +14, Pilot +14, Use the Force +17
Possessions Jedi robes, lightsaber (self-built), short lightsaber

A Jedi Battlemaster dispatches a pair of Mark I Assault Droids



Jedi Watchman

Stationed on or near trouble worlds, Watchmen are often the highest-ranking representatives of authority in their star system. They are selected by the Jedi Council and are frequently either Jedi Masters or Jedi Knights, accomplished in both diplomacy and "aggressive negotiations." A Watchman is also never alone, with at least one Padawan—or as many as two dozen—under wing to help maintain order. Each Jedi Watchman is assigned a particular planet or group of star systems to observe and protect.

Jedi Watchmen are also responsible for identifying Jedi candidates, hence the many pupils. Since the Great Sith War, however, the council discourages Watchmen from taking multiple apprentices and urges them to reject adolescent Jedi aspirants—sometimes even those just a few seasons too old.

"We all have our heroes. And when we watch them fall, we die inside."

—Master Atris

Jedi Watchman CL 14
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 1; **Force** 5
Init +13; **Senses** Perception +14
Languages Basic, Huttese

Defenses Ref 28 (flat-footed 27), Fort 29, Will 28; Block, Deflect
hp 123; **Threshold** 29

Speed 6 squares
Melee lightsaber +17 (2d8+8) or
Melee lightsaber +14 (2d8+8) and
lightsaber +14 (2d8+8) with Double Attack or
Melee lightsaber +9 (2d8+8) and
lightsaber +9 (2d8+8) and
lightsaber +9 (2d8+8) with Triple Attack
Ranged by weapon +15
Base Atk +14; **Grp** +15
Atk Options Double Attack (lightsabers), Triple Attack (lightsabers), Whirlwind Attack
Special Actions Adept Negotiator, Force Warning, Melee Defenses, Vigilance
Force Powers Known (Use the Force +19): *battle strike, energy resistance, farseeing, Force resistance, Force slam, ionize, mind trick, sever Force, vital transfer*
Force Techniques Dominate Mind, Improved Force Slam
Force Secrets Multitarget Power

Abilities Str 13, Dex 12, Con 14, Int 12, Wis 15, Cha 14
Talents Adept Negotiator, Block, Deflect, Force Warning, Multiattack Proficiency (lightsabers), Redirect Shot, Vigilance, Watchman's Advance
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defenses, Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +13, Knowledge (galactic lore) +13, Perception +14, Use the Force +19
Possessions Jedi robes, lightsaber (self-built)

Guardians of Peace and Justice

The Jedi Order as a whole contributes much to the peace and turmoil in the galaxy during this time period, but it is the contributions of individual Jedi that echo loudest through the years.

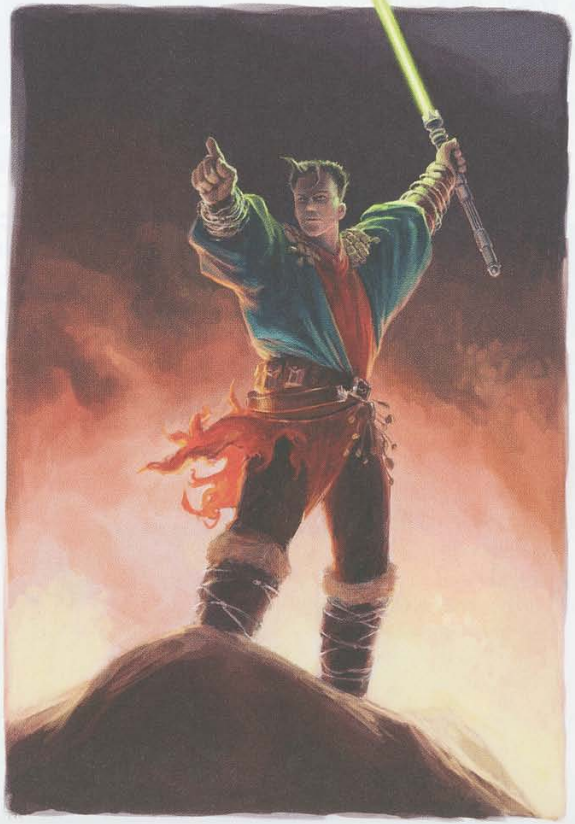
Ulic Qel-Droma

Apart from the respected Lost Twenty, only a handful of Jedi are known to have purposely given into the dark side to conquer it from within; Ulic Qel-Droma is one of these.

Ulic's naïveté regarding the dark side stems from spending his childhood not in the Jedi Temple, but with his brother Cay and cousin Duron on Alderaan, where he studies all forms of knowledge obsessively. Eventually his mother, a renowned Jedi, arranges for Ulic and Cay to apprentice under the fatherly Jedi Watchman Arca Jeth. But when Arca falls fighting the Krath, Ulic infiltrates the cult, seeking revenge by learning the Krath's dark-side secrets and using them to try and destroy the organization.

Ulic's self-confidence is his undoing. Intoxicated by power, he plunges into the dark side, teaming with Sith-aspirant Exar Kun. Becoming Kun's Sith apprentice, Ulic helps to create the Brotherhood of the Sith and sets out to forge a new Sith Empire. He wins the Mandalorians' loyalty and spreads genocidal-scale death with the Dark Reaper superweapon. However, when Ulic takes his brother's life, grief drives him to betray Kun and turn away from his dark ways.

Severed from the Force by the great Jedi Nomi Sunrider, a humbled Ulic roams the galaxy. Eventually he arrives at frozen Rhen Var, where Nomi's daughter Vima seeks Ulic as her master, slowly returning him to the side of good. When Ulic is killed by a misguided "hero," he becomes one with the Force, a redeemed man.



Ulic Qel-Droma

Ulic's cousin Duron shoulders the task of clearing the Qel-Droma name, destroying Sith remnants in the Cleansing of the Nine Houses and eradicating nightmare Sith creations such as silan, terentateks, and giant wyrms in the Great Hunt.

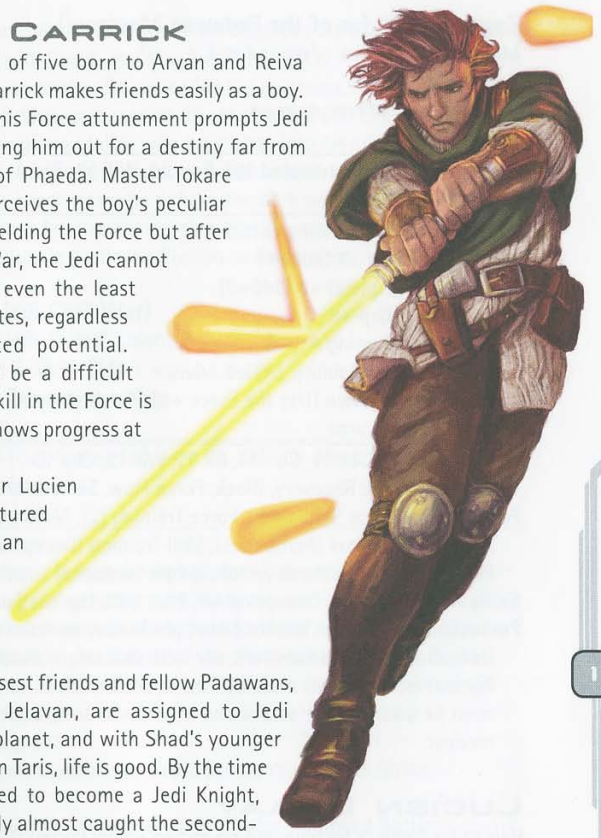
Ulic Qel-Droma (Redeemed) **CL 17**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 5
Destiny 1; **Force** 8, Strong in the Force; **Dark Side** 1
Init +16; **Senses** Improved Sense Surroundings, Perception +15
Languages Arkanian, Basic, Ryl, Sith

Defenses Ref 33 (flat-footed 30), Fort 34, Will 32; Block, Deflect
hp 178; **Threshold** 34

Speed 6 squares
Melee lightsaber +21 (2d8+13) or
Melee lightsaber +18 (2d8+13) and
lightsaber +18 (2d8+13) with Double Attack or
Ranged by weapon +20
Base Atk +17; **Grp** +20
Atk Options Acrobatic Strike, Double Attack (lightsabers), Whirlwind Attack
Special Actions Melee Defenses
Force Powers Known (Use the Force +20): *battle strike, dark rage, farseeing, Force grip, Force resistance, Force slam, ionize, move object, negate energy*
Force Techniques Force Power Mastery (*battle strike*), Improved Ionize, Improved Force Slam, Improved Sense Surroundings

Abilities Str 16, Dex 16, Con 18, Int 14, Wis 15, Cha 14
Talents Affliction, Block, Deflect, Djem So, Force Warning, Slashing Charge, Multiattack Proficiency (lightsabers), Riposte, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore)+15, Perception +15, Use the Force +21
Possessions lightsaber, comlink, various personal belongings

Zayne Carrick



The middle child of five born to Arvan and Reiva Carrick, Zayne Carrick makes friends easily as a boy. But at age four, his Force attunement prompts Jedi attentions, singling him out for a destiny far from his homeworld of Phaeda. Master Tokare of Dantooine perceives the boy's peculiar difficulties in wielding the Force but after the Great Sith War, the Jedi cannot afford to reject even the least capable candidates, regardless of their expected potential. Zayne proves to be a difficult student whose skill in the Force is meager, yet he shows progress at surprising times.

Under Master Lucien Draay, good-natured Zayne ekes out an unexceptional apprenticeship on Taris—one grueling day at a time. Zayne's closest friends and fellow Padawans, including Shad Jelavan, are assigned to Jedi Masters on the planet, and with Shad's younger sister Shel also on Taris, life is good. By the time he is to be tested to become a Jedi Knight, Zayne has already almost caught the second-rate racketeer Marn "The Gryph" Hierogryph on several occasions, and is positive the eighth time will be the charm.

On Zayne's ninth attempt, he finally succeeds. Unfortunately, the timing could not have been worse. Late for his classmates' knighting rite, he races back to the temple, leaving Gryph temporarily magnacuffed to his speeder, and barges in on the would-be ceremony.

What Zayne sees changes his life. Lightsabers ablaze, Lucien and the other Jedi Masters stand over the slain corpses of his Padawan classmates. In shock, Zayne runs, taking Gryph along for the ride while the Jedi Masters give chase. Though they escape, Zayne is named the primary suspect in the "Padawan Massacre," and Gryph is identified as his accomplice. Descending into Taris's dilapidated sublevels, the fugitives hook up with two of Gryph's underworld contacts and flee the planet.

Zayne's quest to clear his name leads him into the company of Camper, Jarael, and Rohlan Dyre, but with his new outlaw friends, the fugitive Padawan spends the Mandalorian Wars putting the pieces of this puzzle together.

Zayne Carrick (as of the Padawan Massacre) CL 7
Medium Human Jedi 6/scoundrel 1
Destiny 2; **Force** 3
Init +5; **Senses** Perception +4
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 20, Will 19; Block
hp 75; **Threshold** 20

Speed 6 squares; Running Attack
Melee lightsaber +7 (2d8+4)
Ranged blaster pistol +8 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Running Attack
Special Actions Mobility, Skilled Advisor
Force Powers Known (Use the Force +9): *Force slam, mind trick, move object, surge*

Abilities Str 13, Dex 15, Con 14, Int 11, Wis 12, Cha 13
Talents Acrobatic Recovery, Block, Force Flow, Skilled Advisor
Feats Dodge, Force Sensitivity, Force Training (2), Mobility, Running Attack, Skill Focus (Acrobatics), Skill Training (Deception), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +15, Deception +9, Pilot +10, Use the Force +9
Possessions lightsaber, blaster pistol, phrik-alloy vambraces (unique item: worn on both forearms; use with Jedi talent Block instead of lightsaber; both arms must be free to use the Block talent, and Zayne must be aware of the attack and not flat-footed), utility belt with medpac

Lucien Draay

Heir to his family's fortune and respected name, Lucien Draay is son to one of the greatest Jedi sibyls. A talented instructor but a poor mother, Krynda Draay neglects Lucien in favor of Jedi younglings who, like her, demonstrate affinity for peering into the vortex of the future and extracting pristine pearls of insight. Lucien takes after his father, Barrison, having the talents of a Jedi warrior rather than an augur. With his father dead in the Great Sith War and his mother unavailable, Lucien grows spiteful and develops a love-hate surrogate relationship with his family's confidant Haazen—a shrewd man who had failed in his Jedi training.

Haazen convinces Krynda to make Lucien the guardian of her young seers circle. Lucien soon dominates the seers, but Krynda controls them all. They become the First WatchCircle of Krynda's Jedi Covenant, a secret organization sworn to prevent the Sith's return by all necessary means. Lucien keeps the WatchCircle together despite their individual obligations to become Jedi Masters. Eventually, Lucien's WatchCircle is assigned to Taris, where they take on new Padawans, including Lucien's, Zayne Carrick.

During their Padawans' Jedi trials, the WatchCircle seers get what they have been waiting for—a terrifying vision of galactic turmoil and their own deaths. Worse, one of their Padawans seems destined to become a new Dark Lord! Panic-stricken and determined, the WatchCircle slaughters its students like nerf cattle.

When Zayne escapes, Lucien frames him for the murder of his classmates, earning the boy a death mark. Convinced Zayne is the envisaged "Dark Lord," Lucien obsessively hunts for him, brushing aside any obstacles to his vendetta against the Sith menace that left him parentless.

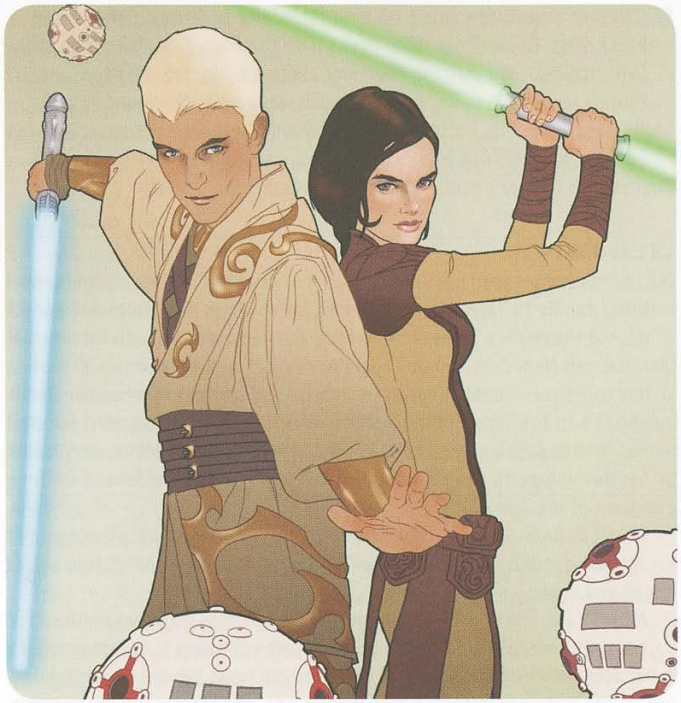
Lucien Draay CL 15
Medium Human noble 3/Jedi 5/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7; **Dark Side** 5
Init +14; **Senses** Perception +14
Languages Arkanian, Basic, Feeorin, High Galactic, Miralukese, Togruti

Defenses Ref 30 (flat-footed 28), Fort 30, Will 30; Block, Deflect
hp 121; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+10) or
Melee lightsaber +17 (2d8+10) with Rapid Strike or
Melee lightsaber +16 (2d8+10) and lightsaber +16 (2d8+10) with Double Attack or
Melee lightsaber +14 (2d8+10) and lightsaber +14 (2d8+10) with Rapid Strike and Double Attack
Ranged by weapon +16
Base Atk +14; **Grp** +17
Atk Options Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Riposte, serenity
Force Powers Known (Use the Force +14): *battle strike* (2), *farseeing, Force slam* (2), *Force thrust, move object, negate energy, rebuke*
Force Secrets Quicken Power
Force Techniques Force Point Recovery (2)

Abilities Str 16, Dex 15, Con 14, Int 14, Wis 14, Cha 15
Talents Block, Connections, Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Riposte, Shii-Cho, WatchCircle Initiate, Wealth
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Power Attack, Rapid Strike, Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +14, Pilot +14, Use Computer +14, Use the Force +14
Possessions lightsaber (self-built), Jedi robes, comlink (encrypted), code cylinder, datapad, personal space yacht

LUCIEN DRAAY AND BASTILA SHAN



BASTILA SHAN

Maybe the most heroic Jedi of her time, Bastila Shan was a Jedi exemplar. The dark side, however, erodes even the purest lights.

Born on Talravin, at an early age Bastila exhibits an independent streak and a startling Force acuity that inevitably leads to Jedi life. Her ability to affect minds blossoms with astounding speed and scope, and she becomes one of the youngest Jedi ever to master battle meditation. This sweeping Force power, which infuses allies with hope while simultaneously strangling enemy morale, has in the past reversed whole wars, and as the Jedi Civil War engulfs the galaxy, Bastila hopes to turn the tide toward Jedi favor.

She does just that, in the most direct way possible. Storming Darth Revan's own command ship, Bastila's Jedi strike team captures the Dark Lord. Thanks to Revan's treasonous apprentice Darth Malak, a turbolaser blast aimed at Revan's ship knocks him comatose, and Bastila uses the Force to keep Revan alive, establishing a telepathic bond between them. Upon returning to the Jedi Council with her Sith prize, she helps to concoct an audacious plan. After using the Force to temporarily wipe Revan's memories, Bastila coaxes him into revealing priceless intelligence about the Sith enemy. The scheme is controversial at best. Mind-wiping is considered an immoral Force application, and there is no telling how Bastila's Force bond with the Dark Lord would affect her. Yet, with trepidation, the Council proceeds.

In the end, they fail to account for two distinct possibilities: that Bastila would fall in love with Revan; and that Bastila, purest of Jedi, would fall to the dark side. As Bastila watches Revan for Sithlike reversion, she becomes enamored of his unexpectedly compassionate nature. Amid this emotional turmoil, she is captured by Darth Malak, who twists her into his apprentice.

With the roles of Sith and Jedi reversed, Bastila confronts Revan on the Star Forge. Revan asks her to come back from the dark side for both their sakes, and after witnessing Revan's compassion, Bastila returns to the light, going on to use her invaluable battle meditation to help defeat the Sith Empire.

Bastila Shan (Jedi Civil War) **CL 17**
Medium Human Jedi 10/Jedi Knight 7
Destiny 3; **Force** 8; **Dark Side** 1
Init +17; **Senses** Perception +21
Languages Basic

Defenses Ref 24 (flat-footed 20), Fort 21, Will 22; Block, Deflect, Lightsaber **Defenses**
hp 127; **Threshold** 21

Speed 6 squares
Melee double-bladed lightsaber +23 (2d8+9/2d8+9) or
Melee double-bladed lightsaber +21 (3d8+9) with Rapid Strike or
Melee double-bladed lightsaber +23/+23 (2d8+9/2d8+9) or
Melee double-bladed lightsaber +21/+21 (3d8+9/3d8+9) with Rapid Strike
Ranged by weapon +21
Base Atk +17; **Grp** +18
Atk Options Accelerated Strike, Rapid Strike, Withdrawal Strike (lightsabers)
Special Actions Battle Meditation, Force Valor, Improved Battle Meditation, Jedi Battle Commander, Telepathic Link
Force Powers Known (Use the Force +16): *battle strike, Force grip, Force slam, Force whirlwind, mind trick, rebuke, slow, surge, vital transfer*
Force Techniques Improved Force Slam, Improved Move Light Object, Improved Sense Force

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 17
Talents Block, Battle Meditation, Deflect, Improved Battle Meditation, Jedi Battle Commander, Lightsaber Defense, Multiattack Proficiency (lightsabers), Riposte, Telepathic Link
Feats Accelerated Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Withdrawal Strike (lightsabers)
Skills Initiative +17, Perception +15, Use the Force +21
Possessions double-bladed lightsaber (self-built)

Jolee Bindo

Jolee Bindo was once filled with a verve and gusto that never failed to make fellow Padawans like Nomi Sunrider smile, but witnessing his wife's corruption by the dark side scars him for life.

In Bindo's time, it was not unusual for Jedi to wed. So when he marries his Force-sensitive wife Nayama, he enthusiastically trains her in the Jedi arts. Unfortunately, Bindo is not a Master; he is merely a Padawan. The end result is surprising only to him. When Exar Kun creates the Brotherhood of the Sith, Nayama is among his earliest Jedi recruits. When Kun orders his Sith brothers and sisters to murder their masters, husband and wife face off in mortal combat. Bindo emerges the victor, but he cannot strike down his better half. Spared, Nayama kills many Jedi, and the Sith proceed with activating the Dark Reaper superweapon, causing countless innocent deaths. Though Nayama is slain at the end of the Great Sith War, a sorrowful Bindo rejects promotion to knighthood and forsakes Jedi life.

Full of regret for his contribution to a war as pointless as any other, Bindo takes up smuggling. However, when a starship mishap strands him in Kashyyyk's depths, Bindo opts to stay buried there for next twenty years. Only when a mind-wiped Revan arrives does Bindo come out of seclusion. To his credit, Bindo retains his sense of humor and his heart remains good. He helps the amnesiac Jedi stay true to the light and puts an end to another Sith superweapon, the Star Forge, partly reconciling himself to his past.

Jolee Bindo (Jedi Civil War) **CL 11**
Medium Human Jedi 7/scoundrel 2/scout 2
Destiny 1; **Force** 4; **Dark Side** 1
Init +13; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 26 (flat-footed 23), Fort 23, Will 25
hp 85; **Threshold** 23

Speed 6 squares
Melee lightsaber +13 (2d8+6) or
Melee lightsaber +11 (3d8+6) with Rapid Strike
Ranged blaster pistol +12 (3d6+5)
Base Atk +9; **Grp** +12
Atk Options Point Blank Shot, Rapid Strike, Sneak Attack, Whirlwind Attack
Special Actions Adept Negotiator, Equilibrium, Melee Defenses
Force Powers Known (Use the Force +18): *battle strike, Force thrust, ionize, mind trick* (2), *move object, slow, wound*

Abilities Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 16
Talents Adept Negotiator, Beast Trick, Equilibrium, Force Persuasion, Force Pilot, Sneak Attack
Feats Force Sensitivity, Force Training (2), Melee Defenses, Point Blank Shot, Rapid Strike, Skill Focus (Use the Force), Skill Training (Mechanics), Skill Training (Survival), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack
Skills Deception +13, Initiative +13, Mechanics +11, Perception +13, Persuasion +18, Pilot +18, Survival +13, Use the Force +18
Possessions blaster pistol, Jedi robes, lightsaber (self-built)

Juhani

The lioness Juhani lived her life between extremes. A Cathar, she immigrates with her family to Taris after the Mandalorian Wars depredate her home-world, but the change helps little. In fact, Xor—a hardened Twi'lek slaver and Mandalorian Neo-Crusader—murders her father, and her mother, drowning in the consequent debt, literally works herself to death. Juhani becomes indentured to the Taris Exchange criminal organization and seems doomed to live out her days a slave. Then, a Jedi Knight comes to her rescue. Wowed by her dashing hero, Revan, Juhani makes up her mind to likewise become a servant of the Force.

Young Juhani resourcefully finds her way to Dantooine. There she is accepted for Jedi training by Master Quatra, and for once, her future seems bright and clear.

Juhani's training under Master Quatra progresses as many apprenticeships do, but over time Juhani's hot-tempered nature continues to create problems in her acceptance of the will of the Force. As she nears the end of her training, Juhani begins to lose control over her emotions, and Master Quatra knows it. Juhani gives into her fear and anger and apparently cuts down her Master; in truth, Quatra is merely testing Juhani, who fails disastrously.

Remorse and rage fill Juhani, and she retreats to her favorite grove—alone. Here Revan comes to her aid again, this time defeating her in a duel and sparing her life. In gratitude, Juhani joins Revan's quest for the Star Forge and crosses paths with her father's killer. Xor and his slavers ferociously attack her and Revan, and the Jedi defend themselves fiercely, critically wounding Xor. Yet, with Revan's help, Juhani refrains from slaying the slaver. She stays true to the Jedi Code, and as they continue their quest, Juhani becomes a pillar of the light side for Revan.

"JUST LET ME VENT MY ANGER! I NEED SOMEONE TO BLAME . . . SOMETHING, ANYTHING!"

—JUHANI

Juhani (Jedi Civil War) **CL 8**
Medium Cathar Jedi 8
Destiny 1; **Force** 2; **Dark Side** 1
Init +12; **Senses** Perception +5
Languages Basic, Catharese

Defenses Ref 22 (flat-footed 19), Fort 21, Will 20; Deflect, Lightsaber Defenses
hp 81; **Threshold** 21

Speed 6 squares
Melee lightsaber +13 (2d8+5) or
Melee claws +9 (1d6+5)
Ranged by weapon +11
Base Atk +8; **Grp** +9
Atk Options Natural Weapons
Special Actions Claw Lock, Combat Reflexes
Force Powers Known (Use the Force +16): *Force grip, Force stun, Force thrust, mind trick*

Abilities Str 13, Dex 16, Con 14, Int 11, Wis 12, Cha 14
Talents Block, Deflect, Lightsaber Throw
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +12, Use the Force +16
Possessions lightsaber (self-built)

Vandar Tokare

Olive-skinned, long-eared, and pint-sized, Vandar Tokare serves as the leading master of the respected Dantooine Jedi Council during the Mandalorian Wars.

Though the future is always in motion, Tokare excels at reading portents. His wisdom is frequently questioned by contemporaries such as Master Vrook Lamar, but as history engulfs the future, the diminutive Jedi's insights repeatedly prove correct. When the Jedi Exile comes to Revan's side against the Mandalorians (and against the Jedi Order's wishes), Tokare insists she will ultimately stay true to the light. In a premonition he also foresees the destruction set to befall the galaxy in the Jedi Civil War. Sadly, the warnings of this prophecy are all for naught when the Jedi Council misinterprets it as a warning against engaging Mandalore the Ultimate in battle. The resulting series of events leads to the Sith's resurrection and the death of Master Tokare.

But the Jedi Master does not meet his end quietly. Narrowly escaping an orbital bombardment of the Dantooine Jedi Enclave by Darth Malak's forces, Tokare goes on to fight in the final battle over Rakata Prime, where Darth Malak and the Sith are defeated.

The victory is temporary, however. Fifty years of betrayals, defections, and death have dwindled the Jedi spirits and numbers. Meanwhile, Sith survivors wage civil war, culling the weak and electing leadership by the lightsaber's blade. This new Sith blood executes a divide-and-conquer tactic, targeting the Jedi for eradication, while the Republic, also reeling, is unable to defend them. To divine the identities of their hunters, Master Tokare meets with most of the hundred surviving Jedi on the planet Katarr. It is just the moment that the Sith Lord Darth Nihilus has been waiting for. Through an unholy dark-side technique, Nihilus murders every living being on Katarr, including Master Tokare. Perhaps Tokare's prescient faculties at last fail him, or perhaps Tokare's instincts lead him to become one with the Force.

Vandar Tokare (Dark Wars) **CL 17**
Small Jedi 7/Jedi Knight 5/Jedi Master 5
Destiny 3; **Force** 8, Strong in the Force
Init +16; **Senses** Use the Force +21
Languages Basic, Draethos, Kreva

Defenses Ref 34 (flat-footed 21), Fort 31, Will 33; Block
hp 133; **Threshold** 31

Immune fear effects
Speed 4 squares
Melee short lightsaber +21 (2d6+7/×3) or
Melee short lightsaber +18/18 (2d6+7/×3) with Double Attack
Ranged by weapon +20
Base Atk +17; **Grp** +15
Atk Options Ataru, Double Attack (lightsabers), Triple Crit (lightsaber)
Special Actions Battle Meditation, Force Suppression, Force Warning, Gauge Force Potential, Melee Defense, serenity
Force Powers Known (Use the Force +21): *battle strike, energy resistance, farseeing, Force disarm, Force resistance, Force slam, Force whirlwind, ionize, kinetic combat, mind trick, move object, rebuke, sever Force, slow, vital transfer*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Kinetic Combat, Improved Vital Transfer

Abilities Str 8, Dex 16, Con 12, Int 15, Wis 19, Cha 17
Talents Ataru, Battle Meditation, Block, Force Perception, Force Suppression, Force Warning, Gauge Force Potential, Multiattack Proficiency (lightsabers), Riposte, Visions
Feats Double Attack (lightsabers), Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Melee Defenses, Skill Focus (Knowledge [galactic lore]), Skill Focus (Use the Force), Strong in the Force, Triple Crit (lightsaber), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +20, Perception +21, Use the Force +21
Possessions Jedi robes, 2 short lightsabers (self-built)

The Jedi Exile

She saves the Jedi from extinction, and though her name is lost to history, she becomes known as the Jedi Exile.

The Jedi Exile's training begins on Dantooine as Jedi Knight Kavar's informal apprentice. After he leaves to fight Mandalorians in the early skirmishes before the outbreak of the Mandalorian Wars, she trains with other masters, including Vima Sunrider, who cautions the Jedi Exile to be mindful of her powers, particularly her aptitude for severing another's connection to the Force.

Within a decade, the Mandalorian Wars erupt in earnest. Inspired by Master Kavar's example, the Jedi Exile rallies alongside the charismatic Revan, and she becomes his most trusted general besides Malak by war's end. In the so-called *Ani'la Akaan* or "Great Last Battle" above Malachor V, Republic and Mandalorian armadas clash in Revan's carefully choreographed gambit. When the Mandalorians are in position, the Jedi Exile springs the trap, unleashing an apocalyptic weapon called the Mass Shadow Generator. The Mandalorian navy is decimated in a space-rending gravitational crush—as is the Republic fleet. Thousands of soldiers the Exile had led in battle and befriended are killed instantly. The disturbance in the Force is so great that the Jedi Exile instinctively severs herself from the Force before the backlash rips her to pieces.

Grief-stricken and intractable, she returns alone to answer for herself and, by extension, Revan and his errant Jedi. With the pestilence of the Malachor V deaths clinging to the unrepentant Jedi, the Council is not kind. Though a similar decree had culled the seeds of the old Sith Empire from their own ranks, the Council excommunicates her, reasoning that, dead to the Force, permanent banishment is punishment enough for her. Like the denounced Jedi renegades of old, she too is now an exile.

While the Jedi Exile roams aimlessly, news comes of a Jedi Civil War—begun by Darth Revan. The news sends her spinning. Had she been so blind or is the galaxy so truly incomprehensible? She retreats further into herself, forsaking all Jedi principles except one: no attachments.

However, after the war, word comes that the Jedi are being exterminated, and after nearly ten years, the Jedi Exile returns. What she finds is a ruined Jedi Order, and an enigmatic Jedi Master—Kreia, who also claims to have been exiled and stripped of her Force powers. Kreia's union with the Jedi Exile creates a vergence in the Force that reconnects them to the energy field surrounding all living things. With Kreia, the Jedi Exile seeks out Jedi survivors in an effort to reconstitute the Order, collecting informal Jedi pupils of her own, such as Mical and Visas Marr. However, when Kreia reveals her identity as Darth Traya, the Jedi Exile is forced to kill her mentor along with the Dark Lord's apprentices. Afterward, she ventures into unknown territory searching for Revan, leaving her disciples to resurrect the Jedi.

The Jedi Exile (Dark Wars) **CL 15**
Medium Human Jedi 7/Jedi Knight 5/soldier 1/officer 2
Destiny 3; **Force** 6; **Dark Side** 2
Init +15; **Senses** Perception +15
Languages Basic, Huttese, Mando'a, Tchuukthese

Defenses Ref 31 (flat-footed 28), Fort 30, Will 33; Block, Deflect
hp 113; **Threshold** 30

Speed 6 squares
Melee lightsaber +20 (2d8+9) or
Melee lightsaber +18 (3d8+9) with Rapid Strike or
Melee lightsaber +15/15 (2d8+9) with Double Attack or
Melee lightsaber +13/13 (3d8+9) with Double Attack and Rapid Strike
Melee unarmed +17 (1d6+11) or
Ranged blaster pistol +18 (3d6+7)
Base Atk +15; **Grp** +18
Atk Options Double Attack (lightsabers), Rapid Strike
Special Actions Adept Negotiator, Beast Trick, Force Valor, Telepathic Link
Force Powers Known (Use the Force +22): *battle strike, Force resistance, Force thrust, Force whirlwind, mind trick, rebuke, sever Force, vital transfer*
Force Techniques Force Power Mastery (*sever Force*), Improved Sense Force

Abilities Str 14, Dex 16, Con 13, Int 16, Wis 16, Cha 20
Special Qualities command cover, share talent (Battle Analysis)
Talents Adept Negotiator, Battle Analysis, Beast Trick, Block, Deflect, Force Persuasion, Force Valor, Telepathic Influence, Telepathic Link
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Echani Training, Force Sensitivity, Force Training (2), Improved Defenses, Martial Arts I, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Knowledge (tactics) +15, Perception +15, Persuasion +22, Treat Injury +15, Use the Force +22
Possessions blaster pistol, lightsaber (self-built), Jedi robes

Visas Marr

As a Force-rich world, the Miralukan colony Katarr was already an appetizing target for Darth Nihilus, but when one hundred Jedi convene there during the Dark Wars, it becomes a full-course meal. With the power of the Dark Side, Nihilus obliterates all life on Katarr—all but Visas Marr.

Like all Miraluka, Visas is born Force-sensitive and physically blind, but when she awakes on Nihilus's ship, the *Ravager*, after Katarr's destruction, she realizes the Sith Lord has carved the flesh from her eye sockets so that she resembles him. Sundered by Nihilus's aura, young Visas can see only death in the Force. Accepting Nihilus's unspoken invitation, she pledges herself to the Dark Lord.

VISAS MARR



As Nihilus's Shadow Hand, Visas does her lord's bidding. This includes tracking down a disturbance in the Force that turns out to be the Jedi Exile. They cross lightsabers, and Visas is summarily beaten, subsequently vowing loyalty to her vanquisher. In the Jedi Exile's company, Visas finds renewed hope, and begins freeing herself of Nihilus's influence. At last dispelling her grief for the butchery at Katarr, Visas leads the Jedi Exile to her Sith master, and together they defeat the Dark Lord. To cut the last bond between herself and Nihilus, she peers beneath his death mask to look upon the face of pure evil.

After the Dark Wars, Visas is pivotal in restoring the Jedi Order.

Visas Marr (Dark Wars) **CL 9**

Medium Miraluka Jedi 7/Sith apprentice 2
Destiny 1; **Force** 3; **Dark Side** 14
Init +13 (can reroll, must take second result); **Senses** Use the Force +16
Languages Basic, Miralukese

Defenses Ref 21 (flat-footed 17), Fort 18, Will 19; Block, Deflect
hp 79; **Threshold** 18

Speed 6 squares
Melee lightsaber +15 (2d8+5) or
Melee lightsaber +10/+10 (2d8+5) with Double Attack
Ranged by weapon +13
Base Atk +9; **Grp** +13
Atk Options Double Attack (lightsabers), Riposte
Special Actions Dark Healing, Power of the Dark Side
Force Powers Known (Use the Force +16): *Force grip, move object, rebuke, shock, vital transfer, wound*
Force Techniques Improved Sense Force

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 15
Special Qualities Force sight, intuitive initiative
Talents Block, Dark Healing, Deflect, Force Perception, Power of the Dark Side, Riposte
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +13 (can reroll, must take second result), Perception +16, Use the Force +16
Possessions Jedi robes, lightsaber (self-built)

ATRIS

The road to the dark side is often paved with the best intentions. The story of Master Atris serves as the perfect parable.

The Great Sith War induces great philosophical upheaval in the Jedi Order. In its aftermath, Atris, a Jedi historian, attempts to revise the broken system of Jedi apprenticeship. Atris argues that, with liberal instruction practices such as dozens of Padawans training under a single Jedi Master, the radical bond of reciprocal apprenticeship, and Jedi beginning their training in their teens and later, there is little wonder that Exar Kun and Ulic Qel-Droma fell to the dark side. Invoking thousand-year-old recommendations by Master Simikarty, she lobbies for reducing the number of apprentices Masters can take and for limiting the age of Jedi candidates. She also advocates prohibiting romantic involvement for Jedi. Had not the First Great Jedi Schism been started by two lovers? Atris even endorses adoption of a more austere interpretation of the Jedi Code favored by the famed Master Odan-Urr, in memory of his recent death.

Master Atris's arguments find powerful purchase, and her peers offer her a seat on the Jedi Council. When the Mandalorian Wars erupt, Atris is a staunch opponent of Jedi involvement. When Revan defies the council, Atris feels betrayed. She condemns Revan, his followers, and the "freethinking" teachings of his Jedi Master, fellow historian Kreia. Revan's eventual turn to the dark side comes as little surprise.

After the Jedi Civil War, the future looks bleak for the Jedi. Though they won, their infrastructure is decimated and some *thing* is systematically hunting them. Orchestrating an irresistible lure, Atris calls a Jedi conclave on Katarr, where most of the one hundred remaining Jedi meet. She then leaks knowledge of the session to bait their killer into the open. Atris gets

what she wanted—at the expense of her Jedi comrades—when Darth Nihilus razes Katarr. Believing she can save the Jedi Order and once and for all shape it to her taste, Atris flees to Telos IV with the most important items from the Jedi Library, including Sith holocrons. There, she sets up a would-be Jedi praxeum.

At her Telos stronghold Atris is discovered by the Jedi Exile. Seemingly redeemed, she causes Atris great consternation, challenging the very crux of her rigid beliefs. This confusion manifests itself alternately as Atris helps the Jedi Exile find the remaining Jedi Masters, and as she succumbs to the whisperings of her Sith holocrons and Darth Traya—formerly Master Kreia. Atris's self-righteousness finally drives her into the dark side's embrace. But Atris's pride is no match for the Jedi Exile's lightsaber prowess. Atris becomes a captive in her own sanctum until such time as her role in nearly destroying the Jedi can be judged by Mical and a new Jedi Council.

Atris (Dark Wars) **CL 15**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2/Sith apprentice 1
Destiny 2; **Force** 7; **Dark Side** 9
Init +14; **Senses** Perception +14
Languages Basic, Echani, Old Galactic Standard, Sith

Defenses Ref 30 (flat-footed 28), Fort 29, Will 30
hp 115; **Threshold** 29

Immune fear effects
Speed 6 squares
Melee lightsaber +18 (2d8+10) or
Melee unarmed +15 (1d6+9)
Ranged by weapon +16
Base Atk +14; **Grp** +16
Atk Options Acrobatic Strike
Special Actions serenity, Fear, Force Suppression, Horror, Juyo
Force Powers Known (Use the Force +19): *dark rage, ionize, Force grip, Force lightning, Force stun, move object, rebuke* (2), *wound*
Force Secrets Multitarget Power
Force Techniques Improved Ionize, Improved Force Resistance

Abilities Str 13, Dex 15, Con 12, Int 16, Wis 14, Cha 14
Talents Adept Negotiator, Affliction, Deflect, Equilibrium, Force Focus, Force Suppression, Juyo, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Force Sensitivity, Force Training (3), Martial Arts I, Echani Training, Skill Focus (Knowledge [galactic lore]), Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Knowledge (galactic lore) +20, Perception +14, Pilot +14, Use the Force +19
Possessions Jedi historian robe, lightsaber (self-built), Sith holocrons

Celeste Morne

Secretive, unorthodox, and good at her job, Celeste Morne is one of the few mysterious Jedi known as Covenant Shadows. Like all Jedi Shadows, Morne has dedicated her life to wiping out the agents of the dark side through whatever means necessary. As a Covenant Shadow, she is completely off the Jedi Council's radar. She does not dress as a Jedi, she only rarely uses her lightsaber publicly, and she answers to no one except Lucien Draay. In many ways, Morne is the embodiment of the spirit of the Covenant Shadows; she operates completely in secret as a sleeper agent, going about her daily life while awaiting the call to duty.

Originally from Ossus, Morne wandered the galaxy after her home planet was devastated in the Great Sith War, eventually being raised by Krynda Draay and coming under the command of her son when she began training as a Jedi Shadow. She has served for years as an undercover agent of the Jedi, though she vanishes without a trace in 3,963 BBY under mysterious circumstances.

Celeste Morne **CL 12**
Medium Human Jedi 7/scoundrel 2/Jedi Knight 3
Destiny 2; **Force** 5; **Dark Side** 4; Strong in the Force
Init +13; **Senses** Perception +14
Languages Basic, Bocce

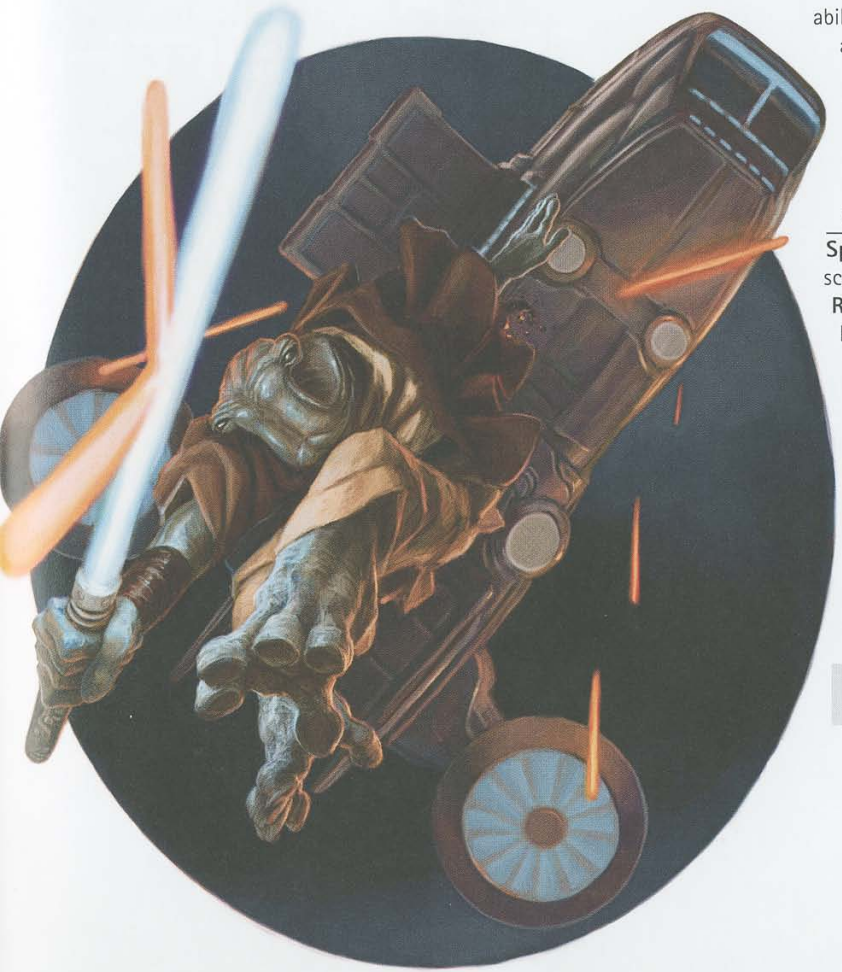
Defenses Ref 26 (flat-footed 24, with Flurry 21), Fort 24, Will 27; Deflect
hp 87; **Threshold** 24

Speed 6 squares
Melee lightsaber +15 (2d8+6) or
Melee lightsaber +17 (2d8+6) with Flurry
Ranged blaster pistol +13 (3d6+6)
Base Atk +11; **Grp** +13
Atk Options Dastardly Strike, Flurry, Sentinel Strike +2d8
Special Actions Force Haze
Force Powers Known (Use the Force +19): *battle strike* (2), *Force slam, mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Point Recovery

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 16
Talents Clear Mind, Dastardly Strike, Deflect, Force Haze, Improved Sentinel Strike, Sentinel Strike (2)
Feats Flurry, Force Sensitivity, Force Training (2), Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Deception), Skill Training (Stealth), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +19, Initiative +13, Knowledge (galactic lore) +12, Perception +14, Stealth +13, Use the Force +19
Possessions lightsaber (self-built), comlink, datapad, street clothes, utility belt, various personal belongings

Starships

The Jedi Order has little need for its own starships and vehicles, relying on the Republic for most of its transportation needs. However, the Jedi Covenant, funded by the Draay Trust, makes use of a unique starship when moving covertly through the stars.



The Revanchists are the first Jedi to leap into action during the Mandalorian Wars

Jedi Covenant Shuttle

The ornately designed *Baronial*-class luxury yachts from Eleaor Propulsion were commissioned by the Draay Trust. Too expensive for the Jedi Order's bankroll, these majestic 26-meter-long ships serve Covenant WatchCircles. Models can vary when credits talk, but seating capacity is restricted to a pilot and four passengers (or a Circle guardian and four seers), with removable benches in back for Padawans or cargo. Rigged for stealth and maneuverability, the yacht's shielding is not stupendous, but it is deceptively well armed and equipped with a modest hyperdrive.

Eleaor Propulsion Baronial-class Yacht **CL 6**
Colossal space transport
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 25; +12 armor
hp 115; **DR** 15; **SR** 10; **Threshold** 75

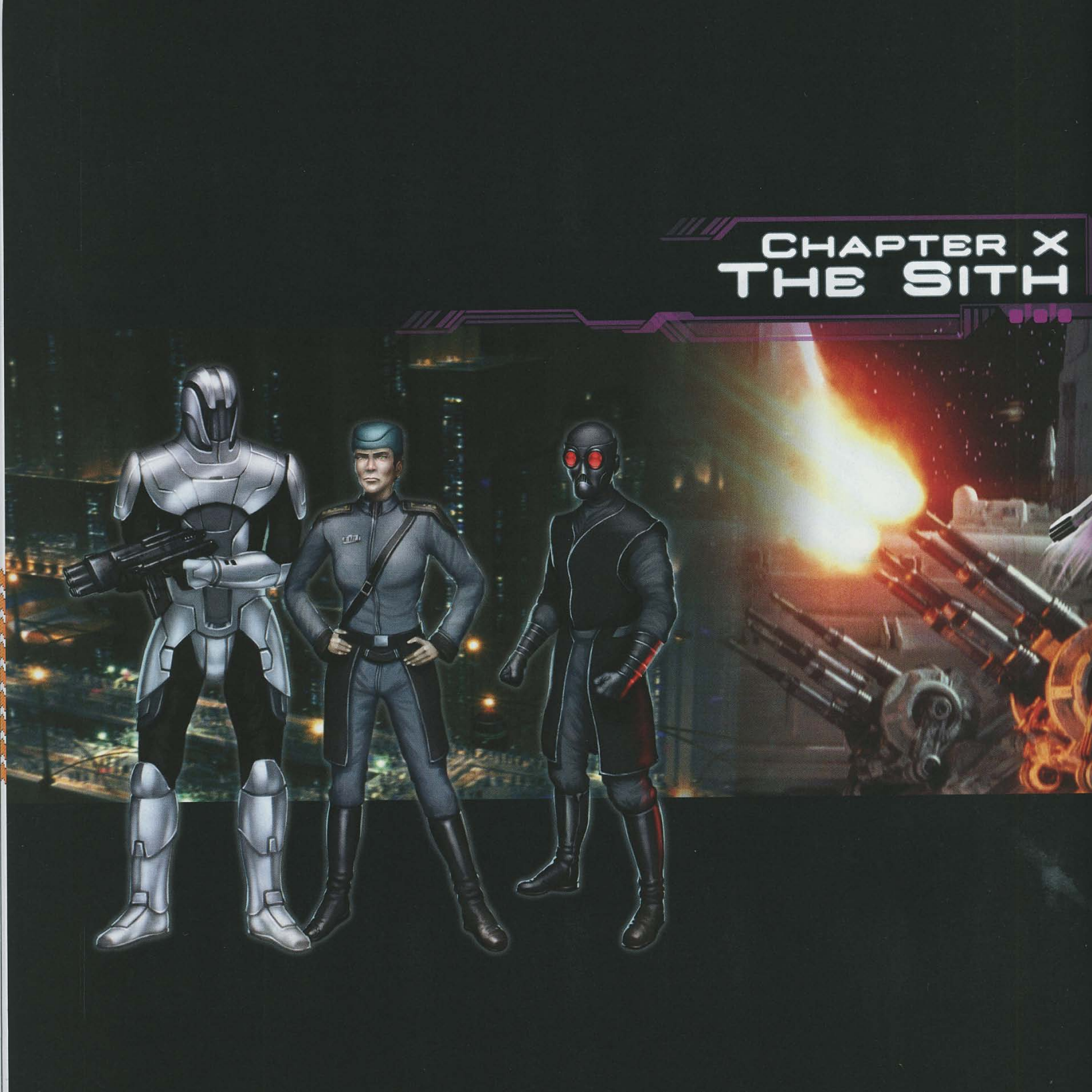
Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (double light laser cannons)

Abilities Str 41, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1 (skilled); **Passengers** 4
Cargo 30 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Restricted; **Cost** 200,000 (120,000 used)

Double light laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2

Chapter X
The Sith





Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.
—The Code of the Sith

The story of the Sith goes back one hundred thousand years, eons before even the rise of the Republic or the Jedi.

The Sith were a people who called the world Korriban home. But around the year 28,000 BBY, the archetypal model of ambition rises to power among them. This inflexible Sith ruler unites his world into a single kingdom, and claims the titles of both monarch and god of his people. History calls him King Adas, but according to legend, the Force bestows on him a different name: *Sith'ari*—the perfect being.

Three thousand years before the founding of the Republic, Adas's hegemony is invaded by the Rakatan Infinite Empire, an immensely powerful interstellar nation. Here, later Sith would say, they prove their right to rule the galaxy. Outsmarting the technologically superior invaders, Adas conquers the conquerors, sacrificing his life in the process. With the aliens' technology, the Sith prosper, colonizing nearby worlds and even banishing a group of pureblooded Sith as far away as Tund. But there is a greater gift the Infinite Empire bequeathed to the Sith—the dark side of the Force.

Eventually, the Sith are again visited by aliens, this time by the Dark Jedi exiled in the Hundred-Year Darkness. These exiles, initially called *Jen'jidai* in the Sith tongue, easily conquer the reigning Sith overlord, earning their leader Ajunta Pall the new title *Jen'ari* or "Dark Lord" of the Sith. Though a number of these Sith conquerors follow their leaders back to Republic space for revenge against the Jedi, many stay to interbreed with the Sith by alchemical means. For the next two thousand years, Jedi blood mixes with Sith, breeding out feeble characteristics of each species—such as superstition, sympathy, and loyalty—while sharpening desirable qualities such as ambition, cunning, and raw power in the Force. At last, around the year 5,000 BBY, the Sith Empire, led by the Dark Lord Naga Sadow, is ready and invades Republic space.

Because of treason, the Sith campaign fails, and special enforcers called Jedi Shadows zealously eradicate every last vestige of the Sith they find. But in a twist of irony, a few short centuries later, the Jedi Knight Freedon Nadd finds two Sith relics the Shadows missed. Taking instruction from both King Adas's holocron and Sadow's disembodied spirit, Nadd becomes a Dark Lord. In turn, he inculcates the Jedi Exar Kun into the Sith creed, consequently bringing the Republic to its knees as Kun's Brotherhood of the Sith instigates the Great Sith War.

Kun's Brotherhood is defeated, and in another blow, the Mecrosa Order, a long-time Sith bastion, overplays its hand in the Tapani Sector and is completely annihilated in the Cleansing of the Nine Houses. Still, the Sith need never fear extinction again. From the seed of Kun's conversion comes a host of Jedi followers, and after his death, his acolytes scatter throughout the galaxy with the teachings of the Sith ancients.

The Restoration and the Mandalorian Wars (3,995-3,960 BBY)

Though the forces of the Jedi and the Republic manage to throw back the combined forces of the Sith and the Krath during the Great Sith War, many followers of the Sith remain loyal to their ways. As the Republic rebuilds and subsequently engages the Mandalorians in a bloody war of attrition, remnants of the Sith Empire, some on worlds completely unknown to the Republic, continue to practice their dark arts in secret. Though they remain scattered and unable to mount a serious effort to regroup, Sith loyalists, fallen Jedi, and the descendants of powerful leaders in Exar Kun's Sith Empire await their chance to rebuild the mighty Sith Empire.

The Jedi Civil War (3,959-3,956 BBY)

They do not have to wait long, for soon Darth Revan and Darth Malak appear, resurrecting the Sith Empire in a Jedi Civil War. Returning from the Unknown Regions following the Mandalorian Wars, the two Sith Lords engage in a lightning-fast campaign to reestablish the Sith Empire and reclaim conquered worlds. Among the first planets retaken by the Sith is Korriban, which becomes one of the most important locations in the Sith Empire and houses the academy where new Sith leaders are trained. With the Star Forge producing huge amounts of starships, weapons, and vehicles at all times, the Sith are able to resurrect their Empire in a matter of months.

At the height of the Jedi Civil War, the Sith Empire covers nearly one-third of the known galaxy, with many worlds hotly contested between the Republic and the Sith Empire. Some worlds join the Sith Empire willingly, while others are taken by force. Dozens if not hundreds of Sith apprentices learn the ways of the dark side of the Force, and a few even rise to the rank of Sith Master, training students of their own. With legions of armored troops spreading throughout the galaxy, all led by masters of the Force, the Sith Empire seems unstoppable.

Betrayal spells the undoing of Revan's glorious, if short-lived, Sith Empire. At the moment the Jedi capture him, Darth Revan's own apprentice attempts to seize control, firing on his flagship. Though the Sith Empire continues to grow for some months under the control of the traitorous Darth Malak, eventually the redeemed Revan slays his former apprentice and shatters the backbone of the reborn Sith Empire. The Jedi Civil War comes to an end as the once-unified Sith Empire fragments into dozens of smaller territories.

The Dark Wars (3,955-3,951 BBY)

The Sith Empire crumbles, and within months former Sith Lords have declared themselves the masters of much smaller domains. As the Sith squabble among themselves, fighting over the scraps of the Sith Empire, Darth Sion and Darth Nihilus engage in a campaign to wipe out the Jedi, with great success. Thanks to the foolish ambitions of the Jedi Atris, Nihilus is able to wipe out almost all of the remaining Jedi, leaving only a small handful alive.

The skirmishes between the Sith warlords continue for nearly four years until Darth Sion and Nihilus attempt to reuinite the Sith under a single banner of strong leadership. Any hope for resurrecting the Sith Empire is undone by a lone surviving Jedi, and when the Jedi Order is reborn the Sith fade back into the shadows, not to be seen again in force for many years.

Using the Sith

One quality that has allowed the Sith to survive after so many millennia is their ability to adapt. This era in particular presents a gamut of Sith incarnations. The Sith operating at this time fall into the following general categories: imperialists, traditionalists, secret societies, and remnants. Each offers unique gaming opportunities.

Imperialists

The reinvented Sith Empire of Darth Revan and Darth Malak is a massive galaxy-threatening organization on par with the Galactic Empire of the original *Star Wars* trilogy. This version of the Sith has it all, from huge battleships and starfighters to countless shocktroopers of both the "normal" and Force-using variety. They even have a Death Star-like superweapon, in the form of the Star Forge. Technology and military engagements naturally play a major role for these Sith, since a show of overwhelming force is a prized strategy. Nonetheless, this revived Sith Empire has not abandoned its supernatural roots, training an army of acolytes in an academy on the ancient Sith home Korriban.

At the height of its power, the Sith Empire is much like the Republic in that it is highly organized and has the ability to wage an effective war against its enemies. Despite the inherently traitorous nature of the Sith, the Sith Empire's hierarchy is suprisingly rigid, and has a rank structure that ensures that all war efforts do not suffer from infighting.

At the top of the command structure are the two most prominent Sith Lords, Darth Revan and Darth Malak (though Malak assumes sole control of the Sith Empire after betraying his master). A number of Sith Lords serve under the two most prominent masters, including Darth Bandon. Each being that achieves the full title of Dark Lord of the Sith is given control over some military or civilian assets; many Sith Lords are placed in charge of entire fleets or battalions, while others serve as the rulers of captured worlds. In many respects, the Sith Lords are above and beyond the normal rank structure, and

they have the final authority over admirals, commanders, and entire sector governments. In many ways, the Sith Lords are comparable to the Moffs of the Galactic Empire.

The Sith Navy consists of all of the military starships under the control of the Sith Empire. The Sith Navy is further subdivided into fleets, some of which are large enough to patrol an entire sector effectively. Each fleet is under the control of an admiral, like Saul Karath, though these admirals in turn answer to a Sith Lord. Fleets are further subdivided into battle groups, which usually consist of five to ten capital ships and various support craft. The descending order of ranks among the Sith Navy are admiral, vice admiral, commodore, captain, major, and lieutenant. All nonofficer personnel aboard starships in the Sith Navy are Sith troopers or specially assigned crewmembers, such as students from the Sith Academy on Korriban joining a crew for a special assignment.

Though there is no formal Sith army, the ground forces of the Sith are an entity all their own. Used not only in ground warfare but also in the occupation, policing, and pacification of captured worlds, Sith troopers and their officers fall directly under the command of the Sith Lords they serve. While aboard ships of the Sith Navy they are under the command of the captain of the ship they serve on, but once planetside they report either directly to the Sith Lord ruling that planet or to the Sith Lord in command of the military efforts in the region. The highest-ranking Sith officers are commanders, who outrank colonels and lieutenants. Among the Sith troopers, there are truly only two designations: troopers and commandos, though neither truly outranks the other. Lieutenants and colonels in command of squads handle the front-line efforts of Sith trooper squads, reporting up the chain of command to colonels who apprise Sith Lords of ongoing situations and ensure the Sith Lords' commands are carried out.

Traditionalists

Exar Kun and Ulic Qel-Droma's Brotherhood of the Sith and the reclusive Sorcerers of Tund are both Sith traditions that rely significantly on the more esoteric and mystical practices of their ancient order. Adventures involving these groups carry a greater "fantasy" flavor, with arcane dark side powers and talismans, Sith swords, and alchemically created monsters at every turn. In contrast to the faceless empire of Revan and Malak, the Brotherhood of the Sith is represented by a handful of tightly knit dark siders with an egalitarian methodology. The Brotherhood uses technological and military elements, but these are deemphasized in favor of Force powers and Sith talismans.

Secret Societies

The Sith Triumvirate and the Mecrosa Order are two examples of Sith secret societies, similar to the Sith in the *Star Wars* prequels. The most prevalent tools of this class of Sith are secrecy, deception, and patience. Like a disease, they conquer from the inside and work from the small scale to the grand design. They reveal themselves only after calculated planning, in the meantime using their resources to quietly dismantle their enemies and sow chaos with precision strikes. The Sith Triumvirate carries out the genocide of the Jedi Order through subterfuge and assassination, but the Mecrosa Order uses its Sith sparingly to intimidate, persuade, and murder key rivals until such time as they can establish their total domination.

Remnants

The Sith fall into diasporas at the immediate conclusion of both the Great Sith War and the Jedi Civil War. These Sith scatter to the cosmic winds, setting up their own petty kingdoms on distant worlds or fighting one another to claim the title of new Dark Lord. Still, even a small-time Sith can be big-time trouble for characters on a mission to eliminate the Sith remnants one dark side follower at a time. These Sith are violent, opportunistic, and protective of whatever power they have been able to consolidate. Some even have dreams of returning the Sith to their former glory, recruiting under the guise of disenchanted and charismatic Jedi Knights.

The Legions of the Sith

The Sith Empire (and all affiliated groups) make use of a large number of agents, both specialized and general. The following generic characters can be used to flesh out encounters featuring the Sith as enemies, particularly those set during the Jedi Civil War.

Sith Paraphernalia

The Sith have a wide variety of paraphernalia that they use when making war on the Republic. The following pieces of equipment can be commonly found in the Sith arsenal:

Sith Tremor Sword: A Sith tremor sword is a deadly throwback to the blades wielded by the ancient Sith Lords of Ziost. Sith tremor swords are dire vibroblades with the cortosis weave template.

Sith War Sword: The prized weapons of ancient Sith Lords, the Sith war sword is an incredibly sharp blade treated with ancient Sith alchemy to produce a deadly weapon. Sith war swords are war swords with the Sith alchemical weapon template.

Sith Trooper Armor: Designed by the onboard computers of the Star Forge and replicated millions of times over, Sith trooper armor is silver multi-piece plating worn over a sealed black body glove, with a helmet incorporating a comlink, blast shield, and helmet package. Statistically, it is identical to stormtrooper armor (*SE* 133).

Sith Trooper

Sith troopers are the Sith Empire's foundation. Though not wielding Force powers like other Sith constituents, they do possess a dark side, frequently expressed with their blaster rifles. Sporting a sleek, faceless silver armor, the Sith trooper demeanor is like that of a heartless war droid.

Specialized Sith troopers are readily distinguished by armor-color variants, such as red for commandos and black for pilots. Like soldiers of any army, their reasons for joining the Sith Empire are distinct, but they are all fully committed to reaping spoils of riches and power and to committing good old-fashioned bloodletting. Even after defeat in the Jedi Civil War, surviving Sith soldiers join the secret Sith Triumvirate.

Sith Trooper — CL 1

Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision, Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d6+1)
Ranged blaster rifle +3 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Martial Arts I, Sith Military Training, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, comlink, frag grenades, Sith trooper armor (+6 armor, +2 equipment)

"TO BE UNITED BY HATRED IS A FRAGILE ALLIANCE AT BEST."
—DARTH TRAYA

Sith Pilot — CL 2

Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 16; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6+1)
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light), Sith Military Training, Skill Training (Initiative), Skill Training (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Perception +10, Pilot+9
Possessions blaster pistol, comlink, Sith fighter, Sith trooper armor (+6 armor, +2 equipment)

Sith Commando — CL 2

Medium Human nonheroic 8
Dark Side 1
Init +10; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 20; **Threshold** 12

Speed 6 squares
Melee prototype vibroblade +8 (2d6+2)
Ranged light repeating blaster rifle +3 (3d8) with autofire or
Ranged light repeating blaster +6 (3d8) with braced autofire
Base Atk +6; **Grp** +8
Atk Options Burst Fire
Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9
Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Endurance +9, Mechanics +10, Perception +10
Possessions comlink, light repeating blaster, prototype vibroblade, Sith trooper armor (+6 armor, +2 equipment)

Sith Officer

Sith officers are normal Humans whose ruthlessness makes up for their lack of Force sensitivity. Most once served the Republic, but their ambitions exceed that age-old military. Many are competent and skilled leaders, but more are hedonists, sadists, and drunkards. Having already lived through the Mandalorian Wars, Sith officers are, if nothing else, cunning survivors.

Sith Officer CL 6

Medium Human nonheroic 6/noble 3/officer 1
Force 3; **Dark Side** 7
Init +5; **Senses** Perception +11
Languages Basic, Durese, Mando'a, Sith

Defenses Ref 16 (flat-footed 16), Fort 14, Will 19
hp 34; **Threshold** 14

Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +7 (3d6+2)
Base Atk +7; **Grp** +7
Special Actions Born Leader, Coordinate +1, Deployment Tactics

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 14
Talents Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light), Linguist, Sith Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (tactics) +17, Perception +11, Persuasion +17, Pilot +10
Possessions blaster pistol, comlink (encrypted), officer's uniform

Sith Student

They use the Force, wield lightsabers, and follow an ancient code, but they are not Jedi—at least, not anymore. The Sith students of Darth Revan and Darth Malak are many of the same Jedi crusaders that once fought for the Republic. Loyal to their fearless commander, they follow Revan to Korriban and into the heart of darkness. Already proficient in the Jedi arts, these marauders acquire new nefarious talents studying at the feet of the Sith academy headmaster Jorak Uln—one of Exar Kun's original Sith acolytes.

Sith students' fighting capabilities are surpassed only by their rage and selfishness. During the Dark Wars, surviving Sith students submit to the Sith Triumvirate.

Sith Student CL 4

Medium Human Jedi 3/soldier 1
Force 1; **Dark Side** 14
Init +8; **Senses** Perception +4
Languages Basic, Sith

Defenses Ref 19 (flat-footed 17), Fort 20, Will 17; Block
hp 53; **Threshold** 25

Speed 6 squares
Melee lightsaber +7 (2d8+6) or
Melee unarmed +6 (1d6+4)
Ranged blaster pistol +5 (3d6+2)
Base Atk +4; **Grp** +6
Special Actions Power of the Dark Side
Force Powers Known (Use the Force +8): *battle strike, dark rage, wound*

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 12
Talents Block, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Damage Threshold, Martial Arts I, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +8, Use the Force +8
Possessions lightsaber, Sith battle suit (+7 armor, +2 equipment)

Sith Assassin

The only thing more frightening than seeing a Sith assassin—clad in black with glowing red eyes staring from a Sith mask—is not seeing one; the presence of a vibroblade protruding from one's chest is often the alternative. Established by Darth Revan and heavily utilized by Darth Sion, these surreptitious butchers specialize in practical modes of Jedi execution. They drain the Force from their targets to augment their own powers and expertly turn captives into Sith with a combination of torture, Sith poisons, and the dark-side-drenched masks they wear.

The most elite of these assassins are the Bladeborn—Sith blademasters who sometimes use lightsabers but more often wield dreaded tremor swords. Secluded on Malachor V, the Sith assassins become pivotal tools for the Sith Triumvirate.

LEFT TO RIGHT: SITH TROOPER, SITH OFFICER, SITH ASSASSIN, SITH APPRENTICE



Sith Assassin **CL 6**
Medium Human Jedi 4/scoundrel 2
Force 1; **Dark Side** 14
Init +11; **Senses** low-light vision, Perception +5
Languages Basic, Huttese, Sith

Defenses Ref 21 (flat-footed 18), Fort 16, Will 19
hp 45; **Threshold** 16

Speed 6 squares
Melee Force pike +8 (2d8+4) or
Melee prototype vibroblade +8 (2d6+4) or
Melee unarmed +5 (1d6+4)
Ranged hold-out blaster +8 (3d4+4)
Base Atk +5; **Grp** +8
Atk Options Acrobatic Strike, Dastardly Strike, Point Blank Shot, Rapid Strike, Sneak Attack +1d6
Special Actions Power of the Dark Side, Swift Power
Force Powers Known (Use the Force +9): *battle strike, dark rage, surge*

Abilities Str 10, Dex 16, Con 8, Int 14, Wis 14, Cha 13
Talents Dastardly Strike, Sneak Attack +1d6, Power of the Dark Side, Swift Power
Feats Acrobatic Strike, Force Sensitivity, Force Training, Improved Disarm, Martial Arts I, Point Blank Shot, Weapon Finesse, Weapon Proficiency (advanced melee weapons, lightsabers, pistols, simple weapons)
Skills Acrobatics +11, Deception +9, Initiative +11, Persuasion +9, Use the Force +9
Possessions Force pike, hold-out blaster, infra-goggles (low-light vision), prototype vibroblade, Sith mask, stealth field generator

Bladeborn CL 10
Medium Human Jedi 4/scoundrel 3/melee duelist 3
Destiny 1; **Force** 4; **Dark Side** 14
Init +19; **Senses** low-light vision, Perception +7
Languages Basic, Sith

Defenses Ref 28 (flat-footed 24), Fort 21, Will 24; Elusive Target
hp 56; **Threshold** 21

Speed 6 squares
Melee tremor sword +13 (2d6+4) or
Melee tremor sword +11 (3d6+4) with Rapid Strike or
Melee tremor sword +8 (4d6+4) with Improved Rapid Strike or
Melee double-bladed lightsaber +12 (2d8+4)
Ranged hold-out blaster +12 (3d4+5)
Base Atk +6; **Grp** +10
Atk Options Improved Rapid Strike, Rapid Strike, Sneak Attack +1d6
Special Actions Dirty Tricks, Fear, Melee Defenses, Single Weapon Flourish
Force Powers Known (Use the Force +12): *battle strike, dark rage, surge*

Abilities Str 8, Dex 18, Con 8, Int 14, Wis 14, Cha 14
Talents Block, Dirty Tricks, Power of the Dark Side, Riposte, Single Weapon Flourish I, Sneak Attack +1d6
Feats Dual Weapon Mastery I, Force Training, Improved Rapid Strike, Martial Arts I, Melee Defenses, Rapid Strike, Skill Focus (Initiative), Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, lightsabers, pistols, simple weapons)
Skills Acrobatics +15, Deception +13, Initiative +20, Stealth +15, Use the Force +13
Possessions double-bladed lightsaber, hold-out blaster, infra-goggles (low-light vision), Sith mask, Sith tremor sword, stealth field generator

Sith Mage

The Sith mage is a menacing relic of the past. In the original Sith Empire, mages unleashed awesome tides of mystical powers, supposedly even causing stars to go supernova. More often, their black arts manifest in less extravagant—but no less deadly—ways.

Though their heyday has come and gone, the last bulwark of Sith mages remains among the Sorcerers of Tund. They are conjurers of mind-pulverizing illusions and perpetrators of hellish transmogrifications, capable of incredible thaumaturgy. Though they rarely travel offworld, the sorcerers' intense investigations into the Force sometimes drive their own members mad.

Sith Mage CL 8
Medium Human noble 7/Sith apprentice 1
Force 1, Strong in the Force; **Dark Side** 15
Init +9; **Senses** Perception +10
Languages Basic, Sith

Defenses Ref 20 (flat-footed 20), Fort 22, Will 18
hp 53; **Threshold** 22

Speed 6 squares
Melee Sith war sword +6 (1d8+3)
Ranged hold-out blaster +7 (3d4+4)
Base Atk +5; **Grp** +4
Special Actions Illusion
Force Powers Known (Use the Force +16): *dark rage, fear, Force grip, Force lightning, Force resistance, Force whirlwind, kinetic combat, rebuke, wound*

Abilities Str 9, Dex 10, Con 14, Int 14, Wis 15, Cha 15
Talents Affliction, Dark Presence, Force Focus, Illusion, Power of the Dark Side, Swift Power
Feats Exotic Weapon Proficiency (Sith war sword), Force Sensitivity, Force Training (3), Linguist, Skill Focus (Deception), Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +9, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +11, Persuasion +11, Pilot +9, Use the Force +16
Possessions hold-out blaster, Sith talisman, Sith war sword, robes

Shadow Hand (Sith Apprentice)

The title Shadow Hand originated on Korriban, indicating the second in command of a Sith Master. A Shadow Hand is the Sith analogue to a Jedi Padawan, though the relationship between a Hand and a Master is far less amicable. Never knowing when a Sith Master might decide to poison their food or attempt to murder them in their sleep, Sith apprentices are utterly without scruples and as dangerous as feral kath hounds. A Shadow Hand's expertise in cruelty, trickery, and the dark side are second only to the Master—for now.

"Fear is your enemy. Do not give it ground to grow."

—Master Lucien Draay

Shadow Hand CL 12
Medium Human Jedi 7/Sith apprentice 5
Destiny 2; **Force** 4; **Dark Side** 14
Init +12; **Senses** Perception +13
Languages Basic, Sith

Defenses Ref 25 (flat-footed 23), Fort 24, Will 26; Block, Deflect
hp 85; **Threshold** 24

Speed 6 squares; Running Attack
Melee lightsaber +14 (2d8+8) or
Melee lightsaber +9/+9 (2d8+8) with Double Attack
Ranged by weapon +13
Base Atk +12; **Grp** +13
Atk Options Double Attack (lightsabers), Running Attack, Whirlwind Attack
Special Actions Dark Presence, Melee Defenses, Power of the Dark Side
Force Powers Known (Use the Force +18): *battle strike, dark rage, energy resistance, Force grip, Force lightning, Force thrust, mind trick, move object, wound*
Force Technique Improved Wound

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 14, Cha 14
Talents Affliction, Block, Dark Presence, Dark Side Adept, Deflect, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defenses, Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +12, Knowledge (galactic lore) +12, Perception +13, Use the Force +18 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions lightsaber (self-built)

Dark Lord of the Sith (Sith Master)

Revan and Malak each bear the appellation "Darth," but the hoary hierarchy of Master and apprentice remains firm. The ruling Dark Lord of the Sith is a master of the dark side of the Force. Accompanied by a Sith apprentice, or "Shadow Hand," Sith Masters' agendas are as varied as their methodologies. In general, however, they seek to accumulate vast resources to make of reality what they see fit. During the Dark Wars, many dark side followers nominally proclaim themselves Dark Lords, until Darth Traya establishes the Sith Triumvirate.

Dark Lord of the Sith CL 14
Medium Human Jedi 7/Sith apprentice 5/Sith Lord 2
Destiny 3; **Force** 5; **Dark Side** 14
Init +14; **Senses** Improved Sense Surroundings, Perception +14
Languages Basic, Sith

Defenses Ref 28 (flat-footed 27, with Flurry 23), Fort 29, Will 30; Block, Deflect
hp 123; **Threshold** 29

Speed 6 squares
Melee lightsaber +19 (2d8+12) or
Melee lightsaber +21 (2d8+12) with Flurry or
Melee lightsaber +14/+14 (2d8+12) with Double Attack
Ranged by weapon +15
Base Atk +14; **Grp** +17
Atk Options Double Attack (lightsabers), Flurry, Power Attack, Whirlwind Attack
Special Actions Dark Healing, Drain Force, Fear, Melee Defenses
Force Powers Known (Use the Force +19): *battle strike, dark rage, energy resistance, farseeing, Force lightning, Force scream, Force slam, mind trick, move object, rebuke, slow, wound*
Force Secrets Devastating Power
Force Techniques Improved Force Slam, Improved Sense Surroundings

Abilities Str 16, Dex 13, Con 14, Int 14, Wis 17, Cha 15
Talents Affliction, Block, Dark Healing, Deflect, Drain Force, Power of the Dark Side, Riposte, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Flurry, Force Sensitivity, Force Training (3), Melee Defenses, Power Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +13, Knowledge (galactic lore) +14, Knowledge (tactics) +14, Perception +14, Use the Force +19
Possessions lightsaber (self-built)

Agents of Evil

The Sith are more than just faceless legions intent on conquering the galaxy. The following collection of individuals, many of them Dark Lords of the Sith, represent some of the most influential Sith in this time period.

Exar Kun, Dark Lord of the Sith

The father of a half century of bloodshed, Exar Kun was the prized Padawan of Master Vodo-Siosk Baas, until his arrogance drove him to study under the Sith spirit of Freedon Nadd.

Nadd nearly kills Kun by luring him to a Sith mausoleum and collapsing it. Crushed to near-death, Kun opens his heart to the dark side and is rewarded with new life. Kun continues unabated, discovering and enslaving devolved Massassi Sith on Yavin 4, where he also repays Nadd by destroying the wraith with dark energy.

However, Kun knows Nadd has been mentoring other Sith hopefuls. Tracking them down, he finds the dark side-embattled Jedi Ulic Qel-Droma, and as their lightsabers clash, an ancient Sith Lord appears to them across time. Branding Kun with the mark of a Dark Lord and Qel-Droma with that of a Shadow Hand, he declares, "Exar Kun, because of you, the Sith will never die." With that, the Great Sith War begins.

Kun and Qel-Droma devastate the Republic. While Qel-Droma secures the allegiance of Krath dark side followers and the Mandalorians, Kun converts Jedi to the Brotherhood of the Sith. This commune of evil brings destruction from Coruscant's Senate Hall to Ossus's ancient Jedi Library, and unleashes the murderous Dark Reaper superweapon. However, when Qel-Droma loses his nerve, he leads the Jedi straight to Kun on Yavin 4. Unyielding, Kun drains the life energies of his Massassi to assure his essence lives beyond death.

The Jedi launch a salvo of light side energy at the planet, trapping Kun's spirit there, but ravaging Yavin 4 in the process. Afterward, the Jedi build a city deep underground to nurture the world back to health and guarantee Kun never returns.

Exar Kun (Great Sith War) **CL 20**
Medium Human Jedi 7/Jedi Knight 2/Sith apprentice 5/Sith Lord 6
Destiny 3; **Force** 8; **Dark Side** 15
Init +18; **Senses** Improved Sense Surroundings, Perception +17
Languages Arkanian, Basic, Catharese, Kreva, Ryl, Tetan, Sith

Defenses Ref 36 (flat-footed 33, with Flurry 31), Fort 37, Will 35; Block, Deflect, Niman
hp 185; **Threshold** 37

Immune fear effects
Speed 6 squares
Melee double-bladed lightsaber +25 (2d8+15) or
Melee double-bladed lightsaber +23 (3d8+15) with Rapid Strike or
Melee double-bladed lightsaber +27 (2d8+15) with Flurry or
Melee double-bladed lightsaber +25 (3d8+15) with Flurry and Rapid Strike or
Melee double-bladed lightsaber +25/25 (2d8+15/2d8+15)
Ranged by weapon +23
Base Atk +20; **Grp** +23
Atk Options Dark Scourge, Double Attack (lightsabers), Flurry
Special Actions Drain Force, temptation
Force Powers Known (Use the Force +23): *battle strike, dark rage, energy resistance, Force lightning, Force stun, Force thrust, Force whirlwind, mind trick, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Force Stun, Improved Sense Surroundings, Language Rip

Abilities Str 17, Dex 17, Con 15, Int 14, Wis 15, Cha 17
Talents Armored Defense, Block, Dark Healing, Dark Scourge, Dark Side Adept, Deflect, Drain Force, Niman, Redirect Shot, Riposte, Sith Alchemy, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Flurry, Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +18, Knowledge (galactic lore) +17, Perception +17, Pilot +18, Use the Force +23 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions double-bladed lightsaber (self-built), Exar Kun's light battle suit (+6 armor, +2 equipment), Sith talisman

High Lady Brezwalt, Mecrosa Matriarch

For centuries, a secret evil in Tapani Sector has had nobles and commoners jumping at shadows in their own homes and palaces. That evil is the Sith Mecrosa Order, and its nefarious leader is High Lady Brezwalt III.

Descendants from an ancient order of Sith settled in the Tapani Sector, and years later a young noblewoman would rediscover her ancient Sith heritage. She founds the Mecrosa Order: a coalition of Force-sensitive knights sworn to protect Mecetti's High Lord and Lady. These Sith Lords are granted tax-free holdings on the world Nyssa; over two centuries, Mecrosa grows immensely wealthy and powerful, developing chapter houses, palazzi, and spynets throughout the sector.

Yet, the aloof Tapanis value their independence from the Republic above all. Despite the Jedi ties of Mecetti's archnemesis House Pelagia, Tapanis refuse outlander meddling in this "minor domestic affair." So when the Great Sith War erupts, the young cutthroat Mecrosa matron High Lady Brezwalt III, part of a dynasty of Mecetti rulers of the Tapani Empire, brazenly endeavors to seize control of half the sector. During Tapani Day festivities, her Sith assassins attempt simultaneous assassinations of five of the eight rival house leaders, including Reena, Pelagia, Melissus, Calipsa, and Barong. Of these, only Pelagia foils the plot, while Houses Calipsa, Melissus, Barong, and a clump of Reena are absorbed into Mecetti Province. The Mecrosa Order, long a mere myth, now brutally showcases its reality.

At last, Houses Pelagia and Melantha beg for Republic intervention, but with Exar Kun's war intensifying, no help comes. Sith Lady Brezwalt III stands poised to transform Tapani Sector into the Mecetti Empire, until Pelagian Jedi Shadows turn the tables. Infiltrating every Mecrosa chapter, the Jedi double agents wait. Then, when Kun is defeated, the Shadows spring their trap and the Jedi Order pounces. In this event, known as the Cleansing of the Nine Houses, Jedi Knights destroy the Mecrosa Order, and Mecetti nobles, anxious to save face, turn against Lady Brezwalt.

High Lady Brezwalt III (Restoration) **CL 16**
Medium Human noble 7/Force adept 5/Sith Lord 4
Destiny 3; **Force** 6; **Dark Side** 17
Init +15; **Senses** Improved Sense Surroundings; Perception +16
Languages Basic, Bocce, Herglese, High Galactic, Malkite, Mrlsstese, Muun, Sith

Defenses Ref 31 (flat-footed 29, with Flurry 26), Fort 29, Will 33
hp 92; **Threshold** 29

Immune fear effects
Speed 6 squares
Melee lightfoil +15 (2d8+9) or
Melee lightfoil +10/+10 (2d8+9) with Double Attack or
Melee lightfoil +17 (2d8+9) with Flurry
Ranged blaster pistol +14 (3d6+8)
Base Atk +12; **Grp** +14
Atk Options Double Attack (lightfoil), Flurry
Special Actions Born Leader, Force Focus, Power of the Dark Side, Sith Alchemy, temptation
Force Powers Known (Use the Force +22): *battle strike, dark rage, Force grip, Force lightning, Force slam, ionize, mind trick, wound*
Force Secrets Mentor, Quicken Power, Shaped Power
Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 13, Dex 14, Con 13, Int 16, Wis 17, Cha 18
Talents Affliction, Born Leader, Channel Aggression, Channel Anger, Dark Side Adept, Dark Side Master, Force Focus, Power of the Dark Side, Sith Alchemy, Swift Power
Feats Double Attack (lightfoil), Flurry, Force Sensitivity, Force Training (3), Linguist, Poison Resistance, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Gather Information +17, Initiative +15, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Perception +16, Persuasion +17, Pilot +15, Ride +15, Use Computer +15, Use the Force +22 (can reroll when using *[dark side]* Force powers, keeping better result)
Possessions lightfoil, Sith poison, Sith talisman

Darth Revan, Prodigal Knight

Hero and villain, Jedi and Sith—all of these titles fit the Revanchist.

The early life of the rebellious Revan is shrouded in mystery. What is known is that his power blooms during the Restoration under Jedi Master Kreia, whose controversial tutelage significantly impacts Revan's thinking. Revan eventually passes from Padawan to Jedi Knight, but he seeks out other masters to round out his education, including the Twi'lek Zhar Lestin, under whom Revan apprentices alongside another Jedi: his future Sith cohort Malak.

Had Revan been born a generation sooner, he might have been touted as the Jedi standard, but in light of the war started by Exar Kun, Revan's boldness in righting wrongs meets with suspicion from a progressively conservative Jedi Council. These distinct Jedi ideologies collide when the Mandalorians invade the Republic. Revan advocates revanchism—the retaking of territories lost to the invaders—but the Council staunchly opposes involvement. For Revan, sitting idly while the Republic took on the Mandalorian juggernaut is unthinkable. Consulting with Master Kreia, he makes up his mind to openly defy the Council.

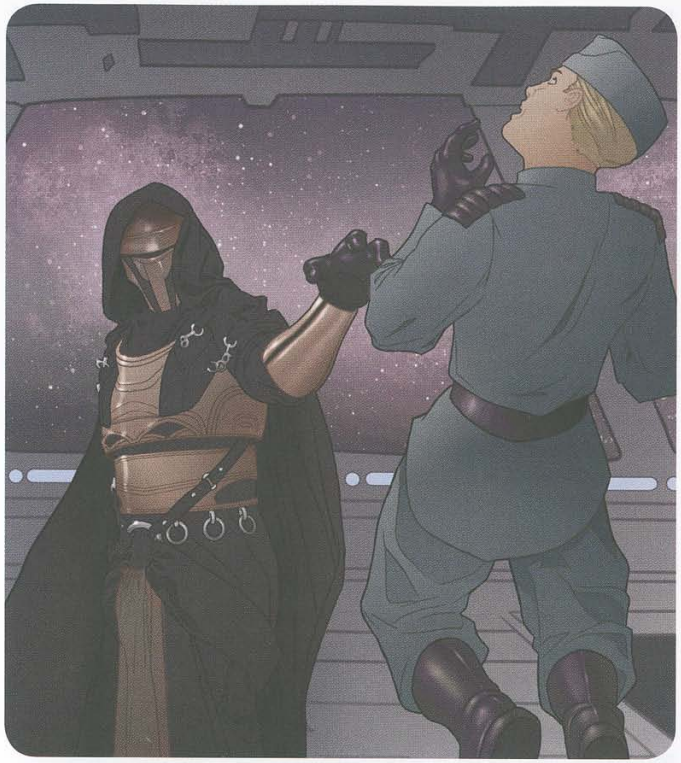
As Jedi—such as his loyal friend Malak—flock to Revan's flag, the council warns that their aggressions could transform them into the very conquerors they fought. The moral lines are already blurring as Revan adopts Mandalorian Crusader rhetoric, calling his own cause a "Jedi crusade." The Force seems with Revan, however, as his Jedi beat the enemy back. Soon, the Republic military cedes control to Revan, without regret. After three long years, Revan vanquishes the Mandalorians' chieftain in single combat and shatters their navy.

The Republic rejoices. Instead of joining the revelry, however, Revan and Malak vanish into unknown space, where Mandalorians supposedly linger. In truth, they have gone in search of Sith dogma and the Rakatan Star Forge superweapon.

One year later, they return. As the Council warned, the revanchist has become a conqueror. Darth Revan and Darth Malak now head a Sith Empire bent on conquest, and the Jedi meet their wayward son head on. The Jedi Civil War initially favors Revan, who wisely tries keeping the infrastructures of the Jedi and Republic intact, but his luck soon runs out. Betrayed by a power-hungry Malak, Revan is captured by Bastila Shan's Jedi strike team. His memories are then temporarily erased with the Force, and he is sent out as a Jedi sleeper to locate the Star Forge shipyard.

Alongside Bastila, Revan does just that, forming an intimate bond with his captor and saving her from the dark side. In a bitter reunion, he also confronts Malak aboard the Star Forge and does away with his long-time friend and former apprentice. Yet, after the war, other memories haunt Revan. He strikes out for the Rim alone, searching for what he believes is the true Sith menace.

DARTH REVAN DOES NOT TAKE FAILURE LIGHTLY



Darth Revan (Jedi Civil War) **CL 20**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 3/Sith Lord 5
Destiny 4; **Force** 8, Strong in the Force; **Dark Side** 16
Init +19; **Senses** Perception +19
Languages Basic, Binary, Huttese, Mando'a, Rakata, Sith

Defenses Ref 36 (flat-footed 33), Fort 35, Will 37; Block, Deflect
hp 165; **Threshold** 35

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+13) or
Melee lightsaber +22/+22 (2d8+13) with Double Attack or
Melee lightsaber +17/+17 (2d8+13) with Triple Attack or
Melee unarmed +23 (1d6+13) or
Ranged by weapon +23
Base Atk +20; **Grp** +23
Atk Options Double Attack (lightsabers), Triple Attack (lightsabers)
Special Actions Adept Negotiator, Dark Presence, Drain Force, Force Focus, Power of the Dark Side, Skilled Advisor, temptation
Force Powers Known (Use the Force +23): *battle strike, dark rage, farseeing, Force grip, Force lightning, Force whirlwind, mind trick, move object, slow, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Sense Force, Language Absorption

Abilities Str 17, Dex 17, Con 14, Int 15, Wis 18, Cha 19
Talents Adept Negotiator, Affliction, Armored Defense, Block, Dark Presence, Deflect, Drain Force, Force Deception, Force Focus, Multiattack Proficiency (lightsabers), Power of the Dark Side, Skilled Advisor
Feats Armor Proficiency (light), Double Attack (lightsabers), Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +18, Deception +24, Initiative +18, Knowledge (tactics) +17, Perception +19, Use the Force +24 (can reroll when using *[dark side]* Force powers)
Possessions lightsaber (self-built), Darth Revan's armor (+6 armor, +2 equipment)

DARTH MALAK, SITH MAGNUS

Darth Malak was not always a model Dark Lord. He was once a compassionate Jedi Knight. In fact, Republic citizens' sufferings so move the young Jedi Alek Squinquargesimus during the Mandalorian Wars that he rebels—along with his good friend Revan—against the Jedi Council's decree of inaction. The young Jedi helps recruit thousands of Jedi to spearhead the war against the Mandalorians, and they drive back the invaders. Yet sweeping victories correspond all too frequently with proportionately devastating moral compromises. Day by day, Alek perceives himself sliding toward the dark side, but sees no alternative. The horrors of war are not a mystery, and he knew he would face this dilemma.

Just as he intends, Alek saves the galaxy. Victorious against the Mandalorians, he realizes that all his efforts may be for naught if a strong hand does not steer the galaxy. In actuality, besides himself, he knows he can trust only the soldiers he had fought alongside, because they are capable defenders. Sharing these thoughts with Revan, Alek finds his brother-in-arms agrees.

Now Alek understands the dark side. It is named from ignorance: the ignorance of never having killed, of never having ordered friends to their deaths, of always thinking today is your day to die—all for cowards unwilling to fight for their own safety—and ignorance of what it means to wield so much power. Revan, of course, understands completely.

After the Mandalorian Wars, Alek and Revan subsume themselves in Korriban and Malachor V's Sith occultism and use the Star Forge superweapon

to churn out war materiel almost limitlessly. Alek then becomes Darth Malak of the remade Sith Empire, apprentice to Darth Revan. The Republic conquest initially goes well, but in time, Malak sees Lord Revan as soft, resulting in a tension that culminates in a lightsaber duel; Malak loses his lower jaw to Revan's blade, necessitating a metallic jaw guard. Returning the favor, Malak fires on Revan's flagship. Unaware that Jedi have captured the traitor, Malak assumes the crown of ruling Dark Lord, inheriting the empire. With Admiral Saul Karath, Malak's fleet spreads terror, and he cultivates Darth Bandon and Bastila Shan as his pupils. However, Malak faces Revan again, this time as a reconditioned Jedi. In the rematch, Malak's twisted dream of protecting the galaxy dies with him.

Darth Malak (Jedi Civil War) **CL 20**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 4/Sith Lord 4
Destiny 2; **Force** 8; **Dark Side** 15
Init +17; **Senses** Perception +17
Languages Basic, Sith

Defenses Ref 35 (flat-footed 33), Fort 38, Will 35
hp 185; **Threshold** 43

Immune fear effects
Speed 6 squares
Melee lightsaber +27 (2d8+17) or
Melee lightsaber +24/+24 (2d8+17) with Double Attack or
Melee Sith war sword +26 (2d6+17)
Ranged blaster pistol +22 (3d6+15)
Base Atk +20; **Grp** +25
Atk Options Double Attack (lightsabers), Whirlwind Attack, Wicked Strike
Special Actions Dark Healing, Force Suppression, Force Warning, Melee Defenses, Sith Sorcery, Telekinetic Power, temptation
Force Powers Known (Use the Force +20): *battle strike, dark rage, Force grip, Force lightning, Force scream, Force stun, Force whirlwind, mind trick, surge*
Force Secrets Devastating Power, Distant Power, Shaped Power
Force Techniques Dominate Mind, Improved Force Stun, Force Power Mastery (*Force whirlwind*), Improved Move Light Object

Abilities Str 20, Dex 14, Con 16, Int 15, Wis 15, Cha 20
Talents Armored Defenses, Block, Dark Healing, Dark Side Adept, Dark Side Master, Deflect, Force Suppression, Force Warning, Multiattack Proficiency (lightsabers), Weapon Specialization (lightsabers), Wicked Strike
Feats Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Republic Military Training, Weapon Focus (lightsabers), Weapon Focus (simple weapons),Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack
Skills Endurance +18, Initiative +17, Perception +17, Knowledge (tactics) +17, Use the Force +20 (can reroll when using *[dark side]* Force powers and keep better result)
Possessions lightsaber (self-built), Sith alchemical war sword, Darth Malak's armor (+6 armor, +2 equipment)

Darth Bandon, Sith Shadow Hand

Most Jedi who join the Sith Empire abandon their former Republic allegiance when the Mandalorian Wars conclude, but several traitors flee to the Korriban Sith academy during the Jedi Civil War. Among these turncoats is Darth Bandon.

Bandon chafes under his Jedi Master, who aims to curb his natural anger and hatred. So when a mighty Sith Empire assaults Republic space, Bandon flees the repressive Jedi Order. Unleashing his cruelty within the Sith hierarchy, he immediately sparks interest from Darth Malak. Once Malak controls the Sith Empire, he makes Bandon his Sith apprentice.

The bloodthirsty Darth Bandon wastes no time in building a double-bladed Sith lightsaber resembling that of Exar Kun, using it to impale a score of his former Jedi allies. Growing arrogant, Bandon inevitably sets his sights on Malak's mantle. But when Bandon kills the common Republic soldier Trask Ulgo, who sacrifices himself to save Revan after his Jedi reconditioning, the cocksure Bandon never imagines it will be the death of him. Ulgo's sacrifice allows Revan to escape and start down the path to reclaiming his legacy. As Revan grows more powerful, Darth Malak orders Darth Bandon to seek out and destroy Revan and his companions. With two dark side cronies in tow, Bandon confronts Revan but is killed by the former Sith Lord.

Darth Bandon **CL 10**
Medium Human Jedi 7/Sith apprentice 3
Destiny 1; **Force** 3; **Dark Side** 12
Init +12; **Senses** Perception +11; Block, Deflect
Languages Basic, Sith

Defenses Ref 24 (flat-footed 22), Fort 26, Will 23
hp 95; **Threshold** 26

Speed 6 squares
Melee double-bladed lightsaber +13 (2d8+9) or
Melee double-bladed lightsaber +8 (2d8+9) and double-bladed lightsaber +8 (2d8+9)
Ranged by weapon +12
Base Atk +10; **Grp** +12
Atk Options Dark Scourge, Mighty Swing
Special Actions Coordinated Attack, Redirect Shot
Force Powers Known (Use the Force +16): *battle strike, dark rage, Force lightning, Force thrust*
Force Techniques Force Power Mastery (*dark rage*)

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 13
Talents Armored Defenses, Block, Dark Scourge, Deflect, Redirect Shot, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Coordinated Attack, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +12, Perception +11, Pilot +12, Use the Force +16
Possessions double-bladed lightsaber (self-built). Darth Bandon's fiber armor (+5 armor, +2 equipment)

Admiral Saul Karath

Corellian-born Saul Karath comes from tough working-class beginnings—made all the tougher when the Great Sith War turns his life upside down. The Navy provides a means of escape. Starting as a noncommissioned crewman, Karath serves as steward for Great Sith War naval hero Orley Vanicus—beginning a career that sees him trying nearly every duty aboard a starship at least once. He grows into a talented pilot and an even better tactician, known for acting on quality snap judgments.

His skills for dealing with bureaucracy are less developed, with numerous setbacks in his career. But his remarkable ability to rebound allows him to survive and thrive. On *Reciprocity*, he finds success protecting convoys against pirates; later, as captain and then admiral on *Courageous* and *Swiftsure*, he leads the defense against the Mandalorians. The Navy, for Karath, is family.



Admiral Saul Karath, Traitor to the Republic

But when Darth Revan strikes, that family is shaken, and Karath makes his ultimate gamble to save it. Faced with the loss of his forces and command, Karath betrays the Republic, bringing *Leviathan* and other ships to the Sith, and devastating his protégé, Carth Onasi. The move is the greatest of ironies for Karath, who had mistrusted Jedi since the Sith War. Earlier, in the Mandalorian Wars, Karath immediately—and incorrectly—assumes on scant evidence that Zayne Carrick is a Mandalorian spy; other Jedi received similarly icy receptions. Now, in the Jedi Civil War, Karath finds himself in the service of fallen Jedi, and he is driven to dire acts to prove his worth.

Karath initially hopes the disappearance of Revan from the scene would improve matters, but he soon finds that serving Malak is no easier. But as the highest-ranking official in Malak's service, he is not about to abandon his post. The preservation of his beloved Navy, and his status within it, overrules all other concerns. As he puts it, "War's a funny thing. It makes you do things you never thought you'd do."

Saul Karath **CL 16**
Medium Human soldier 5/noble 3/ace pilot 1/officer 7
Destiny 2; **Force** 6; **Dark Side** 10
Init +17; **Senses** Perception +17
Languages Basic, Bothan, Durese, Khilese, Kuat, Mando'a, Sullustese, Zabrak

Defenses Ref 31 (flat-footed 30), Fort 30, Will 31
hp 131; **Threshold** 30

Speed 6 squares
Melee unarmed +15 (1d4+9)
Ranged blaster pistol +11 (3d6+8)
Base Atk +14; **Grp** +15
Atk Options Expert Gunner, Penetrating Attack (heavy weapons)
Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinated Attack, Deployment Tactics, Field Tactics, Rally

Abilities Str 12, Dex 12, Con 14, Int 16, Wis 12, Cha 16
Special Qualities command cover +3, share talent (Assault Tactics, Deployment Tactics, Field Tactics)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Born Leader, Deployment Tactics, Distant Command, Expert Gunner, Field Tactics, Penetrating Attack (heavy weapons), Rally
Feats Armor Proficiency (light, medium), Coordinated Attack, Linguist, Republic Military Training, Skill Focus (Initiative), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +17, Knowledge (bureaucracy) +14, Knowledge (tactics) +19, Mechanics +14, Perception +17, Persuasion +19, Pilot +12
Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Darth Traya, Lord of Betrayal

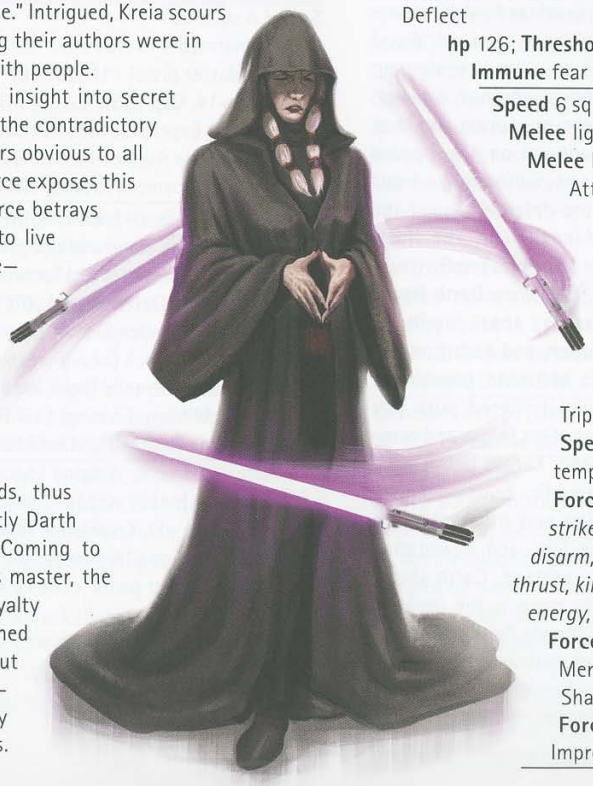
As master to the galaxy's savior and its destroyers, Darth Traya seems a paradox. But she understands treachery to be not only the way of the Sith but the will of the Force.

Before becoming a Sith, Kreia is a Jedi Master. A mystic and historian, her unused eyesight lies fallow as she relies on marathon meditations to penetrate the universe's mysteries. For decades, Kreia challenges her Padawans with difficult questions. "If a lightsaber loses its power, is it still a lightsaber?" she would ask. "And if a Jedi loses her powers, is she still a Jedi?" Her peers consider "Kreia's conundrums" quaint, but her Knights-in-training are spellbound. However, when Kreia's former students follow her one-time Padawan Revan to battle the Mandalorians, her rhetoric is denounced by Master Atris and the Jedi Council.

Kreia silently withdraws from the Jedi. Some believe she too has followed Revan, but she traces her Padawan's footsteps in a different way. Kreia is drawn to the Force echoes at Malachor V. Within its Trayus Academy, she encounters assassins left by Darth Revan, but instead of attacking, they present her with Sith hermetica. "The truths of the cosmos," these writings intimated, "are not intended for the sane." Intrigued, Kreia scours the texts through the Force, suspecting their authors were in fact pureblooded descendants of the Sith people.

The Sith sorcerers claim privileged insight into secret realities. They argue that even though the contradictory and aimless nature of existence appears obvious to all intelligent beings, awareness of the Force exposes this obvious "fact" for a lie. Hence, the Force betrays Force-sensitive beings, forcing them to live in this compromised, chaotic universe—to live the lie. Even as she wants to denounce this, Darth Traya falls under its seductive spell. Clearly, not just these Sith but the Force itself must be destroyed—and the "wound" in the Force at Malachor V proves it possible.

Traya begins hunting Force-wounds, thus discovering and allying with the ghastly Darth Nihilus and monstrous Darth Sion. Coming to the Sith Empire's remnants as Revan's master, the remaining troopers also pledged their loyalty to her. This Sith Triumvirate is launched from Malachor V, intending to wipe out Traya's Jedi betrayers. But Traya underestimates her disciples' depravity. They turn on her and drain her Force powers.



Darth Traya, Master of kinetic combat

As Sion and Nihilus unwittingly aid her by carrying out a massive assassination campaign against the Jedi, Traya seeks the Jedi Exile, Revan's old general, who had been severed from the Force. Together forging a telepathic link, they revitalize their Force connections. In the Jedi Exile, who had wounded the Force at Malachor V, Traya believes she has found a way to destroy all traitors, including the Force itself. Traya manipulates the Exile into finding the surviving Jedi Masters and Traya's Sith apprentices so that Traya can destroy them.

At last, Traya reveals herself as a Sith, but the Jedi Exile refuses her invitation to join the dark side. Traya uses vast telekinetic powers to wield a trio of lightsabers against her, but she is ultimately killed by the person she considered her greatest disciple.

Darth Traya (Dark Wars) **CL 20**

Medium Human Jedi 7/Jedi Knight 5/Jedi Master 5/Sith Lord 3
Destiny 6; **Force** 8, Strong in the Force; **Dark Side** 20
Init +18; **Senses** Use the Force +24
Languages Basic, Caamasi, Cerean, Sith, Tundan

Defenses Ref 36 (flat-footed 33, with Flurry 28), Fort 36, Will 41; Block, Deflect
hp 126; **Threshold** 36
Immune fear effects

Speed 6 squares
Melee lightsaber +25 (2d8+13/×3) or
Melee lightsaber +22/+22 (2d8+13/×3) with Double Attack or
Melee lightsaber +17/+17/+17 (2d8+13/×3) with Triple Attack or
Melee lightsaber +27 (2d8+13/×3) with Flurry
Ranged by weapon +23
Base Atk +20; **Grp** +21
Atk Options Double Attack (lightsabers), Flurry, Tràkata, Triple Attack (lightsabers), Triple Crit (lightsaber)
Special Actions Dark Healing, Fear, serenity, temptation
Force Powers Known (Use the Force +24): *battle strike, dark rage, energy resistance, farseeing, Force disarm, Force lightning, Force scream, Force slam, Force thrust, kinetic combat, mind trick, move object, negate energy, rebuke* (2), *surge, vital transfer, wound*
Force Secrets Devastating Power, Distant Power, Mentor, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Improved Kinetic Combat, Improved Sense Force

Abilities Str 12, Dex 16, Con 16, Int 18, Wis 20, Cha 12
Talents Block, Deflect, Dark Healing, Equilibrium, Force Deception, Force Perception, Multiattack Proficiency (lightsabers), Power of the Dark Side, Telepathic Link, Trakata, Visions, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Flurry, Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Triple Crit (lightsaber), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +18, Deception +24, Endurance +18, Initiative +18 (can reroll and keep better result), Knowledge (galactic lore) +19, Knowledge (social sciences) +19, Perception +24, Pilot +18, Use the Force +24
Possessions lightsaber (self-built), Jedi robes

Darth Sion, Lord of Pain

The ancient Sith texts at Korriban are rife with paranormal tales of death-defying Sith Lords. But none ever so ardently clung to his broken body as the hate-filled, animate corpse Darth Sion.

Hatred. Since time immemorial, Sion—possibly his given name—clotted his heart with hatred. Like all people, Sion was susceptible to infirmity of every kind—physical, emotional, mental—and, like all people, Sion suffered each of these to a degree that to another might not seem extraordinary, but which their sufferer might rightly term intolerable. Like all people, Sion was faced with the choice to endure his unspeakable pain as one more nameless person among many, or to imbue his suffering with the true but hollow uniqueness entitled the individual sufferings of all people. He chose the latter, and Darth Sion, Lord of Pain, was born.

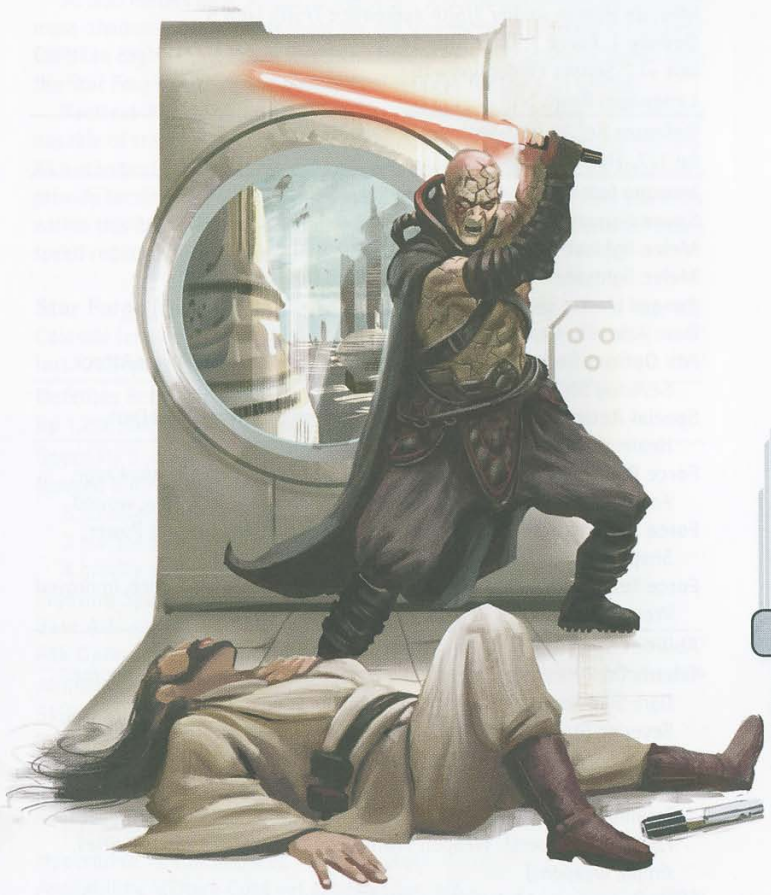
As a marauder for the Sith Empire during the Great Sith War, Sion flings himself at the Jedi, seeking death, but instead, he finds the opposite. Regularly surviving the frontline pandemonium, Sion acquires a pain tolerance that convinces him of his immortality. Inevitably, probability has its day and Sion is struck down.

Yet death does not come for Darth Sion, and each centimeter of his failing body comes alive with anguish, multiplying that infinitely distant point of pain one thousandfold until his brain threatens to collapse. Improbably, Sion gets up. And as he locks eyes with his attacker, Sion lets all his anger for being killed—all the hatred clotting his heart—explode.

Sion finds that keeping his decomposing flesh tethered together with dark side energy is inexplicably painful, and requires endless concentration on the rage that festers inside him—but immortality is immortality.

Surviving the Sith backstabbing following the Jedi Civil War, Sion's abilities draw the eye of Revan's former master, the powerful Darth Traya. Sion learns much from the shrew, but grows frustrated with her abstract teachings. He conspires with Darth Nihilus to strip her powers and eventually severs Traya's hand. Sion embarks on a Jedi-assassination spree, "dying" many more times, but always ending more enemy lives.

Darth Sion has vanquished many Jedi foes



One Jedi especially gets underneath Sion's decrepit skin. The Jedi Exile proves remarkably resilient. Sion feels an alien feeling bud within him: not respect for the female Jedi, not admiration, but an emotion quite intolerable. It causes his intense hatred to flag, threatening his tenuous hold on life, so Sion decides to destroy the woman responsible for this weakness. However, in their final confrontation, the Jedi Exile convinces the Dark Lord to release himself from his enslaving hatred. Rage and life flee Sion simultaneously, his undead body finally yielding to absolute necrosis.

Darth Sion (Dark Wars) **CL 19**
Medium Human soldier 7/Sith apprentice 7/Sith Lord 5
Destiny 4; **Force** 7; **Dark Side** 14
Init +17; **Senses** Perception +16
Languages Basic, Sith

Defenses Ref 35 (flat-footed 32), Fort 35, Will 34
hp 177; **Threshold** 35

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+16) or
Melee lightsaber +20/+20 (2d8+16) with Double Attack
Ranged blaster pistol +22 (3d6+9)
Base Atk +19; **Grp** +24
Atk Options Dark Scourge, Double Attack (lightsabers), Power Attack, Severing Strike
Special Actions Dark Healing Field, Dark Presence, Improved Dark Healing, Power of the Dark Side, temptation
Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage, Force slam, Force thrust, Force whirlwind, move object, slow, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Shaped Power
Force Techniques Improved Force Slam, Improved Force Trance, Improved Wound

Abilities Str 20, Dex 17, Con 16, Int 13, Wis 14, Cha 9
Talents Dark Healing, Dark Healing Field, Dark Presence, Dark Scourge, Dark Side Adept, Improved Dark Healing, Power of the Dark Side, Severing Strike, Swift Power, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Sith Military Training, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Deception +14, Initiative +17, Knowledge (tactics) +15, Perception +16, Pilot +17, Use the Force +18 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions lightsaber

Darth Nihilus, Lord of Hunger

Victim of the Mandalorian Wars, the man who became Nihilus lost everything: his possessions, his loved ones, and the will to live. While illness cannibalizes his body, a vast emptiness devours his humanity. Then, when all seems lost, he discovers that his emptiness *hungered*. The first time, he fed it unconsciously. Draining another being's life is frightening, nauseating, but for a euphoric moment, the memories, the illness, and the hunger disappeared.

But it proves insatiable. The more he indulges it, the shorter the satisfaction lasts and the more severe the hunger becomes. He begins feeding relentlessly, still always craving. Existence again becomes unbearable, but then hope materializes. A blind Sith Lord appears. She has felt his existence like a gaping wound through the Force. The Force, she explains, fuels his hunger, and she will show him how to devour worlds. The Sith and the Force are meaningless to him, but the hunger must be appeased.

Darth Traya indeed teaches the newly christened Darth Nihilus to harness his life-draining gift to radical heights—so effectively, in fact, that Nihilus saps Traya's powers in a calculated double-cross. However, as Nihilus greedily consumes entire planets' life energy, the dark side macerates him even faster. But no matter. Nothing matters except his hunger. Before it devours him totally, Nihilus uses its power to displace his persona into his robes and armor. As his useless body disintegrates, he becomes living primitive intention; at last, the whole of the galaxy becomes food—for Nihilus has *become* the hunger.

Ousting Traya with Darth Sion's help, Nihilus binges on the Force, nearly extinguishing the Jedi forever at Katarr. However, Traya reciprocates his betrayal by luring him into a confrontation with the Jedi Exile and Nihilus's own former apprentice. When Nihilus tries feeding on this Jedi, his hunger is mysteriously repelled, as if confronted by his exact polar opposite. Psychically starved by the effort, the Dark Lord falls to the Jedi, and Nihilus the man dissolves into oblivion.

Darth Nihilus (Dark Wars) **CL 19**
Medium Human (Dark Side Aberration) soldier 7/Sith apprentice 7/Sith Lord 5
Destiny 4; **Force** 7; **Dark Side** 14
Init +18; **Senses** Improved Sense Surroundings, Use the Force +21
Languages —

Defenses Ref 36 (flat-footed 32), Fort 38, Will 34
hp 234; **Threshold** 38

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+13) or
Melee lightsaber +22/+22 (2d8+13) with Double Attack or
Melee lightsaber +17/+17 (2d8+13) with Triple Attack
Ranged blaster pistol +23 (3d6+9)
Base Atk +19; **Grp** +21
Atk Options Double Attack (lightsabers), Mighty Swing, Running Attack, Triple Attack (lightsabers)
Special Actions Dark Healing Field, Drain Force, Improved Dark Healing, temptation
Force Powers Known (Use the Force +21): *battle strike, dark rage, farseeing, Force grip, Force lightning, Force resistance, Force scream, Force whirlwind, sever Force, slow, surge, wound*

Force Secrets Devastating Power, Distant Power, Mentor, Multitarget Power
Force Techniques Force Power Mastery (Sever Force), Improved Sense Force, Improved Sense Surroundings

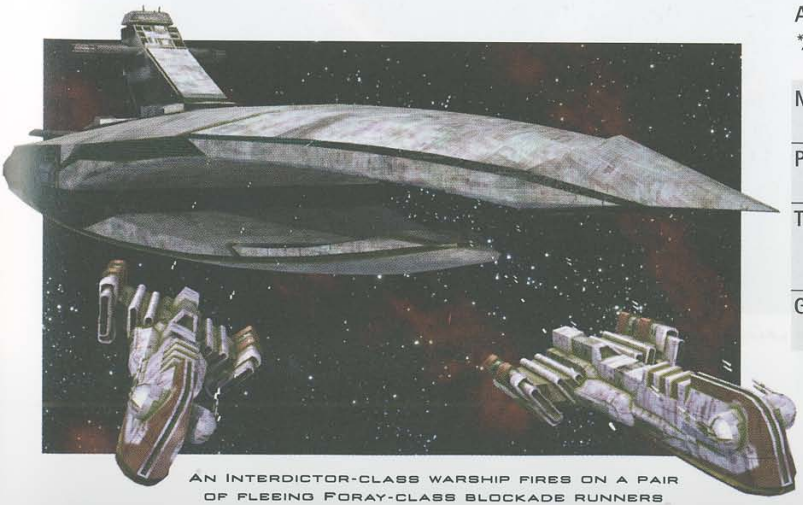
Abilities Str 19, Dex 18, Con 22, Int 8, Wis 16, Cha 15
Talents Armored Defenses, Dark Healing, Dark Healing Field, Drain Force, Force Flow, Force Perception, Improved Dark Healing, Multiattack Proficiency (lightsabers), Telepathic Influence, Telepathic Link, Visions
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Mighty Swing, Rapid Strike, Running Attack Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +20, Initiative +18, Perception +21, Use the Force +21
Possessions lightsaber (self-built), mask, Sith robes

Starships

Though most of the ships used by the Sith Empire are based on designs stolen from the Republic, the following starships are emblematic of the Sith Empire's war machine. Also note that many vessels used by the Republic, both in the Mandalorian Wars and the Jedi Civil War, may be stolen by the Sith and replicated using the Star Forge.

Interdictor-class Warship

The *Interdictor*-class capital ship comes to symbolize the might of the Sith Empire. This "pure warship" is originally commissioned to round out the Republic fleet, filling a strategic gap between its *Inexpugnable*-class behemoths and *Hammerhead*-class frigates. Only a single prototype, the *Leviathan*, comes out of the Corellian shipyards spaceworthy. To the Republic's regret, Admiral Saul Karath obtains command of the ship—and soon deserts for the Sith.



An Interdictor-class warship fires on a pair of fleeing Foray-class blockade runners

At 600 meters long, armed to the teeth, and equipped with the latest in mass-shadow-generating technology, the Interdictor represents the peak of Corellian engineering. Revan wastes no time in deconstructing its design with the Star Forge, spitting out hundreds of replicas for the Sith armada.

Tactical Fire: The *Interdictor*-class warship is a mobile capital ship capable of trapping enemy forces by filling in the gaps in fleet formations. As a standard action, an *Interdictor*-class warship can forego all attacks to provide tactical fire to all squares in a 2-square radius. All enemy starships within this area suffer a -1 penalty to Reflex Defense and have their space speed reduced by 2 squares (to a minimum of 1 square).

Star Forge Manufacture Interdictor-class Warship **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 50; +12 armor
hp 1,250; **DR** 20; **SR** 110; **Threshold** 250

Speed fly 3 squares (starship scale)
Ranged 5 medium turbolaser batteries +14* (see below) and
6 point-defense light laser batteries +10 (see below)
3 tractor beam batteries +10* (see below)
4 gravity well projectors +8 (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +62
Atk Options autofire (point-defense light laser cannon batteries)

Abilities Str 90, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 5,224 (skilled); **Passengers** 3,600 (troops)
Cargo 11,000 tons; **Consumables** 3 years; **Carried Craft** 48 Sith interceptors, various support vehicles
Hyperdrive ×2 (backup ×9), navicomputer
Availability Military **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense light laser cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** —(grapple +61)

Gravity well projector (2 gunners)
Atk +8 (3×3 square starship-scale area attack), **Dmg** Special (*SG* 45)

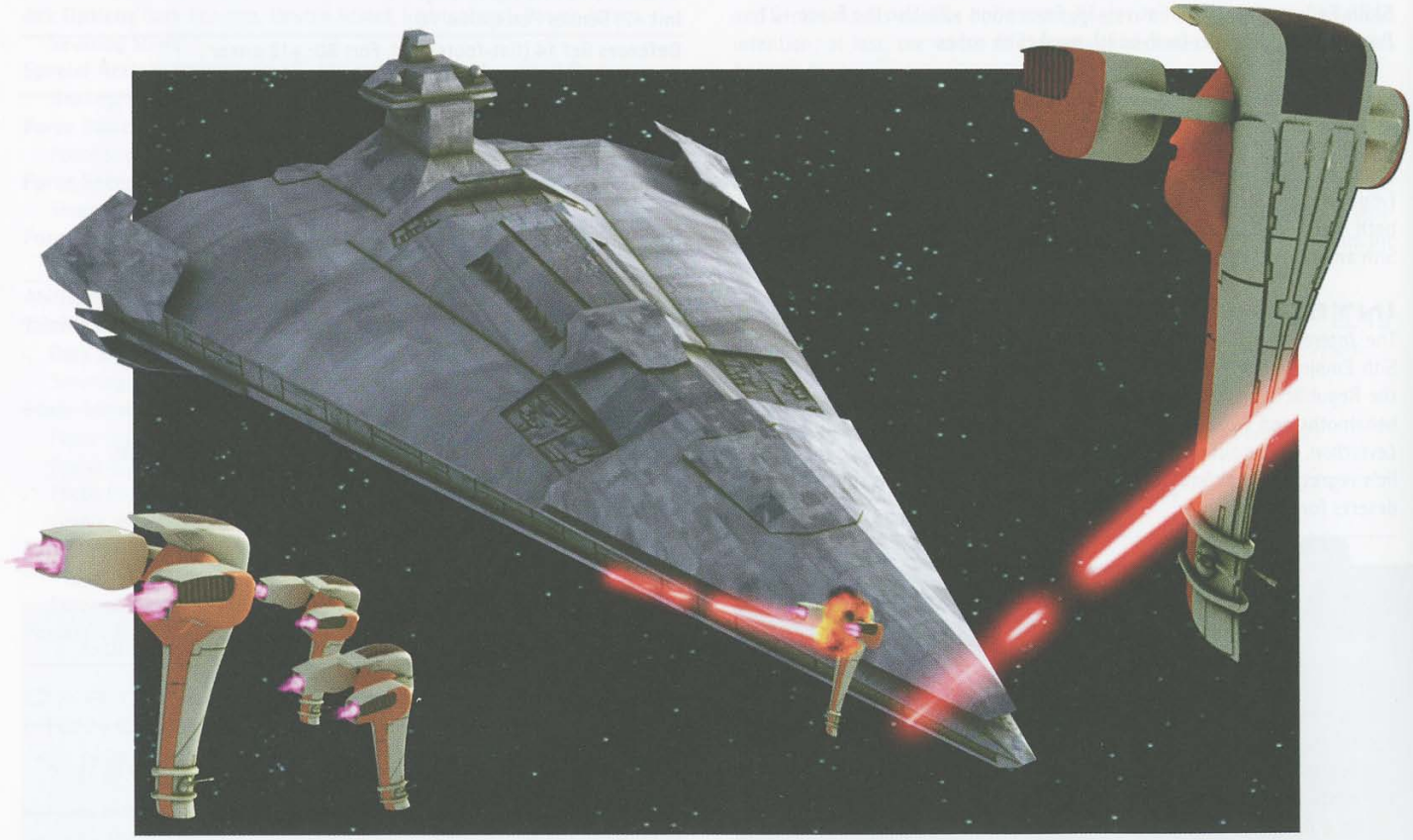
Centurion-class Battlecruiser

Twice the size of *Interdictor*-class warships, the *Centurion*-class battlecruiser is the heavyweight of Revan's fleet, first fighting for the Republic, then against it. Intended to phase out the problematic *Inexpugnable*-class ships, a limited number of these 1,200-meter-long starships see action in the Mandalorian Wars. Several of the ships are crushed beyond recognition by the Mass Shadow Generator in the Battle of Malachor V. The rest wind up serving as prestigious, colossal mobile fortresses for the Sith Empire.

The *Centurion*-class battlecruiser is a powerful ship that presents an imtimidating visage to its opponents. Built in the same wedge-shaped design that would later become popular among Star Destroyers in the Galactic Civil War, a single *Centurion*-class battlecruiser packs enough firepower to take on an *Inexpugnable*-class command ship and is purely a weapon of war.

Most *Centurion*-class battlecruisers are destroyed or captured by the end of the Jedi Civil War. However, during the Dark Wars, the Sith Lord Darth Nihilus manages to resurrect one of the crushed battlecruisers from Malachor V, turning the wreck of the *Ravager* into a spaceworthy ghost ship.

Tactical Fire: The *Centurion*-class battlecruiser is a powerful vessel that can devastate enemy forces with its powerful weapons. As a standard action, a *Centurion*-class battlecruiser can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied ships of Colossal (frigate) size or larger deal +1 die of damage with vehicle weapons against any enemy ships of Colossal (frigate) size or larger within this radius.



A wing of Chela-class starfighters launches an attack on a Centurion-class battlecruiser

Star Forge Manufacture Centurion-class Battlecruiser **CL 20**
Colossal (cruiser) capital ship
Init –1; **Senses** Perception +6

Defenses Ref 17 (flat-footed 14), Fort 55; +14 armor
hp 1,950; **DR** 20; **SR** 140; **Threshold** 255

Speed fly 3 squares (starship scale)
Ranged 6 medium turbolaser batteries +17* (see below)
6 heavy ion cannon batteries +17* (see below)
6 point-defense light laser cannon batteries +11 (see below)
3 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +67
Atk Options autofire (point-defense light laser cannon batteries)

Abilities Str 100, Dex 16, Con —, Int 20
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 31,452 (skilled); **Passengers** 7,400 (troops)
Cargo 32,000 tons; **Consumables** 5 years; **Carried Craft** 96 Sith interceptors, various support vehicles
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 5d10×5
Heavy ion cannon battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5 ion
Point-defense light laser cannon battery (3 gunners)
Atk +11 (+6 autofire), **Dmg** 2d10×2
Tractor beam battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** —(grapple +67)

Derriphan-class Battleship

One of the staples of the Sith fleet a thousand years before the Great Sith War, the 215-meter-long *Derriphan*-class battleship is a well-armored frigate that is capable of dealing significant amounts of damage to enemy forces. Despite being unshielded and sluggish, the *Derriphan*-class battleship can still take a beating as it concentrates its fire on individual enemy ships. Since this battleship carries only a small complement of six starfighters, it relies on its point-defense weapons for most of its anti-fighter protection.

Though all of the *Derriphan*-class battleships were thought to be destroyed in the Great Hyperspace War, at least one survived. The ship, belonging to Naga Sadow, was buried on Yavin 4. During the Great Sith War, Exar Kun would raise the ship from the planet and put it back in to service, similar to the way that Darth Nihilus would raise the *Ravager* from the ruined surface of Malachor V. Though Sadow's ship, under Exar Kun's control, would eventually be destroyed at the conclusion of the war, knowledge of the ship's construction is handed down to a small number of Sith exiles who kept the secret of the ship's design.

When Darth Revan and Darth Malak return from the Unknown Regions and resurrect the Sith Empire, the exiles in possession of the plans for the *Derriphan*-class battleship turn the information over to Revan's forces. In need of smaller capital ships, the Sith Empire uses the Star Forge to quickly construct dozens of *Derriphan*-class battleships. More powerful than analogous frigates under Republic control, these ships prove to be an excellent complement to the larger capital ships in the Sith fleet, though their lack of shielding results in heavy casualties among this class of ship.

Tactical Fire: The *Derriphan*-class battleship is designed to unload a heavy amount of focused firepower on enemy capital ships, even at the expense of their own longevity. As a standard action, a *Derriphan*-class battleship can forego all attacks to provide tactical fire to all adjacent squares. Any missile or torpedo attacks against enemies who are within this radius deal +1 die of damage.

Star Forge Manufacture Derriphan-class Battleship **CL 14**
Colossal (frigate) capital ship
Init –4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 35; +13 armor
hp 840; **DR** 30; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged point-defense medium blaster cannon battery +7 (see below) and heavy concussion missile battery +7* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense medium blaster cannon battery)

Abilities Str 61, Dex 10, Con —, Int 13
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4, Use Computer +6

Crew 25 (skilled); **Passengers** 850
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 6 starfighters, 2 shuttles
Payload 60 concussion missiles
Hyperdrive ×4 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Point-defense laser cannon battery (3 gunners)
Atk +7 (+2 autofire), **Dmg** 4d10×2
Heavy concussion missile battery (3 gunners)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 8d10×5

Herald-class Shuttle

One of the few transport ships mass-produced for the Sith Empire during the Jedi Civil War, the 28-meter-long *Herald*-class Shuttle is originally based on a design by a Republic Fleet Systems design that was produced in limited quantities but eventually supplanted by the *Ministry*-class orbital shuttle and the KT-400 droid carrier. This vessel is actually a multipurpose craft, allowing it to function either as a shuttlecraft for transporting powerful Sith or as a cargo vessel, used to haul valuable goods like kolto. Those vessels used as transport craft are usually outfitted with a luxury upgrade and serve as the personal shuttlecraft of Sith Lords and wealthy nobles loyal to the Sith Empire.

Star Forge Manufacture Herald-class Shuttle **CL 11**
Colossal* space transport
Init –1; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Ranged light turbolaser cannons +7* (see below) and point-defense double laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (point-defense double laser cannons)

Abilities Str 43, Dex 12, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 2 (skilled); **Passengers** 5 (10 on shuttle-only models)
Cargo 70 tons (15 tons on shuttle-only models); **Consumables** 1 month; **Carried Craft** 1 landspeeder, 2 speeder bikes
Hyperdrive ×2
Availability Military; **Cost** Not available for sale (estimated value 120,000 credits; 222,500 for shuttle-only model)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light turbolaser cannons (pilot)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 3d10×5

Point-defense double laser cannons (copilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Sith Interceptor

Few sights are as overwhelming as a *Centurion*-class battlecruiser spewing scores of Sith interceptors. Small, lightweight, and fragile, the Sith interceptor is a physical manifestation of Sith philosophy. Like the Empire under Darth Sidious uses TIE fighters, Revan's Sith Empire uses the disposable Sith fighters because they can be mass-produced and thrown at the enemy with little regard for the lives of the pilots. As long as they accomplish their goal, the Sith Lords care little for how many casualties the pilots of Sith interceptors sustain. Most Republic pilots who refused to defect to the Sith find it hard to believe just how fragile the Sith interceptor is, though the Sith pilots' willingness to throw away their lives makes it likely that even sturdier Republic craft will suffer devastating losses during space engagements.

Sith interceptors are small, no more than 7 meters in length with their wings extended, and have very little in the way of hull integrity. The cockpits provide only the barest minimum of life support, allowing a pilot to fly without the need for a full spacesuit; however, most pilots of Sith interceptors do wear full environment suits since they are likely to need to eject (or on the off chance that they survive their craft's destruction).

Star Forge Manufacture Sith Interceptor **CL 5**
Huge starfighter
Init +9; **Senses** Perception +5

Defenses Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 10; **Threshold** 31

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3××3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +21
Atk Options autofire (laser cannons)

Abilities Str 32, Dex 22, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** Not available for sale

Laser cannon (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

Droids

The following droids can be found throughout the Sith Empire, particularly during the Jedi Civil War period and later.

Sith Assault Droids

Originally created by the Republic in the days leading up to the Mandalorian Wars, the Mark I and Mark IV assault droids are two of the most common droid weapons in the Sith Empire. Though the Republic still uses these droids as automated defenses (patrolling city streets or military facilities), the Sith Empire puts the droids to greater use. In the early days of the Jedi Civil War, the Sith rely heavily on assault droids to fill out the ranks of their military, as it takes time for members of the Republic to defect and join the Sith Empire. As the Sith academy on Korriban cranks out more and more recruits, assault droids fall back into an auxiliary role, but are still used as the defenders of starships throughout the Sith fleet.

Though Czerka manufactures several models of assault droid, the Mark I and Mark IV models are the most sought after. The Mark I assault droid is a unique design that, while vaguely humanoid, relies on a single leg for the bulk of its motion. The Mark IV assault droid is more spiderlike, with four legs and a head with a mounted blaster rifle. Both the Mark I and Mark IV droids are capable defenders, but they have little in the way of advanced tactical programming. These droids are used primarily in a reactive, defensive manner and, despite their simple programming, have proven exceptionally capable of repelling Republic boarding parties attempting to seize Sith starships.

Sith assault droids cannot be played as droid heroes.

Czerka Corporation Mark I Assault Droid **CL 6**
Medium droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Binary

Defenses Ref 20 (flat-footed 18), Fort 12, Will 12
hp 30; **SR** 10; **Threshold** 12
Immune droid immunities

Speed 4 squares
Melee claw +11 (1d4+2)
Ranged blaster rifle +12 (3d8) or
Ranged blaster rifle +10 (3d8) and
blaster rifle +10 (3d8) or
Ranged flamethrower +11 (3d6)
Base Atk +9; **Grp** +13
Atk Options autofire (blaster rifle)

Abilities Str 15, Dex 15, Con –, Int 8, Wis 14, Cha 6
Special Qualities droid traits
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon Proficiency (flamethrower), Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)
Skills Perception +13
Systems basic processor, walking locomotion, 3 tool mounts, 2 claw appendages
Possessions blaster rifle (2), flamethrower, duranium plating, shield generator (SR 10)
Availability Military; **Cost** 14,910

Czerka Corporation Mark IV Assault Droid **CL 6**
Large droid (4th-degree) nonheroic 12
Init +12; **Senses** Perception +12
Languages Binary

Defenses Ref 19 (flat-footed 18), Fort 14, Will 12
hp 52; **SR** 10; **Threshold** 19
Immune droid immunities

Speed 6 squares
Ranged double blaster cannon +11 (4d12, 1-square splash)
Base Atk +9; **Grp** +17
Special Actions Logic Upgrade: Self Defense

Abilities Str 16, Dex 13, Con –, Int 8, Wis 12, Cha 6
Special Qualities droid traits, stable
Feats Armor Proficiency (light, medium), Improved Defenses, Logic Upgrade: Self Defense, Skill Training (Initiative), Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)
Skills Initiative +12, Perception +12
Systems basic processor, walking locomotion, tool mount
Possessions double blaster cannon, duranium plating, shield generator (SR 10)
Availability Military; **Cost** 16,270



Chapter XI
The Republic



The Galactic Republic has known times of prosperity, of great upheaval, of hopelessness, and of renewal. But the half century following the Great Sith War is a favorite of historians for a good reason: it has all of those things—often at the same time!

The Republic prior to the Great Sith War retains trappings of the past, both in fashion and in behavior. Archaic wardrobe is in vogue during a brief revival that spans much of the Republic. Wealth coalesces in the hands of the few, including the Tapani dynasties and families with such names as Adasca, Zentine, Vanjervalis, and Draay. And the Republic sees the Jedi order as a lifeline to the past, as a force for good.

The Great Sith War changes everything. This "internal squabble over Jedi beliefs," as reporters first characterize it, takes untold lives and damages over 25% of the Republic's infrastructure. Though the Great Sith War begins seemingly as an internal conflict within the Empress Teta system, the chaos spreads outward from the Deep Core at an incredible rate. When the Mandalorians join the war, the Republic nearly finds itself overhwelmed, and attacks on Coruscant and other important worlds drive the real danger of this war home. While the Republic lets the Jedi deal with their traitorous comrades, the Republic military battles Mandalorians on one front and Krath warriors on another, trying to keep from being torn apart. After years of grueling conflict where worlds are leveled and the Republic is placed on the brink of total destruction, the tide turns, and eventually, with the help of the Jedi, the Republic wins the day.

The results of the Great Sith War are devastating. Entire worlds have been blasted back to pre-hyperspace technology levels. Entire sectors vanish from communications channels, and go for months at a time without any news of their survival reaching the central systems of the Republic. Trade routes blazed over millennia require redevelopment at every stop. Piracy is rampant. The Republic, just as much a financial compact as a deliberative institution, fails to deliver on the basic premises of its creation.

The Restoration (3,995-3,966 BBY)

A decade-long postwar depression ends when business—the driver of much in the Republic—comes to its rescue. With both rich and poor suffering, the Senate has to act—and it does. The brainchild of economist Herron Morvis, the Coruscant Financial Exchange Establishment Act (the first of the so-called Commercial Protectorate Acts) restores the capital markets by making a simple bargain. Corporations listing their shares on the Coruscant Financial Exchange receive guarantees of protection on all trade routes within the Republic. A rejuvenated Republic Navy, raised on investment taxes, provides that protection. The Navy of the Sith War had been weak, eclipsed in some sectors by private space forces. The new force would have the mission—and the power—to keep the goods flowing.

Firms are quick to sign on, and even dynastic families float their holdings on the exchange. Corporations shed their security budgets altogether, relying on the Republic to defend spacelanes with its *Hammerhead* cruisers and state-of-the-art *Inexpugnable* tactical-command ships. The Restoration period is a rewarding time for many.

Efforts to play the system for profit weaken the Republic strategically. The accession of Taris into the Republic is the final, fatal straw. When Mandalorian attacks on nonaligned worlds increase, executives with operations on Taris bribe Senators to bring the planet into the Republic. Even though it is improved, the Navy is too weak to protect such a distant world. Some, such as rising star Saul Karath, see the dangers, but the Admiralty, delighted with its additional funding, pays no heed. So when the Zayne Carrick affair causes civil order on Taris to collapse, the Mandalorians see their chance and launch a surprise invasion of the Republic. Defenses on the Outer Rim crumble.

The Mandalorian Wars (3,965-3,960 BBY)

Finger-pointing at home coincides with desperate (and unsuccessful) moves on the frontier, including the tactic of positioning military units near cities. Mandalorian forces push into the Outer Rim and then further inward, reaching critical worlds along hyperspace routes and either seizing them or making holding those worlds a huge drain on Republic resources. As the Republic scrambles to deal with a continued Mandalorian threat, many in the Republic see echoes of the Great Sith War in current events. Though the Republic is pushed back during the early campaigns, losing Taris, Serroco, and other worlds almost immediately, the fighting intensifies and the Republic wins important battles at Iridonia and Ithor, bolstering their own supply lines as well as improving their troops' morale.

A solid advantage in the Mandalorian Wars arrives only when a Jedi Knight calling himself Revan comes to the Republic's aid. Revan is so successful that the Republic yields operational control of its forces to him. With Revan's final defeat of the Mandalorians at Malachor V, many in the Republic had cause to hope that the postwar lessons from the Great Sith War might restore prosperity faster than before. The Republic is stunned when two of their great Jedi leaders take the ships under their command and vanish into the Unknown Regions under the pretense of hunting down the last of the Mandalorians. Though surprised, the Republic begins to regroup and rebuild quickly, and as curiosity over their missing fleet turns to concern there is an ever-palpable tension nearly everywhere in the Republic.

The Jedi Civil War (3,959-3,956 BBY)

Revan, having fallen to the Dark Side, returns to the Republic as an invader at the head of a massive Sith Armada. The Republic, barely having recovered from the Mandalorian Wars, loses several battles in rapid succession as the Sith Empire carves out a large chunk of the galaxy for its own. Other Republic worlds, sensing a shift in power and dissatisfied with the performance of the Republic in the last two wars, secede and join the Sith Empire voluntarily. Treachery is not limited to the Jedi. For many, the worst comes when Admiral Karath turns traitor, rupturing the Navy between loyal and Sith factions.

For several years the Sith Empire grows, pitting the Republic against its former allies and comrades in every battle. Unlike fights against the nomadic Mandalorians, the Republic cannot force the Sith into retreat, as many of its members fight to defend their homeworlds with no intention of leaving. The Jedi Civil War is very much a battle between two well-established and entrenched forces, though fortunately the Republic has the aid of the Jedi in this war. After a Jedi strike force captures the enemy commander, Darth Revan, and then sets him on a path of redemption, Darth Malak takes control of the Sith Empire. His willingness to destroy the Republic's infrastructure is unlike the care Revan showed for preserving the worlds he conquered, and many battles mirror the mutually assured destruction so often seen in the Great Sith War.

Revan's redemption breaks the Sith domination, but the citizens of the Republic see only hardships ahead. With Sith survivors warring with the shattered Jedi Order, Republic worlds struggle to restore their civilization for the second time in half a century. This era teaches the lesson that the protection of the Jedi Order is no free ride for the Republic.

The Dark Wars (3,955-3,951 BBY)

When the Sith Empire shatters into many smaller domains, the Republic finally has a chance to rebuild and take the offensive. While its enemies squabble among themselves, the Republic puts shipyards into service, quickly rebuilding the Navy in a matter of just over a year. At last able to police and patrol outlying sectors, the Republic can finally make the galaxy safe for its citizens once more. Skirmishes with Sith warlords continue, but thanks to excellent strategic planning and leadership the Republic topples one Sith dictator after another, reclaiming lost territories piecemeal. By the time the last of the Stih are wiped out, the Republic is once again at nearly its full strength.

Using the Republic

The wartime periods of the Great Sith War, the Mandalorian Wars, and the Jedi Civil War allow ample opportunities for military campaigns ranging from limited engagements to operations spanning multiple worlds at once. Combined operations using the Republic Navy and Army provide for interesting interactions between members of those services—as do joint efforts with Jedi. A campaign using the Republic does not have to be about major wars, but there are plenty to choose from.

Following the Great Sith War and the Jedi Civil War, the Republic is eager to reestablish a credible role in galactic affairs. The military works to keep order, nobles seek to extend their influence, and bounty hunters and scoundrels are out to make a quick credit. These postwar eras are ideal for Gamemasters looking to craft campaigns with less Jedi and Sith involvement.

Many adventures can be found by exploring the two major facets of the Republic: the military, and the body politic.

The Republic Navy

When the Commercial Protectorate Acts directly ties its fortunes to the trade of the galaxy, the Navy finally has a worthy mandate and abundant resources. In a few decades, the Navy goes from being an antiquated, irrelevant institution to an organizing feature of Republic life.

The direct linkage between commerce and the Naval budget chafes the old-timers; Sith War veteran Orley Vanicus likens it to "running a protection racket." This is partially true; protecting more trade routes means more tax revenues, which means more ships to protect more trade routes. It becomes a recipe for disaster during the Mandalorian Wars. But in the meantime, more ships to command means more career opportunities—making the Navy a respectable calling indeed. Even Admiralty Plaza on Coruscant, once considered a retirement home for spacers, becomes a popular posting sought by many.

Gamemasters can promote the spirit of the Navy in these times by giving players opportunities to work with or join the Navy. With the Rendili yards turning out a *Hammerhead*-class cruiser every ten days during the years before the Mandalorian Wars, postings become available faster than they can be filled. Given the tougher life of the ground-pounders, it should not be uncommon to find players initially aiming for elite trooper turning toward ace pilot, instead. Money—and advancement—are in the stars!

Joining the Navy

Characters join the Navy through one of three paths: as commissioned officers, as crew recruits, or through provisional ratings.

Officers come from the Naval Academy at Coruscant and from the satellite schools focusing on particular specialties. The Corellian Academy, for example, produces many of the Navy's shipwrights and engineers, and a Duro orbital facility specializes in tactical networking.

Most beings aboard the Navy's ships and working its shipyards are noncommissioned crew members. Most join through local recruiting centers. Signing bonuses are awarded in times of great need, but the desirability of the Navy is such that compulsory naval service is not needed, even when the Navy is under Sith control.

Rarely, in times of danger, merchant space captains are granted provisional ratings to serve on Republic bridges. However, such ratings can be revoked in peacetime—a practice that causes other spacers to hold the service in disdain.

Life in the Navy

With the exception of ground crews and station personnel ("Where careers go to die," the saying goes), spacers for the peacetime Republic lead privileged lives. The pay is far higher than that which soldiers receive. Given the newness of the vessels, living conditions are practically antiseptic, and technology has removed many of the challenges interstellar combat used to pose. Ships of the *Inexpugnable* line slave the tactical systems of whole fleets to a single command—creating occasions when bridge crews are "along for the ride."

For those who serve as jacks-of-all-trades, such as Carth Onasi, the Navy offers a variety of experiences, from running spacelift missions for the Army to flying stealth starfighter patrols to trap pirates. As the recruitment ad says, "Joining the Navy is the way to see the galaxy."

The portion of the Navy that defects to the Sith during the Jedi Civil War provides an interesting contrast. Spacers join the Sith cause as a means of preserving their status—and, indeed, the quality of life aboard Sith vessels is better than in other places under Sith rule. But the Sith stoke ambition—the lifeblood of the Republic Navy during peacetime—to unhealthy levels, pitting ship against ship, officer against officer, and crewman against crewman. Martial punishments are many and harsh. For this reason, the Republic Navy under the Sith is an attractive path for dark side players.

Naval Organization

Few enterprises pay more respect to formal command structures than the Navy. With millions of beings moving trillions of tons of deadly force across the galaxy, Admiralty Plaza must be sure its directives reach everyone, down to the serving-droid repair technicians in the ship's mess.

Most beings working the Navy's ships and shipyards are noncommissioned. The rating of "Able Crew Member" (usually addressed as "Crewman") encompasses a variety of titles, from Captain's Steward to Medic Assistant to Machinist. All report to a Shipmaster, the highest noncommissioned posting on each ship. In many ways, the Shipmaster is the most powerful being aboard. Bridge crews come and go, but the Shipmaster and crew stay, passing knowledge to the next senior staff they have to break in. The Shipmaster is responsible for crew discipline; if he fails to act, tradition regards him as culpable for crew members' crimes . Therefore, most run tight ships.

Crew members can receive commissions on the recommendations of the Shipmaster or the ship's captain. Usually the result of years of service, this sometimes happens because of a crew member's act of heroism. Karath, who started as Vanicus's steward, followed that path. Later, during the Jedi Civil War, an affinity for the dark side can help a new recruit stand out.

The list of commissioned officer ranks is larger.

Admiral of the Fleet: A single officer holds this position for a ten-year term, chosen from the pool of full admirals by the Defense Ministry. A political appointment for a political job, it is one of two ranks not awarded by a Merit Board.

Admirals of the Coreworlds: The other such rank is a holdover from when the Navy reformed after a cataclysm. When the space forces of many worlds united, positions were reserved for the longest-serving admirals from each of those planets—for example, "Admiral of Coruscant" or "Admiral of Corellia." Their greatest interest tends to be jockeying to be Admiral of the Fleet. Coreworld admirals technically hold command over any ships operating within their designated planetary sectors, but in practice, this authority is seldom used—except to cause trouble by influencing local disputes. Admirals about to age into these positions officially declare themselves to have no homeworld in order to stay aboard ship.

Admirals, Vice Admirals, Rear Admirals: Managing sectors of battle-front and commanding heavy vessels, admirals make the real strategic decisions. The three levels are largely a functional matter; a Merit Board (or Court Martial) for a rear admiral would consist of vice admirals, for example. The conduct of full admirals is subject to the arbitrary discretion of the Admiral of the Fleet. Admirals in combat during the Sith War are sometimes informally known as "fleet captains."

Captains: The workhorses of the Navy, captains are on the spot across the galaxy, commanding cruisers and sometimes heavier vessels. For example, Karath was captain of the *Inexpugnable*-class command vessel *Courageous* while waiting for his Merit Board to meet. The term "captain" can be misleading, though, as it is used in an honorary sense on smaller ships when commanders or lieutenants are at the helm. Panels of captains also handle all promotions and courts martial for lesser officers.

Commanders: On large vessels, commanders provide support to captains; more often, commanders lead the crews of smaller starships. The leader of a starfighter squadron is a commander; it is a terminal rank in that field, explaining why turnover at the top is so high. Most "unjump ship" to take a bridge assignment.

Lieutenants: Most pilots of starfighters and spacelift vessels are lieutenants, as are most of the tactical bridge crew on heavy ships. On lighter ships such as blockade runners, midships fill those roles.

Midships: Students are rated as provisional midships on entering the Academy and are fully rated for service on graduating. An "ensign" rank is not used.

REPUBLIC TROOPERS HOLD POSITION AGAINST A SITH ONSLAUGHT



Dates of service are used among admirals to determine seniority; at captain and below, all within the same rank are considered equal—though the one with the most connections usually wins.

In the Navy, "justice is swift; promotions are slow." Merit Boards can take anywhere from weeks to years to meet, but Courts Martial meet as soon as enough officers can be found. Honor dictates that a board be convened even in matters where a conviction is not sought. Customarily, the accused resigns his commission at the outset, "winning" his position back in the course of the inquiry. Karath lost the *Courageous* after the battle of Serroco and resigned immediately on return to Coruscant; the Navy, mindful of his role in the encounter with Mandalore on the *Arkanian Legacy*, rejected his resignation and restored his command.

THE REPUBLIC ARMIES

Unlike the "Grand Army of the Republic," the Republic Armies—plural—of this period are a chaotic agglomeration of planetary militias and mercenary forces united by Republic funding and an institutional inferiority complex.

Until Revan, no single field marshal commands all ground forces. Rather, all generals take direction from the Defense Ministry on Coruscant. The lack of local coordination frequently puts the true command of surface forces in the hands of the Navy, which provides spacelift. During wartime, more soldiers are in transit aboard ships than are on the ground.

The result is a parochial body that bears signs of its piecemeal origins. Units are known not by uniform designations, but by their original nomenclatures—and not all units of the same type are created equal. The

Ralltiir Corps contains brigade-sized groups such as the Telerath 2nd and the Serroco Colonial—but it also contains smaller units such as Graayson's Company, which reports directly to Corps Command because of the agreement under which it entered Republic service.

Unsurprisingly, the institution exerts little political influence, but the Navy has expressed little desire to take control of the ground forces as marines. Beyond the culture clash, which often manifests itself violently, the biggest expense of the Army—the vehicles hauled on ships—would be added to the Naval budget. "We'd rather rent than own," Admiral Veltraa once said.

Joining Up

With pay and conditions far worse than in the Navy, surface units suffer from recruiting problems. The Republic addresses this by contracting with existing local militias and mercenary groups, buying some out entirely. It also offers healthy signing bonuses for dangerous duties.

Service is not compulsory—outside the areas the Sith take over in the Jedi Civil War—but some irregular units use "recruiting" methods that the Defense Ministry would rather not know about.

Army Organization

Army structures can have local and historical eccentricities, but some elements are common:

Squad: Teams of 8 to 12 soldiers led by a sergeant and a corporal, squads are the basic building block of Army operations. Regardless of specialty or duration of service, squad members are known as troopers and regarded as equal in rank.

Battalion: Groups of 25 to 40 squads organized under a major, battalions are the level at which specialization occurs. A 400-member laser artillery battalion travels with its own assigned equipment and vehicles, as well as a 20-member headquarters unit. Specialist battalions are frequently reassigned to other corps, leaving them with no true home.

Brigade: Brigades combine four to nine battalions with a headquarters battalion run by a brigadier, resulting in a force ranging between 1,000 and 5,000 strong. The typical force for raids and occupation, brigades work together in larger landing operations, with command and control handled, as often as not, by the navy that transported them.

Corps: Corps comprise all forces within an area and are named for the planets where their headquarters are based. A general leads each corps, although the office is weak relative to that of other eras. Infrequently at the front, generals relay commands from the Defense Ministry to the brigadiers on the scene. Direct superiors of irregular units (former mercenary groups and single-species militias) in their command, they lose time to bureaucratic and provisioning headaches. Therefore, promotion past brigadier is rarely sought.

No ranks of lieutenant, captain, and colonel officially exist—partially to prevent confusion with the Navy—but they can be found vestigially in the irregular native units, as well as in such strange titles as commandant, Gray Chieftain, and Grand Xenog.

The Senate

The Republic of this era provides noble heroes with a wide variety of places to polish their skills and find adventure. Local leadership takes many interesting forms on the planets of the Republic, but the greatest politicians aspire to serve in one place: the Galactic Senate.

The Galactic Senate undergoes many changes after the Sith War. It had met for years in ancient stonework chambers, but after Exar Kun kills Vodo Siosk-Baas on the Senate floor, Senators order the construction of a secure high-tech facility with no reminders of that fateful day. Attitudes modernize as well, with Senators taking more interest in trade with the Commercial Protectorate Acts. The "age of the staffer" begins, with Senators cultivating large entourages of young educated beings who deal with the pleas of corporate lobbyists.

In this era, the length of Senators' terms and the methods of choosing them are set by individual systems. Some are lifetime appointments chosen by local potentates; others, such as Senator Graw of Ithor, face frequent trips home to stand for reelection. Thus, staffing for a Senator is not just a lucrative and educational experience for a young noble; it can also involve extensive travel. Senators from planets occupied during the Mandalorian Wars keep their seats, and some, such as Goravvus of Taris, actively organize resistance movements.

As bruising as the battles for committee assignments are, nothing in the Senate tests a noble like the campaign for Chancellor. Once elected to a four-year term by his colleagues, a Chancellor of this era must manage (or attempt to manage) a bureaucracy of ministries devoted to defense, internal security, economic development, and jurisprudence. The Chancellor frequently calls upon Jedi to fulfill assignments of state and to perform investigations on behalf of oversight committees.

Republic Personnel

The Republic succeeds because of the dedication and hard work of thousands of individuals throughout the galaxy. The following list of personnel represents a wide array of citizens that contribute to the health of the Republic.

Republic Naval Admiral

From the Admiral of the Fleet to the lowest rear admiral, the right to "raise one's flag" is the signal achievement for all in the Republic Navy. Of the several kinds of admiral, the full admirals typify the Naval ideal. Unlike the aged admirals of the Coreworlds, they continue to fly for the Republic, commanding fleet battles. And where the "junior flags"—vice and rear admirals—can still lose their careers after an embarrassing loss, Admirals have enough connections at Admiralty Plaza to survive anything. More important, they have clout at the shipyards, getting priority on repairs and provisions.

Full admirals do not run their own vessels, instead traveling within the fleet and transferring their command to whatever ship they are on. However,

many find ships they like and captains they enjoy working with—and they have the influence necessary to bring those ships into whatever actions they are mounting.

Each admiral, regardless of rank, receives an office at Admiralty Plaza and the use of a permanent clerical staff. Most admirals eschew the Coruscant work and bring their entourage with them. Secretary to an admiral is an ideal learning experience for any cadet.

Republic Navy Admiral **CL 15**
Medium Human nonheroic 4/noble 7/officer 7
Force 4
Init +17; **Senses** Perception +19
Languages Basic, Bocce, Bothan, Durese, High Galactic, Mon Calamarian, Sullustese, Zabrak

Defenses Ref 27 (flat-footed 27), Fort 25, Will 31
hp 56; **Threshold** 25

Speed 6 squares
Melee unarmed +11 (1d4+6)
Ranged blaster pistol +12 (3d6+7)
Base Atk +12; **Grp** +12
Special Actions Bolster Ally, Born Leader, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Rally

Abilities Str 9, Dex 11, Con 10, Int 16, Wis 15, Cha 17
Special Qualities command cover +3, share talent (Bolster Ally, Field Tactics, Inspire Confidence)
Talents Bolster Ally, Born Leader, Deployment Tactics, Distant Command, Field Tactics, Inspire Confidence, Outmaneuver, Rally
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Focus (Deception), Skill Focus (Initiative), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Initiative), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Initiative +17, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (tactics) +20, Perception +19, Persuasion +20, Pilot +12
Possessions blaster pistol, uniform, comlink (encrypted), code cylinder

Republic Navy Captain

The Republic Navy's training system is directed toward a single goal: generating quality captains to helm vessels. In the earlier days of the smaller Navy, this took on added importance, as commands were few and ships were precious. Competition remains cutthroat into the early years of the Restoration, but the burgeoning number of available postings turns what was once a privilege into an expectation. The majority of spacefaring captains receive a cruiser of some kind to command.

As such, the pool of captains is somewhat weaker at the onset of the Mandalorian Wars, and opportunities for captains to distinguish themselves are excellent. Occasionally, a captain with special experience is tapped to helm a larger vessel normally reserved for admirals; Karath, present at field tests of the Vanjervalis data systems, received *Courageous* while still waiting for his Merit Board to meet on his promotion to rear admiral. The glut of captains also makes the admiralty is less reluctant to allow captains to join their surface teams in action. Captains are not exactly expendable, but they are readily replaceable.

Pay for captains is based on the size of ship they command, with cruiser captains receiving nearly twice what the handful of frigate captains earn. The few captains serving as space station administrators earn the least.

Republic Navy Captain **CL 10**
Medium Human nonheroic 4/noble 5/officer 4
Force 3
Init +11; **Senses** Perception +11
Languages Basic, Bocce, Durese, High Galactic, Sullustese, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 20, Will 25
hp 46; **Threshold** 20

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged blaster pistol +8 (3d6+5)
Base Atk +7; **Grp** +8
Special Actions Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 13, Cha 16
Special Qualities command cover +2, share talent (Battle Analysis, Deployment Tactics)
Talents Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics, Presence
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Initiative), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Initiative +11, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +11, Persuasion +18, Pilot +11
Possessions blaster pistol, uniform, comlink (encrypted), code cylinder

Republic Naval Lieutenant

"The galaxy will run out of stars to visit before the Navy runs out of Lieutenants." This aphorism is not mathematically true, but it reflects the state of starship bridges during the Restoration. Midship graduates from the Academy regard their careers as over if they do not make lieutenant after a year on a ship, and lieutenant is the most common rank noncommissioned crew members receive when promoted to the bridge. The result is an odd split between very young lieutenants and experienced older lieutenants who started out below decks.

Bridge duty for lieutenants ranges from communications to gunnery control to hyperspace navigation. Lieutenants also find many opportunities off-ship. Those with piloting experience assist with spacelift and starfighter patrols, and those with combat skills join surface parties in securing landing sites. At most of the smaller Naval shipyards, the stationmaster is an older lieutenant; these positions, however important, tend to be dumping grounds for those who have found further promotion impossible.

Lieutenants are easily the most avid audience of the official communiqué of the Republic Navy, *The Admiral's List*. A mention there makes a career, and graduates of the same class compete to see how many commendations they can receive.

Republic Navy Lieutenant **CL 5**
Medium Human nonheroic 4/noble 3/officer 1
Force 2
Init +2; **Senses** Perception +8
Languages Basic, Bocce, Durese, Zabrak

Defenses Ref 17 (flat-footed 17), Fort 15, Will 20
hp 25; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +3 (3d6+2)
Base Atk +3; **Grp** +3
Special Actions Assault Tactics, Born Leader, Inspire Confidence

Abilities Str 10, Dex 11, Con 10, Int 12, Wis 12, Cha 14
Talents Assault Tactics, Born Leader, Inspire Confidence
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Training (Perception), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Knowledge (tactics) +13, Perception +8, Persuasion +9, Pilot +7
Possessions blaster pistol, uniform, comlink (encoded), code cylinder



Left to Right: Republic Trooper, Republic Pilot, Republic Officer, Republic Naval Officer

Republic Army Brigadier

Brigadier generals— known as "brigadiers"—are the highest-ranking officers to see action in the Republic Armies from the Great Sith War to the Mandalorian Wars, so they are often the envy of their deskbound superiors.

That said, brigadiers rarely feel the envy of anyone, as they frequently have to contend with missions out of all proportion to the forces and material available. Crafty brigadiers make do by encouraging their underlings to live off the land, bending—but rarely breaking—local Republic statutes to make sure the mission is accomplished.

Few brigadiers excel in negotiating skills, a hindrance in dealing with the banes of their existence, the mercenary companies and species militias they are often required to work with. Brigadiers so fear the headaches a promotion to general would entail that many famously sabotage their own careers—never in ways that harm their troops, but by saying or doing things that make them politically radioactive. As such, the longest-serving brigadiers in the Republic are a colorful bunch.

Republic Army Brigadier **CL 13**
Medium Human nonheroic 6/soldier 5/noble 3/officer 3
Force 4
Init +12; **Senses** Perception +14
Languages Basic, Bocce, Bothan

Defenses Ref 28 (flat-footed 25), Fort 28, Will 30
hp 86; **Threshold** 28

Speed 6 squares
Melee unarmed +11 (1d6+7) or
Melee gun club +11 (1d6+7)
Ranged blaster pistol +11 (3d6+6)
Base Atk +10; **Grp** +11
Atk Options Charging Fire, Gun Club
Special Actions Assault Tactics, Battle Analysis, Bolster Ally, Coordinate +1, Coordinated Attack, Inspire Confidence

Abilities Str 12, Dex 12, Con 13, Int 14, Wis 16, Cha 16
Special Qualities command cover +1, share talent (Inspire Confidence)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Bolster Ally, Coordinate, Gun Club, Inspire Confidence
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Martial Arts I, Republic Military Training, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [bureaucracy]), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +19, Endurance +12, Initiative +12, Knowledge (bureaucracy) +12, Knowledge (tactics) +18, Perception +14, Persuasion +14
Possessions blaster pistol, officer's battle armor, comlink (encrypted), code cylinder, electrobinoculars, medpac, portable computer, extra power pack, ration pack

Republic Army Officer

Typically holding the rank of sergeant or corporal in the Republic Army, these officers are the field commanders for most Republic troopers. Culled from the best and brightest members of their respective units, many of these officers were commanders in local militias mercenary bands before joining the Republic Army. These officers also receive extensive training with vibroweapons after the Republic realizes that lightsaber-wielding Sith usually target officers first, giving these officers a fighting chance when faced with a Force-using enemy commander.

Republic Army Officer **CL 6**
Medium human nonheroic 3/noble 4/officer 1
Force 1
Init +5; **Senses** Perception +11
Languages Basic, High Galactic, three others

Defenses Ref 19 (flat-footed 17), Fort 16, Will 22
hp 26; **Threshold** 16

Speed 6 squares
Melee vibroblade +6 (2d6+2)
Ranged blaster pistol +6 (3d6+2)
Base Atk +5; **Grp** +6
Atk Options Melee Defense
Special Actions Born Leader, Deployment Tactics, Fearless Leader, Republic Military Training, Vehicular Combat

Abilities Str 10, Dex 13, Con 11, Int 13, Wis 14, Cha 14
Talents Born Leader, Deployment Tactics, Fearless Leader
Feats Improved Defenses, Linguist, Melee Defense, Republic Military Training, Skill Training (Persuasion), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Knowledge (tactics) +10, Perception +11, Persuasion +11, Pilot +10
Possessions blaster pistol, vibroblade with cortosis weave, code cylinder, comlink (encrypted), datapad, officer's uniform

Republic Army Trooper

The trooper is the heart of the Republic's ground force. Soldiers feel distant from the decision making (and they are), but small squad sizes allow them to feel like vital parts of their mission. Instead of shuffling around anonymously from force to force, Republic commanders keep effective squads together, allowing camaraderie to develop. A Republic trooper might not know what planet he is on or what enemy he is fighting, but he knows the name of his fellow grunts, who keep him alive.

Unfortunately when troopers pick up areas of specialization, the Republic of this era does a poor job of recognizing that talent and moving it where it is needed. As a result, troopers who excel in areas such as heavy weapons

or amphibious assault are not recognized and moved to units where that knowledge can be applied. Some troopers see this as a hindrance to their careers, but some take advantage of the ground military's logistical chaos and hook up on the battlefield with the unit they want to join. Given the time required to replace personnel lost in battle, many sergeants look the other way.

Republic Army Trooper **CL 1**
Medium Human nonheroic 3
Init +6; **Senses** Perception+5
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 11
hp 8; **Threshold** 12

Speed 6 squares
Melee bayonet +1 (1d8+2) or
Ranged blaster rifle +2 (3d8) or
Ranged frag grenade +1 (4d6)
Base Atk +0; **Grp** +1
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Feats Armor Proficiency (light), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative+6, Perception+5
Possessions Republic Army light armor (+4 armor, +1 equipment), blaster rifle with bayonet, 2 frag grenades, comlink (encrypted), utility belt with medpac

Elite Republic Army Trooper **CL 2**
Medium human nonheroic 8
Init +11; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 12, Will 10
hp 20; **Threshold** 12

Speed 4 squares
Melee bayonet +7 (1d8+2)
Ranged blaster rifle +9 (3d8) or
Ranged blaster pistol +8 (3d6) or
Ranged frag grenade +8 (4d6)
Base Atk +6; **Grp** +8
Atk Options autofire (blaster rifle)
Special Actions Republic Military Training

Abilities Str 12, Dex 14, Con 10, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light, medium), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +9
Possessions blaster rifle with bayonet, blaster pistol, 2 frag grenades, Republic combat armor (+6 armor, +2 equipment), comlink (encrypted), utility belt with medpac

Republic Army Recon Commando

Light infantry and assault battalions frequently use reconnaissance squads, which specialize in acquiring battle information firsthand. However, the work of recon commandos is not limited to simple drop-and-snoop missions. Once the battle is joined, they assist in tactical control and positioning of the battalion's combat squads. They might also be detached for special duties, including sabotage operations and Jedi-assist missions.

Inspiration for the use of recon squads in the Republic came from its irregular units—former mercenaries experienced with multitasking. Recon commando squads have multiple operational-environment specializations, ranging from amphibious to spacedrop. The Republic's quality recon squads are, thus, the busiest postings in the ground military, seeing action wherever they are required.

Republic Army Recon Commando **CL 8**
Medium Human untrained 3/scout 7
Init +11; **Senses** low-light vision, Perception+10 (can reroll, must take second result)
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 20), Fort 19, Will 19
hp 39; **Threshold** 19

Speed 6 squares
Melee unarmed +6 (1d6+5)
Ranged heavy blaster pistol +8 (3d6+4)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Guidance, Quick Skill

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 10
Talents Acute Senses, Guidance, Improved Stealth, Surefooted
Feats Armor Proficiency (light), Martial Arts I, Point Blank Shot, Republic Military Training, Quick Skill, Skill Focus (Stealth), Skill Training (Knowledge [tactics]), Skill Training (Survival), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +10, Perception +10 (can reroll, must take second result), Stealth +16 (can reroll, must take second result), Survival +10
Possessions heavy blaster pistol, low-light-vision goggles, electrobinoculars, comlink (encrypted), utility belt with medpac

Republic Personalities

The Republic may be founded on the cooperation of entire species, but it is the strength of individuals that helps it persevere. The following characters are among the most influential individuals that work for and are members of the Republic.

Bao-Dur

Bao-Dur is a highly talented inventor and technician. During the Mandalorian Wars, he serves with the Exile as a tech and refers to her as "General" even years after the war's end. He is responsible for creating the Mass Shadow Generator used to destroy Malachor V and end the Mandalorian Wars. However, the invention also kills a great number of his allies and own forces in the process. He does not escape without injury, losing most of his left arm in the battle. He builds himself an impressive new cybernetic replacement that features an energy binding instead of a mechanical elbow.

Bao-Dur is haunted for years by the outcome of Malachor V. He becomes a pacifist and attempts to redeem himself and repay his perceived debt to the galaxy. He ends up working in the rehabilitation efforts of Telos IV. There he once again encounters the General—now the Exile. He rejoins her, traveling with her in her quest for the Jedi and Sith. At the end of the Exile's quest, they return to Malachor V, where Bao-Dur programs his remote to reactivate the Mass Shadow Generator for a final time.

Bao-Dur's Cybernetic Arm

After the battle of Malachor V, Bao-Dur designs and builds himself a unique cybernetic arm that uses an energy binding in place of a mechanical elbow. The arm has normal Human strength. By manipulating the energy binding during combat, Bao-Dur can disrupt an opponent's personal energy shield as well as some other force fields. The energy cell must be recharged every 48 hours, though Bao-Dur has included a variety of attachments to ensure he can recharge it from a variety of sources in an emergency.

Shield Breaker

To disrupt a field, Bao-Dur must be adjacent to the target and make a successful unarmed strike. If the attack hits, shields with an SR rating of 15 or lower are disabled and provide no protection for the rest of the encounter. If the shield has a rating greater than SR 15, the shield rating drops by –5, failing once it falls to SR 15 or lower. Bao-Dur's arm is ineffective against shields protecting Gargantuan or larger starships and vehicles.

Bao-Dur (Dark Wars) **CL 9**
Medium Zabrak scoundrel 9
Destiny 1; **Force** 7; **Dark Side** 2
Init +9; **Senses** Perception +11; heightened awareness
Languages Basic, Bocce, Binary, Ithorese, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 22, Will 23
hp 64; **Threshold** 22

Speed 6 squares
Melee unarmed +8 (1d6+5) or
Melee vibroblade +8 (2d6+5) or
Melee vibroblade +5 (2d6+8) with Power Attack or
Melee vibroblade +13 (2d6+3) with Flurry
Ranged blaster pistol +6 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Flurry, Hyperdriven, Point Blank Shot, Power Attack
Special Actions Gearhead, Knack

Abilities Str 14, Dex 11, Con 14, Int 16, Wis 14, Cha 10
Special Qualities heightened awareness
Talents Gimmick, Hyperdriven, Knack, Master Slicer, Trace
Feats Flurry, Gearhead, Martial Arts I, Point Blank Shot, Power Attack, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +9, Gather Information +17, Knowledge (physical sciences) +12, Knowledge (technology) +17, Mechanics +17, Perception +11 (can reroll, must take second result), Stealth +9, Use Computer +17 (can reroll when improving access and take better result)
Possessions vibroblade, blaster pistol, cybernetic left arm, remote droid

Senator Haydel Goravvus

The product of a liaison between a Human businessman and a Hamadryas serving girl, Goravvus saw racial injustice on Taris firsthand. Unable to gain a formal education, Goravvus spends his youth in the Lhosan Industries swoop bike factory in Machineville. Needing money during a labor action, the teenage Goravvus accepts payment from management to help break the strike, bringing him to the attention of corporate management. Such a wily, hungry young schemer is bound to go places.

He does, and a corporate hatchet-man is born. Goravvus spends the next third of a century traveling the galaxy for Lhosan, undercutting regulations, blackmailing suppliers, and sabotaging competitors. The pinnacle of Goravvus's achievements—or so he thinks—comes when he helps Lhosan and other corporations use bribery to gain Taris's admission into the Republic. His reward: Taris's new Senate seat. Many in Upper City society chafe at a mixed-species Senator, and that is all right with Goravvus. He has won.

Senator Haydel Goravvus



Senator Haydel Goravvus **CL 13**
Medium Near-Human nonheroic 3/scoundrel 5/corporate agent 4/noble 3
Force 2
Init +5; **Senses** Perception +12
Languages Basic, Gamorrean, Hamadryas, High Galactic, Huttese, Ithorian, Kedorzhan, Ryl

Defenses Ref 24 (flat-footed 24), Fort 22, Will 28
hp 41; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged sporting blaster pistol +8 (3d4+6)
Base Atk +8; **Grp** +7
Atk Options Point Blank Shot
Special Actions Coordinate +1, Fool's Luck, Inspire Confidence

Abilities Str 8, Dex 9, Con 8, Int 16, Wis 13, Cha 16
Talents Competitive Edge, Coordinate, Fool's Luck, Gimmick, Inspire Confidence, Master Slicer, Trace
Feats Linguist, Point Blank Shot, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Persuasion), Skill Focus (Use Computer), Skill Training (Gather Information), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [technology]), Skill Training (Perception), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +19, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +14, Knowledge (technology) +14, Mechanics +14, Perception +12, Persuasion +19, Stealth +10, Use Computer +19 (can reroll when improving access and take better result)
Possessions sporting blaster pistol, comlink (encrypted), code cylinder, datapad

But the Senate changes Goravvus for the better. This lifelong loner finds a family in the people of Taris. He openly challenges the business interests that put him in power, earning the scorn of Lhosan Chairbeing and former friend, Jervo Thalien. When civil order on Taris collapses, Goravvus disappears in shame, but the invasion of Taris by the Mandalorians offers a chance for redemption. In the Lower City, Goravvus organizes the remains of the planetary security force into the Taris Resistance. Goravvus's political skills are helpful as he forges an alliance with the Hidden Bek gang and blackmails aid from Thalien. When Taris ultimately falls, Goravvus escapes to the Republic, where the exiled Senator becomes a popular figure espousing the cause of people living on occupied worlds and providing funds for private efforts to rescue refugees.

Commander Carth Onasi

Carth Onasi's career path resembles that taken by his mentor, Saul Karath—which might explain the admiral's early fondness for this charismatic jack-of-all-trades. Born on Telos IV, Onasi works as both a mechanic and police officer before joining the local militia. When his heroics in a piracy sting bring him to the attention of a recruiter with the Republic Navy, he reluctantly leaves with his wife and son for a career in space.

Onasi soon sees action, serving on the bridge of the *Courageous* during the Battle of Vanquo at the outbreak of the Mandalorian Wars. Now a lieutenant, he handles spacelift for the ground forces on Serroco, where he encounters fugitive Padawan Zayne Carrick. Believing Carrick's vision of impending planetary devastation, Onasi brings it to Karath's attention—only to discover that Karath suspects the boy of being a Mandalorian spy—and during a meeting on Adascorp's flagship, the *Arkanian Legacy*, Onasi frees Carrick.

The Mandalorian Wars continue for three years, during which Carth's skills increase. After Revan defeats the Mandalorians and returns as the invading Darth Revan, Onasi again finds himself called to action. But this time, the Navy is torn between loyalty to the Republic and service of the Sith—and, shockingly to Onasi, his one-time mentor Karath goes to the other side.

Refusing to turn against the Republic, Onasi is further devastated when his homeworld is bombed by Karath. When his wife Morgana dies in his arms, Onasi—who believes his son, Dustil, to have also been killed—swears he will get revenge on his former friend and admiral.

As the Jedi Civil War rages, Onasi—now a Commander—finds himself at the helm of the *Endar Spire*. Attacked by the Sith forces of Darth Malak above Taris, Onasi escapes alongside another Republic soldier, unaware that this new ally will lead him on an adventure that will change the galaxy and settle his score with Karath.



CARTH ONASI

Carth Onasi (Jedi Civil War) **CL 10**
Medium Human soldier 7/ace pilot 3
Destiny 2; **Force** 5
Init +8; **Senses** Perception +10
Languages Basic

Defenses Ref 27 (flat-footed 24), Fort 23, Will 20
hp 92; **Threshold** 23

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +13 (3d6+7) or
Ranged blaster pistol +8 (3d6+7) and
blaster pistol +8 (3d6+7)
Base Atk +9; **Grp** +12
Atk Options Devastating Attack (pistols)
Special Actions Battle Analysis, Point Blank Shot, Precise Shot

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 12
Special Qualities vehicle dodge +1
Talents Battle Analysis, Cover Fire, Devastating Attack (pistols), Keep It Together, Vehicular Evasion, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Republic Military Training, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +17, Mechanics +12, Perception +10, Persuasion +11, Pilot +18, Treat Injury +10, Use Computer +12
Possessions 2 blaster pistols, uniform, comlink, credit chip, utility belt

ATTON RAND

Atton Rand is a veteran of both the Mandalorian Wars and the Jedi Civil War and at one time he was a member of the Republic military who defected to the Sith Empire. Atton Rand was trained during the Jedi Civil War to resist detection and manipulation through the Force, which allows him to remain free of Jedi influence. Atton encounters the Exile on Peragus and becomes an integral part of her efforts against the Sith Lords. He also harbors feelings for her, which often manifest as jealousy, especially toward Mical who is also an admirer, if from a different point of view. In fact, he regularly clashes with the Exile's companions throughout the journey. Atton's background is a mystery to his companions, though many see aspects of themselves in his attitudes and skills.

Atton Rand (Dark Wars) CL 5
Medium Human scoundrel 3/soldier 2
Destiny 1; **Force** 3; **Dark Side** 3
Init +10; **Senses** Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 17, with Sniper Shot 15), Fort 20, Will 19
hp 46; **Threshold** 20

Speed 6 squares
Melee vibroblade +5 (2d6+3) or
Melee vibroblade +5 (2d6+3/19–20) with Critical Strike
Ranged blaster rifle +7 (3d8+2) or
Ranged blaster rifle +7 (3d8+2/19–20) with Sniper Shot
Base Atk +4; **Grp** +7
Atk Options Critical Strike, Point Blank Shot, Sneak Attack +1d6, Sniper Shot
Special Actions Knack

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 16, Cha 12
Talents Armored Defenses, Knack, Sneak Attack +1d6
Feats Armor Proficiency (light), Critical Strike, Force Sensitivity, Point Blank Shot, Sniper Shot, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +8, Mechanics +7, Pilot +10, Stealth +10, Use Computer +7, Use the Force +3
Possessions blast jacket (+2 armor, +1 equipment, +4 max Dex)

Armor

The types of armor given on Table 11–1 are described below.

Republic Light Armor

Standard-issue armor for Republic forces not expecting heavy combat, Republic light armor includes a helmet and boots. The helmet provides any wearer who has the Armor Proficiency (light) feat with an attached comlink. This simple armor is not upgradable.

Republic Combat Armor

Inferior in all respects but weight to Mandalorian Neo-Crusader armor, Republic combat armor nonetheless provides valuable protection to soldiers on the ground. It includes a helmet, boots and gauntlets. The helmet provides any wearer who has the Armor Proficiency (medium) feat with an internal comlink and low-light-vision capabilities. This armor can be upgraded with additional equipment to provide oxygen flow and protection against vacuum environments.

Republic Heavy Armor

As good as it gets for Republic troops, this full-body armor features energy-ablating plating granting the wearer –2 damage against energy attacks. The helmet provides any wearer who has the Armor Proficiency (heavy) feat with an internal comlink and low-light-vision capabilities. The suit can also provide its wearer with up to 24 hours of life support in the vacuum of space or other hostile environments.

Table 11–1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Republic light armor	–	+4	+1	+3	–	–	7 kg	Military
Medium Armor (–5)								
Republic combat armor	–	+6	+2	+2	4 sq.	3 sq.	14 kg	Military
Heavy Armor (–10)								
Republic heavy armor	–	+8	+3	+1	4 sq.[1]	3 sq. [1]	26 kg	Military

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

TABLE 11-2: RANGED WEAPONS

RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Commando special rifle	1,250	3d10	–	S, A	3.3 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Remote grenade	300	4d6	–	S	1 kg	Energy	Military

WEAPONS

The weapons given on Table 11–2 are described below.

GRENADE, REMOTE

A scaled-down version of a system used in mining and industrial demolitions, these grenades are programmable for remote detonation using a handheld 100-credit detonator also sold by the manufacturer. Safety features prevent the remote detonation of deployed grenades within 100 meters of the transmitter, under all circumstances.

RIFLE, COMMANDO SPECIAL

The "Special" is a sawed-off rifle preferred by Republic commandos for its light weight and stopping power. Its portability and power are offset by its ammunition demands; power packs must be replaced after 25 shots.

STARSHIPS

Apart from the Republic Fleet Systems consortium in which it holds an interest, the Republic Navy prefers to purchase all its craft from private manufacturers, thus contributing to the galactic economy. Many are commissioned under contracts in which the Republic controls the patents, limiting the ability of manufacturers to sell their craft to other navies.

"THIS IS A NEW PHASE OF THE WAR. WE'RE GOING TO HAVE TO CHANGE HOW WE LOOK AT THINGS."

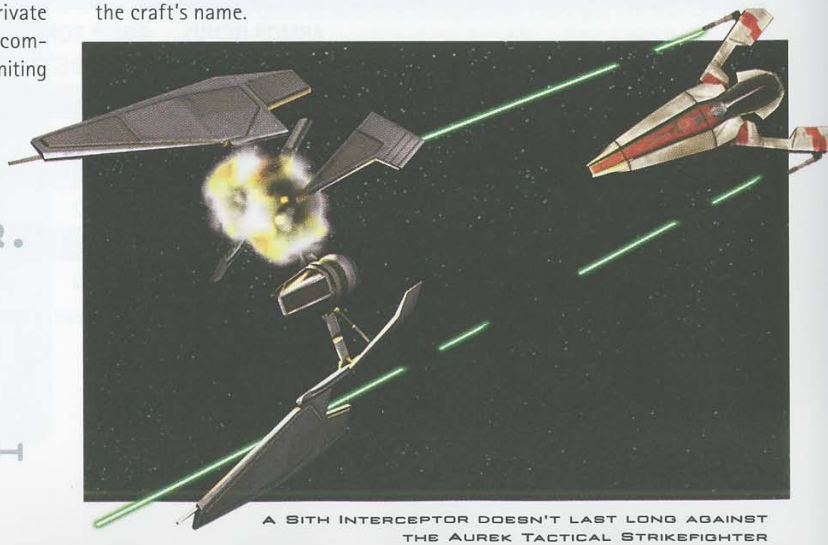
–ADMIRAL SAUL KARATH

AUREK TACTICAL STRIKEFIGHTER

When the Republic Navy's coffers begin to overflow with credits during the Restoration, the Navy sponsors one of the greatest engineering contests in years. More than three dozen shipwrights are solicited to submit designs for the "Generation Tomorrow Starfighter," intended to replace the Star Saber as the stock vehicle in the Navy's arsenal. The winning design—coproduced with the Republic through its Republic Fleet Systems consortium of manufacturers—is a starfighter for the ages.

The 9.2-meter-long Aurek Tactical Strikefighter combines speed and maneuverability with the ability to deal surprising amounts of damage. Ease of refueling and rearmament make the Aureks ideal for capital-ship squadrons. And their simple fuselage minimizes production time to such an extent that the Republic frequently foregoes all but the most minor repair work, choosing instead to ship out new fighters. This results in many scrapped Aureks finding their way into civilian use.

The chevron-shaped fighter's wings can be reconfigured in different attack positions, one of which resembles the Aurebesh letter that inspired the craft's name.



A SITH INTERCEPTOR DOESN'T LAST LONG AGAINST THE AUREK TACTICAL STRIKEFIGHTER

Republic Fleet Systems Aurek Tactical Strikefighter **CL 11**
Huge starfighter
Init +10; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 25; +4 armor
hp 110; **DR** 5; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)
Ranged heavy laser cannons +6 (see below) and proton torpedoes +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +27
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 43, Dex 25, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 20 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 360,000)

Heavy laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 6d10×2

Proton torpedoes (pilot)
Atk +6, **Dmg** 9d10×2, 4-square splash

S-250 Chela-class Starfighter

One of the losing firms in the drive for the "Generation Tomorrow Starfighter," the Corellian Engineering Corporation still comes out a winner when its design impresses the Republic Navy. Even though it is not as low-maintenance and high-performance as the Aurek Tactical Strikefighter, the 14-meter-long S-250 *Chela*-class starfighter incorporates the agility of the earlier S-100 *Stinger*-class starfighter with improved weapons systems in a new design. It also saves its manufacturer in the process.

Ordered in far fewer numbers than the Aurek Tactical Strikefighter, *Chela*-class fighters are preferred vehicles of honor guards and veteran commanders. Their performance is not a step up from the Aurek strikefighters, but some consider their roomier and more comfortable pilot compartments to be more than enough compensation.

Corellian Engineering Corporation S-250 Chela-class Starfighter **CL 10**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defenses Ref 17 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 20; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +6 (see below) and concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (medium laser cannons), fire-link (concussion missiles)

Abilities Str 42, Dex 20, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 concussion missiles
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 420,000)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Concussion missiles (pilot)
Atk +6, **Dmg** 10d10×2, 4-square splash

Conductor-class Short-Haul Landing Craft

Built over the years by several manufacturers licensing a military patent, the 19-meter-long *Conductor*-class landing craft covers a dozen special-purpose varieties. All involve military cargo transports ranging from orbital drops to short hyperspace jumps between neighboring systems.

The most frequent configuration is the CX line, with two configurations: Ships named with a CX followed by a two-digit number have additional fuel storage for traveling from gravity well to gravity well; those with a CXB followed by a three-digit number are designed to be carried aboard capital ships in landing bays and can carry slightly more cargo. The disdain the sluggish vehicles draw is expressed in the unofficial names their pilots give them. For example, under Carth Onasi, the *CXB-560* becomes *The Deadweight*. However, the ships can perform for a quality pilot, as Onasi shows in his rescue of Admiral Karath from the *Courageous* and later from the *Arkanian Legacy*.

Republic Fleet Systems Conductor-class Short-haul Landing Craft **CL 7**
Colossal space transport
Init –4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 500 km/h), fly 2 squares (starship scale)
Ranged light laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 42, Dex 11, Con —, Int 13
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4, Use Computer +6

Crew 1 (skilled); **Passengers** 5 (plus 2 bulk-loader droids)
Cargo 80 tons; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×3; navicomputer
Availability Restricted; **Cost** 250,000 (100,000 used)

Light laser cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Ministry-class Orbital Shuttle

First forged in the Zentine Dynamics shipyards at Foerost, *Ministry*-class shuttles become the short-trip workhorses for the Republic after the Great Sith War. Originally commissioned to help the Chancellor's bureaucrats tour the war-torn remains of the Republic (hence the class name), *Ministry*-class orbital shuttles—nicknamed "minis" by their pilots—quickly come into general use.

Lacking hyperdrives, the 20-meter-long *Ministry*-class orbital shuttles perform a variety of duties. They are used as shuttles by Navy capital ships, and Republic scientists at Flashpoint Station use versions with strong shielding in their stellar research studies.

Zentine Dynamics Ministry-class Orbital Shuttle **CL 6**
Colossal space transport
Init –1; **Senses** Perception +6

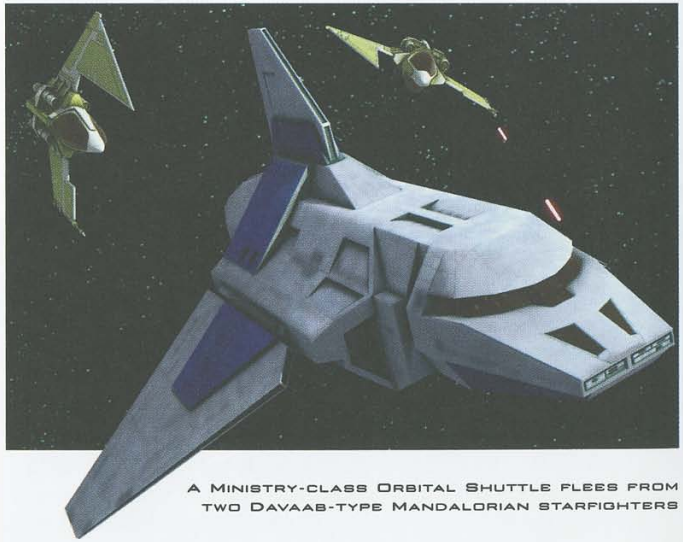
Defenses Ref 15 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **SR** 30; **Threshold** 75

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +5 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (medium laser cannons)

Abilities Str 40, Dex 16, Con —, Int 17
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 2 (skilled); **Passengers** 36
Cargo 1,500 kg; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 160,000 (80,000 used)

Double laser cannons (copilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2



A Ministry-class Orbital Shuttle flees from two Davaab-type Mandalorian starfighters

KT-400 Military Droid Carrier

Few ships took as winding a path into the fleet as the KT-400. Its initial design comes not from an established shipwright, but from Kellenech Technologies, a droid-maker, which proposes the 24-meter-long KT-400 as a complement to its military and construction droids. The startup investment bankrupts the firm, and the Republic takes the design and begins building the ships through its proprietary manufacturer, Republic Fleet Systems. But when the Sith War ends, so does funding—leaving dozens of unfinished hulls in spaceyards. When interest in droid-carriers finally revives, the Republic awards contracts to finish the vessels to a variety of manufacturers for military and commercial use. Ironically, that means that the vessels produced retain the original model designation—decades after the "KT" no longer stood for anything!

The vessel can carry up to 400 bipedal war-droids in its compact cargo area, discharging them all in under five minutes.

Republic Fleet Systems KT-400 Military Droid Carrier **CL 6**
Colossal space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 26; +14 armor
hp 130; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged double medium laser cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (double medium laser cannons)

Abilities Str 43, Dex 10, Con —, Int 12
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −6, Use Computer +6

Crew 8 (skilled); **Passengers** 400 bipedal droids
Cargo 40 tons; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 280,000 (150,000 used)

Double medium laser cannon (gunner)
Atk +3 (−2 autofire), **Dmg** 6d10×2

Foray-class Blockade Runner

Initially, the ships of the *Foray*-class were commissioned to help the Republic Navy expand its reach. With the Navy charged with sealing off space against the Mandalorians in the Outer Rim, it needs every ship it could procure to fill gaps in the cordon.

Soon after the first ships enter service, the Mandalorians invade the Republic in force—and the principal mission of the 155-meter-long *Foray*-class blockade runner changes from protection to interdiction. The nimble vehicles prove the best answer the Republic has for the Mandalorian fleets protecting their new conquests. Blockaders turned blockade runners, *Foray*-class ships deliver relief to Republic citizens and resistance movements in occupied space. They perform the same mission later against their own former compatriots in the Jedi Civil War.

Tactical Fire: The *Foray*-class blockade runner's design helps facilitate exploration, expansion, and deep-space defense of Republic assets. As a standard action, a *Foray*-class blockade runner can forego all attacks to provide tactical fire to all adjacent squares. All allied starships gain a +5 bonus to Pilot checks made to resist being drawn into a dogfight or to escape from a dogfight while in this area.

Republic Fleet Systems Foray-class Blockade Runner **CL 15**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 35; +11 armor
hp 750; **DR** 15; **SR** 80; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 medium turbolaser batteries +13* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 18, Con —, Int 17
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 40 to 100 (skilled); **Passengers** 300
Cargo 2,800 tons; **Consumables** 9 months; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 3 million)
**Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (5 gunners)
Atk +13 (−7 against targets smaller than Colossal), **Dmg** 5d10×5

Hammerhead-class Cruiser

Through many corporate identities over the centuries, the shipwrights of Rendili contribute whole fleets of ships to the Republic and, later, the Galactic Empire. In this era, Rendili Hyperworks finds commercial success selling hundreds of *Hammerhead*-class cruisers to a Republic eager to regain control of the spaceways.

Nearly too large for the frigate classification, the 315-meter-long *Hammerhead*-class cruiser is more than a match for most capital ships of the time. Its ability to make planetfall gives it a second calling as a cargo carrier; its capacity is not as large as ships designed for the role, but the craft are so numerous that a dozen or more might be used in the same operation. The *Hammerhead*-class cruiser's success comes at a cost, however, as its data systems are unable to cope with the logistical challenges of large fleet actions. That flaw is redressed with the *Inexpugnable* line.

Synchronized Systems: When an *Inexpugnable*-class command ship is within 10 squares of this ship and both ships are in a normal state (no conditions), the system operator of this ship can use a standard action to link its systems to the command ship's computer system, using the *Inexpugnable*-class's Use Computer skill modifier instead of its own for all purposes. This effect ends when the cruiser goes out of range, when either craft moves down the condition track, or if the system operator terminates the link.

Tactical Fire: The *Hammerhead*-class cruiser is the most prevalent ship in the Republic fleet, and has proven itself capable of fulfilling multiple roles in combat. As a standard action, a *Hammerhead*-class blockade runner can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships within that area gain a +2 bonus to attack rolls, Reflex Defense or Fortitude Defense (as determined by the commander of the *Hammerhead*-class cruiser at the time this ability is activated).

Rendili Hyperworks Hammerhead-class Cruiser **CL 18**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 36; +12 armor
hp 1,000; **DR** 20; **SR** 125; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged 4 double light turbolaser batteries +12* (see below) and
2 medium turbolaser batteries +12* (see below) and
2 point-defense light laser cannon batteries +12 (see below) and
tractor beam battery +8* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 63, Dex 15, Con —, Int 15
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6 (+12**)

Crew 300 (skilled); **Passengers** 400
Cargo 4,000 tons; **Consumables** 8 months; **Carried Craft** 12 Aurek tactical strikefighters, 2 *Ministry*-class orbital shuttles, various support craft
Hyperdrive ×2; navicomputer
Availability Military; **Cost** not available for sale (estimated value 10 million credits)
* *Apply a –20 penalty against targets smaller than Colossal size.*
** *When communications are established with an* Inexpugnable*-class tactical command vessel within 10 squares, use this skill modifier instead.*

Double light turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10×5

Medium turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense light laser cannon battery (5 gunners)
Atk +12 (+7 autofire), **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** — (grapple +48)

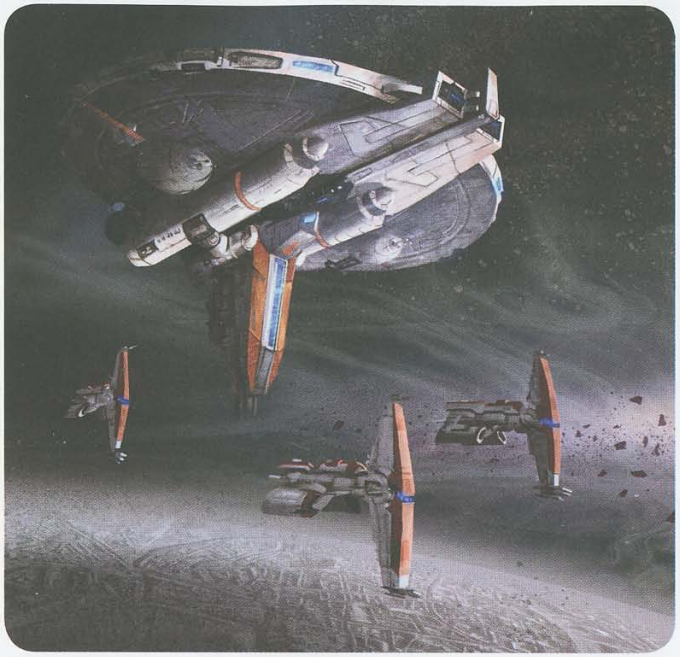
Inexpugnable-class Tactical Command Vessel

Known to crews as the "Inexies," *Inexpugnable*-class tactical command vessels are designed to serve as important pieces of a larger tactical puzzle. With dozens of the Rendili *Hammerhead*-class cruisers protecting the same lines during the run-up to the Mandalorian Wars, fire-control coordination is a key concern. Enter the Vanjervalis Systems computer conglomerate, which proposes a colossal computer to be fitted to a Rendili warship frame. Using the native software codes in a *Hammerhead*-class cruiser, a single tactical command vessel can transmit commands instantaneously and simultaneously to as many as 64 *Hammerhead*-class cruisers, managing their combat systems from a single headquarters.

As much flying space stations as warships, the 3,100-meter-diameter *Inexpugnable*-class ships move slowly, safely defended by the dozens of cruisers in the vicinity. Helmsmen refer to the peculiar bridge configuration as the "wishing well" because it merges visual and electronic data by suspending holographic images over a transparent deck.

Adapting the proof-of-concept *Swiftsure*, the Republic produced less than half a dozen prototypes before the Mandalorians attacked in force. One, *Courageous*, is helmed by then-Captain Karath at the Battle of Vanquo. Even though he loses the *Courageous* in the escape from Serroco, he helps Rendili/Vanjervalis incorporate the knowledge gained into the refit of *Swiftsure*, his next command, which would become the template for the entire production model.

AN INEXPUGNABLE-CLASS TACTICAL COMMAND VESSEL IN FORMATION WITH THREE HAMMERHEAD-CLASS CRUISERS



Rendili Hyperworks Inexpugnable-class Tactical Command Vessel **CL 19**

Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 14), Fort 55; +14 armor
hp 2,050; **DR** 20; **SR** 150; **Threshold** 255

Speed fly 2 squares (starship scale)
Ranged 5 double turbolaser batteries +15* (see below) and
5 light turbolaser batteries +15* (see below) and
2 point-defense light laser cannon batteries +15 (see below) and
2 tractor beam batteries +11* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +67

Abilities Str 101, Dex 13, Con —, Int 21
Skills Initiative –32, Mechanics +6, Perception +6, Pilot –3, Use Computer +12

Crew 4,300 (skilled); **Passengers** 2,000 (troops)
Cargo 50,000 tons; **Consumables** 2 years; **Carried Craft** 144 Aurek tactical strikefighters; 24 *Chela*-class starfighters; 24 *Conductor*-class short-haul landing craft; 6 *Ministry*-class orbital shuttles; various support craft
Hyperdrive ×2 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale (estimated value 70 million)
**Apply a –20 penalty against targets smaller than Colossal size.*

Double turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 6d10×5

Light turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 3d10×5

Point-defense light laser battery (5 gunners)
Atk +15, **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grapple +67)

Tactical Fire: The *Inexpugnable*-class tactical command vessel is designed to function as a platform from which the actions of an entire fleet are coordinated. As a standard action, an *Inexpugnable*-class tactical command vessel can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied ships within this radius may move 1 square in any direction at the beginning of that's ship's turn.

"THE MILITARY'S LIKE LIFE. YOU GO WHERE IT TAKES YOU."

—CARTH ONASI

Chapter XII
The Mandalorians





The Mandalorians are not a race, but a movement. They are a society of warriors who embrace a rough, honor-driven, and nomadic lifestyle. Conflict with the Mandalorians is a defining characteristic of the half century that began with the Great Sith War. For the Mandalorians, the period encompasses their movement's greatest triumph and its near-total end.

For centuries, Mandalorian Crusaders roam the galaxy, seeking new battles and challenges. During the Great Sith War, this movement of free agents becomes embroiled in the politics of the galaxy, setting off a chain of events that will include the near-extinction of their own movement.

Sensing an opportunity in the conflict between the Sith and the Republic, Mandalore the Indomitable directs his forces against the Empress Teta system, expecting to make an easy conquest. But fallen Jedi Ulic Qel-Droma bests the leader in single combat, an act which has immediate and long-term repercussions. As a term of the duel, the Mandalorian clans are obliged to swear allegiance to the Sith, joining them in their war against the Republic.

Mandalore the Indomitable falls in battle and the Jedi eventually prevail, but for the Mandalorian warriors, the consequences linger long after the Sith War ends. Warriors are scattered across the galaxy, endangering the continuation of their traditions. Worse, many warriors are embarrassed and feel betrayed. Uninterested in the differences between Jedi and Sith, they see only their people in servitude to beings with powers beyond their understanding. Wherever clans gather, there is talk of retribution against the Jedi and against the Republic they protected.

The Restoration (3,995-3,965 BBY)

Soon, another leader rises with the name and mask of Mandalore. He calls upon the talents of advisors whose knowledge goes beyond the battlefield—Cassus Fett, Demagol, and others—to help him reshape Mandalorian identity. When an extremist cult calls for the reestablishment of the Crusader tradition, this Mandalore, "The Ultimate," uses that group as the foundation to reinvent the Mandalorian movement as a more disciplined, organized fighting force.

The spread of the "Neo-Crusader" subculture bears fruit in the Mandalorians' successful conquests of nonaligned worlds. By the time the Mandalorians launch the "Onslaught"—their full-scale attack on the Republic—a system has been established to assimilate the new conquests. Factories that might have been pillaged before are now made to serve as War Forges. Captured ships are quickly refitted for immediate service. And many of the conquered peoples are efficiently transformed into Mandalorians, undergoing speedy indoctrination by Neo-Crusader "rally masters" and receiving Neo-Crusader armor.

Some see the cultivation of the "Neo-Crusaders" as a crass ploy, sacrificing Mandalorian tenets in the name of a larger goal. But dissidents are effectively silenced. When Rohlan Dyre risks his life to question the movement, Mandalore uses the warrior's fate as an example for not bucking authority. So it is that the Mandalorians who nearly conquer the galaxy bear little resemblance to the Crusaders of just a generation before.

The Mandalorian Wars (3,965-3,960 BBY)

After decades of rebuilding, the Mandalorians are ready to strike. For some years they test the Republic's defenses, engaging in small skirmishes along the Outer Rim, seeing how strongly the damaged Republic can resist their efforts. When at last the Mandalorians have amassed large enough resources and numbers, they launch an all-out invasion of Republic worlds, seeking to claim those planets for their own. Under the direction of Mandalore the Ultimate with the aid of Cassus Fett, the Mandalorians are successful in seizing countless worlds before a real defense can be mounted.

For years the Mandalorians engage the Republic in a devastating war of attrition. Each world they conquer provides the Mandalorians with thousands of new troops, while the Republic's resources begin to feel strained. With only a few Jedi engaged in the opposition, the Mandalorians are able to take advantage of the bureuacratic weakness displayed by the Republic military and their superior warrior's training earns them victory in many battles. When they finally fall to the Jedi Revan and his Republic forces at Malachor V, Mandalorians feel a new kind of shame. The hurt of being defeated and dispersed again pales before the knowledge that, in their eagerness to defeat the Republic, they had given up the traits that had made them Mandalorians.

The Jedi Civil War and the Dark Wars (3,959-3,951 BBY)

The remaining Mandalorians, scattered and lacking in identity, face the Jedi Civil War and the tough years to follow. Some turn to crime. Others, such as Canderous Ordo, attempt to restore the Mandalorian movement to its original principles. The Mandalorian Wars are over, but the story of the Mandalorian people will go on. Many Mandalorians become mercenaries, particularly those who bought into the Neo-Crusader movement, as they quickly find themselves falling out of favor with the remaining Mandalorian traditionalists. Honorable Mandalorians continue to carry on their traditions throughout the galaxy, awaiting a leader to reunite them and help restore the clans to their former glory. While the scattered Mandalorians weather the Jedi Civil War and the Dark Wars that follow, they cease to be a major faction in the galactic scene following two devastating defeats in the Great Sith War and the Mandalorian Wars.

Yet all hope is not lost for the Mandalorians. Near the end of the Dark Wars, an honorable Mandalorian warrior named Canderous Ordo takes up the mantle of Mandalore and reunites the Mandalorians clans into one people again. Under his leadership, the clans restore much of their honor in helping defeat the last remaining Sith and begin establishing their place in the galaxy once more.

Using the Mandalorians

Even though the Mandalorians' belief system has existed for centuries before the Great Sith War, the years leading up to and including the Mandalorian Wars bring major changes to Mandalorian organization and behavior.

The two distinct varieties—the Crusader, or traditional culture, and the Neo-Crusader movement—coexist uneasily in the years between the Great Sith War and the defeat at Malachor V. The numbers of each vary depending on the time. Early on, Neo-Crusaders are few, but during the heat of the war with the Republic, when their ranks have ballooned from conquered peoples, the majority of Mandalorians are Neo-Crusaders.

Mandalorians from the period after the Mandalorian Wars are a mix of former members of the two groups.

Crusaders

Following the traditions of old, Mandalorian Crusaders are a community of individuals who adopt and respect the same warrior tradition. They value abilities more than possessions, understanding that, even though they do settle in places from time to time, there will always be another call to battle beyond the horizon.

Traditional Mandalorians are unafraid of technology, using what they learn to help augment their personal arsenals. Thus, warriors' armor and

weaponry can be very different. Many wear personal jet packs as tools for opening new avenues of attack rather than for escape, because they are honor-bound to stand and fight. Mandalorian armors also have internal environmental systems. In addition to allowing warriors to wear them for long durations, they provide protection against poison gas and permit activity in the vacuum of space.

Joining Up

The way to become a Mandalorian is simple. You are a Mandalorian because you choose to be a Mandalorian and because you act like a Mandalorian.

Of course, it helps to have other Mandalorians—known collectively in their language as the *Mando'ade*—around, because much of acting like a Mandalorian involves the community. Mandalorian society has no written laws and few norms, but the few that exist are sacred. Chief among these are the *Resol'Nare*, or the Six Actions:

Ba'jur, beskar'gam,
Ara'nov, aliit,
Mando'a bal Mand'alor—
An vencuyan mhi.

Education and armor,
Self-defense, our tribe,
Our language, our leader—
All help us survive.

A few words, for a people of few words. Raising younglings as Mandalorians; wearing armor; defending one's self and family; helping the clan flourish; speaking *Mando'a*; and rallying to Mandalore's side when needed. It is a simple creed that translates well, given the variety of non-Human species represented among the Mandalorians. It is vital to keep to these tenets, because someone ignorant of Mandalorian culture is regarded as *dar'manda*—seen as the equivalent of living without a soul. Just as no individual authority figure declares you a Mandalorian, no one figure decides when someone has been unworthy. In both cases, that decision comes organically from the community, accepting or shunning the newcomer.

The traditional Crusaders do not proselytize; rather, they attract others to their cause through the examples they set. Veterans see the later Neo-Crusader movement, which actively converts outsiders in its hurry to conquer the galaxy, as a perversion.

Life in the Clans

A harsh life awaits newcomers to the Mandalorian ways—particularly those who have spent their lives in the Republic, which the Mandalorians see as soft and decadent. Even though Mandalorians help each other—directing a promising convert to old or spare armor and weapons for an initial outfit—self-sufficiency is a necessity. Meals, weapons, and starship fuel: all are where you find them.

Fortunately, traditional Mandalorians are not unduly burdened with a respect for the property rights of outsiders. Craftspeople within the Crusader clans use industrial skills as necessary, but no static infrastructure for formal manufacturing exists for long anywhere other than the planet Mandalore. Thus, much of the Mandalorians' arsenal—from the Basilisk war droids they ride to the ships they fly—has traditionally come from somewhere else. The galaxy's greatest flouters of the Republic's patent laws, Mandalorians happily adopt technologies found elsewhere for their own purposes.

SOMETIMES EVEN JEDI ARE NO MATCH FOR MANDALORIANS



Mandalorians place great emphasis on the family, prizing chastity before marriage and fidelity thereafter. Children are trained from a young age, and all members of the family share an equal role in its preservation against enemies.

Trade within Mandalorian communities is based on barter, with jewelry and precious metals used as portable commodities alongside weapons and armor. However, Mandalorians understand the currencies used in the galaxy around them, and many have been known to amass fortunes for reinvestment in their gear or ships.

Crusader Organization

Throughout most of their history, "Mandalorian" and "organization" are contradictory terms. Such is the case with the Crusaders of the Great Sith War. They recognize no official ranks; they do not divide into formal units; they use no command structure of any kind. Respect for Mandalore—their sole leader—and filial obligation to their clans are the Mandalorians' only responsibilities to others.

Mandalorian forces—a term more accurate than "armies"—are amorphous, with information spreading through the warrior mass by sight and sound. Keeping one eye on their comrades enables Mandalorians to respond quickly when the direction of battle changes. Mass movements, too, appear to follow a sort of hive behavior. When respected warriors head to another ridge—or star system—others follow.

The Neo-Crusaders

The *Resol'Nare* have nothing to say when it comes to bureaucracy, payrolls, or the other features found in regular militaries. Of course, nothing in the creed forbids those features from developing, either. Thus, the first Neo-Crusaders are able to argue for a change in the ideal Mandalorian without seeming to offend the Mandalorian ideals.

The Neo-Crusader movement springs from Sith War veterans who are discontent about how the Crusaders performed against the Republic and its Jedi. They are excellent at pillaging and destroying Republic installations, but the Mandalorians are not efficient at exploiting their conquests. With the Crusader ethic focused on fighting the next battle, the brief Sith War provides the Mandalorians with little time to digest their gains. As such, huge conquered industrial complexes sit idle rather than rearming the *Mando'ade*, and untold millions of beings who might have been brought into the fold are not. The Crusaders are talented at invading but not at occupying or, for that matter, at creating new Crusaders—at least, not at a pace necessary to hold a galaxy.

Ascribing this deficit to the lack of order arising from their nomadic lifestyle, a small group of zealots calling themselves Neo-Crusaders take residence on the planet Mandalore. They wear identical suits of armor, a practice others see as bizarre. Further, they adopt their own rudimentary chain of command and division of labor—again, a feature not found in the traditional culture. Many Mandalorians find this freakish, but a few take interest in what the Neo-Crusaders have to say. And when the Mandalorians again reach out to raid nonaligned worlds, the Neo-Crusaders—with their discipline and willingness to rely more on their helmet transceivers—are winning more than their share of battles.

Sensing an opportunity, Mandalore and aide-de-camp Cassus Fett encourage the movement. Cassus refines the one-time cult's organizational strategies for use on a larger scale—the big time, as it were. And it becomes big, indeed. The Mandalorians who first tested the Republic in the so-called "False War" find that they are at a distinct advantage with Neo-Crusaders as their vanguard. By the time the wider Mandalorian Wars with the Republic break out, Mandalore has Neo-Crusaders present in every unit, boosting morale and spreading the new ideals of conformity and discipline.

When the Mandalorians take Republic worlds, they immediately locate likely recruits. Shipped to training centers (another concept alien to Mandalorians), the new recruits are taught *by* Neo-Crusaders to *become* Neo-Crusaders. Traditional Mandalorians are encouraged to adopt the system, too—although some are distressed by the changes. The Mandalorians of the past are voluntarily committed to the cause, but Neo-Crusaders increasingly include warriors of poor quality who join to escape occupation or to share in the pillaging.

Having transformed from a grassroots movement to a weapon that nearly conquers a galaxy, the Neo-Crusader dream ends with their final defeat in the Mandalorian Wars.

Joining the Neo-Crusaders

During the early years of the movement the Neo-Crusaders are ideologically pure. Coming from the ranks of existing Mandalorians, members tend to be young, often children of Crusaders lost in the Great Sith War.

Later, after victories against nonaligned worlds, the Neo-Crusaders gain official blessing and begin targeting existing Mandalorian warriors for conversion. Intellectual agreement with the Neo-Crusader approach remains important, and new members who buck authority or show excessive individualism risk being cast out.

Finally, during the Mandalorian Wars when the entire Mandalorian movement is organized according along Neo-Crusader lines, standards quickly begin to collapse. On Taris, as on other worlds, Cassus Fett gives citizens a choice: join the Mandalorians as warriors, or sit quietly and work as manufacturers for the clans as *de facto* slaves. Many—including a host of criminals from the prisons the Mandalorians empty—go with the recruiters to planetary staging centers. There they receive whirlwind indoctrination in the *Resol'Nare* from Mandalorian "Rally Masters" before being issued blue Neo-Crusader armor, fresh from the on-site War Forges.

As the size of the conquered population explodes during the Mandalorian Wars, Neo-Crusader training devolves to "put on a helmet and go," as one dissident puts it. The average Neo-Crusader warrior in the Battle of Malachor is "average," indeed.

Life as a Neo-Crusader

In the beginning, Neo-Crusaders are looked upon as weird cultists. Their uniforms and structured approach are as much an offense to Mandalorian senses of style as anything. Many warriors laugh at or avoid them.

When they gain Mandalore's imprimatur in the years leading up to the war on the Republic, they rise quickly in standing. They fashion themselves as "model Mandalorians," setting examples to be followed by others. Neo-Crusaders initially receive preferential treatment when it comes to receiving armor and weaponry from the new War Forges. Eventually, all new equipment is designed for Neo-Crusaders, leaving the holdouts to fend for themselves.

Neo-Crusaders use their helmet comm systems constantly, and warriors are expected to keep them on to hear any orders coming through.

Neo-Crusader Organization

Under the structure decreed by Mandalore the Ultimate and implemented by Cassus Fett, the Neo-Crusaders recognize four levels of authority. The gulf between ranks is wide and the ratios of underling to superior soon grow huge, but this organization is far more structured than traditional Mandalorians are accustomed to.

Neo-Crusader: The basic warrior, Mandalorian Neo-Crusaders wear identical blue armor. The color-coding, Cassus Fett contends, makes it easier for new recruits to recognize authority even when they do not speak *Mando'a*. A transponder signal is later implemented to help color-blind species in this regard.

Neo-Crusader Rally Master: Where the Crusaders had formed up around whatever warriors seemed to be most lethal—Rohlan was one—the Rally Masters are Mandalore the Ultimate's trusted lieutenants on the ground. They are called upon for many duties: part drill sergeant, part political officer, part battlefield commander. Wearing crimson Neo-Crusader armor, they are instantly recognizable in the field—and blue Neos are expected to find and heed them. Formal units do not exist at the outbreak of the Mandalorian Wars, so warriors are expected to obey the Rally Master nearest them. Since they all presumably speak with Mandalore's voice, this division of command is enough.

Neo-Crusader Marshal: Cassus Fett is among the first of Mandalore's top advisors to accept the gold-colored Neo-Crusader armor as an example that even those at the top should give up individualism. But the gold armor's value as a status symbol quickly deteriorates. Some, such as science advisor Demagol, refuse to take on the new appearance—and Mandalore the Ultimate soon distributes the golden armor as rewards to everyone from his personal vanguard to anyone who desires differentiation from the Rally Masters—all the way down to Demagol's own aides.

Admitting defeat on this one point, Fett later argues for unique armors for the truly special—including himself. But on the battlefield, the shining armor continues to designate the operation's field marshal.

As the population of Neo-Crusaders increases, Mandalore the Ultimate approves new armor packages for special purposes. Neo-Crusader shock troopers are the first of several kinds of Neo-Crusader, all with look-alike armor geared toward their tactical specialty.

The Scattering

During the years following the Mandalorian Wars, the Mandalorians scatter to the galactic winds. Many of those remaining in the Republic stop wearing armor and blend in with the crowd. Others, in more remote areas, attempt to keep quietly to their traditions, but the going is difficult. Many turn to smuggling, bounty hunting, and piracy, plying their battle-hardened skills as best they can. However, not everyone using Mandalorian weapons or armor is Mandalorian. After the Wars, Mandalorian artifacts are so plentiful that they are frequently used in other contexts.

Mandalorian Personnel

The Mandalorians are a diverse group with members of many species represented throughout its forces. The following characters can be used to create exciting encounters with Mandalorians during most of the major conflicts of this time period.

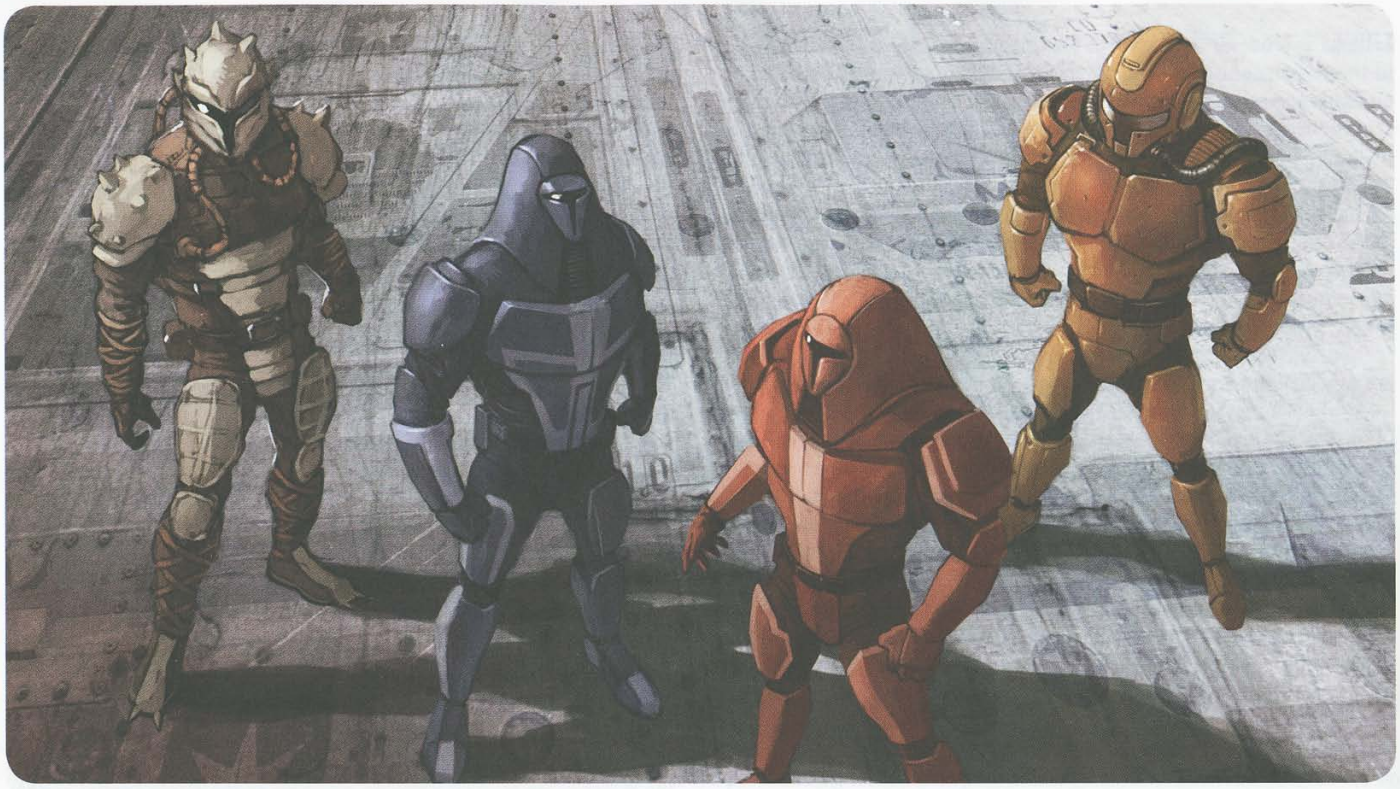
Mandalorian Crusader

The traditional Mandalorian Crusader—from the days before the Neo-Crusader movement—lives like his ancestors. Many are born into the clans. The majority are Human, although members of the Taung species remain, as well as some alien converts. They travel and fight and strive to live their lives in accordance with the *Resol'Nare*. For the Crusaders—derisively called "paleo-Crusaders" by Neo-Crusaders—this is enough to fill a life.

Crusaders in the field are responsible for their own provisioning, carrying their whole worlds on their back. Likewise, division of labor sorts itself out organically. A Crusader who wants to run an artillery unit or fly a *Davaab* fighter just shows up and does it—and does it better than anyone else if he wants to keep doing it. The Crusaders have little tolerance for bureaucracy and none at all for incompetence.

No two suits of Crusader armor are identical, internally or externally. They are the most visible symbol of a movement prizing individualism.

LEFT TO RIGHT: MANDALORIAN CRUSADER, NEO-CRUSADER, NEO-CRUSADER RALLY MASTER, NEO-CRUSADER SHOCK TROOPER



Mandalorian Crusader **CL 3**
Medium Human soldier 3
Init +6; **Senses** low-light vision, Perception +1
Languages Mando'a

Defenses Ref 16 (flat-footed 15), Fort 17, Will 13
hp 44; **Threshold** 17

Speed 6 squares
Melee combat gloves +5 (1d6+3) or
Melee knife +5 (1d4+2) or
Melee mace +5 (1d8+2)
Ranged heavy blaster pistol +3 (3d8+1)
Base Atk +3; **Grp** +4
Atk Options Burning Assault

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 9
Talents Burning Assault, Jet-Pack Training
Feats Armor proficiency (light, medium), Mandalorian Training, Martial Arts I, Weapon Focus (simple weapons, unarmed strike), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Mechanics +6, Pilot+6, Treat Injury +6
Possessions Mandalorian combat suit (+4 armor, +1 equipment) with targeting scope, jet pack, and knife gauntlet upgrade; heavy blaster pistol; mace; combat gloves; field kit with medpac

MANDALORIAN NEO-CRUSADER

In the early years of the movement, Mandalorian Neo-Crusaders are fervently committed warriors of high quality. But in the years leading up to the Mandalorian Wars, as the Neo-Crusader movement takes hold, the simple Neo-Crusader—wearing a basic blue version of the Neo-Crusader armor—becomes the generic grunt of the clans. The vast majority of Neo-Crusaders are of this lowest rank, and many in the later days of the Wars have backgrounds as soldiers, scouts, or scoundrels.

Neo-Crusaders are responsible to the authority of their Rally Masters. One who fails or runs from battle is considered a *hut'uun*—a coward—and placed on the front lines in the next engagement.

Mandalorian Neo-Crusader Soldier CL 1
Medium Human nonheroic 4
Init +6; **Senses** low-light vision, Perception +0
Languages Basic, Mando'a

Defenses Ref 17 (flat-footed 16), Fort 13, Will 11
hp 10; **Threshold** 14

Speed 6 squares
Melee mace +1 (1d8+1)
Ranged blaster rifle +2 (3d8)
Base Atk +0; **Grp** +1
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 9
Feats Armor Proficiency (light), Mandalorian Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Mechanics +5
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with targeting scope, jet pack and shield-generator gauntlet upgrade, blaster rifle, mace, 2 frag grenades, utility belt with medpac

Mandalorian Neo-Crusader Rally Master

Wearing crimson-colored armor, the Rally Masters of the Neo-Crusaders are as close as Mandalorians come to having officers. They serve both as Mandalore's vital operational link to his forces and as teachers spreading Neo-Crusader thinking. Without these leaders, the Mandalorians likely never would have left the Outer Rim, much less threatened to take over the Republic.

In the early days of the Neo-Crusader movement, Rally Masters function independently, but with the number of marshals increasing, Rally Masters more often come under the authority of the golden-armored warriors. Many Rally Masters complain of the presence of too many generals, but others find ways to continue to function independently on the battlefield.

In the early years, a basic Neo-Crusader achieves promotion to Rally Master after commendation by a marshal for battlefield heroics. In the later stages of the Mandalorian Wars, standards decline so that simply serving with the clans long enough to learn Mando'a and some of their ways is enough to earn promotion.

Mandalorian Neo-Crusader Rally Master CL 6
Medium Human nonheroic 3/noble 3/soldier 2
Init +4; **Senses** low-light vision, Perception +3
Languages Basic, Mando'a

Defenses Ref 19 (flat-footed 20), Fort 20, Will 18
hp 29; **Threshold** 20

Speed 6 squares
Melee combat gloves +5 (1d6+5) or
Melee knife +5 (1d4+4)
Ranged blaster rifle +6 (3d8+3) or
Ranged blaster pistol +5 (3d6+3)
Base Atk +4; **Grp** +5
Special Actions Coordinate +1, Coordinated Attack

Abilities Str 12, Dex 13, Con 11, Int 12, Wis 10, Cha 14
Talents Coordinate, Jet Pack Training, Presence
Feats Armor Proficiency (light, medium), Coordinated Attack, Mandalorian Training, Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +9, Persuasion +15, Pilot +9
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, targeting scope, and jet pack; blaster rifle; blaster pistol; knife; combat gloves; utility belt with medpac

Mandalorian Neo-Crusader Marshal

Initially, the golden suits of marshals are reserved for a handful of Mandalore the Ultimate's closest advisors. Cassus Fett is one of the earliest to take on the armor, in a show of his support for the color-coded hierarchical system he helps to implement. But even before the assault on the Republic begins, Mandalore has begun to devalue the position, rewarding his personal vanguard with the gold-colored armor. Soon, issuing the right to wear the golden armor becomes his preferred resolution for a variety of bureaucratic problems.

As the average quality of the beings in the suits of marshal armor declines, their powers do not. Marshals exercise command over an amorphous area depending on the proximity of other marshals; one might command an entire sector, while another directs affairs on only one flank of a battlefield. They are expected to engage in combat personally just as any other Mandalorian, but as the position becomes corrupted near the end of the Mandalorian Wars, so, too, do some of the people holding the position; the sight of a marshal scurrilously issuing orders from a position of safety becomes common.

Mandalorian Neo-Crusader Marshal CL 10
Medium Human nonheroic 3/noble 2/soldier 4/officer 3
Init +17; **Senses** low-light vision, Perception +10
Languages Basic, Mando'a

Defenses Ref 24 (flat-footed 21), Fort 25, Will 24
hp 62; **Threshold** 25

Speed 6 squares
Melee combat gloves +10 (1d6+8) or
Melee bayonet +11 (1d8+7) or
Melee dagger +11 (1d4+7)
Ranged blaster rifle +11 (3d8+5) or
Ranged blaster rifle +6 (3d8+10) with Power Blast
Base Atk +8; **Grp** +10
Atk Options Power Blast
Special Actions Battle Analysis, Deployment Tactics, Inspire Confidence

Abilities Str 14, Dex 14, Con 13, Int 12, Wis 11, Cha 16
Talents Armored Defenses, Battle Analysis, Deployment Tactics, Inspire Confidence, Jet Pack Training
Feats Armor Proficiency (light, medium), Mandalorian Training, Martial Arts I, Power Blast, Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [tactics]), Skill Training (Perception), Vehicular Combat, Weapon Focus (rifles, simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +16, Mechanics +11, Perception +10, Persuasion +13, Pilot +12
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, targeting scope, jet pack, and dagger and shield-generator gauntlet upgrades; blaster rifle with bayonet; combat gloves; utility belt with medpac

Mandalorian Neo-Crusader Shock Trooper

Generic Neo-Crusader armor is standardized except for adaptations for different species, but Mandalore found that standardization created a hole in the clans' operational abilities. Crusaders of the past had customized their armor in anticipation of battlefield and environmental requirements. Among the Neo-Crusaders, there was still a need for specialization, both in armor and personnel.

Neo shock troopers were one of the early "special varieties" of Neo-Crusaders, making their first appearance in the boarding of the *Courageous* after its flight from Serroco. The shock troopers specialize in incursions where the nature of the battlefield is unknown, such as underground tunnels, aboard spacecraft, and in congested urban areas. The Neo shock armor package is hardened for extensive extravehicular activity, allowing a full 24 hours in space without recharge.

Quality Neo-Crusaders win positions as shock troopers by impressing their Rally Masters. The shock troopers have their own hierarchy, reporting ultimately to Cassus Fett, who sees that they have the best equipment available from the War Forges.

Mandalorian Neo-Crusader Shock Trooper CL 5
Medium Human nonheroic 6/soldier 3
Init +3; **Senses** low-light vision, Perception +7
Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 19), Fort 22, Will 15
hp 32; **Threshold** 22

Speed 4 squares
Melee vibrodagger +4 (2d4+3) or
Melee vibroblade +4 (2d6+3)
Ranged blaster rifle +5 (3d8+4)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 9
Talents Jet Pack Training, Weapon Specialization (blaster rifle)
Feats Armor Proficiency (light, medium, heavy), Mandalorian Training, Skill Training (Pilot), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +7, Pilot +8
Possessions Neo-Crusader assault armor (+10 armor, +4 equipment, max +0 Dex) with electrobinoculars, targeting scope, jet pack, and vibrodagger and shield generator gauntlet upgrades; blaster rifle; vibroblade; 2 frag grenades; utility belt with medpac

Mandalorian Personalities

Individuals within the ranks of the Mandalorians are frequently raised up as exemplars of Mandalorian culture, and just as many are reviled for betraying the unique code of honor held by their people. The following individuals are among the most influential Mandalorians found in the galaxy throughout this era.

Bendak Starkiller

Born into a mining family, Gorse Bendak follows his forefathers into that rough trade, traveling from worksite to worksite on the Outer Rim. His last posting, however, changes his life forever. Bendak is deep in the mines at a worksite on the dayside of Vanquo when the Mandalorians invade the planet as part of their sneak attack on the Republic. Discovering the invaders above, Bendak remains holed up in the shafts, using mining implements to mount a makeshift—and deadly—personal defense. It takes two weeks and a dozen

Mandalorians to finally bring Bendak to heel—and, sensing his abilities, they immediately offer to recruit him into their ranks. Seeing no alternative in slavery, Bendak agrees.

Bendak's career as a Mandalorian Neo-Crusader is brief but fruitful. The Mandalorians train him well in the ways of weaponry, and the fast study Bendak rises to the level of Field Marshal within two years. But when Revan's forces defeat the Mandalorians once and for all, Bendak is a warrior without an army. Drifting into work as a bounty hunter, he soon finds his talents in great demand.

Another reversal of fortune follows, however. When Bendak accidentally kills the daughter of a nobleman, he finds himself with a huge bounty on his own head. Even though he does not fear death, Bendak is unable to work, so he turns to friend and employer Ajuur the Hutt. Ajuur encourages Bendak to don his old armor again and enter the gladiatorial rings of Taris, adding the stage name "Starkiller" to his own.

Initially concerned about looking like a circus act—Mandalorians are hated on Taris—Bendak instead becomes an immediate sensation. Many citizens come to bet on Starkiller in the arena, where dozens of duelists meet their deaths against the warrior. Jealous of any legends other than their own taking root, the Sith forces that now rule Taris outlaw death matches. Irritated, Bendak Starkiller goes into retirement, still hoping for the day when a truly worthy opponent arrives.

Both fast and accurate on the draw, Starkiller uses a heavy blaster pistol that he customized himself.

Bendak Starkiller **CL 12**
Medium Human soldier 8/scoundrel 1/gladiator 3
Force 3
Init +20; **Senses** low-light vision, Perception +13
Languages Basic, Huttese, Mando'a

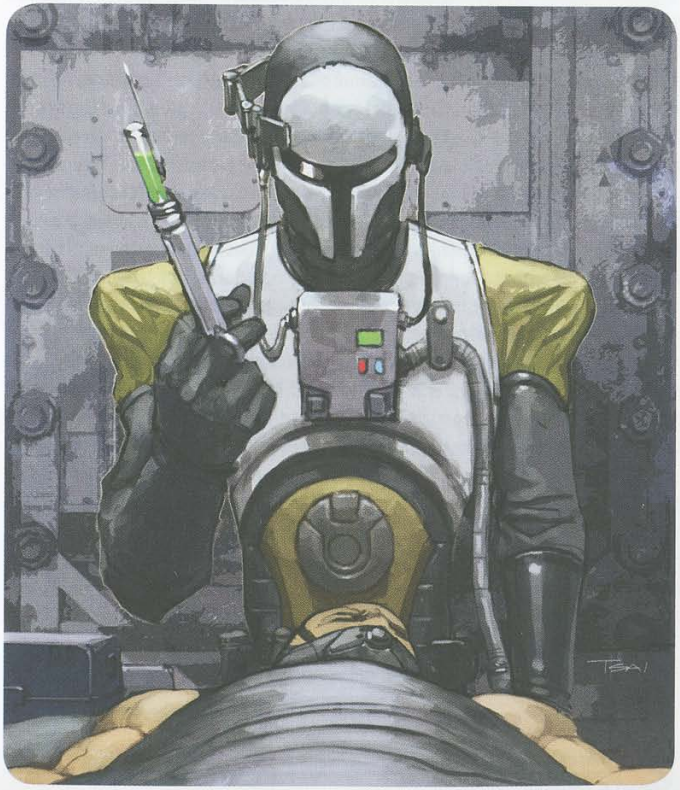
Defenses Ref 29 (flat-footed 26), Fort 29, Will 25
hp 96; **Threshold** 29

Speed 6 squares
Melee unarmed +13 (1d4+8)
Ranged customized heavy blaster pistol +17 (3d8+9) or
Ranged customized heavy blaster pistol +15 (4d8+9) with Rapid Shot
Base Atk +11; **Grp** +15
Atk Options Brutal Attack (pistols), Careful Shot, Deadeye, Devastating Attack (pistols), Penetrating Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skirmisher
Special Actions Indomitable, Unflinching

Abilities Str 15, Dex 18, Con 16, Int 14, Wis 14, Cha 14
Special Qualities Unflinching (1/encounter)
Talents Armored Defenses, Brutal Attack (pistols), Devastating Attack (pistols), Indomitable, Penetrating Attack (pistols), Skirmisher, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Mandalorian Training, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Focus (Initiative), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +13, Initiative +20, Knowledge (tactics) +13, Mechanics +13, Perception +13, Persuasion +13, Treat Injury +13
Possessions customized heavy blaster pistol (+1 to hit and damage) with targeting scope, Neo-Crusader light armor (+6 armor, +2 equipment, +3 max Dex), 2 spare power packs, medpac

Demagol

Even though Mandalorians focus on combat, they also respect and use technology. But they seldom respect those who embrace science as its own end—particularly when the practice of that science violates their senses of morality. Thus Demagol—the greatest name in Mandalorian science in the half century after the Sith War—provokes both admiration and disgust.



Demagol

Little is known in the Republic about the origins of "Doctor" Demagol, whose name is a contraction of the Mando'a phrase *demar agol*, "to carve flesh." More than happy to dirty his gloves in the biological study of his "research subjects," the so-called flesh carver is fastidious, preferring to remain inside his climate-controlled armor, his true face hidden from all. No one knows Demagol's species or planet of origin—much to the surprise of Republic investigators. The lack of inquisitiveness comes naturally in the clans, where one's armored persona is, for Mandalorians, one's true face. In the years leading up to the Mandalorian Wars, Demagol participates in the capture and evaluation of conquered alien species on the Outer Rim, but reports indicate Demagol, or someone by that name, was active much farther back.

Demagol's most pernicious project involves Jedi. Demagol dismisses explanations of Jedi powers involving what he termed "the so-called Force" as superstitious claptrap. He further doubts the theories of his own assistant and sometime rival, Pulsipher, that Jedi and Sith powers arose from artifacts crafted by an ancient and mysterious science. Instead, Demagol seeks a biological explanation for the powers—through dissection. Jedi are kidnapped by Mandalorians on the Outer Rim and secretly delivered to Demagol's laboratory—a "visit to the doctor" from which they would never recover. Later, during the "False War" that immediately preceded the Mandalorians' invasion of the Republic, Demagol sets up shop in the captured research station on Flashpoint. Captured Jedi, originally dispatched by Revan to scout the Mandalorian lines, are delivered to him.

The Jedi would have lost their lives, but for Zayne Carrick, Gryph, and the Mandalorian deserter Rohlan Dyre. They capture Demagol and convince the Mandalorians that the scientist is dead. In fact, they intend to give Demagol to his one-time research subjects to return to Coruscant for questioning. But that tantalizing interrogation is not to be; the prisoner in the Jedi's care falls into a coma en route, drugged in an evident attempt to avoid questions forever.

While active, Demagol enjoys a status within the clans that far outstrips his contributions as a warrior. He is believed to be a close confederate and advisor of Mandalore the Ultimate. Cassus Fett regards Demagol as a rival for Mandalore's attention, and Demagol has tweaked Fett by refusing to don Neo-Crusader armor. The devilish doctor is independent to a fault.

Demagol **CL 15**
Medium noble 3/scoundrel 9/soldier 3
Destiny 2; **Force** 3; **Dark Side** 14
Init +14; **Senses** low-light vision, Perception +16
Languages Arkanian, Basic, Bocce, Bothese, Durese, Ithorian, Mando'a, Miralukese, Rodese, Selkath, Shyriiwook, Snivvian

Defenses Ref 21 (flat-footed 17), Fort 19, Will 21
hp 88; **Threshold** 19

Speed 6 squares
Melee combat gloves +13 (1d8+9) or
Melee knife +13 (1d4+8)
Ranged blaster pistol +14 (3d6+7)
Base Atk +11; **Grp** +13
Atk Options Dastardly Strike, Devastating Attack (pistols, simple weapons, unarmed strike), Point Blank Shot, Precise Shot, Sneak Attack (+2d6)

Abilities Str 12, Dex 15, Con 12, Int 20, Wis 18, Cha 15
Talents Armored Defenses, Dastardly Strike, Devastating Attack (pistols, simple weapons, unarmed strike), Educated, Presence, Sneak Attack (+2d6)
Feats Armor Proficiency (light), Cybernetic Surgery, Linguist, Mandalorian Training, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Fous (Knowledge [life sciences]), Skill Focus (Persuasion), Skill Focus (Treat Injury), Surgical Expertise, Weapon Focus (pistols, simple weapons, unarmed strike), Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +14, Initiative +14, Knowledge (galactic lore) +17, Knowledge (life sciences) +22, Perception +16, Persuasion +19, Pilot +14, Stealth +14, Treat Injury +21, Use Computer +17
Possessions blaster pistol, Mandalorian combat suit (+4 armor, +1 equipment), knife, combat gloves, code cylinder, datapad

Rohlan Dyre

Rohlan Dyre is a Human symbol. Among traditional Mandalorian Crusaders, he exhibits all the qualities expected in the Mando'ade: self-reliance, respect for the *Resol'Nare*, leadership, and above all, excellence in combat. Yet he also symbolizes the discord within the clans over the changes wrought by the Neo-Crusader movement.

However others regard him, the only identity Rohlan ever seeks for himself is that of a competent warrior, and the warrior in spiked armor displays that competence time and again. Apart from fealty to Mandalore, the clans observe no hierarchy, but Mandalorians will follow a strong leader on the battlefield. Mandalorian warriors respect experience, clustering around veterans both to learn and to stay alive. Rohlan earns that respect, and over the years leads countless warriors into battle.

But as the Mandalorians' campaigns on the Outer Rim grow closer to Republic space, Rohlan begins to question the events surrounding him. The Neo-Crusader cultists he once ridiculed are in ascendance. Order is being imposed on the organic flow of Mandalorian life. And Mandalore the Ultimate's stratagems against the Republic seem to Rohlan to be too clever by half—deceptions not worthy of the Mando'ade.

As with most conflicts in his life, Rohlan attacks this head-on, asking questions. When he fails to receive answers from Mandalore or his lieutenants, Rohlan decides to find out for himself. As soon as one raid is success-

fully completed, he slips away in search of answers. When his actions are discovered, he is captured and returned to the front—where he runs again.

The cycle continues until the Mandalorians invade the Republic in force, when chance brings Rohlan into the company of renegade Padawan Zayne Carrick. Joining in common cause, Zayne and Rohlan capture the demonic Mandalorian scientist Demagol on Flashpoint. In the process, Zayne helps Rohlan fake his own death before the Mandalorians, leaving him to continue his pursuit for truth.

Ironically, Mandalore the Ultimate twists the news of Rohlan's supposed demise into a legend in which "Rohlan the Questioner" proclaims that Mandalorians should never question authority. Thus, the curious warrior's efforts are corrupted into propaganda promoting the very uniformity he doubted.

The ventilation system in Rohlan's airtight armor provides him with cool, purified air, allowing him to stay in uniform for extended periods, even surviving hours in a vacuum.

Rohlan Dyre **CL 13**
Medium Human scoundrel 1/soldier 9/elite trooper 3
Destiny 2; **Force** 3
Init +14; **Senses** low-light vision, darkvision, Perception +17
Languages Basic, Bocce, Mando'a

Defenses Ref 29 (flat-footed 25), Fort 31, Will 25
hp 123; **DR** 2; **Threshold** 31

Speed 4 squares (6 squares with rocket pack)
Melee unarmed +15 (1d6+11) or
Melee knife +14 (1d4+8)
Ranged heavy blaster pistol +16 (3d8+8)
Base Atk +12; **Grp** +17
Atk Options Crush, Expert Grappler, Pin, Point Blank Shot, Precise Shot
Special Actions Burning Assault, Shake It Off

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 13, Cha 14
Special Qualities damage reduction 1, delay damage
Talents Armored Defenses, Armored Mandalorian, Armor Mastery, Burning Assault, Expert Grappler, Jet-Pack Training, Weapon Specialization (pistols, unarmed strike)
Feats Armor Proficiency (light, medium), Crush, Mandalorian Training, Martial Arts I, Pin, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Gather Information), Vehicular Combat, Weapon Focus (pistols, unarmed strike), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Gather Information +13, Initiative +14, Knowledge (tactics) +13, Perception +17, Pilot +14, Treat Injury +12
Possessions Mandalorian battle armor (+8 armor, +2 equipment) with electrobinoculars and jet pack, heavy blaster pistol with targeting scope, knife, combat gloves, utility belt with medkit

Cassus Fett

Republic intelligence does not know where Cassus Fett comes from, and few Mandalorians know, either. But they all know what he has done. Through early conquests of nonaligned worlds and the assault against the Republic, Fett becomes known as a master of battlefield command. Behind the scenes, he helps turn the Mandalorians from a disorganized mob into an efficient invasion machine.

As a tactician, Fett has few equals. He deals the Cathar a defeat so complete the scattered remnants of the species fear to speak of it for years. He helps engineer the "False War," a period of limited engagement with the Republic on the Outer Rim. In it, the Mandalorians feign weakness until the true strength of the rejuvenated Republic Navy can be determined. Fett also designs the Onslaught, the surprise invasion of the Republic along three fronts, taking advantage of a weakness created by Zayne Carrick's notorious escape from Taris.

The influence of this enigmatic warrior extends far beyond fighting. Where earlier Mandalorians had conquered systems without bringing them into the warrior fold, Fett gives the clans what they need to capitalize on their conquests. He finds a solution in the Neo-Crusaders, a fringe sect of warriors willing to trade individualism and independence for uniformity and order. Fett convinces Mandalore the Ultimate to embrace the cult, spreading its members among the clans to promote Neo-Crusader ideals. By the time the Mandalorians invade the Republic, a system is in place to quickly convert conquered peoples into new warriors for the cause. Fett even plays a role as a symbol for the system, donning golden Neo-Crusader armor for a time.

Fett also revolutionizes Mandalorian war production, setting up War Forges near the Neo-Crusaders' staging areas. These massive facilities on Jebble, Tarnith, and elsewhere quickly come online, ready to supply new Neo-Crusader armor and weapons to new recruits.

Fett's strategic contributions also extend to relatively mundane matters. During the siege of Taris, the colossal logjam created by invasion forces, captured vehicles, and attempted escapees threatens to bog the Mandalorians down for months. Grasping the problem, Fett personally oversees traffic control from a headquarters in the former Jedi Tower—still finding time to lead a successful assault on the Taris Resistance.

Less is known of Fett personally. His peers are few, and friends fewer; he reportedly relishes the passing of perceived rivals Demagol and Pulsipher.

Like many warriors, Cassus Fett has a family in the clans—including at least one son. But even though he shares the same surname as later famous Mandalorians, Jango and Boba Fett, historians have yet to establish the nature of their relationship, if any exists.

Cassus Fett CL 17
Medium Human noble 7/soldier 3/officer 7
Destiny 4; **Force** 3; **Dark Side** 12
Init +10; **Senses** low-light vision, Perception +20
Languages Arkanian, Basic, Bothese, Durese, High Galactic, Ithorian, Khilese, Mando'a, Ryl, Sullustese

Defenses Ref 22 (flat-footed 19), Fort 22, Will 23
hp 104; **Threshold** 22

Speed 6 squares
Melee unarmed +16 (1d6+9)
Ranged heavy blaster pistol +17 (3d8+8)
Base Atk +15; **Grp** +17
Atk Options Far Shot, Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Battle Analysis, Coordinate +3, Coordinated Attack, Deployment Tactics +2, Field Tactics, Inspire Confidence, Outmaneuver

Abilities Str 13, Dex 14, Con 12, Int 18, Wis 15, Cha 18
Special Qualities command cover +3, share talent (Field Tactics, Inspire Confidence, Outmaneuver)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Coordinate (3), Deployment Tactics +2, Field Tactics, Inspire Confidence, Outmaneuver
Feats Armor Proficiency (light), Coordinated Attack, Far Shot, Linguist, Mandalorian Training, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception+17, Gather Information +22, Knowledge (bureaucracy) +22, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Knowledge (tactics) +22, Knowledge (technology) +17, Perception +20, Persuasion +22, Pilot+15, Use Computer+17
Possessions heavy blaster pistol, Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, comlink (encrypted), code cylinder, datapad, utility belt with medpac

"IT'S THE NOMAD'S CURSE. WE MOVE ON BEFORE WE'RE FINISHED."

—CASSUS FETT

MANDALORE THE INDOMITABLE

Passed down through generations, the honorific title of Mandalore has traditionally been taken by the recognized leader of the movement. Before the Great Sith War, a Taung warrior—whose original name is lost to history—rises through the clans to take the title. Mythosaur axe in hand, this Mandalore—called the "Indomitable" by his people for his fighting spirit—leads the *Mando'ade* on many successful campaigns. He is peerless when it comes to inspiring his troops, and his overly simplistic view of galactic affairs suits the Crusader consciousness well. Guile is not a Mandalorian virtue, in any event.

This lack of sophistication becomes a fatal flaw in what would come to be the most remarkable episode in his life. Ironically, the Indomitable *is* dominated—along with all his people—when he allows his bravado to push him into a foolish wager. Sensing an opportunity in a galaxy torn by strife, the Indomitable brings his forces to the Empress Teta system, then controlled by the fallen Jedi Ulic Qel-Droma and his Krath ally Aleema Keto. There, Mandalore challenges Qel-Droma to single combat—offering not only his allegiance, but also that of all the clans if he fails to emerge victorious. Qel-Droma wins the battle, and true to his word, Mandalore kneels before the dark Jedi.

Mandalore expects all the clans to fulfill his promise to serve Ulic Qel-Droma, and though they do, their support is grudging. Many warriors are offended by the notion of being subjugated to the rogue Jedi. Some quietly grumble that Mandalore's bargain is not theirs. His loss to Qel-Droma is not their loss, so the clans should not be bound to his promise. A few extremists take an even more legalistic view. Technically, they argue, the Indomitable's authority ended when Qel-Droma defeated him. And since the rogue Jedi is not of the *Mando'ade* and could not take the title, they regard themselves as leaderless and go to ground. Too few in number to warrant Mandalore's attention, these objectors later help found the Neo-Crusader movement.

At Qel-Droma's side, the Indomitable commands Mandalorian forces against the shipyards at Foerost and other targets. And alongside Aleema, he leads an abortive invasion of Coruscant. But he fails to comprehend the treacherous game going on between his new masters. When Aleema betrays Qel-Droma, Mandalore sneaks off to find and warn the dark Jedi—but not before making sure that Aleema's orders are carried out to the letter. His honor will not allow him to do otherwise—even though, as some in the clans whisper, Mandalore owes no loyalty to Aleema. The simple nature of the great warrior is no match for Aleema's seductive voice. He returns to Qel-Droma's service, meeting his fate, like many others, in the Sith War's chaotic end.

Mandalore the Indomitable CL 19
Medium Near-Human noble 7/soldier 8/elite trooper 4
Destiny 2; **Force** 4; **Dark Side** 4
Init +21; **Senses** low-light vision, Perception +14
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 21), Fort 28, Will 21
hp 176; **Threshold** 28

Speed 4 squares
Melee Mythosaur axe +22 (1d12+15) or
Melee Mythosaur axe +22 (2d12+15) with Mighty Swing or
Melee Mythosaur axe +17 (1d12+15) and
Mythosaur axe +17 (1d12+15) with Double Attack
Melee spear +22 (1d8+15)
Ranged spear +20 (1d8+11)
Base Atk +17; **Grp** +21
Atk Options Cleave, Double Attack (simple weapons), Mandalorian Ferocity (simple weapons), Mandalorian Honor, Mighty Swing, Point Blank Shot, Power Attack
Special Actions Bolster Ally, Ignite Fervor, Indomitable, Inspire Confidence, Inspire Zeal, Mandalorian Advance

Abilities Str 18, Dex 15, Con 16, Int 12, Wis 11, Cha 16
Talents Armored Defenses, Bolster Ally, Ignite Fervor, Indomitable, Inspire Confidence, Inspire Zeal, Mandalorian Advance, Mandalorian Ferocity (simple weapons), Mandalorian Glory, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Cleave, Double Attack (simple weapons), Mandalorian Training, Martial Arts I, Mighty Swing, Point Blank Shot, Power Attack, Skill Focus (Endurance), Skill Focus (Initiative), Skill Focus (Persuasion), Skill Training (Knowledge [tactics]), Skill Training (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Focus (simple weapons), Weapon Familiarity (pistols, rifles, simple weapons)
Skills Climb +18, Endurance +22, Initiative +21, Knowledge (tactics) +15, Jump +18, Perception +14, Persuasion +22, Pilot +16
Possessions Mythosaur axe, spear, Mandalorian battle armor (+8 armor, +2 equipment, +5 DR)

Mandalore the Ultimate

In contrast to the apolitical nature of Mandalore the Indomitable, the leader who would come to be known as the Ultimate is willing to use all the strategic tools available to him. With them, Mandalore the Ultimate is able to reinvigorate his people—and lead them into the colossal confrontation with the Republic known as the Mandalorian Wars.

Republic observers differ as to when Mandalore the Ultimate rises to power. Some believe he is the Taung warrior who claimed the mantle at the end of the Great Sith War; others are less sure. What they do recognize is that under the Ultimate, a massive change sweeps across Mandalorian culture. Seeking to cleanse the stain of the clans' servitude to Ulic Qel-Droma, the Ultimate surrounds himself with a coterie of able and deadly individuals, including Cassus Fett and Demagol. Cultivating the fringe Neo-Crusader movement into a key regulative element of his forces, the Ultimate sets his people on a course of conquest.

Mandalore the Indomitable (Left) and Mandalore the Ultimate (Right)



First, he leads the clans to victories against nonaligned worlds on the Outer Rim, never threatening the Republic's interests. But thereafter, Mandalore maneuvers the Republic into a series of small proxy and brushfire wars, harassing border resource worlds. He holds back the full force of the *Mando'ade* during this "False War," waiting until the time is ripe to invade in force. The strategy is an overwhelming success—although the un-Mandalorian nature of the approach raises questions from some, including the warrior Rohlan Dyre.

Time and again, the Ultimate displays a cunning willingness to use "soft weaponry," as he calls it, alongside the deadlier implements of war. After Rohlan's disappearance, the wily Mandalore spins the warrior's doubts into a legend promoting the acceptance of his own authority. Mandalore personally attends Lord Adasca's secret summit meeting in an attempt to lure part of the Republic's power base to his own cause. His skillful arguments, playing upon fissures between the Jedi and the Republic, draws the surprise of those present. "Politics is simply the continuation of war by other means," he says.

The physically imposing Mandalore—his species, as his age, remain unknown—is, of course, no stranger to fighting. He participates in many battles and rules with a stern hand, brooking no insubordination from his inferiors. But as time and the invasion progress, the increasingly busy warrior finds it easier to co-opt those whose assistance he requires, eventually undermining his own Neo-Crusader hierarchy by passing out titles and ranks first to favorite henchmen and later to anyone whose support he desires. Where Mandalore the Indomitable expected blind obedience, Mandalore the Ultimate's more cynical eye sees dissension as one more tactical problem to be solved.

Mandalore the Ultimate carries a ceremonial version of Mandalore the Indomitable's Mythosaur axe. Infused with cortosis and other materials, it is capable of delivering an electric charge.

Mandalore the Ultimate **CL 18**
Medium noble 5/soldier 7/elite trooper 1/officer 5
Destiny 1; **Force** 4; **Dark Side** 5
Init +15; **Senses** low-light vision, Perception +15
Languages Arkanian, Basic, Basiliskan, Mando'a

Defenses Ref 27 (flat-footed 26), Fort 29, Will 24
hp 146; **Threshold** 34

Speed 6 squares
Melee cortosis Mythosaur axe +21 (2d12+11) or
Melee cortosis Mythosaur axe +21 (3d12+11) with Mighty Swing
Ranged heavy blaster rifle +21 (3d10+9) or
Ranged heavy blaster rifle +16 (3d10+14) with Power Blast
Base Atk +18; **Grp** +20
Atk Options autofire (heavy blaster rifle), Devastating Attack (rifles), Mighty Swing, Point Blank Shot, Power Blast
Special Actions Assault Tactics, Born Leader, Rally, Shift Defenses I, Shift Defenses II, Tough as Nails

Abilities Str 15, Dex 13, Con 14, Int 16, Wis 12, Cha 18
Special Qualities command cover +2, delay damage, share talent (Assault Tactics, Shift Defenses II)
Talents Armored Defenses, Assault Tactics, Born Leader, Devastating Attack (rifles), Distant Command, Improved Armor Defenses, Juggernaut, Rally, Shift Defenses I, Shift Defenses II, Tough as Nails
Feats Armor Proficiency (light, medium, heavy), Improved Damage Threshold, Improved Defenses, Linguist, Mandalorian Training, Martial Arts I, Mighty Swing, Point Blank Shot, Power Blast, Skill Focus (Persuasion), Skill Training (Persuasion), Weapon Focus (advanced melee weapons, rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +16, Initiative +15, Knowledge (tactics) +17, Mechanics +22, Perception +15, Persuasion +23, Pilot +15, Treat Injury +15
Possessions cortosis Mythosaur axe, heavy blaster rifle, Neo-Crusader assault armor (+10 armor, +4 equipment) with cloak, comlink (encrypted), code cylinder

Canderous Ordo, Mandalore the Preserver

He does not ask for the job, but after Revan smashes the Mandalorians, Canderous Ordo finds himself leading his people into an uncertain age.

"Ordo" is Canderous's surname and also the name of his Mandalorian clan and homeworld. Clan Ordo fights as Mandalorian Crusaders in the Great Sith War under Mandalore the Indomitable and the Sith Ulic Qel-Droma. With Indomitable's death and Qel-Droma's abandonment, however, apprehension sweeps through the Crusaders. That's when Mandalore the Ultimate appears—and the Neo-Crusaders. Canderous, devoted to the Resol'Nare and traditional Canons of Honor, considers these warriors disturbed. However, he cannot argue with their war record. Once Ultimate openly sponsors them, Canderous converts to the new Mandalorian way.

The Neo-Crusaders achieve staggering power, but soon Canderous notices chinks in the beskar'gam. As Ultimate enlists more and more conquered peoples, outright criminals began flooding the Mandalorians, and the Resol'Nare goes by the wayside.

The crushing defeat at Malachor V and Mandalore the Ultimate's death finally reveal the Neo-Crusader hypocrisy, shaking Canderous to his core. The clans disperse, with many abandoning the Canons of Honor. Shamefully, Canderous becomes a thug-for-hire.

But during the Jedi Civil War, Canderous returns to glory. He teams with his former enemy Revan, reconditioned by the Jedi, and joins the Star Forge quest. Helping crush the Sith Empire restores Canderous's honor. In thanks, Revan returns to him the traditional mask of Mandalore, and Canderous sets out to reunite the Mandalorians.

In so doing, Canderous happens upon an ailing Taung claiming to be the true Mandalore, and calling Mandalore the Ultimate a usurper with Sith ties. Before dying, this nameless Mandalorian presents his armor and clan to Canderous, asking him to preserve the old ways. Canderous takes the armor for himself, integrating the Mandalore mask into its helmet.

Canderous's unification efforts are spotty, but in the Dark Wars, his loyal Mandalorians fight beside Republic troops and storm Darth Nihilus's ship with the Jedi Exile. As his disillusioned people descend into greater lawlessness, an aging Canderous fights to keep Mandalorian tradition alive.

Table 12-1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Neo-Crusader light armor	–	+6	+2	+3	–	–	42 kg	Military, Rare
Mandalorian combat suit	–	+4	+1	+5	–	–	8 kg	Rare
Medium Armor (–5)								
Mandalorian battle armor	–	+8	+2	+2	4 sq.	3 sq.	18 kg	Rare
Heavy Armor (–10)								
Neo-Crusader assault armor	–	+10	+4	+1	4 sq.[1]	3 sq. [1]	65 kg	Military, Rare

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

Canderous Ordo **CL 16**
Medium Human soldier 7/elite trooper 6/officer 3
Destiny 2; **Force** 6; **Dark Side** 4
Init +15; **Senses** low-light vision, Perception +17
Languages Basic, Mando'a

Defenses Ref 29 (flat-footed 27), Fort 35, Will 31
hp 142; **DR** 3; **Threshold** 35

Speed 4 squares
Melee dagger gauntlet +19 (1d4+11) or
Melee unarmed +19 (1d6+11)
Ranged light repeating blaster rifle +14 (3d8+8) with autofire or
Ranged light repeating blaster rifle +17 (3d8+8) with braced autofire or
Ranged blaster gauntlet +18 (3d6+8) or
Ranged blaster gauntlet +13 (3d6+8) and blaster gauntlet +13 (3d6+8)
Base Atk +13; **Grp** +16
Atk Options Accelerated Strike, Point Blank Shot, Precise Shot
Special Actions Battle Analysis, brace (light repeating blaster), Deployment Tactics, Field Tactics, Mandalorian Advance

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 15, Cha 10
Special Qualities command cover, share talent (Deployment Tactics)
Talents Armored Defenses, Battle Analysis, Deployment Tactics, Exotic Weapon Mastery, Field Tactics, Juggernaut, Mandalorian Advance, Mandalorian Ferocity (pistols), Mandalorian Glory
Feats Accelerated Strike, Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Implant Training, Mandalorian Training, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +15, Initiative +15, Knowledge (tactics) +15, Mechanics +15, Perception +17, Pilot +15
Possessions Mandalorian Neo-Crusader heavy battle armor (+10 armor, +2 equipment), Basilisk war droid, blaster gauntlet (2), dagger gauntlet, implants (alacrity, endurance, regeneration, strength), light repeating blaster rifle

Armor

The types of armor given on Table 12–1 are described below.

Mandalorian Neo-Crusader Light Armor

The basic issue armor of the Mandalorian ground forces, Neo-Crusader light armor includes a helmet, boots, and gauntlets. The helmet provides any wearer who has the Armor Proficiency (light) feat with an internal comlink and a helmet package. The suit can also provide its wearer with up to 10 hours of life support, allowing the wearer to survive in the vacuum of space or in any other hostile environment. This armor comes with a jet pack and has four unused upgrade slots (if using the equipment modification system presented in *Scum and Villainy*).

Mandalorian Combat Suit

Favored by the Mandalorians before the beginning of the Neo-Crusader movement, this vacuum-sealed suit has metal composite plates attached, providing protection in battle with a maximum range of movement. A helmet is included in this package, providing any wearer who has the Armor Proficiency (light) feat with an internal comlink and a helmet package. The suit can also provide its wearer with up to 10 hours of life support. This armor comes with a jet pack and has five unused upgrade slots.

TABLE 12-2: MELEE WEAPONS

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Stunning gauntlet	200	–	+1	0.4 kg	Energy	Restricted
Medium						
Stunning gauntlet	300	–	+1	0.5 kg	Energy	Restricted
Large						
Mythosaur axe	1,000	1d12	–	10 kg	Slashing	Restricted, Rare

MANDALORIAN NEO-CRUSADER BATTLE ARMOR

A heavier version of the Mandalorian Combat Suit sometimes worn by veteran warriors, this armor includes a helmet, boots, and gauntlets. Any wearer who has the Armor Proficiency (medium) feat can use the helmet's internal comlink andhelmet package. The suit provides its wearer with up to 10 hours of life support. This armor comes with a jet pack and six unused upgrade slots.

MANDALORIAN NEO-CRUSADER ASSAULT ARMOR

The armor of the Neo-Crusader shock troops, this upgrade of the Neo-Crusader light armor is covered with energy ablative plating and includes a helmet, boots and gauntlets. Any wearer who has the Armor Proficiency (heavy) feat can use the helmet's internal comlink and helmet package. The suit provides its wearer with up to 24 hours of life support. This armor includes a jet pack; however, due to the weight of the suit, the jet pack has a maximum fly speed of 4 squares per turn. The suit has six unused upgrade slots.

MELEE WEAPONS

The weapons given on Table 12-2 are described below.

MYTHOSAUR AXE

Simple Weapon

Crafted from the calcified bones of the extinct monster for which it is named, the Mythosaur axe is one ceremonial weapon that can be deadly. Mandalore the Ultimate's variation, atop a staff, uses modern metals and an energy cell to achieve double the damage.

STUNNING GAUNTLET

Simple Weapon

An insulated glove with an embedded energy cell, the stunning gauntlet produces an electrifying charge when it strikes a target. A stunning gauntlet changes the wearer's unarmed melee attacks to stun damage, and they provide a +1 bonus to stun damage on a successful unarmed attack.

Stunning gauntlets are two sizes smaller than their wearer (for example, a pair of stunning gauntlets designed for a Human are Tiny). Because of how they are worn, stunning gauntlets can't be disarmed or dropped.

DROIDS

The Basilisk war droid, one of the most unique weapons of war in the galaxy, is frequently seen in skirmishes throughout the Great Sith War and the Mandalorian Wars.

BASILISK WAR DROID

The ancient Basiliskan race yielded up many technological advances to their Mandalorian conquerors. Chief among them is the Basilisk war droid, heavily armed electronic quadrupeds. Operating both in atmosphere and in space, they are deadly enough on their own, their artificial intelligence operating a variety of weapons systems within their Mandalorian steel shells.

But the Basilisk droids are seldom on their own. Mandalorians use them as their personal mounts, saving wear and tear on their jet packs. The war droid is capable of melee action with its huge claws, as Ulic Qel-Droma finds when the mounted Mandalore the Indomitable meets him for their fateful duel.

Basilisk War Droid CL 6
Huge air vehicle (droid)
Init +6; **Senses** Perception +11

Defenses Ref 13 (flat-footed 11), Fort 19; +3 armor
hp 70; **DR** 5; **Threshold** 29

Speed fly 12 squares (max. velocity 550 km/h), fly 3 squares (starship scale)
Melee claws +11 (see below) or
Ranged light laser cannons +4* (see below) or
Ranged light concussion missile launcher +4* (see below) or
Ranged pulse-wave cannons** +4* (see below) or
Ranged space mines +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +21
Atk Options autofire (light laser cannons)

Abilities Str 28, Dex 15, Con —, Int 14
Skills* Initiative +6, Mechanics +6, Perception +11, Pilot +6, Use Computer +11

Crew 1 (skilled, droid brain); **Passengers** 1
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Payload 4 concussion missiles, 2 space mines
Availability Military, Rare; **Cost** Not available for sale (estimated value 70,000)
* If the Basilisk war droid has a passenger, the passenger may use its attack bonus or skill bonuses instead of those of the droid brain. Basilisk war droids always obey the commands of authorized passengers.
** Treat as pulse-wave rifles, page 69

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

Light concussion missiles (pilot)
Atk +4; **Dmg** 7d10×2

Pulse-wave cannons (pilot)
Atk +4; **Dmg** 3d8

Space mines (pilot)
Atk +5; **Dmg** 7d10×2

A Mandalorian Warrior riding a Basilisk War Droid



Starships

Mandalorians are technological mimics, able to replicate and improve upon the technologies of conquered peoples. Mandalorian ship designs are based on pirated vessels, augmented beyond recognition by Mandalorians looking for an extra technological edge.

The ships of traditional Mandalorians are, therefore, as highly personalized as their suits of armor. Most known "types" are vague categorizations, named by Republic observers for their convenience. (Use the junker template from *Starships of the Galaxy* on any of the ships presented in this section to represent modified designs from before the Mandalorian Wars.) Under the Neo-Crusaders, more designs are routed to War Forges for mass production, creating somewhat more recognizable classes of vehicles.

Manufacturing during the Mandalorian Wars is all for the Crusade, without such Republic niceties as patents or corporate entities. In later times, with the Mandalorians scattered, their technologies resurface in more traditional corporate bodies such as MandalMotors.

Davaab-type Starfighter

With a name based on the Mando'a word for "execution" or "carrying out," *Davaab*-type starfighters carry out the capital-ship protection work in this era. The initial design for the 8.8-meter-long *Davaab*-type starfighter appears to have been a Core Galaxy Systems model from well before the Great Sith War, much modified by the Mandalorians who fly them. Crusaders treat their starfighters as objects of personal pride, second only to their suits of armor, happily spending their personal time and resources on modifications. The *Davaab*-type starfighters open systems architecture adapts to this degree of kit-bashing better than other starfighters do.

The most frequently seen variation is the one selected for mass production in the Neo-Crusaders' War Forges. Older Mandalorians chafe at this version's stock package and its lack of interior comforts for armor wearers. But many soon find they can quietly modify these *Davaab*-type fighters just as they had in the past—if only out of sight of their Rally Masters.

Davaab-type Starfighter **CL 8**
Huge starfighter
Init +9; **Senses** Perception +6

Defenses Ref 17 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 5; **SR** 25; **Threshold** 34

Speed fly 16 squares (max. velocity 1,100 km/h), fly 5 squares (starship scale)
Ranged light laser cannons +6 (see below) or medium concussion missiles +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +26
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 39, Dex 20, Con —, Int 15
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 1 week; **Carried Craft** none
Payload 3 medium concussion missiles
Hyperdrive ×2, limited navicomputer (5-jump memory)
Availability Restricted; **Cost** 150,000 (80,000 used)

Light laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2, 4-square splash

A Kyramud-type battleship protects a flight of Shaadlar-type troopships during a planetary invasion



Shaadlar-type Troopship

Another ancient ship design pirated from another culture, the *Shaadlar*-type troopships—named for the Mando'a word for "move"—come from the conquered Basilisk race. The 130-meter-long troop transport, though modified several times through the generations, retains the organic look of Basilisk technology. Its gruesome appearance generates the desired shock as it enters the atmosphere of an unfortunate world to be conquered.

The ship's heavy armaments include an emphasis on ion weapons—a common theme to Basilisk technology. It also includes a battery of concussion missiles, which, though intended for bombardments before landing, can be reconfigured for firing at targets in space.

Shaadlar-type Troopship CL 15
Colossal (frigate) space transport
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 35; +12 armor
hp 750; **DR** 15; **SR** 150; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged 2 medium turbolaser batteries +14* (see below) and
2 point-defense medium ion cannon batteries +10 (see below) and
2 point-defense light concussion missile batteries +14 (see below))
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense medium ion cannon batteries)

Abilities Str 60, Dex 15, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6

Crew 30 (skilled); **Passengers** 800
Cargo 2,500 tons; **Consumables** 1 year; **Carried Craft** none
Payload 50 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 3 million (1.2 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size*

Medium turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense medium ion cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 5d10×2 ion

Point-defense light concussion missile battery (5 gunners)
Atk +10, **Dmg** 7d10×2

Teroch-type Gunship

"Pitiless" as their Mando'a name suggests, *Teroch*-type fast-attack gunships specialize in swift interdictions. The nimble craft spend little time squaring off with opposing ships, instead using their speed to make the most of their limited firepower. A wave of *Teroch*-type gunships breaching a line is a horrible sight for a Republic captain, who suddenly has opponents fore and aft.

In the early days of the Mandalorian Wars, the 18-meter-long *Teroch*-type gunships are tasked with returning captured Jedi to Demagol on Flashpoint for evaluation. The fast-attack ship that mistakenly whisked a captured Jarael from Vanquo arrived long before the *Last Resort*, which followed it into hyperspace moments later.

Teroch-type Fast Attack Gunship CL 10
Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 10; **SR** 25; **Threshold** 75

Speed fly 14 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (double laser cannons)

Abilities Str 40, Dex 19, Con —, Int 15
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 8 tons; **Consumables** 3 weeks; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 400,000 (200,000 used)

Double laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10×2

Jehavey'ir-type Assault Ship

Named for the Mando'a word for "ambush," ships of the *Jehavey'ir*-type serve that purpose as well as a capital ship can. Based on—but visually and technologically many generations away from—captured Basilisk technology, these assault ships are known for their ability to make quick hits. *Jehavey'ir-type* assault ships fly with guns charged and ready to fire, even in hyperspace, so they can engage moments after arriving on the scene of battle.

The 188-meter-long *Jehavey'ir*-type assault ship's missile batteries deal a devastating barrage, made all the more terrible during the Mandalorian Wars when fission warheads are occasionally used. Several assault ships so armed join in the destruction of the Stereb cities of Serroco.

Lacking landing bays, ships of this type have special airlocks permitting the easy projection of troops toward a ship to be boarded. Neo-Crusader shock troopers from a *Jehavey'ir*-type assault ship were among those who took the *Courageous*.

Tactical Fire: The *Jehavey'ir*-type assault ship can launch an ambush against unsuspecting foes on a moment's notice, caching them when their defenses are weakest. As a standard action, a *Jehavey'ir*-type assault ship can forego all attacks to provide tactical fire to all adjacent squares. All enemy ships within this radius suffer a –1 penalty to Reflex Defense and Fortitude Defense.

Jehavey'ir-type Assault Ship **CL 18**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 36; +11 armor
hp 900; **DR** 15; **SR** 75; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged medium double turbolaser batteries +13* (see below) and heavy ion cannon batteries +9* (see below) and super-heavy concussion missile battery +15* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +48

Abilities Str 62 Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 200 (skilled); **Passengers** 500
Cargo 3,500 tons; **Consumables** 6 months; **Carried Craft** none
Payload 36 super-heavy concussion missiles
Hyperdrive ×2 (backup ×12), navicomputer
Availability Restricted; **Cost** 10 million (4 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium double turbolaser battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 6d10×5

Heavy ion cannon battery (3 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Super-heavy concussion missile battery (6 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 11d10×5

Kyramud-type Battleship

Another Basilisk-inspired vessel, the 752-meter-long *Kyramud*-type—Mando'a for "killer" or "assassin"—battleship made frequent fleet battle appearances from the Sith War through to the Mandalorian Wars. The *Kyramud*-type battleship includes a landing bay and troopships, making it a significant piece of any ground-invasion plan during the Great Sith War and the Mandalorian Wars. Rohlan Dyre spends three years managing a group of shock troopers on the battleship *Jai'galaar*.

Missiles are a major component of the *Kyramud*-type battleship's arsenal, and another part of the Mandalorians' ground strategy. When directed at a planet's surface, missiles from these battleships frequently turn the tide against opposing armies.

Tactical Fire: The *Kyramud*-type battleship is often used in the ground assault on worlds targeted by the Mandalorian hordes, and is designed to provide invasion support. As a standard action, a *Kyramud*-type battleship can forego all attacks to provide tactical fire to all squares within a 2-square radius. Any allied starship that makes an attack run against a target within this radius gains a +2 circumstance bonus on the attack roll.

Kyramud-type Battleship **CL 20**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 50; +14 armor
hp 1,250; **DR** 20; **SR** 90; **Threshold** 250

Speed fly 2 squares (starship scale)
Ranged 4 point-defense medium ion cannon batteries +9 (see below) and 5 double medium turbolaser batteries +13* (see below) and 2 heavy concussion missile batteries +13* (see below) and 2 tractor beam batteries +9* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +62
Atk Options autofire (point-defense medium ion cannon batteries)

Abilities Str 90, Dex 15, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1,200 (skilled); **Passengers** 2,000
Cargo 8,000 tons; **Consumables** 1 year; **Carried Craft** 3 *Shaadlar*-type troopships, 36 *Davaab*-type fighters, various support craft
Payload 80 heavy concussion missiles
Hyperdrive ×2 (backup ×15); navicomputer
Availability Restricted; **Cost** 40 million (22 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Point-defense medium ion cannon battery (3 gunners)
Atk +9 (+4 autofire), **Dmg** 4d10×2 ion

Double medium turbolaser battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 6d10×5

Heavy concussion missile battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 9d10×5

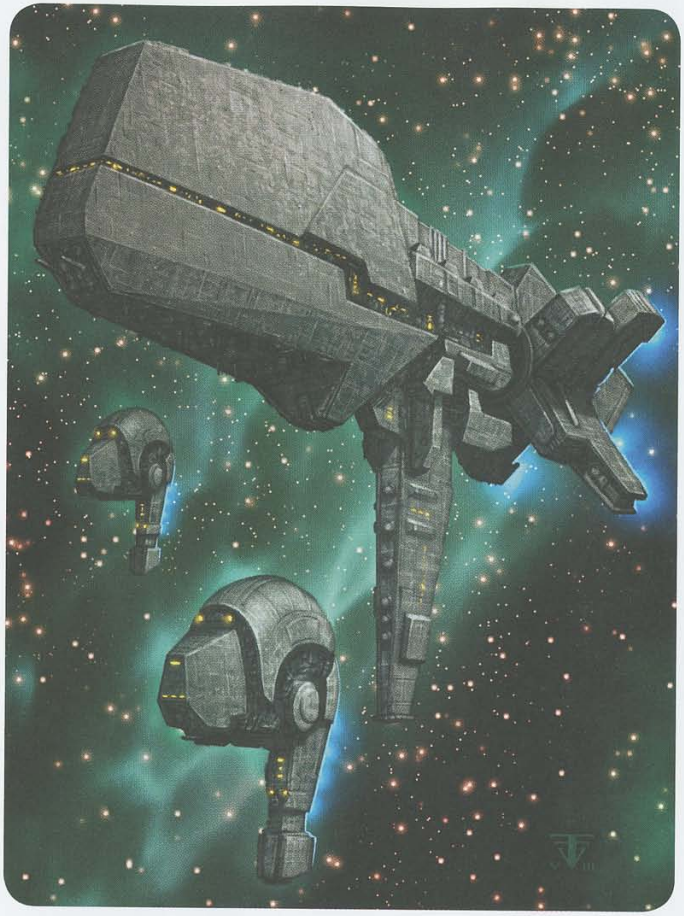
Tractor beam battery (3 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** – (grapple +62)

Kandosii-type Dreadnaught

The 1,360 meter long *Kandosii*-type dreadnaught, named for the Mando'a word for "ruthless," is the most fearsome element of the Mandalorian fleet. Perhaps more than any other ship in the Mandalorian arsenal, the *Kandosii*-type dreadnaught is an amalgamation of "appropriated" technologies. Republic investigators cracking the hull of the first *Kandosii*-type dreadnaught to be taken were astonished to find a Corellia StarDrive engine system and deck plating manufactured by Byblos Drive Yards.

Even without an escort, the massive vessel alone is a match for most opponents. During the Mandalorian Wars, the heavy concussion missiles, formidable on their own, can be tipped with fission warheads on the orders

TWO JEHAVEY'IR-TYPE ASSAULT SHIPS PATROL THE SPACE ABOVE A CAPTURED WORLD WITH A KANDOSII-TYPE DREADNAUGHT



of Mandalore or Cassus Fett. Such weapons are used more than once, most notoriously in the immolation of the cities of Serroco.

Tactical Fire: The *Kandosii*-type dreadnaught is a powerful ship whose missile compliment is often called the most sophisticated and most destructive in the galaxy. As a standard action, a *Kandosii*-type dreadnaught can forego all attacks to provide tactical fire to all squares within a 2-square radius. Any allied starship that makes a successful attack with a missile or torpedo against a target within that radius gains a +1 circumstance bonus on the attack roll, and takes no penalty on secondary attacks with a missile that has locked onto its target.

Kandosii-type Dreadnaught **CL 20**
Colossal (cruiser) capital ship
Init −3; **Senses** Perception +6

Defenses Ref 16 (flat-footed 15), Fort 56; +15 armor
hp 2,100; **DR** 20; **SR** 125; **Threshold** 256

Speed fly 2 squares (starship scale)
Ranged 5 double medium turbolaser batteries +17* (see below) and 2 point-defense triple laser cannon batteries +17 (see below) and 2 super-heavy concussion missile batteries +17* (see below) and 2 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +68
Atk Options autofire (point-defense triple laser cannon batteries)

Abilities Str 102, Dex 13, Con —, Int 20
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 10,000 (skilled); **Passengers** 30,000 (troops)
Cargo 45,000 tons; **Consumables** 5 years; **Carried Craft** 8 *Shaadlar*-type troopships, 128 *Davaab*-type fighters, various support craft
Payload 120 super-heavy concussion missiles
Hyperdrive ×2 (backup ×9), navicomputer
Availability Restricted; **Cost** 200 million (120 million used)
** Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Double medium turbolaser battery (6 gunners)
Atk +17 (−3 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense triple laser cannon battery (6 gunners)
Atk +17 (+2 autofire), **Dmg** 6d10×2

Super-heavy concussion missile battery (6 gunners)
Atk +17 (−3 against targets smaller than Colossal), **Dmg** 11d10×5

Tractor beam battery (3 gunners)
Atk +11 (−9 against targets smaller than Colossal), **Dmg** – (grapple +68)

"WE'RE NOMADS. WE DON'T HAVE HEADQUARTERS."
—GORMER

Chapter XIII
Allies and Opponents





The galaxy is filled with organizations other than large governments such as the Republic, or powerful invaders such as the Sith or Mandalorians. Though they vary in scale and complexity, these other organizations fulfill functions much more vital to the day-to-day needs of most Galactic citizens. Some might be employees of interstellar corporations, but others find their niche within underworld criminal operations.

This chapter covers a wide range of entities, corporations, and other groups active in the galaxy. It highlights influential—if not prominent—individuals. Also included are ships, vehicles, and droids that can be found among the fringes of society, or at least outside the major forces presented in earlier chapters.

Notable Personalities

The following individuals are of some significance to the galaxy, and play a major role in shaping history with their actions.

Lord Arkoh Adasca

Arkoh Adasca is the eighth member of the House of Adasca to rise to the title of Lord. The youthful and charismatic Arkoh captures the imagination of the Arkanians. Though he is not the Arkanian political leader, his mannerisms and demeanor allow him to project and assume more power than he is truly entitled to. Arkoh successfully raises the Arkanian sense of superiority over other species through subtle but enticing arguments. He also uses his persuasive skills to convince otherwise loyal Arkanians to aid him in the ill-fated Project Black Harvest, even though the Republic would consider such actions treasonous.

Arkoh is supremely confident in his position and abilities. Although he projects an image of an honorable and ethical leader, this is merely a front for his schemes and vast ambition. Ultimately, his overconfidence leads to his destruction, significantly damaging his company in the process.

Lord Arkoh Adasca (Mandalorian Wars) CL 13
Medium Arkanian noble 7/corporate agent 6
Destiny 2; **Force** 6; **Dark Side** 10
Init +11; **Senses** darkvision, Perception +14
Languages Arkanian, Basic, Binary, Bocce, Cerean, Draethos, Durese, High Galactic, Huttese, Ithorese

Defenses Ref 25 (flat-footed 25), Fort 23, Will 30
hp 66; **Threshold** 23

Speed 6 squares
Melee unarmed +9 (1d4+6)
Ranged hold-out blaster pistol +9 (3d4+6)
Base Atk +9; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Gearhead, Impose Hesitation, Inspire Confidence, Inspire Haste, Willful Resolve

Abilities Str 10, Dex 11, Con 10, Int 17, Wis 16, Cha 18
Special Qualities executive leadership (3/encounter)
Talents Born leader, Competitive Edge, Educated, Impose Hesitation, Inspire Confidence, Inspire Haste, Willful Resolve
Feats Gearhead, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [life sciences]), Skill Focus (Knowledge [physical sciences]), Skill Focus (Persuasion), Skill Training (Knowledge [technology]), Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Gather Information +15, Knowledge (bureaucracy) +19, Knowledge (life sciences) +19, Knowledge (physical sciences) +19, Knowledge (technology) +14, Mechanics +14, Perception +14, Persuasion +20, Treat Injury +14, Use Computer +14
Possessions hold-out blaster, comlink, datapad

BRIANNA (THE LAST HANDMAIDEN)

Brianna is one of the handmaidens in service to Jedi Master Atris on Telos IV. The daughter of a forbidden love affair between her Jedi Master mother and Echani father, she lives her life trying to make up for her shameful parentage—at least as it is seen in Echani culture. Her fellow handmaidens have no respect for her. At Master Atris' request, she steals the *Ebon Hawk*, forcing the Exile to come to Telos IV to retrieve it. She travels with the Exile all the way to Malachor V.

"WE NO LONGER SEEK CONTRACTS. BUT WE MAY ACCEPT ALLIES."
—LORD ARKOH ADASCA



Brianna, the Last Handmaiden (upon joining the Exile) CL 10
Medium Human soldier 9/melee duelist 1
Destiny 2; **Force** 5; **Dark Side** 2
Init +13; **Senses** Perception +10
Languages Basic

Defenses Ref 28 (flat-footed 24), Fort 24, Will 22
hp 100; **Threshold** 24

Speed 6 squares
Melee unarmed +12 (1d6+9) or
Melee staff +13 (1d6+12) or
Melee staff +8 (1d6+17) with Power Attack or
Melee staff +11/+11 (1d6+12/1d6+12) with Dual Weapon Mastery II or
Melee staff +6/+6 (1d6+17/1d6+17) with Dual Weapon Mastery II and Power Attack

Ranged blaster pistol +13 (3d6+5) or
Ranged blaster pistol +8 (3d6+10) with Power Blast
Base Atk +10; **Grp** +13
Atk Options Devastating Attack (pistols), Dual Weapon Flourish I, Melee Smash, Power Attack, Power Blast, Stunning Strike
Special Actions Tough as Nails

Abilities Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 14
Talents Devastating Attack (pistols), Dual Weapon Flourish I, Melee Smash, Stunning Strike, Tough as Nails, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Echani Training, Force Sensitivity, Martial Arts I, Power Attack, Power Blast, Skill Training (Acrobatics), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +13, Initiative +13, Jump +12, Perception +10, Treat Injury +10, Use the Force +5,
Possessions Handmaiden's staff (quarterstaff), blaster pistol, Handmaiden's robes

Calo Nord

Calo Nord is a ruthless bounty hunter, known to work at various times for the Sith, the Republic, and finally for the Exchange. Thought originally to have been a slave, rumors suggest that he killed his original owners, his parents who had sold him, the bounty hunters who came after him, and even the slavers. He learns to become a lethal bounty hunter in his own right. Cold, menacing, and unapproachable, Nord fears no one. Ultimately, it takes a person of equal power to defeat him, as Revan does when the bounty hunter tries to prevent his escape from Taris in the *Ebon Hawk*.

Calo Nord **CL 13**
Medium Human scout 3/soldier 4/bounty hunter 4/gunslinger 2
Destiny 1; **Force** 6; **Dark Side** 6
Init +13; **Senses** low-light vision, Perception +12 (can reroll, must take second result)
Languages Basic

Defenses Ref 33 (flat-footed 32), Fort 31, Will 26
hp 113; **DR** 10 (ion damage only, from shields); **SR** 25; **Threshold** 31

Speed 4 squares
Melee vibroblade +15 (2d6+9)
Ranged blaster pistol +14 (3d6+7) or
Ranged blaster pistol +12/+12 (3d6+7) with Dual Weapon Mastery II
Base Atk +12; **Grp** +15
Atk Options Hunter's Mark, Keen Shot, Point Blank Shot, Precise Shot
Special Actions familiar foe +2, Quick Draw, Shake It Off

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Special Qualities familiar foe +2, trusty sidearm +1
Talents Acute Senses, Armored Defenses, Hunter's Mark, Improved Armored Defenses, Keen Shot, Mobile Attack (pistols), Notorious
Feats Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Precise Shot, Quick Draw, Shake It Off, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +12, Initiative +12, Perception +12 (can reroll, must take second result), Stealth +12, Survival +12, Treat Injury +12
Possessions heavy battle armor (+10 armor, +4 equipment), 2 blaster pistols, vibroblade, 4 stun grenades, 2 thermal detonators, low-light goggles (grants low-light vision to wearer), Verpine prototype heavy energy shields (SR 25), 2000 credits

Marn "The Gryph" Hierogryph

Falsely accused as an accomplice to the murders of the Padawans on Taris, Marn "The Gryph" Hierogryph's immediate impulse is to protest: "I am not an accomplice! I am a mastermind!" And that is, indeed, the fondest ambition of this Snivvian flim-flam artist. Gryph found his calling as a youth when he discovered money—and his uncanny ability to talk others into giving him theirs.

Snivvians are obsessed with living their lives in pursuit of art, so Gryph's interest in the criminal arts does not draw the scorn of his fellows on Cadomai. But Gryph's avocation is con artistry, and after enough Snivvians feel the sting of his antics, his parents send him offworld. There begins for Gryph a life in the study of the galaxy's more notorious—as well as some of its less successful—career criminals.

Gryph is in danger of joining the latter group when he first encounters Zayne Carrick, who is assigned to capture him. Zayne succeeds on the final try, only to find both of them framed for the Padawan Massacre. Overcoming his impulse to run away and save his own skin, Gryph sees possibilities in working con games with someone with Jedi talents.

There begins a long and sometimes rocky partnership, with Gryph's financial goals frequently at odds with Zayne's quest for justice. But the Snivvian flourishes during the partnership, reforging his relationship with the Hidden Beks and annoying enough people to boost the bounty on his head into the six-figure range. For Gryph, that is all part of keeping score.

Gryph has one hireling in Slyssk, a meek Trandoshan starship thief. He also refers to Zayne as a henchman, although the two are constantly renegotiating the terms of their partnership.

Marn "The Gryph" Hierogryph **CL 8**
Small Snivvian nonheroic 2/scoundrel 7/crime lord 1
Destiny 1; **Force** 2; **Dark Side** 4
Init +5; **Senses** Perception +10
Languages Basic, Bocce, Huttese, Snivvian

Defenses Ref 25 (flat-footed 24), Fort 19, Will 24
hp 34; **Threshold** 19

Speed 4 squares
Melee by weapon –1 (nonproficient with all weapons)
Ranged by weapon +1 (nonproficient with all weapons)
Base Atk +5; **Grp** +1
Atk Options Point Blank Shot
Special Actions Disruptive, Knack, Melee Defenses

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 17
Special Qualities cold resistance
Talents Attract Student, Disruptive, Fool's Luck, Knack, Lucky Stop
Feats Improved Defenses, Melee Defenses, Point Blank Shot, Quick Skill, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Skill Training (Use Computer)
Skills Deception +17, Gather Information +17, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Perception +10, Persuasion +17, Stealth +20, Use Computer +12
Possessions 4 credit chips, datapad, video recorder, winning smile

GO-TO (GOTO)

GO-TO is better known to his underlings and the outside world as Goto, a Human male. Thanks to skilled holographic manipulation, virtually no one suspects that Goto is, in fact, an alias of a scheming droid. As a highly intelligent infrastructure-planning system, GO-TO was originally programmed to aid the Republic in reconstruction after the Jedi Civil War. However, he eventually breaks his programming to follow Republic law and opts to help stabilize the Republic in any manner he sees fit. Using his alias, he establishes a smuggling operation that gets him into the Exchange, leading their Telos operations. He also establishes the HK-50 assassin-droid factory to aid his stabilization efforts. GO-TO orchestrates the capture of the Exile as one of the bounties he places on all Jedi and Sith, who he considers destabilizing factors. GO-TO ends up accompanying and aiding the Exile, hoping that doing so will stabilize the Republic. GO-TO is destroyed in a showdown with HK-47 and his own HK-50s on Malachor V.

GO-TO (Dark Wars) **CL 6**
Tiny droid (2nd-degree) nonheroic 4/scoundrel 5
Destiny 1; **Force** 3; **Dark Side** 7
Init +7; **Senses** low-light vision, Perception +6
Languages Basic, Bocce, Binary, High Galactic, Huttese

Defenses Ref 18 (flat-footed 16), Fort 9, Will 12
hp 28; **SR** 10; **Threshold** 9
Immune droid traits

Speed 4 squares (fly)
Melee electroshock probe +4 (1d8 ion)
Ranged integrated blaster pistol +9 (3d6+5) or
Ranged integrated blaster pistol +6 (3d6+8) with Power Blast
Base Atk +6; **Grp** –6
Atk Options Deadeye, Point Blank Shot, Power Blast, Precise Shot

Abilities Str 6, Dex 16, Con —, Int 16, Wis 11, Cha 14
Talents Gimmick, Master Slicer, Trace
Feats Deadeye, Improved Defenses, Point Blank Shot, Power Blast, Precise Shot, Skill Focus (Knowledge [social sciences]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (social sciences) +17, Knowledge (technology) +17, Persuasion +11, Use Computer +17 (can reroll when improving access and take better result)
Systems hovering locomotion, heuristic processor, 2 tool appendages, electroshock probe, holorecorder, holoprojector, improved sensor package, locked access, integrated comlink, vocabulator
Possessions integrated blaster (treat as blaster pistol), planetary infrastructure management software, The *Visionary* (Goto's Yacht)

HK-47

HK-47 is a lethal assassin droid, albeit one with a sharp wit combined with a barely concealed hatred of organic "meatbags." He serves Revan, both before and after the Dark Lord's capture. In fact, at one point his memories are concealed even from himself, by Revan's own hand. Though HK-47's primary function is concealed, this cannot completely hide the fact that the droid is more than it seems, nor can it hide the droid's attitude. After rejoining Revan on Tatooine, HK-47's full personality eventually appears when Revan's true past is revealed. He continues serving Revan through the search and destruction of the Star Forge. Little is known about HK-47's travels for the next five years. Though he travels with the Jedi Exile for a while, he eventually convinces the imitation HK-50 droids to join his cause, leading them against GO-TO on Malachor V.

HK-47 (Jedi Civil War) **CL 9**
Medium droid (4th-degree) soldier 7/elite trooper 2
Destiny 1; **Force** 7; **Dark Side** 11
Init +11; **Senses** darkvision; Perception +12
Languages Basic, Binary, Tusken

Defenses Ref 24 (flat-footed 21), Fort 23, Will 20
hp 76; **DR** 1; **Threshold** 23
Immune droid traits

Speed 6 squares
Melee unarmed +12 (1d6+7)
Ranged heavy blaster rifle +12 (3d10+6) or
Ranged heavy blaster rifle +10 (3d10+6) with Controlled Burst
Ranged flamethrower +11 (3d6+4)
Base Atk +9; **Grp** +12
Atk Options autofire (heavy blaster rifle), Controlled Burst, Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 16, Dex 14, Con —, Int 14, Wis 12, Cha 10
Special Qualities delay damage
Talents Armored Defenses, Controlled Burst, Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +11, Mechanics +11, Perception +12, Use Computer +11
Systems walking locomotion, heuristic processor, 2 hand appendages, darkvision, improved sensor package, locked access, secondary battery, translator unit (DC 5), vocabulator
Possessions durasteel battle armor, heavy blaster rifle, flamethrower

JARAEL

For someone who has spent much of her life living in a junkyard, Jarael attracts the interest of a wide variety of people, and not only because of her savage beauty—which is considerable. Powerful individuals from Lord Adasca to Squint to Demagol learn that Jarael might be more than she acknowledges—or realizes.

Her public persona is that of a scrappy, acrobatic fighter used to life in harsh places. She appears to be an Arkanian Offshoot, although her pointed ears are not shared by that subspecies. She visits the Offshoot villages of Arkania for only the first time as an adult. Her sole mission in life has been caring for the increasingly addled inventor known as Camper. Jarael never discusses the fate that Camper saved her from years before—but in protecting her, he changes her life.

Jarael's mission to protect Camper from his own past fails when the two—against Jarael's better judgment—are thrown into the company of fugitives Zayne Carrick and Marn Hierogryph. Immediately after Jarael and Camper part company with them, Camper falls ill, and Jarael finds herself forced to turn to Adascorp—the medical conglomerate Camper has been running from—for help. Jarael then becomes a pawn in Lord Adasca's galactic game to pry knowledge from Camper. When Camper escapes, going his own way, she blames herself.

Working to piece her life back together, Jarael returns to Zayne Carrick's company. She focuses on physical training, and even begins to explore her nascent Force sensitivity. Jarael uses a shockstaff of Camper's design, capable of delivering a charge that temporarily numbs the flesh it strikes.



THE MOOMO WILLIWAW (LEFT) AND THE LAST RESORT (RIGHT)

Jarael **CL 8**
Medium Arkanian Offshoot scout 5/soldier 3
Destiny 2; **Force** 2; Strong in the Force
Init +12 (can reroll, must take second result); **Senses** Perception +9 (can reroll, must take second result)
Languages Basic

Defenses Ref 23 (flat-footed 23), Fort 22, Will 20
hp 75; **Threshold** 22

Speed 6 squares
Melee shockstaff +8 (2d6+7) or
Melee shockstaff +3/+3 (2d6+7) with Dual Weapon Mastery I
Ranged by weapon +8
Base Atk +6; **Grp** +9
Atk Options Devastating Attack (advanced melee weapons)
Special Actions Shake It Off

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 16
Talents Acute Senses, Devastating Attack (advanced melee weapons), Improved Initiative, Uncanny Dodge I, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light), Dodge, Dual Weapon Mastery I, Force Sensitivity, Shake It Off, Strong in the Force, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +12 (can reroll, must take second result), Jump +10, Knowledge (galactic lore) +9, Perception +9 (can reroll, must take second result), Survival +9
Possessions shockstaff, comlink, various personal belongings

"I DIDN'T KNOW AN OFFSHOOT COULD BE SUCH AN ASSET IN THE DIPLOMACY DEPARTMENT."

–EEJEE VAMM

MIRA

Mira is a young female Human bounty hunter with the unconventional preference for capturing targets rather than killing them. Even though the Wookiee Hanharr attempts to kill her, Mira spares his life, earning his life debt. Hanharr again tries to kill her, both for his Exchange boss and to free himself from the debt. When he again fails, Mira leaves him for dead. Hanharr returns unexpectedly on Malachor V, where once again, Mira refuses to kill him. After becoming involved in the Exile's capture on Nar Shaddaa, Mira joins the travelers with the Exile. She joins the *Ebon Hawk* crew's rescue mission and remains with them through the end at Malachor V.

Mira (Dark Wars) **CL 6**
Medium Human scout 5/soldier 1
Destiny 1; **Force** 4
Init +11; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 21 (flat-footed 18, with Critical Strike 16), Fort 20, Will 16; Evasion
hp 54; **Threshold** 20

Speed 6 squares
Melee vibroblade +4 (2d6+3) or
Melee vibroblade +4 (2d6+3/19–20) with Critical Strike
Ranged blaster pistol +9 (3d6+3) or
Ranged blaster pistol +9 (3d6+3/19–20) with Sniper Shot or
Ranged wrist launcher +7 (damage per ammunition: grenade per type, dart 1d4+3 or rocket 2d6+3)
Base Atk +4; **Grp** +7
Atk Options Critical Strike, Sniper Shot
Special Actions Guidance, Shake It Off

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 11, Cha 10
Talents Armored Defenses, Evasion, Guidance, Surefooted
Feats Critical Strike, Exotic Weapon Proficiency (wrist launcher), Skill Focus (Perception), Shake It Off, Sniper Shot, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +11, Jump +8, Mechanics +10, Perception +13, Stealth +11, Survival +8, Use Computer +10
Possessions blaster pistol, vibroblade, wrist launcher (able to launch grenades (damage per grenade type), darts (1d4 damage) and rockets (2d6 damage), blast jacket (+2 armor, +1 equipment, +4 max Dex)

Mission Vao

Mission Vao is a bright, cheerful, young Twi'lek who grows up in the rough Undercity of Taris. Though her skills are less than reputable, she is nonetheless loyal to her Wookiee friend Zaalbar and her troublesome brother Griff. She and Zaalbar travel with Revan after he helps Zaalbar escape slavers on Taris. Her skills prove to be extremely useful, but she is also on a mission of her own—trying to catch up with her brother. She succeeds, only to discover that he was more dishonest than she imagined. She and Revan succeed in bailing him out of yet another unlikely scheme, before they part ways and she follows Raven in his search for the Star Forge.

Mission Vao (in Taris Undercity) **CL 4**
Medium Twi'lek scoundrel 4
Destiny 1; **Force** 3
Init +10; **Senses** low-light vision, Perception +7
Languages Basic, Huttese, Ryl, Shyriiwook (can't speak)

Defenses Ref 19 (flat-footed 16), Fort 17, Will 15
hp 33; **Threshold** 17

Speed 6 squares
Melee vibroblade +3 (2d6+2) or
Melee vibroblade +3 (2d6+2/19–20) with Critical Strike (Reflex Defenses –5)
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster pistol +6 (3d6+2/19–20) with Sniper Shot (Reflex Defenses –5)
Base Atk +3; **Grp** +6
Atk Options Critical Strike, Sniper Shot
Special Actions Fool's Luck, Melee Defenses, Sneak Attack +1d6

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 11, Cha 10
Talents Fool's Luck, Sneak Attack +1d6
Feats Critical Strike, Melee Defenses, Point Blank Shot, Sniper Shot, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +7, Mechanics +9, Perception +7, Persuasion +7, Stealth +10, Use Computer +9
Possessions blaster pistol, vibroblade, stealth field generator

Dob and Del Moomo

Violent and stupid where their fellow Ithorians are peaceful and contemplative, brothers Dob and Del Moomo are expelled from the herd for its own safety. Unable to grasp traditional Ithorian values (or many other concepts, for that matter), Dob and Del venture forth into the galaxy as muscle—or muscleheads—for hire.

Whenever the brothers serve as bodyguards, bounty hunters, or assassins, the description "would-be" always applies. Few of their endeavors are successful; most are torpedoed by their own back-stabbing feuds. "My brother wouldn't pull a poisoned stake out of my hide," Del once said. "At least, he didn't the first two times." Yet the two mysteriously continue to be recommended for jobs in the highest levels of Republic society, including assignments for Krynda's Jedi Covenant and industrialist Jervo Thalien. During the siege of Taris, they come into a temporary alliance with Zayne Carrick's gang, cooperating until such time as they can turn him in for a bounty—if they can remember to do it.

The brothers do not lack for resources, as evidenced by their insanely over-armed starship, the *Moomo Williwaw*. The interior of the ship continues the theme: Dob and Del are obsessed with weapons of all kinds, and their ship is littered with implements of destruction from hundreds of cultures. It has provided the Moomos the one education that seems to have taken: Del specializes in demolitions, and Dob is a treasure-trove of information about melee weapons. They rarely use the same weapons twice, preferring to pull something new out of their collection.

Dob and Del's statistics are identical except for their talents, where noted below. The only distinguishing characteristic between the two is a scar over Del's right eye, gained in childhood when Dob shoved his brother's head into a working trash compactor. (In Dob's defense, Del *did* agree to look.)



Mission Vao attempts repairs on T3-M4

Dob and Del Moomo CL 10

Medium Ithorian scout 3/soldier 4/bounty hunter 3
Destiny 1; **Force** 2; **Dark Side** 4
Init +8; **Senses** Perception +3 (can reroll, must take second result)
Languages Basic, Ithorese

Defenses Ref 27 (flat-footed 24), Fort 26, Will 20
hp 112; **Threshold** 31

Speed 6 squares
Melee vibroblade +13 (2d6+10) or
Melee vibroblade +13 (3d6+10) with Mighty Swing or
Ranged blaster pistol +12 (3d6+5) or
Ranged blaster pistol +10 (4d6+5) with Rapid Shot or
Ranged blaster pistol +7 (3d6+5) and blaster pistol +7 (3d6+5) or
Ranged blaster rifle +12 (3d8+5) or
Ranged heavy repeating blaster rifle +7 (3d10+5) or
Ranged slugthrower pistol +12 (2d6+5) or
Ranged sonic disruptor +12 (2d6+5) or
Ranged thermal detonator +12 (8d6+5) or
Ranged bellow +10 (3d6 sonic, 6-square cone, miss deals half damage) see *Saga Edition* core rulebook
Base Atk +9; **Grp** +13
Atk Options Dual Weapon Mastery I, Keen Shot, Melee Smash, Mighty Swing, Power Attack, Rapid Shot, Stunning Strike (Dob only)
Special Actions Disruptive, familiar foe +1

Abilities Str 18, Dex 16, Con 18, Int 7, Wis 6, Cha 10
Special Qualities familiar foe +1
Talents Acute Senses, Demolitionist (Del only), Disruptive, Keen Shot, Melee Smash, Notorious, Stunning Strike (Dob only)
Feats Armor Proficiency (light), Dual Weapon Mastery I, Improved Damage Threshold, Mighty Swing, Power Attack, Rapid Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Mechanics +8, Perception +3 (can reroll, must take second result), Persuasion +5 (can reroll when intimidating and keep better result), Pilot +13, Survival +8 (can reroll, must take second result)
Possessions blaster pistol (2), blaster rifle, heavy repeating blaster, slugthrower pistol, sonic disruptor, thermal detonator (6), vibroblade, utility belt, security and tool kits (on board the *Moomo Williwaw*), *Moomo Williwaw*

T3-M4

T3-M4 is a highly customized and advanced utility droid, upgraded specifically for Taris Exchange boss Davik Kang. However, T3 ends up in the hands of Revan, who makes use of the droid's abilities during the search for the Star Forge. The droid remains with the *Ebon Hawk,* after Revan parts with the ship before departing to the Unknown Regions at the end of the Jedi Civil War. T3 reappears with the ship years later, joining with the Exile. The droid proves as useful to her as it was to Revan. T3 is believed to have remained with the Exile after the Sith are defeated at Malachor V.

T3-M4 (Jedi Civil War) CL 6

Small droid (2nd-degree) nonheroic 2/scoundrel 6
Destiny 1; **Force** 4
Init +2; **Senses** darkvision, Perception +3
Languages Basic (understand only), Binary, Huttese (understand only), Shyriiwook (understand only), Zabrak (understand only)

Defenses Ref 21 (flat-footed 11), Fort 15, Will 18
hp 26; **Threshold** 15
Immune droid traits

Speed 4 squares
Melee electroshock probe +4 (1d8+2 ion)
Ranged stun ray +6 (3d6+3 stun) or
Ranged integrated laser pistol +6 (3d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +1
Atk Options Point Blank Shot, Precise Shot
Special Actions Gearhead, Knack, Logic Upgrade: Tactician

Abilities Str 8, Dex 13, Con —, Int 16, Wis 12, Cha 7
Talents Gimmick, Master Slicer, Knack
Feats Dodge, Gearhead, Logic Upgrade: Tactician, Point Blank Shot, Precise Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Deception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Mechanics +17, Perception +10, Pilot +10, Use Computer +17 (can reroll when improving access and take better result)
Systems wheeled locomotion, magnetic feet, heuristic processor, 5 tool appendages, diagnostics package, internal storage (2 kg), improved sensor package, darkvision
Possessions integrated blaster pistol (stun ray when set to stun), astrogation buffer (storage device, 10 memory units), electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector

Zaalbar

Zaalbar has been Mission Vao's Wookiee protector and companion since they teamed up while living in the Undercity of Taris. Unfortunately, he is captured by slavers, forcing Mission to seek Revan's help to mount a rescue. In gratitude, Zaalbar owes a life debt to Revan, causing both he and Mission to join in what would ultimately become the search for the Star Forge. Among the worlds they visit is Zaalbar's homeworld, Kashyyyk. He is not welcome however, having been banished for the culturally inexcusable use of his climbing claws in combat. His brother Chuundar has taken over the position of chieftain, and Zaalbar is imprisoned for turning. Fortunately, Revan is able to uncover Chuundar's slaving activities, locate their father, and lead a revolt against Chuundar and the Czerka Corporation slavers. Despite the promise of becoming a future chieftain, Zaalbar honors his life debt and continues with Revan through the destruction of the Star Forge.

Zaalbar (Jedi Civil War) **CL 4**
Medium Wookiee scout 4
Destiny 1; **Force** 3; **Dark Side** 1
Init +8; **Senses** Perception +7 (can reroll, must take second result)
Languages Basic (understand only), Huttese (understand only), Ryl (understand only), Shyriiwook

Defenses Ref 17 (flat-footed 16), Fort 20, Will 14
hp 87; **Threshold** 20

Speed 6 squares
Melee unarmed +8 (1d4+7) or
Melee sword +8 (1d6+12) or
Melee sword +6 (1d6+14) with Power Attack
Ranged bowcaster +4 (3d6+2) or
Ranged bowcaster +2 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +8
Special Actions Extreme Effort, Power Attack, rage 1/day, Rapid Shot, Shake It Off

Abilities Str 20, Dex 13, Con 20, Int 14, Wis 11, Cha 10
Talents Acute Senses, Extreme Effort
Feats Dodge, Implant Training, Shake It Off, Power Attack, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12 (can take 10 even when threatened), Endurance +12, Initiative +8, Jump +12, Mechanics +9, Perception +7 (can reroll, must take second result), Persuasion +7 (can reroll when intimidating, must take second result)
Possessions bowcaster

Other Allies and Opponents

These generic characters represent an array of heroes and villains that you can use to flesh out encounters in a *Knights of the Old Republic* campaign.

Czerka Associates

Czerka Associates form the core of the corporation's low-level management and workforce. Though loyal to Czerka, most associates place their own careers over all else. In a corporation the size of Czerka, even the slightest blemish on a young associate's record can be devastating in the early years of their career. Ideally, this would make them more concerned with customer service. However, associates more often use bureaucracy or underhanded means to make problems disappear.

Czerka Associate **CL 1**
Medium Human nonheroic 3
Dark Side 1
Init +0; **Senses** Perception +7
Languages Basic plus 1 other language

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 8; **Threshold** 10

Speed 6 squares
Melee unarmed +1 (1d4–1)
Ranged blaster pistol +2 (3d6)
Base Atk +2; **Grp** +2

Abilities Str 8, Dex 10, Con 10, Int 13, Wis 12, Cha 12
Feats Skill Focus (Knowledge [bureaucracy]), Skill Training (Deception), Skill Training (Perception), Skill Training (Use Computer)[H], Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Gather Information +7, Knowledge (bureaucracy) +12, Perception +7, Persuasion +7, Use Computer +7[H]
Possessions comlink, datapad, blaster pistol
H *Human bonus feat or trained skill*

Czerka Scientist

Czerka scientists work in Czerka-financed outposts and offices throughout the galaxy. They typically study local biology and geological formations, searching for new compounds, elements, or life forms for the corporation to exploit. Czerka scientists are amoral, more concerned about their position in the company then what might be done with the results of their work. They are talented, competent and practical, if a bit self-centered.

Czerka Scientist **CL 2**
Medium Human nonheroic 5/noble 1
Dark Side 2
Init +2; **Senses** Perception +10
Languages Basic plus 4 other languages

Defenses Ref 10 (flat-footed 10), Fort 11, Will 13
hp 15; **Threshold** 11

Speed 6 squares
Melee unarmed +2 (1d4–1)
Ranged by weapon +2
Base Atk +3; **Grp** +2

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 12
Talents Educated
Feats Skill Focus (Knowledge [life sciences]), Skill Focus (Knowledge [physical sciences]), Skill Training (Deception), Skill Training (Mechanics), Skill Training (Perception), Skill Training (Persuasion)[H], Skill Training (Use Computer), Weapon Proficiency (simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Mechanics +11, Perception +10, Persuasion +9[H], Treat Injury +10, Use Computer +11
Possessions comlink, datapad, tool kit, utility belt
H *Human bonus feat or trained skill*

GenoHaradan Assassin

GenoHaradan assassins come in many forms and with many skill sets. Since the GenoHaradan always ply their trade in such a way that benefits them politically, most GenoHaradan assassins are trained in multiple assassination techniques, ranging from public and messy to secret and mysterious. GenoHaradan assassins are extremely dangerous but wear no distinctive clothing or uniform; part of the danger associated with the GenoHaradan is that they could be anyone, including a friend, coworker, or family member.

Genoharadan Assassin **CL 10**
Medium Human scout 3/soldier 4/elite trooper 3
Force 5; **Dark Side** 6
Init +13; **Senses** Perception +11 (can reroll, must take second result)
Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 25, Will 21
hp 85; **DR** 1; **Threshold** 30

Speed 6 squares
Melee knife +12 (1d4+7)
Ranged blaster pistol +12 (3d6+5) or
Ranged blaster rifle +14 (3d8+9) or
Ranged blaster rifle +9/+9 (3d8+9) with Double Attack
Base Atk +9; **Grp** +12
Atk Options Deadeye, Devastating Attack (rifles), Double Attack (rifles), Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Sniper Shot
Special Actions Shake It Off

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10
Special Qualities delay damage
Talents Acute Senses, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Keen Shot, Weapon Specialization (rifles)
Feats Armor Proficiency (light), Deadeye, Double Attack (rifles), Far Shot, Improved Damage Threshold[H], Point Blank Shot, Precise Shot, Sniper Shot, Shake It Off, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12, Initiative +13, Jump +12[H], Perception +11 (can reroll, must take second result), Pilot +13, Stealth +13
Possessions blaster rifle, blaster pistol, knife, comlink
H *Human bonus feat or trained skill*

Krath Adept

Krath adepts are enthusiastic—but undertrained—followers of the Krath. They display ability with the Force, and a great attraction to the power of the dark side. Krath adepts are found at various ranks and levels of society when the Krath control the Empress Teta System.

Krath Adept **CL 4**
Medium Human noble 4
Force 3; **Dark Side** 12
Init +3; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 17
hp 29; **Threshold** 14

Speed 6 squares
Melee sword +3 (1d4+2)
Ranged weapon +4 (3d6+2)
Base Atk +3; **Grp** +4
Special Actions Dark Side Manipulation, Krath Surge
Force Powers Known (Use the Force +8): *Force thrust, move object*

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 12, Cha 12
Talents Dark Side Manipulation, Krath Surge
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Skill Focus (Deception)[H], Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13[H], Gather Information +8, Knowledge (galactic lore) +7, Perception +8, Persuasion +8, Treat Injury +8, Use Computer +7, Use the Force +8
Possessions blaster pistol, data pad, comlink
H *Human bonus feat or trained skill*

Krath Commander

Krath commanders are more highly skilled adepts, and have a great deal of military training as well. They can be found leading Krath military forces throughout the Sith War.

Krath Commander **CL 6**
Medium Human noble 2/soldier 4
Destiny 1; **Force** 5; **Dark Side** 13
Init +9; **Senses** Perception +9
Languages Basic, High Galactic

Defenses Ref 19 (flat-footed 18), Fort 21, Will 20
hp 44; **Threshold** 21

Speed 6 squares
Melee stun baton +5 (1d6+3)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Confidence, Krath Surge
Force Powers Known (Use the Force +11): *Force grip, Force thrust*

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 14
Talents Armored Defenses, Inspire Confidence, Krath Surge
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Improved Defenses, Point Blank Shot, Precise Shot[H], Skill Training (Use the Force), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Initiative +9, Knowledge (tactics) +9, Perception +9, Persuasion +11, Pilot +10, Treat Injury +9[H], Use Computer +9, Use the Force +11
Possessions blaster pistol, stun baton, Krath armor (light armor, +5 bonus to Reflex Defense, +2 bonus to Fortitude Defense, max Dex +3), comlink
H *Human bonus feat or trained skill*

Krath Warrior

Drawn from the militaries of conquered Deep Core worlds, Krath warriors are the staple forces of the Krath army prior to the defeat of Mandalore the Indomitable by Ulic Qel-Droma. Krath warriors are among the most savage and bloodthirsty in the galaxy, and the dark side corruption of their leaders and commanders seeps down through the ranks, infusing Krath warriors with the rage and hate of the dark side of the Force. Krath warriors fight side-by-side with Krath war droids throughout the Great Sith War.

A Krath War Droid follows a Krath Warrior into battle



Krath Warrior **CL 1**
Medium human nonheroic 5
Dark Side 8
Init +3; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 11
hp 23; **Threshold** 14

Speed 6 squares
Melee spear +7 (1d8+6) or
Melee spear +7* (1d8+16) with Powerful Charge
Ranged heavy blaster pistol +4 (3d6)
Base Atk +3; **Grp** +6
Atk Options Power Attack, Powerful Charge

Abilities Str 16, Dex 13, Con 14, Int 9, Wis 12, Cha 10
Feats Armor Proficiency (light), Power Attack, Powerful Charge, Weapon Focus (simple weapons), Weapon Proficiency (pistols, simple weapons)
Skills Endurance +9, Perception +8
Possessions war sword, spear, heavy blaster pistol, Krath battle armor (as armored flight suit, +5 armor, +2 equipment), comlink, various trophies of battle
* *Includes 4-point Power Attack*

STARSHIPS

In the *Knights of the Old Republic* era, most capital ships reside in the hands of the military. Major corporations also use capital ships as part of their security force, particularly if they control large areas of space. However, they are dependent on Republic fleets for large-scale defense. A number of nonmilitary craft the size of capital ships are used by corporations for research or transport purposes.

THE EBON HAWK

The *Ebon Hawk* is the prized possession of Taris Exchange boss Davik Kang—at least until an amnesiac Darth Revan takes it away from him. The vessel's history is almost completely unknown, but over the years the ship's owners (many of whom have been members of the Exchange) have upgraded, modified, and otherwise personalized the ship to suit their needs. The *Ebon Hawk* is recognizable in many shadowports and on fringe worlds throughout the galaxy, sometimes as a welcome sight and sometimes as a herald of trouble.

The *Ebon Hawk* boasts improved hull integrity, advanced weapons, heavily modified engines, and one of the fastest hyperdrives available. Moreover, the ship's weapons load has been improved significantly over the stock *Dynamic*-class freighter (*SG* 80) and a shield generator more powerful than those found on most military starfighters. Though the ship has been associated with the Exchange for most of its existence, the *Ebon Hawk* might find its way into the hands of heroes any time in the *Knights of the Old Republic* time period, and the heroes have a chance to make their mark on this iconic freighter.

Ebon Hawk **CL 8**
Colossal* space transport
Init –1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged double laser cannons +7 (see below) and double heavy laser cannons +5 (see below) and docking gun (blaster cannon) +5
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +6
Atk Options autofire (double heavy laser cannons, double laser cannons)

Abilities Str 44, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 3 (skilled); **Passengers** 8
Cargo 40 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Unique; **Cost** not available for sale (estimated value 154,000 credits)
**This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Double laser cannon (pilot)
Atk +7 (+2 autofire), Dmg 4d10×2

Double heavy laser cannon (gunner)
Atk +5 (+0 autofire), Dmg 6d10×2

Docking gun (blaster cannon) (copilot)
Atk +5, Dmg 3d12, character scale only

KRATH CHAOS FIGHTER

Originally designed by Koros Spaceworks as a light, inexpensive fighter for the defense of Deep Core worlds, the 10.5-meter-long CX-133 Chaos fighter is a light superiority fighter that can be mass-produced quickly and without great cost. When Krath cultists seize control of numerous Deep Core worlds, they convert manufacturing facilities to Chaos fighter assembly lines. Hundreds of thousands of Chaos fighters enter service quickly, and the quick production is made into a necessity by the Krath space fleet tactics, which calls upon Chaos fighters to slam into enemy ships in ram attacks. Chaos fighters are always loaded with volatile fuel and munitions, resulting in greater explosions when they engage in ram attacks.

Koros Spaceworks CX-133 Chaos Fighter **CL 7**
Huge* starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 23; +3 armor
hp 60; **DR** 10; **Threshold** 33

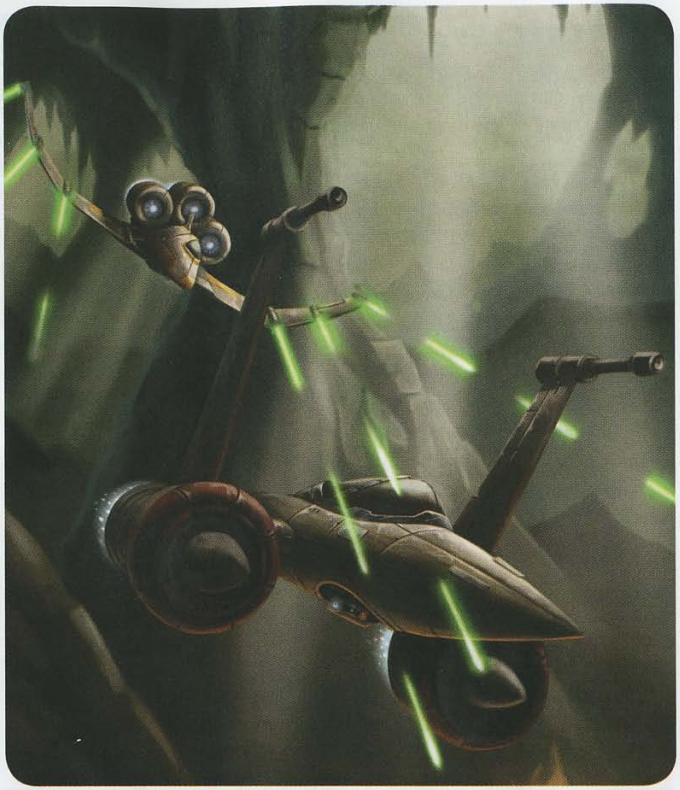
Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged light laser cannons +4 (see below)
Fighting Space 3×1 or square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +25
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 36, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 65,000)
**Chaos fighters are laden with volatile materials, causing them to deal 8d6 damage to any ship they collide with instead of the normal 4d6.*

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

A Krath Chaos Fighter Fires at an S-100 Stinger



Krath Command Ship

A powerful capital ship used in the defense of the Deep Core, Koros Spaceworks' *Supremacy*-class attack ship is a formidable vessel favored by the nobles and leaders of the Krath. These 550-meter-long command ships serve as mobile attack platforms that can fill a number of roles; not only do they carry an exceptionally large number of Chaos fighters that can be launched from one of over a dozen hangar bays, each *Supremacy*-class vessel carries several battalions of Krath war droids that could be deployed to a planet's surface by shuttle or, more commonly, by special escape podlike deployment pods.

Tactical Fire: The *Supremacy*-class attack ship can provide both space and ground support to Krath troops, acting as a base of operations for entire Krath battlegroups. As a standard action, a *Supremacy*-class attack ship can forego all attacks to provide tactical fire to all squares in a 2-square radius. All engineers aboard allied ships within this radius may use the reroute power action with only a single swift action (instead of the usual 3 swift actions). Any effects that also reduce the number of actions required to reroute power do not stack with this effect.

Koros Spaceworks Supremacy-class Attack Ship **CL 17**
Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 52; +13 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 3 light double turbolaser batteries +17* (see below) and
3 heavy ion cannon batteries +17* (see below) and
5 point-defense medium laser cannon batteries +9 (see below) and
3 tractor beam batteries +9* (see below)
Fighting Space 2 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +64
Atk Options autofire (point-defense medium laser cannon batteries)

Abilities Str 94, Dex 12, Con —, Int 20
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 1,800; **Passengers** 3,000 (troops)
Cargo 6,000 tons; **Consumables** 2 years; **Carried Craft** 144 Chaos fighters, 8 shuttles
Hyperdrive ×2 (backup ×8)
Availability Military; **Cost** Not available for sale (estimated value 16,000,000)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light double turbolaser batteries (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 4d10×5

Heavy ion cannon batteries (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-defense medium laser cannon batteries (2 gunners)
Atk +9 (+4 autofire); **Dmg** 4d10×2

Tractor beam batteries (2 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** – (grapple +64)

The Visionary, Goto's Yacht

The *Visionary*, commonly called Goto's Yacht, is the prototype Eleaor Propulsion *Starscape*-class yacht. Through his datalinks, GO-TO discovers Eleaor is expanding into luxury starships, and he calculates that a stronger Eleaor Propulsion would aid his Republic-stabilization efforts. He commissions the prototype for himself, and Eleaor goes on to produce a successful, if expensive, class of yacht. GO-TO hires Nar Shaddaa shipyards to upgrade the weaponry and install formidable interior defensive systems, including turrets and a minefield. This also includes an effective cloaking device that protects the *Visionary* from enemy attacks as the ship orbits Nar Shaddaa. Ultimately, the *Visionary* is destroyed when the cloaking device is disabled by the Exile, enabling GO-TO's enemies to target the ship.

Eleaor Propulsion Starscape-class Yacht **CL 13**
Colossal space transport
Init –1; **Senses** Perception +8

Defenses Ref 13 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged 2 light laser cannon batteries +10 (see below) and 2 medium laser cannon batteries +8
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5 **Grp** +41
Atk Options autofire (light laser cannon batteries, medium laser cannon batteries)

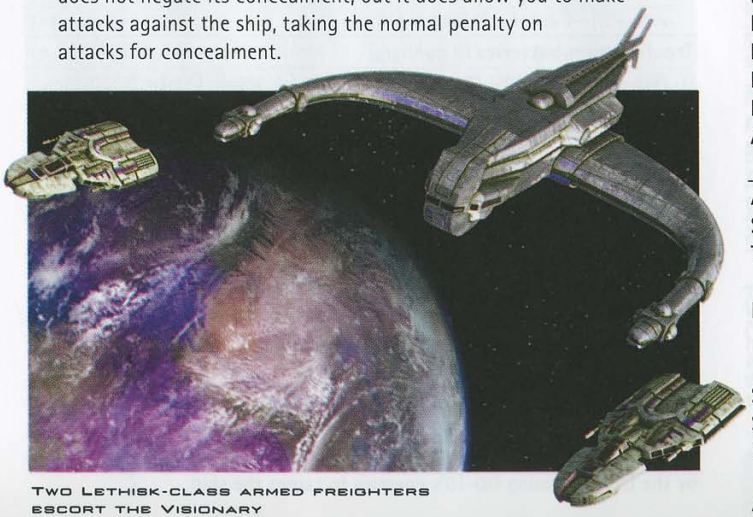
Abilities Str 42, Dex 12, Con —, Int 12
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 14 (expert); **Passengers** 12
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Unique; **Cost** Not available for sale

Medium laser cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 5d10×2

Light laser cannon battery (2 gunners)
Atk +8 (+3 autofire), **Dmg** 3d10×2

Stygium crystal cloaking device—A cloaked ship is considered to have total concealment, and can make a Stealth check to sneak. (Remember to apply the –10 penalty to notice a target that has total concealment when making checks to notice a cloaked ship.) Noticing a cloaked ship does not negate its concealment, but it does allow you to make attacks against the ship, taking the normal penalty on attacks for concealment.



TWO LETHISK-CLASS ARMED FREIGHTERS ESCORT THE VISIONARY

DROIDS

The droids presented below, while not the most commonly seen throughout the galaxy, can provide interesting encounters with alien technology and represent some of the most unique droid designs found in this time period.

KRATH WAR DROID

During their conquest of the Deep Core but prior to their invasion of the galaxy at large, the Krath often have a tenuous hold on the planets they capture due to sheer lack of numbers. The Krath war droid is designed to supplement the military forces on Krath-held worlds, acting as soldiers with few needs and no mercy. Krath war droids are deployed via pods dropped from orbit to the surface of the planet, at which point they use the strength of their numbers to overwhelm enemy forces. Since Krath war droids have none of the sense of self-preservation that biological troops do, Krath commanders have no difficulties in sending wave after wave of Krath war droid to their doom in order to wear down and eventually overrun enemy positions. Krath war droids play a major role in the assault during the Conclave on Deneba, slaying many Jedi before the droids are destroyed.

Krath war droids cannot be played as droid heroes.

Krath War Droid **CL 5**
Medium droid (4th degree) nonheroic 6/soldier 3
Init +7; **Senses** Perception +5
Languages Basic (can't speak), Binary

Defenses Ref 22 (flat-footed 19), Fort 20, Will 14
hp 26; **Threshold** 20
Immune droid immunities

Speed 6 squares
Melee short sword +13 (1d6+8) or
Melee short sword +11 (2d6+8)
Ranged pulse-wave pistol +11 (3d6+1) or
Ranged pulse-wave pistol +9 (4d6+1)
Base Atk +7; **Grp** +12
Atk Options Devastating Attack (simple weapons), Rapid Shot, Rapid Strike, Withdrawal Strike (simple weapons)

Abilities Str 20, Dex 16, Con —, Int 6, Wis 12, Cha 6
Special Qualities droid traits
Talents Devastating Attack (simple weapons), Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Rapid Shot, Rapid Strike, Weapon Focus (pistols), Weapon Focus (simple weapons), Weapon Proficiency (pistols, simple weapons), Withdrawal Strike (simple weapons)
Skills Acrobatics +12
Systems basic processor, walking locomotion, 2 hand appendages
Possessions short sword, pulse-wave pistol, durasteel battle armor, internal comlink
Availability Licensed; **Cost** 11,000

Rakatan Guardian Droid

The Rakatan guardian droids are incredibly resilient and able to remain functional thousands of years after their original construction. The Rakatans used the droids for many functions, including security, guiding slaves, and overseeing complex projects and personnel. They understand the languages of the Rakatan slave species. Revan encounters several of these ancient droids while searching for the Star Forge.

Rakatan Guardian Droid **CL 5**
Large droid (4th-degree) nonheroic 15
Init +9; **Senses** darkvision, Perception +15
Languages Basic (understand only), Binary, Rakatan, Selkath (understand only), Shyriiwook (understand only), Tusken (understand only)

Defenses Ref 19 (flat-footed 17), Fort 10, Will 11
hp 38; **Threshold** 10
Immune droid traits

Speed 8 squares
Ranged blaster rifle +13 (3d8) or
Ranged flamethrower +13 (3d6) or
Ranged carbonite projector +13 (3d8 stun)
Base Atk +11; **Grp** +10
Atk Options Point Blank Shot

Abilities Str 10, Dex 14, Con —, Int 14, Wis 12, Cha 8
Special Qualities increased stability
Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (carbonite projector), Exotic Weapon Proficiency (flamethrower), Linguist, Point Blank Shot, Skill Training (Endurance), Skill Training (Survival), Weapon Proficiency (rifles)
Skills Endurance +12, Mechanics +14, Perception +15, Survival +13
Systems walking locomotion, heuristic processor, darkvision, improved sensor package, locked access, Rakatan internal generator, duranium plating
Possessions integrated weaponry (treat as blaster rifle, flamethrower, and carbonite projector)

Beasts

These beasts are just a small sample of the strange creatures found throughout the galaxy, and represent some of the biggest threats encountered by heroes in this time.

Kath Hound

Kath hounds are beasts native to the planet Dantooine. They stand about 1 meter tall, with four legs and razor-sharp teeth. One breed also sports impressive horns, flanking its head on three sides. The hounds are dangerous to the unprepared. Occasionally, criminal lords in the Exchange keep them as pets, or for use as primitive guardians.

Kath Hound **CL 3**
Small beast 4
Init +2; **Senses** Perception +1

Defenses Ref 14 (flat-footed 14), Fort 12, Will 10
hp 18; **Threshold** 12

Speed 6 squares
Melee 2 claws +5 (1d3+4) and bite +5 (1d4+4)
Base Atk +3; **Grp** +4
Atk Options Bantha Rush

Abilities Str 14, Dex 10, Con 12, Int 2, Wis 9, Cha 8
Feats Bantha Rush, Improved Defenses
Skills Jump +9

Rakghoul

Rakghouls are the hideous results of the feared rakghoul disease that plagued the Taris surface and Undercity. Those infected mutated into savage four-legged beasts within hours. The aggressive nature of the rakghouls made them extremely dangerous to anyone who was not already infected. They attack on sight, infecting their victims through the wounds they inflicted.

Rakghoul **CL 4**
Medium beast 4
Init +9; **Senses** low-light vision, Perception +7

Defenses Ref 17 (flat-footed 14), Fort 13, Will 10
hp 26; **Threshold** 13

Speed 6 squares
Melee 2 claws +5 (1d4+4) and bite +5 (1d6+4)
Base Atk +3; **Grp** +5
Atk Options Bantha Rush

Abilities Str 14, Dex 15, Con 17, Int 1, Wis 10, Cha 2
Feats Skill Training (Initiative), Skill Training (Perception)
Skills Initiative +9, Jump +9, Perception +7

Rakghoul Disease—When a rakghoul successfully damages a living creature with its bite attack, the target may become infected with the rakghoul disease. Make an immediate attack against the target's Fortitude Defense at +8; if successful, the target is infected. Once infected, the rakghoul disease makes a single attack against the target's Fortitude Defense once every five minutes at +8. After three successful attacks, the target transforms into a rakghoul. For targets other than Medium size, adjust the statistics above so that the size matches the target's original size. A successful Treat Injury check (DC 25) with access to the rakghoul serum can remove this disease.

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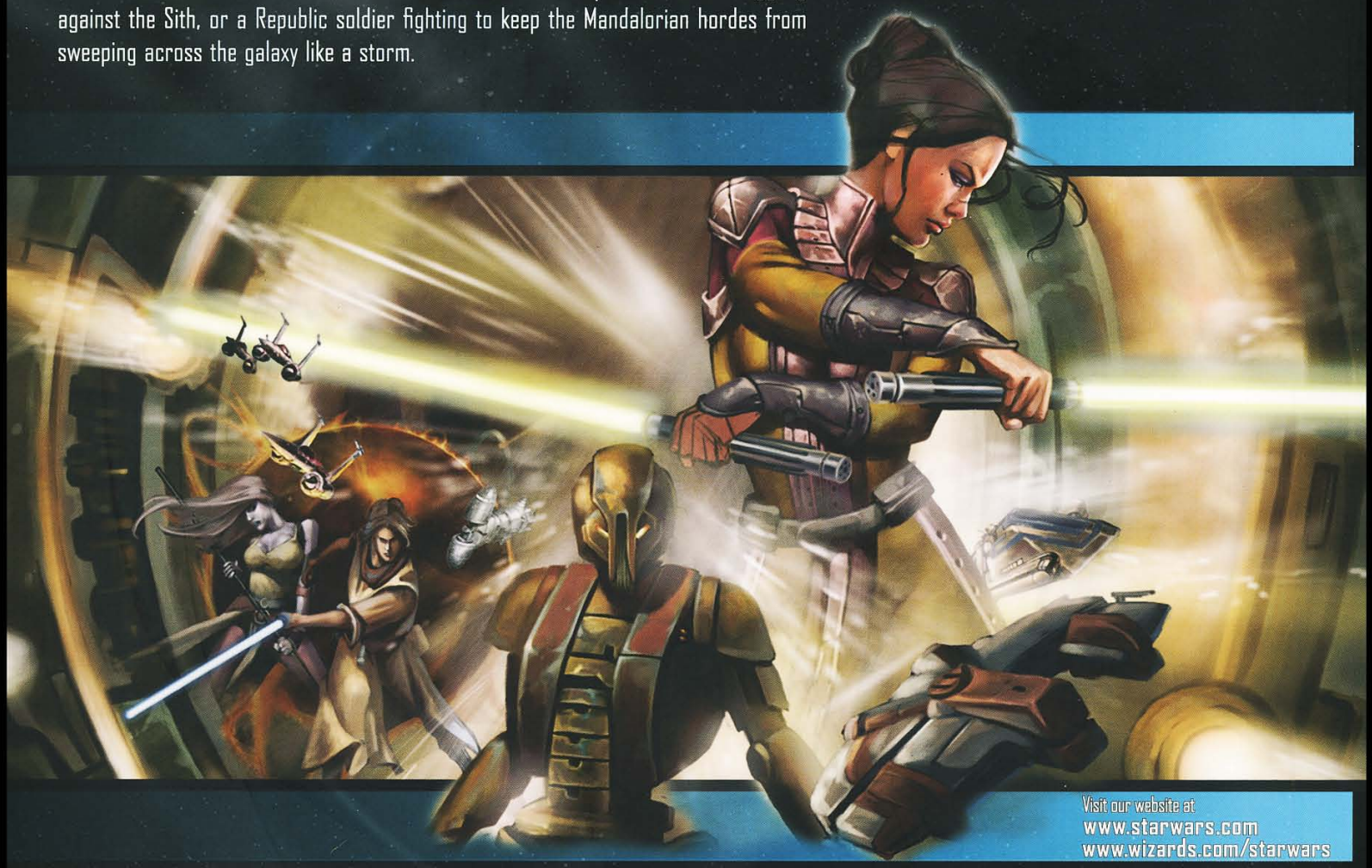

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Star Wars Roleplaying Game: Knights of the Old Republic - Errata and Official Clarifications
Updated - January 2009

Errata

p. 26 – Demoralizing Defense
Add the following sentence to the end of this talent's description: "A single target may only be affected by this talent once per round."

p. 32 – Table 2-1: Feats Implant Training
Change the table description for Implant Training's benefit to "Do not move extra steps down the condition track."

p. 39 – Taint of the Dark Side
Add the following sentence to the end of the talent's description: "If you spend a Force Point or Destiny Point to modify this power in any way, you increase your Dark Side Score as normal."

p. 47 – Melee Duelist Requirements
Change the Feats section to say, "Melee Defense, Rapid Strike, Weapon Focus with any melee weapon."

p. 47 – Dual Weapon Flourish II
Add the phrase "once per turn on your turn" before the phrase "you can make a full attack…"

p. 47 – Single Weapon Flourish II
Add the phrase "once per turn on your turn" before the phrase "you can make a full attack…"

p. 67 – Adhesive Grenade
Add the following sentence to the end of the weapon's description: "Adhesive grenades have a 2-square burst radius."

p. 69 – CryoBan Grenade
Add the following sentence to the end of the weapon's description: "CryoBan grenades have a 2-square burst radius."

p. 69 – Lanvarok
Change the last sentence of the second paragraph to say, "Massassi and Kissai treat the Massassi lanvarok as a simple weapon instead of as an exotic weapon."

p. 75 – Table 5-6: Weapon and Armor Accessories
Change the Upgrade Slot Cost of the Improved Energy Cell to 1.

Knights of the Old Republic Clarifications

p. 31 – Weapon Focus + Weapon Finesse Combined Feats
Remove the phrase "for the purpose of Weapon Finesse" from the end of the paragraph.

p. 35 – Sniper Shot
The bonus to attacks applies to all attack rolls made until the beginning of your next turn.

p. 39 – Improved Riposte
Remove the phrase "once per turn" from the beginning of the talent's first sentence.

p. 44 – Brutal Attack
You determine damage (including doubling damage from a critical hit) and compare it to your target's damage threshold first, then add the extra die of damage when applicable.

p. 47 – Exotic Weapon Master
Add the phrase "or talents" after the word "feats" in the second sentence of this talent's description.

p. 52 – Wound Force Power
Change the first sentence of the Special section to say, "If the target moves 1 or more steps down the condition track as a result of being damaged by this power, the condition becomes…"

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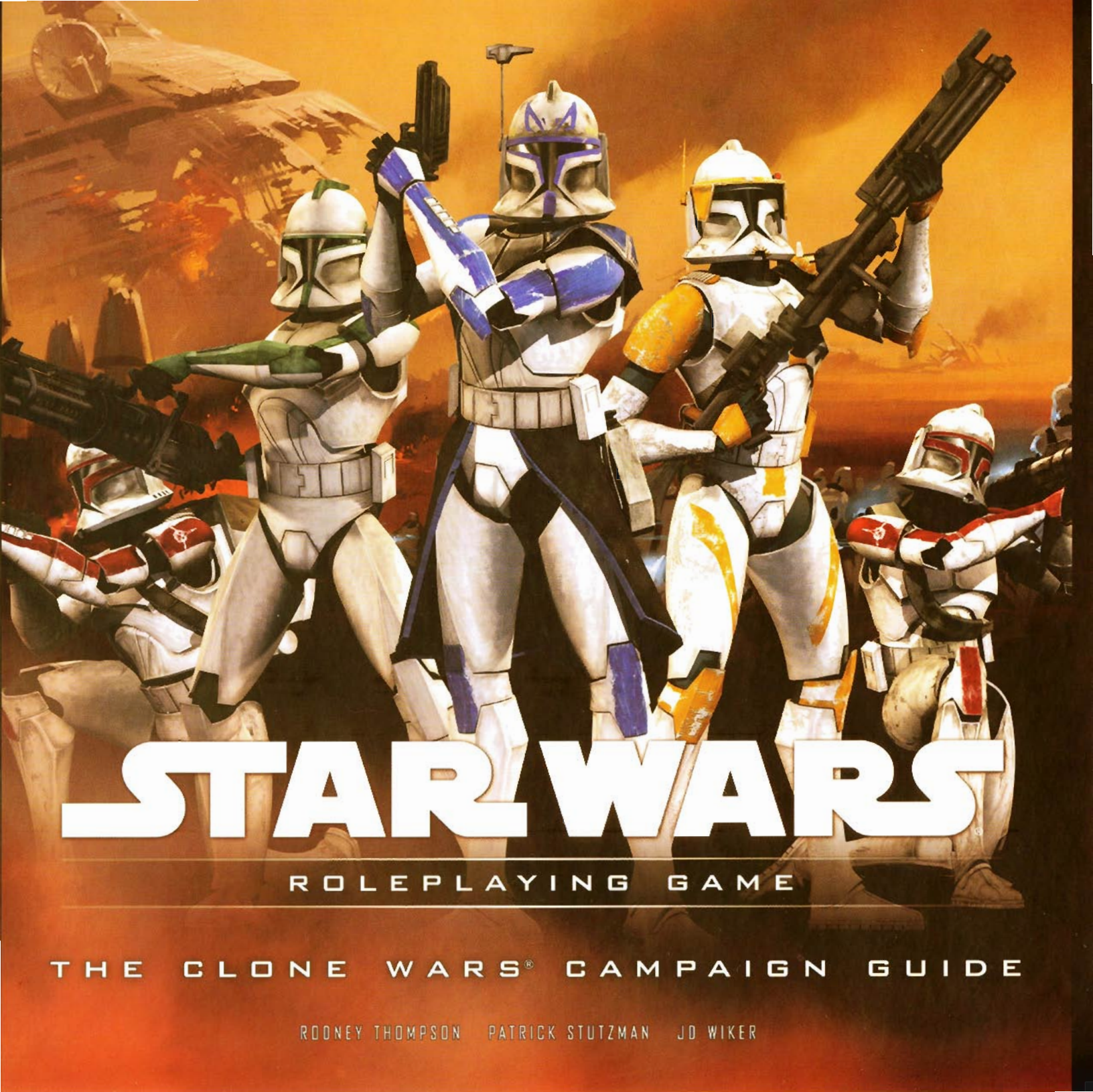
STAR WARS
ROLEPLAYING GAME
THE CLONE WARS® CAMPAIGN GUIDE
ROONEY THOMPSON PATRICK STUTZMAN JD WIKER

STAR WARS®

ROLEPLAYING GAME

The Clone Wars™ Campaign Guide

RODNEY THOMPSON, PATRICK STUTZMAN, JD WIKER



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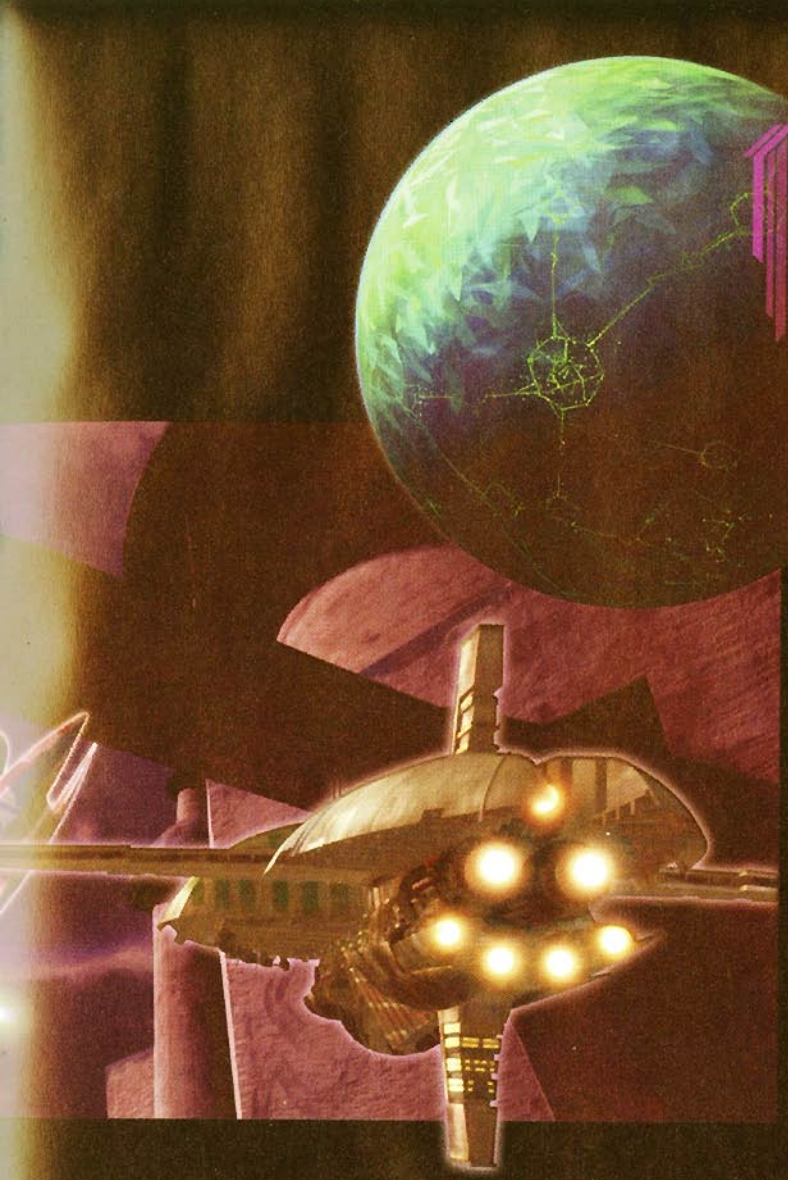
INTRODUCTION



The Clone Wars polarize the galaxy, from Coruscant to Geonosis. The Separatists' movement to create their own government, separate from the Republic, spirals out of control into a full galactic-scale conflict. Villains rise to prominence, heroes fall in battle, and the galaxy teeters on the edge of total chaos. In a Clone Wars campaign, war has come to the galaxy far, far away, and the actions of your heroes can tip the balance toward the Republic or the Confederacy of Independent Systems.

A Clone Wars campaign takes place against the backdrop of a devastating galactic conflict which stretches from the Deep Core to the fringes of the Outer Rim. Everywhere the heroes go they are confronted with the realities of galactic war. Nearly every world has a Republic or Separatist presence, and even remote and out-of-the-way planets are drawn into the war. Except for the Unknown Regions, nowhere in the galaxy offers escape from the Clone Wars. Previously peaceful planets are swept up in increased militarization, and worlds that have been free of conflict for centuries are now the site of devastating clashes. No organization is safe from the effects of the war, as corporations, criminal empires, and mercenary armies struggle to find a way to survive the expanding conflict, and turn a profit at the same time.

Meanwhile the defenders of peace and justice in the Old Republic—the Jedi Knights—are stretched beyond their capabilities in their role as leaders in the Clone Wars. With even newly knighted Jedi being placed at the heads of entire armies, the Jedi are simultaneously more prominent in the galaxy and yet on the brink of extinction. Many worlds see a greater Jedi presence than they have in millennia, yet the Jedi themselves fall one by one on the field of battle. Meanwhile, the Confederacy recruits more villainous members, and soon the likes of Count Dooku, General Grievous, Asajj Ventress, and General Loathsom are facing off against Yoda, Mace Windu, Obi-Wan Kenobi, and Anakin Skywalker. As the Jedi go into decline, sinister villains are on the rise. Meanwhile, Supreme Chancellor Palpatine oversees the entire conflict, secretly playing each side against the other in his guise as the Sith Lord, Darth Sidious.

"TWICE THE PRIDE, DOUBLE THE FALL."

- COUNT DOOKU

A Galaxy at War

The Clone Wars might be the greatest, most far-reaching conflict the galaxy has seen—at least in recorded history. Even during the Jedi Civil War, many worlds escape the conflict entirely. However, when the Separatists withdraw from the Republic, they create a schism that divides the galaxy into two factions. As a result, worlds that would have remained neutral are forced into either the Republic camp or the Separatist camp because of the imperative to declare allegiance to one of the two competing governments. In the Clone Wars, any world that attempts to maintain neutrality is crushed between the Republic and the Confederacy as they compete for that world's resources.

Whether aligned with the Republic or the Confederacy, many planets—especially those with significant manufacturing resources—become vital to the war effort simply by being able to produce ships, weapons, and equipment. On some worlds, militarization is harsher than on others. For example, the shipbuilding facilities of Utapau, which had previously manufactured domestic planetary defender starfighters, are forced to produce Mankvim-814 light interceptors and Porax-38 starfighters for the Confederacy. Other worlds are practically enslaved to meet the demands of their military masters, and the natural resources of entire planets are consumed in a matter of months to keep the fight going.

Even remote worlds feel the sting of the Clone Wars. Remote Tatooine—where the Republic has had no presence—is embroiled in the war as the Confederacy attempts to trick Jabba the Hutt into influencing the other Hutt clans to allow the Separatists to use the their shipping lanes. The Techno Union sets up a top-secret research facility on snow-covered Nelvaan, where the natives have lived in isolated peace for most of their history. No matter how far out on the Outer Rim or how deep in the Deep Core the planet is, the Clone Wars affect it.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in *The Clone Wars Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* and *Threats of the Galaxy*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

Choosing Sides

The heroes of a Clone Wars campaign can have options regarding their allegiance and are far more likely to side with one faction or another, at least tangentially, giving them a stake in the Clone Wars as a whole. For example, the heroes might choose to support the Republic as official members of the Republic military or other Republic agency, such as the Judicial Department or the Jedi Order. Or they might be citizens doing their part to ensure the Republic's success. The heroes might be mercenaries, privateers, or free traders who volunteer to help transport undercover Republic agents behind Confederacy lines. Heroes might even be clone troopers or members of the Republic Navy, putting them right in the middle of the galaxy-spanning conflict.

Conversely, the heroes might choose to ally themselves with the Separatists, seeing the Republic as the faction in the wrong. These heroes might be mercenaries, smugglers, or even Jedi who have left the Order, convinced that the Confederacy represents the galaxy's best chance for freedom. Alternatively, the heroes might ally with one of the various trade organizations, working as corporate troubleshooters or freelance agents hired by the Trade Federation, the Techno Union, or the Retail Caucus to deal with Republic disruptions of supply lines or seditious elements on Confederate worlds. The heroes might not support questionable Confederacy tactics (such as those employed by the sinister military leaders, like General Grievous and General Loathsom), but they might yet believe that even with such leadership the Confederacy is a better alternative than the Republic.

The heroes might be on the fringes of society, trying to get along in the galaxy despite the raging Clone Wars. Even neutral heroes are likely unable to avoid the conflict of the war, and their allegiance might hinge on who attacks them first. These heroes can try to play both sides of the conflict against each other, but this is a precarious path to walk. After all, one faction might get word that the heroes are working with the other, and when this happens, the situation can quickly go bad. Fringe heroes with the best intentions might find themselves staring down the full military might of the Republic if they misplay their cards. By the same token, heroes who attempt to stay neutral also have the opportunity to experience life on both sides of the war, opening options for a Gamemaster who wants to have the heroes work with the Confederacy in one adventure and the Republic in the next.

The Clone Wars

The Clone Wars encompass a complicated series of battles and skirmishes with a complex history covering approximately three years. Below are some major events in the Clone Wars. Gamemasters can use these events as guideposts when creating Clone Wars adventures. They serve as good markers for the major events during this turbulent time.

The Battle of Naboo

Though the Battle of Naboo is little more than a skirmish between the Trade Federation and the planetary defense forces of the planet Naboo, it is the precursor to the Clone Wars, which begin ten years later. The repercussions of this battle echo through the Clone Wars and beyond. After the Battle of Naboo, Palpatine is elected to the post of Supreme Chancellor, allowing him to manipulate the Republic into the Clone Wars. Meanwhile, the Trade Federation is rebuffed and joins with the other trade organizations to form the alliance that eventually becomes the Confederacy of Independent Systems. Lastly, the Battle of Naboo leads to Anakin Skywalker becoming the Padawan of Obi-Wan Kenobi, a course of events that shakes the entire galaxy.

The Battle of Geonosis

The first true battle of the Clone Wars, the Battle of Geonosis introduces the Grand Army of the Republic and unleashes the clone troopers upon the galaxy. On this desolate planet the first shots of the galactic conflict are fired, and the full extent of Count Dooku's betrayal becomes evident to the Jedi. Many Jedi die on Geonosis, but just as many are thrust into the command of clone forces, setting a precedent that draws the Jedi out into the galaxy as military leaders.

Coruscant and Utapau

After three years of struggling against the Confederacy, the Jedi strike a major blow against the Separatists with the death of Count Dooku. In the process of rescuing Supreme Chancellor Palpatine from the flagship of the Separatist fleet, Anakin Skywalker dispatches the Sith apprentice, and the Republic wins a significant victory. A short time later, Obi-Wan Kenobi ends General Grievous's reign of terror during the siege of Utapau. In a short time, the Jedi eliminate two of the Confederacy's powerful leaders, and the tide shifts heavily in favor of the Republic.

Order 66

Without strong military leadership, the Confederacy is on the brink of collapse. The Jedi suspect that Palpatine has no intention of giving up his power after the Clone Wars end. After a confrontation leaves Mace Windu dead and Anakin Skywalker as the new apprentice of Darth Sidious, clone forces throughout the galaxy respond to Order 66, turning on their Jedi generals and slaughtering the noble defenders of the Republic. With the Jedi Order wiped out, Skywalker, now named Darth Vader travels to Mustafar, murders the remaining leaders of the Confederacy, and brings the Clone Wars to its true end.

The Clone Wars

Many of the starships, vehicles, and characters from this book are drawn from *The Clone Wars* animated series. Throughout the book, you can find descriptions and rules information from *The Clone Wars* series, as well as still images from and art based on episodes of the animated series. Additionally, many of the chapter start images from this book contain art from *The Clone Wars* series in the hopes that they inspire players and Gamemasters to create adventures and campaigns that follow themes presented in the show.

"The shroud of the dark side has fallen. Begun, this Clone War has!"

– Yoda

Chapter I
Species





The Clone Wars are a time of turmoil and strife throughout the galaxy. The number of alien species affected by the war number in the thousands. In addition to those systems and species that side with either the Republic or the Confederacy, a number of neutral species, such as the Nelvaanians, are unwittingly drawn into the war.

This chapter presents several new species that can be played as heroes in any *Star Wars* campaign, although they are particularly appropriate for Clone Wars campaigns.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use Tables 1-2 and 1-3 on the next page to help determine age, height, and weight.

Table 1-1: Species Ability Adjustments

Species	Ability Adjustments
Dug	+2 Dex, –2 Cha
Gen'Dai	+4 Con, –2 Wis, –2 Cha
Iktotchi	+2 Con, –2 Cha
Kaleesh	–2 Dex, +2 Con, –2 Int, +2 Cha
Kaminoan	+2 Int, –2 Wis
Kerkoiden	–2 Con, +2 Wis
Nautolan	+2 Con, –2 Int, –2 Wis
Nelvaanian	–2 Int, +2 Wis
Vurk	–2 Dex, +2 Con, +2 Cha

TABLE 1-2: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Dug	1–9	10–14	15–44	45–59	60–74	75+
Gen'Dai	1–9	10–200	201–999	1,000–1,999	2,000–3,999	4,000+
Iktotchi	1–13	14–18	19–44	45–70	71–89	90+
Kaleesh	1–9	10–24	25–40	41–55	56–79	80+
Kaminoan	1–6	7–10	11–39	40–59	60–79	80+
Kerkoiden	1–11	12–18	19–45	46–70	71–90	91+
Nautolan	1–9	10–14	15–40	41–54	55–69	70+
Nelvaanian	1–7	8–20	21–30	31–45	46–64	65+
Vurk	1–6	7–14	15–30	31–49	50–69	70+

TABLE 1-3: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Dug, male	1 m	35 kg
Dug, female	1 m	30 kg
Gen'Dai, male or female	2.5 m	145 kg
Iktotchi, male or female	1.8 m	80 kg
Kaleesh, male	1.8 m	80 kg
Kaleesh, female	1.6 m	75 kg
Kaminoan, male	2.7 m	70 kg
Kaminoan, female	2.1 m	65 kg
Kerkoiden, male or female	1.4 m	55 kg
Nautolan, male or female	1.8 m	75 kg
Nelvaanian, male	2 m	130 kg
Nelvaanian, female	1.5 m	50 kg
Vurk, male	2.1 m	90 kg
Vurk, female	1.9 m	85 kg

DUGS

Dugs are an arboreal species from the Republic world of Malastare. They are strong and agile for their size, and climb and jump exceptionally well. Dugs unwillingly share their homeworld with the Gran, who establish trade colonies on Malastare in 8,000 BBY. The Dugs fight a long, intense war against the Gran. Eventually the Republic intervenes and sides with the Gran, negotiating a truce that essentially demilitarizes the Dugs.

In response to their marginalization, the Dugs develop a culture based, in large part, on self-pity. They are self-congratulatory to a fault, and every Dug claims at least one celebrated hero or martyr in his family tree. Beads, worn on their ear fins, represent these purported patriots and their stories of heroism. To question the legitimacy of a Dug's collection of martyr beads is a grave insult that can be retracted only by the death of the offending party.

Personality: The Dugs' reputation for violence and bullying is well-deserved. As a species, they are adversarial, preferring to solve problems through intimidation and hostile acts. They consider themselves to be beleaguered warriors, underdogs who must fight against the rest of the universe for what is rightfully theirs. Despite their best efforts, the Dugs are continually mired in defeat. They tend to be xenophobic, and this fear of outsiders often manifests as blatant bigotry.

Physical Description: Dugs are vaguely humanoid, in that they possess a torso, two legs, and two arms. The positions of their limbs are reversed, however, so that they use their upper limbs for walking and their lower limbs to manipulate objects. They have brown skin, floppy ear flaps, and large mouths filled with broad, flat teeth. Male dugs possess a flap of skin on their throats that can be inflated and used to produce mating calls during the appropriate season.

Homeworld: Malastare.

Languages: Dug.

Example Names: Drodwa, Flugello, Flugo, Gorlok, Langro Dis, Luvagwa, Pugwis, Rewulga, Sebulba, Sloor.

Adventurers: Dugs are drawn to occupations that involve skullduggery and violence, and they make exceptional scoundrels, scouts, and soldiers. Dug nobles are rare, and the typical Dug does not possess the mental acuity or patience required to become a Jedi.



Dug Species Traits

Dugs share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Charisma. Dugs possess excellent reflexes and hand-eye coordination, but they rarely think before they act and are known for their crude demeanor.

Small Size: As Small creatures, Dugs gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Dug base speed is 6 squares.

Athletic: A Dug can reroll any Climb or Jump check, but the result of the reroll must be accepted, even if it is worse. In addition, a Dug can take 10 on Climb and Jump checks even when distracted or threatened.

Automatic Languages: Dug.

Gen'Dai

The Gen'Dai benefit from extremely long life spans. Accounts of Gen'Dai living to be over four thousand standard years old are common. They are a hardy species, thanks in part to their unique physiology. The Gen'Dai have no centralized vital organs, and their elaborate nervous and vascular systems allow them to act quickly and withstand wounds that would kill nearly any other creature.

The Gen'Dai are intergalactic nomads, constantly traversing the galaxy. The location of their homeworld has been lost to time. Even those Gen'Dai who claim to have lived for several millennia cannot, or do not, reveal its location.

Personality: With few exceptions, the Gen'Dai are an introspective and peaceful species. Because of their extraordinarily long life spans, they are slow in their decision-making processes. They consider the long-term consequences of their actions, and do not jump to conclusions without adequate evidence.



As they age, they begin to lose their grip on their mental faculties. Their personalities become increasingly disjointed, and their penchant for introspection causes them to suffer from depression, psychosis, and other forms of insanity.

Physical Description: Superficially, Gen'Dai appear to be a humanoid race. Their skin color ranges from light red to deep purple, and their eyes vary from bright red to dull yellow-orange. A mandiblelike protrusion extends from each of their cheekbones. The Gen'Dai are large, typically standing over two meters tall.

Homeworld: Unknown.

Languages: Gen'Dai.

Example Names: Durge, Grozm, Kranth, Lu'urn.

Adventurers: The most common character class for Gen'Dai heroes is the scout, followed by the soldier. A few Gen'Dai use their veritable immortality to amass wealth and influence as nobles, and only a handful become scoundrels. No Gen'Dai are known to have become Jedi.

Gen'Dai Species Traits

Gen'Dai share the following species traits:

Ability Modifiers: +4 Constitution, –2 Wisdom, –2 Charisma. Gen'Dai are incredibly resistant to damage, but their long life spans cause them to be mentally unstable.

Large Size: As Large creatures, Gen'Dai take a –1 size penalty to their Reflex Defense, a –5 size penalty on Stealth checks, and gain a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.

Speed: Gen'Dai base speed is 8 squares.

Gen'Dai Surge: Whenever a Gen'Dai takes its second wind, it regains 5 hit points every round at the end of its turn until killed, until the end of the encounter, or until reaching one-half hit points (whichever comes first).

Hibernation: A Gen'Dai can enter a state similar to a hibernation trance. A Gen'Dai can use the Force Trance application of the Use the Force skill untrained (and even if not Force-sensitive) and can remain in the trance indefinitely. A Gen'Dai in such a state ceases to age, and needs no food, water, or air until it emerges from hibernation.

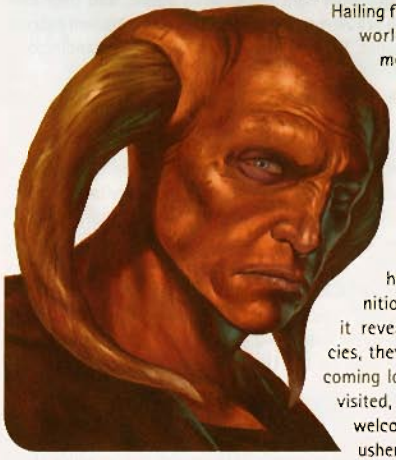
Mental Instability: As they age, Gen'Dai begin to lose touch with reality. For each age category a Gen'Dai advances past Adult, it takes an additional loss of –1 Wisdom. Gen'Dai characters never gain increased Wisdom due to age, though they can increase their Wisdom scores as their character level increases.

Regeneration: A Gen'Dai can regrow lost body parts—including significant portions of its physical structure and individual limbs—in 1d10 minutes. At the end of that time, all persistent penalties associated with the loss of one or more limbs are removed.

Resilient Physiology: Because of their unique physiology, the Gen'Dai can shrug off the effect of wounds that would be fatal to any other species. Because of this, a Gen'Dai's damage threshold is doubled after adding bonuses for feats or size when determining whether the Gen'Dai is killed by an attack (but not for any other purpose).

Automatic Languages: Basic and Gen'Dai.

IKTOTCHI



Hailing from the Expansion region world of Iktotchon and its moon, Iktotch, the Iktotchi are a race of precognitive humanoids. All Iktotchi possess this precognitive ability, which manifests as vivid dreams, visions, or waking dreams. Few Iktotchi have control of how or when their precognition manifests or of what it reveals to them. As a species, they know of the Republic's coming long before their world is visited, and they are prepared to welcome the guests that would usher them into a vast galactic society. Iktotchi are famed for their prowess as pilots, and attribute their success at the helm to nearly imperceptible precognitive inclinations.

Because of their visions, Iktotchi are aware of the bloodshed that heralds the coming of the Clone Wars. Many of the era's prominent diplomats are Iktotchi who seek to avert the impending violence.

Personality: Iktotchi are a deeply emotional species. Despite their sensitive qualities, their culture dictates that they must hide their feelings behind a veneer of quiet stoicism. Though they respect the nature of diversity in the galaxy, the Iktotchi have a hard time forming lasting friendships with members of other species because of the Iktotchi's occasional impatience with species who lack their precognitive gifts and because of other species' overt suspicion of the Iktotchi's precognition.

Physical Description: The Iktotchi are a humanoid species with large, downward-curving horns. Females have smaller horns than the males. Their skin is thick, tan, and hairless, weather beaten by Iktotchon's fierce winds. Their eye color ranges from yellow to orange.

Homeworld: Iktotchon.

Languages: Iktotchese.

Example Names: Arctan Meeso, Daedar Xiese, Liiren Baelar, Niira Korl, Saesee Tiin, Seer Varree.

Adventurers: Iktotchi who journey out into the galaxy become nobles, scouts, or soldiers. A small number excel as scoundrels by using their species' reputation for clairvoyance to run scams and rackets, despite a strong cultural prohibition against using their visions to generate a profit. Because of their precognitive talents, there have been several notable Iktotchi Jedi, such as Saesee Tiin.

IKTOTCHI SPECIES TRAITS

Iktotchi share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma. Though they are a hardy species, the Iktotchi are a quiet and introspective people and have trouble forming friendships.

Medium Size: As Medium creatures, Iktotchi have no special bonuses or penalties due to their size.

Speed: Iktotchi base speed is 6 squares.

Natural Armor: Iktotchi have tough skin that provides a +1 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Limited Precognition: Iktotchi are gifted with limited precognition and are subjected to prophetic dreams. Once per encounter, as a reaction, an Iktotchi can grant itself or any vehicle the Iktotchi pilots a +2 species bonus to Reflex Defense against any single attack.

Expert Pilot: An Iktotchi can reroll any Pilot check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Iktotchese.

KALEESH

The Kaleesh are a nomadic species with a tribal culture. They are spiritual beings who worship their ancestors as deities, and they consider their ancestral burial grounds to be sacred lands. The Kaleesh believe that anyone who dies in honorable service to his people becomes a god upon death.

The Kaleesh come to momentary prominence in the galaxy when they fight off an invasion by an alien species known as the Huk. Having already subjugated and exploited the natural resources of several worlds, the Huk capture millions of Kaleesh and sell them into slavery. However, the Huk invasion of Kalee is short lived. Under the leadership of a hero who eventually comes to be known as Grievous, the Kaleesh repel the Huk. They doggedly pursue their enemies into space, and the Huk are completely overcome by the Kaleesh. The hunters become the hunted. The Huk request assistance from the Republic, and through a number of underhanded dealings, they receive it. As a result, the Republic subjects the Kaleesh to severe economic sanctions, and the Kaleesh are marginalized by galactic society.



Personality: Kaleesh are a warlike species, but they reserve their ire for those who provoke them. They are protective of their territory—especially their ancient burial grounds. Kaleesh hold their families and tribes in high esteem, and do anything to protect them. These sentiments sometimes extend to non-Kaleesh who prove themselves to be trustworthy companions, but such a distinction is rare. Honor and sacrifice at the expense of oneself are highly valued qualities in their society.

Physical Description: The Kaleesh are tall, reptilian humanoids. Their scaly skin varies from deep red to dull yellow. Their black hair is worn in long braids or tied up in a queue or topknot.

The long faces of the Kaleesh are framed on either side by two sharp tusks that extend outward from their jawbones, and their nostrils are two long slits that stretch toward their yellow eyes. However, few non-Kaleesh have seen the faces of these enigmatic aliens, for they wear masks made from the skulls of some of Kalee's most vicious predators. The Kaleesh are also distinguished by their hands, which each feature four long fingers, two of which are fully opposable.

Homeworld: Kalee.

Languages: Kaleesh.

Example Names: Oymaen jai Sheelal, Ronderu Iij Kummar, Bentilais san Sk'ar.

Adventurers: The Kaleesh excel in the roles of scout and soldier. Given their inherent sense of honor and dignity, they also make excellent nobles but rarely take on the role of a scoundrel. Although no Kaleesh Jedi are known, Kaleesh spiritual traditions view Force sensitivity as a boon granted by their ancestors.

Kaleesh Species Traits

Kaleesh share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Constitution, –2 Intelligence, +2 Charisma.

Medium Size: As Medium creatures, Kaleesh have no special bonuses or penalties due to their size.

Speed: Kaleesh base speed is 6 squares.

Conditional Bonus Feat: Kaleesh are a nomadic people who have learned to live off the land. A Kaleesh with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Darkvision: Because of the thermoreceptor glands next to their eyes, Kaleesh ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Driven: Kaleesh are focused individuals who maintain sight of their goals even under adverse conditions. Because of this single-minded drive, they gain a +5 species bonus to Will Defense against mind-affecting effects.

Persistent: A Kaleesh can reroll any Endurance check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Kaleesh.

Kaminoans

The watery planet of Kamino is home to a species of cloners known as Kaminoans. These tall aliens are the result of generations of selective breeding and genetic modification that began when their world suffered a drastic change in climate. These restrictive breeding programs have made Kaminoans an extremely adaptable species. Apart from gender, Kaminoans have little variation, and to the untrained eye they all look the same. Subtle variations have been introduced into their genetic codes, however, allowing for diversity within a strict set of parameters.

The economy of Kamino is based on cloning for profit, but not every Kaminoan is a cloner by trade. The majority of Kaminoans support their communities with various skills and specialized abilities. They strive to perform their work flawlessly, and seek perfection. Because Kaminoans are moderately xenophobic and rarely venture away from their homeworld, they are a rare sight in other parts of the galaxy.

Personality: Kaminoans see themselves as superior to other forms of life. They harbor a private intolerance for imperfection, but they are, nonetheless, polite to outsiders. To a Kaminoan, any species that seeks self improvement is worthy of respect, but those who do not are obviously inferior and deserve their inevitable decline. This attitude is reflected in their cloning processes, where entire crops of clones might be eliminated due to a single, subtle flaw.

Physical Description: Kaminoans are tall and gaunt, with pale skin, three-fingered hands, and long necks. Their faces are small and dominated by a pair of large, black eyes. Every male Kaminoan has a finlike crest on the top of his head, but female Kaminoans have none.

Homeworld: Kamino.

Languages: Kaminoan.

Example Names: Aya Lim, Lama Su, Maru Lan, Tau Shei, Taga Sai, Seva Ke, Taun We.

Adventurers: Because they are genetically designed, Kaminoans are bred to fulfill a specific role or niche. They make excellent nobles, scouts, and soldiers. Scoundrels, though rare, are not unheard of. Kaminoans are not bred with Force sensitivity, though anomalies are possible. Kaminoan Jedi are essentially nonexistent.



Kaminoan Species Traits

Kaminoans share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Kaminoans have no special bonuses or penalties due to their size.

Speed: Kaminoan base speed is 6 squares.

Conditional Bonus Feat: Kaminoans are expert cloners and possess remarkably knowledge about the physiologies of species across the galaxy. A Kaminoan with Treat Injury as a trained skill gains Skill Focus (Treat Injury) as a bonus feat.

Resistant: Scientific refinements to their genetic code make Kaminoans resistant to poisons, disease, radiation, and other hazards that target their physiology. Kaminoans gain a +2 species bonus to Fortitude Defense.

Automatic Languages: Basic and Kaminoan.

Kerkoidens

A smaller species from the Expansion Region, the Kerkoidens are aggressive and cunning beings who often have something to prove. Excellent traders, skilled politicians, and creative military commanders, Kerkoidens are known as formidable opponents, a reputation they prove is well-earned during the Clone Wars.

Xenobiologists from the University of Sanbra believe that the Kerkoiden species descended from quadruped predators that hunt on the savannahs and in the jungles of Kerkoidia. Much of the Kerkoiden physiology seems to support this claim, including their hunched posture, long snout, claws, and jutting teeth. Additionally, Kerkoiden aggression seems to be consistent with the predatory instincts of their ancestors, lending credence to this theory of Kerkoiden evolution.

The Kerkoiden species as a whole has fought to evolve beyond their predatory ancestry and prove to the galaxy that they are sophisticated and civilized. Many Kerkoiden nobles pride themselves on superior breeding and also on being refined and sophisticated enough to rub elbows with the galaxy's elite on Coruscant. Of course, this also leads to elitism among the Kerkoidens, which does the species no favors on the galactic scene.

"Unless you call off your troops right now, I will have no choice but to destroy you."

–General Whorm Loathsom



Personality: The Kerkoidens have shifted many of their cunning predatory instincts over to the social arena, becoming savvy politicians on a galactic scale. Most Kerkoidens are pushy if not outright aggressive. They are regard everyone with suspicion, and expect deception from their political and social rivals. Additionally, many Kerkoidens would like to believe that their people are more evolved and sophisticated than their heritage suggests, leading them to be both elitist and arrogant at times.

Physical Description: Kerkoidens are hunched beings with rough skin that ranges in hue from green to dark blue. Their bodies still show signs of predator physiology, namely their long claws and jutting teeth. Kerkoidens have tall, slender heads with long snouts and narrow eyes.

Homeworld: The Kerkoiden species hails from Kerkoidia, a world covered in tall, grassy savannahs and thick swamps in the Expansion Region, specifically in the Kira Sector just off of the Harrin Trade Corridor.

Languages: Kerkoidens speak Kerkoidese and Basic.

Example Names: Dram Bothren, Var Cashral, Pheel Hoshar, Whorm Loathsom.

Adventurers: Kerkoiden adventurers gravitate toward classes where they can freely exhibit their aggressiveness or demonstrate their sophistication. Soldiers are common. Kerkoidens also make excellent nobles, using their wisdom and cunning to talk circles around their opponents. Kerkoiden scoundrels take pleasure in throwing a proverbial hydrospanner into their opponents' plans, sowing discord and shattering enemy organization. Kerkoidens who learn to temper their aggression with wisdom might also become Jedi.

Kerkoiden Species Traits

Kerkoidens share the following species traits:

Ability Modifiers: –2 Constitution, +2 Wisdom. Though less hardy than other species, Kerkoidens are devious and cunning.

Medium Size: As Medium creatures, Kerkoidens have no special bonuses or penalties due to their size.

Speed: Kerkoiden base speed is 6 squares.

Predator's Heritage: Despite their stature, Kerkoidens are descended from predatory beings. Kerkoidens gain a +2 species bonus on damage rolls against a target that has been damaged since the beginning of the Kerkoiden's last turn.

Social Cunning: Kerkoidens may use their Wisdom modifier in the place of their Charisma modifier for determining their skill bonus on Deception and Persuasion.

Automatic Languages: Basic and Kerkoidese.

Nautolans

Nautolans are one of the sentient species native to the planet Glee Anselm. Their language, Nautila, evolved underwater and is heavily tied to pheromones. Out of water, Nautila loses much of its meaning. As a result, Nautolans learn another language, typically either Basic or Anselmian, the language of the Anselmi people, who are native to Glee Anselm's land masses.

Even though they are aquatic, Nautolans have little difficulty living in climates that would be uncomfortable for other amphibians. They are a hardy species, due in part to the extra cartilage that supports their skeletal structures. Given their aquatic origins, they are excellent swimmers.

Personality: Nautolans are loyal and steadfast companions. They wear their moods on their proverbial sleeves, expressing both joy and despair with equal zeal. Though polite and civilized under most circumstances, Nautolans tend to reflect the moods of others around them. The tendrils on their heads sense the pheromones released by others. This can inadvertently affect a Nautolan's disposition—for better or for worse. Despite their peaceful nature, Nautolans are not above defending themselves.

Physical Description: Nautolans have thick green skin that is covered in dark, mottled spots. Their large, black eyes allow them to see well in dim light. Each Nautolan's head is crowned by long, tentaclelike tendrils, which the Nautolan decorates with leather bands, metal rings, or beaded ties.

Homeworld: Glee Anselm.

Languages: Nautila.

Example Names: Hiskar Dorset, Kit Fisto, Ploss Niklos, Renko Losa, Rin Mako, Setel Yast.

Adventurers: Nautolans crave adventure and are as likely to be nobles or scoundrels as they are to be scouts or soldiers. There have also been several notable Nautolan Jedi.



Nautolan Species Traits

Nautolans share the following species traits:

Ability Modifiers: +2 Constitution, –2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Nautolans have no special bonuses or penalties due to their size.

Speed: Nautolan base speed is 6 squares. They have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Nautolans cannot drown in water.

Expert Swimmer: A Nautolan can reroll any Swim check, but the result of the reroll must be accepted, even if it is worse. In addition, a Nautolan can take 10 on Swim checks even when distracted or threatened.

Low-Light Vision: Nautolans ignore concealment (but not total concealment) from darkness.

Natural Damage Reduction: The rubbery hide of a Nautolan provides DR 2.

Pheromonal Sensor: A Nautolan can reroll any Perception check made to sense deception or sense influence, but the result of the reroll must be accepted, even if it is worse. If underwater, the Nautolan can take the better of the two rolls instead.

Automatic Languages: Basic and Nautila.

Nelvaanians

Nelvaanians, also referred to as Nelvaans, are a species of tribal humanoids from the planet Nelvaan. They are a primitive species, using only crude technology. Male Nelvaanians are responsible for hunting game and protecting the tribe, while females are responsible for the day-to-day affairs of their tribe, which includes raising cubs.



At the top of the Nelvaanian tribe is the chief, who rules with the help of his mate and a shaman. A tribal chief is not chosen by trial, nor is he elected to his position. Instead, the chief's ascension is determined by the grace of the "Great Mother" and is established through a show of mutual admiration and respect among the entire tribe. Religion and spirituality are the center of Nelvaanian society. Elders are revered, as are mothers of all ages.

During the Clone Wars, male Nelvaanians are abducted by the Techno Union and subjected to extensive physiological and genetic manipulation in an attempt to create a race of mutant warriors. The experiments are partially successful, turning the males of the species into monstrous versions of their former selves. However, the experiments are stopped by Anakin Skywalker, and the modified Nelvaanians reunite with their tribes.

Personality: Nelvaanians are closely tied by the bonds of family and kinship. They are superstitious, attributing magical powers to most technology, which they distrust. Nevertheless, they are honorable and faithful once their trust is earned. Genetically modified male Nelvaanians are somewhat less astute than their female counterparts, and this extends to their social graces, as well.

Physical Description: The Nelvaanians are a humanoid species with pronounced canine characteristics. They have blue-green fur, large teeth in a pronounced muzzle, and two pointy, independently movable ears. A thick mane of black hair on their heads extends down the napes of their necks, and this tends to whiten with age.

After the experiments of the Techno Union, nearly all Nelvaanian males are transformed into hulking monstrosities due to intensive genetic manipulation. This genetic trait persists in males born after the Clone Wars, though females are not subject to the mutation.

Homeworld: Nelvaan.

Languages: Nelvaanese.

Example Names: Harvos, Orvos, Tuzes-Adaz.

Adventurers: Nelvaanians are rarely encountered away from Nelvaan, but those who are become soldiers and scouts.

Nelvaanian Species Traits

Nelvaanians share the following species traits:

Ability Modifiers: –2 Intelligence, +2 Wisdom.

Medium Size: As Medium creatures, Nelvaanians have no special bonuses or penalties due to their size.

Speed: Nelvaanian base speed is 6 squares.

Low-Light Vision: Nelvaanians ignore concealment (but not total concealment) from darkness.

Primitive: Nelvaanians do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Scent: Nelvaanians have a keen sense of smell. At close range (within 10 squares), Nelvaanians ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Shadow Swiftness: If a Nelvaanian begins its turn with concealment from a target or with the target unaware of it, the Nelvaanian does not provoke attacks of opportunity when moving through the target's threatened space until the end of the Nelvaanian's turn.

Automatic Languages: Nelvaanese.

"The Force has guided us here for your final trial. The one you've never truly faced."

-Obi-Wan Kenobi

Vurks



Vurks are an amphibious species from the planet Sembla. Their way of life is based on a nomadic lifestyle, as large family units move en masse across Sembla's watery surface. They transition easily from the depths of Sembla's warm seas to the heights of its rocky, volcanic archipelagos. Vurk families rarely stop in any one spot for more than a fortnight at a time.

When two or more Vurk clans meet during their constant migration, the families of these clans stop and hold a mutual feast. Tests of strength, speed, and wits are commonplace, as are arranged marriages and commerce. Young males are married off by their parents and leave to be with their wives and their new families. Male Vurks who fail to marry before reaching adulthood remain bachelors for the rest of their lives.

Originally considered a primitive species by galactic survey teams, Vurks are intelligent and philosophically advanced. From birth, they are taught to honor personal integrity, individual freedom, and honesty. Because of these tenets, Vurks make excellent diplomats and negotiators.

Personality: Known for their even tempers, compassion, and personal integrity, Vurks abhor lying. They take their duties, whether to family, friends, or nation, seriously. Because of this, others consider them somewhat blunt and stern.

Physical Description: Vurks are tall, reptilian amphibians with leathery gray-green skin. Their eyes are dark and set deep in their faces. A long crest extends up and back from a Vurk's skull. A Vurk has two long, thick fingers and an opposable thumb on each hand.

Homeworld: Sembla.

Languages: Semblan.

Example Names: Coleman Trebor, Sweitt Concorkill.

Adventurers: Vurks who leave their homeworld tend toward the path of the scout or soldier. A handful of Vurk nobles make their way to the stars as diplomats, but given the species' ingrained integrity, few Vurk are scoundrels.

Vurk Species Traits

Vurks share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Constitution, +2 Charisma.

Medium Size: As Medium creatures, Vurks have no special bonuses or penalties due to their size.

Speed: Vurk base speed is 6 squares. Vurk have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Vurks cannot drown in water.

Expert Swimmer: A Vurk can reroll any Swim check, but the result of the reroll must be accepted, even if it is worse. In addition, a Vurk can take 10 on Swim checks even when distracted or threatened.

Placid: Vurks are renowned for their ability to remain calm and collected, even in the face of danger. Once per encounter, as a free action, a Vurk can remove one fear effect currently affecting it.

Nomads: As nomads, Vurks are accustomed to moving around, even through dangerous places. A Vurk can reroll any Survival check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Semblan.

"The Jedi are guardians of peace and justice. We are servants, not celebrities."

-Jedi Master Coleman Trebor



Chapter II
Heroic Traits



During the Clone Wars, few worlds are untouched by the tide of battle. From these affected worlds rise heroes whose actions shake the foundations of the galaxy. These are your heroes, and your actions can affect how systems, sectors, and even the entire galaxy endures the hardships of the Clone Wars.

Creating heroes for a Clone Wars campaign is just like creating characters for any campaign. However, this book provides new talents, feats, and skill uses to help tailor your hero to best fit a Clone Wars campaign. Heroes who come to prominence against the background of the Clone Wars likely have strong ties to the Separatists or to the Republic, and most have at least a passing familiarity with the Jedi and their powers. Even in the farthest reaches of the galaxy, the Clone Wars disturb and destroy the lives of beings that otherwise have no interest in—or knowledge of—the politics and events of the center of the galaxy. Many heroes are thrust into their role by war coming to their homes, and unlikely heroes can be created in the fire fights on distant Outer Rim planets. The mechanics in this chapter help you build heroes who reflect the unique environment and themes of the Clone Wars, but you can use mechanics from other supplements as well.

When you create your character, consider not only how the Clone Wars have shaped his or her life but also where your character is going in the future. Your callous smuggler who has become wealthy running weapons for the Separatists behind Republic lines will not be a neutral third party forever. As your hero becomes entangled in the conflicts and plots that surround the Clone Wars, the hero's station in life, capabilities, and even personality might change accordingly. You might begin your career running weapons with little interest in which side emerges victorious, but when your Clone Wars campaign begins, you join other heroes and engage in adventures of your own. Think not only about how the Clone Wars affect your character at the time of creation but also how it may affect your character five, ten, or even twenty levels into the campaign.

Heroes of the Clone Wars

When creating your hero for a Clone Wars campaign, consider how unique aspects of the era and the overarching conflict give your character an interesting history and personality. Ask yourself how these themes impact your hero, and create a rich and interesting character who contributes to the story throughout the entire campaign. Of course, you can ignore these themes and create a character whose history is of your own devising, but if you want to create a character who interacts with the larger themes of a Clone Wars campaign, consider some of the following facets of campaigns set in this time.

Large-Scale Conflict

A hero in a Clone Wars campaign can come from almost any world in the *Star Wars* saga, and chances are his or her life has been affected by the war in some way. Few worlds escape the galactic conflict, so even primitive planets can become critical battlefields in the Clone Wars. Your hero might be from an obscure, out-of-the-way planet like Nelvaan, drawn into the war after Anakin Skywalker and Obi-Wan Kenobi liberate the Nelvaanians from the oppression of the Techno Union. Or your hero might be a noble from Commenor, running away from a life of wealth and luxury to join in the war effort for the Separatists. With special permission from your Gamemaster, you might even be able to play a member of a species that has not yet entered the galaxy at large, such as Ewoks or the Chiss, if your hero's unique history includes an explanation of how the conflicts of the Clone Wars cause you to leave your home planet well before the rest of the galaxy even knows it exists. In a Clone Wars campaign, planet of origin is rarely a hindrance for a character becoming highly involved in the conflict, as the battles of the Clone Wars stretch from the densely populated Core Worlds all the way to the Outer Rim.

Decline of the Jedi

The Clone Wars are waning years for the Jedi Order. Not only do their numbers shrink leading up to the conflict, but many Jedi Generals are killed in skirmishes on distant battlefields. Ultimately, the Jedi Order is nearly completely wiped out by Order 66, but even before that point, many Jedi sense that their organization is on the decline. This affects not only the Jedi themselves but also those who rely on the Jedi for peace and justice. With the Jedi drawn away to fight in the Clone Wars, planets that rely on the Jedi to settle disputes and protect them from predatory neighbors are now exposed to danger and unrest. Your hero might be a native of an Outer Rim world that relies on local Jedi for protection from pirates; with the Jedi engaged in the Clone Wars, the pirates ravage your homeworld, leaving you to find your way in the galaxy with no home to return to. Likewise, your hero could be a mercenary who serves alongside a Jedi general who, like Jedi Master Kota, prefers not to work with clone troops; when the Jedi falls in battle, your hero suddenly finds himself without an employer. These are the kinds of heroes that might arise as a result of the changing status of the Jedi during the Clone Wars.

Rampant Corruption

A key facet of galactic culture that leads to the eruption of the Clone Wars is rampant corruption. Politicians, nobles, businessmen, and other wealthy and powerful beings disregard their responsibility to those less fortunate and put their own desires and greed above the needs of those who rely on them. Corruption in the Senate allows Senator Palpatine to maneuver his way into the position of Supreme Chancellor, and the greed of the member organizations of the Confederacy allows Darth Sidious and Count Dooku to manipulate them into starting a galaxy-spanning war. Heroes of this era have likely been exposed to corruption. Jedi witness the fall of Count Dooku, nobles have brushes with power-hungry peers, and soldiers are thrown into chaos by the carelessness with which politicians commit lives to battle. Many heroes in a Clone Wars campaign have been put on their path as a result of the corruption of others.

"Your lightsabers will make a fine addition to my collection."

-General Grievous

High-Profile Villains

The Clone Wars allow for the ascension of powerful villains into the limelight. The Separatists, denounced by the Republic as greed-driven traitors, have some of the most visible and eclectic villains in the entire *Star Wars* saga. Count Dooku is a well-known Jedi traitor; General Grievous is a reputedly brilliant military leader whose visage intimidates his enemies; General Loathsom is a vicious brute, Asajj Ventress an aspiring Sith, and Durge an immortal bounty hunter. Even Darth Maul, whose involvement in the lead-up to the Clone Wars ends nearly ten years before the outbreak of war, works closely alongside leaders of the Trade Federation. Your hero might have a history involving one of these high-profile Separatists, even if the Gamemaster chooses not to integrate that villain into your campaign. Your hero might be a Kaleesh who fought alongside General Grievous on Kalee, but now your hero resents Grievous for his role in the devastation of your planet. Similarly, your world might have been blasted from orbit by Separatist vessels under the command of General Loathsom, or the bounty hunter Durge might have killed or captured a member of your immediate family. Tying your hero's history to one of these highly visible villains is an excellent way to help your hero feel more like a part of the Clone Wars campaign.

MILITARIZATION

A necessity of warfare is the increased militarization of the galaxy. The best example is the Republic government, which has no standing military prior to the Clone Wars. To stand against the forces of the Confederacy, the Republic militarizes quickly (with the help of the Kaminoan cloners and the military hardware provided by Rothana Heavy Engineering). Individual worlds that pledge their support to the Republic find themselves the beneficiaries of this militarization, but many also have their infrastructure commandeered for the increased production requirements of the war effort. Separatist worlds spend large amounts of credits pumping out new starships, walkers, tanks, and battle droids, buying them from other member worlds or mass-producing materiel for their own use. As a result, even once-peaceful worlds have their industries converted to military use, including agriculture (clone troopers must be fed), medical (injured soldiers need healing to keep fighting), and manufacturing (producing the weapons and vehicles of war). Your scoundrel hero might have established herself as a smuggler of fine antiquities, but finds that her services are required for legally shipping supplies to the front lines. Or your scout hero might have been a big game hunter who traveled the Outer Rim in search of the next big hunt, but thanks to a massive increase in military influence, finds herself recruited as a guide for Republic troops through the deep jungles of Felucia.

JEDI

During the Clone Wars, the Jedi are not just the defenders of peace and justice but also the military leaders of the Republic. The Jedi are placed at the head of clone armies, and they wade into battle on distant worlds alongside the rest of the Grand Army of the Republic. For Jedi heroes in a Clone Wars campaign, this means being sent on military assignments, even for Padawans. Your Jedi hero might be out in the galaxy on a dangerous mission entrusted to you by the Jedi Council, or you might be accompanying your Master to an important planet to defend it against Separatist attacks. Though the Jedi are allied with the Republic, some Jedi, such as Quinlan Vos, go undercover to infiltrate the Confederacy; such Jedi would likely keep their allegiances and powers a secret, as the powerful Force-users among the Separatists would be able to detect both their deception and, likely, their subterfuge.

PLO KOON DISPATCHES A COLD ASSAULT BATTLE DROID.



Establishing your Jedi hero's role in the Clone Wars is an important part of creating your character. Jedi who follow the Guardian path, and any Jedi that use their powers to enhance their combat prowess, are likely to seek out an active role in the war effort. This might mean leading clone troopers into battle, working with elite Republic commandos, or leading a starfighter corps into Separatist space. Jedi who follow the Consular path join the Republic as healers and diplomats. Some Jedi join up with Republic Mobile Surgical Units (RMSUs), providing Force-assisted healing for those injured in battle. Other Jedi act as liaisons between the Republic and the civilian populations of disputed worlds, providing humanitarian assistance or merely serving in a diplomatic capacity. Jedi who follow the path of the Sentinel put their skills in stealth, subterfuge, and investigation to good use as undercover agents, spies, and saboteurs. These Jedi act behind enemy lines, infiltrating Separatist forces or causing chaos and havoc for the Confederacy.

New Jedi Talents

The following talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Consular's Vitality: Jedi during the Clone Wars learn to call upon the Force not only for their own strength but also to aid the clone troopers and other allies under their command. Once per round as a swift action, you grant one ally within 12 squares of you (and in your line of sight) bonus hit points equal to 5 + your Charisma modifier. These bonus hit points last until the beginning of your next turn (at which point any remaining bonus hit points are lost), and any damage dealt to that ally comes out of bonus hit points first. You take a –5 penalty on all Use the Force checks until the beginning of your next turn.

Improved Consular's Vitality: Whenever you damage a target with a successful lightsaber attack, you may use the Consular's Vitality talent as a free action instead of a swift action until the start of your next turn.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Exposing Strike: When you use a lightsaber to deal damage to a target, you can spend a Force Point to make that target flat-footed until the end of your next turn.

Guardian Strike: Whenever you use a lightsaber to deal damage to a target, that target takes a –2 penalty on attack rolls against any target other than you until the beginning of your next turn.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Sentinel's Observation: If you have concealment against a target, you gain a +2 circumstance bonus on attack rolls against that target.

Unseen Eyes: Whenever you use the Force Haze talent, allies hidden by the haze can reroll any Perception check, keeping the better result. Additionally, allies hidden by the haze gain +2 on all damage rolls against foes that are unaware of them.

Prerequisites: Clear Mind, Force Haze.

Nobles

The Clone Wars can be difficult for nobles. Those nobles who are members of noble houses or corporations on disputed worlds might find their resources drained by one faction or another, and others' homes and livelihoods are completely destroyed when conflict comes to their home planet. Though nobles can fill their traditional role, the Clone Wars provide opportunities for nobles to see what life is like for most citizens of the galaxy. When a battle between the Separatists and the Republic literally destroys everything they know and love, many nobles turn to a life among the stars, using their skills and knowledge to their advantage. With nothing left to lose, some nobles flee their homeworlds, seeking a haven safer and farther from the war, only to find themselves drawn back in.

By the same token, many nobles find their own place in the war. Those nobles whose wealth ties them to the various commercial institutions that make up the Confederacy find it in their best interests to contribute to the war effort. Nobles serve as officers aboard Separatist starships or lead ground troops into battle. Other nobles are not so eager to throw their support in with the Separatists, despite their financial ties, and instead turn their back on the Confederacy to support the Republic. Those nobles who do not become military officers (on one side of the conflict or the other) might fight to protect their interests or to expand their influence and profit from the chaos of war. Many nobles find themselves on worlds occupied by the factions they do not support, and to survive they put on a friendly face for their new masters while secretly working against them from within. Even though these nobles might be branded as traitors or collaborators, they know in their hearts where their true loyalties lie.

New Noble Talents

The following new talents are intended for use with the noble class.

Collaborator Talent Tree

Some nobles learn to work both sides of the conflict in war and can manipulate their enemies into believing they are allies.

Double Agent: When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defense of all enemies in line of sight. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this talent, or one of that target's allies, this effect ends.

This is a mind-affecting effect.

Enemy Tactics: Whenever an enemy within 12 squares of you and in your line of sight receives an insight or morale bonus from any source, you can also gain that bonus, subject to all the same limitations as the bonus provided to that enemy.

Feed Information: As a swift action, you can grant one enemy a +1 bonus on its next attack roll made before the beginning of your next turn. Additionally, until the beginning of your next turn, you can designate one ally who receives a +2 bonus on its next attack roll.

Friendly Fire: If you are engaged in melee combat with an adjacent enemy and are the target of a ranged attack that misses you, compare the attack roll to the Reflex Defense of one adjacent enemy; if the attack equals or exceeds the target's Reflex Defense, that enemy becomes the new target of the attack, which is resolved as normal.

Prerequisite: Enemy Tactics.

Protection: As a standard action, you can designate one ally and make a Persuasion check, comparing the result against the Will Defense of all enemies in your line of sight who can hear and understand you. If your check result equals or exceeds a target's Will Defense, that target cannot attack the ally you designated until the beginning of your next turn.

Prerequisite: Double Agent.

Loyal Protector Talent Tree

As a result of your station, occupation, or even just your natural Charisma, you can attract one or more faithful followers who protect you from harm.

Inspire Loyalty: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics based on the rules on page 32. This follower gains one Armor Proficiency feat of your choice and becomes trained in the Perception skill. The follower must meet the prerequisites for the Armor Proficiency feat you select.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of 3 followers).

Undying Loyalty: Each of your followers gains the Toughness feat.

Prerequisite: Inspire Loyalty.

Punishing Protection: As a reaction to you being damaged by an attack or a Force power, one of your followers can make an immediate melee or ranged attack against the target that attacked you. Until the beginning of your next turn, any time you are damaged by an attack or Force power, another one of your followers can attack that attacking target. This ability can be used once per encounter.

Prerequisites: Inspire Loyalty, base attack bonus +5.

Protector Actions: You and your followers have learned to work together to great effect, ensuring that you remain safe while allowing them to do their duty. You can use any of the following actions on your turn.

- *Bodyguard:* As a standard action, you can make a melee or ranged attack against a target within range. Until the end of your next turn, if that target damages you with an attack or a Force power, as a reaction you can choose to redirect the attack or Force power to an adjacent follower; the attack or Force power is resolved against that ally as normal.
- *Diversion Attack:* As a standard action, you can make a melee or ranged attack against a target within range. If that target attacks you or one of your allies before the beginning of your next turn, you can move one of your followers up to its speed directly toward that target.
- *The Best Defense:* As a standard action, you can make a melee or ranged attack against a target within range. For each of your followers armed with a ranged weapon and having line of sight to the target, that target takes a –1 penalty on attack rolls until the beginning of your next turn.

Prerequisite: Inspire Loyalty.

Scoundrels

The scoundrel flourishes during the Clone Wars, because the shifting lines of battle and utter chaos create an environment in which she can thrive. With both the Republic and the Separatists engaged in a long, drawn-out war, resources used to keep the peace and enforce the law are instead diverted to enhance military assets. Though planetary police forces and the Sector Rangers continue to enforce the law, they find themselves without the ships, personnel, and credits necessary to do their jobs, letting scoundrels get away with more than before. Smugglers, pirates, and black marketeers take the opportunity to expand their influence during the Clone Wars, extending their operations into new systems and sectors where they previously had little influence. A scoundrel character can seek to take advantage of the havoc wreaked upon the galaxy by war, looking to make credits while the attention of the Republic is elsewhere.

Alternatively, many scoundrels find themselves drawn into the Clone Wars, finding more legitimate employment as a result of increased need. Many smugglers cease to transport contraband and instead become legitimate shippers of weapons and supplies, giving up a life of crime thanks to the generous contracts handed out to independent traders by both the Republic and the Confederacy. Both sides of the conflict seek out pirates, offering them commissions to act as privateers that prey only on the members of the opposing faction. Though mostly the domain of the Separatists, bounty hunters and assassins find themselves on the payrolls of factions involved in the war, serving as mercenaries, bodyguards, and leaders. Any scoundrels whose skills allow them to work well with others can surely find a place alongside one of the factions in the Clone Wars, because both sides of the conflict engage in tactics far outside the realm of proper military protocol.

New Scoundrel Talents

The following new talents are intended for use with the scoundrel class.

New Misfortune Talent

The following new talent belongs to the Misfortune talent tree (see page 46 of the Saga Edition core rulebook), which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose this talent as well.

Stymie: Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your turn, you can cause that target to take a –5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalized at the time this talent is activated.

This is a mind-affecting effect.

Opportunist Talent Tree

Profiteers, gunrunners, and privateers can use the chaos of war to make a tidy profit, and you are no exception. Your talents allow you to make the best of a bad situation, keep your pockets filled with credits, and keep you alive long enough to spend them.

Advantageous Opening: When an enemy or ally in your line of sight rolls a natural 1 on an attack roll, you can make a melee or ranged attack against a single target within range.

Retribution: When a target moves one of your allies in your line of sight down the condition track by any means, you gain a +2 insight bonus to your attack rolls against that target until the end of your next turn.

Slip By: When you damage a target, until the beginning of your next turn, you can move through that target's space. Moving through the target's space might still provoke attacks of opportunity as normal, and you must end your movement in a legal space.

Thrive on Chaos: When an enemy or ally within 20 squares of you is reduced to 0 hit points, you gain bonus hit points equal to 5 + one-half your character level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points do not stack.

Prerequisite: Advantageous Opening.

Vindication: When an enemy you have damaged is reduced to 0 hit points or moved to the bottom of the condition track, your next attack made before the end of the encounter deals +1 die of damage.

Prerequisite: Retribution.

Scouts

The Clone Wars send agents of both the Republic and the Confederacy to far-flung worlds in search of resources to exploit. Many rely on local guides to keep them from getting lost in the unfamiliar wilderness, and scout heroes become entangled in the conflict in such a way. The Republic and the Confederacy hire scout heroes either as guides or trackers, but also sometimes as advanced scouts, bounty hunters, and even assassins. Thanks to the expansive nature of the Clone Wars, major conflicts take place on undeveloped, wild worlds where the skills of a scout are extremely valuable. Without scouts, both the Republic and the Separatists would have a more difficult time finding their way across planets like Felucia and Saleucami, both of which see significant activity during the Clone Wars.

Moreover, scouts find themselves thrust into the Clone Wars against their will simply by living on out-of-the-way worlds that become hot spots for military activity. Though actual conscriptions are rare, many scouts are scooped up by occupying forces and pressed into service. Though the occupiers pay these scouts, they have little choice in accepting the job. Other



scouts willingly join one faction or the other, and many of the Republic's and Separatists' best scouts do not officially join either faction until the war comes to their home planets. Regardless of how the hero is drawn into the conflict, scouts have skills that are hot commodities during the Clone Wars. As a result, scouts see working for one faction or another during the Clone Wars as a way to make some easy credits and also improve their standing with the winning faction.

New Scout Talents

The following new talents are intended for use with the scout class.

Reconnaissance Talent Tree

You have learned to work in concert with a team to provide the best reconnaissance and cover as much ground as possible.

Reconnaissance Team Leader: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics using the rules on page 32. This follower gains the Skill Training feat for the Perception and Stealth skills. Additionally, whenever you use the Stealth skill, all your followers can also make Stealth checks as a part of the same action if they are able to.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of three followers).

Close-Combat Assault: Each of your followers gains the Point Blank Shot feat.

Prerequisite: Reconnaissance Team Leader.

Get Into Position: As a move action, you can cause one of your followers to move up to his or her speed +2 squares.

Prerequisites: Reconnaissance Team Leader, base attack bonus +5.

Reconnaissance Actions: You and your reconnaissance team have learned to work together as a cohesive unit and have an established set of tactics, which you have practiced to perfection. You can use any of the following actions on your turn.

- *Forward Scouting:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you can grant one ally a +2 insight bonus on attack rolls against your target until the beginning of your next turn. Thus, if you have multiple armed followers with line of sight to the target, you can grant the +2 bonus to multiple allies.
- *Group Sniping:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance bonus to Stealth checks until the end of your next turn.
- *Sweep the Area:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance on Perception checks until the end of your next turn.

Prerequisite: Reconnaissance Team Leader.

Surveillance Talent Tree

You have mastered the art of surveillance, transforming the information you gather with scouting into a distinct advantage on the battlefield.

Advanced Intel: If you are not surprised at the beginning of combat, you can use the Spotter talent as a free action on your first turn, including during the surprise round.

Prerequisite: Spotter.

Hidden Eyes: If you have concealment from a target, you gain a +5 circumstance bonus on all Perception checks made against that target.

Hunt the Hunter: When you use a standard action to actively look for hidden enemies (as per the Notice Targets application of the Perception skill), you can make a single melee or ranged attack against any one enemy you notice with your Perception check.

Seek and Destroy: If you make a charge attack against a target that is unaware of you, that target cannot make a Perception check to notice you until after the attack is resolved, even if you move away from cover or concealment.

Prerequisite: Hidden Eyes.

Spotter: As a move action, you can make a Perception check with a DC equal to 10 + the CL of a single target enemy in your line of sight. If you succeed on the check, you and all your allies that can hear and understand you gain a +1 insight bonus on attack rolls against that target until the end of your next turn.

Soldiers

The Clone Wars are a soldier's dream. With two major factions struggling for control of the galaxy, soldiers find themselves in high demand on both sides of the battlefield. Professional soldiers, including members of planetary militias, lend their expertise to the Republic or the Separatists. Some become mercenaries, acting as blasters-for-hire for the highest bidder. Others fight out of idealism, standing by their principles as they support the Republic or secede with the Confederacy. The Clone Wars present a straightforward conflict between two forces of relatively equal power, and the toughness and cunning of soldiers can tip the scales of any given battle.

Soldiers are everywhere during the Clone Wars. The clones and droids fighting on either side have soldiers among them (and players might choose to create heroic clone or droid characters). Pilots and vehicle operators in the Clone Wars are soldiers, as are gunners manning artillery stations. Most

soldiers specialize in a particular field during the Clone Wars, providing a specific service as a member of infantry units, starfighter corps, or armor units. Heroic soldiers are usually more than rank-and-file troopers during the Clone Wars; many are officers (even low-level captains and lieutenants) commanding larger groups of soldiers, and some are elite special forces soldiers—expected to be more talented and more deadly than other soldiers.

New Soldier Talents

The following new talents are intended for use with the soldier class.

New Brawler Talent

The following new talents belong to the Brawler talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can normally choose talents from the Brawler talent tree can choose from these talents as well.

Bayonet Master: When you take a full attack action, you can treat a ranged weapon with a bayonet as a double melee weapon. You can attack with the bayonet and club a target with your ranged weapon (as with the Gun Club talent), ignoring the normal penalties for attacking with both ends of a double weapon.

Prerequisite: Gun Club.

Unrelenting Assault: You launch yourself at your foe, attacking with weapons, limbs, and anything else available. Whenever you miss with a melee attack or the attack is negated, you still deal your Strength bonus in damage to the target (minimum 1) or 2 × your Strength bonus if you attack with a weapon you are weilding two-handed.

Prerequisite: Melee Smash.

New Commando Talent

The following new talent belongs to the Commando talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Keep Them at Bay: When you use the aid another action to suppress an enemy, that enemy takes a –5 penalty on its next attack instead of the normal –2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.

Trooper Talent Tree

In war, soldiers stand side by side against deadly foes, and you have learned how to keep yourself and your comrades alive in battle.

Comrades in Arms: Whenever you are within 3 squares of an ally, you gain a +1 circumstance bonus on all melee and ranged attack rolls.

Focused Targeting: When you damage a target with a melee or ranged attack, all allies within 3 squares gain a +2 bonus on damage rolls against that target until the beginning of your next turn.

Prerequisite: Comrades in Arms.

Phalanx: Whenever you provide soft cover to an ally within 3 squares, you are considered to be providing improved cover.

Prerequisite: Watch Your Back.

Stick Together: You can spend a move action to activate this talent. Until the beginning of your next turn, if an ally moves you can immediately move up to your speed as a move action, provided you end your movement within 3 squares of that ally.

Prerequisite: Comrades in Arms.

Watch Your Back: If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.

Squad Leader Talent Tree

You are a capable military leader who can issue orders to a squad of soldiers with poise and efficiency.

Commanding Officer: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics using the rules on page 32. This follower gains one Armor Proficiency feat of your choice and Weapon Proficiency (rifles), in addition to those provided by the follower templates. The follower must meet the prerequisites for the Armor Proficiency feat you select.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of three followers).

Coordinated Tactics: Each of your followers gains the Coordinated Attack feat (see page 83 of the Saga Edition core rulebook), provided he meets the prerequisite. If your follower later meets the prerequisite for the feat, he gains the feat at that time.

Prerequisite: Commanding Officer.

Fire at Will: As a full-round action, you and one of your followers can make a ranged attack against one target (each) in line of sight. You each take a –5 penalty to your attack rolls.

Prerequisites: Commanding Officer, base attack bonus +5.

Squad Actions: You and your squad have learned to work together as a team, and have an established set of tactics that you have practiced to perfection. You can use any of the following actions on your turn.

- *Autofire Barrage:* As a standard action, you can make an autofire attack against legal target spaces. For each of your followers who is armed with a ranged weapon set on autofire and has line of sight to the area targeted by your autofire, you can designate one additional square as targeted by your autofire (that square must be adjacent to your original target area).
- *Open Fire:* As a standard action, make a ranged attack against a single target. For each of your followers who is armed with a ranged weapon and has line of sight to the target, add +2 to your damage roll on a successful hit.

- *Painted Target:* As a standard action, make a ranged attack against a single target. You gain a competence bonus on your attack roll equal to the number of your followers who are armed with a ranged weapon and have line of sight to the target. Thus, if you have three armed followers with line of sight to the target, you gain a +3 competence bonus on your attack roll.
  Prerequisite: Commanding Officer.

Skills

Skills in the *Star Wars Roleplaying Game* Saga Edition cover a broad range of uses under their general titles. Below are new specific uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.



Knowledge (tactics)

Heroes in a Clone Wars campaign often find themselves on the field of battle, and only the quick minds of military leaders can ensure that the heroes survive or even emerge victorious. The following new applications of the Knowledge (tactics) skill can be used in any era but are particularly relevant to the Clone Wars.

Anticipate Enemy Strategy (Trained Only): A good tactician can anticipate her enemy's movements and strategies, and then plan accordingly. As a move action, a character trained in Knowledge (tactics) can designate a target in her line of sight and make a Knowledge (tactics) check to anticipate the enemy's next move. The DC for the check is equal to the target's Will Defense, or 10 + the target's CL if the target does not have a Will Defense (as is the case for vehicles without unique pilots).

If successful, you gain special insight into the target's strategy and can anticipate its next move. You learn what actions the target is likely to take on its next turn based on the current circumstances; if circumstances change, the target's actions might change as well, though typically unless the situation changes drastically you should have a good idea of the target's likely next action. The Gamemaster is the final arbiter of just how much information you gain through the use of this skill. Typically this does not include information on the use of talents or feats, but it should provide information on whether the target is going to attack, who the target intends to attack, where the target might move to, or any other special strategies the target might employ.

Battlefield Tactics (Trained Only): If you are the commander in a unit during mass combat, you can use your tactical knowledge to grant extra standard actions to other characters in your unit (see "Mass Combat" on page 95). The base check DC for this application of the skill is 20, and it requires three swift actions made on consecutive rounds to activate.

Perception

The battlefields of the Clone Wars are confusing, hazardous places where danger can rise from anywhere to strike without warning. Scouts and other forward units are critical to the success of a faction during a battle. The following new application of the Perception skill can be used in any era but is particularly relevant to the Clone Wars.

Long-Range Spotter (Trained Only; requires electrobinoculars): Though anyone can use electrobinoculars to see objects at a distance, those trained in the Perception skill can glean particularly useful insights from their long-range observation. You can aid another on an attack roll (see page 151 of the Saga Edition core rulebook) made by an ally or allied vehicle by making a DC 10 Perception check instead of an attack roll. You must be able to see the target of the attack through the electrobinoculars, and your target must be at least 50 squares (character scale) from both you and the ally you aid. Your ally must be able to hear and understand you to use this application of the Perception skill.

Survival

Since many of the battles of the Clone Wars take place on worlds hostile to Humans and other species, it should come as no surprise that the Survival skill is used extensively during this era. The following new application of the Survival skill can be used in any era but is particularly relevant to the Clone Wars.

Create Defensive Position (Trained Only): A character trained in the Survival skill can make camp in a defensible position, digging trenches or otherwise preparing the encampment to defend against an attack. When you stop to rest (even in urban or otherwise civilized environments), you can take 10 minutes to prepare the place where you and your allies are resting as a defensive position. At the end of the 10 minutes, if you succeed on a DC 20 Survival check, you prepare an area no bigger than 20×20 squares as a defensive position. While you and your allies sleep within that area, you take no penalty to Perception checks to notice targets. Furthermore, all creatures take a –5 penalty on Stealth checks made within the prepared area. Lastly, you and all allies gain a +2 circumstance bonus to Reflex Defense while within the area. If you and your allies abandon the defensive position, the effect ends.

Special: Sleeping or unconscious characters take a –10 penalty on Perception checks.

Use the Force

The Jedi generals of the Clone Wars do not all lead clones into battle; many serve in auxiliary capacity, such as the Jedi healers who serve in Republic Mobile Surgical Units. The following new application of the Use the Force skill can be used in any era but is particularly relevant to the Clone Wars.

Move Light Object (Trained Only): You can use this application of the skill to catch and move a thrown weapon, such as grenades, that lands within your reach. The object can weigh no more than 5 kg. You must ready an action to catch the object on your turn, before the object is thrown. Moving the object requires a Use the Force check, with a DC equal to the attack roll of the thrown weapon. If you succeed on this check, you catch the object with the Force and can immediately move the object up to 6 squares away from you; otherwise, resolve the attack as normal. If the object you caught is an explosive, such as a grenade, it explodes at the end of its movement. You can use the object caught as a projectile weapon, as normal.

Place Other in Force Trance (Trained Only): As a full-round action, you can place an adjacent willing ally that you touch into a Force trance with a DC 15 Use the Force check. In this state, the target ally rests as though in a deep coma and is considered helpless. Each hour the target remains in the trance, the target regains a number of hit points equal to its character level. You can bring an adjacent ally you touch out of a Force trance as a swift action, but the target cannot otherwise come out of the Force trance on his or her own. If the target remains in the Force trance for 4 consecutive hours, the target emerges from the trance fully rested (as though the target had rested for 8 hours).

While the target ally is in a Force trance, it can go ten times as long as normal without air, food, or water (see the Endurance skill on page 66 of the Saga Edition core rulebook). Unwilling targets cannot be placed in a Force trance.

Feats

The new feats presented here are available in any era. Some feats are especially appropriate for Clone Wars campaigns and should contribute to character concepts commonly found in this time.

Anointed Hunter

You have been anointed as a hunter for your tribe and possess skills few other Nelvaanians do.

Prerequisite: Nelvaanian species.

Benefit: If you end your move at least 2 squares from where you started, you gain a +1 competence bonus on attacks made with thrown weapons until the end of your turn.

Artillery Shot

You have learned to use the angle and distance between you and your target to devastating effect.

Prerequisite: Proficient with weapon used.

Benefit: When you make an attack with a burst or splash weapon against a target at greater than point blank range, you can affect two additional squares adjacent to the normal burst or splash area.

Coordinated Barrage

When you combine fire with an ally, your barrage can have devastating results on the attacker.

Prerequisites: Coordinated Attack, base attack bonus +5.

Benefit: When you aid an ally's attack, for every 3 points that the ally's attack roll beats the target's Reflex Defense, the attack deals +1 die of damage. The maximum number of bonus damage dice the attack receives is equal to the number of allies with this feat that aided on the attack roll or +5 dice, whichever is lower.

Droidcraft

You can repair droids quickly.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can perform repairs on a droid in 10 minutes.

Normal: Repairing a droid typically takes 1 hour (see the Mechanics skill, page 70 of the *Saga Edition* core rulebook).

Droid Hunter

You have learned to target the delicate parts of your droid opponents, taking advantage of their mechanical frailties.

Prerequisite: Proficient with weapon used.

Benefit: You gain a +2 bonus on damage rolls against droid enemies, or +4 if you are using a weapon that deals ion damage.

Experienced Medic

You have spent so much time on the battlefield that patching up wounded allies has become second nature to you.

Prerequisite: Trained in Treat Injury.

Benefit: You can perform surgery (see page 74 of the Saga Edition core rulebook) on a number of creatures equal to your Intelligence bonus (minimum 2) simultaneously. You make Treat Injury checks for each individual creature as normal.



ANOINTED HUNTER

Bonus Feats

Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class may add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Unstoppable Force, Unwavering Resolve, Wary Defender
Noble	Experienced Medic, Leader of Droids, Unwavering Resolve, Wary Defender
Scoundrel	Droid Hunter, Droidcraft, Expert Droid Repair, Overwhelming Attack
Scout	Droid Hunter, Droidcraft, Expert Droid Repair, Flash and Clear
Soldier	Artillery Shot, Coordinated Barrage, Droid Hunter, Experienced Medic, Flash and Clear, Flood of Fire, Grand Army of the Republic Training, Gunnery Specialist, Overwhelming Attack, Separatist Military Training, Trench Warrior, Unstoppable Force, Wary Defender

Expert Droid Repair

You can repair multiple droids simultaneously.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can repair a number of droids equal to your Intelligence bonus simultaneously. You make Mechanics checks for each droid as normal.

Flash and Clear

You can use the smoke, noise, light, and confusion caused by your grenade attacks to move unseen near your foes.

Benefit: When you damage a target with a burst or splash weapon, you gain concealment against that target until the beginning of your next turn.

Flood of Fire

You fill the air with weapon fire, keeping your opponents from escaping the barrage.

Prerequisite: Proficient with weapon used.

Benefit: When you make an area attack with a weapon set on autofire, all targets in the area lose all dodge or deflection bonuses to Reflex Defense against the autofire attack.

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Anointed Hunter	Nelvaanian species	Move 2 or more squares and gain a +1 bonus on attacks with thrown weapons until the end of your turn.
Artillery Shot	Proficient with weapon used	You increase the efficacy of your burst and splash weapon attacks.
Coordinated Barrage	Coordinated Attack, base attack bonus +5	Allow an ally to deal more damage when you aid his attack.
Droidcraft	Trained in Mechanics	Repair a droid in 10 minutes instead of 1 hour
Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.
Experienced Medic	Trained in Treat Injury	Perform surgery on multiple creatures simultaneously.
Expert Droid Repair	Trained in Mechanics	Repair multiple droids simultaneously
Flash and Clear	–	Gain concealment against a target you damage with a burst or splash weapon.
Flood of Fire	Proficient with weapon used	Ignore enemies' dodge and deflection bonuses to Reflex Defense when making area attacks with a weapon set on autofire.
Grand Army of the Republic Training	Proficient with armor worn	Apply your armor's equipment bonus to your Will Defense.
Gunnery Specialist	Base attack bonus +1	Reroll an attack made with a vehicle weapon.
Jedi Familiarity	–	Gain one temporary Force Point when targeted by an ally's Force power or Force talent.
Leader of Droids	–	Allied droids benefit from your beneficial mind-affecting effects.
Overwhelming Attack	–	Any attempt to negate your attack takes a –5 penalty on the attack roll or skill check.
Pall of the Dark Side	Dark Side Score 1+	Add half your Dark Side Score to Use the Force checks to resist detection.
Separatist Military Training	–	Gain a +1 bonus on an attack roll while adjacent to an ally.
Spray Shot	–	When using a weapon set on autofire, you can reduce the area to 1 square.
Trench Warrior	–	When you have cover against a enemy's ranged attacks, gain a +1 bonus on attack rolls against that enemy.
Unstoppable Force	–	Gain a +5 bonus to Fortitude Defense and Will Defense against any effect requiring a Use the Force check.
Unwavering Resolve	Trained in Perception	Gain a +5 bonus to Will Defense against Deception and Persuasion checks.
Wary Defender	–	Gain a +2 bonus to Fortitude Defense and Will Defense while fighting defensively.

Grand Army of the Republic Training

You have received basic training from the Grand Army of the Republic and know how to turn even bulky armor into an asset.

Prerequisite: Proficient with armor worn.

Benefit: If you wear armor that provides an equipment bonus to your Fortitude Defense, you also apply the armor's equipment bonus to your Will Defense.

Gunnery Specialist

You are right at home in the gunner's seat and use heavy artillery to great effect.

Prerequisite: Base attack bonus +1.

Benefit: While you are the gunner of a vehicle, you are considered proficient with vehicle weapons. Additionally, once per encounter, you can reroll an attack roll made with a vehicle weapon, though you must keep the second result, even if it is worse. You can declare this reroll after you learn the result of the attack roll, but before damage is resolved.

Special: Taking this feat satisfies the prerequisites for the Starship Tactics feat (page 20 of *Starships of the Galaxy*); however, unless you are trained in the Pilot skill and have the Vehicular Combat feat, you may only take [gunner] maneuvers when you select starship maneuvers for Starship Tactics.

Jedi Familiarity

You have worked alongside Jedi or other Force-users and have developed an excellent rapport.

Benefit: Once per encounter, when you are targeted or affected by a Force power or Force talent originating from an ally, you gain one temporary Force Point, which must be spent before the end of the encounter or it goes away. If the Force power or Force talent damages you or moves you down the condition track, you do not gain the benefit of this feat.

Leader of Droids

You are experienced in leading droids, and you know how to direct them tactically.

Benefit: Whenever you provide a beneficial, mind-affecting effect to your allies, you may select from among these allies a number of droids equal to your Intelligence modifier (minimum 1). The droids you designate ignore their mind-affecting immunity with regards to this effect, provided they are willing to ignore this immunity.

Overwhelming Attack

You know how to get your attacks past enemy defenses, making sure they strike true.

Benefit: You must spend two swift actions in the same round to activate this feat. If your target attempts to use a talent, feat, or other ability to negate your attack (such as Block, Deflect, or Vehicular Combat), the target takes a –5 penalty to any attack rolls or skill checks it makes to negate the attack. This effect applies to the next attack you make before the end of the same round.

Pall of the Dark Side

You are adept at hiding yourself from Force-users, thanks to the haze of the dark side.

Prerequisite: Dark Side Score 1+.

Benefit: You can add one-half your Dark Side Score (minimum 1) to any Use the Force checks made to resist attempts to detect you with the Sense Force application of the Use the Force skill.

Separatist Military Training

You have received extensive training from the military of the Confederacy of Independent Systems and are familiar with its practices.

Benefit: While you are adjacent to at least one of your allies, gain a +1 circumstance bonus on any one attack roll you make on your turn.

Spray Shot

You can fire a short burst at an enemy while protecting nearby allies from errant shots.

Benefit: When you have a weapon set on autofire, you can reduce the area targeted by your autofire attack to 1 square.

Trench Warrior

You have experience fighting in the trenches, and you know how to use cover to your attack advantage.

Benefit: When you are adjacent to a wall or object that provides you with cover from your target's ranged attacks, you gain a +1 circumstance bonus on your attack rolls against that target.

Unstoppable Force

Your constant exposure to Force-users has taught you methods of physically resisting their effect on you in battle.

Benefit: You gain a +5 insight bonus to Fortitude Defense and Will Defense against any attack or effect requiring a Use the Force check.



Unwavering Resolve

You are not easily swayed by the words of others, and can see through deceptions thanks to your keen mind.

Prerequisite: Trained in Perception.

Benefit: You gain a +5 insight bonus to Will Defense against Deception and Persuasion checks.

Wary Defender

Even in the heat of battle you can bolster yourself against nearly anything that comes your way.

Benefit: When you use the fight defensively action (see page 152 of the Saga Edition core rulebook), you gain a +2 competence bonus to your Fortitude Defense and Will Defense until the beginning of your next turn.

Followers

Followers are nonheroic characters that act as your allies and agents during adventures. Unlike other NPC allies, followers are obtained through talents and augmented by abilities of your choosing. A player that selects follower-granting talents can choose the role, function, and abilities of those followers through further talent selection. Unlike a crime lord's minions, followers do not gain skills or feats as they advance in level, and many of their statistics are tied directly to the hero who spent talents and feats to gain them. However, followers go on adventures with you and provide assistance, both in combat and in noncombat encounters, and otherwise function as members of your party. Followers are considered your allies, as well as the allies of your party members.

In a Clone Wars campaign, followers give the heroes an opportunity to lead troops into battle, command a crack squad of Republic Commandos, control a group of mercenaries hired to do reconnaissance, or retain a retinue of guards fitting for a noble of stature. Though they serve the same functions as nonheroic allies, they are different in that their actions are typically under the direct control of one of the heroes. A Jedi hero might lead clone trooper followers into battle, while a noble might have a team of loyal protectors and decoys accompanying her as she travels the galaxy. These followers are not just mindless, faceless drones who obey the hero's every bidding, but they do represent the many background characters that assist heroes in one way or another throughout the *Star Wars* saga.

For an individual hero, the presence of followers represents a significant part of that character's development: leadership. When a hero takes a talent that grants followers, that hero has become a leader to a single follower or small group of NPCs. Gamemasters that allow heroes to take follower-granting talents should encourage these heroes to act as good leaders should, taking care of their followers, ensuring they are healthy and prepared, and watching out for their emotional and physical welfare.

Each individual Gamemaster can determine how much or how little time they devote to fleshing out the personalities and mannerisms of a hero's followers. For some, assigning a name to the follower is enough, but some Gamemasters might wish to flesh out the followers as thoroughly as they would major NPCs for a campaign. Gamemasters should also consult with their players to determine how much detail they would like for their followers. For example, a hero leading a squad of clone troopers as followers might not care about his followers' thoughts and motivations, and Gamemasters should be aware of how much attention their players want paid to followers' personality details.

Human Followers

Since Human species traits grant a bonus feat and a bonus trained skill, Human followers gain no species bonus from the standard follower generation system. Instead, Human followers can choose one item from any template (other than their own follower template) and apply that to the follower's statistics instead. For example, a Human follower with the aggressive template could choose to gain the bonus to Reflex Defense from the defensive follower template, or a Human utility follower could choose the +2 bonus to Constitution from the aggressive follower.

Follower Statistics

A follower's statistics are determined by your heroic level, so when you take a talent that grants you a follower, you need not worry about building a character completely from scratch. Similarly, as you gain levels, the follower's statistics improve, helping your followers stay active as your campaign progresses. When you gain a follower, you can build a full stat block for that follower by using the guidelines presented below.

Level: Your followers are considered to be the same level as your hero. Followers are considered nonheroic characters but gain none of the benefits of the nonheroic class (see page 277 of the Saga Edition core rulebook).

Species: When you receive a follower, you can select the follower's species, applying that species' traits to the statistics of the follower. Your followers never gain bonus feats from their species traits.

Initiative: Followers do not make Initiative checks. They act on the hero's turn, as the hero must spend actions to activate them.

Destiny and Force Points: Followers do not receive Destiny Points or Force Points, nor do they have destinies. Any effect that would give a follower a Force Point, use a follower's Force Point, or otherwise interact with the follower's Force Points and Destiny Points have no effect.

Dark Side Score: Followers have Dark Side Scores (though they begin with no score), which increase as they commit acts that would warrant an increase normally.

Languages: A follower speaks its native languages, plus it has at least one language in common with you (usually Basic).

Defenses: A follower has a Reflex Defense, Fortitude Defense, and Will Defense equal to 10 + the relevant ability score modifier + your heroic level. Some talents and effects allow you to increase these defenses, and the basic follower templates can also include bonuses for individual defenses. Any bonus to Reflex Defense from armor does not stack with the bonus from your heroic level. If the follower is wearing armor, use the higher of the two bonuses.

Hit Points: A follower has a number of hit points equal to 10 + your heroic level.

Damage Threshold: A follower's damage threshold is calculated as normal (see page 146 of the Saga Edition core rulebook).

Base Attack Bonus: A follower's template determines its base attack bonus. Aggressive followers use the soldier base attack progression (see page 51 of the Saga Edition core rulebook), while defensive and utility followers use the scoundrel base attack progression (see page 45 of the Saga Edition core rulebook).

Grapple: A follower's grapple bonus is calculated as normal (see page 153 of the Saga Edition core rulebook).

Ability Scores: A follower's ability scores are all equal to 10, except as noted under each template.

Talents and Feats: Followers do not gain talents or feats unless specified by the follower's template or talents taken by your hero. This means they do not gain bonus feats from their species, even if they normally would gain one. *Exception:* All followers gain the Weapon Proficiency (simple weapons) feat.

Skills: Followers do not gain trained skills, though their untrained skill modifiers are calculated as normal (one-half level + the relevant ability score modifier). Some templates and talents allow followers to become trained in certain skills. Followers do not gain bonus trained skills for having a high Intelligence.

Possessions: All followers have starting credits equal to the starting credits for your first class.

Droid Followers

Unlike the various alien species of the *Star Wars* universe, droids do not share a basic set of traits that can be used to quickly build a character. Heroes in a Clone Wars campaign with droid followers are likely to be members of the Confederacy (or at least working with the Separatists). Rather that restrict droid followers to a single model of droid, all droid followers use some of the same basic rules to cover their game mechanics, leaving the specifics of droid model and appearance up to the Gamemaster. The droids might be super battle droids, droid commandos, or IG-100 bodyguard droids depending on the needs and desires of the individual hero.

However, droid followers come with some pitfalls that nondroid followers do not. It is much easier to upgrade the combat capabilities of a droid follower simply by purchasing equipment for it, such as hardened systems or personal shields. Gamemasters should be careful when allowing PCs to take droid followers, as they can quickly become more powerful than their nondroid counterparts. Gamemasters must carefully consider the repercussions of giving heroes too free a hand in modifying their droid followers.

Use the following species traits when creating a droid follower:

Ability Scores: Droid followers may choose to apply a +2 bonus to any ability score of their choice (except Constitution).

Size: Droid followers should be Medium size. Gamemasters that wish to allow droid followers of different sizes can do so, but must make adjustments to statistics and locomotion speed based on the size of the follower.

Speed: Droid followers can begin with walking locomotion or tracked locomotion, each of which confers a speed of 6 squares.

Droid Traits: Droid followers have all of the droid traits and droid immunities. They follow all of the same rules as droids, as outlined on pages 187–188 of the Saga Edition core rulebook. All droid followers are considered to be fourth-degree droids, though Gamemasters are free to allow a different droid degree. Gamemasters should keep in mind, however, that droids of other degrees typically have limitations placed on the actions they can take (specifically with regards to combat).

Starting Equipment: Droid followers begin with a heuristic processor, 2 arm appendages, and a locomotion system. They gain normal starting credits as per the follower rules, but these credits must be spent on nondroid equipment or the following droid accessories: appendages, communications devices, internal storage, sensors, or translator units.

Follower Templates

When you gain a follower, you must choose one of three templates for your follower: the *aggressive follower*, the *defensive follower*, or the *utility follower*. These follower templates provide unique skills and other mechanical benefits for your followers that not only increase their usefulness but also prevent all your followers from having identical statistics (if you choose different templates for each follower).

When you gain a follower, choose one template and apply the mechanical modifications indicated in that template to the statistics of your follower. Once chosen, a follower's template cannot be changed.

The Aggressive Follower

Aggressive followers are focused on attacks and depleting enemy resources. They are somewhat tougher than other followers because they put themselves in harm's way more often and are more likely to attack an enemy target.

Defenses: An aggressive follower gains a +2 bonus to Fortitude Defense.

Base Attack Bonus: An aggressive follower uses the soldier class's base attack bonus progression (see page 51 of the Saga Edition core rulebook).

Ability Scores: An aggressive follower gains a +2 bonus to Strength or Constitution (your choice).

Trained Skills: Aggressive followers are trained in Endurance.

Feats: Aggressive followers gain the Weapon Proficiency (pistols) feat.

The Defensive Follower

Defensive followers specialize in protecting themselves from damage and, similarly, holding a defensive position. Defensive followers make excellent support fighters, laying down suppression fire or helping to hold a corridor against an invading force.

Defenses: A defensive follower gains a +2 bonus to Reflex Defense.

Base Attack Bonus: A defensive follower uses the scoundrel class's base attack bonus progression (see page 45 of the Saga Edition core rulebook).

Ability Scores: A defensive follower gains a +2 bonus to Dexterity or Wisdom (your choice).

Trained Skills: Defensive followers are trained in Endurance.

Feats: Defensive followers gain the Armor Proficiency (light) feat.

The Utility Follower

Utility followers are typically skilled in several areas, allowing them to contribute to a variety of situations where skill checks are called for. Utility followers might be demolitions experts, slicers, saboteurs, or any number of other professions that rely on skills to excel.

Defenses: A utility follower gains a +2 bonus to Will Defense.

Base Attack Bonus: A utility follower uses the scoundrel class's base attack bonus progression (see page 45 of the Saga Edition core rulebook).

Ability Scores: A utility follower gains a +2 bonus to Intelligence or Charisma (your choice).

Skills: Utility followers are trained in one skill of your choice (except Use the Force).

Feats: Utility followers gain either the Armor Proficiency (light) feat or the Weapon Proficiency (pistols) feat (your choice at time of follower creation).



Sample Follower: Gamma-383 "Trench"

The following stat block represents a sample follower for a level 7 soldier who has taken the Commanding Officer talent. Since the soldier is a member of the Republic, he decides that his follower is a special clone trooper assigned to follow his orders in preparation for life as a member of a commando squad. Wanting his follower to be more survivable, the hero chooses the defensive follower template. Since the clone trooper is Human, the soldier also decides that his follower should take the Weapon Proficiency (pistols) feat from the aggressive follower template's feats section. The clone trooper, designated Gamma-383 by the Grand Army of the Republic, is nicknamed "Trench" due to his penchant for hunkering down and holding a threatened position for long periods of time.

Gamma-383 "Trench" **CL 2**
Medium Human defensive follower 7
Init acts on hero's Initiative; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 19, Will 17
hp 17; **Threshold** 19

Speed 6 squares
Melee unarmed +5 (1d4)
Ranged blaster rifle +6 (3d8) or
Ranged blaster pistol +6 (3d6) or
Ranged frag grenade +6 (4d6)
Base Atk +5; **Grp** +5
Atk Options autofire (blaster rifle)

Abilities Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10
Special Qualities follower qualities
Feats Armor Proficiency (light, medium), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8
Possessions clone trooper armor, blaster rifle, blaster pistol, 2 frag grenades

Follower Actions

Unlike normal NPCs, followers have a limited array of actions that they can perform on any given round. They depend on you, the hero, to direct them.

Followers act on your initiative count and take actions based on the actions you choose to give them. Below is a summary of actions your followers can take (along with the action cost to you), both in character-scale combat and in vehicle and starship combat.

You must have line of sight to your follower or be in communications with your follower to be able to use any of the actions below. Other talents related to followers might have their own action or range requirements, as well.

Standard Actions

You can give up your standard action to let one of your followers take a standard action of its own. On any round in which an individual follower does not take a standard action (that is, if you do not grant that follower a standard action from the list below or from a talent-granted ability), that follower is considered to be fighting defensively as their standard action.

As a standard action, you can cause one of your followers to take one of the following actions:

Attack: The follower makes a melee or ranged attack against a legal target. Followers can use weapons set on different settings—such as autofire or stun—as normal.

Aid Another: The follower uses the aid another action as normal.

Charge: The follower makes a charge attack against a legal target.

Fight Defensively: The follower takes the fight defensively action as normal (it can still make attacks of opportunity).

Retrieve a Concealed Item: The follower retrieves an item concealed with the Stealth skill from his person.

Use Special Ability: If you have a talent that allows one of your followers to use a special ability as a standard action, it can do so.

Move Actions

As a move action, you can allow your followers to take one of the following actions:

Draw or Holster a Weapon: When you use a move action to draw or holster a weapon, each of your followers can do the same. You can also use the action to let one or more of your followers draw or holster a weapon, even if you do not.

Manipulate an Item: Each of your followers can pick up an item, load a weapon, open or close a door, or move a heavy object.

Move With You: When you take a move action to move, stand up, or withdraw, each of your followers can move up to their speed, stand up, or withdraw as normal. You can also use the action to let one or more of your followers perform these actions, even if you do not.

Swift Actions

As a swift action, you can allow your followers to take one of the following actions:

Activate an Item: When you use a swift action to activate an item, each of your followers can do the same. You can use the action to let one or more of your followers activate an item, even if you do not.

Drop an Item: When you use a swift action to drop an item, each of your followers can do the same. You can use the action to let one or more of your followers drop an item, even if you do not.

Fall Prone: When you use a swift action to fall prone, each of your followers can do the same. You can use the action to let one or more of your followers fall prone, even if you do not.

Recover: When you use three swift actions to recover in the same round or on consecutive rounds, each of your followers can do the same. You can use the actions to let one or more of your followers recover, even if you do not.

Switch Weapon Mode: When you use a swift action to switch weapon mode, each of your followers can do the same. You can use the action to let one or more of your followers switch weapon mode, even if you do not.

Sharing Actions

Players and Gamemasters may wonder why followers, unlike all other NPCs in the galaxy, do not have a full suite of actions each round. The primary reason is to prevent a single hero who takes the follower talents from gaining a longer turn than the other players, and also to keep the hero from unbalancing encounters due to the added firepower. Standard assumptions about round length and CL are affected by adding NPCs to the mix, and having each follower act in concert with its controller reduces the amount of extra work a Gamemaster must put into designing encounters. Therefore, each follower talent tree features at least one talent that allows the hero and the follower to act in concert.

In terms of an in-universe explanation for this discrepancy, a hero needs to direct his followers, and doing so requires more than just shouting orders; he needs to assess the situation, determine the best course of action, and effectively communicate instructions to his followers. When your turn comes up and your followers take no actions, they aren't just sitting there idle—they are taking cover, assessing the situation, and preparing to execute the plans you set forth for them.

Full-Round Actions

As a full-round action, you can allow your followers to take the following action:

Run: When you take a full-round action to run, each of your followers can run up to their normal run speed. You can also use the action to let one or more of your followers perform this action, even if you do not.

Followers in Vehicles

Followers can pilot or act as gunners in vehicles just like any other NPC ally. However, they operate under the same action restrictions as they do in character-scale combat. A follower can take on any role on a starship, including pilot, but the follower must abide by the same restrictions of that role that any other character would have. For example, follower pilots must still spend a move action piloting their ships.

Standard Actions

You can give up your standard actions to let one of your followers take a standard action of its own. On any round in which an individual follower in the pilot's role does not take a standard action (that is, if you do not grant that follower a standard action from the list below or from a talent-granted ability), that follower is considered to be fighting defensively as their standard action, though normal penalties to the attacks of gunners still apply.

As a standard action, you can cause one of your followers to take one of the following actions:

Attack: The follower makes a melee or ranged attack against a legal target, including an attack with a vehicle weapon.

Aid Another: The follower uses the aid another action as normal. The normal rules for the aid another vehicle action still apply.

Attack Run: The follower can make an attack run against a legal target, provided that follower is the pilot of the vehicle. Followers acting as gunners cannot coordinate their attacks with this attack run, since they require a standard action to ready or make attacks.

Dogfight: The follower initiates or participates in a dogfight. When engaged in a dogfight, your follower can attack or disengage as normal. Follow all the normal rules for dogfighting. Followers can initiate a dogfight as an attack of opportunity as normal, but this counts as your one attack of opportunity for the round (see "Attacks of Opportunity" below).

Fight Defensively: The follower takes the fight defensively action as normal; it can still make attacks of opportunity. Your follower must be the pilot of the vehicle to take this action.

Use Special Ability: If you have a talent that allows one of your followers to use a special ability as a standard action, the follower can do so.

Move Actions

As a move action, you can cause your followers to take one of the following actions:

Move Vehicle With You: When you take a move action to move your vehicle, each of your followers can move a vehicle they pilot up to their vehicle's speed. You can also use the action to let one or more of your followers perform this action, even if you do not.

Swift Actions

As a swift action, you can allow your followers to take one of the following actions:

Full Stop: When you take a swift action to bring a vehicle to a full stop, one or more of your followers piloting a vehicle can take the full stop action as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Increase Vehicle Speed: When you take a swift action to increase vehicle speed, one or more of your followers piloting a vehicle can take the increase vehicle speed action as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Raise or Lower Shields: When you take a swift action to raise or lower shields, one or more of your followers acting as system operator can raise or lower shields on their vehicles as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Recharge Shields: When you spend 3 swift actions in the same round or on consecutive rounds to recharge shields, you can also let one or more of your followers acting as system operator make a DC 20 Mechanics check to increase their vehicles' shield rating by 5, up to the vehicle's normal maximum. You can also use the action to let one or more of your followers perform this action, even if you do not.

Reroute Power: Whenever you spend 3 swift actions in the same round or on consecutive rounds to reroute power, you can also let one or more of your followers acting as engineer make a DC 20 Mechanics check to move their vehicles +1 step on the condition track. You can also use the action to let one or more of your followers perform this action, even if you do not.

Full-Round Actions

As a full-round action, you can allow your followers to take the following action:

All-Out Movement: When you take a full-round action to move your vehicle using the all-out movement action, each of your followers can take the all-out movement action for vehicles they pilot as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Attacks of Opportunity

Like a normal hero, followers that threaten can make attacks of opportunity as normal. However, any attack of opportunity made by a follower counts as an attack of opportunity made by you.

Equipping a Follower

Followers gain starting credits and can use those credits to purchase equipment. A hero can provide equipment to his followers, though their limited number of armor and weapon proficiencies keeps followers from becoming walking arsenals. Followers must abide by the normal rules for carrying capacity and encumbrance, though they are otherwise unrestricted in the kinds or amounts of equipment they can use.

Follower Death

When a follower is reduced to 0 hit points by an attack that exceeds its damage threshold, it dies. However, you can spend a Force Point to prevent the follower from dying just as you would prevent yourself from dying from a similar wound. An attack that reduces a follower to 0 hit points but does not exceed the follower's damage threshold causes the follower to go unconscious (apply the normal rules for unconsciousness, death, and dying).

If a follower dies, you do not lose the benefits of the talent that granted you the follower. You can recruit another follower to replace a dead one, abiding by the normal rules for gaining a follower at that point. Recruiting a new follower usually requires 8 hours of searching and recruitment, though Gamemasters can shorten or lengthen this amount of time based on the circumstances. However, Gamemasters should be careful not to delay this recruitment for too long, because until the hero gains a replacement follower, that hero is at a disadvantage.

Followers and Dark Side Scores

A good leader is responsible for the actions of those who follow him, and when it comes to the lure of the dark side, heroes with followers are no exceptions. If you command one of your followers to commit an act that would normally increase one's Dark Side Score, you increase the Dark Side Score of both you and your follower. If a follower's Dark Side Score equals its Wisdom score, it becomes an NPC under Gamemaster control (as any hero normally would), but you can recruit a new follower as though yours had died.



Chapter III
Prestige Classes



Prestige classes offer more options for heroes and GM characters than what would normally be available to them. They allow characters to specialize in particular areas, and they sometimes allow characters to be more powerful.

A character cannot start as a member of a prestige class. Abilities gained from prestige classes can be granted only by meeting the stated requirements, which usually require the character to be at least mid level. Additionally, the prestige class might also have requirements that are not related to the rules but must be met in game, such as having membership in a particular organization.

Prestige classes are strictly optional, and their use is subject to the discretion of the GM. In some cases, the prestige classes presented might be more appropriate for GM characters and might be considered off-limits to heroic characters. You should consult your GM before steering your character toward a particular prestige class.

New Talents

The following new talents have proven useful to those characters in a Clone Wars campaign.

Ace Pilot Talent

The following new talent is intended for use with the Ace Pilot prestige class (see page 206 of the Saga Edition core rulebook).

New Expert Pilot Talent

The following talent expands the Expert Pilot talent tree (see page 207 of the Saga Edition core rulebook).

Renowned Pilot: Your reputation as a skilled pilot precedes you and bolsters the resolve of your allies. All allies within 6 squares of a vehicle you pilot can reroll one Pilot check, keeping the better result. Once an ally has used this ability, that same ally cannot gain this talent's benefit during the same encounter.

Elite Trooper Talents

The following new talent trees are intended for use with the Elite Trooper prestige class (see page 211 of the Saga Edition core rulebook).

Melee Specialist Talent Tree

Your skill with hand-to-hand combat is unmatched, and you can wield melee weapons with lethal accuracy and power.

Accurate Blow: Choose one exotic melee weapon or one of the following weapon groups in which you are proficient: advanced melee weapons, lightsabers, or simple weapons. When you make a melee attack with a weapon from the chosen group and the attack roll exceeds the target's Reflex Defense by 5 or more, you deal +1 die of damage with the attack.

Close-Quarters Fighter: Whenever you occupy the same square as your target or are adjacent to your target, you gain a +1 circumstance bonus to your melee attack rolls against that target.

Ignore Armor: Once per encounter, when you make a melee attack, you can ignore any armor or equipment bonuses granted by your target's armor.

Improved Stunning Strike: When you damage an opponent with a melee attack that moves the target down the condition track, the target cannot take any action requiring a standard or full-round action on its next turn.

Prerequisite: Stunning Strike.

Whirling Death: You twirl your weapon around you in a blur, creating a circle of death around you. Any enemy target that begins its turn adjacent to you takes damage equal to your Strength bonus. You must be wielding a melee weapon to use this talent.

Prerequisites: Melee Smash, Unrelenting Assault.

Republic Commando Talent Tree

You have demonstrated that you are a highly skilled and capable soldier for the Republic and work well in a commando squad.

Ambush: When you successfully hit an opponent that has not yet acted in combat, you deal +2 dice of damage with the attack.

Higher Yield: Once per encounter, you can choose to deal +1 die of damage with a single grenade or other explosive.

Prerequisite: Trained in the Demolitions skill.



REPUBLIC COMMANDOS ATTACK A HOMING SPIDER DROID.

Rapid Reload: You can retrieve a stored energy cell and reload your weapon as a single swift action.

Shoulder to Shoulder: Whenever you begin your turn adjacent to an ally, you gain a number of bonus hit points equal to your heroic level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from various sources do not stack.

Strength in Numbers: If you are within 10 squares of an ally, you can add +2 to your DR.

Weapon Shift: If you use a ranged weapon as a melee weapon (as with the Gun Club talent), you gain a +2 bonus to melee attack rolls with that weapon.

Prerequisite: Gun Club.

Force Adept Talents

The following new talents are intended for use with the Force Adept prestige class (see page 212 of the Saga Edition core rulebook).

New Force Item Talents

The following talents expand the Force Item talent tree (see page 214 of the Saga Edition core rulebook).

Focused Force Talisman: When you create a Force talisman (see page 214 of the Saga Edition core rulebook), you can select a single Force power from your Force suite. Whenever you are wearing this talisman and activate the selected Force power, you can spend a Force Point to immediately regain that spent power, adding it to your Force suite.

Prerequisite: Force Talisman.

Greater Focused Force Talisman: As Focused Force Talisman (see above), except that a Force Point spent to immediately recover the selected power does not count against the "one per turn" restriction on spending Force Points.

Prerequisites: Force Talisman, Focused Force Talisman.

"SOME PEOPLE SAY THAT IN ORDER TO ACHIEVE MAXIMUM COMBAT EFFECTIVENESS, THEY NEED TO GET INTO THE ZONE. SIR, I LIVE IN THE ZONE."

-CLONE COMMANDO RC-1207 "SEV"

Gunslinger Talent

The following new talent is intended for use with the Gunslinger prestige class (see page 216 of the Saga Edition core rulebook).

New Gunslinger Talents

The following talent expands the Gunslinger talent tree (see page 216 of the Saga Edition core rulebook).

Blind Shot: You ignore the penalties on your ranged attack rolls when a target has concealment or total concealment.

Jedi Knight Talents

The following new talents and talent trees are intended for use with the Jedi Knight prestige class (see page 217 of the Saga Edition core rulebook).

Jedi Archivist Talent Tree

You have dedicated your life as a Jedi to preserving knowledge and applying it in times when it is needed.

Direct: As a standard action, you can return one spent Force power to the Force suite of any ally within 6 squares of you and in your line of sight. The Force power must have been spent by the ally you designate.

Impart Knowledge: You can aid another on the Knowledge checks of any ally within 6 squares of you as a reaction for Knowledge skills you are trained in.

Prerequisite: Skilled Advisor.

Insight of the Force: You can make a Use the Force check in place of a Knowledge check for any Knowledge skill you are not trained in. You are considered trained in that Knowledge skill for the purposes of using this talent. If you are entitled to a Knowledge check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Master Advisor: When you use the Skilled Advisor talent (see page 40 of the Saga Edition core rulebook), the ally you aid gains one temporary Force Point at the end of her next turn. If the Force Point is not spent before the end of the encounter, it is lost.

Prerequisite: Skilled Advisor.

Scholarly Knowledge: As a swift action, you can reroll a Knowledge check and keep the better of the two results. This can be used with any Knowledge skill you are trained in.

Jedi Healer Talent Tree

You have focused your natural ability with the Force to heal the sick and injured.

Force Treatment: You can make a Use the Force check in the place of a Treat Injury check. You are considered trained in the Treat Injury skill. If you are entitled to a Treat Injury check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Healing Boost: When healing somebody through *vital transfer*, the amount of damage healed increases by 1 point per your class level.

Prerequisite: Vital transfer.

Improved Healing Boost: When healing somebody through *vital transfer*, the amount of damage healed increases by 2 points per your class level.

Prerequisites: Healing Boost, *vital transfer.*

Soothe: When using *vital transfer* to heal somebody, you can move the target +1 step on the condition track instead of healing damage. When doing so, you move –1 step on the condition track in exchange.

Prerequisite: Vital transfer.



The Mon Calamari Jedi healer Nahdar Vebb

Officer Talents

The following new talents are intended for use with the officer prestige class (see page 20 of the Saga Edition core rulebook).

New Military Tactics Talents

The following new talents expand the Military Tactics talent tree (see page 221 of the Saga Edition core rulebook).

Exploit Weakness: When you use the Assault Tactics talent (see page 221 of the Saga Edition core rulebook) on an enemy, the target takes a cumulative –1 penalty to Reflex Defense each time it is damaged by one of your allies (maximum –5). This penalty applies until the end of your next turn.

Prerequisite: Assault Tactics.

Grand Leader: As a swift action, once per encounter, you can grant bonus hit points equal to 5 + one-half your character level to all allies within 20 squares of you and in your line of sight. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.

Uncanny Defense: Once per day, you can add one-half your officer class level to all your defenses for one round. You must declare that you are using this talent at the beginning of your turn. The benefits last until the beginning of your next turn.

Prestige Classes

The following new prestige classes are available during the Rise of the Empire era, particularly during the Clone Wars.

Table 3-1: Prestige Classes

Prestige Class	Basic Description
Droid commander	Leader specializing in droid troops
Military engineer	Tech specialist focusing on military hardware
Vanguard	Advanced scout who pinpoints enemy forces

Droid Commander

All armies need an established hierarchy to ensure that objectives are achieved successfully. Even battle droids, with their network connection to a central command computer, must sometimes have specific movements dictated to them by a separate droid designated as a field commander. The droid commander, through the course of its career as a soldier for its organization, proves itself through its actions and is promoted to lead others of its kind to support the unit's mission and the organization's cause.

Droid commanders are easy to spot on the battlefield. They bear command colors and are positioned within the ranks to receive maximum protection from the enemy. Although they might be easy to find, they are rarely easy to eliminate. Because these droids are prized by their superiors, they are augmented and improved to increase the likelihood of their survival and continued service to their masters. Better weapons, armor, and equipment in addition to upgraded systems make the droid commander a formidable foe on its own. Its ability to effectively lead troops on the battlefield make the droid commander and its squad a force to be reckoned with.

Table 3-2: The Droid Commander

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Networked mind (1 droid ally)
3rd	+3	Talent
4th	+4	Networked mind (2 droid allies)
5th	+5	Talent
6th	+6	Networked mind (3 droid allies)
7th	+7	Talent
8th	+8	Networked mind (4 droid allies)
9th	+9	Talent
10th	+10	Networked mind (5 droid allies)

Examples of Droid Commanders in *Star Wars*

OLR-4, OOM-9, OOM-14.

Requirements

To qualify to become a droid commander, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Knowledge (tactics), Use Computer.

Talents: At least one talent from the Leadership talent tree (see page 44 of the Saga Edition core rulebook) or the Commando talent tree (see page 52 of the Saga Edition core rulebook).

Special: Droids only.



Game Rule Information

Droid commanders have the following game statistics.

Hit Points

At each level, droid commanders gain 1d10 hit points.

Force Points

Droid commanders gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the droid commander prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense, Fortitude Defense, and Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the droid commander selects a talent. The talent can be selected from the Droid Commander talent tree (presented below), the Inspiration talent tree (see page 43 of the Saga Edition core rulebook), or the Leadership talent tree (see page 44 of the Saga Edition core rulebook). The droid commander must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DROID COMMANDER TALENT TREE

You have learned the quirks and intricacies of commanding droids, and you can get the most out of even the least sophisticated basic programming.

Automated Strike: As a swift action, you can make a DC 15 Knowledge (tactics) check. If successful, all droid allies able to hear and understand you gain the benefits of the Double Attack feat for one weapon group with which you are proficient until the end of your next turn.

Prerequisite: Double Attack with the chosen weapon.

Droid Defense: As a standard action, you can transmit tactical information to all droid allies that can hear and understand you, granting them a bonus equal to your Intelligence modifier to one of their defenses (your choice) until the beginning of your next turn.

Droid Mettle: As a swift action once per turn, you can designate a single droid ally within your line of sight. That droid ally gains bonus hit points equal to 10 + your class level.

Prerequisites: Droid Defense.

Expanded Sensors: If you or any of your droid allies has line of sight to and is aware of a target, all droid allies that can hear and understand you are also considered to have line of sight (but not necessarily line of effect) to that target.

Inspire Competence: As a swift action once per turn, you can grant one droid ally within your line of sight a competence bonus on its next attack roll made before the start of your next turn equal to half your class level. Additionally, any droid designated as the target of your Networked Mind class feature is considered to have a heuristic processor whenever it is beneficial, even if it does not actually have a heuristic processor.

Prerequisite: Expanded Sensors.

Maintain Focus: As a swift action once per turn, you can grant all droid allies within your line of sight the ability to take the Recover action as two swift actions (instead of as three swift actions) until the start of your next turn.

Overclocked Troops: You push the limits of the droids under your command. You can spend a swift action once per turn to allow each of your networked allies (see the Networked Mind class feature below) to immediately move up to their speed.

Prerequisite: Droid Defense.

Reinforced Commands: When you use an ability that grants a droid ally a morale or insight bonus, increase the value of that bonus by 1.

Prerequisite: Droid Defense.

Networked Mind

You can designate a number of your droid allies equal to one-half your class level as being networked with you. A networked droid ally can receive beneficial mind-affecting effects from you. Once you designate a droid ally as the recipient of this benefit, you cannot change the droid beneficiary until after the end of the encounter, and designating a droid to benefit from this class feature is a free action. Additionally, you are considered to have line of sight to a networked droid ally as long as both you and the ally have an active comlink (if the comlinks are subject to communications jamming, you lose this benefit).

Military Engineer

The platoon's transport has broken down. The radio is not working. Two of the soldiers' rifles have jammed. The enemy is closing in. Who is going to fix everything in time? This is when the military engineer steps in. The military engineer is a tech specialist who focuses her energy on making repairs in the field and keeping the group's hardware running until they make it back to base.

Although the military engineer is likely to be part of a combat unit, she feels more comfortable with tools in her hands while lying under a vehicle or digging through a droid's internal components than firing a blaster. Her skills are honed so that she can rapidly perform repairs and adjustments during highly stressful situations—even while under fire. In fact, military engineers thrive on stress and look for such opportunities.

The military engineer can be deployed virtually anywhere within the military organization, but is often found near the front lines as part of a squad requiring technical support.

Table 3-3: The Military Engineer

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Field-created weapon +1
3rd	+2	Talent
4th	+3	Field-created weapon +2
5th	+3	Talent
6th	+4	Field-created weapon +3
7th	+5	Talent
8th	+6	Field-created weapon +4
9th	+6	Talent
10th	+7	Field-created weapon +5

Examples of Military Engineers in *Star Wars*

Bao-Dur, Raith Sienar, Wat Tambor

Requirements

To qualify to become a military engineer, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Trained Skills: Mechanics, Use Computer.

Game Rule Information

Military engineers have the following game statistics.

Hit Points

At each level, military engineers gain 1d8 hit points + their Constitution modifier.

Force Points

Military engineers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the military engineer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defenses.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Military Engineer talent tree (presented below) or the Outlaw Tech talent tree (see page 16 of *Starships of the Galaxy*). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

MILITARY ENGINEER TALENT TREE

You have become skilled at using and manipulating technology on the battlefield. In fact, your fellow soldiers rely on your technical expertise in the heat of battle.

Breach Cover: When you fire or throw a weapon with a burst or splash radius at a target with cover, you ignore that cover.

Breaching Explosive: You ignore the damage threshold of doors and walls when using mines and fixed (non-grenade) explosives.

Droid Expert: When you repair a droid, you repair 1 additional hit point for each point by which your Mechanics check beats the base DC of 20.

Prerequisite: Repairs on the Fly.

Prepared Explosive: When you use a mine or other fixed (non-grenade) explosive, you can choose to have the blast radius of the explosive become difficult terrain after the explosive has detonated. Alternately, if you plant a mine or fixed explosive in an area of difficult terrain, you can have the explosive deal no damage and instead turn the difficult terrain into normal terrain.

Problem Solver: As a swift action once per turn, you can designate a single vehicle within your line of sight whose pilot can hear and understand you. That pilot's vehicle ignores difficult terrain until the start of your next turn, and the pilot gains a +5 insight bonus on all Pilot checks made to avoid hazards and collisions until the start of your next turn.

Quick Modifications: When you create a field-created weapon (as per the class feature), you can choose one weapon modification from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) to apply to the created weapon at the time of creation.

Prerequisites: Repairs on the Fly, Tech Specialist feat.

Repairs on the Fly: You can use the Repair application of the Mechanics skill to repair a droid or object as a standard action. You can gain the benefits of this talent only once per day per droid, object, or vehicle repaired.



Sabotage Device: As a swift action, you can sabotage any object or weapon that is powered by an energy cell so that it becomes a grenade. The object or weapon is then considered to be a fragmentation grenade in all ways, but it can be turned back into its original form with another swift action.

Tech Savant: As a standard action, you can increase the speed of one adjacent droid or vehicle you occupy by 1 square (applied to any method of locomotion) until the end of your next turn.

Prerequisite: Trained in the Knowledge (technology) skill.

Vehicular Boost: As a standard action, you can make a DC 15 Mechanics check to grant one vehicle you occupy a number of bonus hit points equal to 5 × your class level. Damage is subtracted from the bonus his points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.

Field-Created Weapon

You are able to scavenge parts from other technological objects and use them to build a limited-use personal-sized weapon. The item you create has only a limited life span, and the parts used to build it are rendered useless afterward.

As a standard action, you make a Mechanics check (DC 20) to create a melee or ranged weapon of your choice. The base value of the weapon can be no more than 600 credits × your class level. Additionally, the weapon grants you (and only you) an equipment bonus on attack rolls equal to one-half your class level. You can use this ability only once per encounter, and at the end of the encounter the weapon is destroyed. If the weapon requires an energy cell to operate, you create one (at no additional cost) for the weapon at the time you create the weapon. You may only create weapons you are proficient with.

Vanguard

Fighting an effective war and taking out the enemy is necessary if your army is to live to fight another day. But you must find the enemy first, and those sensor results can be a little deceptive at times. Send out the vanguard to track them down.

The vanguard, simply put, is an advance scout who specializes in locating the enemy and relaying its position to his allies. With the stealth and sharp senses required to achieve his goal, he specializes in locating and observing the enemy's movements, all the while obscuring his presence from them. If the situation arises, he might try to take a few of the enemy down before retreating back to friendly territory, but his primary purpose is to serve as his group's eyes and ears.

Vanguards are typically attached to military units near the front lines. They operate best in small groups as individuals. In either case, the vanguard excels at sneaking in close to hostile forces, stealing away the knowledge of their location, and watching them fall to the might of his allies.

Table 3-4: The Vanguard

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Surprise attack +1
3rd	+3	Talent
4th	+4	Surprise attack +2
5th	+5	Talent
6th	+6	Surprise attack +3
7th	+7	Talent
8th	+8	Surprise attack +4
9th	+9	Talent
10th	+10	Surprise attack +5

Examples of Vanguards in *Star Wars*

91st Reconnaissance Corps clone troopers, Aleenan scouts, Antarian Rangers, Neyo (CC-826), Rebel Plex Troopers.

Requirements

To qualify to become a vanguard, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Perception, Stealth.

Talents: Any two talents from the Camouflage talent tree (see page 49 of the Saga Edition core rulebook) or the Commando talent tree (see page 52 of the Saga Edition core rulebook).

Game Rule Information

Vanguards have the following game statistics.

Hit Points

At each level, vanguards gain 1d10 hit points + their Constitution modifier.

Force Points

Vanguards gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Vanguard prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Fortitude Defense and a +2 class bonus to your Reflex Defense.



Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness talent tree (see page 49 of the Saga Edition core rulebook), the Survivor talent tree (see page 50 of the Saga Edition core rulebook), or the Vanguard talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

VANGUARD TALENT TREE

As an expert in the art of scouting enemy formations, you are a valuable asset to any military force. Your ability to see what lies ahead on the battlefield is uncanny.

Enhanced Vision: When actively looking for hidden enemies, you can make a Perception check as a swift action instead of a standard action.

Impenetrable Cover: Whenever you have cover against a target, you gain DR equal to your class level against that target until the start of your next turn, provided you still have cover from the target at the time the attack is made.

Prerequisites: Maximize Cover.

Invisible Attacker: If your target is unaware of you, your ranged attacks deal +1 die of damage against that target.

Prerequisite: Maximize Cover.

Mark the Target: Whenever you damage a target with a non-area ranged attack, you may designate one ally within your line of sight as a swift action. Your target is considered flat-footed against that ally's first attack made before the start of your next turn.

Maximize Cover: When an opponent uses the aim action to negate your cover, you can make a Stealth check opposed by the attacker's Initiative check. If successful, you retain your cover bonus.

Shellshock: Whenever you damage a target that is unaware of you with an area attack, that target is considered flat-footed until the start of your next turn.

Prerequisite: Soften the Target.

Soften the Target: Whenever you damage a target with a ranged attack, you may designate one ally within your line of sight as a swift action. The ally you designate ignores the target's damage reduction and SR (if any) until the start of your next turn.

Triangulate: If you and at least one other ally have line of sight to and are aware of a target, you and allies that can hear and understand you can reroll one ranged attack roll against that target, accepting the second result even if it is worse. You and your allies can only gain the benefit of this talent once per encounter.

Prerequisite: Enhanced Vision.

Surprise Attack

Whenever you attack a target that is unaware of you or otherwise denied its Dexterity bonus to Reflex Defense, you gain a bonus on your first attack roll in a round against that target equal to one-half your class level.


Chapter IV
The Force



The field of energy created by all living things gives all Force-users their power. According to Jedi belief, which side of the Force is used depends largely upon the person's emotional state of mind when the Force is tapped. Being calm and at peace allows the light side to flow through your being, while anger, hatred, and thoughts of destruction bring forth the dark side of the Force.

Most beings have never seen a Force-user, let alone met one. Accounts of their deeds stretch far and wide, though, and people form their own opinions about the Force. As Jedi take prominent positions in the Grand Army of the Republic, news of their exploits reaches more ears, and their actions are witnessed firsthand by those following the war, giving the galaxy a better idea of what the Force can do.

This chapter presents new Force powers, secrets, talents, and techniques that are specifically used during this era. Some of these powers might be available to other Force-users in other eras at the Gamemaster's discretion. This chapter also presents other Force-using traditions that are active during this time. Although some of them are isolated to certain planets or galactic regions, they can be highly influential in those areas.

The Force during the Clone Wars

The Clone Wars represent not only a conflict between the Republic and the Confederacy of Independent Systems but also the beginning of a dark period in which the Jedi begin to lose prominence in the galaxy. With their numbers dwindling and most of the galaxy's resources devoted to the war, some Jedi become desperate and resort to tactics they would not normally consider in a time of peace—including unintentionally tapping into the dark side of the Force through fear or aggression.

In the heat of battle, giving in to feelings of hatred and aggressive behavior can be tempting. As younger, less experienced Jedi are promoted and take command of the Republic's clone troopers, tempers flare, fear of death or failure consumes, and those Jedi—once promising Knights—fall to the dark side before they know it. Even though they fight against droids and do not have to worry about any repercussions for using the Force against living targets, their feelings at the time they draw upon the Force can drive even the best of the Jedi over the edge into darkness.

Some Jedi, despite the temptation, manage to adhere to their beliefs and remain clean of the dark side's influence. These Jedi stay level-headed even during the most chaotic times of battle and effectively lead their troops to victory. These are the Jedi who earn the respect of their troops as well as the respect of the Jedi Council and the rest of the Order.

Although the Jedi must struggle with the temptation of the dark side during the war, other Force-users who do not rely solely on the light side of the Force—such as the Jensaarai or the Korunnai—are not affected so much by their feelings during combat and might inadvertently take a Dark Side Point in the midst of battle. Typically, these users of the Force have rituals that help them cope with and accept a brush with the dark side, or they have practices that help cleanse them of its influence.

Force Powers

The following Force powers are available to any character with the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers expand the range of powers available to the Jedi and other Force-using traditions.

Telekinetic Powers: Force powers with the *[telekinetic]* descriptor are added to the list of powers affected by talents such as Telekinetic Power and Telekinetic Savant (see page 100 of the Saga Edition core rulebook).

Cloak

You can bend light around your body, rendering yourself invisible to anyone looking in your direction. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You are considered to have total concealment against all targets until the beginning of your next turn.

DC 20: As DC 15, and you gain a +2 Force bonus to Stealth checks until the beginning of your next turn.

DC 25: As DC 15, except you gain a +3 Force bonus to Stealth checks until the beginning of your next turn.

DC 30: As DC 15, except you gain a +5 Force bonus to Stealth checks until the beginning of your next turn.

Special: You can maintain the *cloak* power from round to round, extending the normal duration. Maintaining the *cloak* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.

You can spend a Force Point to increase the bonus to your Stealth checks by 5.

Levitate [Telekinetic]

You can float up or down without anything or anyone to assist you. **Time:** Move action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You gain a fly speed of 2 squares but can only move vertically. You may move up to your fly speed as part of this action, and if you end this movement adjacent to a horizontal surface, you can move 1 square onto that surface as a free action. At the start of your next turn, if you are not standing or holding onto a solid surface, you fall to the ground.

DC 20: As DC 15, except the fly speed increases to 4 squares.

DC 25: As DC 15, except the fly speed increases to 6 squares.

Special: You can spend a Force Point as a reaction to activate this power when falling. You can reduce your fall distance by a number of squares equal to the fly speed provided by this power. If you reduce the fall distance to 0 squares, you land safely on your feet.

You can maintain the *levitate* power from round to round, extending the normal duration. Maintaining *levitate* is a move action, and whenever you maintain this power you can move vertically up to your fly speed. If you take damage while maintaining *levitate*, you must succeed on a Use the Force check (DC 15 + damage taken) to continue maintaining the power. If you fail this Use the Force check, you immediately fall.



Obi-Wan Kenobi issues orders from atop a Kappa-class shuttle.

Malacia [Light Side]

You create dizziness and nausea by disrupting your enemy's equilibrium. **Time:** Standard action. **Target:** One living creature within 6 squares of you and in your line of sight.

Make a Use the Force check. Compare the result to your target's Fortitude Defense. If your check equals or exceeds the target's Fortitude Defense, the target moves –1 step down the condition track. Additionally, until the end of its next turn, the target takes a –5 penalty to its damage threshold.

Special: You can spend a Force Point to increase the penalty to damage threshold to –10.

You can maintain the *malacia* power from round to round, extending the duration of the damage threshold penalty. Maintaining the *malacia* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *malacia*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.

Morichro

You slow the vital functions of a target, causing her to slip into a deep sleep or even die. **Time:** Standard action. **Target:** One living creature you have grabbed or grappled.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If you succeed, the target moves –1 step down the condition track. Each round you maintain this power, if your Use the Force check exceeds the target's Fortitude Defense, the target moves another step down the condition track. If you move a target to the bottom of the condition track with this power, you can choose to kill the target or place it into a Force trance even if it is unwilling (see page 28). Additionally, if you use this power on an already unconscious target, you can consider the target willing for the purposes of placing them in a Force trance.

Special: You can maintain the *morichro* power from round to round, extending the normal duration. Maintaining this power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *morichro*, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power. If the target escapes your grab or the grab ends for any reason, you cannot maintain this power on your next turn.

Phase

You can pass through solid objects, such as walls and doors. **Time:** Move action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 25: You gain a phasing speed of 2 squares; your phasing speed can never exceed your own base speed. When moving using your phasing speed, you can move through the spaces of your enemies, as well as through walls, vehicles, large objects, and other obstructions but must end your movement in a legal, unoccupied space. You retain this phasing speed until the beginning of your next turn. You may move up to your phasing speed as a part of the activation of this power.

DC 30: As DC 25, except your phasing speed is 4 squares.

DC 35: As DC 25, except your phasing speed is 6 squares.

DC 40: As DC 25, except your phasing speed is 8 squares.

Special: You can spend a Force Point to increase your phasing speed by 2 squares. You can maintain the *phase* power from round to round, extending the normal duration. Maintaining this power is a move action, and whenever you maintain the *phase* power you can move up to your phasing speed. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.



The Dark Woman uses her Phase power to get the jump on a combat tri-droid.

Rend [Dark Side]

You can move a single target, whether it is a creature or object, in two different directions simultaneously. **Time:** Standard action. **Target:** One target in your line of sight and within 6 squares of you.

Make a Use the Force check. Compare the result with the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes 3d6 damage. If your Use the Force check is a natural 20, you score the equivalent of a critical hit, and the target takes double damage. If you deal enough damage to reduce the target to 0 hit points, you rip the target into two separate parts (living creatures are automatically killed).

Special: If your Use the Force check succeeds, you can spend a Force Point to deal an additional 2d6 damage to the target.

Shatterpoint

You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 25: If your next attack made before the end of the encounter hits, treat the target's damage threshold against the attack as though it is 5 points lower than normal.

DC 30: As DC 25, except treat the target's damage threshold as though it is 10 points lower than normal.

DC 35: As DC 25, except treat the target's damage threshold as though it is 15 points lower than normal.

DC 40: As DC 25, except treat the target's damage threshold as though it is 20 points lower than normal.

Special: You can spend a Force Point to ignore the target's DR in addition to gaining the normal effect of this power.

Technometry

You can tap into and read technological devices and, in some cases, control them. **Time:** Standard action. **Target:** One droid or electronic device touched.

Make a Use the Force check. Compare the result to the target's Will Defense. If the check equals or exceeds the target's Will Defense, you discover one piece of information contained within the target's memory as determined by the Access Information table under the Use Computer skill description (see page 75 of the Saga Edition core rulebook). For every 5 points that you exceed the target's Will Defense, you can learn one additional piece of information.

Alternatively, if you target a droid and succeed at your Use the Force check, you may choose one of the following effects and apply it to the targeted droid:

- The droid's senses are jammed, allowing you to make Stealth checks against the droid until the end of your next turn, even though it is aware of you.
- The droid is denied its Dexterity bonus to Reflex Defense against your next attack made before the end of your next turn.
- On its next two turns, the droid does nothing except flee from you at top speed.

Special: You can spend a Force Point to learn two more pieces of information or extend one of the droid-specific effects of this power by an additional round.



Quinlan Vos uses psychometry on a sniper droid's rifle.

Force Talents

Force talents work just like talents found elsewhere in this book and in the Saga Edition core rulebook. However, they are available only to characters with the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). Any time a character with the Force Sensitivity feat can select a talent, he or she can select one from any of the talent trees presented below. If the character is also a member of a Force-using tradition, he or she can also select from that tradition's specific Force talent tree.

NEW ALTER TALENT

The following new talent expands the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Aversion: As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.

This is a mind-affecting effect.

NEW CONTROL TALENT

The following new talent expands the Control talent tree (see page 101 of the Saga Edition core rulebook).

The Will To Resist: Once per turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a –5 penalty on all Use the Force checks.

NEW DARK SIDE TALENT

The following new talent expands the Dark Side talent tree (see page 101 of the Saga Edition core rulebook). You must have a Dark Side Score of 1 or higher to select talents from this tree; if your Dark Side Score is ever reduced to 0, you lose access to all talents in this talent tree until your Dark Side Score increases.

Consumed by Darkness: Sometimes your anger consumes you. As a swift action, you can take a –5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

LIGHT SIDE TALENT TREE

The light side of the Force is not the easiest course to follow, but its promise of peace and harmony can help even the most weak-willed of Force-users on the right path.

You must have a Dark Side Score of 0 to select talents from this tree; if your Dark Side Score ever increases to at least 1, you lose access to all talents in this talent tree until your Dark Side Score drops back to 0.

At Peace: You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.

Attuned: When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the *[light side]* descriptor immediately as a free action.

Prerequisite: Focused Attack.

Focused Attack: You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.

Surge of Light: Once per encounter, as a swift action, you can return any Force power with the *[light side]* descriptor to your suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

NEW SENSE TALENTS

The following new talents expand the Sense talent tree (see page 101 of the Saga Edition core rulebook).

Heightened Awareness: You can spend a Force Point to add your Charisma bonus to your Perception check.

You can select this talent multiple times. Each time you select this talent, you add your Charisma bonus an additional time.

Psychometry: When you use the *farseeing* Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can skew the results of the vision.

Prerequisites: Force Perception, *farseeing*.

Shift Sense: You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.



Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, are mastered after years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from among those found on pages 102–103 of the Saga Edition core rulebook or from the techniques described below. Once you select a Force technique, it cannot be changed.

Advanced Vital Transfer

When you use the *vital transfer* power, you can spend a Destiny Point to fully heal the target of all damage and remove all of the target's debilitating conditions.

Improved Cloak

You can maintain your *cloak* power as a move action instead of a standard action.

Improved Levitate

If you are moved into a pit or off another elevated surface involuntarily, such as by being the target of a *Force thrust* or Bantha Rush, you can spend a Force Point to activate this power as a reaction. If you do so, you end your forced movement in the last square before the edge of the precipice.

Improved Malacia

You can maintain the damage threshold penalty of the *malacia* power as a swift action.

Improved Phase

When you use the *phase* power, you can end a single move action inside an occupied space, but you must still end your turn in a legal, unoccupied square.

Improved Rend

The range of your *rend* power increases to 12 squares. When using this power on an object or character or creature, you can ignore the object's or creature's damage reduction.

Improved Shatterpoint

When you move a target down the condition track with an attack benefitting from the *shatterpoint* power, you can spend a Force Point to make the target's condition persistent. This persistent condition can only be removed if the target receives surgery (for living beings) or repairs (for droids, objects, and vehicles).

Improved Technometry

When you use the *technometry* power, you can change the time it takes to activate to a full-round action and target all droids in a 6-square cone that originates from your square.

"I SOMETIMES CAN SEE THE WEAK PLACES IN AN OPPONENT—SHATTERPOINTS WHERE THE UNBREAKABLE CAN BE BROKEN. THEY CAN OCCUR IN INDIVIDUALS...AND IN EVENTS."

-Mace Windu

Force Secrets

Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection to the Force and are available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply. When you learn a new Force secret, you can select it from among those found on page 103 of the Saga Edition core rulebook or from the Force secrets listed below. Once you select a Force secret, it cannot be changed.

Extend Power

When using a Force power that allows you to maintain your concentration (such as *Force grip*), you can spend a Force Point to sustain the power as a swift action instead of a standard action for a number of rounds equal to your Charisma modifier.

Linked Power

You can spend a Force Point to link a Force power to the power you use in the current round so that it goes off in the following round. You must choose two powers—one for the current round and one for the next round. Both selected powers cannot be altered in any way, such as through Force techniques, Force secrets, or the use of Force Points. However, the second power goes off in the following round as a free action at the start of your turn.

Unconditional Power

When you activate a power that targets only you, you ignore all condition track penalties to your Use the Force check to activate that power.

Force-Using Traditions

Even though the Jedi are the most prominent and well-known users of the Force in the galaxy during the Clone Wars, they are not the only ones who know how to manipulate the Force. Other Force-using traditions exist and ascribe the source of their powers to other sources, such as magic or a deity, but they all use the same source of energy to accomplish the desired effect when they call upon that power. Basically, anyone with the Force Sensitivity feat has the capability to utilize the Use the Force skill and learn Force powers, even though they might not follow the path of a Force-user.

During the Clone Wars, other traditions that use the Force include dark side sects such as the Sith as well as little known factions such as the Korunnai. Others know the Force as it is but approach its use from a different direction and purpose than the Jedi. Still others call the Force by a totally different name. Regardless of the approach, the Force remains the same and is the one constant that ties these organizations together.

The Bando Gora

Tucked away in the Inner Rim, near the Hydian Way, is an ancient burial moon named Kholma, located in the Bogden system. Its presence in the galaxy would have gone unnoticed for the most part, if not for the emergence of a band of ruthless, Force-sensitive criminals calling themselves the Bando Gora.

Shortly after the Battle of Galidraan, the Bando Gora gains the attention of the Galactic Republic, which swiftly requests Jedi intervention against the criminal faction. Even the mighty Jedi Order underestimates the sect's power and loses nearly every member they send against the Bando Gora. The only known survivor is Komari Vosa, who abandons her Jedi teachings and succumbs to the dark side of the Force to escape her bonds, eventually becoming the new leader of the Bando Gora.

As the Trade Federation invades Naboo, the Bando Gora stretches its dark influence to many worlds and organizations, subjugating them and enslaving countless people. Those that do not surrender to Bando Gora rule are killed or captured and brutally tortured. Companies that refuse to follow the cult's lead find their leaders assassinated.

In addition to conquering uncivilized worlds and driving companies under their heel, the Bando Gora supplements its income through the production and sale of a highly potent strain of death stick that is sometimes used as a brainwashing agent. The narcotic sells all across the galaxy and is particularly popular with those who have ties to the underworld.

After joining the cult, members of the Bando Gora must undergo a ritual that transforms their appearance, giving them dark, mottled skin and glowing eyes. Leaders of the organization are known to don frightening masks and carry staffs that shoot green balls of fire.

Membership: Anyone with the Force Sensitivity feat and a Dark Side Score of 1 or higher can become a member of the Bando Gora.

BANDO GORA CAPTAIN TALENT TREE

The cultists of the Bando Gora have a reputation for being merciless, and you are no exception.

Bando Gora Surge: Whenever you move up the condition track by any means, you gain bonus hit points equal to 5 + your heroic level. Bonus hit points are consumed before normal hit points, and unused bonus hit points go away at the end of the encounter. Bonus hit points from multiple sources do not stack.

Force Fighter: Whenever you spend a Force Point to add to an attack roll, you heal a number of hit points equal to the Force Point result if the attack hits.

Resist Enervation: Whenever an effect would move you down the condition track, you can spend a Force Point to negate that movement down the condition track.

Victorious Force Mastery: Whenever an enemy you have damaged in this encounter is reduced to 0 hit points, you may automatically return one spent Force power to your Force suite as a free action.

The Believers

Rising to prominence shortly after the Battle of Naboo, the Believers, based in the Cularin system, are a cult of Force-sensitive beings. Members devote their energies to studying and embracing the dark side of the Force, with the intent of following the doctrines and customs of the ancient Sith that existed before Darth Bane. Rejecting Bane's Rule of Two, the Believers seek to expand their numbers to eventually challenge the Jedi directly and usher in a new age for the Sith. All Believers can be recognized by a distinctive tattoo, a shape that resembles the spire of the Sith fortress on Almas with a broken lightsaber at its base.

At first, the existence of the Believers is thought to be nothing more than rumor, since their presence cannot be confirmed by even the Jedi. During the Clone Wars, however, Jedi stationed in the Cularin system slowly begin turning to the dark side and joining the Believers, confirming the existence of the dark side cult and increasing its size. As their numbers swell, the Believers create a plague virus to eradicate the Caarite race and the Metatheran Cartel. Initially, the virus is successful, but it is stopped by a counteragent created from samples of the virus recovered from early victims of the plague. With their plans foiled, the Believers abandon the Sith Temple on Almas and go underground for a short time.

The Believers return later, when the Darkstaff, a Sith artifact, attempts to protect itself from a group of agents that discover its connection to the shadow lurkers and the Oblee. Found by Len Markus in the Cularin asteroid belt, the artifact possesses him and rises to become the new leader of the Believers. The Darkstaff calls on the Believers to destroy the freelance agents that hunted it. However, the agents manage to thwart the Believers and free the Oblee.

Membership: Anyone with the Force Sensitivity feat and a Dark Side Score of 1 or higher is welcome to join the Believers by being accepted as an apprentice by a Force adept or Force disciple member of the cult.

BELIEVER DISCIPLE TALENT TREE

The Believers follow the teachings of the Sith from ancient times and strive to extend the influence of the dark side of the Force.

Believer Intuition: As a reaction, when an opponent successfully attacks you, make a Use the Force check and compare the result to your opponent's attack roll. If the check equals or exceeds the result of the attack roll, you can add your Charisma modifier to your Reflex Defense.

Defense Boost: As a swift action, you can make a DC 15 Use the Force check. If the check succeeds, you gain a +1 Force bonus to your Fortitude Defense until the end of the encounter. Before you make your Use the Force check, you can increase the target number to DC 20 to gain a +1 Force bonus to all your defenses.

Hardiness: You can spend a Force Point to reduce the number of swift actions it takes you to move +1 step along the condition track by one.

High Impact: As a swift action, make a DC 15 Use the Force check. If your check succeeds, double your Strength bonus to the next melee damage roll you make before the end of your turn.

Sith Reverence: You gain a +1 morale bonus on your attack rolls while you are within 20 squares and in line of sight of an ally with a Dark Side Score equal to or greater than your own.

The Korunnai

The Korunnai are a nomadic "tribe" of Humans from the uplands of the planet Haruun Kal, the sole planet of the Al'Har system. Not so much a formalized Force-tradition like the Jedi, the Korunnai live in the harsh jungles that grow above the layers of lethal gases that fill the planet's lowlands. They maintain their existence by following herd animals called grassers, which provide them with sustenance and the materials they needed to survive. In addition to their keen survival skills, members of the Korunnai have a strong connection to the Force.

Life is not so simple for the Korunnai, as they also fight a bloody war against the planet's other sapient inhabitants—the Balawai. Originally offworlders, the Balawai invade the jungles the Korunnai call home and ransack the natural resources to sell in the galaxy's markets for profit, including spices and exotic woods. Their unsympathetic behavior quickly creates enmity between the two peoples that erupts into war lasting well into the Clone Wars. When the Separatist-backed Balawai are reinforced with updated weapons and technology to protect the planet's only spaceport, the Republic has too few troops to help in the conflict and sends only a single Jedi—Depa Billaba—to back the Korunnai. The conflict between the Korunnai and Balawai escalates to such an extent that the Jedi Master is mentally scarred from the experience.

The Korunnai refer to the Force as *pelekotan*, interacting with what they believe to be the "jungle mind" as a way to survive the perils of their homeworld. They see pelekotan as a dark force that rules the darkness of the jungles and challenges those that tap into its energy. Sometimes, pelekotan presents its challenges in ways that cause physical ailments for its users, and at other times, those challenges can cause mental impairments. Jedi believe that users of pelekotan equally use both the light side and the dark side of the Force, but the Korunnai merely believe that they are all part of the same entity. Some Jedi feel that pelekotan is just another name for the Living Force.

Membership: True members of the Korunnai are the natives of Haruun Kal who roam the world's highlands. Others who join their tribe have the Force Sensitivity feat and embrace the concept of pelekotan.

KORUNNAI ADEPT TALENT TREE

You have learned to use pelekotan to survive in the jungles of Haruun Kal and have bonded with an akk dog, which serves you faithfully.

Akk Dog Master: You gain an akk dog follower. Choose either the aggressive, defensive, or utility follower template, and generate the akk dog follower's statistics using the rules on page 32. This follower gains the akk dog species traits (see the "Akk Dog Followers" sidebar) and the Power Attack feat. Additionally, any Force power you activate that targets you can target your akk dog follower instead, at your discretion.

An akk dog counts toward the total number of followers you have, just like followers gained from other talents.

Akk Dog Trainer's Actions: You and your akk dog have bonded through the Force and can fight in concert. You can use any of the following actions on your turn.

- *Attack in Concert:* As a standard action, you can make a melee or ranged attack against a target in range. If your akk dog follower is adjacent to the target and your attack hits, the target also takes piercing damage equal to 1d6 + the akk dog's Strength modifier. This additional damage is considered part of your attack for the purposes of resolving damage, DR, SR, and overcoming damage threshold.



A Korunnai warrior uses the Force to tame an akk dog.

Akk Dog Followers

When a character gains an akk dog follower, the follower gains the species traits of the akk dog described below. Akk dogs are considered beasts.

Abilities: Akk dogs have set ability scores. They use the following statistics: Strength 16, Dexterity 8, Constitution 12, Wisdom 10, Intelligence 2, Charisma 8.

Large Size: Akk dogs take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: An akk dog's base speed is 6 squares.

Natural Armor: Akk dogs gain a +2 natural armor bonus to Reflex Defense.

Natural Weapon: When an akk dog makes an unarmed attack, it can use its natural weapons, dealing 1d6 points of slashing damage (plus its Strength modifier) with that attack instead of normal unarmed damage.

- *Fall Upon Prey:* As a standard action, you can make a melee or ranged attack against a target in range, and your akk dog can take the charge action against a target within its range. However, both you and your akk dog take a –5 penalty on your attack rolls (this replaces the bonus to attack rolls granted by the charge action).
- *Paired Maul:* As a standard action, you can make a melee or ranged attack against a target in range. If the attack hits, your akk dog follower gains a +2 competence bonus on its next attack roll against that target.

Prerequisite: Akk Dog Master.

Akk Dog Attack Training: Your akk dog follower gains the Powerful Charge feat.

Prerequisite: Akk Dog Master.

Protective Reaction: Whenever you are targeted by an attack made by an enemy adjacent to your akk dog follower, that attacker provokes an attack of opportunity from your akk dog follower.

Prerequisite: Akk Dog Master.

"The Force grows dark, Anakin, and we're all affected by it."

– Obi-Wan Kenobi

Chapter V
Equipment and Droids





If war is good for one thing, it is the rapid advancement of weapons and technology. While warring factions assemble their top minds to create new and better weapons to support their cause, corporations step in to develop and build these new designs to help support those that send new commerce their way. For companies such as BlasTech, Industrial Automaton and Sienar Fleet Systems, creating these new technologies proves to be a lucrative business during the Clone Wars.

This chapter presents new weapons, armor, equipment, and droids that are seen throughout the galaxy during the Clone Wars. The equipment found here is not exclusively used by any one group and can be used by paramilitary organizations, criminal syndicates, or well-stocked individuals.

Melee Weapons

During the Clone Wars, combatants for the Republic and the Separatists rarely use melee weapons. However, many others, such as mercenaries, criminals, and bounty hunters, are not above keeping a melee weapon available just in case.

Garrote

Exotic Weapon

Typically fashioned from a strand of spun durasteel, a garrote is designed to crush the target's throat and prevent breathing. A garrote requires two hands to use, and any attack made with the garrote is treated as a grab attack (see page 152 of the Saga Edition core rulebook). Bonuses granted by talents and feats apply to the grab attack as though it was a garrote attack; for example, a character with the Weapon Focus (garrote) feat gains a +1 bonus on grab attacks made with the garrote.

The effects of a garrote are felt on the target's turn. At the beginning of the grabbed target's turn, before it can take any actions, the target takes damage from the garrote and moves –1 step along the condition track. The target also suffers the normal effects of a grab. The target may attempt to break the grab, as normal.

Snap Baton

Simple Weapon

The snap baton is a collapsible weapon that expands from its tiny handle to become a 1-meter-long rod. In its collapsed form, it is easily carried in a pocket or utility belt. Expanding or collapsing the weapon takes a swift action. Several models are available, including specially colored versions to appeal to a wide range of customers. Models that incorporate additional functions such as a panic alarm or a built-in glowrod sell for double the price. One model made by Merr-Sonn even includes an outer layer of sound dampening material that muffles the sound made when the baton hits its target. Snap batons are popular in urban areas, especially with thugs.

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Tiny						
Vibroknucklers	200	+3	–	0.5 kg	Slashing	Restricted
Medium						
Vibrorapier	500	2d6	–	1.4 kg	Slashing	Restricted
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Garrote[1]	50	1d6[1]	–	0.5 kg	Slashing	–
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Snap baton	100	2d4	Yes	1 kg	Bludgeoning	–
UNARMED	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny						
Stunning gauntlet	200	–	+1	0.4 kg	Energy	Restricted

1 *See the weapon's description for special rules.*

Stunning Gauntlet

Simple Weapon

An insulated glove with an embedded energy cell, the stunning gauntlet produces an electrifying charge when it strikes a target. A stunning gauntlet changes the wearer's unarmed melee attacks to stun damage, and they provide a +1 bonus to stun damage on a successful unarmed attack.

Stunning gauntlets are two sizes smaller than their wearer (for example, a pair of stunning gauntlets designed for a Human are Tiny). Because of how they are worn, stunning gauntlets can't be disarmed or dropped.

Vibroknucklers

Advanced Melee Weapon

Little more than a casing attached to a set of finger rings, vibroknucklers are a tiny weapon favored by thugs and petty thieves, mainly because the weapon can be easily concealed or stored away. The weapon's nasty surprise—a small microblade that extends slightly beyond the knuckles—is an added bonus.

A character wearing vibroknucklers deals +3 points of damage on a successful unarmed attack.

Like combat gloves, vibroknucklers are two sizes smaller than their wearer (for example, vibroknucklers designed for a Human are Tiny). Because of how they are worn, vibroknucklers can't be disarmed or dropped. Additionally, while wearing vibroknucklers, your unarmed attacks are considered to be both a normal unarmed attack (treated as a simple weapon) as well as an attack with an advanced melee weapon.

Vibroknucklers require an energy cell to operate, which is stored within the casing.

Vibrorapier

Advanced Melee Weapon

A vibrorapier is designed to have a longer, thinner blade than the standard vibroblade. It is well-balanced and completely silent due to a specialized design that diminishes the ultrasonic pitch that other vibro weapons normally create. Many professional fighters consider the vibrorapier an excellent weapon and prefer it over a blaster or other melee weapons when stealth is necessary.

A vibrorapier requires two energy cells to operate.

RANGED WEAPONS

Ranged weapons, especially blasters, can be found throughout the galaxy and are preferred by military and security organizations, bounty hunters, mercenaries, and ordinary people who live away from the relative safety of the Core Worlds.

Table 5-2: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Wrist rocket launcher	2,500	Varies	–	S	1 kg	Varies	Restricted
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Czerka Adjudicator	325	2d4	–	S	0.5 kg	Piercing	Licensed
Gee-Tech 12 Defender[2]	400	3d4	–	S	0.25 kg	Energy	Illegal
Small							
BlasTech DH-23	500	3d6	Yes	S	1 kg	Energy	Restricted
Medium							
BlasTech DT-12[2]	900	4d6	Yes	S	2 kg	Energy	Military
Merr-Sonn Model 434	650	3d8	Yes	S	1.2 kg	Energy	Restricted
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
BlasTech 500 "ESPO"[2]	1,000	3d8	Yes	S, A	4.5 kg	Energy	Military
Czerka Adventurer[3]	360	2d10	–	S	4 kg	Piercing	Restricted
SoroSuub Firelance	1,200	3d8	Yes (4d6)	S, A	2.5 kg	Energy	Restricted
Large							
BlasTech DLT-20A[3]	1,300	3d10	–	S, A	6.7 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
EMP grenade[1]	500	3d6 ion	–	S	0.5 kg	Energy (ion)	Restricted

1 *Area attack weapon (see page 155 of the Saga Edition core rulebook).*

2 *Inaccurate weapon: This weapon cannot fire at targets at long range.*

3 *Accurate weapon: This weapon takes no penalty when firing at targets at short range.*

BlasTech 500 "ESPO" Riot Gun

Rifle

Best known as the "ESPO" gun due to its wide use by the Corporate Sector Security Division, the BlasTech 500 is a compact blaster with a short barrel and an open-frame stock. Designed for use against large crowds, the weapon trades simple accuracy for the ability to hit just about anything in its path. Operating best in autofire mode, the rifle incurs a -2 penalty when used as a single-shot weapon.

BlasTech DH-23 "Outback" Blaster Pistol

Pistol

The DH-23 is designed to be a more reliable weapon when compared to the typical blaster pistol, but it sacrifices range and strength to achieve it. The pistol incorporates an effective heat radiator and a tight body construction that increase its durability, granting it a Strength of 17 and a Break DC of 20.

TOP TO BOTTOM: BLASTECH DT-12, BLASTECH DT-23, CZERKA ADVENTURER, AND BLASTECH DLT-20A



BlasTech DLT-20A "Longbarrel" Blaster Rifle
Rifle
The DLT-20A sees use primarily by mounted troops, especially Republic recon patrols that use local planetary wildlife as their mounts. The rifle comes standard with a top-mounted rangefinder and electronic sight that acts as a standard targeting scope. It also incorporates a new concept in weapon technology called a magnatomic adhesion grip, which improves the user's hold on the rifle, granting a +1 equipment bonus to his Reflex Defense when he is the target of a disarm attack.

BlasTech DT-12 Heavy Blaster Pistol
Pistol
The initial concept behind the design and production of the DT-12 is to cater to customers who do not have hands like Humans, such as Rodians with their longer fingers, by incorporating a larger trigger grip. The weapon gives up weight and long-range accuracy to provide a stronger punch.

Czerka Adjudicator
Pistol
The Adjudicator remains one of the few slugthrower hold-out pistols still in production today. It shares a lot of the same attributes—such as its small size and ease of concealment—with its hold-out blaster pistol cousins. The weapon is popular and useful when slugthrowers are more numerous than blasters. With its limited ammunition capacity and slow reload time, most owners use the Adjudicator as a backup weapon. The pistol can fire only 4 shots before needing to be reloaded, and a full-round action is required to reload it.

Czerka Adventurer
Rifle
Designed as a long-barreled slugthrower rifle, the Czerka Adventurer is used by bounty hunters because of its high accuracy ratings at long range. Unlike other slugthrower rifles, the Adventurer fills its firing chamber with a rich oxidizer as the bullet fires, propelling it faster to give it a longer range and a higher punch. Bounty hunters also prize the rifle for its ability to easily break down and be stashed inside a small portable container. The weapon can be disassembled or reassembled quickly using a move action.

EMP Grenade
Simple Weapon
Often referred to by the clone troops of the Republic as "droid poppers," EMP grenades are similar to ion grenades in most respects. The biggest difference between EMP grenades and standard ion grenades is that they can completely shut down relatively weak droids.

When you make an area attack with an EMP grenade, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius.

Droids, vehicles, electronic devices, and cybernetically enhanced creatures hit by the grenade take normal ion damage, or half damage on a miss. If the ion damage dealt by the weapon would reduce a target to 0 hit points (before the ion damage is halved), the target is pushed -5 steps down the condition track and disabled.

Creatures without cybernetics take half ion damage on a hit or no ion damage on a miss, and they suffer no other ill effects.

A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

Gee-Tech 12 Defender Microblaster
Pistol
The designers at Gee-Tech exchanged range and damage to create the galaxy's smallest blaster. In fact, the Gee-Tech 12 is so small that it grants its wielder a +5 bonus on Stealth checks to conceal it. The Defender is light on energy because it carries only enough power for two shots, with a maximum range of 3 squares. A bigger disadvantage is that the power pack is integrated into the weapon and cannot be recharged once its two shots are spent, making it a truly disposable weapon.

Merr-Sonn Model 434 "DeathHammer"

Pistol

Built as a compact pistol, the Model 434 quickly earns the nickname of "DeathHammer" from the bounty hunters and professional killers who favor the gun because of its durability and sheer power. The weapon's durasteel plating increases its sturdiness, giving it a +2 equipment bonus to its DR. Bounty hunters, mercenaries, and assassins who use the DeathHammer ornately decorate the weapon, adding more detail after every kill.

SoroSuub Firelance Blaster Rifle

Rifle

The Firelance stands out among other blaster rifles solely because of its highly effective stun setting. When sales to bounty hunters skyrocket, SoroSuub markets the rifle as "the most effective weapon available for freelance law enforcement officials." Although the rifle's owners come from different walks of life, most are bounty hunters who use the firearm to bring back their targets alive. In addition to its stun capability, the Firelance is also lighter than other blaster rifles in its class, weighing as little as a carbine and making it a good choice for those law enforcement agents who need to travel long distances to track their quarry.

Wrist Rocket Launcher

Exotic Weapon

The wrist rocket launcher is a versatile personal weapon designed to be useful in various combat situations. It mounts on the forearm and extends over the back of the wielder's hand. Bounty hunters favor the weapon, despite various government attempts to ban the weapons and force production to stop.

Wrist rocket launchers are single-shot weapons that must be reloaded after each shot. See the "Wrist Rocket Ammunition" sidebar for more information on wrist rockets.

Wrist Rocket Ammunition

The open market offers a wide variety of rockets for use with the wrist rocket launcher. Listed below are a few of the more common rockets available.

Antipersonnel Rocket: This style of rocket functions like a frag grenade, but it does not affect multiple squares.

Antivehicle Rocket: This rocket delivers a powerful kick, sufficient for disabling or significantly damaging a vehicle.

Flash Rocket: Upon detonation, the flash rocket emits intense light that causes temporary blindness. Anyone within the 3-square burst radius whose Reflex Defense is beaten by the attack roll is blinded for 1d4 rounds.

Hollow-Tip Rocket: This type of rocket is used as a means of exposing the target to a drug or chemical stored inside its specialized tip. Bounty hunters most commonly use nerve toxin and stun gas. The nerve toxin, if a successful hit is made, allows a secondary attack against the target's Fortitude Defense. If the secondary attack succeeds, the nerve agent is injected into the target's body and moves the target –2 steps on the condition track. The stun gas agent sprays into the air on impact, creating a cloud that fills the square.

Ion Blast Rocket: This rocket emits an ionizing wave of energy in all directions upon impact that affects electronic devices, including droids and cybernetic systems.

Table 5-3: Wrist Rocket Ammunition

ROCKETS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Antipersonnel rocket	400	3d8	—	S	0.25 kg	Slashing	Military
Antivehicle rocket	500	3d10	—	S	0.25 kg	Slashing	Military
Flash rocket	400	Special	—	S	0.25 kg	Energy	Restricted
Hollow-tip rocket							
Empty	200	2d6	—	S	0.25 kg	Piercing	Licensed
nerve toxin	600	Special	—	S	0.25 kg	Piercing	Illegal
stun gas	400	—	3d6	S	0.25 kg	Piercing	Restricted
Ion blast rocket	400	3d6 ion	—	S	0.25 kg	Energy (ion)	Restricted

TABLE 5-4: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (–2)								
Shadowsuit[2]	600	–	–	+6	–	–	3 kg	Military
Thinsuit[2]	900	–	–	+6	–	–	1 kg	–
Tracker utility vest	300	+1	–	+5	–	–	0.5 kg	–
Medium Armor (–5)								
Camo armor	6,000	+5	–	+3	4 sq.	3 sq.	6 kg	Restricted
Heavy Armor (–10)								
Vacuum pod	15,000	+4	+1	+0	4 sq.[1]	3 sq.[1]	35 kg	–

1 *When running in heavy armor, you can only move up to three times your speed (instead of four times).*

2 *Can be worn beneath clothing or other armor.*

ARMOR

Even though blasters are the most common form of weapon in the galaxy, personal armor is still in widespread use. Many factions use armor as a type of uniform as well as a means of protecting its members. Many types of armor are severely restricted or even illegal if not used within the proper scope of the organization's mandate. Even in areas where armor is not prohibited, wearing a suit of armor indicates to others that you are expecting or courting trouble.

Camo Armor

Medium Armor

Camo armor protects the wearer from discovery as well as injury. In addition to of the usual hard metal plates woven on top of a fabric body suit, the armor is also embedded with miniature photoreactive fibers that allow the suit to absorb light and change its color to match the wearer's surroundings. When attempting to hide, the wearer gains a +10 equipment bonus to Stealth checks, regardless of the terrain.

Shadowsuit

Light Armor

A shadowsuit appears to be nothing more than an unassuming black body stocking that covers every part of the wearer's body except for the eyes. Actually, the shadowsuit is composed of a special soft fiber called shadowsilk that absorbs light and sound. To further improve covert movement, the suit also has sound dampening pads on the hands and feet, and the wearer's eyes are covered by a set of goggles that come with the suit. A shadowsuit has no electronic systems that can reveal the wearer to sensors. Therefore, the person wearing a shadowsuit gains a +10 equipment bonus to all Stealth checks when trying to sneak, but the bonus is nullified if any other armor is worn with the shadowsuit.

Thinsuit

Light Armor

Insulating against extreme pressure and temperature, a thinsuit is a skintight garment that covers the entire body except for the face, which is covered by a breath mask that provides 1 hour of breathable air. The thinsuit comes with an environmental system of minuscule heaters and coolers that allow the wearer to remain comfortable in extreme heat and cold. It provides the wearer with a +5 bonus to Fortitude Defense when resisting extreme temperatures. In addition, the suit further reduces damage taken in such circumstances. If an attack is successful, the character takes only half damage and does not move along the condition track, while a failed attack deals no damage.

A thinsuit can be worn under other armors.

Tracker Utility Vest

Light Armor

The tracker utility vest is a simple garment that allows hunters and guides to carry a wide assortment of small equipment without discomforting the wearer. Although they can be constructed from an assortment of materials, tracker utility vests are commonly made from a tough, leathery hide treated to be watertight, stainproof, and resistant to rips and tears.

The vest features pockets, pouches, and straps capable of carrying up to twenty-four small objects weighing no more than 1 kilogram each. Because the items are stored so that their weight is distributed evenly around the wearer's torso, their cumulative weight is halved for purposes of calculating the wearer's total carried weight.

Vacuum Pod

Heavy Armor

The Extra-Vehicular Activity (EVA) pod, or vacuum pod, is a droid-assisted suit of powered armor specifically designed to allow a person to repair a starship while in space. Its systems are designed in so that a wearer not proficient with heavy armor can use it competently in nonstressful situations. The suit, once donned properly, provides full life support to its wearer and also includes external thrusters to allow movement in a zero-gravity environment (speed fly 6). It also features motorized limbs, a complete set of integrated repair tools, and an external compartment to allow the user to carry any extra materials needed to make repairs. The suit's functions are controlled by a dedicated, low-level droid brain that handles all the complex systems of the suit, such as the life support monitoring system and the regulation of the external thrusters.

Vacuum pod users who have the Armor Proficiency (heavy) feat can use the following features and receive the bonuses listed. A wearer who does not have the feat can still use the suit but does not receive any of the equipment bonuses listed below, unless otherwise noted. Regardless, the wearer has any armor check penalties halved while in noncombat situations.

Comlink: The suit's integrated comlink has a range of 100 kilometers and can send and receive encrypted messages.

Life Support: The suit provides up to 2 hours of continuous life support with air supply and protection against extreme environments, including hard vacuum.

Powerlamp: The armor comes with an integrated glowrod, which emits a 70-square cone of light.

Repair Kit: The tools integrated in the suit's motorized arms give the user a +2 bonus on all Mechanics checks while the systems function.

Strength Augmentation: The suit's power systems grant the wearer a +4 bonus to Strength while the suit is operational.

Putting on the suit and bringing all the droid's systems online takes 15 minutes. Removing the suit takes only 3 rounds.

"THIS DELUXE MODEL IS THE ONLY THING STANDING BETWEEN YOU AND A BLOODY DEATH."

—CLONE COMMANDO RC-1138 "BOSS"

EQUIPMENT

During the Clone Wars, technological advances allow new and better equipment to appear on the open market faster than any other time within the previous thousand years. The equipment presented in this chapter represent but a small fraction of the devices that emerge during this time.

TABLE 5-5: EQUIPMENT

EQUIPMENT	COST	WEIGHT
Bioscanner	3,500	0.5 kg
Bracer computer	1,300	0.5 kg
Camouflage netting	6,000	40 kg
Halo lamp	30	1 kg
Visual wrist comm	1,300	0.25 kg

Bioscanner

The bioscanner is a low-power, handheld scanner used by doctors and medical technicians to help diagnose medical conditions in their patients. One or two passes over the patient collects biological information. The scanner displays vital statistics and analyzes and diagnoses any anomalies on file in the scanner's medical database. This device grants its user a +2 bonus on all Knowledge (life sciences) checks made to identify ailments.

Bracer Computer

The bracer computer is a datapad worn on the user's forearm. It performs all the same functions as the standard datapad, including the ability to read standard data cards in a slot on the underside of the device. The bracer computer also features a holographic screen that displays information as a two-dimensional image about three centimeters above the device. Plus, the keyboard is designed to accommodate one-handed typing. The bracer computer is popular among those who need to conserve space with their equipment, particularly bounty hunters.

A bracer computer has Intelligence 12.

Camouflage Netting

Any camouflage netting found on the market is one of two kinds: powered and unpowered. Both kinds, when draped over one or more objects within a 6-square-by-6-square area, bestow a +5 bonus to all Stealth checks while under the netting, and offer partial concealment.

Integrated into the netting of the powered version are overlapping sensor baffle scales that emulate the emission patterns of the surrounding terrain—including light emissions. Thus, powered camouflage netting grants an additional +5 bonus to all Stealth checks while under the netting. The netting is carried in a small backpack and takes a full-round action and two people to deploy it.

Halo Lamp

A pocket-sized disc small enough to fit in the palm of a Human hand, the halo lamp shines a bright light in a circle around the person holding it out to a 3-square radius. While lit, it remains cool to the touch, and it can easily be attached as a weapon accessory.

Visual Wrist Comm

The visual wrist comm is popular with smugglers and soldiers. The comm is a small, flat, rectangular panel that easily attaches to a glove or other flat surface. The comm sends and receives audio and visual signals, and it can display holographic information, though only as a two-dimensional image. It has a range of up to 75 kilometers while planetside—sufficient to reach orbital range—and runs on a single energy cell, which must be replaced after 10 days of continuous use. In addition, the wrist comm functions as a simple datapad that stores and receives information from droids, comm signals, direct computer links, and standard data cards.

Droids

The Clone Wars saw the rapid development of droid technology, mainly due to the Separatists' heavy reliance on droid military units. The droids presented in this chapter are some of the models found in use in nonmilitary capacities. You can find information on the droids used by the Republic in Chapter 10: The Republic, and those used by the Separatists in Chapter 11: The Confederacy.

First-Degree Droids

First-degree droids usually hold medical, scientific, and analytical positions. These droids are commonly found in hospitals and laboratories.

DD-13 Medical Assistant Droid

Officially dubbed the Model DD-13, this droid is created by Ubrikkian Transports, a company more commonly associated with repulsorlift vehicles. The DD-13 gains the nickname "Galactic Chopper" from clone commanders who know of the model's origins and who witness the droid in action in the field.

Oddly enough, Ubrikkian originally designs the droid to be used aboard its medlifter transports. When the transports prove less useful than originally anticipated, Ubrikkian redistributes the droids as medical assistants and battlefield medical droids with updated databases and medical tools installed within the two upper arms. The droid's cylindrical head, which sits atop its three-legged body, is equipped with specially calibrated medical sensors that help it perform procedures with extreme precision. Droids of this model do not converse much, if at all, with patients, preferring to work without any distractions.

DD-13 medical assistant droids can't be played as droid heroes.

DD-13 Medical Assistant Droid CL 1

Medium droid (1st-degree) nonheroic 3
Init +1 ; **Senses** low-light vision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9 , Will 12
hp 8; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d4–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +1

Abilities Str 9, Dex 11, Con —, Int 15, Wis 14, Cha 8
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer)
Skills Knowledge (life sciences) +13 , Perception +10 , Treat Injury +13 , Use Computer +8
Systems walking locomotion, basic processor, 2 claw appendages, improved sensor package, internal storage (10 kg), vocabulator
Possessions surgery kit
Availability Licensed; **Cost** 4,150 credits



An IM-6 medical droid and a DD-13 medical assistant droid operate on a patient.

EW-3 Midwife Droid

Designed by the Polis Massans on their homeworld years before the Clone Wars, the EW-3 droid mimics its creators' appearance. That, however, is where the resemblance ends. Unlike its designers, the EW-3 has a vocabulator that allows it to speak at frequencies audible to others. Its behavior algorithms cause the droid to act in a motherly fashion. Plus, repulsorlift units in the droid's base permit freedom of movement.

EW-3 midwife droids work in medical facilities all over the galaxy, tending to children's wards and nurseries and providing attention to its young patients. Some EW-3 droids serve as nurses for doctors needing an assistant for their private practices.

EW-3 droids can be played as droid heroes.

EW-3 Midwife Droid CL 0

Medium droid (1st-degree) nonheroic 2
Init +1 ; **Senses** low-light vision, Perception +5
Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10 , Will 12
hp 6; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1d3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 10, Con —, Int 12, Wis 14, Cha 13
Feats Skill Focus (Knowledge [life sciences], Knowledge [social sciences]) Skill Training (Treat Injury)
Skills Knowledge (life sciences) +12 , Knowledge (social sciences) +12, Perception +5 ,Treat Injury +8
Systems hovering locomotion, heuristic processor, 2 tool appendages, improved sensor package, vocabulator
Availability Licensed; **Cost** 5,870 credits

IM-6 Medical Droid

The widely employed IM-6 from Cybot Galactica is perhaps the most versatile and advanced medical droid of the Clone Wars, renowned not only for its skill but its attention to patients' needs and limitations. Used on the battlefield as well as aboard AT-TEs and a variety of military starships, the IM-6 is capable of dodging nimbly through enemy fire to retrieve wounded soldiers and drag them back to safety before commencing treatment, all the while speaking in a soothing voice. Their friendly and helpful programming leads clone trooper platoons to adopt IM-6 droids as unofficial members of their units.

IM-6 droids are so efficient partly because they carry their own medical and surgical supplies, including an internal medpac reservoir that holds the equivalent of five medpacs worth of pharmaceuticals.

IM-6 medical droids can be played as droid heroes.

IM-6 Medical Droid CL 1

Small droid (1st-degree) nonheroic 3
Init +8; **Senses** Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 12
hp 7; **Threshold** 12
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +2 (1d2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** -2

Abilities Str 10, Dex 14, Con —, Int 14, Wis 14, Cha 13
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer), Surgical Expertise
Skills Initiative +8, Knowledge (life sciences) +13, Perception +5, Treat Injury +13, Use Computer +8
Systems hovering locomotion, internal comlink, heuristic processor, 2 hands, improved sensor package, vocabulator
Possessions surgery kit, medpac reservoir (equivalent of 5 medpacs)
Availability Licensed; **Cost** 11,800 credits

"MY LORD, THE CONSTRUCTION IS FINISHED ... HE LIVES."

-DD-13 MEDICAL ASSISTANT DROID

SP-4 Analysis Droid

The SP-4 analysis droid from Cybot Galactica is a sophisticated droid designed to help in the objective deconstruction and analysis of empirical data. SP-4 analysis droids are often used by law enforcement agencies to analyze the data from crime scenes and eliminate human error. The Jedi Temple owns several SP-4 analysis droids, which work as a part of the Jedi Archives.

SP-4 analysis droids can be played as droid heroes.

SP-4 Analysis Droid **CL 1**

Small droid (1st-degree) nonheroic 3
Init +1; **Senses** darkvision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 11 (flat-footed 11), Fort 9, Will 12
hp 8; **Threshold** 9
Immune droid immunities

Speed 4 squares
Melee unarmed +1 (1d2–1)
Ranged by weapon +2
Base Atk +2; **Grp** –4

Abilities Str 8, Dex 10, Con —, Int 15, Wis 14, Cha 12
Special Qualities droid traits
Feats Skill Focus (Knowledge [galactic lore]), Skill Focus (Use Computer), Skill Training (Gather Information), Skill Training (Perception), Skill Training (Use Computer)
Skills Gather Information +7, Knowledge (bureaucracy) +8, Knowledge (galactic lore) +13, Knowledge (technology) +8, Perception +10, Use Computer +13
Systems walking locomotion, 2 hand appendages, heuristic processor, darkvision, improved sensor package, internal comlink, vocabulator
Availability Licensed; **Cost** 3,100

"MASTER JEDI, OUR RECORDS ARE VERY THOROUGH. THEY COVER EIGHTY PERCENT OF THE GALAXY. IF I CAN'T TELL YOU WHERE IT CAME FROM, NOBODY CAN."

-SP-4 ANALYSIS DROID

SECOND-DEGREE DROIDS

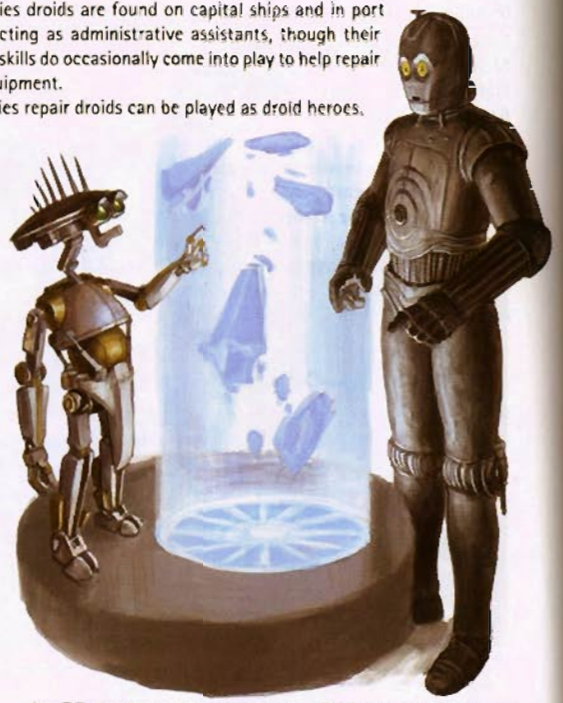
Second-degree droids are skilled at mechanical and technical work. Repair facilities usually have at least one second-degree droid to assist in major jobs or to complete minor repairs.

LE Series Repair Droid

The concept behind Cybot Galactica's LE Series repair droid is simple enough: Combine the repair functions of an astromech droid with the chassis and personality matrix of an administrative droid. With the hopes of appealing to a market of independent traders and space transport captains, Cybot Galactica advertised the LE Series droid as having extensive functionality concentrated into one droid, and the corporation asked a high price for them. The main drawback is the bipedal, humanoid chassis. Although it helps the droid to more easily interact with spaceport officials and docking crews, the design hampers its primary function as a repair droid. Cybot Galactica insists that the LE Series can use the same tools as its owner and emphasizes that the administration skills programming allows it to handle the day-to-day duties that starship captains want to avoid. However, the company's efforts fall on deaf ears.

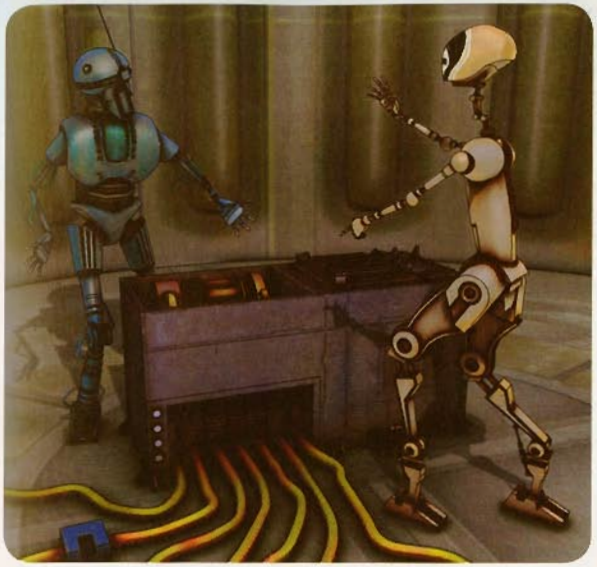
LE Series droids are found on capital ships and in port offices, acting as administrative assistants, though their technical skills do occasionally come into play to help repair office equipment.

LE Series repair droids can be played as droid heroes.



AN SP-4 ANALYSIS DROID AND A 3VO PROTOCOL DROID STUDY A HOLOGRAPHIC IMAGE.

AN FA-5 VALET DROID AND A LE SERIES REPAIR DROID ARGUE OVER HOW TO FIX A DAMAGED CONSOLE.



LE Series Repair Droid **CL 1**
Medium droid (2nd-degree) nonheroic 3
Init +0 ; **Senses** low-light vision; Perception +4
Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 13), Fort 10 , Will 11
hp 7; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +2 (1d3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +2

Abilities Str 10, Dex 8, Con –, Int 13, Wis 12, Cha 12
Feats Armor Proficiency (light), Skill Focus (Mechanics), Skill Training (Knowledge [technology]), Skill Training (Mechanics)
Skills Knowledge (bureaucracy) +7 , Knowledge (technology) +7 , Mechanics +12 , Perception +4 , Use Computer +7
Systems walking locomotion, heuristic processor, 2 hand appendages, durasteel shell, integrated comlink, diagnostic package, improved sensor package, translator unit (DC 15), vocabulator
Possessions holoprojector, holorecorder
Availability Licensed; **Cost** 6,000 credits

P2 Series Astromech Droid

The first of Industrial Automaton's attempts to creating an astromech droid for commercial and consumer markets, the P2 droid is a prototype initially sold to the Republic for use aboard their merchant fleet vessels on a trial basis.

The P2 looks, in many ways, like a larger version of the newer R2 series droid, but the P2 also has a nonretractable claw appendage attached to its dome. Another feature missing in the P2, but present in its later cousins, is a vocabulator. Instead, the P2 communicates with its owner through an integrated screen on its dome, making communication inconvenient at best. In spite of these drawbacks, P2 droids have the same cheerful attitude that their younger R2 cousins display, making them popular with their owners.

P2 Series astromech droids can be played as droid heroes.

P2 Series Astromech Droid **CL 0**
Medium droid (2nd-degree) nonheroic 1
Init –1 ; **Senses** darkvision; Perception +6
Languages Basic (understand only), Binary, 2 unassigned

Defenses Ref 9 (flat-footed 9), Fort 12 , Will 9
hp 5; **Threshold** 12
Immune droid traits

Speed 8 squares (wheeled), 2 squares (walking)
Melee unarmed +2 (1d4+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +2

Abilities Str 15, Dex 9, Con –, Int 14, Wis 8, Cha 10
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception)
Skills Mechanics +12 , Perception +4 , Pilot +4 , Use Computer +12
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 2 claw appendages, diagnostics package, internal storage (10 kg), improved sensor package, internal comlink, darkvision
Possessions astrogation buffer (storage device, 4 memory units), circular saw, electric arc welder, fire extinguisher, holoprojector, holorecorder
Availability Licensed; **Cost** 4,200 credits (used)

"I'M AFRAID R3 IS A LITTLE SLOW ON THE UPTAKE."

-ANAKIN SKYWAKLER

Pit Droid

Designed by Serv-O-Droid to assist docking bay mechanics with repairs, the pit droid is remarkably sturdy and strong for its size. Unlike other small droids, pit droids take no penalty to their carrying capacity for being Small. Additionally, pit droids fold up into a Tiny object when deactivated, allowing them to be stowed in a smaller space when unused. Many transport pilots keep a small number of pit droids in their cargo holds to assist with repairs, especially when they are the lone crew member.

Pit droids can be played as droid heroes.

Serv-O-Droid Pit Droid **CL 0**

Small droid (2nd degree) nonheroic 2
Init +3; **Senses** Perception +0
Languages Basic (understand only), Binary

Defenses Ref 13 (flat-footed 11), Fort 12, Will 9
hp 5; **Threshold** 12
Immune droid immunities

Speed 4 squares
Melee unarmed +3 (1d2+2)
Ranged by weapon +3
Base Atk +1; **Grp** –2

Abilities Str 15, Dex 14, Con –, Int 10, Wis 8, Cha 12
Special Qualities droid traits
Feats Skill Focus (Mechanics), Skill Training (Mechanics), Skill Training (Pilot), Skill Training (Use Computer)
Skills Knowledge (technology) +6, Mechanics +11, Pilot +8, Use Computer +6
Systems walking locomotion, 2 hand appendages, basic processor
Availability Licensed; **Cost** 1,300

"DON'T TOUCH ANYTHING"
-QUI-GON JINN

Third-Degree Droids

Third-degree droids are used in situations where interactions between beings play an important role in everyday life, such as political arenas, merchant services, and even domestic settings. Military forces during the Clone Wars sometimes send third-degree droids to soften the blow of bad news, creating negative feelings toward them.

5YQ Series Protocol Droid

Built as a more affordable version of their popular 3PO series protocol droid, Cybot Galactica's 5YQ protocol droid is intended for the Mid Rim market, where expensive droids do not sell well. Only a limited number are produced before legal action forces Cybot Galactica to cancel the line. Few 5YQs remain in service, but they are popular on the Outer Rim, where 3PO models are still exorbitantly expensive.

The 5YQs are also surprisingly popular among droid "kit" enthusiasts, who tear out most of the internal components and replace them with custom upgrades. One popular conversion is disabling the 5YQ's creative dampeners, which not only allows the normally scrupulous droid to manufacture false-hoods but also enables it to form independent ideas and opinions.

5YQ protocol droids can be played as droid heroes.

5YQ Protocol Droid **CL 0**

Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +6
Languages Basic, Binary, 3 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 10, Con –, Int 12, Wis 12, Cha 14
Feats Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore])
Skills Initiative +0, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Perception +6, Persuasion +12
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator, internal storage (5 kg)
Possessions audio recorder
Availability Licensed; **Cost** 1,460 credits

Fourth-Degree Droids

Fourth-degree droids include models designed for combat in one form or another. Most fourth-degree droids are military and security droids, but other models such as assassin droids, probe droids, tracker droids, and certain non-combative droids used by military organizations fall in this group as well.

BCA-11/X Lightsaber Practice Droid

Before the Battle of Naboo, Baktoid Combat Automata produces a number of training droids for the Jedi Order, but the results convince them that helping to train young Jedi might not be the best business decision. The 11/X's most unusual feature is the use of a cortosis matrix in the bonding of the droid's quadanium armor, designed to resist the energy of a lightsaber and make the 11/X harder to disable or destroy.

BCA-11/X training droids can't be played as droid heroes.

BCA-11/X Training Droid **CL 2**

Medium droid (4th-degree) nonheroic 3/soldier 1
Init +9; **Senses** low-light, Perception +4
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 13, Will 11; +7 armor
hp 17; **DR** 5 (lightsabers only); **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee claw +4 (1d4+1)
Ranged blaster carbine +6 (3d8+2)
Base Atk +3; **Grp** +5
Fighting Space 1 square; **Reach** 1 square
Atk Options autofire (blaster carbine)
Special Actions Coordinated Attack

Abilities Str 13, Dex 14, Con —, Int 9, Wis 11, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Coordinated Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +9, Perception +4
Systems walking locomotion, basic processor, improved sensor package, internal comlink, quadanium battle armor (+7 armor, cortosis-durasteel alloy), vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,860 credits

IG-86 Sentinel Droid

Part of Holowan Mechanicals evergrowing line of IG Series combat droids, the IG-86 sentinel droid was designed to function as a bodyguard or home security system for the wealthy. In practice, however, most IG-86 droids are used for more sinister purposes. Armed with programming that is only marginally more sophisticated than basic battle droids, the IG-86 comes standard with a heuristic processor, making it versatile as well as more capable of learning new combat routines over time.

Both Ziro the Hutt and Gha' Nachkt use IG-86 sentinel droids as agents and protectors. Ziro the Hutt has allowed several of his IG-86 droids to go for long periods of time without memory wipes, causing them to gain significant experience and develop personalities. One such droid, KRONOS-327, is a formidable assassin droid.

IG-86 sentinel droids can be played as droid heroes.

IG-86 Sentinel Droid **CL 1**

Medium droid (4th-degree) soldier 1
Init +7; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 12
hp 30; **Threshold** 15
Immune droid immunities

Speed 6 squares
Melee unarmed +3 (1d3+2)
Ranged blaster carbine +4 (3d8) or
Ranged blaster carbine +2 (4d8) with Rapid Shot
Base Atk +1; **Grp** +3
Atk Options Rapid Shot

Abilities Str 14, Dex 15, Con —, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Talents Indomitable
Feats Armor Proficiency (light), Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Mechanics +5, Perception +6, Use Computer +5
Systems walking locomotion, 2 hand appendages, heuristic processor, vocabulator
Possessions blaster rifle, durasteel shell
Availability Restricted; **Cost** 7,800

Fifth-Degree Droids

Fifth-degree droids are labor and utility droids, performing heavy lifting and low-level, repetitive grunt work that many beings in the galaxy prefer to avoid. The main difference between these and other domestic droids is that fifth-degree droids are not programmed to provide companionship. Instead, they perform the ordered task and report back when it is completed.

CLL-6 Binary Load Lifter

So cognitively slow that it barely qualifies as a droid, the binary load lifter serves one purpose only: to lift and stack cargo containers in industrial warehouses all over the galaxy. The most basic of processors keeps this droid moving and carrying out its orders. Only the slightest level of self-awareness prevents CLL-6 droids from being considered nonthinking machines.

The binary load lifter is one of the oldest and simplest droid models in the galaxy. The boxy droid stands 3 meters tall and appears to be carrying two trays at the end of its arms. In fact, the droid has no manipulators at all and uses the "trays" to lift cargo palettes and deliver them to their destinations. Each leg is reinforced with industrial-grade durasteel and powered by a heavy-duty hydraulic system to support the droid's bulk as well as the burden of its load.

Although the CLL-6 can understand and take orders in Basic, it can speak only in Binary. When it takes orders, the droid takes them literally, much to the regret of frustrated owners who eventually decide to invest in a protocol droid to deliver orders for them. With the binary load lifter's low cost, those owners are not set back much when they do so.

CLL-6 droids can't be played as droid heroes.

"MY FIRST JOB WAS PROGRAMMING BINARY LOAD LIFTERS...VERY SIMILAR TO YOUR VAPORATORS."

-C-3PO

CLL-6 Binary Load Lifter CL 1
Large droid (5th-degree) nonheroic 1
Init +0 ; **Senses** Perception +10
Languages Basic (understand only), Binary

Defenses Ref 9 (flat-footed 9), Fort 19 , Will 10
hp 23; **Threshold** 19
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +9 (1d4+9)
Fighting Space 2x2; **Reach** 1 square
Base Atk +0; **Grp** +14

Abilities Str 28, Dex 10, Con —, Int 8, Wis 10, Cha 5
Feats Skill Focus (Endurance, Perception), Skill Training (Perception)
Skills Endurance +19 , Perception +10
Systems walking locomotion, basic processor, 2 tool appendages
Availability Licensed; **Cost** 4,200 credits (used)

FA-5 Valet Droid

One of the SoroSuub Corporation's most popular servant droids, the FA-5 valet droid is used for menial tasks in hotels, spaceports, and government facilities. The FA-5 valet droid has little in the way of complex programming and is best used for basic service tasks, such as carrying bags, delivering food and drinks, and acting as a mail courier. All FA-5 valet droids are programmed with basic flight protocols, allowing them to move, park, and retrieve the airspeeders and starships of their owners or their owners' clients.

FA-5 valet droids can be played as droid heroes.

FA-5 Valet Droid CL 0
Medium droid (5th-degree) nonheroic 1
Init +2; **Senses** Perception +0
Languages Basic, Binary

Defenses Ref 12 (flat-footed 10), Fort 11, Will 10
hp 3; **Threshold** 10
Immune droid immunities

Speed 6 squares
Melee unarmed +1 (1d3+1)
Ranged by weapon +2
Base Atk +0; **Grp** +2

Abilities Str 12, Dex 15, Con —, Int 10, Wis 10, Cha 12
Special Qualities droid traits
Feats Skill Focus (Endurance), Skill Training (Pilot), 2 unassigned
Skills Endurance +10, Pilot +12
Systems walking locomotion, 2 hand appendages, basic processor, vocabulator
Availability Licensed; **Cost** 1,100

IW-37 Pincer Loader Droid

Marketed as "the bantha of load lifters," the Industrial Automaton IW-37 pincer loader droid is designed to carry rockets, torpedoes, and other missiles, and to load them into the launch tubes of starships and other vehicles. IW-37s are also used on battlefields, where they are programmed to locate and retrieve unused munitions and other salvage from disabled vehicles.

Although not built for combat, the IW-37 is programmed to immobilize those who attempt to interfere with its work. Clone trooper units occasionally find IW-37s in the cargo holds of wrecked Separatists ships, clutching still-functioning super battle droids in their claws.

IW-37 pincer loader droids can't be played as droid heroes.

IW-37 Pincer Loader Droid **CL 1**

Large droid (5th-degree) nonheroic 4
Init +7; **Senses** Perception +6
Languages Binary

Defenses Ref 15 (flat-footed 15), Fort 17, Will 10
hp 11; **Threshold** 22
Immune droid traits

Speed 6 squares (walking)
Melee 2 claws +10 (1d6+7)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +15

Abilities Str 24, Dex 11, Con —, Int 8, Wis 8, Cha 6
Feats Armor Proficiency (light), Improved Damage Threshold, Pin, Power Attack
Skills Initiative +7, Perception +6
Systems walking locomotion, basic processor, 2 claw appendages, durasteel plating (+6 armor)
Possessions durasteel shell
Availability Licensed; **Cost** 8,000 credits



AN IW-37 PINCER LOADER DROID HOLDS A BLASTER CANNON WHILE TWO PIT DROIDS PREPARE TO WELD IT TO A STARSHIP.

Chapter VI
Starships





Even though the Clone Wars are waged between the Republic and the Confederacy of Independent Systems, a number of unaffiliated organizations participate in the struggle. Among these are countless mercenary bands that are drawn into the war by the siren song of easy money. Both Republic and Separatist forces supplement their interstellar forces with mercenaries. To the Separatists, it is a matter of business as usual; to the Republic, especially in the earliest days of the conflict, the use of mercenaries is necessary to bolster the few available fighter craft.

With the coming of lawlessness in the wake of the war, piracy blossoms. Many late-war pirate bands are formed from disenfranchised mercenary companies, and their weapons include the same craft that are on the Republic and Separatist rolls earlier in the conflict.

Other factions, too, possess unique vessels during the Clone Wars. The Mandalorians, for one, had their own ships, the majority of which are produced by Mandalmotors. The Seltiss line of luxury ships—expensive and opulent—are used by the Hutts and their ilk for centuries to come.

Space Transports

The following space transports are prevalent or achieved notoriety during the Clone Wars.

Barloz-class Freighter

At the time of its release, the *Barloz*-class freighter is one of the Corellian Engineering Corporation's most lauded models, and it sets the bar for freighters in a number of areas. It is designed during the height of the Old Republic, and its features reflect the standards of the era. It is a sturdy ship with large cargo holds that are easily customized to accommodate different payloads. *Barloz*-class freighters can be modified to carry everything from bacta to foodstuffs. A small number are produced to transport passengers and refugees, but the living conditions aboard these models are cramped and provide few frills.

One of the *Barloz*'s glaring deficiencies is its stock armament. Its single turret-mounted laser cannon is adequate during the height of the Old Republic, when the space lanes are relatively safe. With the Galactic Civil War and the chaos that follows, the *Barloz* becomes easy prey for pirates. In addition, the *Barloz* is not particularly comfortable—especially on long voyages.

The focus in freighter design shifts in the later years of the Old Republic, giving rise to the YT series. The CEC reduces its support of the *Barloz* line in lieu of its newer entries into the marketplace. Though it is marginalized, the *Barloz* continues to see service well into the Rebellion era. The *Barloz*'s inexpensive price tag allows an entire generation of traders, explorers, and smugglers to take to the stars at a time when only the wealthy or indebted can afford to do so.

A series of *Barloz* gunships, known colloquially as Justifiers, are produced by private parties at the height of the Clone Wars. Internal cargo space is converted to make room for larger engines and shield generators, and a number of gun emplacements are added to the ventral and dorsal surfaces of the ship. Intended to provide fire support for merchant shipping, the Justifier is expensive to maintain and is produced only in limited numbers.

***Barloz*-class Freighter** CL 7
Colossal space transport
Init −3; **Senses** Perception +5

Defenses Ref 15 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 15; **Threshold** 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon +1 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40

Abilities Str 50, Dex 14, Con —, Int 12
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3, Use Computer +5

Crew 2 (normal); **Passengers** 4
Cargo 85 metric tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12)
Availability Licensed; **Cost** 120,000 (17,500 used)

Laser Cannon (copilot)
Atk +1, **Dmg** 4d10×2

"WE'RE TAKING THIS JUNKER? WE'D BE BETTER OFF ON THAT BIG BUG."

-AHSOKA TANO

G9 Rigger

Designed by the Corellian Engineering Corporation as a budget space transport for fledgling businesses, the G9 Rigger is a slow and unwieldy transport ship on the verge of obsolescence by the time of the outbreak of the Clone Wars. The G9 Rigger, though inexpensive, offers few of the amenities sought after by independent traders. Like all Corellian Engineering Corporation ships, the G9 Rigger is fairly easy to customize, but the ship is too bulky and sluggish for most couriers and transport pilots who pride themselves on speed. As a result, the G9 Rigger is most often seen in the hands of local traders who ply the space lanes in a small area of the galaxy, and has earned a reputation as a low-quality vessel suitable for use only on the Outer Rim. Interestingly, it is this reputation that leads many spice smugglers to spend the time and effort to modify the G9 Rigger, as most sector authorities see little threat from this vessel.

The *Twilight*, a spice freighter owned by Ziro the Hutt and stolen from the planet Teth by Anakin Skywalker, is a G9 Rigger.

G9 Rigger CL 6
Colossal space transport
Init −5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 24; +11 armor
hp 100; **DR** 15; **Threshold** 74

Speed fly 12 squares (max. velocity 700 km/h), fly 2 squares (starship scale)
Ranged double light laser cannons +3 (see below) and light laser cannons +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +5
Atk Options autofire (double light laser cannons)

Abilities Str 39, Dex 10, Con —, Int 12
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

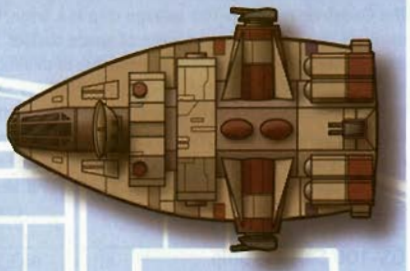
Crew 2 (normal); **Passengers** 6
Cargo 70 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Licensed; **Cost** 85,000 (45,000 used)

Double Light Laser Cannons (pilot)
Atk +3 (−2 autofire), **Dmg** 4d10×2

Light Laser Cannons (copilot)
Atk +1, **Dmg** 3d10×2

Barloz-class Medium Freighter





1 square = 3 meters

1. Cockpit
   - a Pilot
   - b Co-Pilot
   - c Sensors/Communications
   - d Shields/Weapons
2. Ship's Computer
3. Life Support
4. Galley
5. Refresher
6. Passenger Cabins
7. First Mate's Cabin
8. Captain's Cabin
9. Common Room
10. Boarding Ramp
11. Machine Shop/Storage
12. Cargo Bay
13. Cargo Elevator
14. Escape Pod
15. Cargo Loading Ramp
16. Engineering Section
17. Gunwell to Turret

WEST

GS-100 Salvage Ship

The Gallofree Yards GS-100 salvage ship is a large, bulky craft designed to navigate debris fields in the wake of space battles, picking up salvageable parts to sell as scrap. Durable and capable of dealing with dangerous floating flotsam and debris, the GS-100 runs with a small crew complement, and some independent salvagers prefer to fill the other two crew slots with droids, allowing them to plunder the graveyards of past battles without the need to split the profits with living associates.

Gha' Nachkt's ship, the *Vulture's Claw*, is a heavily modified GS-100 salvage ship.

GS-100 Salvage Ship **CL 8**
Colossal space transport
Init −4; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 30; +13 armor
hp 190; **DR** 15; **Threshold** 80

Speed fly 12 squares (max. velocity 400 km/h), fly 2 squares (starship scale)
Ranged 2 medium laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40

Abilities Str 51, Dex 12, Con —, Int 14
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +5

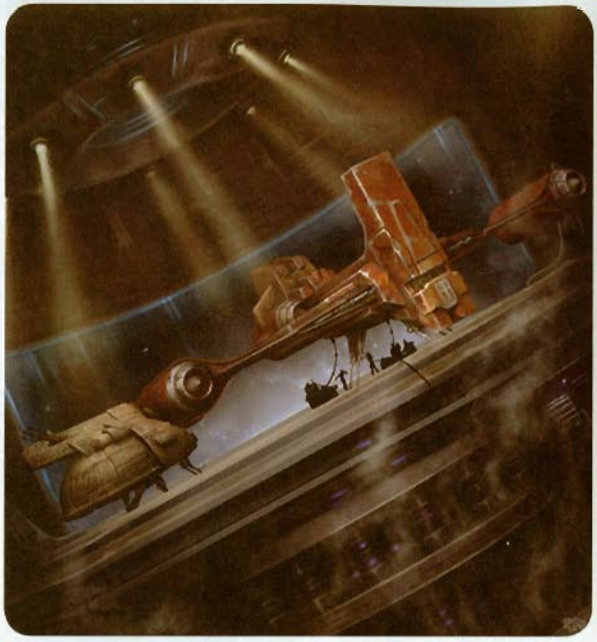
Crew 3 (normal); **Passengers** 20 (droids)
Cargo 140 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Licensed; **Cost** 190,000 (95,000 used)

Medium Laser Cannons (gunner)
Atk +2, **Dmg** 4d10×2

"LOOKS LIKE A TRANDOSHAN SCAVENGER, PROBABLY COMBING THE BATTLEFIELD FOR SALVAGE."

-ANAKIN SKYWALKER

AN S40K *PHOENIX HAWK*-CLASS LIGHT PINNACE AND KR-TB DOOMTREADER ON A LANDING PAD.



KR-TB Doomtreader

One of the Corellian Engineering Corporation's forgotten achievements is the KR-TB, better known as the Doomtreader. It represents a radical shift in design for the CEC at a time when the company is searching for a product that resonates well with the majority of their customer base. Though the YT series is nearly a century away from being realized, the KR-TB is one of the earliest attempts at designing a freighter that would be all things to all people.

For the time, the Doomtreader's expansive cargo holds are its most lauded feature. With over 300 metric tons of capacity, a small fortune can be secured for reliable transport. The KR-TB is also designed with the solo pilot in mind. The duties of the copilot can be delegated to an astromech droid, necessitating only a small organic crew. Adequate passenger space is provided for up to six additional organics.

Next to its vast cargo capabilities, the Doomtreader is renowned for its defensive capabilities. In fact, the KR-TB earns its moniker from its heavy shields, durable construction, and dual laser cannons, which allow it to venture into situations that would doom lesser vessels to capture or destruction.

Even though it seems the perfect ship for the intergalactic merchant, the KR-TB is only moderately successful—in part because of the ship's high price tag. Behind the scenes, rivalries within the Corellian Engineering Corporation also play a substantial role in the model's marginalization. In the end, remaining Doomtreaders are sold at cut rates to planetary defense forces and law enforcement agencies.

The most famous KR-TB Doomtreader is *Hell's Anvil*. Taken as a prize by Montross, a well-known Mandalorian bounty hunter and rival of Jango Fett, *Hell's Anvil* is heavily modified and converted for use as a prisoner transport and mobile base. The most notorious of *Hell's Anvil*'s modifications is a pair of solar ionization cannons, devastating weapons that are unaffected by conventional deflector shields. With Montross's death at the hands of Jango Fett, the *Hell's Anvil* fades into obscurity.



A *Pursuer*-class enforcement ship chases down a *Barloz*-class freighter.

KR-TB Doomtreader **CL 8**
Colossal space transport
Init −4; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 30; **Threshold** 80

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 20×10 or 1 squares (starship scale); **Cover** total (crew), total (astromech droid)
Base Atk +0; **Grp** +40

Abilities Str 50, Dex 12, Con —, Int 14
Skills Initiative −4, Mechanics +5 (+13*), Perception +5, Pilot −4, Use Computer +5 (+13*)

Crew 2 plus astromech droid (skilled); **Passengers** 6
Cargo 100 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x2 (backup x15)
Availability Licensed; **Cost** 350,000 (70,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Dual Laser Cannons (pilot)
Atk +4, **Dmg** 6d10×2

Pursuer-class Enforcement Ship

The *Pursuer*-class enforcement ship is a patrol vessel and fast transport designed by MandalMotors with Mandalorians specifically in mind. The ship is popular with the Mandalorian Protectors during the Clone Wars, but the *Pursuer*-class also becomes a sought-after ship among non-Mandalorian police forces and bounty hunters across the galaxy.

The stock *Pursuer* is fast, with good armament and adequate shields. Though its cargo capacity is not up to par with other interstellar transports and freighters, it can be easily relegated to a transport role in a pinch. Passenger space is limited to five cramped cells and a couple of bunks, and the cargo area is adequate for securing contraband and ground vehicles. Even though it is a capable craft right off the assembly line, few *Pursuers* go long without aftermarket modification.

Following the Clone Wars, the *Pursuer*-class continues to see production and distribution across the galaxy with few changes to its basic design. Its fearsome reputation, combined with its capabilities, is just as valuable to potential owners as its actual weapon systems are.

With his Firespray-31, *Slave I*, in impound, Boba Fett uses of a modified *Pursuer*-class, dubbing it *Slave II*. The ship serves him well until it is nearly destroyed at Byss. Fett's modified *Pursuer* includes a rear-firing proton torpedo launcher, an improved sensor array, and improved shield generators and sublight engines.

Pursuer-class Enforcement Ship **CL 7**
Colossal space transport
Init –3; **Senses** Perception +5

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged twin blaster cannons +5 (see below) or
Ranged ion cannons +5 (see below)
Fighting Space 10×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +1; **Grp** +37
Atk Options autofire (twin blaster cannons)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 1; **Passengers** 7 (2 Passengers, 5 prisoners)
Cargo 35 metric tons; **Consumables** 5 weeks
Hyperdrive ×1 (backup ×16)
Availability Restricted; **Cost** 200,000 (40,000 used)

Twin Blaster Cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Ion Cannons (pilot)
Atk +5, **Dmg** 4d10×2 ion

Seltiss-2 Caravel

All Hutts of means seek to demonstrate their personal successes. This extends to the vessels they buy, and the Seltiss-2 caravel is a prime example of Huttese taste in starships. The Seltiss-2 is modest by Hutt standards, yet to other species its amenities seem lush. No two ships are the same, and the interiors are crafted to individual specifications and requirements. Externally, the Seltiss-2 resembles a sail barge. Inside, however, the accommodations—at least for the Hutt and honored guests—are spacious and opulent.

Hutt caravels, the Seltiss-2 among them, are designed with short intrasystem jaunts in mind. Thus, they are not equipped with hyperdrives as a standard feature. They move easily between the upper atmosphere of Nal Hutta and the smuggler's moon of Nar Shaddaa. The vessel's combat capabilities are humble and hidden from the naked eye. Any self-respecting Hutt prefers to keep his weapons concealed to lull enemies into a false sense of superiority.

The main cabin of the Seltiss-2 is equipped with a raised dais and a stunning view. It serves as a Hutt's audience chamber away from the personal palace. The cabin detaches from the rest of the ship, ferrying the Hutt and his servants to and from the planet below.

Ubrikkian Seltiss-2 Caravel **CL 9**
Colossal space transport
Init –5; **Senses** Perception +5

Defenses Ref 14 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 15; **SR** 30; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon battery +2 (see below)
Fighting Space 10×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +41
Atk Options autofire (laser cannon battery)

Abilities Str 52, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 4 (1 pilot, 1 copilot, 2 gunners); **Passengers** 12
Cargo 50 tons; **Consumables** 1 month; **Carried Craft** main cabin
Availability Licensed; **Cost** 800,000 (160,000 used)

Laser Cannon Battery (2 gunners)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Seltiss-2 Caravel Cabin

The Seltiss-2 caravel, like many Hutt space transports, is equipped with a cabin that separates from the rest of the ship. Though this is often done merely to accommodate suborbital transportation, the most obvious reason for such a feature is to allow the owner of the caravel to escape harm. Escape pods are not a standard feature aboard Hutt caravels, leaving the Hutt's crew and entourage in dire straights if the ship's owner decides to depart during an emergency.

When detached from the primary hull, the cabin of a Seltiss-2 has the following statistics.

Ubrikkian Seltiss-2 Caravel Cabin CL 3
Huge space transport
Init +4; **Senses** Perception +5

Defenses Ref 12 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 5; **SR** 10; **Threshold** 31

Speed fly 12 squares (max. velocity 700 km/h), fly 3 squares (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +21

Abilities Str 32, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1; **Passengers** 6
Cargo 5 tons; **Consumables** 2 weeks; **Carried Craft** none
Availability Licensed; **Cost** 400,000 (80,000 used)

STARFIGHTERS

The following starfighters are prevalent during the Clone Wars. Some achieve greatness, while others fly into obscurity after the wars.

DAGGER-CLASS STARFIGHTER

The *Dagger*-class space superiority starfighter is produced in large numbers by Republic Sienar Systems in the waning days of the Old Republic. It is a formidable craft for its time: small, maneuverable, and fast, with powerful weaponry and a relatively cheap price tag. It even incorporates a hyperdrive and a limited astrogation computer that stores enough data for three hyperspace jumps.

As with later examples of Sienar's design philosophy, the *Dagger*-class lacks shields or extensive life support systems. *Dagger* pilots must don pressurized flight suits to withstand the rigors of space. An absence of inertial and gravity controls means that *Dagger* pilots are also exposed to extreme gravitational forces as they dodge, weave, and careen through space.

Thousands of *Dagger*-class starfighters are produced by Republic Sienar prior to the Clone Wars. The majority are purchased by planetary defense forces, and many of the systems that take up the banner of the Confederacy of Independent Systems have *Daggers* in their arsenals. Given its low cost and ubiquitous nature, the *Dagger* is also used by a number of mercenary organizations, as well as independent paramilitary contractors. The Trade Federation, in particular, contracts with a number of mercenary organizations that employ *Dagger* starfighters.

With Republic Sienar's dissolution by Emperor Palpatine, and subsequent incorporation into the Republic Navy, production of many of its starfighters ceases completely. This includes the *Dagger*-class starfighter. The design specifications of the *Dagger* are eventually brought out for review by the newly founded Sienar Fleet Systems, and some elements of the class are incorporated into the initial TIE series of starfighters.

DAGGER-CLASS STARFIGHTERS ATTACK THE *TWILIGHT*, A D9 RIGGER SPICE FREIGHTER.



***Dagger*-class Starfighter** CL 6
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 15 (flat-footed 11), Fort 22; +6 armor
hp 60; **DR** 10; **Threshold** 42

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 10
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1; **Passengers** none
Cargo 55 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 35,000 (8,000 used)

Laser Cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 6d10×2

Dianoga-class Assault Starfighter

The *Dianoga*-class starfighter is one of Koensayr's most popular starfighter models prior to the advent of the Y-wing. Though its armaments are considered excessive for a civilian fighter produced during peacetime, it is a popular choice of planetary defense forces, mercenary fleets, and pirate bands. Though effective when employed in large numbers, the *Dianoga*'s relatively slow speed and low maneuverability keep it from competing with faster and nimbler military-grade starfighters.

The *Dianoga*'s leading feature is its weaponry. Four fire-linked laser cannons provide the fighter with a significant offensive punch, while the craft's heavy ion cannon allows for more controlled attacks against sensitive targets that need to be taken in one piece. Decent shields, a reinforced hull, and a mid-grade hyperdrive are also standard features of the *Dianoga*, providing it with a degree of tactical flexibility.

During the Clone Wars, *Dianogas* fly in mercenary and pirate fleets. Koensayr eventually discontinues the line, making it a rare sight following the Clone Wars. Some *Dianogas* are still in service with pirate bands well into the Rebellion era, but the lack of available parts makes them difficult, if not impossible, to maintain.

Dianoga-class Assault Starfighter **CL 7**
Gargantuan starfighter
Init +2; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 23; +6 armor
hp 80; **DR** 10; **SR** 15; **Threshold** 43

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged laser cannons +2 (see below) or
Ranged heavy ion cannon +2 (see below)
Fighting Space 4×4 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +28
Atk Options autofire (laser cannons)

Abilities Str 36, Dex 14, Con —, Int 11
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +5

Crew 1; **Passengers** none
Cargo 90 kg; **Consumables** 3 days; **Carried Craft** none
Hyperdrive ×2
Availability Restricted; **Cost** 45,000 (12,000 used)

Fire-linked Laser Cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 6d10×2

Heavy Ion Cannon (pilot)
Atk +2, **Dmg** 5d10×2 ion

Freefall-class Starfighter

The *Freefall*-class starfighter is a bomber manufactured by the Nubian Design Collective. Named for the unguided bombs it is designed to use, the *Freefall* is an effective craft despite its lowtech approach to ordnance delivery. It is a large starfighter, possessing a wide wingspan with a large sublight engine mounted on each wing tip. Cargo capacity is typically limited to bombs, but the ship can be converted to make supply drops and troop insertions if necessary.

A *Freefall* requires an extensive crew, including a dedicated pilot, gunner, navigator, and bombardier. Allowing a pilot to focus on maneuvers while providing additional crew to perform other functions is a staple of Nubian design philosophy. In fact, the calibration of these diverse systems is so exacting that as long as a crew of four operates the ship, each gains a +1 bonus to checks and rolls related to his own duties. It is theoretically possible to consolidate systems, thereby reducing the ship's required crew, but this eliminates the aforementioned bonus.

During the Clone Wars, the *Freefall*-class starfighter is employed by several independent mercenary units, mostly on the side of the Republic. The best known of these mercenaries is the Bith engineer Jinkins, who flies a heavily modified *Freefall*-class starfighter with improved weaponry.

***Freefall*-class Starfighter** **CL 8**
Colossal starfighter
Init –2; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +1 (see below) and
Ranged bomb chute +1 (see below)
Fighting Space 30×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 16, Con —, Int 12
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (1 pilot, 1 gunner, 1 navigator, 1 bombardier); **Passengers** 10
Cargo 20 metric tons; **Consumables** 4 weeks; **Carried Craft** none
Payload 20 proton bombs
Hyperdrive ×2 (backup ×10)
Availability Restricted; **Cost** 70,000 (18,000 used)

Laser Cannons (gunner)
Atk +1 (–4 autofire), **Dmg** 6d10×2

Bomb Chute (bombardier)
Atk +1, **Dmg** 8d10×5

MorningStar Assault Starfighter

The MorningStar is a tri-wing starfighter used extensively in mercenary fleets prior to the invasion of Naboo. The Trade Federation employs several mercenary groups that use the MorningStar fighter and its variants. Of the starfighters available prior to the Galactic Civil War, the MorningStar is one of the most capable designs available. In spite of being marketed as a planetary defense ship, the MorningStar finds its way into mercenary and pirate fleets across the galaxy.

Kuat Systems Engineering originally produces the MorningStar as an orbital fighter and picket vessel for planetary defenses and law enforcement. With the eventual addition of a Class-2 hyperdrive, the MorningStar is shoehorned into the role of a space superiority starfighter. Though effective, especially en masse, the MorningStar suffers from light construction, mediocre maneuverability, slow speed, and an inadequate payload of concussion missiles.



MorningStar assault starfighters meet their match.

Variants of the MorningStar are produced, the most popular of which are the A, B, and C models. The A model, detailed here, is the original space superiority design. The MorningStar-B trades in its concussion missile launcher for three heavy laser cannons (damage 7d10×2). As a result, it is favored as a dogfighting craft by the mercenaries who employ it.

The MorningStar-C is born of the desire for a starfighter that is effective against capital ships. This design change takes the B model, removes the light laser cannons, and includes three concussion missile launchers with ten missiles each in their place.

MorningStar-A Assault Starfighter **CL 8**

Gargantuan starfighter

Init +2; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 22; +6 armor

hp 70; **DR** 10; **SR** 20; **Threshold** 42

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged light laser cannons +3 (see below) or

Ranged concussion missile launcher +3 (see below)

Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +0; **Grp** +27

Atk Options autofire (light laser cannons)

Abilities Str 35, Dex 14, Con —, Int 12

Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +5

Crew 1; **Passengers** none

Cargo 75 kg; **Consumables** 3 days; **Carried Craft** none

Payload 4 missiles

Hyperdrive ×2

Availability Restricted; **Cost** 43,000 (10,000 used)

Light Laser Cannons (pilot)

Atk +3 (–2 autofire), **Dmg** 5d10×2

Concussion Missile Launcher (pilot)

Atk +3, **Dmg** 8d10×2

S40K *Phoenix Hawk*-class Light Pinnace

The S40K is one of Kuat Systems Engineering's first forays into the galactic starship market. Designed as an affordable space transport with minimal cargo capacity, good defenses, and high utility, the *Phoenix Hawk*-class falls short in a number of areas, and these shortcomings eventually doom it to failure. So many corners are cut by KSE's designers that the *Phoenix Hawk*-class is essentially ignored by wealthy pilots and merchants in favor of more expensive, less cramped alternatives. Externally, the *Phoenix Hawk*-class resembles a squat Firespray-31 patrol craft. Unlike the Firespray, which is streamlined and elegant in appearance, the *Phoenix Hawk*-class appears ungainly and clumsy.

The ship's starkest deficiency is its cramped living conditions. Though marketed as a transport for up to six occupants, the craft's amenities are hardly sufficient for half that number. Crew and passengers are pressed together into small quarters, and bunks must be shared if the ship is staffed to full capacity. Standard ceiling height within the S40K is capped at 1.83 meters, making the interior a claustrophobe's nightmare. To make matters worse, refresher facilities are uncomfortable and prone to malfunctioning at inopportune times unless several systems are replaced with nonstandard parts.



Two Scurrg H-6 prototype bombers attack The Vulture's Claw, a GS-100 salvage ship.

Despite its drawbacks, the S40K succeeds in the area of defensive systems and offensive capabilities. Though it is slow and plodding in flight, the *Phoenix Hawk*-class is equipped with excellent shields and powerful weaponry. When flown by a skilled pilot, the S40K makes a formidable target, so it is popular with bounty hunters, mercenaries, and paramilitary units that are less concerned with amenities and more interested in the application of brute force.

Though it is an incredibly common sight on the space lanes during the days of the Old Republic, the *Phoenix Hawk*-class becomes increasingly obscure with each passing decade.

S40K *Phoenix Hawk*-class Light Pinnace **CL 7**
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged heavy blaster cannons +3 (see below) or
Ranged light ion cannons +3 (see below)
Fighting Space 4×4 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +33
Atk Options autofire (heavy blaster cannons)

Abilities Str 46, Dex 12, Con —, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 1 or 2; **Passengers** 4
Cargo 20 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2
Availability Licensed; **Cost** 112,000 (22,500 used)

Heavy Blaster Cannons (pilot)
Atk +3 (–2 autofire), **Dmg** 6d10×2

Light Ion Cannons (pilot)
Atk +3, **Dmg** 3d10×2 ion

Scurrg H-6 Prototype Bomber

The Scurrg H-6 is one of the most dangerous starfighter designs in the galaxy. It is created five years before the Battle of Naboo by the Nubian Design Collective, who hope to sell it to Naboo. Naboo, seeing little use for an expensive offensive bomber, refuses the Collective's offer. The original Scurrg prototype is mothballed on Nubia while the Collective lackadaisically seeks another buyer. As they search, the prototype is stolen by a Feeorin pirate named Nym with the aid of Jinkins, one of the Collective's engineers.

Following the original prototype's theft, the Nubian Design Collective produces several other prototypes anticipating the impending civil war. These new prototypes incorporate minor improvements on the original design, but are otherwise identical. The expense of the starfighter, along with its advanced Nubian technology, dissuades a number of buyers (including the Republic) from investing in the Scurrg. Given their friendly relationship with Naboo, the Nubians refuse to entertain offers from the Confederacy.

The Scurrg is best classified as a heavy assault starfighter. It is equipped with six forward-mounted laser cannons, a laser turret, and an experimental bomblet generator. The energy spheres dropped by the Scurrg are produced by the bomblet generator, which uses the ship's primary power source to create them. The generator can produce one bomblet every 10 rounds (1 minute), but it can hold no more than ten energy spheres at any one time. The bomblet generator is a modular design, allowing it to be removed and incorporated into other compatible starfighters. The Scurrg can easily be equipped with a standard bomb chute that drops standard proton bombs.

The original Scurrg prototype, as flown by Nym, is known as the *Havoc*. In addition to an improved hyperdrive engine, the *Havoc* is modified to allow Nym to operate it without a full crew complement. While Nym takes the helm, the gunner and navigator positions are filled by two astromech droids, which have been integrated into the ship's system.

Scurrg H-6 Prototype Bomber CL 10
Colossal starfighter
Init –1; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 25; **Threshold** 77

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser turret +7 (see below) and laser cannons +7 (see below) or
Ranged bomblet generator +7* (see below)
Fighting Space 14×14 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannons, laser turret)

Abilities Str 44, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 3 (1 pilot, 1 gunner, 1 navigator); **Passengers** 3
Cargo 10 metric tons; **Consumables** 2 weeks **Carried Craft** none
Payload 10 explosive energy spheres (see below)
Hyperdrive ×2 (backup ×10)
Availability Military; **Cost** 150,000 (no used models available)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Laser Cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 8d10×2

Laser Turret (gunner)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Bomblet Generator (pilot)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 8d10×5

"Sometimes, I get the feeling the Havoc is alive. She sometimes fires before I pull the trigger, and when we're in hyperspace, I swear her engines sing me to sleep."

–Nym

Chapter VII
Clone Wars Campaigns





The Clone Wars embodies traditional warfare better than any other war in the *Star Wars* saga. Whereas the Galactic Civil War features guerilla warfare against a monolithic Empire, the Clone Wars are a struggle between two more evenly matched forces using more conventional tactics and strategies. Battles of the Clone Wars involve two comparable military forces clashing on expansive and exotic battlefields in a struggle to capture and secure territory. The Republic and the Confederacy are vying to be the dominant ruling body of the galaxy, and both sides commit millions of troops—clones and droids—in an effort to stop their foes.

The Clone Wars lead millions of ground troops to fields of battle throughout the galaxy, and the heroes of a Clone Wars campaign quickly find themselves drawn into these conflicts. Part of the excitement of a Clone Wars campaign is that everywhere the heroes go they find conflicts close by. Few places in the galaxy avoid conflict. The Jedi are fighting and dying on the front lines of these wars, sending the Order into decline. The corrupt leaders of the Confederacy use droid troops to advance their agenda, aided by the sinister leadership of villains like General Grievous and General Loathsom. The galaxy offers the heroes no sanctuary from the effects of the Clone Wars. Even when visiting distant, backwater worlds, they might see secret rendezvous points for Republic military forces or even entire populations toiling day and night to power the Separatist war machine.

Decline of the Jedi

Though the Jedi are the guardians of the Republic for millennia, during the Clone Wars they dwindle nearly to the point of extinction. The Jedi slowly decline up to the point of the Clone Wars, but the sudden deaths of dozens of Jedi at the battle of Geonosis mark the first step in the rapid thinning of the Jedi ranks. As the Clone Wars progress, more Jedi are killed than are raised to knighthood, and the number of Jedi Knights and Jedi Masters shrinks as the war rages on. By the time Order 66 is implemented, the Jedi are significantly fewer in number than they are at the beginning of the Clone Wars.

Showing the decline of the Jedi in a campaign is a great way to reinforce the common themes of a Clone Wars campaign. If, as the campaign goes on, the heroes see the Jedi falling out of prominence, they should develop a greater sense of urgency and a deepening impression that their own actions could turn the tide, since calling on the Jedi to fix problems becomes increasingly difficult. The following suggestions offer ways that Gamemasters can weave the decline of the Jedi into their campaigns.

The Dwindling Jedi Campaign

When the Clone Wars campaign opens, the Gamemaster liberally sprinkles the Jedi throughout the early adventures. The heroes receive missions from Jedi Masters, encounter wandering Jedi Knights on the battlefield, and help Padawans escape trouble. As the heroes grow in power, gaining levels and completing adventures, the Gamemaster gradually reduces the number of Jedi that show up in the campaign. Instead of having Jedi show up every session, they begin to show up every other session, then every third session, and so forth. Major NPC Jedi die in the Clone Wars, while others are called away to distant star systems well beyond the heroes' reach. Jedi heroes who become one with the Force are replaced by non-Jedi heroes, so that even within the confines of an adventuring party of heroes the Jedi are on the decline. By the time the heroes reach the highest levels, only a small number of Jedi—one or two, at most—are actively visible in the campaign.

The contrast between the beginning of the campaign, when the heroes encountered Jedi frequently in nearly every adventure, and the end of the campaign, when only one or two Jedi are even interacting with the heroes on a regular basis, should be enough to reinforce the sense that the Jedi are a dying breed.

The Masterless Padawan

Jedi heroes in a Clone Wars game keep the Jedi in the heroes' perception throughout the campaign. However, this does not mean that a campaign with a Jedi hero cannot take advantage of the diminishing Jedi Order as a theme. A Clone Wars campaign that starts at 1st level could begin with Jedi heroes as Padawans whose masters have died or otherwise deserted them.

Left to find their own way, Padawan heroes are confronted immediately by the decline of the Jedi. If that Padawan then makes contact with the Jedi Council (an encounter that could even be worthy of a small quest), the Jedi Council informs the Padawan that no Jedi Master is available to complete his or her training. The Padawan can be given an assignment, or entrusted to the companionship of the other heroes (particularly if another hero is a Republic soldier or a well-known and loyal noble) until such a time when another Jedi Master can continue the Padawan's training. Alternatively, a Padawan might be entrusted to the care of a mere Jedi Knight—as Ahsoka Tano is entrusted to Anakin Skywalker just a short time after his Knighting ceremony. This leaves the hero under the tutelage of a Jedi who is not yet ready to truly train the Padawan.

Order 66

Using Order 66—the order given by Supreme Chancellor Palpatine to wipe out the Jedi—can be tricky because it represents a major setting shift. When Palpatine issues Order 66, the Clone Wars quickly come to an end, and within a brief time the Empire rises and the Dark Times begin. However, using Order 66 in a campaign gives the Gamemaster a chance to build up to a single, climactic event that is prominent in *Revenge of the Sith* and can connect a campaign to the *Star Wars* films. For campaigns taking place during the Clone Wars, Order 66 should probably be one of the last major events in the campaign. Jedi heroes in the company of clone troops during Order 66 must deal with sudden betrayal, which can surprise players if they do not know it is coming. This surprise can also be enhanced if any of the heroes have clone trooper followers, as formerly loyal allies that have likely been through many adventures with the heroes suddenly, without warning, become enemies.

Order 66 presents a great opportunity to surprise the heroes, and Gamemasters planning to use Order 66 should be careful, over the course of the Clone Wars campaign, to resist providing too much information as to how close, or how far away, Order 66 is. Additionally, after the Order 66 event, Jedi become outlaws, and Jedi heroes quickly find themselves hunted and cut off from the resources they have come to rely on over the course of the campaign, radically altering the feel of the campaign. Order 66 represents the final blow in the collapse of the Jedi Order, and it should be treated as either a major shift in the campaign's tone or as one of the final events leading to the climax of the campaign.



Rampant Corruption

By the time the Clone Wars begin to tear the galaxy apart, the Republic has already been steeped in massive corruption for decades, even centuries. In fact, corruption in the Republic allowed Palpatine to maneuver his way into becoming Supreme Chancellor a decade before the outbreak of the Clone Wars. Similar corruption allowed him—in his guise as Darth Sidious—to manipulate the Separatists into engaging the Republic in open war. In a Clone Wars campaign, the heroes are likely to encounter corruption at every turn, and those in positions of power can never be truly trusted, for they might have their allegiances bought by enemy factions. Politicians sell their votes, corporate leaders disregard the basic rights of their employees, and security forces turn a blind eye to crime and violence all out of the greed that permeates the Republic during this time.

The heroes are likely to encounter rampant corruption when dealing with their enemies and opponents. A corrupt Republic Senator, taking bribes from Separatist agents, might reveal the heroes' plans to their enemies, allowing the Separatists to set a trap and draw the heroes into it. A civilian contractor at a military shipyard might deactivate the automated security system at the shipyard, forcing the heroes to repel an invasion without the help of the yard's droid defenders.

Corruption usually means saying one thing and then doing another, meaning the heroes likely have no idea that they are dealing with a corrupt individual until proof of corruption surfaces. For example, a high-ranking military officer who has proven to be an ally and an asset for the heroes is suddenly revealed to have been sending substandard weapons to the front lines, endangering not only the war effort but also the soldiers on the front lines. The heroes are then faced with a difficult decision: to continue to benefit from that officer's assistance and expertise, or reveal the officer's corrupt dealings and lose the benefit of his friendship. If they decide upon the latter, they make an enemy of that officer and also likely find themselves making enemies with whoever bribed the officer to buy the substandard munitions in the first place.

Typically corruption is problematic, but sometimes it can work in the heroes' favor. Savvy heroes who use the corruption of the enemy to their advantage can orchestrate victories that prey upon the susceptibility of their enemies. Heroes who know that two enemy leaders are distrustful of one another could arrange for one (or both) to be bribed into betraying the other, using credits and leaning on their lack of trust to create friction within the enemy ranks. Similarly, if the heroes discover that an enemy leader is particularly susceptible to one form of bribery, they could turn that enemy into an ally by exploiting the enemy's corruption. The heroes gain insight into the workings of the enemy, and gain a valuable, though untrustworthy, asset who can provide a significant advantage in future adventures. For example, if the heroes learn that a Trade Federation starship captain is willing to accept bribes, they can use credits to ingratiate themselves with that captain and then turn him to their advantage. When the heroes need to sneak behind enemy lines, they call in a favor with the bribed starship captain and find themselves moving through Confederacy space aboard a Confederate vessel. Gamemasters should feel free to use the corruption of the enemy to help heroes achieve their goals once in a while, since it keeps the heroes from feeling as though corruption happens only among their allies.

Additionally, the heroes should not be considered above the temptation of corruption. During an adventure, a liaison from the enemy could approach the heroes, offering them an astronomical sum of credits to turn over secret information or abandon their mission. Such situations can be interesting roleplaying opportunities because each hero must decide whether greed outweighs principles in a time when corruption is everywhere. If the heroes are smugglers, mercenaries, or bounty hunters, the corruption might serve to further their goals. With the promise of credits from both sides, the heroes can turn corruption to their advantage, plying their trade while draining credits from corrupt officials on both sides of the war.

For more advice on running campaigns in which the heroes are confronted and tempted by widespread corruption, check out the *Scum and Villainy* supplement.

"Greed can be a powerful ally."

-Qui-Gon Jinn

Villains

The Clone Wars has an abundance of high-profile villains. Count Dooku, General Grievous, Durge, Asajj Ventress, General Loathsom, and others make up a motley group of villains who share the spotlight. Though some, like Asajj Ventress, work behind the scenes, other villains are well-known. Count Dooku and General Grievous are famous names recognized throughout the galaxy, even among those who are not directly involved in the war. High-profile villains are extremely important in *Star Wars*, but even more so in a Clone Wars campaign. The following aspects of the villains of the Clone Wars should give Gamemasters a good basis on which to build their own villains. Providing such notable enemies for the heroes not only provides a more genuine *Star Wars* experience but also helps the Gamemaster create memorable characters and storylines that can last throughout an entire campaign.

Dehumanization

One important aspect of creating memorable, high-profile villains for a Clone Wars campaign is the dehumanization of those villains. Even though this need not apply to all villains (Count Dooku is a good example of a very Human villain), most of the villains of the Clone Wars are distinctly dehumanized,

even monstrous. A villain's physical appearance has a great deal to do with how monstrous that villain seems. Some villains, like Asajj Ventress, are merely twisted shadows of humanity; her gray skin, dark eyes, and lack of hair are just different enough from Humans to make her seem both alien and terrifying. On the far end of the spectrum are villains like General Grievous and Durge; though vaguely humanoid in shape, they are so distinctly monstrous in their appearance that no one confuses them with Humans. Grievous achieves new levels of inhumanity because he is a near-total replacement cyborg, truly embodying the idea of being more machine than creature. Durge, on the other hand, is dehumanized by his faceless armor, an effect like that of stormtroopers and clone troopers. When creating a villain for a Clone Wars campaign, Gamemasters should take care to describe them in a way that makes them seem one step away from Human—monstrous and yet just familiar enough that Human qualities are recognizable. These similarities make the differences stand out all the stronger.

High-profile villains need more than a frightening and monstrous appearance to sustain them. The villains of the Clone Wars have voices, mannerisms, and habits that augment their inhuman appearances. The metallic echo to General Grievous' voice, the harsh accent, and the hacking coughs wracking his cybernetic body combine with his physical description to create a complete, memorable villain package. Asajj Ventress has a hissing, snakelike voice, while Durge is notable for his disturbing silence. General Loathsom's boiling anger complements his physical stature and personality, producing a three-dimensional villain. Not all of a villain's mannerisms must be off-putting or exaggerated, and strong contrasts can also breed good villains. A Human villain who speaks with a smooth, well-cultured accent and rich vocabulary can be interesting if the Gamemaster contrasts his conventional appearance with a deep, inhuman cruelty.



The above advice might tempt a Gamemaster to make one-dimensional villains who are little more than monstrous caricatures. However, the villain's actions truly define him as an antagonist. Especially among the Confederacy, high-profile villains are careless with the lives (or, in the Separatists' case, good repair) of their subordinates, and they are willing to cast their followers aside when the situation demands it. The lives of underlings mean little to the Clone Wars villain, and ruthlessness is the order of the day. A truly sinister and dehumanized villain kills anyone or anything that gets in the way of her progress, and Gamemasters should not be afraid to have their villains perform acts of heartlessness and cruelty to get the heroes' undivided attention.

Powerful Personality

A villain is more than just a collection of physical descriptions, mannerisms, and acts of cruelty. A key aspect of creating good villains for a Clone Wars campaign is giving the villains a strong personality that resonates throughout an entire campaign. For example, Count Dooku is an excellent and iconic villain of the Clone Wars because he is charismatic and bold. Likewise, he is not afraid to delve into darkness to achieve his goals. Yet he is still very much the Jedi Master who left the Order after the death of one of his most beloved apprentices. Similarly, Asajj Ventress is more than just a pair of lightsabers and a frightful appearance. She strives to be the heir to the Sith legacy, and must prove again and again to Count Dooku that she is worthy of his tutelage. A good villain has his or her own aspirations, flaws, and personality traits that heroes can relate to. Many Jedi heroes, for example, begin their adventuring careers trying to prove to their Masters or to the Jedi Council that they are worthy of knighthood, much as Ventress begins her career as a villain trying to prove her worth to Dooku.

When creating a personality for a Clone Wars villain, the Gamemaster can likely take a look at the histories, personalities, and aspirations of the heroes in the campaign for reference. Villains are often merely twisted, dark reflections of heroes, having walked a different path after reaching a decisive turning point. Others are simply damaged beings thoroughly corrupted by the injustices (real and imagined) inflicted upon them. If the heroes see something of themselves in the villain, that villain is not only memorable but also relatable. For example, if one of the heroes in the campaign is a scoundrel whose aspiration is to become the greatest smuggler in the galaxy, the Gamemaster might create a villain who once had similar aspirations. This new villain might have once been a smuggler who bartered away his freedom for the credits to buy a starship, and as his debts to crime lords grew, the more horrific and dangerous acts he had to perform to placate them. Over

time, working for crime lords eroded any sense of right and wrong, reducing the once-aspiring smuggler to a brutal, uncompromising pirate captain who has achieved the notoriety he once sought by sacrificing his humanity in the process.

Militarization

The onset of the Clone Wars necessitates that various planets of the galaxy leave their peaceful, prosperous, and civilized ways behind and embrace militarization to survive. Worlds that have not seen major conflicts for thousands of years become central to the war, and more than just infrastructure must change for those worlds to survive.

A Clone Wars campaign brings with it an aspect of growing military importance, and few worlds are exempt from this. Gamemasters have several options for highlighting this militarization in their campaigns; some methods are overt, such as throwing the heroes directly into a battle between the Republic and the Confederacy, while others are more subtle, such as having the heroes witness the launch of a Republic flotilla from a staging point on an Outer Rim world. Below, Gamemasters can find suggestions on ways to make militarization a small or large part of a Clone Wars campaign.

Conversion of Civilian Assets

One intrusive form of militarization is the conversion of civilian assets into military assets. Droid-manned factories devoted to pumping out civilian airspeeders or computers for homes are converted to manufacturing AT-TEs and fire control computers for droid starfighters. Research hospitals that once served xenobiologists as havens for study are commandeered by the military and transformed into research facilities for biological weapons and their countermeasures. Few industries escape militarization, and practically all those that involve manufacturing are transformed by the Clone Wars.

For Gamemasters, including this aspect of militarization in a campaign entails showing how the military has invaded every aspect of life. The heroes might be required to go behind enemy lines and rescue engineers who are being forced to work on weapons against their will, or they might receive a mission to escort former Republic citizens who have been forcibly removed from a hospital to make room for Separatist mercenaries. Gamemasters need only refer to a facility's former role to instill a sense of militarization. For example, when the heroes infiltrate a Separatist weapons factory, the GM can include in the description of the building some offhand references to discarded consumer electronics or dormant machinery that once made speeder bike parts. The transformation of important civilian resources into military resources is a big part of conveying the Clone Wars' impact on the galaxy, and Gamemaster should feel free to include many references to assets that have been confiscated or stripped by the military for use in the war effort.

Clone Heroes

Given the prominence of clones in the story of the Clone Wars, Gamemasters should not be surprised if players wish to play clone characters. Clone heroes can be interesting and present exciting story opportunities, especially for a Gamemaster who plans to use Order 66 in the campaign finale. Gamemasters should allow players to play clone heroes who stand out from the rank-and-file clone troopers.

The basic clone trooper is bred for obedience and military discipline. This can stifle players who want more free will. Instead, the player could choose to play an ARC Trooper or a Republic clone commando; both unit types are clones based on the original Jango Fett template, but they have more of Fett's personality and fewer behavioral restrictions than standard clone troopers. They receive special training better suited to heroic careers, and many have destinies that stretch out beyond the Clone Wars. For clone heroes, use the following species template—a variant of the basic Human template.

Republic Clone Species Traits

The Human clones produced by the Kaminoans for the Republic share the following species traits:

Ability Scores: Republic clones begin with the following ability score array: Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8. Additionally, a clone player can choose one ability score to increase by 2 at the time of character creation.

Medium Size: As Medium creatures, clones have no special bonuses or penalties due to their size.

Speed: Base speed is 6 squares.

Bonus Trained Skill: Human clones are versatile and accomplished at many tasks. A Human clone character chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Bonus Feat: Human clones gain one bonus feat at 1st level.

Automatic Languages: Basic.

Forces of the Clone Wars

One of the easiest ways to make militarization more visible is to make references to the Republic and Separatist militaries. If the heroes are working for—or against—the Republic, this is easy. Including clone troopers, V-19 starfighters, and AT-XT walkers in an adventure gives the Republic an extremely visible presence. However, not every reference to military presence requires direct interaction with military personnel or assets. For example, heroes who have taken no side in the Clone Wars might see Confederacy *Recusant*-class destroyers in orbit above a planet they are visiting, or they might be stopped by a Separatist security detail. Alternatively, the heroes might enter a cantina where a number of off-duty clone troopers are taking

some downtime. Picking out individual elements of the various militaries to highlight during an adventure does not require the GM to involve them directly in the adventure. Gamemasters should feel free to use elements of the two opposing factions as simple "window dressing" when setting the scene during an adventure. Every casual reference to Republic or Separatist forces helps reinforce the image of a wartorn galaxy, keeping the players in a mindset appropriate to a Clone Wars campaign.

Playing as Separatists

Though adventuring heroes likely want to work for the Republic against the Separatists if they take sides in the war, some might instead choose to work as Separatist agents against the Republic. In this case, the Gamemaster can choose from two styles of campaign. First, the campaign can assume that the heroes are, in fact, villains; they work for the Separatists willingly out of greed or lust for power, and Jedi in this style of campaign are likely to have fallen away from the Jedi Order and instead joined the Separatist cause. The heroes in such a campaign are probably out to see the Republic shattered so they can seize power, and adventures in this kind of campaign are merely the opposite of adventures run with heroes of the Republic. These Separatist-aligned heroes might infiltrate Republic installations, sabotage shipyards, or engage in large-scale battles against the clone forces of the Republic. Gamemasters running this style of campaign need only treat the relationship between the heroes and the Republic as adversarial to craft fulfilling adventures.

However, the alternative campaign involving Separatist heroes is more complex. Instead of joining the Separatists out of greed or out of a desire to see the Republic destroyed, the heroes might have aligned themselves with the Separatists because they believe they are doing the right thing. These heroes might be unhappy with methods used by the Confederacy, but they believe that the Separatists are a more appealing faction than the Republic. Campaigns of this type rarely feature Jedi heroes, since it can be difficult to reconcile the heroes' desire to protect the Republic with joining the Separatists. Gamemasters running campaigns of this type can challenge the heroes with a broad range of adventures and enemies, beyond the obvious "heroes against the Republic" scheme. For example, even though the heroes are, themselves, Separatists, they might come into conflict with members of the Confederacy; for example, Separatist heroes who discover a Techno Union research facility torturing the indigenous inhabitants of a remote world might be compelled to intervene, even violently. Gamemasters running Separatist campaigns of this type should include adventures that blur the line between ally and enemy, and encourage the heroes to consider whether they are on the right side of the Clone Wars.

Large-Scale Conflict

Large-scale battles are common throughout the Clone Wars. Battles of the Clone Wars reach truly epic proportions, spanning multiple star systems or covering the surface of an entire planet. Adventures in the Clone Wars should also include similar large-scale battles, either as encounters themselves—using the mass combat rules below—or as the backdrop for Clone Wars adventures. If the heroes participate—and perhaps even turned the tide—in the Battle of Glee Anselm, for example, the players become invested in both the setting as well as the campaign. Large-scale conflicts are an important part of the *Star Wars* milieu, and the Clone Wars give Gamemasters ample opportunity to create battles that reach massive proportions, involving the copious resources of both the Republic and the Separatists.

When the time comes for a large-scale conflict to take place in your campaign, as the Gamemaster you should be prepared to answer certain questions about the battle and the role it serves in the story. First and foremost, you should decide whether the battle is merely the backdrop for this section of the campaign's story, or whether it is a pivotal event. If it is simply a backdrop, the actual outcome of the battle is likely out of the players' hands, but if it is a pivotal event, you should take care to design the adventure so that the heroes' actions can sway the outcome of the battle. Gamemasters using the battle as a backdrop can still allow the heroes to influence the battle, but more likely the battle is scripted and plays out according to the needs of the adventure.



V-19 Torrent fighters under attack from CIS-Advanced starfighters

Next, you should decide where the battle takes place (as determined by the needs of the adventure) and whether it is a land battle, a space battle, or a combination of both. The opposing factions are usually the Republic and Separatists, but you also need to decide whether mercenaries or indigenous peoples are involved. And you need to determine whether one side will have an advantage in the battle. From there, you should either construct the battle's sequence of events to match the needs of the adventure, or play out the battle using the mass combat rules below.

Large-scale battles are complicated, and literally millions of tiny factors can influence the outcome of real battles. For the purposes of your adventure, you should determine the major turning points of the battle and focus on describing those rather than getting caught up in the little details. The battle should serve the needs of the adventure and the greater campaign, and as the Gamemaster, you should feel free to script the battle as much as you need to accomplish that. The progress of the battle should make sense, but fantastic occurrences can turn the tide on the battlefield. Similarly, you want to make your battle memorable, so make sure you choose a locale that lends itself to an easily visualized and interesting series of events.

Battlefield Adventures

When set amid large-scale conflict, adventures require extra considerations for their construction. Entire adventures can take place during the course of a single battle, or the battle can be the backdrop for just one or two encounters. For adventures that take place entirely on the battlefield, as Gamemaster you should plan the events that will happen and determine the goals of the heroes. The heroes' goals should encourage them to stay involved in the battle, so giving them objectives like "sabotage the shield generator" or "rescue captive allies from the enemy bunker" mesh well with the backdrop of a battlefield adventure. When designing a battlefield adventure, keep in mind that though you can have encounters that are just as diverse as in other adventures, a battle is a dangerous place. With explosions all around them and troops advancing over the next hill, the heroes likely will not want to stop for an extended rest to allow their medic to perform surgery. Provide players with plenty of ways to heal up and prepare for the next encounter, and plan the encounters so that they do not follow one another so closely that the heroes' survival becomes impossible.

Encounters in a battlefield adventure are usually objective-based. If the heroes are going to sabotage a Separatist antivehicle cannon, an encounter might likely involve droids trying to defend the cannon while the heroes try to set explosives. Battlefield encounters feature an additional degree of tension, and the Gamemaster can reinforce this with descriptions of troops coming over the horizon, droid bombers screaming in to target the heroes' location, and explosions growing closer by the second. A battlefield encounter should be built just like any other combat encounter, but use the ongoing battle as a backdrop. Don't worry about the number of troops in the vicinity or how long reinforcements take to arrive any more than you would for a normal encounter. The battle is going on around the heroes, in the background, but for the purposes of the encounter, all that matters are the heroes and the enemies you have arrayed against them. An ongoing battle offers an opportunity to create exciting and challenging terrain effects. For example, if stray bombs falling on the encounter area cause an explosion to go off every round at a random location on the map, the encounter becomes even more interesting and players feel like they actually are part of a larger battle.

Using Troopers

Low-CL nonheroic characters are easy to use in large numbers as background elements or obstacles in a battlefield adventure. By the time the heroes have hit middle levels, low-level opponents like basic B1-Series battle droids are no real threat. However, battles of the Clone Wars feature dozens, if not hundreds, of basic troops engaged in the fight. Gamemasters can use nonthreatening, low-CL enemies (hereafter referred to simply as troopers) as a means of highlighting this aspect of the Clone Wars. Since low-CL enemies are not much of a threat, the heroes and their allies can blast through them with relative speed without earning much (if any) XP for defeating them. However, Gamemasters should be wary of the threat of the natural 20 when including large numbers of troopers in the encounter, and therefore, should have troopers take the aid another action to assist a single trooper on an attack roll. The squad rules (described below) use this basic principle to transform a cluster of troopers into a more significant threat. Gamemasters can add a number of troopers to an encounter to not only make the encounter feel more like it is taking place on a large battlefield but also to present a number of enemies that function more like obstacles than true opponents.

Squads

Squads are collections of lower-CL enemies that work together as a single creature on the battlefield. Squads are ideal for encounters in which the Gamemaster wants to include a large number of weaker enemies and allies, and can help replicate the chaos of a battlefield in a more manageable fashion. Similarly, squads provide the Gamemaster with ways to transform low-CL enemies into a more significant threat. By the time the heroes hit 10th level, those CL 1 battle droids have ceased to be a challenge, but transforming those droids into squads raises their CL to the point where they can be sufficiently dangerous.

A squad represents a small number of creatures (usually three to four) of the same type that come together into a single unit. They occupy the same space and have only one turn's worth of actions. The squad is an abstract concept that allows the Gamemaster to populate an encounter with low-level troopers and still maintain the speed and ease of combat they need. Squads are by no means necessary, but they do streamline the game experience. For example, a Gamemaster could create an encounter with 15 battle droids, or the same encounter could be created using only 5 squads, which is more manageable.

Squads follow a few special rules that differentiate them from normal creatures, though they are similar to packs and swarms (see page 130 of *Threats of the Galaxy*).

Creating a Squad

To create a squad, make the following changes to the statistics block of any character:

- Increase the character's size by one category, and apply all relevant modifiers.
- Double the character's hit points.
- Increase the character's damage threshold by 10.
- Add +4 to all attack rolls, as the members of the squad are considered to be aiding one another.

Squad Traits

Squads share the following special traits:

- All melee attacks made by a squad are considered melee area attacks that affect all squares within the squad's reach (although a squad can choose not to affect a target with its attacks).
- All ranged attacks made by a squad are considered to have a 1-square splash. If the squad's weapon already has a splash effect, increase the splash radius by 1 square.
- A squad can choose not to affect allies with its attacks.
- Area attacks deal +2 dice of damage against a squad.
- A squad cannot be grabbed or grappled.
- A squad can make attacks of opportunity against creatures that provoke them, though these attacks of opportunity are not considered area attacks.

Sample Squad: Battle Droid Squad

The following statistics are for a squad of B1-Series battle droids. The statistics are derived by taking the basic statistics for the B1 (see page 199 of the Saga Edition core rulebook) and applying the changes indicated above.

B1-Series Battle Droid Squad **CL 3**
Large droid (4th degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 11
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.



DROID COMMANDO SQUAD

Mass Combat

The Clone Wars are all about the massive battles that transform the galaxy for decades—even centuries—to come. No conflict on the scale of the Clone Wars is complete without sweeping battles that cover entire planets. In most cases, these battles serve as the backdrop for adventures, with either predetermined outcomes planned in advance by the Gamemaster or outcomes based on the results of smaller encounters, as described in the guidelines above. However, sometimes the GM might want the players to act as commanders and tacticians on a higher level. In these cases, Jedi generals can truly be generals in command of entire battalions, and all the heroes can participate in these large-scale battles.

The following rules govern massive ground combat, like that seen in the *Star Wars* movies and *The Clone Wars* animated series. In many ways, these rules mirror vehicle combat—and for good reason. Units—the basic organizational name for large numbers of troops—function like vehicles in that heroes can join the unit and take actions to control and manipulate that unit. The mass combat rules are designed to simulate the outcome of large-scale ground battles, and vehicle-only or space battles are likely better resolved using the existing vehicle combat rules (including the expanded rules from *Starships of the Galaxy*).

These mass combat rules represent the chance to put thousands of soldiers into play during a single encounter. This section also includes rules for integrating both individual vehicles as well as groups of smaller vehicles, allowing Gamemasters more diversity than just having two armies firing at one another across an open plain. Like designing interesting character-scale and vehicle encounters, designing interesting mass battles is a matter of choosing compelling opponents, providing an engaging setting, and adding exciting hazards and challenges. The Clone Wars feature battles deep in the jungles of Felucia, on the ash-choked streets of Mygeeto, and deep in the sinkholes of Utapau. Picking an exciting setting for a mass battle is an important step—just as important as choosing the two (or more) opposing forces.

Scale

Everything in a mass combat encounter takes place at starship scale (see page 165 of the Saga Edition core rulebook). As in starship scale, each square is abstract, representing however much terrain the Gamemaster needs it to. In a densely packed battle, the squares might be relatively small, forcing the members of each unit to crowd in together (as in the Battle of Geonosis). In other cases, the battle might be spread out over several kilometers. As a result, the actual time taken up by the combat round is also abstracted, and to a certain extent, so are the actions of each unit.

Units

A unit represents a group of combatants taking part in mass combat. For the most part, a unit is based on a single creature or character representing the majority of the combatants in that unit. Therefore, the statistics for the unit are based on the statistics for this representative creature. Units are like vehicles in that heroes can join units, filling specific roles in the unit, just as heroes can serve as pilots, copilots, gunners, and system operators on a starship. Furthermore, a unit has statistics and actions comparable to those of vehicles, allowing vehicle combat and mass combat to integrate seamlessly. Indeed, the mass combat system is effectively also the vehicle combat system, allowing vehicles, mass combat units, and individual characters to take part in the same encounter. Like vehicles, units can be used in character-scale combat, but they are designed to be used primarily in mass combat. The squad rules in this chapter (see page 93) provide an easier method for including large numbers of enemies and allies in a single encounter.

A unit represents a large group of more-or-less identical creatures that work together in mass combat. Unlike a vehicle, a unit is composed of dozens, or even hundreds, of individuals. Therefore, single attacks do far less damage to the unit than a spray of autofire or an exploding grenade. Though members of a unit do not need be exactly identical, the unit's statistics are based on a single creature for simplicity and ease of play. Heroes contribute to the unit by their leadership and ability to affect the whole unit, not their individual combat prowess. A single creature or character within a unit cannot be targeted; all attacks target the unit, effectively providing all heroes in a unit with total cover from outside attacks.

When a unit is reduced to 0 hit points, or when the commander of the unit orders it so, the unit disbands. Any heroes in a unit that disbands are no longer part of the unit, and they are then considered individual targets. Two or more adjacent disbanding units can recombine into a single unit. The newly formed unit is of the same type as the lowest CL disbanding unit; thus, a CL 8 unit and a CL 10 unit can disband and reform as a unit of the same type as the CL 8 unit. The hit points of the disbanding units are added together, and become the new hit point total of the unit (up to the unit's maximum hit points). If the CLs of the disbanding units have a difference of 4 or more, the Gamemaster can designate the new unit as an advantaged unit (see below). However, this is solely at the Gamemaster's discretion, and might be affected by the circumstances surrounding the formation of the new unit. A disbanding unit that does not reform with another disbanding unit leaves the battlefield.

Combining Mass Combat and Battlefield Encounters

Combining mass combat with individual battlefield encounters can lead to exciting scenes mirroring those of the *Star Wars* saga. In fact, entire adventures can be created simply by presenting battlefield encounters within the framework of mass combats.

One method of integrating battlefield encounters into mass combat is to use mass combats to trigger smaller encounters. This method works best when all the heroes are part of the same unit in a mass combat. Whenever the heroes' unit moves adjacent to, or into the same square as, an opposing force, the heroes immediately begin a battlefield encounter. If the heroes emerge victorious, they gain favorable circumstances on their unit's attack rolls until the end of the next mass combat round.

Alternatively, the heroes might be charged with winning several battlefield encounters while the mass battle takes place around them. In this case, the heroes are not a part of any unit, but each time they complete an objective, it triggers a special effect on the battlefield. For example, if the heroes take out a communications tower, enemy reinforcements accidentally target their own allies for one round.

Perhaps the most challenging possibility is having the mass combat and battlefield encounters take place simultaneously. In this scenario, the players control two heroes (or one hero and one NPC); one is engaged in battlefield encounters while the other is a part of a unit in mass combat. For example, the heroes might be part of a unit in a mass battle, but the players of those heroes also each take control of a Republic Commando with a special mission to disable a shield generator. Initiative is rolled for both battles simultaneously, and the mass combat encounter and the battlefield encounter progress concurrently.

Creating a Unit

To create a unit, make the following changes to the statistics block of a base creature to transform it into a unit:

Challenge Level: The unit has a CL equal to its base CL + 6.

Size and Type: All units are considered Colossal in size. Colossal (frigate) and larger vehicles are typically used as terrain, not units in mass combat. See the "Colossal Vehicles" sidebar for more information on how to use larger vehicles and starships.

Initiative and Senses: Use the Initiative and Senses of the base creature.

Defenses: The unit retains the defenses of the base creature.

Hit Points: The unit multiplies its hit points by 4.

DR/SR: The unit uses the SR of the base creature, and gains DR 15.

Threshold: Replace the base creature's size bonus to damage threshold, if any, with a +50 size bonus to damage threshold.

Attrition: All units have a set of 3 attrition numbers. Each time a unit's hit points drop below one of the steps in the attrition list, the unit moves –1 persistent step down the condition track. Using the example unit below, when a clone trooper battalion drops below 62 hit points, it moves –1 persistent step on the condition track. If the unit drops below 42 hit points, it is now –2 persistent steps on the condition track. The persistent condition cannot be removed from the unit.

To determine attrition numbers, divide the unit's total hit points by 4 (rounding down). Then, subtract that number from the total hit points 3 times, each time marking the result on the attrition line.

Speed: For most base creatures, the unit's base speed at starship scale is 1 square. Certain creatures with a high base speed can move faster (see "Speed," below). The unit retains the movement mode of the base creature.

Melee Attacks: Convert basic melee attacks to unit melee attacks. Attack bonuses remain the same, but all attacks without a damage multiplier gain a ×2 damage multiplier.

Ranged Attacks: Convert basic ranged attacks to unit ranged attacks. Attack bonuses remain the same, but all attacks without a damage multiplier gain a ×2 damage multiplier.

Fighting Space: All units have a fighting space of 1 square at starship scale.

Base Attack and Grapple: The unit retains the base attack and grapple scores of the base creature.

Ability Scores: The unit retains the ability scores of the base creature.

Talents and Feats: Units have no talents or feats. However, the unit retains the benefit of any talents or feats of the base creature that provide a flat numerical benefit, such as Weapon Focus, Weapon Specialization, Improved Defenses, or Martial Arts I. If the unit has talents or feats that alter attack rolls with flat numerical values (such as Power Attack, Rapid Shot, or Burst Fire), those attack options can be converted as well. Units cannot use talents or feats that rely on other conditions or situations to activate.

Skills: The unit retains the skill modifiers of the base creature.

Possessions: Units have only the possessions relevant to their attacks and defenses.

Sample Unit: Clone Trooper Battalion

The following statistics are for a unit of clone troopers. The statistics are derived by taking the basic statistics for the clone trooper (see page 281 of the Saga Edition core rulebook) and applying the changes indicated above.

Clone Trooper Battalion **CL 8**

Colossal ground unit (Human nonheroic 6)
Init +9; **Senses** Perception +9

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9
hp 82; **DR** 15; **Threshold** 63; **Attrition** 62/42/22

Speed 1 square (starship scale)
Ranged blaster rifle +5 (see below)
Fighting Space 1 square (starship scale)
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Special Qualities half damage from nonarea attacks
Skills Initiative +9, Perception +9
Possessions clone trooper armor, blaster rifle

Blaster Rifle
Atk +5 (+0 autofire), **Dmg** (3dB+3)×2



Mounted Units

On rare occasions, a unit can be composed of mounted combatants riding creatures and not vehicles. In these cases, you can create a unit stat block that integrates both the mounted combatant and its mount as a single unit. First, start with the statistics for the creature being ridden and its rider. Give the rider the same base speed as the mount. Next, choose one natural weapon possessed by the mount and transfer the attack and damage to the rider (keeping attack bonuses and damage intact). Now modify the rider's stat block as normal for creating units, and you have a stat block for a mounted unit.

If the mounts used in the creation of the unit are not trained for combat, the unit must make a DC 20 Ride check at the beginning of its turn; failure means that the unit can take no actions this turn. If the unit uses a two-handed weapon, increase the DC to 25. Otherwise, the mounted unit functions exactly as any other unit.

Riders on Colossal or larger mounts cannot be made into units, and instead function as normal on the battlefield.

Vehicle Units

Large, Huge, and Gargantuan vehicles can also be combined into units. A vehicle unit typically represents four of the same vehicle. To create a vehicle unit, multiply the vehicle's hit points by 4 and calculate attrition numbers based on the new hit point total (see "Creating a Unit" above). Like ground units, vehicle units take half damage from all nonarea attacks, but also suffer persistent conditions due to attrition, as per normal unit rules. Additionally, if a vehicle possesses any antipersonnel weapon (weapons that do not have a damage multiplier), the damage for those vehicle weapons also gains the ×2 multiplier for the vehicle unit. Otherwise, vehicles follow all the same rules as nonvehicle units. Additionally, vehicle units can take vehicle actions as though they are individual vehicles.

Starfighters and airspeeders can also join together into fighter groups instead of forming a unit, following the normal rules for fighter groups (see page 31 of *Starships of the Galaxy*). Colossal vehicles typically operate alone in mass combat. Colossal (frigate) and larger vehicles are typically used as terrain elements, and are usually not a part of mass combats (except when they fire on the battlefield from orbit).

Vehicle units do not have the same roles as nonvehicle units (such as those described below). Instead, the vehicle unit is considered to have the same roles as in normal vehicle combat, as determined by the base vehicle. If a unique character occupies a role in a vehicle unit, use the lower of the unique character's statistics and the default statistics for the unit's role. For example, if a hero with a base attack bonus of +10 acts as a gunner on a vehicle unit with an attack bonus of +4, that vehicle unit still uses the +4 from the vehicle unit's base statistics.

Colossal Vehicles

Colossal vehicles function as individual combatants in mass battles. For example, the heroes might be in command of an LAAT/i, flying over the battlefield, dropping off or picking up units and manning the guns to both devastate enemy forces and to deal with antivehicle weapon emplacements. However, the LAAT/i acts as an individual combatant, meaning it doesn't gain the benefit of taking half the damage from all nonarea attacks.

Colossal (frigate) and larger vehicles do not usually participate directly in mass combat. However, including a grounded capital ship as a piece of terrain can produce interesting tactical choices. For the most part, Colossal (frigate) and larger vehicles have difficulty targeting units, and units are treated as Gargantuan for the purposes of being targeted by capital ship weapons (thus, capital ships take a –20 penalty on attack rolls against units). Having a capital ship act as terrain (blocking particular avenues for units) can produce situations where tactical decisions must be made, and capital ship weapons can also be used to target vehicles on the battlefield, effectively serving as antivehicle weapon batteries.

Advantaged Units

Sometimes, a unit is more than just the sum of its individual members. Some units have exceptional training, have a small number of artillerists, or integrate a small vehicle into their ranks. Some units have more members than other standard units, and thus can produce a greater amount of firepower. These units are known as advantaged units, and they carry with them benefits above and beyond those provided by the standard unit creation system.

A Gamemaster who designates a unit as advantaged makes several alterations to the unit's statistics. First, the base creature's hit points are multiplied by 5 instead of by 4 to create the unit's hit points, and attrition numbers are calculated as usual. Second, the Gamemaster can apply one or more of the following special qualities to the advantaged unit, granting that unit its benefit. For each Special Quality selected, increase the unit's CL by 1.

All-Terrain Unit

This unit is specially equipped to handle rough terrain. The unit ignores difficult terrain.

Antiair Unit

This unit is trained and equipped to deal with airspeeders and starfighters. Against flying units and vehicles, this unit gains a +2 competence bonus on attack rolls and deals +1 die of damage.

Antiarmor Unit

This unit is trained and equipped to deal with tanks, walkers, and other ground vehicles. Against nonflying units and nonflying vehicles, this unit gains a +2 competence bonus on attack rolls and deals +1 die of damage.

Dedicated Officer

This unit includes a dedicated officer who enables the unit to take extra actions, as though the unit had a hero in one of the unit roles. Choose one of the roles from the "Characters in Units" section below. The unit is considered to have a character filling that roll, and gains a full round's worth of actions to use on actions for that role. You cannot select "commander" as this role. Use the statistics for the base creature for any attack rolls or skill checks required for actions made by this role.

Mobile Unit

This unit is exceptionally mobile and has trained to cross long stretches of terrain quickly. When the unit uses the hard march or all-out movement actions, it moves 5 times its base speed instead of 4.

Reinforcements

This unit is good at providing reinforcements for other units. When this unit disbands and reforms with another unit, the new unit starts at full hit points, regardless of the actual hit points of either unit.

Superior Formation

This unit is exceptionally good at minimizing casualties because of its formation. This unit gains a +2 competence bonus to Reflex Defense.

Superior Training

This unit is trained to overcome obstacles and deal with unexpected situations. It gains a +5 competence bonus on all skill checks.

Superior Weapons

This unit is outfitted with special weapons that can deal greater damage. This unit deals +1 die of damage with all attacks made with weapons.

Vehicle Contingent

This unit is composed not only of soldiers or creatures but also a small contingent of vehicles. Choose a vehicle whose CL is no more than 2 points higher than the CL of this unit, then select a single weapon system from that vehicle. Once per turn, when the unit makes an attack it can also make an attack with this vehicle weapon, using the same attack bonuses and damage as normal for this vehicle weapon.

Disadvantaged Units

In contrast with an advantaged unit, a disadvantaged unit is distinguished from other units of its type by a detrimental feature in its makeup. Typically, this could mean inferior numbers, poor equipment, or even low morale. When the Gamemaster designates a unit as disadvantaged, he makes only two alterations to the unit's statistics. First, the base creature's hit points are multiplied by 3 instead of by 4 to create the unit's hit points, and attrition numbers are calculated as usual. Second, the Gamemaster reduces the unit's CL by –2.

Attacks

All units can make melee and ranged attacks if they possess the appropriate weaponry. Apply the bonuses to the attack roll and compare the result to the Reflex Defense of the target, as normal. A unit's attack bonuses are listed in its statistics blocks.

Melee Attacks: A unit can make melee attacks against another unit occupying the same space. Only ground units can make melee attacks, and only against other ground units.

Ranged Attacks: A unit can make ranged attacks against units within its weapon range.

Vehicle Attacks: Individual vehicles can make attacks against units as normal. Vehicle units follow all the same restrictions as nonvehicle units on their attacks.

Vehicles and vehicle units use the standard starship scale for determining the range on their vehicle weapons. Character-scale weapons, such as those wielded by nonvehicle units, use Table 7–1 to determine their range at starship scale. All normal weapon range penalties still apply.

Table 7-1: Character Weapon Ranges

	Starship Scale (in squares)			
Weapon Type	Point Blank	Short	Medium	Long
Heavy weapon	0	1	2–3	4
Pistol[1]	0	–	–	1
Rifle	0	1	2	3
Simple weapon[1]	0	–	–	1
Thrown weapon[2]	0	–	–	–

1 *This weapon can be used only at point blank range or long range.*

2 *This weapon can be used only at point blank range.*

Area Attacks

Since units take half damage from nonarea attacks, area attacks are a more efficient way to deal damage to a unit. Area attacks target only a single starship-scale square unless otherwise specified. Thus, a unit of clone troopers can make autofire attacks using their rifles, but only against a single square.

Making an Area Attack: When you make an area attack in mass combat, you select a single square within weapon range, make an attack roll, and compare the result to the Reflex Defense of each unit and vehicle in the target square. If both ground units and flying units occupy the same square, you must choose to make the attack against air units or ground units, but not both. If the attack roll is higher than a unit's Reflex Defense, that unit takes full damage from the area attack. The unit takes no damage on a miss if the attack was made with a character-scale weapon, or half damage on a miss if the attack was made with a starship-scale weapon.

Critical Hits and Automatic Misses

If an attacker making a nonarea attack against a unit rolls a natural 20, the target unit is automatically hit and takes full damage from the attack instead of the normal half damage. If an attacker making an area attack rolls a natural 20, it is still an automatic hit, but the damage is the same.

A natural 1 on an attack against a unit is always a miss.

Damage

Units take half damage from all nonarea attacks. Area attacks deal normal damage to units on a hit, half damage on a miss if the attack is made with a starship-scale weapon, or no damage on a miss if the attack is made with a character-scale weapon.

When you hit with a unit's attack, be sure to add in all numerical modifiers before multiplying the damage. Vehicle weapons deal damage to units just as character-scale weapons do.

Hit Points

Units have hit points, just like characters and vehicles. Hit points are abstract, meant to represent not only the amount of actual hits a unit can sustain before all the individuals in the unit are dead but also the unit's ability to keep fighting effectively given its losses.

Damage Threshold

Units have a damage threshold calculated as follows:

Damage threshold = Fortitude Defense + 50 (size modifier)

If a unit takes damage from a single attack that equals or exceeds its damage threshold, the unit moves –1 persistent step down the condition track. This represents the unit taking a staggering blow that greatly reduces its efficiency. A unit pushed to the bottom of the condition track must disband on its next turn as its only action.

Reducing a Unit to 0 Hit Points

When a unit is reduced to 0 hit points, it disbands immediately. Any heroes in the unit appear in the square where the unit was. Additionally, if the attack that reduced the unit to 0 hit points also exceeds the unit's damage threshold, each hero in that unit takes damage equal to the lowest attrition number. Thus, if the attack that reduces a clone trooper battalion (see above) to 0 hit points also exceeds its damage threshold, each hero in that unit takes 22 damage.

Speed

Every unit has a speed, given in squares. A commander can move a unit up to its listed speed as a move action, and up to four times its speed with the hard march action. All speeds are listed in starship scale. For the most part, all ground units based on creatures or characters have a ground speed of 1. Vehicle units and mounted units might move faster (see "Vehicle Speed" below).

Vehicle Speed

Some vehicles, particularly ground vehicles, do not have a starship-scale speed. Use Table 7–2 to determine the starship-scale speed of any units that do not have such a speed listed.

Table 7–2: Speed Conversions

Character-Scale Speed	Starship-Scale Speed
0–11 squares	1 square
12–15 squares	2 squares
16+ squares	3 squares

Occupying the Same Square

Unlike character-scale combat, mass combat allows a unit to move into a square with another unit. A square can hold up to two ground units and two flying units at a time. There are no direct consequences for moving past, into, or out of a square already occupied by a unit (though occupying the same square might allow the enemy to target you with area attacks).

Characters in Units

A character in a unit fills one of several possible roles, determining not only the actions a character can take but also how the unit behaves in mass combat. Mass combat allows several distinct roles, but a single character can fill multiple roles at the same time. You can change roles from round to round, but you can fill a particular role only if no other character has filled that role since the end of your last turn. Characters within units cannot be specifically targeted by effects or attacks, just as one cannot target specific vehicle systems in most circumstances.

Commander: The commander of a unit is the central authority and leader who issues most of the unit's commands. A commander controls the unit's movement and can also fill every other role not currently filled by another character. A unit can have only one commander at a time.

First Officer: The first officer is the unit's second-in-command, helping to ensure that all orders are carried out properly. A first officer can perform all the same actions as the commander, though only if the commander hasn't performed that same action since the end of the first officer's last turn. A unit can have only one first officer at a time.

Attack Leader: The attack leader coordinates all the unit's attacks. An attack leader can order attacks and use special tactics. A unit can have only one attack leader at a time.

Communications Officer: The communications officer is responsible for coordinating all the orders within the unit and coordinating with other units. A unit can have only one communications officer at a time.

Medic: The medic is responsible for making sure the unit remains a healthy fighting force. The medic coordinates a team of combat physicians who oversee the general welfare of the unit. A unit can have only one medic at a time.

Using Talents, Feats, and Special Abilities

Characters filling the various roles in a unit might have talents, feats, Force powers, and other special abilities that they can use in mass combat. As a general rule, special abilities that function in character combat have too small an effect to be noticeable in mass combat. However, some abilities, especially those used by officers and nobles, can give units a big advantage through superior leadership. Talents, feats, and special abilities can be used in mass combat only if they meet certain criteria.

All Targets Who Can See, Hear, and Understand You: Abilities that require your targets to be able to see, hear, and understand you function only for targets within your same square in mass combat.

All Targets in Line of Sight: Abilities that affect enemies, allies, or targets in line of sight function in mass combat. They affect all targets of the appropriate type within your same square.

Single Target, Limited Number of Targets, or Nearby Targets: Abilities that affect a single target, a limited number of targets, or targets within a certain number of squares of you have no effect during mass combat.



Starting Mass Battles

Unless noted otherwise, joining a unit is a move action. Some actions described below can be performed only by particular roles in a unit. In this case, eligible roles are indicated following the action's name.

Initiative

There are two options for determining initiative in mass combat. First, each character can make separate Initiative checks. This is probably the best method if most or all characters are part of the same unit, but it can result in excessive delayed or readied actions as attack leaders wait for commanders to move units into position. An alternative is to make an Initiative check for each unit, using the unit's Initiative check modifier. This is particularly appropriate when the characters are parts of different units, since it allows everyone in the same unit to act more or less simultaneously.

Special: If a unit or a unit's commander is trained in Knowledge (tactics), you can choose to make a Knowledge (tactics) check instead of an Initiative check to determine that unit's place in the initiative order.

Standard Actions

Standard actions available to units include the following:

Aid Another

As a standard action, your unit can aid an attack roll or suppress an enemy.

Aiding an Attack Roll: You can aid the attack roll of another unit or vehicle by adding your unit's firepower to the attack. An attack leader selects a target within the range of his unit's weapons, and the unit makes an attack roll against a Reflex Defense of 10 (applying all range penalties as though the unit is attacking the designated target). If this attack is successful, the attack leader grants a single adjacent allied unit or vehicle a +2 bonus on its next attack roll made against that target before the beginning of the attack leader's next turn.

A commander or first officer can make a DC 10 Knowledge (tactics) check as a standard action to grant a single adjacent allied unit or vehicle a +2 bonus on its next attack roll made before the beginning of the commander's next turn.

Suppressing an Enemy: You can suppress the attack of an enemy unit or vehicle by bombarding the target with fire. An attack leader can select a target within the range of his unit's weapons, and the unit makes an attack roll against a Reflex Defense of 10 (applying all range penalties as though the unit is attacking the designated target). If this attack is successful, the attack leader causes the target unit or vehicle to take a –2 penalty on its next attack roll.

Attack with Melee Weapons

Attack Leader Only

A ground unit can make melee weapon attacks against another ground unit in its square. If a unit occupies the same space as an enemy unit or vehicle, it can make a single melee attack against that target as a standard action. Individual characters cannot make melee attacks against units.

Attack with Ranged Weapons

Attack Leader Only

Units can make attacks using their ranged weapons. A unit can target a unit or vehicle within its range and attack with its ranged weapon as a standard action. Individual characters cannot make ranged attacks against units.

Attack with Vehicle Weapons

Attack Leader Only

Vehicle units can attack with each weapon that has its own gunner. As a result, a vehicle unit can make more attacks per round than ground-based units. Vehicle weapon attacks follow all the same rules as in vehicle combat (see page 167 of the Saga Edition core rulebook). Unlike individual creatures, an individual vehicle can attack units.



Charge
Commander Only
The commander can order the unit to charge, moving toward an enemy and making an attack in one action. As a standard action, the unit moves up to its speed and then makes a melee attack roll against a target unit or vehicle in the same square or a ranged attack against a unit within weapon range. The charging unit gains a +2 bonus on its attack roll but takes a –2 penalty to Reflex Defense until the start of its next turn. If a commander orders a unit to charge, the attack leader cannot order the unit to attack until the beginning of the commander's next turn.

Fight Defensively
Attack Leader Only
An attack leader can order the unit to fight defensively as a standard action, hunkering down to resist an incoming attack. The unit can make no attacks until the beginning of the attack leader's next turn but gains a +5 bonus to Reflex Defense.

Move Actions
Move actions available to units include the following:

Move
Commander Only
The commander can move the unit up to its speed as a move action.

Swift Actions
Swift actions available to units include the following:

Disband Unit
Commander Only
The commander can disband the unit as a swift action.

Provide Medical Assistance
Medic Only
By spending three swift actions, the medic can administer basic first aid to the unit. After spending the third swift action, make a DC 20 Treat Injury check. If the check succeeds, the unit heals 5 hit points. However, the unit's hit points cannot exceed the next highest attrition number. For example, a clone trooper battalion with 60 hit points can be healed only up to 62 hit points, the next highest attrition number.

Use Tactical Knowledge
Commander Only
By spending three swift actions, the commander can give the unit a tactical advantage. After spending the third swift action, make a DC 20 Knowledge (tactics) check. If successful, the commander can grant a single extra standard action to any other character filling a role in the unit. If the commander is the only character filling a role in the unit, this action has no effect.

Full-Round Actions
Full-round actions available to units include the following:

Hard March
Commander Only
As a full-round action, the commander can move the unit up to 4 times its speed. The unit is flat-footed until the beginning of the commander's next turn. An attack leader cannot order the unit to make attacks until the end of the commander's next turn.

Reactions
Reactions available to units include the following:

Disband and Reform Unit
Commander Only
When a unit disbands, as a reaction, the commander of an adjacent unit can order that unit to disband also and reform with the other unit as a new unit. Any heroes or unique characters must rejoin the unit as a move action on their next turn, except for the commander, who automatically transfers his role to the new unit.

Special Mass Combat Rules
The following additional rules apply to units in mass combat.

Cover and Concealment
Units can gain cover and concealment just as characters do. Determine cover or concealment as normal for an attacker targeting a unit in a particular square.

Falling Vehicles

When a flying vehicle or vehicle unit is disabled (but not destroyed) in mass combat, the vehicle falls to the ground and might damage ground units. At the beginning of a disabled or uncontrolled flying vehicle's turn, that vehicle crashes into the ground in the square it occupies. All nonflying units in that square take damage equal to collision damage for a vehicle of that size (see page 173 of the Saga Edition core rulebook).

Orbital Bombardment

Combatants in a ground battle can be devastated by capital ships in orbit above the planet. As a standard action, the commander of a capital ship can order a single weapons system to aim at a single square on a mass combat battlefield. The square is considered to be at long range for the capital ship, and the ship must make an attack roll against a Reflex Defense of 10 to hit the target square. If successful, all units in that square take normal weapon damage for that weapon system, or half damage on a miss. That ship cannot make any other attacks until the beginning of the commander's next turn.

Orbital bombardment should be used by the Gamemaster only as a means of making a mass combat encounter more dangerous. A single shot from a capital ship weapon is usually more than enough to destroy a unit, so orbital bombardment should not be used lightly. Orbital bombardment should occur only if the needs of the adventure require it rather than as a means for resolving combats.

Weapon Emplacements

Weapon emplacements are a staple of ground warfare. They typically fall under two categories: antipersonnel and antivehicle. Weapon emplacements are treated as vehicles for statistical purposes, but they are usually immobile and do not require a pilot to function. Instead, gunners control all the functions of the weapon emplacement.

Example weapon emplacements include the LR1K sonic antipersonnel cannon and the AV-7 antivehicle cannon.

LR1K Sonic Cannon

The LR1K is a large antipersonnel cannon manufactured for the Confederacy by Gordarl Weaponsmiths. This large, conical emplacement produces a concussive blast of sonic energy that damages not only its primary target but also other creatures nearby. The LR1K sonic cannon is successfully used at the Battle of Geonosis, where Geonosian warriors direct the weapon against the invading clone troopers and Jedi.

LR1K Sonic Antipersonnel Cannon CL 4
Large emplacement
Init +5; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 15; +1 armor
hp 30; **DR** 5; **Threshold** 20

Speed 0 squares (immobile)
Ranged sonic cannon +8 (see below)
Fighting Space 2×2 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +17

Abilities Str 21, Dex 10, Con —, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +6

Crew 2 (skilled); **Passengers** none
Availability Restricted; **Cost** 9,000 (5,000 used)

Sonic Cannon (2 gunners)
Atk +8, **Dmg** 4d10×2 sonic[1]

1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*

Republic Antivehicle Cannon

Taim & Bak manufactures this large, semimobile antivehicle emplacement for the Republic after the Republic's leaders realize that defending a world means hunkering down and enduring constant threat of assault or invasion. The clone forces of the Republic use several of these antivehicle cannons to help secure the planet Christophsis.

AV-7 Antivehicle Cannon CL 6
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 11 (flat-footed 11), Fort 18; +3 armor
hp 80; **DR** 5; **Threshold** 28

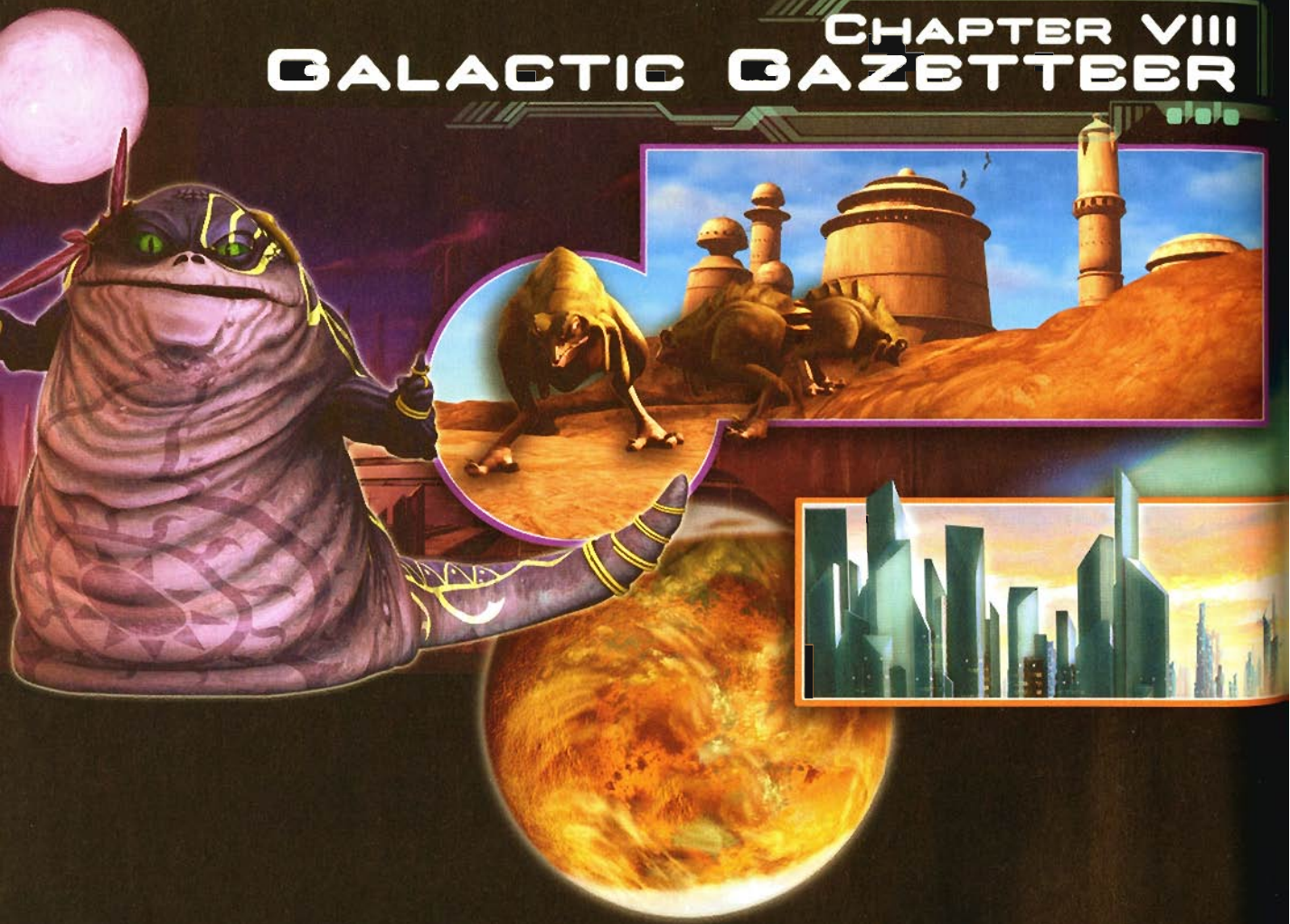
Speed 0 squares (immobile in firing mode), fly 4 squares (in hover mode)
Ranged antivehicle cannon +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +6

Abilities Str 26, Dex 10, Con —, Int 18
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 1 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (8,000 used)

Antivehicle Cannon (gunner)
Atk +6, **Dmg** 5d10×2

Chapter VIII
Galactic Gazetteer





This chapter presents several new planet entries for worlds relevant to a Clone Wars campaign as well as planetary updates for worlds listed in Chapter 13 of the Saga Edition core rulebook, bringing them into alignment with their state in this era.

Among the planets described here are the various homeworlds of the new species presented in Chapter 1, as well as worlds that figure prominently in *The Clone Wars* animated series.

Contested Worlds

The Clone Wars draw in nearly every world from the Deep Core to the Outer Rim, embroiling these planets in the conflict one way or another. In general, most planets fall into one of three categories: Republic-controlled worlds, Confederacy-controlled worlds, and contested worlds. Though the status of an individual planet might change over the course of the Clone Wars, these general classifications can help Gamemasters relay the general atmosphere on these worlds.

Republic-controlled worlds are planets that have remained loyal to the Galactic Republic in this time of war, or that have been forcibly seized by Republic military forces. These worlds are subject to the same laws as all other worlds in the Galactic Republic and, with the exception of worlds that have seen major conflicts, most closely resemble the planets of the Republic from the days before the outbreak of the Clone Wars. Republic-controlled worlds usually have some sizable Republic military presence that is as much focused inward as outward; with the ever-present threat of sedition and defection to the Confederacy, Republic worlds see an increase in suspicion of treasonous activity and a steady growth of military forces.

Confederacy-controlled worlds generally fall into two categories: those that join the Separatists in opposition to the Republic, and those that are lured to the Confederacy by greed and promises. Some worlds, such as the rebellious planet Jabiim, see joining the Confederacy as a way of showing the Republic that the planet will no longer be subject to its laws; this rejection is more a cry for independence from the Republic than it is loyalty to the cause of the Separatists, and often is the result of an antagonistic relationship between the Republic government and the planet's government. The second category usually comes about when the leaders of the Confederacy, usually Count Dooku, promise planetary leaders great wealth, power, and influence in exchange for their support for the Separatist cause. These planets are wooed away from the Republic in exchange for everything from monetary wealth to simple military protection, and usually show greater loyalty to the Separatist ideal.

Contested worlds, sometimes called neutral worlds, are planets that do not willfully pledge their allegiance to one side or the other, but instead have the decision made for them militarily. These contested worlds are usually the sites of the fiercest battles as the two titanic factions battle over the planet's allegiance and resources, while giving local populations little say in the matter. Contested worlds usually start as worlds whose planetary leaders are divided on which side to join, allowing the Republic and the Confederacy to pounce upon this indecision and capitalize on the planet's resources to fuel their war machines.

Cato Neimoidia

Region: Colonies
Climate: Temperate and moist
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 278 local days
Sapient Species: 100% Neimoidian
Government: Federation
Capital: Zarra
Major Exports: Droids, foodstuffs, technology
Major Imports: Labor, ore

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Cato Neimoidia is one of the earliest and most prominent Neimoidian "purse worlds."
15	The cities of Cato Neimoidia are built upon large bridges that span the spaces below massive arch-shaped rock formations.
20	The Neimoidians that call Cato Neimoidia their home hide their treasures and other valuables in well-protected and cleverly concealed vaults.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
15	The so-called "purse worlds" of the Neimoidians act as administrative posts that rule their own sets of colonies.
20	Only the wealthiest Neimoidians are permitted to live on Cato Neimoidia.

"That business on Cato Neimoidia doesn't...doesn't count."

-Obi-Wan Kenobi



Christophsis

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 0
Length of Day: 26 standard hours
Length of Year: 369 local days
Sapient Species: 51% Human, 49% other
Government: Empire
Capital: Chalcydonia
Major Exports: Raw materials (crystal)
Major Imports: Foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Christophsis is an Outer Rim world covered in massive, green-blue crystal spires.
15	The inhabitants of Christophsis have built their cities into and around the massive crystal spires, taking advantage of their solid structure to serve as both foundation and support.

KNOWLEDGE (PHYSICAL SCIENCES)

DC	Result
20	The crystalline city-spires of Christophsis are merely the largest examples of the crystals that grow all across the world. Most of the world's crystals grow in smaller clumps less than a meter tall.
25	The crystals of Christophsis can sometimes be used as lightsaber crystals, though the Jedi prefer to obtain their crystals from more sacred sites.

Geonosis

Region: Outer Rim
Climate: Arid
Gravity: Low standard (90%)
Moons: 15
Length of Day: 30 standard hours
Length of Year: 256 local days
Sapient Species: 100% Geonosian
Government: Feudal hives
Capital: Stalgasin Hive
Major Exports: Droids, technology
Major Imports: Raw materials

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Harsh solar radiation storms are common on Geonosis, and they have caused occasional planetwide mass extinctions.
15	Geonosis's largest moon was struck by a comet in the distant past, creating a dense ring system around the planet.
20	The rocky spires prevalent in Geonosian architecture are easily mistaken for naturally occurring surface features.
25	Several droid and weapon foundries, administered by the Baktoid Armor Workshop, are located across and beneath Geonosis's rocky landscape.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Geonosians are an insectoid species native to Geonosis.
15	The Geonosian species is composed of two distinct varieties: wingless drones that act primarily as laborers, and winged aristocrats that include the species' rulers and elite warriors.
20	Geonosians are further divided into castes, depending on the physical attributes with which they are born.
25	Geonosian society exists to serve the species' elite castes.

Glee Anselm

Region: Mid Rim
Climate: Tropical to temperate
Gravity: Standard
Moons: 1
Length of Day: 33 standard hours
Length of Year: 206 local days
Sapient Species: 53% Anselmi, 45% Nautolan, 2% other
Government: Republic council
Capital: Anselom (Anselmi), Pieralos (Nautolan)
Major Exports: Foodstuffs, medicine, water
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	There are only a few large landmasses on the surface of Glee Anselm. The majority of its remaining islands and archipelagos are little more than swamps.
15	Though the climate of Glee Anselm is mild, the planet is wracked by intense storms and hurricanes.
20	Most of Glee Anselm's aquatic life, which survives in the high-pressure oceanic depths of the planet, has yet to be catalogued.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
15	Glee Anselm is home to two naturally evolving species: the Nautolans and the Anselmi.
20	The Anselmi species is land-based. Their culture is warlike, due in large part to the harsh competition between its members for control of Glee Anselm's few land masses.
25	Though peaceful, the Nautolans have competed militarily with the Anselmi for control of Glee Anselm's few land masses.

"They said it would be easy to wash away the memories of battle on a watery world. I guess they never saw an entire ocean run red."

-Commander Rin Mako

Iktotch

Region: Expansion
Climate: Arid, rocky, and windy
Gravity: Standard
Moons: 0
Length of Day: 22 standard hours
Length of Year: 481 local days
Sapient Species: 97% Iktotchi, 2% Human, 1% other
Government: Representative democracy
Capital: Ankhela
Major Exports: Minerals, ore
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Iktotch is the third moon of the planet Iktotchon.
15	The surface of Iktotch is windswept, rocky, and barren.
20	Iktotch has very little surface water. Much of the moon's water is found deep beneath its surface in naturally occurring aquifers.
25	Sand and gravel storms form frequently on Iktotch's surface. The most violent of these can span hundreds of kilometers and manifest with enough force to strip flesh from the bones of unprotected surface dwellers.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
15	When Republic scouts visited Iktotch for the first time, they discovered the seal of the Republic carved into one of the moon's mountains. It was soon revealed that the Iktotchi, thanks to their precognitive abilities, had known of the Republic's coming for generations.
20	Members of the Iktotchi species are often feared or discriminated against because of their innate prescience.
25	The Iktotchi evolved from mountain-dwelling quadrupeds that were once numerous upon the moon's surface.

Kaleb

Region: Outer Rim
Climate: Arid, temperate, tropical, and arctic
Gravity: Standard
Moons: 1
Length of Day: 23 standard hours
Length of Year: 378 local days
Sapient Species: 99% Kaleesh, 1% other
Government: Warring tribes
Capital: Kaleela
Major Exports: Exotic animals, mercenaries
Major Imports: Medicine, weapons, technology



KALEE

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Kalee is a harsh world with few natural resources.
15	Kalee was recently invaded by the Huk, a mantislike insectoid species that enslaved the Kaleesh and stripped the planet of its few natural resources. The Huk were defeated and nearly wiped out by the Kaleesh. The Huk petitioned the Republic for aid, which resulted in economic sanctions and war crimes trials against the Kaleesh.
25	The Republic's actions against the Kaleesh on behalf of the Huk were the result of corruption within the Senate.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Kaleesh are a nomadic species that has only recently made its way into space.
15	Though warlike, the Kaleesh rarely attack without provocation.
20	The Kaleesh revere ancestors who died in self-sacrifice and with honor. They believe that these ancestors rise to the heavens upon their death and descend to the planet's surface again when they are needed.
25	Abesmi, a large rectangular island within Kalee's single ocean, is considered the holiest place on the planet's surface.

KAMINO

Region: Wild Space
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 27 standard hours
Length of Year: 463 local days
Sapient Species: 98% Kaminoan, 1% Human (clones), 1% other
Government: Ruling council
Capital: Tipoca City
Major Exports: Clones, fish, military hardware, technology, weapons
Major Imports: Droids, foodstuffs



KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
15	Kamino is one of thirteen planets in the Kamino System, which is situated near the dwarf galaxy known as the Rishi Maze.
20	Because it has no surface geography, Kamino is subject to powerful storms that rage continuously across its watery landscape.
25	Climate changes in Kamino's distant past submerged the surface of the world, and water now covers 100% of the planet's surface.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
15	The Kaminoans are regarded as isolationist cloners who rarely interact with others unless it is to conduct business.
20	Kaminoans appear to be nearly identical to one another. This is due to their exacting methods of selective breeding and cloning in order to ensure the survival of their species.
25	The soldiers of the newly formed Grand Army of the Republic are clones that were created and trained on Kamino.

KERKOIDIA

Region: Expansion Region
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 26 standard hours
Length of Year: 324 local days
Sapient Species: 99% Kerkoiden, 1% other
Government: Oligarchy
Capital: Maldinian City
Major Exports: None
Major Imports: High technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Kerkoidia is a civilized world in the Expansion Region and is the homeworld of the Kerkoiden people.
15	Most of the planet is covered in savannahs. The tall grass of these savannahs grows to a height of almost two meters, allowing the native beings on the world to hide from predators and prey alike.
20	Kerkoidia's swamps, which cover nearly 30% of the planet, are home to vicious predators from which the Kerkoiden species is descended.
25	The headquarters for the Retail Caucus is located on Kerkoidia, which has made many Kerkoidens extremely wealthy and created a fledgling aristocracy.

MALASTARE

Region: Mid Rim
Climate: Arid, temperate, and tropical
Gravity: Heavy (156%)
Moons: 2
Length of Day: 26 standard hours
Length of Year: 201 local days
Sapient Species: 51% Gran, 44% Dug, 4% Human, 1% other
Government: Gran Protectorate
Capital: Port Pixelito
Major Exports: Podracing
Major Imports: Foodstuffs, luxury items

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Malastare is a popular stop in the galaxy's Podracing circuit due to the large variety of terrain types that make up the planet's surface.
15	Malastare is one of the Galactic Republic's staunchest supporters.
20	Though Dugs are Malastare's single indigenous species, the planet was colonized millennia ago by the Gran and is controlled by the Gran Protectorate.
25	Dugs have suffered greatly under the rule of the Gran, and they have been marginalized throughout the galaxy as a result.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Dugs are perceived as bullies and brutes throughout the galaxy.
15	Though they consider themselves proud warriors, the Dugs were forcibly disarmed by the Republic nearly a thousand years ago.
20	Despite being technologically advanced, many Dugs live in primitive arboreal villages known as tree thorps.
25	Dug society is tribal, with a number of clans forming each tribe. Multiple tribes are ruled by a unifying monarch.

MUSTAFAR

Region: Outer Rim
Climate: Hot (volcanic)
Gravity: Standard
Moons: None
Length of Day: 36 standard hours
Length of Year: 412 local days
Sapient Species: 95% Mustafarian, 3% Skakoan, 2% other
Government: Techno Union
Capital: Fralideja
Major Exports: Minerals, ore
Major Imports: Foodstuffs, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Mustafar is a possession of the Techno Union, and has been for almost 300 years.
15	It is a volcanic planet. Nearly 35% of Mustafar's surface is molten. This is due to the stresses placed on the planet by the gravity fields of two large gas giants that affect its orbit.
30	Many Jedi temples once existed on Mustafar. War with the Sith resulted in the near-apocalyptic changes to the planetary surface, causing the Jedi to abandon their enclaves.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
10	Mustafarians are composed of two related but distinct subspecies: Northern Mustafarians, who are tall and thin, and Southern Mustafarians, who are short and somewhat sturdier.
20	Mustafarians use domesticated arthropods known as lava fleas as mounts so that they can traverse the cooled and crusted-over surfaces of their planet.
25	The Mustafarians survived Mustafar's cataclysm by migrating to the planet's cooler regions.
30	Though theoretically under the control of the Techno Union, the Mustafarians are largely neutral and unconcerned with offworld politics.

MUUNILINST

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 28 standard hours
Length of Year: 412 local days
Sapient Species: 99% Muun, 1% other
Government: Clans
Capital: Harnaidan
Major Exports: Metals
Major Imports: Consumer goods, foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Muunilinst is the well-developed homeworld of the Muun people, a race of tall, slender aliens.
15	The InterGalactic Banking Clan is based on Muunilinst, and much of the galaxy's money moves through banks on the planet, earning it the nickname "Moneyland."
20	Muunilinst is a mineral-rich world covered in small, conical, underwater volcanoes (known as "smokers").
25	Several settlements on Muunilinst are actually built around rich mineral deposits, which can be mined quickly to provide physical capital should the planet's government need it.



NELVAAN

Region: Outer Rim
Climate: Cool
Gravity: Low (85%)
Moons: 3
Length of Day: 24 standard hours
Length of Year: 349 local days
Sapient Species: 96% Nelvaanian, 3% Skakoan, 1% other
Government: None
Capital: None
Major Exports: Water
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Nelvaan is experiencing the onset of an ice age.
15	Because of its low gravity, Nelvaan is home to several large animal species, and it features exotic cliffs and mesas that would have crumbled beneath the strain of higher gravity.
20	Bothan vessels occasionally visit Nelvaan to siphon water from its expansive glaciers.
30	The cooling of Nelvaan is a direct result of a Techno Union siphon generator that is draining thermal energy from the planet.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
10	The Nelvaanians are a primitive species with a tribal culture.
15	Religion is an important aspect of Nelvaanian society.
20	Male Nelvaanians act as warriors, hunters, and scouts for their respective tribes, while females act as builders and gatherers that manage the day-to-day activities of their tribes.
25	The planet Nelvaan, known as the Great Mother, is central to Nelvaanian religion.

Polis Massa

Region: Outer Rim
Climate: None (asteroid)
Gravity: Low (56%)
Moons: None
Length of Day: 24 standard hours
Length of Year: 590 local days
Sapient Species: 99% Polis Massan, 1% other
Government: Ruling Council
Capital: Polis Massa Base
Major Exports: None
Major Imports: Foodstuffs, heavy machinery, water

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Polis Massa is a small mining colony in a remote asteroid field.
20	The Polis Massa asteroid is the largest fragment of the planet Polis Massa, which was broken apart by a natural cataclysm many centuries ago.
25	Polis Massa was originally home to the Eellayin civilization. The Eellayins vanished following their planet's destruction.
30	The center of Polis Massa's mining operations is an excavation, where the current inhabitants search for clues to the lost Eellayin civilization.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
10	Polis Massans are known for their medical and archaeological expertise.
20	The Polis Massans are not the original inhabitants of the planet Polis Massa, but are instead from another planet.
25	Polis Massans emigrated from their homeworld of Kallidah (also in the Subterrel Sector) to the Polis Massa asteroids in order to mine for artifacts from a lost civilization. They believe that they are descendants of the original inhabitants of Polis Massa, the Eellayins.
30	The Polis Massans learned cloning techniques from the Kaminoans, and they might be attempting to use these skills to bring about the return of the Eellayin civilization.

Sembla

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 4
Length of Day: 32 standard hours
Length of Year: 274 local days
Sapient Species: 100% Vurk
Government: None (nomadic tribes)
Capital: None
Major Exports: Foodstuffs, water
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Sembla is covered by shallow seas and volcanic islands.
15	Vast gardens of coral and valuable crystal growths can be found in the hottest of Sembla's oceans, and these are often targeted by off-world miners.
25	Due to the nomadic nature of its indigenous species, there are few permanent settlements on Sembla.
30	Ancient subaquatic ruins have been found along Sembla's equator. These ruins do not appear to have been created by the Vurks, nor do the Vurks have any memories of established permanent settlements.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Vurks are a nomadic and seemingly primitive species native to Sembla.
15	The primitive nature of the Vurks is belied by the species' highly advanced philosophical traditions, which stress personal freedom, integrity, and honesty in all things.
20	As a species, Vurks are empathetic and serene, and they make exceptional diplomats.
25	Despite their peaceful nature, Vurks are capable combatants who see self-defense as an aspect of their own personal integrity.

SKAKO

Region: Core Worlds
Climate: Temperate (high-pressure)
Gravity: Standard
Moons: 2
Length of Day: 27 standard hours
Length of Year: 384 local days
Sapient Species: 100% Skakoan
Government: Guild
Capital: None
Major Exports: Technology
Major Imports: Foodstuffs, raw materials, water

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The surface of the planet Skako, like Coruscant, is covered by one massive city.
15	Skako's atmosphere is one of methane-based gasses and extremely heavy pressure, making it a hazardous place for species not adapted to its stresses.
20	Though most of Skako is covered by urban sprawl, some examples of the planet's original ecosystem have been preserved in the form of vast fields of sprawling vines.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Techno Union, while not a specifically a Skakoan organization, is largely controlled by the Skakoan species.
15	Skakoans are unable to leave their homeworld unless they wear specially designed pressure suits that allow them to survive in environments with standard pressures and atmospheres.
25	Skako's indigenous inhabitants are similar in appearance to sickly, gaunt humans. Because of the dangers of decompression away from their homeworld, few Skakoans willingly travel away from Skako.

TETH

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 27 standard hours
Length of Year: 298 local days
Sapient Species: 94% Human, 6% other
Government: Democracy
Capital: Inner Teth
Major Exports: None
Major Imports: Foodstuffs, high technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Teth is a remote jungle world on the Outer Rim. Its land masses are often shrouded in purple mist.
15	The wildlife on Teth is relatively benign despite the huge jungles covering the planet, making travel through the wilderness far less dangerous than on most worlds.
20	Teth has long been a haven for smugglers and other criminals, who use the world as a hiding place thanks to its remote location.
25	Teth was one of the planets where the B'omarr Monks built monasteries, but those edifices have long since been abandoned and then claimed by criminals as hideouts.



TETH

Toydaria

Region: Mid Rim
Climate: Temperate swamps
Gravity: Standard
Moons: 3
Length of Day: 21 standard hours
Length of Year: 184 local days
Sapient Species: 79% Toydarian, 18% Hutt, 3% other
Government: Hutt crime lords
Capital: Toydor
Major Exports: Labor
Major Imports: Foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Toydaria is located in Hutt Space and is controlled by the Hutts. Most Toydarian villages are primitive by galactic standards.
15	Speeders are illegal on Toydaria because they endanger flying Toydarians, and spaceship traffic is restricted to specific zones. Toydarians have incorporated a sophisticated light-rail system to make surface travel between settlements more convenient.
20	The vast majority of Toydaria's surface area is covered in nutrient-rich muck-lakes interspersed with fields of dense algae.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Toydarians are a stingy and ill-tempered flying species native to Toydaria.
15	Toydarian government is feudal, owing allegiance to a single king who commands many vassals.
20	Because of their high metabolisms, Toydarians must consume more food than their small frames would at first indicate. As a result, famines are common on Toydaria in especially lean years.

Utapau

Region: Outer Rim
Climate: Arid and rocky sinkholes
Gravity: Standard
Moons: 9
Length of Day: 27 standard hours
Length of Year: 351 local days
Sapient Species: 70% Utai, 30% Pau'an
Government: Utapaun Committee
Capital: Pau City
Major Exports: Water
Major Imports: Medicine, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The inhabitable areas of Utapau's surface are covered in grassy, windswept plains pockmarked with gaping sinkholes.
15	While Utapau has limited supplies of water on its surface, there are massive subterranean seas hidden beneath the planet's crust.
20	The mineral-rich waters of Utapau are rumored to have mystical healing properties, and this "healing water" fetches a high price on the galactic market.
25	Extensive mineral deposits exist beneath Utapau's subterranean seas, lending to the planet's vast natural resources.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Two races, the Pau'ans and the Utai (collectively known as the Utapaun), share the planet in a near-symbiotic relationship.
15	The Pau'ans are a tall species with a natural predilection for bureaucracy and oversight, while the Utai are a short species who excel as laborers and animal handlers.
25	An increase in surface storms drove the Pau'ans underground long ago, where they joined their civilization with that of the Utai.

"Greetings, young Jedi. What brings you to our remote sanctuary?"

-Tion Medon

Planetary Updates

The Clone Wars transform planets throughout the galaxy. A number of familiar worlds are reshaped by the events that unfold around and, occasionally, upon them. The updates in this section should provide Gamemasters with enough information to use these planets during this era.

Bespin

While Bespin has always been an important source of Tibanna gas, its economic and strategic importance is only truly realized at the start of the Clone Wars. The Republic and the Confederacy, desiring a stake in Bespin's resources, dispatch forces to secure their interests. A number of small orbital battles, punctuated by lengthy dogfights in Bespin's upper atmosphere, ultimately end with the Republic having a slight edge over its Separatist foes. Even though the Battle of Bespin is considered a loss for the Separatists, occasional skirmishes continue to occur between the two enemies throughout the entirety of the Clone Wars.

One of the most popular tourist hubs on Bespin prior to the Clone Wars is Tibannopolis. Tibannopolis's only true competition is Cloud City, and the rivalry between the two settlements only fuels their popularity. As the Clone Wars intensifies and tourists are less inclined to travel to Bespin's resorts, Tibannopolis ceases to be a significant economic factor. Cloud City's ability to mine Tibanna gas on behalf of the Republic is its salvation, enough to keep it functioning until the official end of hostilities.

Bothawui

Bothawui is a longtime member of the Senate and supporter of the Republic. Despite this fact, Bothawui remains a neutral planet during the Clone Wars. The Senator from Bothawui, Polo Se'lab, consistently abstains from many of the Senate's more politically charged votes in the months leading up to the Clone Wars. He states many times that he does not want Bothawui to be party to the start of open warfare, and he consistently maintains this stance in the following years.

Though Bothawui is publicly neutral, the Bothan predilection for secrecy and clandestine action is in full swing. While the Bothans do not specifically play one side off against the other during the Clone Wars, they are proud to serve each one in a professional, if not exclusive, manner. According to Bothan thought, providing the Republic and the Confederacy with useful intelligence is a good way to hasten the war's end, as well as make a profit.

Bothan neutrality does little to prevent both Separatist and Republic representatives from attempting to woo Bothawui to their side in the conflict. As the war progresses, it becomes increasingly obvious to the Bothans that neither side is worth supporting in full and that each faction is hiding several proverbial skeletons in their closet. This only reinforces the perception of Bothan neutrality during the Clone Wars.

Bothawui, defended by its own small planetary defense forces, is largely untouched by the war. Intelligence agents from the opposing factions, however, are numerous. Republic and Separatist agents rarely interact with one another in a hostile fashion on Bothawui, though a number of quiet confrontations and mysterious deaths are unavoidable.

Cerea

Due to its isolated location and antitechnological stance, Cerea garners little Republic attention until a few decades prior to the start of the Clone Wars, when the Republic seeks to tap into the planet's vast natural resources. Republic representatives offer technological incentives in an attempt to persuade Cerea to join the Republic, but these offers are rebuffed by the planet's ruling council.

When millions of refugees are displaced by the destruction of the Clone Wars, Cerea offers its aid to the Refugee Resettlement Coalition. As a result, vast numbers of refugees are brought to Cerea from across the galaxy. The newcomers settle, but many feel constrained by Cerea's lack of high technology. The newcomers' dissatisfaction, coupled with rebellious Cerean youths who wish to lift their society to the same technological level as the rest of the galaxy, stir up a hornet's nest of dissent.

Despite the Republic's diplomatic efforts to bring Cerea into the fold and the Confederacy's attempts to foment unrest at the local level, Cerea continues to remain neutral throughout the length of the Clone Wars. Regardless of the planet's neutral stance, it is only a matter of time before the war finds its way there. A year into the conflict, the month-long Battle of Cerea takes place, resulting in horrible civilian casualties. Large swathes of the planet's virgin landscapes are reduced to ashes by the battle, and the reigning president becomes the target of Confederacy-sponsored assassination attempt.

Coruscant

Coruscant experiences a number of radical changes after the start of the Clone Wars. Large swathes of the cityscape are laid low to make room for military staging areas. Millions of citizens are displaced by the urban renewal, the vast majority of them impoverished, members of alien species loyal to the Confederacy, or both. There is an initial public outcry, but with the war effort in full swing, such dissidence is either ignored or quickly quashed.

Acts of terrorism are commonplace. Most are the products of Separatist cells, though a few isolated incidents are of questionable origin. Bombings are the most common types of attacks used by Separatist terrorists. Given Coruscant's large population, these indiscriminate tactics result in hundreds, sometimes thousands, of casualties. Terrorists also employ toxic gasses and attempt to compromise the integrity of Coruscant's water and food supplies. Assassination attempts against influential Republic politicians are also common.

Clone troopers patrol much of the planet in force. Ostensibly, this is to combat and root out terrorist threats. More often than not, it is to maintain order and keep public protests to a minimum. Given the clones' military training, they are prone to using deadly force in situations that don't warrant it, and they have little compunction about doing so. Local authorities are helpless to intervene, and they can do little more than stand idly by and watch events unfold.

Discrimination based on species becomes more common on Coruscant. Overwhelming votes in the Senate have resulted in a number of mass deportations targeting members of species that are loyal to the Separatist movement. The majority of the deported individuals are loyal citizens of the Republic, however, which only makes enemies of individuals who might have otherwise been supportive of Palpatine's leadership.

Dorin

Dorin, the home planet of the Kel Dor, is a staunch supporter of the Republic. Due to a number of factors, notably its oxygen-poor atmosphere and location between two black holes, Dorin is practically ignored by the Confederacy of Independent Systems during the war.

The opinion of most Kel Dor is that the Separatists are disloyal and unwilling to go through proper channels to get what they want. Thus, they are deserving of nothing, and they should forcibly be brought back into the fold of the Republic. Dorin is a strong supporter of the formation of the Army of the Republic, even providing a handful of its own defense troops and ships in support of the war effort.

Duro

Duro is a loyal member of the Galactic Republic at the outbreak of the Clone Wars. The system's standing is further reinforced during the Battle of Duro, which is a pivotal point in a massive Confederacy offensive known as Operation Durge's Lance. The victory of the Separatists allows them to pave the way for a full-scale invasion of the Core Worlds.

The planet Duro is devastated by the Separatist invasion. Bombardment of the planet's vast industrial holdings, ordered by General Grievous, results in a catastrophic release of toxic pollutants into the atmosphere. These chemicals are further distributed across the planetary surface as fallout, transforming much of Duro into an uninhabitable wasteland. Utterly defeated, the Duros have little choice but to surrender to the Separatists and be absorbed into the Confederacy of Independent Systems.

In time, the Duros population learns that a number of Republic ships that should have been present at the Battle of Duro had been rerouted to other systems because of Senatorial corruption. The resulting investigation leads to the resignation of two Senators and a number of other officials.

The ultimate result of Duro's fall is the incredible boost it gives to the Separatist cause. General Grievous, the invasion's architect, is lauded throughout the Confederacy as a military genius. Scores of undecided systems rally to the Separatist cause in the wake of Duro's conquest.

Gamorr

Though ignored by the Galactic Republic during the Clone Wars due to its primitive inhabitants, Gamorr is given special attention by the Confederacy. Thousands of Gamorreans, less concerned with galactic politics and more interested in a good fight, are taken offworld by the Separatists and employed as mercenaries. The Gamorreans rarely serve the Separatists with distinction, and they are instead employed for dangerous frontal assaults. As a result, the survival rate for Gamorrean mercenaries working for the Confederacy is less than 8 percent.

The Hutts, upset with the Confederacy's claim on so many Gamorreans, petition the Separatists in an attempt to preserve their own hold on the planet's natives. The Trade Federation negotiates a finder's fee, paying a bounty to the Hutts for each Gamorrean that the Confederacy hires in the course of the conflict. Although this results in only a minimal profit for the Hutts, it eases their concerns over the perceived Separatist encroachment on a labor force that is largely considered theirs.

Though the war never comes to Gamorr's surface, a number of small space battles do occur in neighboring star systems. Separatists establish a single base on Gamorr's moon, but by the end of the war, it is completely abandoned and overtaken by pirates.

Iridonia

Although it figured prominently in past wars, Iridonia plays only a small part in the Clone Wars. A loyal member of the Galactic Republic following the Mandalorian Wars, Iridonia as a whole maintains its place in the Senate throughout this turbulent period. Though Iridonia itself is not subject to Separatist invasion, a number of its colonies suffer insurrections and political upheavals inspired by the Confederacy.

Several months after the start of the Clone Wars, one of the eight Iridonian colonies petitions to secede from the Galactic Republic and join the Confederacy. This starts what many Zabrak refer to as "The Great Debate," which eventually ends with Iridonia's continued support of the Galactic Republic.

Ithor

A member of the Galactic Republic for millennia, Ithor continues to swear its fealty throughout the Clone Wars. The vast and well-protected natural resources of the forest world are never compromised by Separatist attacks. A number of small attacks and probing actions are attempted against Ithor by the Confederacy early in the war, but these are determined to be little more than diversions as the Separatists launch full-scale invasions of Duro and other important Republic targets.

The closest thing to a Separatist invasion of Ithor is the Confederacy's capture of the *Ottega Dawn*, an Ithorian herdship. The *Ottega Dawn* is subsequently placed at the fore of a Separatist assault force, where it is assumed that Republic ships will be less likely to fire upon it due to the large number of civilian passengers and crew aboard. While this tactic is initially successful, it backfires when the *Ottega Dawn* is reclaimed by a contingent of Ithorian mutineers.

Kashyyyk

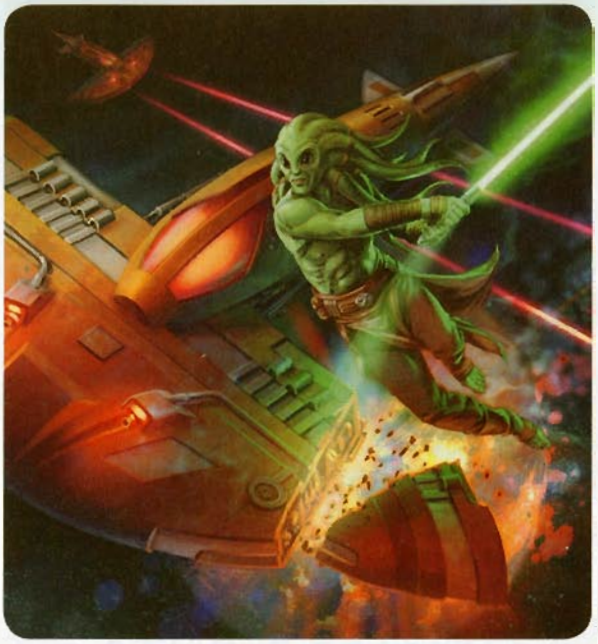
Kashyyyk remains unaligned at the start of the Clone Wars. Seeking a means to end their troubles with neighboring Trandosha, the leaders of Kashyyyk initially attempt to better their position by negotiating with both the Confederacy of Independent Systems and the Galactic Republic. At stake are a number of secret hyperspace routes known only to the Wookiees as well as the potential for new hyperspace routes that are as yet unknown.

Despite a small number of hostile actions by Separatist forces, Kashyyyk maintains its neutrality for nearly a year and a half. General Grievous orders a number of attacks in an attempt to persuade the Wookiees to make a choice, but the tactic backfires when King Grakchawwaa learns of his son's accidental death at the hands of Separatist droids.

In a rage, Grakchawwaa sides with the Galactic Republic. This spurs a massive invasion by the Confederacy, which is eventually repulsed by a combined Republic/Wookiee force during the Battle of Kashyyyk. The tide of battle turns when Order 66 turns the Republic clone army against its Jedi generals. The Wookiees shelter a number of Jedi survivors, an act of mercy for which they suffer greatly in the years to come.

Mon Calamari

In the time leading up to the Clone Wars, Senator Tikkas, the Quarren Senator from Mon Calamari, turns a blind eye to slaver activity in the Calamari Sector. When his part in these activities is discovered, Tikkas is forced out of office, and he defects to the Confederacy of Independent Systems. As leader of the Quarren Isolation League, a group dedicated to reducing the influence of the Mon Calamari on planetary politics, Tikkas foments outright civil war on Mon Calamari.



With the aid of Separatist droids as well as a number of Mon Calamari who are loyal to the Confederacy, Tikkas begins his campaign. He orders attacks against a number of Mon Calamari cities. The Republic counterattacks by sending troops, led by Kit Fisto, to aid the Mon Calamari.

It is eventually discovered that the Quarren are also being aided by a type of deepsea invertebrate known as the Moappa. While the Moappa are not intelligent on an individual basis, they possess a sophisticated group intellect. Like the Quarren, the Moappa are disaffected by the Mon Calamari's claim of planetary control. Even after the destruction of the Quarren central command on Mon Calamari, the Moappa continue to lead the remaining troops via telepathic commands.

Until this point, the Mon Calamari had been unaware of the Moappa's intelligence. Following the defeat of the Separatists, diplomatic relations are established between the Mon Calamari and the Moappa so that the two species can live in peace.

Naboo

Because of Naboo's close relationship with Chancellor Palpatine, himself a citizen of that planet, Naboo remains a staunch bastion of the Galactic Republic throughout the length of the Clone Wars. Despite Naboo's peaceful nature, the average citizen sees support of Palpatine's initiatives as common sense. With the invasion of Theed by the Trade Federation prior to the Clone Wars as an example, there is little doubt to the citizenry of Naboo that the Separatists are a grave threat that must be dealt with in a decisive manner. To the majority of the Naboo, the person to bring about an end to such a terrible enemy is Palpatine.

The Trade Federation never forgets its defeat during the blockade. Because of this, Naboo continues to suffer repeated attacks and invasions from Confederacy forces throughout the conflict. While none of the incursions succeeds, the most disastrous of them wipes out nearly all life on the Gungan lunar colony of Ohma-D'un during what is to become remembered as the Defense of Naboo. Quick action by the Jedi and other Republic forces results in victory over the Separatist invaders.

Nar Shaddaa

During the Clone Wars, Nar Shaddaa remains a haven for criminals of all stripes, a terrible and multileveled urban playground inhabited by the worst that the galaxy has to offer. Wars come and go, but Nar Shaddaa always remains in one form or another.

The Hutts that pull the strings on Nar Shaddaa see the conflict between the Galactic Republic and the Confederacy of Independent Systems as just another opportunity to make money. To this effect, they channel all manner of illegal products to one side or the other. Weapons, cortosis ore, assassin droids, spice, slaves, and any of a number of other forbidden goods pass through Nar Shaddaa like water through a sieve.

The Separatists are the Hutts' largest customer. Though backed by a large number of technological concerns, such as the Techno Union and the Trade Federation, the Confederacy is always looking for an edge, regardless of how underhanded or destructive it might be. This is not to say that the Republic's hands are completely clean, either, especially early in the war when the Army of the Republic is in its embryonic stage. Weapons, especially hand weapons and vehicles, pass through Nar Shaddaa on their way to Republic and Separatist munitions depots.

Nar Shaddaa not only offers physical goods for sale. Services are another of its more profitable offerings, and these include theft, assassination, and everything in between. Both sides in the war have agents assigned to Nar Shaddaa, both to contract for services as well as to monitor the movements of the opposition. Unlike the Republic and Separatist agents on Bothawui, who are relatively quiet and secretive, those living on Nar Shaddaa are much more likely to come to a spectacularly violent end at the hands of their enemies.

Rodia

Despite the best attempts of the Separatists, Rodia remains a loyal member of the Galactic Republic throughout the Clone Wars. Rodia is never directly threatened by the Confederacy of Independent Systems, though negotiators sent by Count Dooku are often found in Iskaayuma as they attempt to sway the Rodians to support their cause.

Even though Rodia remains loyal to the Republic, many individual Rodians seek out their fame and fortune in the employ of the Confederacy, offering their services as assassins and mercenaries. Many of these individuals are considered criminals by the galactic community, but they are otherwise revered as heroes on Rodia for their exploits.

Rodia is represented in the Galactic Senate by Senator Onaconda Farr, a tried and true loyalist of the Republic. Farr is appointed to the Loyalist Committee, gaining a great deal of influence as a result. Unfortunately for Rodia, Onaconda Farr is exposed for bribing a fellow Senator in order to divert a number of naval starships to Rodia. Had the starships been sent to Duro, their original destination, it is quite possible that the Battle of Duro would not have been a Separatist victory.

Ryloth

At the start of the Clone Wars, the homeworld of the Twi'leks is a strong supporter of the Galactic Republic in the Senate. Despite this, the planet is seized by the Confederacy of Independent Systems, an act that is protested by Senator Orn Free Taa of Ryloth. Among Ryloth's citizens, opinions remain so sharply divided that small-scale conflicts openly break out between different Twi'lek factions.

The Confederacy establishes a firm hold on the world through the imposition of martial law. Distrust and betrayal among Ryloth's citizens leads to further divisions, and suspected Republic sympathizers are rounded up, detained, and—in some cases—executed. Paranoia and suspicion run rampant, making the planet's major cities dangerous places to live.

The Separatist interest in Ryloth is twofold. A large droid reclamation facility is established on the planet's surface, proving to be an important asset as the Confederacy wages war against the Galactic Republic. Production and distribution of ryll is also an important Separatist consideration, even though vast numbers of credits from the sale of the addictive spice somehow find their way into Huttese coffers.

Late in the Clone Wars, a brief but intense battle takes place on Ryloth as a part of the Outer Rim Sieges. Through the efforts of diplomats and Hutt criminal interests, the planet is left relatively unscathed.

Sullust

Because of SoroSuub's membership in the Commerce Guild, Sullust secedes from the Galactic Republic at the beginning of the conflict and joins forces with the Confederacy of Independent Systems. Given that nearly half of the Sullustan population is employed by SoroSuub, there is practically no public outcry at this development. From this point onward, Sullust remains a strong supporter of the Confederacy. The planet itself is an important Confederacy fortress world, acting as a staging point for many invasions into the Core Worlds.

Less than a month after Sullust secedes, a Republic invasion of the system commences. Though some initial successes are reported, there are a number of setbacks. The military forces used by the Republic are disparate and varied, consisting mostly of planetary defense forces that have been pulled together into an impromptu assault force. Casualties are high, and battlefield gains are insubstantial. Treachery within the Republic ranks is the catalyst that leads to its ultimate defeat and withdrawal from Sullust.

Sullust remains one of the Confederacy's most prized holdings until the end of the war. Its rich mineral deposits, loyal workforce, and production capabilities make it an important and well-defended asset. Many Republic missions are sent to Sullust in an attempt to erode the Confederacy's hold on the planet, but few succeed.

Tatooine

Tatooine is technically held by the Galactic Republic, but it is largely controlled by the Hutts at the start of the Clone Wars. In the early days of the war, the Republic attempts to establish a spaceport on the planet in order to utilize it as a base in the Arkanis Sector. The Republic's newly realized interest in Tatooine is not welcomed by many of the planet's citizens, particularly those who thrive under Huttese control of the world.

Boorka the Hutt, seeking to remove the Republic from Tatooine, negotiates a pact with the Confederacy in exchange for the destruction of the fledgling Republic spaceport. The Confederacy forces, led by Sev'rance Tann, destroy the spaceport and wipe out the small Republic force that had occupied it.

Jabba the Hutt, Boorka's competitor on Tatooine, is incensed by Boorka's cooperation with the Separatists. He betrays Boorka to the Jedi, who kill Boorka and root out the Separatist units on Tatooine. Despite his loud objections, Jabba's interest in seeing Boorka fall are not entirely altruistic; the Hutt crime lord is playing one side against the other, taking a dangerous competitor out of the picture while continuing to supply cortosis ore to the Techno Union.

Trandosha

Due to its position within the Kashyyyk system, Trandosha's only representation in the Senate is Yarua, a Wookiee. The two species have never seen eye to eye, and their relationship is, at best, lukewarm at the outbreak of the Clone Wars due to a number of factors.

Peaceful negotiations between the two species had never been completely successful. Shortly before the outbreak of the Clone Wars, diplomacy completely breaks down when a Wookiee ship is attacked over one of Trandosha's moons. In response, the Wookiees erect a blockade around Trandosha. Peace talks rekindle the following year, but these fail when the Wookiees learn that the Trandoshans are seeking Senatorial backing with the aid of the Trade Federation.

Though never committed to the Separatist cause in a public forum, a number of independent Trandoshan organizations join forces with the Confederacy of Independent Systems during the Clone Wars. Pirate bands, slavers, and pro-Trandoshan terrorist groups participate in many Separatist actions, particularly those that take place on the Wookiee homeworld prior to the Battle of Kashyyyk. In truth, many (if not most) of these groups have indirect financial backing from Trandosha itself, as the planetary government is only too happy to direct its own attacks upon the Wookiees from the shadows.

"The desert is merciless. It takes everything from you."

—Anakin Skywalker

Chapter IX
The Jedi





The fates of the Republic and the Jedi Order are entwined. For over a thousand generations, the Jedi serve as guardians of peace and justice for the Republic. These masters of the Force grow and thrive alongside the Republic through the ages, dealing with crises that threaten the Republic and its citizens while maintaining peace and harmony in the galaxy.

The decline of the Republic heralds the decline of the Jedi Order as well. As more and more star systems react to the burden of heavy taxation and political corruption, the Jedi spread across the galaxy to keep order. However, they are unable to resolve every petty dispute or stem the threat of civil war.

The formation of the Confederacy of Independent Systems and the Separatists' intention to declare war against the Republic force the Jedi to respond and attempt to quell the warmongering immediately. The Jedi Order's efforts to put down the droid forces of the Separatists fail and cost the lives of many of Jedi Knights, but the arrival of cloned troops with Master Yoda turns the tide of the battle and drives the Separatist leaders into retreat. The Clone Wars change the role of the Jedi dramatically. Once the arbiters of peace, they become leaders in war.

This change creates other shifts within the Jedi Order as well. While some view the Clone Wars as an opportunity to help save the Republic from destruction, others see their involvement in the war as a perversion of their basic beliefs. Some Jedi splinter away to form their own groups that maintain their ideals without compromise. Still others feel that the Jedi Order approaches the war from the wrong direction, so they split off to create their own factions that fight the war as they see fit. The Jedi Council does everything in its power to hold together the crumbling Republic, but their faith in the Republic and their authority is undermined by the Dark Lords of the Sith.

The Jedi Order

Like any other established organization, the Jedi Order has an internal structure that helps maintain stability and allows it to function properly. From the youngest infant to the Jedi Masters seated on the High Council, every member of the Jedi has a place and purpose.

All younglings undergo formal education within the temple on Coruscant and learn what they need to be a Jedi. At the appropriate age, they are either selected by a Jedi Master to become a Padawan or join a branch of the Jedi Service Corps. While those that join the Service Corps usually live the rest of their lives in service there, Padawans continue their education under the direct tutelage of their Jedi Masters until they pass the trials to become a Jedi Knight. Jedi who expand their knowledge and understanding of the Force might reach the level of Jedi Master, and those Jedi who serve the Jedi Order with distinction might be offered a seat on one of the councils that oversee the actions and activities of their fellow Jedi Knights and Jedi Masters.

The Jedi Service Corps

If younglings pass the age to begin their training as a Padawan without being chosen by a Jedi Master, they are sent to the Jedi Service Corps. The Service Corps has four separate branches of service: the Agricultural Corps, the Educational Corps, the Exploration Corps, and the Medical Corps. Younglings are assigned to a branch that reflects their individual talents. There, they serve the rest of their time in the Jedi Order.

Each branch serves the Jedi Order and the Galactic Republic according to its designed purpose. The Agricultural Corps (or AgriCorps) serves the Republic by tending to the various farms established throughout the Core Worlds to help feed its citizens. The Educational Corps (or EduCorps) dispatches its members throughout the galaxy to provide for the education needs of many of the Republic's underprivileged children and, in turn, learn about the worlds to which they travel to help expand the knowledge base of the Jedi Order. The Exploration Corps (or ExplorCorps) primarily travels on missions to explore the Unknown Regions of the galaxy, charting new star systems and discovering new civilizations and races. The ExplorCorps also works in conjunction with likeminded organizations, such as the Intergalactic Zoological Society. The Medical Corps (or MedCorps) tends to the medical needs of Republic citizens throughout the galaxy, assisting the medical staff in many of the galaxy's hospitals and medical facilities. In addition, they also are responsible for maintaining the infirmary located in the Jedi Temple on Coruscant.

AgriCorps Worker

The Agricultural Corps teaches its new recruits to value the nature of life and to maintain balance between living creatures and their environment. These lessons, taught from the first day of their arrival, are meant to instill an overall appreciation for and an understanding of the natural world. The Agricultural Corps also teaches their young pupils patience to wait for results, self-control to let other things find their own way, and ingenuity to seek other methods to resolve a situation without resorting to the destruction of life.

The primary goal of the AgriCorps is to support the Republic's Agricultural Administration, which oversees the production and processing of foodstuffs throughout the Republic. Although most members serve on or near Coruscant, some are sent to other worlds to help with farming operations. Use of the Force by these recruits is restricted to tending the crops and livestock under their care, primarily because they have not learned anything beyond these basic skills at this point.

AgriCorps Worker CL 2
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Use the Force +7
Languages Basic

Defenses Ref 12 (flat-footed 12), Fort 13, Will 12
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +6 (1d4+1) or
Ranged by weapon +5
Base Atk +5; **Grp** +6
Special Actions Shake It Off[H]

Abilities Str 12, Dex 10, Con 13, Int 11, Wis 10, Cha 8
Talents Force Perception
Feats Force Sensitivity, Skill Focus (Knowledge [life sciences]), Shake It Off[H], Skill Training (Endurance, Knowledge [galactic lore], Survival, Use the Force, Weapon Proficiency (lightsaber)
Skills Endurance +9, Knowledge (galactic lore) +8, Knowledge (life sciences) +13, Mechanics +8[H], Survival +8, Use the Force +7
Possessions agricultural tools, datapad
H *Bonus feat or trained skill for being Human.*

EduCorps Worker

The Educational Corps instructs its recruits in the ways of imparting knowledge, teaching them not only to be effective instructors but also to show patience and compassion for their pupils. Above all, they need to understand that one cannot always rely on the Force to reach one's goal. The idea of forcing somebody to learn something through the Force violates the basic doctrines of the Jedi Order.

The EduCorps provides instruction to the disadvantaged on countless worlds across the galaxy. Armed with the philosophy that knowledge of the universe and those who dwell in it increases one's understanding of life in the galaxy, these EduCorps scholars strive to learn all they can within the first few years of membership to prepare themselves to teach that knowledge to their future students.

Members of the EduCorps also study the worlds and cultures they visit, recording their experiences in the libraries located within the Jedi Temple on Coruscant.

EduCorps Worker **CL 1**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +2; **Senses** Perception +9
Languages Basic, High Galactic, one additional language

Defenses Ref 11 (flat-footed 11), Fort 12, Will 13
hp 20; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4–1) or
Ranged by weapon +4
Base Atk +5; **Grp** +4

Abilities Str 8, Dex 9, Con 10, Int 14, Wis 12, Cha 11
Talents Skilled Advisor
Feats Force Sensitivity, Skill Focus (Knowledge [physical sciences], Knowledge [social sciences]), Skill Training (Knowledge [bureaucracy]^{H}, Knowledge [life sciences], Knowledge [physical sciences], Use the Force, Weapon Proficiency (lightsaber)
Skills Knowledge (bureaucracy) +10^{H}, Knowledge (galactic lore) +10, Knowledge (life sciences) +10, Knowledge (physical sciences) +15, Knowledge (social sciences) +15, Perception +9, Persuasion +8, Use the Force +8
Possessions 5 data cards, datapad
H *Bonus feat or trained skill for being Human.*

ExplorCorps Worker

The Exploration Corps takes its students from other branches of the Jedi Service Corps. Not surprisingly, the young Jedi who are assigned to the ExplorCorps are considered by their peers to be "the lucky ones." They travel the galaxy with Jedi Masters instead of remaining planetside to train for their designated positions. As such, many consider the ExplorCorps a traveling Jedi academy.

Service in the ExplorCorps teaches its recruits that, despite differences in race and culture throughout the galaxy, everyone has the same basic underlying needs that they fulfill in varying ways. Understanding this concept teaches the student perspective, seeing that the idea of right and wrong can vary between different cultures. But no matter where you go and what you do, the Force is always there to guide you.

The primary purpose of the ExplorCorps, however, is to seek out new worlds and civilizations in the galaxy. Knowledge of their discoveries is catalogued in the Jedi Archives for all to learn, much in the same way that the members of the EduCorps transcribe their findings about the planets they visit. Finding new civilizations opens the possibility of first contact, establishing relations with new species that might have something to contribute to the Republic.

ExplorCorps Worker **CL 2**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Perception +9
Languages Basic

Defenses Ref 12 (flat-footed 12), Fort 13, Will 13
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +5 (1d4) or
Ranged blaster pistol +0 (3d6)
Base Atk +5; **Grp** +5
Special Actions Shake It Off^{H}, Equilibrium

Abilities Str 10, Dex 10, Con 12, Int 11, Wis 13, Cha 8
Talents Equilibrium
Feats Force Sensitivity, Shake It Off^{H}, Skill Training (Knowledge [galactic lore], Perception, Pilot, Survival, Use Computer), Weapon Proficiency (lightsabers)
Skills Endurance +9^{H}, Knowledge (galactic lore) +8, Perception +9, Pilot +8, Survival +9, Use Computer +8, Use the Force +7
Possessions blaster pistol, comlink, datapad, field kit
H *Bonus feat or trained skill for being Human.*

MedCorps Worker

Life in the Medical Corps teaches recruits that life is fragile, and they quickly learn that people can become sick and die for no reason other than the will of the Force. For some, this can be hard to fathom, but internalizing it provides a valuable lesson for those who have had difficulty dealing with a personal loss earlier in life. Those that work for the MedCorps use their talents and abilities to heal the sick, treat the wounded, and provide comfort for those less fortunate.

Members of the MedCorps can be found at medical facilities throughout the galaxy, bestowing relief in times of crisis or instructing non-Force-using personnel in new methods to care for their patients. In addition to this basic task, the MedCorps is also responsible for maintaining the infirmary located in the Jedi Temple on Coruscant, which is connected to the expansive Galactic City Medical Center via a dedicated underground transport tube. Thanks to maintaining this facility, the MedCorps has come to the aid of a large number of Republic citizens during emergencies in the capital.

MedCorps Worker CL 1
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Perception +10
Languages Basic, one additional language

Defenses Ref 12 (flat-footed 12), Fort 11, Will 14
hp 13; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4–1)
Ranged by weapon +5
Base Atk +5; **Grp** +5

Abilities Str 8, Dex 10, Con 9, Int 12, Wis 14, Cha 11
Talents Skilled Advisor
Feats Force Sensitivity, Skill Focus (Gather Information[H], Treat Injury), Skill Training (Knowledge [life sciences], Perception, Treat Injury), Surgical Expertise, Weapon Proficiency (lightsabers)
Skills Gather Information +13[H], Knowledge (life sciences) +9, Perception +10, Treat Injury +15, Use Computer +9, Use the Force +8
Possessions datapad, medical kit, 2 medpacs
H *Bonus feat or trained skill for being Human.*

Specialized Jedi Knights

Jedi who achieve knighthood and have a natural talent in certain areas might choose to serve the Jedi Order in ways that allow them to use such talents to the best of their ability. Many areas are available from which one can choose, and the ones listed here are but a sample of the ways in which Jedi Knights might serve the Jedi Order.

Jedi Archivist

Jedi who prize knowledge over other things usually find that their understanding of the Force expands with the study and retention of other subjects. Even more so than other Jedi, Jedi archivists delve into many areas of study, letting the Force guide them to their areas of specialty. By receiving and archiving knowledge so others might learn, a Jedi archivist increases her own awareness of the galaxy.

The number of Jedi archivists flourishes during times of relative peace in the galaxy. Though most archivists remain close to the temple archives on Coruscant or Ossus, others travel to gain more information about the galaxy, its inhabitants, and its cultures, continually increasing their common pool of knowledge. Archivists also work with ExplorCorps, searching for lost civilizations or exploring and studying newly discovered star systems.

During the latter days of the Republic and into the Clone Wars, Jedi archivists become fewer in number. Older Jedi believe that the younger members of the Jedi Order do not have the patience to take on the role of an archivist, choosing other roles deemed more important to the Jedi Order at that time.

Jedi Archivist CL 10
Medium Human Jedi 7/Jedi Knight 3
Destiny 2; **Force** 5
Init +10; **Senses** Perception +12
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese, two additional languages

Defenses Ref 23 (flat-footed 23), Fort 24, Will 25; Deflect
hp 89; **Threshold** 24

Speed 6 squares
Melee lightsaber +11 (2d8+5) or
Ranged by weapon +10
Base Atk +10; **Grp** +10
Atk Options Improved Disarm
Special Actions Adept Negotiator, Coordinated Attack[H], Lightsaber Defense, Melee Defense, Scholarly Knowledge, Skilled Advisor
Force Powers Known (Use the Force +12): *farseeing, Force thrust, rebuke*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 10, Dex 10, Con 12, Int 16, Wis 14, Cha 14
Talents Adept Negotiator, Deflect, Force Persuasion, Lightsaber Defense, Scholarly Knowledge, Skilled Advisor
Feats Coordinated Attack[H], Force Sensitivity, Force Training, Improved Defenses, Improved Disarm, Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Skill Training (Knowledge [bureaucracy]), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Knowledge (social sciences) +13[H], Perception +12, Use the Force +12 (can substitute for Persuasion checks)
Possessions lightsaber (self-built), Jedi robes, datapad
H *Bonus feat or trained skill for being Human.*

Jedi Healer

Like many religions and Force-using traditions in the galaxy, the Jedi Order values life and its preservation, and life in turn creates the Force. To that end, the ability to channel the Force to heal is one of the most prized powers a Jedi can possess. Although many Jedi learn to treat wounds to some extent, few Jedi devote their lives to the healing arts. Those that specialize in this area find that their understanding of the Force increases when they heal the sick and tend to the wounded.

Jedi healers are experts in the field of medicine. They spend a majority of their time tending to patients and expanding their understanding of the Force by studying its connection with all living things. Since anger and aggression hamper their healing abilities, Jedi healers are less likely to be tempted by the dark side of the Force. Many great instructors and philosophers of the Jedi Order throughout history were also healers. Any younglings that show an interest or natural ability with healing are carefully tutored to take up the mantle of a Jedi healer to keep their abilities from going to waste.

Despite their devotion to the preservation of life, Jedi healers are not pacifists. Many of them are more than willing to use their lightsabers to defend the sick and helpless. Jedi healers actively seek out battlefields, plague-ridden worlds, and highly dangerous locales to donate their time and abilities to help those in need.

During the Clone Wars, the Republic encourages Jedi healers to accompany troops onto battlefields. Citizens unfortunate enough to be caught in the middle of battle often benefit from Jedi healers passing through.

Jedi Healer **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 5
Init +10; **Senses** Perception +12
Languages Basic, one additional language

Defenses Ref 22 (flat-footed 21), Fort 21, Will 24; Block, Deflect, Dodge, Elusive Target
hp 74; **Threshold** 21

Speed 6 squares
Melee lightsaber +11 (2d8+4) or
Ranged by weapon +11
Base Atk +9; **Grp** +10
Atk Options Improved Disarm[H]
Special Actions Adept Negotiator
Force Powers Known (Use the Force +16): *farseeing, Force disarm, Force stun, malacia, negate energy, surge, vital transfer* (2)
Force Techniques Improved Vital Transfer

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 16, Cha 14
Talents Adept Negotiator, Block, Deflect, Elusive Target, Force Treatment
Feats Dodge, Force Sensitivity, Force Training (2), Improved Disarm[H], Melee Defense, Skill Focus (Use the Force), Skill Training (Perception), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (galactic lore) +10, Knowledge (life sciences) +10[H], Perception +12, Use the Force +16
Possessions lightsaber (self-built), Jedi robes, utility belt with medpac
H *Bonus feat or trained skill for being Human.*

Jedi Instructor
Jedi instructors devote themselves to educating younger Jedi on the ways of the Force and the goals of the Jedi Order. Through the instruction of others, Jedi instructors increase their own understanding of the Force.

Jedi instructors are most often found in the Jedi Temple on Coruscant, teaching younglings. Others actively seek out potential Jedi recruits that the order might fail to notice in the Outer Rim Territories and other areas outside the Republic's jurisdiction. In some cases, Jedi instructors take young students or even other Jedi Knights with them on extended tours of the galaxy, sometimes traveling aboard an ExplorCorps vessel.

Particularly effective Jedi instructors are often invited to join the Jedi High Council.

Jedi Instructor **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 5
Init +5; **Senses** Perception +10
Languages Basic, High Galactic, two additional languages

Defenses Ref 22 (flat-footed 21), Fort 21, Will 22; Deflect
hp 74; **Threshold** 21

Speed 6 squares
Melee lightsaber +10 (2d8+4)
Ranged by weapon +10
Base Atk +9 **Grp** +10
Atk Options Melee Defense
Special Actions Adept Negotiator, Direct, Lightsaber Defense, Skilled Advisor
Force Powers Known (Use the Force +11): *farseeing, mind trick, move object, rebuke*
Force Techniques Force Point Recovery

Abilities Str 10, Dex 12, Con 11, Int 16, Wis 13, Cha 14
Talents Adept Negotiator, Deflect, Direct, Lightsaber Defense, Skilled Advisor
Feats Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Knowledge [life sciences, physical sciences, social sciences], Use Computer[H]), Skill Training (Perception), Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +12, Knowledge (life sciences) +17, Knowledge (physical sciences) +17, Knowledge (social sciences) +17, Perception +10, Pilot +10[H], Use the Force +11
Possessions lightsabers (self-built), Jedi robes, datapad
H *Bonus feat or trained skill for being Human.*

The Jedi Councils

Jedi selected to lead the Jedi Order are grouped into four councils: the Council of First Knowledge, the Council of Reassignment, the Council of Reconciliation, and the High Council. Each council gathers in the Jedi Temple on Coruscant.

The Council of First Knowledge

Assembling in the northwest tower of the Jedi Temple on Coruscant, the Council of First Knowledge advises Jedi on matters that require access to and use of ancient Jedi lore. The council also oversees the repository of holocrons stored within their tower as well as certain sections of the Jedi Archives.

The Council of First Knowledge has five members: one permanent member known as the Caretaker of the Tower of First Knowledge, and four rotating members from the Jedi High Council. The council's permanent member at the time of the Clone Wars is Jedi Master Astaal Vilbum.

The Council of Reassignment

The Council of Reassignment, stationed in the northeast tower of the Jedi Temple on Coruscant, organizes work for the younglings and other Jedi students not chosen to become Padawans. Members of the Council work with the Jedi Service Corps to ensure the fair distribution of members. In addition, the Council reassigns Jedi to other positions and responsibilities as warranted.

The Council of Reassignment is made up of five Jedi Masters: two permanent members, and three rotating members (usually members of the High Council) who serve five-year terms.

The Council of Reconciliation

The purpose of the Council of Reconciliation, which is housed in the southwest tower of the Jedi Temple, is to seek out peaceful resolutions to various conflicts—usually political disputes—throughout the Republic and to assign Jedi on missions to implement those solutions.

The Council of Reconciliation has five rotating members who can be chosen from among any interested Jedi Masters.

The High Council

The primary governing body of the Jedi Order, the High Council meets in the southeast tower of the Jedi Temple on Coruscant and supervises all activities undertaken by the Jedi. In addition, the High Council also serves as an advising body for the Supreme Chancellor of the Republic. The High Council has twelve members: five permanent, four long-term, and three limited-term. Most members are Jedi Masters, but a few Jedi Knights have been selected to serve a limited term. The High Council selects all new members, with the exception of Anakin Skywalker (appointed by the Supreme Chancellor near the end of the Clone Wars).

Influential Figures

Incorporating familiar *Star Wars* characters into a campaign gives players opportunities to interact with them, which in turn helps the player characters feel like they are a part of the greater *Star Wars* story and, by extension, part of galactic history. Since these named characters are expected to perform certain events in the universe's timeline, Gamemasters must use them judiciously and control their level of interaction with the player characters.

Famous Jedi characters from the *Star Wars* saga should interact with the player characters in one of two ways:

Behind the Scenes: The Jedi does not appear in person but affects events or communicates with the heroes through a third party. At some point the player characters might learn of the Jedi's involvement in the story, but that's the extent of their brush with fame.

Brief Appearance: The heroes might encounter a famous Jedi at a critical point in the adventure. The famous Jedi might help the heroes in some fashion if the character is an ally, hinder them if an enemy, or merely pursue his own agenda whether it plays a part in the story or not.

Anakin Skywalker

Believed by many to be the Chosen One and foretold by ancient prophecies to bring balance to the Force, Anakin Skywalker is the exception to other Jedi in many ways. He spends most of his childhood away from the Jedi



Anakin Skywalker

Temple on Tatooine with his mother. Highly stubborn and emotional, he shows arrogance in his abilities as a pilot, with a lightsaber, and with the Force. Unlike other Jedi who display overconfidence in their abilities, Anakin is able to back up his boasts.

When Obi-Wan Kenobi is tasked with leading Republic troops into battle during the Clone Wars, Anakin serves as his assistant, leading clone starfighter pilots against Separatist forces. His leadership and piloting skills help the clone pilots emerge victorious time and again, even though his recklessness and overconfidence frustrates Obi-Wan.

Anakin begins to feel the true burden of leadership when he is paired with a strong-minded Padawan named Ahsoka Tano. Only then does he begin to appreciate all that Obi-Wan has tried to teach him.

Anakin Skywalker **CL 14**
Medium Human Jedi 7/Jedi Knight 5/ace pilot 2
Destiny 2; **Force** 6, Strong in the Force; **Dark Side** 7
Init +15; **Senses** Perception +9
Languages Basic, Binary, Huttese

Defenses Ref 31 (flat-footed 28), Fort 31, Will 28; Block, Deflect, vehicle dodge +1
hp 141; **Threshold** 31

Speed 6 squares
Melee lightsaber +18 (2d8+15) or
Melee lightsaber +16 with Rapid Strike (3d8+15)
Ranged by weapon +16
Base Atk +13; **Grp** +16
Atk Options Rapid Strike
Special Actions Djem So, Redirect Shot, Vehicular Combat
Force Powers Known (Use the Force +19): *dark rage, farseeing, Force disarm, Force grip, Force slam* (2), *move object, rebuke, surge*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 16, Dex 16, Con 17, Int 14, Wis 14, Cha 14
Talents Armored Defense, Block, Deflect, Djem So, Force Pilot, Redirect Shot, Renowned Pilot, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Mechanics +14, Pilot +15, Use the Force +19
Possessions lightsaber (self-built), comlink (encrypted), cybernetic prosthesis (1, right hand), Jedi robes, utility belt

Obi-Wan Kenobi

Obi-Wan Kenobi has a long and successful career that helps to shape the future of the galaxy. Honorable and gallant, he speaks and acts in a manner that many consider the ideal of what a Jedi should strive to be. His reputation is well earned as he deals with many trials on the road to becoming one of the most highly regarded Jedi Masters.

With the outbreak of the Clone Wars, Obi-Wan becomes a general in command of thousands of clone troopers. His stalwart presence and leadership skills earn him the respect of his troops and fellow Jedi, as he proves to be a highly capable and trusted strategist and commander.

Obi-Wan Kenobi **CL 14**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7
Init +15; **Senses** Perception +9
Languages Basic, Shyriiwook

Defenses Ref 30 (flat-footed 27), Fort 31, Will 29; Block, Deflect, Soresu
hp 129; **Threshold** 31
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+13) or
Melee lightsaber +14/+14 (2d8+13) with Double Attack
Ranged by weapon +17
Base Atk +14; **Grp** +17
Atk Options Double Attack, Severing Strike
Special Actions Adept Negotiator, Combat Reflexes, Redirect Shot, serenity
Force Powers Known (Use the Force +19): *farseeing, Force slam* (2), *mind trick, move object, rebuke, surge* (2), *vital transfer*
Force Secrets Quicken Power
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 15
Talents Adept Negotiator, Armored Defense, Block, Deflect, Redirect Shot, Severing Strike, Soresu, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Pilot +15, Use the Force +19
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, utility belt with medpac, electrobinoculars



YODA

Considered by many to be the wisest of all Jedi, Yoda is a senior member of the High Council and highly respected by virtually the entire Jedi Order. Not much of his personal history is known, but the fact that he has trained Jedi for eight hundred years is widely known even by the politicians of the Galactic Senate and many other high-ranking officials of the Republic. Most Jedi in this timeframe have received at least some training from Yoda, most often as younglings.

Throughout the Clone Wars, Yoda leads troops on the front lines, mounted on his kybuck (see sidebar) with lightsaber in hand. Throughout the war, Master Yoda continues to show concern for the lives of his soldiers as well as the state of the Republic and the Jedi Order.

"IMPOSSIBLE TO SEE, THE FUTURE IS. BUT ... DO THEIR DUTY, THE JEDI WILL."

- YODA

Yoda **CL 20**
Small Jedi 8/Jedi Knight 7/Jedi Master 5
Destiny 4; **Force** 8, Strong in the Force
Init +18 (Force Point: can reroll and keep better result); **Senses** Improved Sense Surroundings, Use the Force +24
Languages Basic, Cerean, Shyriiwook (understand only)

Defenses Ref 37 (flat-footed 34), Fort 33, Will 38; Block, Deflect
hp 134; **Threshold** 33
Immune fear effects

Speed 4 squares
Melee lightsaber +25 (2d8+16) or
Melee lightsaber +24/+24 (2d8+16) with Double Attack or
Melee lightsaber +19/+19/+19 (2d8+16) with Triple Attack
Ranged by weapon +23
Base Atk +20; **Grp** +18
Atk Options Acrobatic Strike, Double Attack, Melee Defense, Triple Attack, Whirlwind Attack
Special Actions Redirect Shot, serenity, Skilled Advisor
Force Powers Known (Use the Force +24): *battle strike* (2), *farseeing*, *Force disarm*, *Force slam* (3), *Force thrust*, *mind trick* (2), *move object* (2), *negate energy*, *rebuke* (2), *surge* (2), *vital transfer*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Sense Force, Force Point Recovery (2)

Abilities Str 8, Dex 16, Con 11, Int 15, Wis 21, Cha 19
Talents Ataru, Block, Deflect, Force Perception, Foresight, Multiattack Proficiency (lightsabers x2), Redirect Shot, Severing Strike, Skilled Advisor, Visions
Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +18, Initiative +18 (Force Point: can reroll and keep better result), Knowledge (galactic lore) +17, Knowledge (tactics) +17, Stealth +15, Use the Force +24 (can substitute for Perception checks)
Possessions lightsaber (self-built), gimer stick cane, Jedi robes

KYBUCK

Kybucks are swift herbivores from the Wookiee homeworld of Kashyyyk. During the Clone Wars, Jedi Master Yoda receives one as a gift for healing an ailing Wookiee princess. Yoda forms a bond of friendship with the riding beast. When General Grievous attacks Coruscant, Yoda rides his kybuck into battle but keeps it away from danger.

Kybucks move at incredibly high speeds overland. Outside of combat, they have a maximum velocity of 90 kilometers per hour.

Kybuck CL 1
Medium beast 2
Init +4; **Senses** Perception +2

Defenses Ref 14 (flat-footed 11), Fort 9, Will 11
hp 7; **Threshold** 9

Speed 12 squares
Melee bite +2 (1d6+2) or
Melee kick +2 (1d4+2 plus special)
Base Atk +1; **Grp** +4
Atk Options kybuck kick

Abilities Str 12, Dex 16, Con 8, Int 2, Wis 13, Cha 12
Feats Skill Focus (Jump)
Skills Jump +12

Kybuck Kick—As a standard action, a kybuck can move its speed. At any point during its move, it can make a kick attack against a target and exit that target's threatened space without provoking an attack of opportunity from the target.

MACE WINDU

Believed by many Jedi to be on par with Master Yoda in his skills with the lightsaber, Mace is a diplomat at heart, preferring to negotiate toward peaceful resolution rather than resort to combat.

As the Clone Wars dawn on Geonosis, Mace Windu easily slips into the role of a military leader, leading the clone troopers against the droid forces of Count Dooku and the Separatists. His role as a senior member of the Jedi High Council and his natural talent as a negotiator help him muster the troops and spearhead his part in the Republic's overall battle plan to bring down the Separatists.

Throughout his time as a general, Master Windu proves himself to be an aggressive leader and a formidable warrior, leading his troops from the front and unafraid to engage the enemy personally.

Mace Windu CL 19
Medium Human Jedi 8/Jedi Knight 6/Jedi Master 5
Destiny 3; **Force** 8
Init +16; **Senses** Improved Sense Surroundings, Use the Force +23
Languages Basic, Huttese, Mando'a, Ryl

Defenses Ref 35 (flat-footed 32), Fort 34, Will 36; Block, Deflect
hp 167; **Threshold** 34
Immune fear effects

Speed 6 squares
Melee lightsaber +24 (2d8+17/19–20) or
Melee lightsaber +28 (2d8+26/19–20) with Powerful Charge or
Melee lightsaber +26 (3d8+26/19–20) with Powerful Charge and Rapid Strike or
Melee lightsaber +22 (3d8+17/19–20) with Rapid Strike or
Melee lightsaber +19/+19 (3d8+17/19–20) with Double Attack or
Melee lightsaber +17/+17 (3d8+17/19–20) with Double Attack and Rapid Strike
Ranged by weapon +21
Base Atk +19; **Grp** +21
Atk Options Cleave, Double Attack, Great Cleave, Power Attack, Powerful Charge, Rapid Strike, Severing Strike
Special Actions Improved Shatterpoint, Juyo, Redirect Shot, Serenity, shatterpoint
Force Powers Known (Use the Force +23): *battle strike* (2), *farseeing, Force grip, Force slam, mind trick, move object, surge, shatterpoint, technometry*
Force Secrets Devastating Power, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Force Point Recovery, Improved Sense Surroundings, Improved Shatterpoint

Abilities Str 14, Dex 14, Con 15, Int 16, Wis 18, Cha 18
Talents Block, Deflect, Force Perception, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Juyo, Redirect Shot, Severing Strike, Vaapad, Weapon Specialization (lightsabers)
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Great Cleave, Martial Arts I, Power Attack, Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +17, Knowledge (tactics) +17, Perception +18, Use the Force +23 (can substitute for Perception checks)
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, utility belt


AHSOKA TANO

Ahsoka Tano

Ahsoka Tano is the young, eager Padawan of Jedi Knight Anakin Skywalker. Despite her young age, the precocious Togruta is placed under Anakin Skywalker to help him learn not only how to train a Padawan but also how to let one go once her training is complete.

Ahsoka Tano is a fan of unorthodox strategies and, like Anakin as a Padawan, sometimes lets her eagerness get in the way of good sense and forethought. Moreover, she seems to have little respect for the sanctity of the bond between a Jedi Knight and his Padawan, as she constantly makes quips at Anakin's expense. Ahsoka studies the Shien form of lightsaber combat, choosing to hold her lightsaber in a horizontal grip to take advantage of her speed and agility.

Ahsoka Tano **CL 4**
Medium Togruta (young adult) Jedi 4
Destiny 1; **Force** 3
Init +5; **Senses** Perception +3
Languages Basic, Togruti

Defenses Ref 18 (flat-footed 15, Lightsaber Defense 19), Fort 15, Will 16
hp 47; **Threshold** 15
Speed 6 squares
Melee lightsaber +8 (2d8+1)
Base Atk +4; **Grp** +7
Atk Options Weapon Finesse
Special Actions Lightsaber Defense, spatial awareness
Force Powers Known (Use the Force +9): *Force slam, move object, rebuke, surge*

Abilities Str 8, Dex 16, Con 9, Int 10, Wis 12, Cha 14
Special Qualities pack hunter, sneaky, spatial awareness
Talents Deflect, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Stealth +5 (can reroll, must take second result), Use the Force +9
Possessions lightsaber

Pack Hunter—Ahsoka Tano deals an extra 2 points of damage against an opponent she flanks.
Spatial Awareness—Ahsoka Tano ignores all cover and concealment when making Perception checks to notice targets within 10 squares.

Kit Fisto

Growing up in the Jedi Temple as a young Nautolan, Kit Fisto focuses his training to take advantage of his aquatic abilities. Throughout his life, he strives to maintain a low profile as he struggles with a lack of self-confidence. He steps out of his self-imposed solitude when he accepts the Mon Calamari Padawan Bant Eerin as his first apprentice after the death of her master, Tahl. Even when instructing his Padawan, he lacks confidence in himself as an instructor. Only after he effectively leads units of clones into battle against the droid forces of the Separatists does he find faith in his abilities and accept a seat on the High Council.

Kit Fisto accepts command of a unit of clone subtroopers and leads the campaign on Mon Calamari against the Separatist-supporting Quarren Isolationist League. He successfully leads his forces and his Mon Calamari allies to victory over the Quarren, securing the planet for the Republic. Later campaigns on Devaron and Ord Cestus add more triumphant returns for the Nautolan Jedi.

Kit Fisto **CL 13**
Medium Nautolan Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 2; **Force** 6
Init +13; **Senses** low-light vision, Use the Force +17
Languages Anselmian, Basic, Nautila

Defenses Ref 28 (flat-footed 26), Fort 28, Will 28; Block, Deflect, Shii-Cho
hp 122; **DR** 2; **Threshold** 28
Immune fear effects

Speed 6 squares, swim 4 squares
Melee lightsaber +18 (2d8+10) or
Melee lightsaber +13/+13 (2d8+10) with Double Attack
Ranged by weapon +15
Base Atk +13; **Grp** +15
Atk Options Cleave, Power Attack
Special Actions Force Focus, Lightsaber Defense, Redirect Shot, serenity
Force Powers Known (Use the Force +17): *battle strike* (2), *Force slam*, *Force thrust*, *mind trick*, *move object*, *rebuke* (2), *surge*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 12
Special Qualities breathe underwater
Talents Block, Deflect, Force Focus, Force Perception, Greater Weapon Focus (lightsabers), Lightsaber Defense, Redirect Shot, Shii-Cho
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Initiative +13, Perception +8 (can reroll when sensing deception or influence; underwater, keep better result), Swim +8 (can reroll, can take 10 when distracted), Use the Force +17 (can substitute for Perception checks)
Possessions lightsaber (self-built), Jedi robes

Nahdar Vebb

Nahdar Vebb is a young Jedi who studies under Kit Fisto as a Padawan. Though skilled in the art of lightsaber combat, Nahdar Vebb's talents also extend to healing. Vebb is a master of using the Force to help a body repair itself more quickly and efficiently, and during his service in the Clone Wars, Vebb uses his talents to keep clone troops fighting despite their grievous wounds.

Nahdar Vebb **CL 8**
Medium Mon Calamari Jedi 7/Force adept 1
Force 4
Init +4; **Senses** low-light vision, Use the Force +17; Block, Deflect
Languages Basic, Mon Calamarian

Defenses Ref 21 (flat-footed 21), Fort 20, Will 26
hp 73; **Threshold** 20

Speed 6 squares, swim 4 squares
Melee lightsaber +11 (2d8+6)
Base Atk +7; **Grp** +9
Atk Options Acrobatic Strike
Special Actions Equilibrium
Force Powers Known (Use the Force +17): *battle strike*, *Force slam*, *move object*, *negate energy*, *rebuke*, *surge*, *vital transfer* (2)

Abilities Str 14, Dex 11, Con 10, Int 13, Wis 16, Cha 16
Special Qualities breathe underwater, expert swimmer, low-light vision
Talents Block, Deflect, Equilibrium, Force Perception, Force Treatment
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +9, Knowledge (life sciences) +10, Perception +17, Treat Injury +17, Use the Force +17
Possessions lightsaber (self-built), comlink

Ki-Adi-Mundi

Discovered at the age of four by the Dark Woman, Ki-Adi-Mundi travels to Coruscant and join the Jedi Order. Decades later, he returns to Cerea and becomes his homeworld's watchman, driving out the raiders that haunted his people for many years and helping the planet join the Republic. Even during his time as Cerea's protector, Ki-Adi learns about the Force quickly, exemplifying the role of Jedi Knight to his people and impressing the rest of the Jedi Order. Eventually, he is invited to join the Jedi High Council, becoming one of a few Jedi to gain a permanent seat on the Council before reaching the level of Jedi Master.

When the Clone Wars begin on Geonosis, Ki-Adi fights alongside the other Jedi, although he and fellow Jedi Master Plo Koon are captured while attempting to disable the droid control ship. After the battle, he serves with the Grand Army of the Republic as a general, becoming one of the first to fight against General Grievous and survive (thanks to the timely arrival of a squad of ARC troopers). After his recovery, Ki-Adi-Mundi accepts command of the 21st Nova Corps.



Ki-Adi-Mundi

Ki-Adi-Mundi CL 13
Medium Cerean Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 2; **Force** 6
Init +17; **Senses** Perception +8
Languages Basic, Cerean, Ryl

Defenses Ref 28 (flat-footed 27), Fort 29, Will 29; Block, Deflect
hp 122; **Threshold** 29
Immune fear effects

Speed 6 squares
Melee lightsaber +17 (2d8+10) or
Melee lightsaber +15 (3d8+10) with Rapid Strike
Ranged by weapon +14
Base Atk +13; **Grp** +14
Atk Options Improved Disarm, **Melee** Defense, Rapid Strike
Special Actions Combat Reflexes, Equilibrium, Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +14): *battle strike, Force slam, mind trick, move object, rebuke, surge*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 16
Talents Block, Clear Mind, Deflect, Equilibrium, Greater Weapon Focus (lightsabers), Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Improved Disarm, **Melee** Defense, Rapid Strike, Skill Focus (Initiative), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +17 (can reroll), Knowledge (galactic lore) +13, Pilot +12, Use the Force +14 (can reroll when opposing Force detection)
Possessions lightsaber (self-built), Jedi robes

"A PERSON ALWAYS TAKES HIS HOME WITH HIM, WHEREVER HE GOES. WORLDS ARE SO VAST—YET THEY FIT EASILY INTO ONE'S HEART."

-KI-ADI-MUNDI

K'KRUHK

Selected to be the Padawan of Lilit Twoseas, the Whiphid named K'Kruhk fights alongside her as well as Micah Giiett, Qui-Gon Jinn, and Plo Koon during the Yinchorri Uprising. Witnessing his master's death as she saves him from a Yinchorri warrior, K'Kruhk flies into a rage and slaughters countless Yinchorri until he recovers her body. Although he completes his training under another master, Twoseas's death continues to haunt his memories.

K'Kruhk matures into a capable Jedi Knight and joins the task force sent to Geonosis to rescue Obi-Wan Kenobi, Anakin Skywalker, and Senator Padmé Amidala. Entrusted with the rank of general and command of the 416th Star Corps, K'Kruhk leads his troops into battle on the planet Teyr. Despite his best efforts, his unit suffers heavy casualties and he disappears without a trace, distraught over the high death toll that occurred under his command. He later rejoins the war effort with the help of Master Mace Windu, joining a Jedi strike force on the planet Hypori, where he is terribly injured and left for dead by General Grievous. Surviving even that, he escapes back to Coruscant and is reassigned to the protection of Senator Viento.



K'KRUHK

K'Kruhk **CL 13**
Medium Whiphid Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 3; **Force** 7
Init +8; **Senses** scent, Perception +8
Languages Basic, Whiphid

Defenses Ref 28 (flat-footed 26), Fort 27 (32 against cold), Will 28; Block, Deflect
hp 122, Extra Second Wind; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee claw +16 (1d8+9) or
Melee lightsaber +18 (2d8+14) or
Melee lightsaber +13/+13 (2d8+14) with Double Attack or
Ranged by weapon +15
Base Atk +13; **Grp** +14
Atk Options Double Attack
Special Actions Adept Negotiator, Equilibrium, Force Fortification, Lightsaber Defense, serenity
Force Powers Known (Use the Force +18): *battle strike, Force slam, move object, rebuke, sever Force, surge*
Force Techniques Force Point Recovery, Improved Force Trance

Abilities Str 17, Dex 15, Con 13, Int 12, Wis 15, Cha 14
Talents Adept Negotiator, Block, Clear Mind, Deflect, Equilibrium, Force Fortification, Lightsaber Defense, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Extra Second Wind, Force Sensitivity, Force Training (2), Improved Damage Threshold, Skill Focus (Use the Force), Toughness, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +12, Knowledge (galactic lore) +12, Use the Force +18 (can reroll when opposing Force detection)
Possessions lightsaber (self-built), Jedi robes, conical straw hat

Plo Koon

Plo Koon is descended from a long line of Kel Dor Jedi that includes his uncle and niece. He studies under the Wookiee Jedi Master Tyvokka, but his sarcastic wit and tendency to make quick decisions without considering the consequences of his actions push Tyvokka's patience to its limits many times. Plo Koon eventually trains several Padawans during his career with the Jedi, including Bultar Swan and the female Trandoshan Lissarkh.

Following the Stark Hyperspace Wars, Plo Koon receives his promotion to Jedi Master and is offered a permanent seat on the Jedi High Council in honor of his dying master's wish. Although he feels that many others are more deserving, he nevertheless accepts the honor.

Plo Koon survives the Battle of Geonosis, although he and fellow Jedi Master Ki-Adi-Mundi are captured while trying to disable the droid control ship and escorted to the arena to be executed with the rest. After helping lead the Republic to victory that day, Plo Koon is given the rank of general, directing his troops through the Battle of Brentaal IV and the Battle of Rendili.

Plo Koon **CL 15**
Medium Kel Dor Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 3; **Force** 7
Init Use the Force +19; **Senses** low-light vision, Use the Force +19
Languages Basic, Huttese, Kel Dor, Shyriiwook (understand only)

Defenses Ref 32 (flat-footed 28), Fort 29, Will 30; Block, Deflect
hp 122; **Threshold** 29
Immune fear effects

Speed 6 squares
Melee lightsaber +20 (2d8+11) or
Melee lightsaber +15/+15 (2d8+11) with Double Attack or
Melee unarmed +18 (1d6+8)
Ranged by weapon +18
Base Atk +15; **Grp** +18
Atk Options Double Attack
Special Actions Combat Reflexes, Force Intuition, Redirect Shot, Resilience, Shien, Telekinetic Savant
Force Powers Known (Use the Force +19): *battle strike, farseeing, Force disarm* (2), *Force thrust, malacia, mind trick, rebuke, surge*
Force Secrets Multitarget Power, Quicken Power
Force Techniques Force Point Recovery, Force Power Mastery (Force thrust)

Abilities Str 13, Dex 16, Con 13, Int 15, Wis 14, Cha 14
Talents Block, Deflect, Force Intuition, Force Perception, Redirect Shot, Resilience, Shien, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Martial Arts I, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (physical sciences) +14, Mechanics +14, Pilot +14, Use the Force +19 (can reroll when searching feelings or sensing Force, can substitute for Perception checks)
Possessions lightsaber (self-built), Jedi robes, antiox breath mask and goggles

An'ya Kuro (The Dark Woman)

The Dark Woman, originally named An'ya Kuro, has an unremarkable childhood in the Jedi Temple, but she gains notice soon after achieving the rank of Jedi Knight. She travels the galaxy searching for Force-sensitive children to bring into the Jedi Order, among them Ki-Adi-Mundi.

Kuro uses training methods considered by the High Council to be too harsh, despite the fact that her methods quite effective for most of her students. However, a few of her pupils—among them Aurra Sing—fail under the pressure and leave the Jedi Order.

After a short exile and return to the Jedi Order, Kuro accompanies the Jedi task force to Geonosis and helps in the starfighter battle. Later, she chooses to assist the war effort as a spy instead of as a military leader.

An'ya Kuro (The Dark Woman) **CL 16**
Medium Human Jedi 7/Jedi Knight 6/Jedi Master 3
Destiny 3; **Force** 7; **Dark Side** 2
Init +15; **Senses** Improved Sense Force, Use the Force +20
Languages Basic, Huttese

Defenses Ref 32 (flat-footed 29), Fort 30, Will 31; Block, Deflect, Dodge, Mobility
hp 134; **Threshold** 30
Immune fear effects

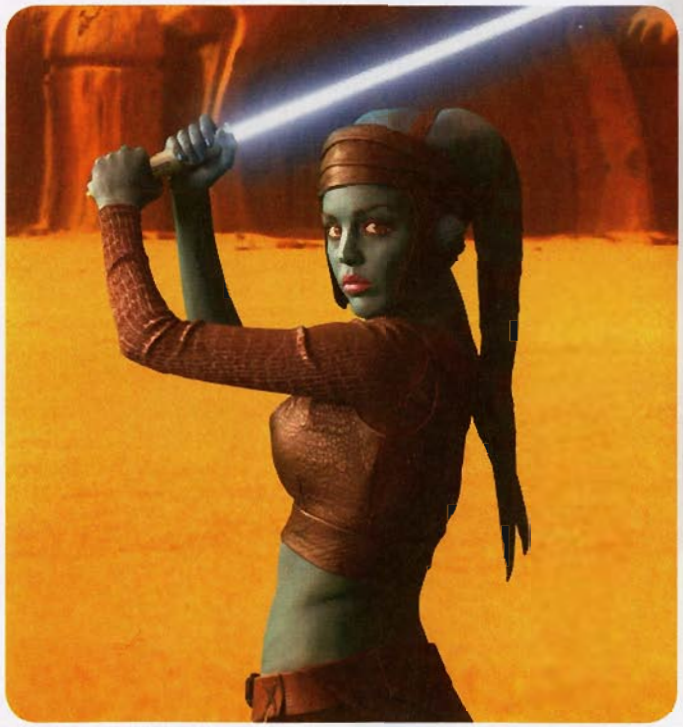
Speed 6 squares
Melee lightsaber +20 (2d8+10) or
Melee lightsaber +17/+17 (2d8+10) with Double Attack or
Melee unarmed +18 (1d6+9) or
Ranged by weapon +18
Base Atk +16; **Grp** +18
Atk Options Double Attack
Special Actions Gauge Force Potential, Lightsaber Defense +2, serenity, Skilled Advisor
Force Powers Known (Use the Force +20): *cloak, Force slam, move object, phase, rebuke, technometry*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Phase, Improved Sense Force

Abilities Str 13, Dex 14, Con 12, Int 13, Wis 14, Cha 15
Talents Block, Clear Mind, Deflect, Force Perception, Gauge Force Potential, Lightsaber Defense (2), Multiattack Proficiency (lightsabers), Skilled Advisor
Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Martial Arts I, Mobility, Power Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +15, Knowledge (galactic lore) +14, Knowledge (tactics) +14, Use the Force +20 (can reroll when opposing Force detection, can substitute for Perception checks)
Possessions lightsaber (self-built), black Jedi robes

Aayla Secura

Discovered by Jedi Master Tholme and his apprentice Quinlan Vos, Aayla Secura is rescued from certain death at the hands of a Hutt's wampa guard on Ryloth. Quinlan, sensing her sensitivity to the Force, convinces his master to take her back to Coruscant for testing. Accepted into the Jedi Order, Aayla grows to become highly skilled with a lightsaber, mastering the Ataru style many years earlier than expected. After overcoming amazing challenges—including a period of memory loss, rescuing Vos on Ord Mantell, and freeing Tholme from the clutches of the Morgukai—Aayla's deeds convince the High Council to promote her to Jedi Knight.

After participating in the Battle of Geonosis, Aayla becomes a general in the Grand Army of the Republic, taking command of the 327th Star Corps. She fights alongside her troops in various battles during the Clone Wars, including the Battle of Kamino, the Siege of Saleucami, and the Battle of Hypori, where she faces off against General Grievous and almost dies at the cyborg's hands.



Aayla Secura

Aayla Secura CL 11
Medium Twi'lek Jedi 8/Jedi Knight 3
Force 6; **Dark Side** 2
Init +13; **Senses** Improved Sense Surroundings, low-light vision, Perception +12
Languages Basic, Huttese, Nautolan, Ryl

Defenses Ref 26 (flat-footed 23), Fort 26, Will 25; Deflect, Dodge, Mobility
hp 96; **Threshold** 26

Speed 6 squares
Melee lightsaber +16 (2d8+11) or
Melee lightsaber +11/+11 (2d8+11) with Double Attack or
Melee lightsaber +6/+6 (2d8+8) with Double Attack and lightsaber +6 (2d8+8) or
Ranged by weapon +14
Base Atk +11; **Grp** +14
Atk Options Acrobatic Strike, Ataru, Double Attack, Dual Weapon Mastery I
Special Actions Acrobatic Recovery, Force Haze, Redirect Shot
Force Powers Known (Use the Force +13): *Force thrust, mind trick, surge*
Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 17
Talents Acrobatic Recovery, Ataru, Clear Mind, Deflect, Force Haze, Redirect Shot
Feats Acrobatic Strike, Dodge, Double Attack, Dual Weapon Mastery 1, Force Sensitivity, Force Training, Mobility, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Deception +8 (can reroll), Initiative +13, Perception +12, Use the Force +13 (can reroll when opposing Force detection)
Possessions 2 lightsabers (self-built), Twi'lek-style Jedi uniform

"I CAN FLY ANYTHING."
-SAESEE TIIN

SAESEE TIIN

Saesee Tiin grows up in the Jedi Temple before Master Omo Bouri chooses him as a Padawan. Bouri strives to instill a strong sense of conviction in his pupil, succeeding to the point that many Jedi see Tiin's skill and dedication to the Jedi Order as fanatical, his conviction growing even more after Bouri's death. In addition to his stark devotion to the Jedi Order, Master Tiin is stern and introspective, mostly keeping to himself.

Saesee Tiin proves himself during the Clone Wars as a formidable opponent and a highly competent pilot. His zealous demeanor easily shines through in the heat of battle, leading his troops into seemingly insurmountable odds but coming out virtually unscathed.



SAESEE TIIN

Saesee Tiin CL 16
Medium Iktotchi Jedi 8/Jedi Knight 5/Jedi Master 3
Destiny 2; **Force** 6
Init +15; **Senses** Use the Force +15
Languages Basic, Binary, Iktotchese

Defenses Ref 32 (flat-footed 30), Fort 33, Will 30; Block, Deflect, limited precognition, +1 natural armor
hp 144; **Threshold** 33
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+10) or
Melee lightsaber +17 (3d8+10) with Rapid Strike or
Ranged by weapon +18
Base Atk +16; **Grp** +18
Atk Options Cleave, Power Attack, Severing Strike
Special Actions Force Intuition, Lightsaber Defense +2, Redirect Shot, serenity, Vehicular Combat
Force Powers Known (Use the Force +15): *battle strike, farseeing, Force thrust, move object, rebuke, surge*
Force Secrets Devastating Power, Multitarget Power
Force Techniques Force Point Recovery, Improved Telepathy

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 13, Cha 15
Talents Armored Defense, Block, Deflect, Force Intuition, Force Perception, Lightsaber Defense (2), Redirect Shot, Severing Strike
Feats Armor Proficiency (light), Cleave, Force Sensitivity, Force Training (3), Power Attack, Rapid Strike, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Mechanics +14, Pilot +20 (can reroll), Use the Force +15 (can substitute for Initiative and Perception checks)
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, electrobinoculars, utility belt

"WE MUST MOVE QUICKLY IF THE JEDI ORDER IS TO SURVIVE."

- MACE WINDU

QUINLAN VOS

Quinlan Vos's early life is fraught in turmoil. As the son of the leaders of his homeworld of Kiffar, his destiny is set in stone by his people, who expect him to grow and become a Guardian like his parents. His latent abilities with the Force and his discovery by Jedi Master Tholme change everything: After his parents are killed, Quinlan is taken to Coruscant to complete his Jedi training against the wishes of the Kiffar people.

After growing and passing the trials to become a Jedi Knight, Quinlan accepts a mission that takes him to Nar Shaddaa. At the hands of his cousin, he loses his memories, including the knowledge of his position with the Jedi and his abilities with the Force. He spends the next several years fighting against the temptations of the dark side.

When the Separatists rise up against the Republic, Quinlan Vos works undercover establishing a spy network to obtain information from the Confederacy. He works his way into Count Dooku's inner circle, by which time many believe Vos to have changed his allegiance to the Separatists after finally succumbing to the dark side.

Quinlan Vos CL 12
Medium Kiffar (Near-Human) Jedi 7/Jedi Knight 5
Destiny 2; **Force** 6; **Dark Side** 7
Init +13; **Senses** Use the Force +18
Languages Basic, Ryl

Defenses Ref 25 (flat-footed 24), Fort 26, Will 26; Block, Deflect
hp 114; **Threshold** 26

Speed 6 squares; Running Attack
Melee lightsaber +16 (2d8+10/×3) or
Melee lightsaber +14/+14 (3d8+10/×3) with Rapid Strike or
Ranged by weapon +13
Base Atk +12; **Grp** +14
Special Actions Combat Reflexes, Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +18): *battle strike, dark rage, farseeing, Force lightning, Force slam, mind trick, move object, rebuke*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 13, Con 14, Int 12, Wis 15, Cha 14
Talents Block, Dark Side Sense, Deflect, Force Perception, Lightsaber Defense, Psychometry, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (3), Rapid Strike, Running Attack, Skill Focus (Use the Force), Triple Crit (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Knowledge (galactic lore) +12, Use the Force +18
Possessions lightsaber (self-built), Jedi robes

Jedi Vehicles and Starships

Many Jedi use some form of vehicle or starship to move with their troops and engage the enemy during the Clone Wars. As the war progresses, new technologies and new information from the field allow new and improved vehicles to be constructed and passed along to the front lines for use and further testing.

Aethersprite Interceptor (High-Speed Variant)

Although the Delta-7 starfighter is one of the fastest ships to be used by the Republic during the Clone Wars, certain missions undertaken by the Jedi require an even faster model to help avoid any possible entanglements with Separatist forces.

Delta-7 Aethersprite Interceptor **CL 10**
(High-Speed Variant)
Huge starfighter
Init +13; **Senses** Perception +8

Defenses Ref 18 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 18 squares (max. velocity 1,260 km/h), fly 6 squares (starship scale)
Ranged laser cannons +9 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 24, Con —, Int 14
Skills Initiative +13, Mechanics +8 (+13*), Perception +8, Pilot +13 (+20 when increasing vehicle speed), Use Computer +8 (+13*)

Crew 1 plus astromech droid (expert); **Passengers** none
Cargo none; **Consumables** none (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 385,000 (290,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 6d10×2

Aethersprite Interceptor (High-Maneuver Variant)

Having a fast ship is good, but speed does not help when an enemy fighter maneuvers directly behind you and opens fire. Input from a number of Jedi pilots, including Plo Koon and Anakin Skywalker, leads to the development of this high-maneuver variant of the Aethersprite interceptor. Tests performed in closed runs and on the front lines prove the ship's ability to frustrate pursuing droid starfighters.

Delta-7 Aethersprite Interceptor **CL 10**
(High-Maneuver Variant)
Huge starfighter
Init +16; **Senses** Perception +8

Defenses Ref 21 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares (starship scale)
Ranged laser cannons +9 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 30, Con —, Int 14
Skills Initiative +16, Mechanics +8 (+13*), Perception +8, Pilot +16, Use Computer +8 (+13*)

Crew 1 plus astromech droid (expert); **Passengers** none
Cargo none; **Consumables** none (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 210,000 (160,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 6d10×2

Azure Angel

Not satisfied with the base model issued by the Jedi Order, Anakin Skywalker puts his technical skills to use in modifying his Delta-7 starfighter to perform more to his liking. Although the High Council expresses their disdain for Skywalker claiming ownership of a fighter, Saesee Tiin's endorsement of the young Jedi's activities convinces the Council to let him continue.

Skywalker's efforts result in the construction of the *Azure Angel*, a highly modified Aethersprite interceptor. Highly detailed reports of his accomplishments are delivered to Kuat Systems Engineering. This information helps in the development of later variants and models of starfighters for the Jedi and the Republic.

The ship has been modified so much that it is hardly recognizable as an Aethersprite anymore. Changing the shape of the body to accommodate many of the new systems, the ship appears to be more of a heavily armored version of the Jedi starfighter instead of an interceptor.

Azure Angel **CL 12**
(Modified Delta-7 Aethersprite Interceptor)
Huge starfighter
Init +19; **Senses** Perception +12

Defenses Ref 20 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 71; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 18 squares (max. velocity 1,260 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged proton torpedoes +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons),

Abilities Str 34, Dex 28, Con —, Int 14
Skills Initiative +19, Mechanics +12 (+13*), Perception +12, Pilot +19, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Payload 16 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability none; **Cost** Not available for sale
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 7d10×2

Proton Torpedoes (pilot)
Atk +14, **Dmg** 9d10×2

Daystar Craft DC0052 "Intergalactic" Speeder

Among the different vehicles available to the Jedi on Coruscant is the small Daystar Craft DC0052 "Intergalactic" speeder. The Jedi Order maintains a small fleet of sixteen of these speeders to permit travel around the planet without having to rely on public transportation or checking out a starfighter for such a short trip.

Daystar Craft's main selling points for the little speeder are its streamlined body and twin thrust pod system that propels the craft up to 800 kilometers per hour. Coupled with the vehicle's range of 2,000 kilometers and ceiling height of 170 kilometers, the DC0052 allows its occupant to reach virtually anywhere he wants to go on the planet.

The speeder's resemblance to various starships in production around the galaxy helped it earn the nickname "Intergalactic," despite the fact that it cannot achieve suborbital altitudes. Although Daystar officials never adopt the nickname, the moniker sticks nonetheless.

A feature added specifically to the Jedi variant of the speeder is what Daystar calls a "drop-deployment" panel, which allows the pilot to drop out of the speeder at a second's notice without bringing it to a halt. Once activated, the speeder is set to autopilot, while the hatch drops open and lets the occupant fall out of the vehicle.

DC0052 "Intergalactic" Speeder **CL 1**
Large airspeeder
Init +11; **Senses** Perception +5

Defenses Ref 17 (flat-footed 10), Fort 13; +1 armor
hp 30; **DR** 5; **Threshold** 18

Speed fly 12 squares (max. velocity 800 km/h)
Fighting Space 1×1; **Cover** total (pilot)
Base Atk +0; **Grp** +8
Atk Options if any

Abilities Str 16, Dex 24, Con —, Int 14
Skills Initiative +11, Mechanics +5, Perception +5, Pilot +11

Crew 1 (normal) **Passengers** 0
Cargo 3 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 10,000 (2,000 used)

Eta-2 Actis Interceptor (High-Maneuver Variant)

Learning their lesson with the Delta-7 Aethersprite Interceptor, Kuat Systems Engineering began experimenting with variant models of the Eta-2 Actis Interceptor well before receiving any feedback from Jedi pilots using the base model on the front lines. Seeing the success of the high-maneuver variant of the Delta-7, a high-maneuver variant was created for the Eta-2 and ushered to the Jedi within months of the release of the baseline fighter.

Eta-2 Actis Interceptor **CL 11**
(High-Maneuver Variant)
Huge starfighter
Init +21; **Senses** Perception +12

Defenses Ref 22 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 70; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged ion cannons +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 32, Con —, Int 14
Skills Initiative +21, Mechanics +12 (+13*), Perception +12, Pilot +21, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military **Cost** 320,000 (240,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

Ion Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2 ion

Eta-2 Actis Interceptor (Heavy-Defense Variant)

Demanded by a number of Jedi Knights, a version of the Eta-2 geared for heavy combat was created. After a number of revisions by Jedi Council member Saesee Tiin to remove unnecessary offensive systems, Kuat Systems Engineering devised a variant that focused on higher defense rather than a space superiority starfighter. Initial reactions to the final decision were not positive, but those opinions changed after the ship was tested during the Battle of Coruscant.

Eta-2 Actis Interceptor **CL 11**
(Heavy-Defenses Variant)
Huge starfighter
Init +18; **Senses** Perception +12

Defenses Ref 20 (flat-footed 12), Fort 22; +4 armor, Vehicular Combat
hp 77; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged ion cannons +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 26, Con —, Int 14
Skills Initiative +18, Mechanics +12 (+13*), Perception +12, Pilot +18, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military **Cost** 310,000 (230,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

Ion Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2 ion

Chapter X
The Republic





Although the Republic has weathered countless challenges over the millennia since its foundation, it has never faced as serious a threat to its existence as the Confederacy of Independent Systems. Worlds that had been fiercely proud of their membership in the Republic now slip one after another to the side of the Separatists. Making matters worse, extremists among them express their animosity toward the Republic with violence and assassinations aimed at its leaders and lawmakers.

The first rumblings of war come with the Trade Federation's blockade of Naboo. In retaliation against what some consider to be overly restrictive taxes and tariffs, the Trade Federation sends dozens of battleships, led by Viceroy Nute Gunray, to surround the peaceful planet, cutting off all traffic. The blockade leads to invasion and culminates with the Battle of Naboo.

The incident also leads to the replacement of the politically weak Supreme Chancellor Finis Valorum with the somewhat more influential Palpatine. Under Palpatine's leadership, the Senate renews its commitment to cooperation and compromise, and, for several years, the Galactic Republic looks forward to a new era of peace and prosperity for all.

Nevertheless, there are malcontents and stirrings of secession from various worlds—some on the grounds of longstanding disputes with the Republic, others motivated by greed. Still others seem to act out of fear, as though some unknown agency threatens them with dire consequences if they continue to support the Republic.

Once these secessionists gain strength and numbers, their discontent turns to anger, and their anger turns to violence. Attacks on Republic facilities become common. Senators are threatened or assaulted. News reports paint the Jedi Order as abductors of innocent children at worst, and loose cannons at best. Public opinion begins to split, with some arguing for the dissolution of the Republic and others crying out for a rational response to the problem.

Those advocating separation from the Galactic Republic find a charismatic and influential spokesperson: the former Jedi Master Dooku. Dooku leaves the Jedi Order after a failed mission on Galidraan convinces him that the Republic's goals are neither pure nor just—and that the Jedi are fooling themselves by believing differently.

Rallying under Dooku's Separatist movement, the galaxy's malcontents begin fighting for their independence—figuratively, in political arenas, and sometimes literally, undertaking acts of sabotage and extortion to free themselves from the oppression of the Republic.

The Senate and the Jedi, meanwhile, cannot stem the flow of worlds and systems to the side of the Separatists. Too many delegates in the Galactic Senate feel that the Republic bureaucracy has become too constricting, and that a homogenous application of galactic law across all species and cultures is an imprudent use of legislative power. Conversely, many of the "Loyalist" faction in the Senate argue that political solutions have failed to hold the Republic together, and that it is time for a military solution.

However, Supreme Chancellor Palpatine demurs, fearing that forming an army will send the wrong message to the Separatists and dash any hopes of ending the hostilities with a mutually agreeable compromise. Repeatedly, he arranges to forestall votes on the matter, striving to buy time for one more negotiation, one last chance to make amends. Despite the respect of key figures in both the Galactic Republic and the Confederacy of Independent Systems, it becomes clearer every day that neither side feels that the other is willing to arrange any kind of settlement.

Then, the news breaks that the Separatists are constructing a massive droid army on Geonosis, bringing the Republic Senate to the inescapable conclusion that war is inevitable. Reluctantly, Supreme Chancellor Palpatine accepts the Senate's vote to cede him emergency powers, which Palpatine uses to mobilize an army of clones that have been created for the Republic on Kamino. The collision of these two great armies signals the beginning of the Clone Wars.

"WE CAN'T LET A THOUSAND YEARS OF DEMOCRACY DISAPPEAR WITHOUT A FIGHT."

- SENATOR BAIL ORGANA

ORGANIZATION

The Galactic Republic is a democratic polity consisting of over one million member worlds, working together for mutual protection and economic benefit. The Republic's government centers around the Galactic Senate, and its members elect a Supreme Chancellor to act as the leader of the legislative body. Through most of the Republic's history, the Office of the Supreme Chancellor is invested with some of the Senate's executive authority, although these powers increase substantially under Palpatine's administration. A separate judiciary is headed by the Supreme Court.

THE GALACTIC SENATE

The core of the Republic government is the Galactic Senate. The primary duties of the Senate are to mediate any disputes between member systems, worlds, and cultures; to regulate trade between systems, including non-Republic systems; to protect and care for citizens in need; and to provide mutual defense in the face of threats to the Republic.

Hierarchy

In theory, the Senate is led by the Supreme Chancellor, elected by a vote of the Senate from among its delegates. In practice, the Supreme Chancellor has little formal authority in the Senate itself other than the prerogative to call for a special session, but the Office of the Supreme Chancellor (see below) acts as the executive of the Galactic Republic, managing the day-to-day operation of the ministries that make up the Republic's bureaucracy. The Supreme Chancellor can be removed from office by a vote of no confidence in the Senate.

The Speaker of the Senate, also known as the Vice Chair, wields far more power within the Senate itself, being empowered to begin and end each session as well as to open, close, and moderate debate on each motion. Thus, the Speaker effectively controls the agenda of the Senate, but as with the Supreme Chancellor, the Speaker is elected—and can be removed—by the Senate.

Each member state—whether it consists of one world, a corporation or guild, or even an entire sector—is allowed a senatorial delegation that is appointed, elected, or otherwise chosen by the member to represent them on Coruscant. Each delegation includes one Senator and, usually, one or more associate representatives, and all of a delegation's members serve on the various committees and subcommittees that oversee the Republic's bureaucracy.

Senators: Senators are voting members of the delegation, entitled to a single vote on any motion in the Senate. Furthermore, a Senator can introduce new legislation, or call for revisions or amendments to existing legislation. In theory, every new issue can be put to an immediate vote, but in practice, it has become common for Senators to exercise their right to call for the legislation to be referred to a committee to study it, evaluate its impact, and propose amendments.

Associate Representatives: In addition to Senators, each member's delegation is entitled to have associate representatives for different constituencies. Although they, like Senators, serve on committees and can be elected as Supreme Chancellor, they do not normally vote on motions in the Senate. However, in the event of an absence, a Senator can designate one of the delegate's associate representatives to be "acting Senator," as Senator Amidala did when she empowered Associate Planetary Representative Binks to cast her vote on the Military Creation Act.

Senate Committees

There are many standing committees and subcommittees in the Senate, each of which is responsible for a specialized field of government (such as appropriations, allocations, finance, intelligence, or technology). In effect, each committee acts almost like a miniature legislature, handling all proposals, motions, and amendments in their areas of expertise and providing the final version of bills for a Senate vote.

Each committee's membership and chair are technically elected by the Senate as a whole, but long before this motion ever reaches the floor, all decisions have already been negotiated by Senate leaders based on seniority, expertise, relevance to a particular constituency, and simple favoritism. Open committee memberships and chairs are often used as a unit of barter, trading votes and support in return for being placed in a highly valued position.

Most proposals fall under the jurisdiction of a standing (permanent) committee, which can then assign it to an appropriate subcommittee. Some issues of particularly broad or unusual scope might prompt the creation of a special committee. Once assigned to a committee, the chair places it on the agenda, though many proposals are quietly killed at this point as they are pushed to the back of a long list of more pressing (and politically expedient) matters. As such, committees in general, and committee chairs in particular, act as gatekeepers that determine what—if anything—will be considered by the Senate on a given topic, and this fragmentation of authority can cause action on a proposal to be drawn out over weeks, months, or years even if the Senate as a whole would have voted to approve the proposal the moment it was introduced.

Senate Factions

In the decades leading up to the Clone Wars, the Republic Senate is dominated by two groups: the Core faction and the Rim faction. Although these factions have no formal identity or membership, they effectively act as political parties that vie for majority control of the Senate. In practice, negotiations between the most senior and influential members of each faction determine matters such as the allocation of committee chairs and memberships.

Special Interests and Senate Corruption

While many Senate member states are corporations and other traditionally nonpolitical entities, some organizations are too small or too weak to be granted a Senatorial delegation. Instead, they send representatives to the Senate to attempt to influence the legislators. Officially, these special-interest coalitions are on Coruscant to present their viewpoints to the senators, and to provide Senate committees with facts and insights into various issues.

Unofficially, these representatives use any means at their disposal to serve their organization's needs—from distorting the facts to outright bribery. Some even draft legislation favorable to their interests, then pay Senators to introduce the legislation to the Senate. Most anticipate which committees and subcommittees will be assigned a particular item, and they focus their efforts on persuading the appropriate committee chairs and members before the legislation is ever introduced to the Senate for a vote.

This state of affairs is responsible for reducing the once-honorable Galactic Senate to a collection of greedy, manipulative bureaucrats who are interested only in stuffing their pockets for as long as they can. Particularly despicable Senators have even been known to employ delaying tactics in the assembly to give them time to auction their vote to the highest bidder between sessions. The fact that so many Senators can be so easily manipulated by outside forces is considered a major cause of the Separatist movement.

Senate Platforms

In the Senate rotunda, Senators sit aboard floating platforms, which provide public-address systems for speaking to the assembly, as well as translation devices that enable them to understand what other delegates are saying. The platforms connect to chambers assigned to specific delegations, which are adapted by the delegations to their physical and cultural needs.

The Supreme Court

Headquartered in the Galactic Courts of the Justice Building on Coruscant, the Supreme Court is the highest court of the Republic. It is the final court of appeal for decisions reached in lower courts, providing the ultimate interpretation of the law and the constitution.

The Supreme Court has jurisdiction over certain high-profile legal cases, such as those between member states; between a member state and the Republic; between a member state and a citizen of another member state; between a non-Republic litigant and a Republic citizen or member state; and cases involving interstellar travel or commerce. However, the Supreme Court does not hear a case unless it involves some issue of constitutionality, such as whether a planetary law violates Republic law. Even then, the Court only chooses to hear a small fraction of those cases that are appealed to it.

The Supreme Court consists of a dozen justices, including a Chief Justice nominated by the Supreme Chancellor and approved by a vote of the other justices. The individual justices are, in turn, nominated by the Supreme Chancellor and approved by the Senate. During the Separatist Crisis and the Clone Wars, Palpatine eventually replaces all but five of the justices, including the Chief Justice.

The Supreme Chancellor

The Supreme Chancellor exists to officiate over the sessions of the Senate, and to facilitate the legislative process. It is largely a ceremonial position, but the Supreme Chancellor does have the power to call an extraordinary session which every available Senator is required to attend. The Chancellor also has a "special prerogative" to bypass some aspects of the Senate's usual formal procedures in order to ensure a swift resolution to a legislative decision, although this can only be done with the support of the Speaker of the Senate.

Formally addressed as "Your Excellency," the Supreme Chancellor is something of a figurehead. The Supreme Chancellor is the head of state and the Republic's chief diplomat, but he cannot draft laws and holds no vote in the Senate. However, the Office of the Supreme Chancellor acts as the executive body of the Republic, managing the day-to-day operation of the different ministries in the bureaucracy. Even so, the bureaucracy is also subject to oversight by the appropriate committee in the Senate.

Election and Removal

The Supreme Chancellor is elected from among the nominated Senatorial delegates, serving a four-year term of office and eligible for reelection to a second four-year term. The Supreme Chancellor is considered the leader of the Republic, expected to fulfill the Senate's mandate and enact the will of the Republic's populace. When failing to do so, the Chancellor can be removed from office through a "vote of no confidence."

Any delegate to the Senate can call for such a vote, and until the issue is resolved, no other issue can be brought before the Senate. The Supreme Chancellor does not participate in this vote, and, while he is allowed to sit through the vote, it is customary for him to retire to his office until the vote is resolved.

If the vote goes against him, the Supreme Chancellor is relieved of duty while the Senate nominates and elects a replacement, during which time his authority temporarily falls to the Speaker of the Senate. The Supreme Chancellor has this period to surrender all confidential documents relating to the administration of the Republic and vacate his office.

Emergency Powers

During times of crisis, the Senate can cede the Supreme Chancellor emergency powers, by majority vote, in order to deal with the situation. Such measures are deemed necessary when the Senate body itself recognizes that they cannot act effectively or expeditiously enough to resolve the matter through the usual voting procedure. When the Senate does result to such extraordinary measures, however, the precise nature of the Supreme Chancellor's emergency powers—and the circumstances under which the Senate can withdraw those powers—are defined scrupulously.

The Separatist crisis makes the position of Supreme Chancellor more powerful than it had been in over a thousand years. Concerned by the news of the Confederacy's military buildup on Geonosis, and already deadlocked over the issue of whether or not to respond in kind, the Senate votes to cede the Supreme Chancellor limited emergency powers in order to combat the threat of an invasion by the Confederacy. Ideally, Palpatine would use his office's new powers to form a standing army to combat the droid army, restore peace and order to the Republic—perhaps even reunite the Confederacy and the Republic—and then return those powers to the Senate. In practice, however, the situation proves more fluid.

Despite being soundly defeated at Geonosis, the Separatists are able to evacuate most of their droid army and equipment. With Separatist forces continuing to strike at Republic targets (including the cloning facilities on Kamino), the Supreme Chancellor orders additional clone troops to help guard vital Republic facilities and drafts the Jedi Order into leading the clones in battle.

Another emergency power exercised by the Supreme Chancellor is the temporary suspension of the election process, enabling Palpatine to remain in office for the duration of the crisis. Although an extraordinary measure, even in times of war, the Senate votes in favor of retaining his leadership for as long as necessary to resolve the crisis, enabling Palpatine to stay in office well beyond his two legal terms.

Office of the Supreme Chancellor

The Supreme Chancellor has a staff of advisors and ministers collectively referred to as the Office of the Supreme Chancellor, effectively acting as the executive arm of the Senate. The Chancellor's Office has only that authority ceded to its constituent ministries and departments, but the emergency powers vested in Palpatine greatly enhance its purview.

Speaker of the Senate: In addition to maintaining order in the Senate, the Speaker also fulfills the role of Vice Chair. The Speaker stands in for the Supreme Chancellor in the Senate when the Supreme Chancellor is unavailable. The relationship between a Chancellor and Speaker can vary considerably, ranging from cool opposition to close collaboration.

Aide to the Chancellor: Acting as the Chancellor's chief deputy, the Aide is the head of the Office of the Supreme Chancellor. The Aide helps to organize the Supreme Chancellor's schedule, acting as secretary during the Chancellor's meetings, and standing in for the Chancellor during nonessential meetings and public addresses. Although the Aide usually resigns his post when the Supreme Chancellor leaves office, it is not an elected position, and any Aide can retain his position for as long as he wishes to do so, provided the Supreme Chancellor is satisfied with his performance.

Ministers: The Senate-appointed heads of major ministries, bureaus, and departments—such as the Judicial Department or the Senate Bureau of Intelligence—are also a part of the Chancellor's Office. They provide advice and expertise to the Chancellor and execute his orders, although they are still subject to the authority of the Senate's appropriate oversight committees.

During the Clone Wars, several new agencies join the Office of the Supreme Chancellor, including the Republic High Command (described below).

Advisors: The Supreme Chancellor has the freedom to retain advisors who provide advice and opinions without senatorial oversight. Advisors are often Senators, representatives, legal counsel, experts in relevant fields of study (such as economics), or even individual members of the Jedi Order, though they rarely have any official authority as a result of the position.

Senate Advisory Council

In addition to his staff, the Supreme Chancellor has access to the Senate Advisory Council (also known as the Senatorial Council), which consists of Senators appointed by the Supreme Chancellor to keep him updated on political matters beyond what occurs in the Senate chambers. Although the Council has no official power outside its advisory role, its members tend to be among the most influential delegates in the Senate.

The advisors are generally drawn from various committees and subcommittees, reporting on proceedings within those groups (such as how their findings and decisions might affect legislation, schedules, and budgets). To a lesser extent, the council also advises the Supreme Chancellor on matters of concern to the Senate as a whole, giving him insights into the moods and attitudes of the representatives.

The Republic High Command

Shortly after the Clone Wars begin, the Republic High Command is created to coordinate the war effort. Several existing agencies and departments are moved under its jurisdiction and integrated (to a greater or lesser degree) with the Grand Army of the Republic and the Republic Navy.

War Council Advisory Panel

While the Senate Advisory Council updates the Supreme Chancellor on matters in the Senate, the War Council Advisory Panel works with the Chancellor to oversee matters relating to the war effort—from the creation and disposition of clone troopers to the funding and disbursement of the war budget. The members of this council—again, drawn from the ranks of the Senate—act as an oversight committee to ensure that the troops have the materiel they need to wage the war successfully, without bankrupting the Galactic Republic in the process.

Despite their oversight role, the War Council eventually implement some of the most controversial measures of the Clone Wars, such as the creation of the HomeWorld Security Command, which blurs the lines between civilian law enforcement and military command. Many senators and Jedi are alarmed and frustrated by these developments, though few openly oppose them.

Jedi Commanders

Though technically a part of the Judicial Department, the Jedi Order enjoys a substantial degree of autonomy. As a result, the Supreme Chancellor has never been specifically empowered to give orders to the Jedi, although they would freely offer advice and render aid in all but the most unusual circumstances.

When Palpatine is granted emergency powers to deal with the Separatist threat and create a central military, one of the results is the creation of the Republic High Command and the reorganization of the bureaucracy to coordinate the Judicial Department with the war effort. The Jedi are moved out of their traditional peacekeeper role, instead becoming officers in the Grand Army of the Republic and the Republic Navy. As the Supreme Chancellor is the Commander-in-Chief, he is now in a position to command the Jedi directly.

While the Jedi still have the right to refuse the Supreme Chancellor's orders, they must provide considerably more justification than "the will of the Force," because they can be charged with insubordination, if not treason. This state of affairs has occasionally forced the Jedi to comply with instructions against their better judgment—but they cannot openly question the Supreme Chancellor's intentions without damaging the public's faith in the Jedi Order's leadership of the war effort.

In their new role as officers, the Jedi are assigned a rank that integrates them into the military's chain of command. Padawans are given the rank of commander, while Jedi Knights and Jedi Masters are all, at minimum, generals.

The Republic Army

The Republic's army is divided into two Orders of Battle—the Grand Army, and the more highly trained Special Operations Brigade—both of which are ultimately under the command of Chancellor Palpatine. Though the clone troopers that comprise both orders are created from the same genetic stock, they are trained differently for different purposes: the Special Operations Brigade for infiltration, sabotage, and the occasional assassination, and the Grand Army to fight on the front lines and to occupy captured areas.

The Grand Army of the Republic

The Republic Army is largely comprised of clone troopers created from the genetic template of Jango Fett.

The command structure of the Grand Army breaks down into ten levels, from squads of clone troopers all the way up to the Supreme Chancellor. The precise number of troopers varies for different units, and the following order of battle shows only the structure of infantry units (not including clones in support and command roles, usually at the company level and above).

Squad (9 troopers): The smallest group in the Grand Army is the squad, including a clone sergeant leading the unit.

Platoon (36 troopers): A platoon consists of 4 squads, led by a clone lieutenant and clone sergeant.

Company (144 troopers plus support personnel): A company consists of 4 platoons, led by a clone captain.

Battalion (576 troopers plus support personnel): A battalion consists of 4 companies, led by a clone commander.

Regiment (2,304 troopers plus support personnel): A regiment consists of 4 battalions, led by a clone commander (sometimes known as a clone regimental commander) and a Jedi commander (usually the Padawan of a Jedi general in a parent unit).

Brigade (9,216 troopers plus support personnel): A brigade consists of 4 regiments, led by a clone commander (sometimes known as a senior clone commander) and a Jedi general (a Jedi Knight who has not yet finished training a Padawan). A brigade is sometimes referred to as a "legion," depending on the specific unit.

Corps (36,864 troopers plus support personnel): A corps consists of 4 brigades, led by a clone commander (sometimes known as a clone marshal commander) and a Jedi general.

Sector Army (147,456 troopers plus support personnel): A sector army consists of 4 corps, commanded by a senior Jedi general (usually a Jedi Master who has trained one or more Padawans through the Jedi trials).

Systems Army (294,912 troopers plus support personnel): A systems army consists of 2 sector armies, commanded by a high Jedi general (a member of the Jedi High Council).

Grand Army (3,000,000+ troopers plus support personnel): The Grand Army consists of all 10 systems armies, led by the Commander-in-Chief (Supreme Chancellor Palpatine).

Special Operations Brigade

With better training and specialized equipment, the Special Operations Brigade carries out missions with objectives that cannot be achieved through sheer numbers alone. Special Operations includes the ARC troopers, the Republic commandos, and the clone assassin corps.

The command structure of the Special Operations Brigade breaks down into five levels, from four-clone squads up to Jedi General Arligan Zey, who answers directly to the Supreme Chancellor.

Squad (4 troopers): A squad consists of 4 clone troopers (usually Republic commandos). While these clone troopers include a sergeant who acts as the designated mission commander, they are trained to work together as a team and rank is not an issue (except where the Jedi are concerned).

Troop (20 troopers): A troop consists of 5 squads—again, acting as a coordinated team, taking orders only from Jedi.

Company (100 troopers plus support personnel): A company consists of 5 troops, led by a clone commander.

Group (500 troopers plus support personnel): A group consists of 5 companies. (The most famous is commanded by Jedi General Bardan Jusik, the former Padawan of General Zey. Jusik eventually resigns his military commission and leaves the Jedi Order.)

Special Operations Brigade (5,000 troopers plus support personnel): The SO Brigade consists of 10 groups, commanded by Jedi General Arligan Zey.

Army Command Structure

The Grand Army's ground forces are structured to include six primary ranks: trooper, sergeant, lieutenant, captain, major, and commander. Clone commanders are further differentiated depending on their responsibility, and they report to Jedi generals.

A separate command structure exists for the Special Operations Brigade (see above). Other clone specialists—such as technical support specialists, cryptographers, logistics specialists, so on—are also outside the ORBAT shown for the Grand Army of the Republic. Additionally, other clone troopers are not technically a part of the Grand Army of the Republic, such as the clone shocktroopers who operate in a law enforcement role as a part of the HomeWorld Security Command.

The Republic Navy

Clones fill shipboard roles as marines, starfighter pilots, and gunners. Many of the Republic Navy's nonclone captains come from either the navies of various Sector Forces or the ranks of the Judicial Fleet.

The Republic Starfighter Corps

The Republic's starfighter corps is divided into multiple groups, each representing the starfighters assigned to a particular unit, whether that is a *Venator*-class Star Destroyer or a planetary starfighter base. The specific starfighters in use vary widely.

The command structure of the Republic starfighter corps breaks down into five levels, from sections of starfighters all the way up to a senior Jedi general. From there, the starfighter corps is fully integrated with the Orders of Battle of either the Grand Army of the Republic or the Republic Navy.

Section (2–4 starfighters): The smallest group of starfighters is the section, commanded by a lieutenant.

Flight (4–8 starfighters, plus support crew): A flight consists of 2 sections, led by a captain.

Squadron (12–32 starfighters, plus support crew): A squadron consists of 3–4 flights, led by a major or a Jedi commander (Padawan).

Wing (36–320 starfighters, plus support crew): A wing consists of 3–10 squadrons, led by a clone commander or a Jedi general (Jedi Knight).

Group (72–640 starfighters, plus support crew): A group consists of 2 wings, led by a clone commander and a senior Jedi general (Jedi Master).

The Republic Navy

The Republic Navy is divided into multiple fleets, each representing the entirety of the naval forces in any given sector. There are several hundred Republic fleets, each configured for whatever purpose is most necessary in a given sector. The command structure of the Republic Navy breaks down into seven levels, from sections of vessels all the way up to the Supreme Chancellor.

Element (1 vessel): A single starship in the Republic Navy is technically called an element, commanded by the ship's captain or, rarely, a Jedi commander (a Padawan).

Section (3–12 vessels): A section consists of a small number of starships, the exact number determined by their role. Heavier cruisers and battleships usually operate in groups of 3–4, but lighter craft such as corvettes or patrol ships might be deployed in groups of 6–12. A section is often called a line when it includes heavier capital ships ("ships of the line"), and a section that includes only very light vessels might be called a flotilla. The most senior ship's captain in the section acts as its commander unless a Jedi commander is present.

Squadron (12–36 vessels, plus support units): A squadron consists of from 3–4 sections that complement one another, such as a line of capital ships supported by a section of escort frigates and a flotilla of corvettes that act as a defensive screen. It is commanded by a commodore or Jedi general (a Jedi Knight).

Battle Group (48–72 vessels, plus support units): A battle group consists of 2–4 squadrons, and it is considered to have sufficient strength to establish superiority in all but the best-fortified enemy strongholds. It is commanded by an admiral or Jedi general.

Fleet (100–300 vessels, plus support units): A fleet consists of 3–6 battle groups, led by a fleet admiral or senior Jedi general (a Jedi Master). Fleets vary considerably in composition, and they are likely to be reorganized into ad hoc task forces as deemed necessary for a given sector.

Armada (1,000–5,000 vessels, plus support units): An armada is an organizational unit that it not meant to engage in battle but rather to represent the total forces assigned to a major theater of battle, such as the Open Circle Armada under General Kenobi during the Outer Rim Sieges. An armada typically includes 10–50 fleets, collectively commanded by a high Jedi general (a Jedi Master serving on the High Council).

Navy: The Galactic Republic Navy consists of all the armadas (and their hundreds of fleets) serving the Republic, collectively led by the Commander-in-Chief (Supreme Chancellor Palpatine).

Navy Command Structure

The structure of the Navy's space forces is similar to that of the ground forces—gunnery crew, gunnery officers, communication and tactical officers, star cruiser pilots, navigational officers, bridge officers, ship captains, and admirals. The command structure includes several specialist positions that fall into the main hierarchy, but do not themselves have command: medical officers, who report to bridge officers; deck officers, who also report to bridge officers; and fighter pilots, who report to ship captains or admirals. Most officers in the Republic Navy are nonclones, particularly in the higher echelons.

Personnel

In addition to the numerous Jedi, public officials, and other leaders who guide the Republic through the strife of the Clone Wars, the Grand Army of the Republic consists of over three million troops created from the basic genetic template provided by the Mandalorian bounty hunter Jango Fett. Created by the cloners of Kamino, the clone troopers are artificially matured to reach peak efficiency in only ten years (from cloning crèche to military deployment), flash-trained via computer programs, combat-trained by experienced contractors, mercenaries, professional soldiers, and sometimes even Jango Fett himself, and equipped with the finest weapons and armor the Republic can afford.

Although they are mostly physically identical, clones actually have different and distinct personalities, which usually emerge during training and are more or less fully developed by the time a clone survives his first combat engagement. They are also differentiated by their purpose: commandos for high-risk missions, marines for operation in a variety of environments and terrains, and basic clone troopers for general-purpose infantry.

Below are several different types of clone troopers—a list by no means exclusive, but suitable, with slight adjustments, for nearly any encounter the Gamemaster might design.

GAR Rank Colors

At first, the Grand Army of the Republic (GAR) uses a simple color-coding system to distinguish ranks on what would otherwise be identical soldiers wearing identical armor. The colors are usually integrated into the helmets, arms, and shoulder pads of the individual clone troopers.

Commander: Yellow
Captain: Red
Lieutenant: Blue
Sergeant: Green
Trooper: White

Later in the Clone Wars, these colorations no longer denote rank but instead reflect a trooper's membership in a particular unit (most often a legion).

ARC Trooper

Advanced Recon Commandos—known to most as "ARC troopers"—are elite clone troops personally trained by Jango Fett to be every bit as efficient and ruthless as himself. Unlike the standard infantry clone trooper or even clone commandos (described below), ARC troopers are genetically engineered and specially trained to be as self-sufficient as possible without being entirely independent.

ARC troopers see their first combat when the Separatist droid army assaults Kamino and Prime Minister Lama Su releases the troopers from their cryogenic storage to help drive off the invaders. They are famously employed at the Battle of Muunilinst, where they help Jedi General Obi-Wan Kenobi subdue the Separatist commander, the bounty hunter Durge, and again at the Battle of Hypori, rescuing stranded Jedi from General Grievous.

ARC Trooper **CL 8**

Medium Human nonheroic 6/soldier 3/elite trooper 3
Destiny 1; **Force** 4; **Dark Side** 2
Init +12; **Senses** low-light vision; Perception +13
Languages Basic, Manco'a

Defenses Ref 23 (flat-footed 21), Fort 22, Will 16; +3 armor
hp 51; **DR** 1; **Threshold** 22

Speed 6 squares, Running Attack
Melee unarmed +12 (1d4+5) or
Ranged heavy blaster pistol +6 (3d8+3) and heavy blaster pistol +6 (3d8+3) or
Ranged heavy blaster pistol +4 (5d8+3) with Burst Fire and heavy blaster pistol +4 (5d8+3) with Burst Fire or
Ranged heavy blaster pistol +4 (3d8+3, 2×2 area) with autofire and heavy blaster pistol +4 (3d8+3, 2×2 area) with autofire or
Ranged frag grenade +11 (4d6+3, 2-square burst) or
Ranged ion grenade +11 (4d6+3 ion, 2-square burst) or
Ranged blaster rifle +11 (3d8+3) or
Ranged blaster rifle +9 (5d8+3) with Burst Fire or
Ranged blaster rifle +9 (3d8+3, 2×2 area) with autofire or
Ranged missile launcher +12 (6d6+5, 2-square splash)
Base Atk +10; **Grp** +12
Atk Options autofire (heavy blaster pistol, blaster rifle), Burst Fire (heavy blaster pistol, blaster rifle), Point Blank Shot, rangefinder, targeting scope (blaster rifle)
Special Actions delay damage

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Running Attack, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Perception +13, Stealth +12
Possessions ARC trooper armor, 2 heavy blaster pistols, blaster rifle, 2 frag grenades, 2 ion grenades, 6 power packs, utility belt with medpac, missile launcher with 4 missiles

Clone Assassin

Created by a special order from Supreme Chancellor Palpatine to safeguard against the unlikely possibility that the Jedi Order might attempt a military coup against the Republic Senate, clone assassins are specially trained in martial arts techniques involving bladed weapons. Moving with blinding speed, a squad of clone assassins is a match for any one Jedi Knight, though they fare somewhat less well against a Jedi Master.

When the Jedi do rebel against Palpatine, the Supreme Chancellor assigns a unit of clone assassins to guard the Communication Center in the Jedi Temple and to arrest any Jedi who attempt to coordinate attacks against the Republic from there. These unfortunate troopers are wiped out when Yoda and Obi-Wan Kenobi infiltrate the temple at the end of the Clone Wars.

Clone Assassin **CL 8**

Medium Human nonheroic 6/soldier 3/elite trooper 3
Destiny 1; **Force** 4; **Dark Side** 8
Init +13; **Senses** low-light vision; Perception +8
Languages Basic

Defenses Ref 22 (flat-footed 18), Fort 23, Will 16; +6 armor
hp 63; **DR** 1; **Threshold** 23

Speed 6 squares
Melee unarmed +11 (1d8+5) or
Melee vibroblade +14 (2d6+7, devastating 10) or
Melee vibroblade +12 (3d6+7, devastating 10) with Rapid Strike or
Melee vibroblade +12 (2d6+7, devastating 10) and vibroblade +12 (2d6+7, devastating 10) or
Melee vibroblade +10 (3d6+7, devastating 10) with Rapid Strike and vibroblade +10 (3d6+7, devastating 10) with Rapid Strike or
Ranged blaster pistol +12 (3d6+3)
Base Atk +10; **Grp** +12
Atk Options Greater Devastating Attack (advanced melee weapons)
Special Actions Combat Reflexes, delay damage

Abilities Str 14, Dex 15, Con 12, Int 9, Wis 10, Cha 8
Special Qualities delay damage
Talents Devastating Attack (advanced melee weapons), Greater Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light), Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Martial Arts II, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles)
Skills Initiative +13, Perception +8, Stealth +13
Possessions clone trooper armor, 2 wrist-mounted vibroblades, blaster pistol



LEFT TO RIGHT:
CLONE JET TROOPER, CLONE SUBTROOPER,
CLONE ASSASSIN, AND CLONE BLAZE TROOPER

CLONE BLAZE TROOPER

Specialized versions of the standard clone jet trooper (see page 150), blaze troopers wear heavier fire-resistant armor and wield wrist-mounted flamethrowers attached to the jet packs on their backs. They break through enemy lines by scattering adversaries with concentrated blasts of fire.

Clone Blaze Trooper CL 5
Medium Human nonheroic 6/soldier 3
Force 3
Init +10; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 20 (flat-footed 20), Fort 20, Will 12; +9 armor
hp 43; **DR** 5 (fire); **Threshold** 20

Speed 4 squares (run ×3), fly 4 squares, Running Attack
Melee unarmed +8 (1d4+2) or
Ranged flamethrower +10 (3d6+3, 6-square cone, devastating 5) or
Ranged blaster pistol +8 (3d6+1)
Base Atk +7; **Grp** +9
Attack Options Charging Fire, Devastating Attack (flamethrower)

Abilities Str 11, Dex 14, Con 14, Int 10, Wis 9, Cha 8
Talents Devastating Attack (flamethrower), Weapon Specialization (flamethrower)
Feats Armor Proficiency (light, medium, heavy), Charging Fire, Exotic Weapon Proficiency (flamethrower), Running Attack, Weapon Focus (flamethrower), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +5, Pilot +10
Possessions fire-resistant clone trooper armor, 2 flamethrowers (5 shots each), blaster pistol, jet pack

Clone Commando

Long before the Battle of Geonosis, Jango Fett suggests to the Kaminoan cloners that a special type of clone commando be created to handle infiltration and sabotage operations. What he envisions are the ARC troopers, but the Kaminoans are uncomfortable with clones having that level of autonomy after experiencing discipline problems with a previous prototype, so they suggest smaller squads of more highly trained clone troopers. In the end, they reach a compromise: Fett gets his ARC troopers, and the Kaminoans set aside a battalion of clone troopers to receive additional training.

These "clone commandos" are individually trained by a hand-selected team of mercenaries and Mandalorian soldiers—the Cuy'val Dar—in numerous specialized tasks, such as demolitions, computer slicing, infiltration, and sniping, until they can function in purpose-oriented four-clone squads, or, as needs arise, individually.

Clone commandos are often sent into enemy territory in advance of the main force of clone troopers to disable enemy resistance, secure critical locations, or even to eliminate key enemy personnel.

Clone Commando **CL 8**
Medium Human nonheroic 6/soldier 4/elite trooper 2
Destiny 1; **Force** 4; **Dark Side** 2
Init +13; **Senses** low-light vision, Perception +13
Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 18), Fort 23, Will 16; +6 armor
hp 62, Shoulder to Shoulder (6 hp); **DR** 2; **Threshold** 23

Speed 6 squares, Running Attack
Melee unarmed +11 (1d6+4)
Melee vibrodagger +11 (2d4+4)
Ranged blaster pistol +12 (3d6+3) or
Ranged light repeating blaster rifle +7 (3d8+3, 2×2 autofire) or
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot
Special Actions Coordinated Attack, delay damage

Abilities Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 8
Talents Armored Defense, Shoulder to Shoulder, and see below
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Martial Arts I, Point Blank Shot, Running Attack, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles), and see Special Training below
Skills Initiative +13, Perception +13, and see Special Training below
Possessions clone trooper armor, blaster pistol, light repeating blaster rifle, 2 frag grenades, 2 ion grenades, 2 stun grenades, vibrodagger, utility belt with medpac

Special Training—Clone commandos are individually trained in different and complimentary tasks, including small-unit tactics, demolitions, slicing, and the use of heavy weapons. For each type, adjust the clone commando's game statistics as follows to reflect their different talents and feats:

Command: **Special Actions** Battle Analysis; **Talents** Battle Analysis; **Feats** Skill Training (Knowledge [tactics]); **Skills** Knowledge (tactics) +11.

Demolitions/Technical: **Defenses** Ref 24 (flat-footed 21); **Talents** Improved Armored Defense; **Feats** Skill Training (Mechanics); **Skills** Mechanics +11.

Field Medicine: **Special Actions** Harm's Way; **Talents** Harm's Way; **Feats** Skill Training (Treat Injury); **Skills** Treat Injury +11; **Possessions** 4 medpacs

Heavy Weapons: **Defenses** Ref 24 (flat-footed 21); **Ranged** missile launcher +12 (6d6+3, 2-square burst); **Talents** Improved Armored Defense; **Feats** Weapon Focus (heavy weapons); **Possessions** missile launcher with 4 missiles

Infiltration: **Defenses** Ref 24 (flat-footed 21); **Talents** Improved Armored Defense; **Feats** Skill Training (Stealth); **Skills** Stealth +12.

Clone Jet Trooper

Certain missions call for more mobility among the clone troopers, so the Kaminoans train a number of clones in the use of jet packs. While the average clone can strap on a jet pack and fly a few hundred feet, jet troopers are trained to optimize the limited fuel capacity of jet packs by alternating ground movement with short "burst" flights to get them over obstacles or circumvent difficult terrain.

Clone Jet Trooper **CL 4**
Medium Human nonheroic 6/soldier 2
Force 3
Init +11; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 17, Will 11; +6 armor
hp 34; **Threshold** 17

Speed 6 squares, fly 6 squares
Melee unarmed +7 (1d4+2)
Ranged EMP grenade launcher +8 (3d6 ion, 2-square burst, devastating 5) or
Ranged EMP grenade launcher +8 (4d6 ion, 2-square burst, devastating 5) with Deadeye or
Ranged blaster rifle +8 (3d8+1) or
Ranged blaster rifle +8 (4d8+1) with Deadeye
Ranged blaster pistol +8 (3d6+1) or

Ranged blaster pistol +8 (4d6+1) with Deadeye
Base Atk +6; **Grp** +8
Atk Options Deadeye, Devastating Attack (heavy weapons), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 8
Talents Devastating Attack (heavy weapons)
Feats Armor Proficiency (light), Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Pilot +11
Possessions clone trooper armor, blaster rifle with grenade launcher (mounted), 6 EMP grenades, blaster pistol, jet pack

Clone Naval Officer

Even among the clones of Jango Fett, there are a select number that prove themselves capable of understanding and executing naval strategy to a greater degree than their comrades. These clones are put into special training programs where they learn the technical and tactical aspects of naval command. Kaminoan scientists speculate that these clones' aptitude for space combat comes from Jango Fett's understanding of dogfighting tactics, and many of these clones eventually go on to become clone officers in the Republic Navy. Though most of these officers are lower-tier commanders and aides to nonclone superior officers, some clone naval officers take command of small clone space units and may act as the executive officer for a squadron of V-19 or ARC-170 pilots. All clone naval officers are also certified to pilot the V-19 Torrent, the ARC-170, and the *Nu*-class attack shuttle.

Most clone naval officers are stationed aboard the capital ships used by the Republic. Despite their training, many believe that these clones are not particularly suited for the role of an officer, and tensions sometimes arise between the clones and the nonclone members of the Republic Navy.

Clone Naval Officer **CL 3**
Medium human nonheroic 6/noble 1
Force 1
Init +4; **Senses** Perception +3
Languages Basic, High Galactic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 13
hp 19; **Threshold** 11

Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +6 (3d6)
Base Atk +5; **Grp** +7
Atk Options Coordinated Attack
Special Actions Inspire Confidence

Abilities Str 15, Dex 13, Con 10, Int 13, Wis 10, Cha 9
Talents Inspire Confidence
Feats Coordinated Attack, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (galactic lore) +9, Knowledge (tactics) +14, Persuasion +12, Pilot +9, Use Computer +9
Possessions blaster pistol, officer's uniform, code cylinder, comlink

Clone Pilot

Initially, clone pilots are merely clone troopers with slightly different skill sets: replacing some of their small-unit tactics drills with flight training. While such pilots are sufficient to fly LAAT/i transports and the like, the eventual need for clones to pilot starfighters results in a bit more variation.

The clone pilot presented below is typically found at the controls of transports and certain ground vehicles. The clone fighter pilot does not appear until later in the Clone Wars, and is usually found in the cockpit of ARC-170 starfighters, V-wing starfighters, or occasionally Eta-2 Actis interceptors.

Clone Pilot **CL 4**
Medium Human nonheroic 6/scoundrel 2
Force 3
Init +11; **Senses** low-light vision, Perception +12
Languages Basic, Mando'a

Defenses Ref 20 (flat-footed 18), Fort 14, Will 14; +6 armor, Vehicular Combat
hp 22; **Threshold** 14

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster pistol +7 (3d6+1)
Ranged blaster pistol +2 (4d6+1) with Rapid Shot
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Talents Spacehound
Feats Armor Proficiency (light), Coordinated Attack, Skill Training (Initiative, Mechanics), Point Blank Shot, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +12, Pilot +11, Use Computer +10
Possessions clone trooper armor, blaster pistol



LEFT TO RIGHT: CLONE SHOCKTROOPER, CLONE SHADOW TROOPER, CLONE PILOT, AND CLONE NAVAL OFFICER

Clone Fighter Pilot **CL 6**
Medium Human nonheroic 6/scoundrel 2/ace pilot 2
Force 4
Init +12; **Senses** low-light vision, Perception +13
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 21), Fort 16, Will 16; +5 armor, vehicle dodge +1, Vehicular Combat, Vehicular Evasion
hp 31; **Threshold** 16

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +8 (3d6+2)
Ranged blaster pistol +3 (4d6+2) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Rapid
Special Actions Coordinated Attack

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Talents Spacehound, Vehicular Evasion
Feats Armor Proficiency (light), Coordinated Attack, Skill Focus (Pilot), Skill Training (Initiative, Mechanics), Point Blank Shot, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +12, Mechanics +11, Perception +13, Pilot +17, Use Computer +11
Possessions armored flight suit with helmet package, blaster pistol

Clone Scout Trooper

The need for reconnaissance spurred the creation of thousands of clone scout troopers skilled at infiltrating enemy positions and reporting back. Stealth and mobility are paramount to their purpose, with combat capability falling a distant third.

Scout troopers usually wear camouflaged armor.

Clone Scout Trooper **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10; +4 armor
hp 21; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6) or
Ranged blaster rifle +5 (3d8) or
Ranged frag grenade (4d6, 2-square burst)
Base Atk +4; **Grp** +5
Atk Options Point Blank, Vehicular Combat

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10, Pilot +9, Stealth +9
Possessions clone scout trooper armor (+4 armor; as combat jumpsuit with helmet package), blaster pistol, blaster rifle, frag grenade, utility belt with medpac, BARC speeder

Clone Shadow Trooper

Commissioned late in the Clone Wars by Armand Isard, Director of the Senate Bureau of Intelligence, to replace the rapidly diminishing numbers of ARC troopers, shadow troopers are envisioned as fulfilling more of an infiltration and espionage role than serving as "one-clone armies" like their Advanced Recon Commando predecessors.

Because shadow troopers spend so much time behind enemy lines, though, their equipment often changes to suit the mission. Standard issue weapons include vibrodaggers for close kills and blaster carbines that fire virtually silent, invisible blaster bolts.

Clone Shadow Trooper **CL 7**
Medium Human nonheroic 6/soldier 1/scout 3/bounty hunter 1
Force 4; **Dark Side** 4
Init +11 (can reroll); **Senses** low-light vision, Perception +8 (can reroll)
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 19, Will 16; +6 armor
hp 39; **Threshold** 19

Speed 6 squares
Melee vibrodagger +9 (2d4+3)
Ranged blaster carbine +10 (3d8+2, devastating 5) or
Ranged blaster carbine +11 (4d8+2, devastating 5) with Careful Shot and Deadeye or
Ranged frag grenade +10 (4d6+2, 2-square burst)
Base Atk +8; **Grp** +9
Atk Options Careful Shot, Deadeye, Devastating Attack (rifles), Point Blank Shot, Precise Shot

Abilities Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 8
Talents Acute Senses, Devastating Attack (rifles), Improved Initiative, Nowhere to Hide
Feats Armor Proficiency (light), Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Skill Training (Gather Information), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +6 (+8 when disguised as different species), Gather Information +9 (can reroll when tracking an individual), Initiative +11 (can reroll) Perception +8 (can reroll), Survival +11
Possessions clone trooper armor, blaster carbine, vibrodagger, frag grenade, utility belt with medpac

Clone Shocktrooper

As anti-war sentiment spreads throughout the Galactic Republic, reaching the streets and plazas of Coruscant itself, Supreme Chancellor Palpatine recognizes that the Grand Army of the Republic is stretched too thinly to pull troops off the front lines. Therefore, in the late stages of the war, Palpatine calls for a special division of clone troopers to be created and assigned to maintain security on Coruscant and other critical planets of the Core Worlds.

These new clones prove to be somewhat ruthless in their zeal to restore order. Authorized to perform random searches and detain citizens who fail to present proper identification on command, the clone shocktroopers quickly come to be known as "stormtroopers," an epithet that would, after the end of the war, be applied to all clone troopers.

Clone Shocktrooper **CL 1**
Medium Human nonheroic 4
Init +8; **Senses** low-light vision, Perception +8
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9; +6 armor
hp 14; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged blaster rifle +2 (4d8) with Rapid Shot
Base Atk +3; **Grp** +4
Atk Options Rapid Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Coordinated Attack, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8
Possessions clone trooper armor, blaster rifle

Clone Subtrooper

Subtroopers are clone troopers trained and equipped for aquatic missions. Their armor and weapons are modified to function underwater.

These clones see extensive use under Jedi General Kit Fisto, who leads them in action on Mon Calamari, Tibrin, and a half dozen other worlds in the course of the Clone Wars.

Clone Subtrooper CL 2
Medium Human nonheroic 6
Init +9; **Senses** low-light vision, Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9; +6 armor
hp 21; **Threshold** 13

Speed 6 squares
Melee knife +5 (1d4+1) or
Ranged blaster rifle +5 (3d8) or
Ranged blaster rifle +6 (3d8) with Careful Shot
Base Atk +4; **Grp** +5
Atk Options Careful Shot, Point Blank Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +9, Swim +6
Possessions clone trooper armor, blaster rifle, knife

Galactic Marine

The Galactic Marines are created when the 21st Nova Corps are assigned to the command of Jedi General Ki-Adi-Mundi, who needs a fighting force capable of battling in a variety of environments (including space). Ki-Adi-Mundi, with his clone marshal Commander Bacara, envision these all-terrain soldiers as the best of the best, and they routinely reassign any clone who cannot keep up with the others—while at the same time transferring in clones from other units who perform particularly well.

Galactic Marine CL 6
Medium Human nonheroic 6/soldier 2/scout 2
Init +11; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 19, Will 14; +7 armor
hp 45, Tough as Nails; **Threshold** 19

Speed 6 squares, Surefooted
Melee unarmed +8 (1d4+3) or
Ranged blaster rifle +8 (3d8+2) or
Ranged blaster rifle +9 (3d8+2) with Careful Shot or
Ranged frag grenade +8 (4d6+2, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options Careful Shot, Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12 (14 in spacetrooper armor), Dex 13, Con 13, Int 9, Wis 11, Cha 8
Talents Surefooted, Tough as Nails
Feats Armor Proficiency (light, medium, heavy), Careful Shot, Coordinated Attack, Point Blank Shot, Running Attack, Shake It Off, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +11, Perception +12
Possessions clone spacetrooper armor, blaster rifle, frag grenade

Senate Commando

Part of an elite branch of the Republic's Senate Guard, the Senate commandos are a special reserve unit that performs missions for both the Senate and the Judicial Department of the Republic. More aggressive than the defensively minded Senate Guard, the Senate commandos act as an elite police unit on Coruscant and sometimes travel to distant worlds on special missions. The Senate commandos are often responsible for capturing and detaining suspects wanted by the Senate for questioning, and they frequently act as elite bodyguards for Senators traveling to war zones throughout the galaxy.

The Senate commandos also serve as the bodyguards for Supreme Chancellor Palpatine, prior to the creation of the red-armored Royal Guards. The Senate commandos wear a heavier version of the blue Senate Guard armor, though they do not wear cloaks. The Senate commandos are one of the few nonclone units in the Republic to perform special missions for the Republic, and a fierce rivalry exists between the Senate commandos and elite clone units such as the Republic commandos.

Senate Commando **CL 5**
Medium human nonheroic 6/soldier 3
Force 2
Init +17; **Senses** low-light vision, Perception +17
Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 21, Will 15; +8 armor
hp 68; **Threshold** 21

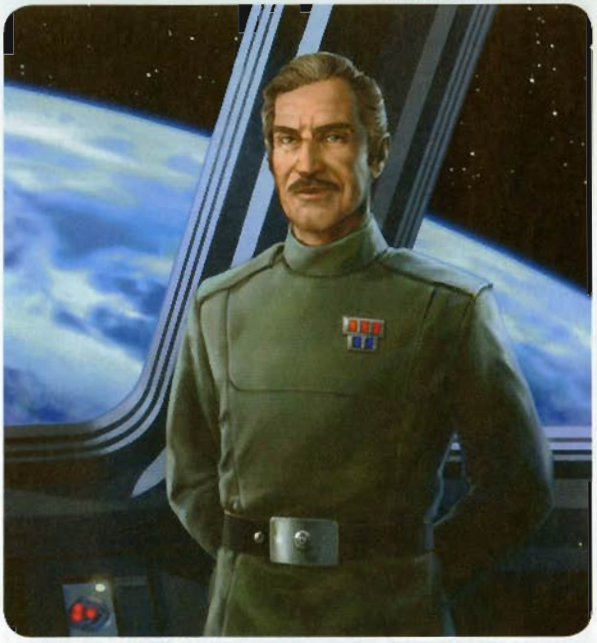
Speed 4 squares
Melee unarmed +10 (1d6+3)
Ranged blaster rifle +11 (3d8+1)
Base Atk +8; **Grp** +11
Atk Options Martial Arts I, Point Blank Shot
Special Actions Draw Fire, Harm's Way

Abilities Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 8
Talents Draw Fire, Harm's Way
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Point Blank Shot, Skill Focus (Initiative), Skill Focus (Perception), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +17, Perception +17
Possessions battle armor with helmet package, blaster rifle, comlink

INFLUENTIAL FIGURES

Although hundreds of thousands of clones fight and die in the front lines of the Clone Wars, the outcome of the conflict is truly decided in the vast rotunda of the Galactic Senate, where delegates, diplomats, and politicians of every ilk discuss and debate the Supreme Chancellor's plans and decisions. The Senate is united in its desire to bring the war to a swift end, but their differing views on how to accomplish this goal split the delegates into two camps: those led by Bail Organa, Mon Mothma, and Padmé Amidala, who seek a mutual peace with the Separatists to avoid any further compromise of liberty, and the militarists who want to see the Confederacy of Independent Systems crushed and brought back into the Republic by force.

Similarly, the Jedi face the dilemma of the ongoing war with mixed feelings. Although they are loyal to democracy and wish to see the war resolved with minimal violence, they are also loyal to the Republic and so must lead the clone armies into battle. The Jedi become more and more suspicious of Supreme Chancellor Palpatine's motives as the war drags on and on, with no end in sight, and ultimately assign young Anakin Skywalker to report on the Chancellor's activities—suspecting that Palpatine has hidden motives for prolonging the conflict.



ADMIRAL WULLF YULAREN

One of the youngest members of the Republic's naval officer corps to hold the rank of admiral, Wullf Yularen begins his career in the Senate Intelligence Bureau, but after years of dealing with corrupt Senators and officials, Yularen retires. He comes to Supreme Chancellor Palpatine's attention as a potentially dedicated and loyal Intelligence officer and is coaxed out of retirement. Palpatine quickly promotes Yularen to admiral in order to retain his service. Unable to pass up such a promotion, the dedicated, loyal, and disciplined officer takes control of a naval task force assigned to Obi-Wan Kenobi. During the Clone Wars, Admiral Yularen serves as an unflinching naval commander who follows his orders, no matter what doubts he might have.

Admiral Wullf Yularen CL 4
Medium human noble 4
Destiny 1; **Force** 3
Init +3; **Senses** Perception +13
Languages Basic, Bocce, Durese, Gran, High Galactic, Huttese

Defenses Ref 16 (flat-footed 15), Fort 15, Will 17
hp 33; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d8+2)
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Haste

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 13, Cha 14
Talents Educated, Inspire Haste
Feats Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Deception +9, Gather Information +14, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +13, Persuasion +9, Pilot +8, Use Computer +9
Possessions blaster pistol, officer's uniform, comlink, datapad, various personal belongings

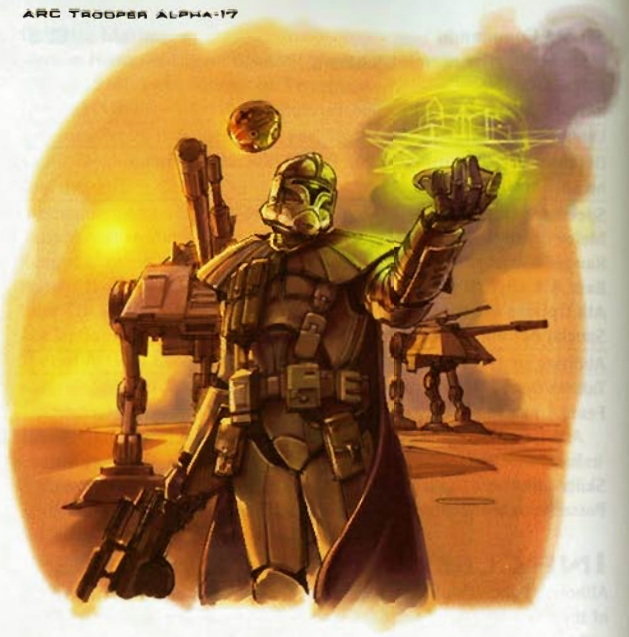
ARC Trooper Alpha-17

One of the most respected clone trainers on Kamino, ARC trooper Alpha-17 serves through the first year of the Clone Wars in engagements on Ohma-D'un, Jabiim, and—like all ARC troopers of his day—Kamino itself. Often working alongside Jedi luminaries such as General Obi-Wan Kenobi and General Anakin Skywalker, Alpha-17 faces off against foes as deadly as General Grievous, the bounty hunter Durge, and the Sith apprentice Asajj Ventress.

After his capture and torture by Ventress on Rattatak, and his subsequent escape, Alpha-17 returns to Kamino, where he trains clone commanders such as CC-2224 and CC-1138—clones who, at General Skywalker's suggestion, are given names by Alpha-17.

Following his stint as a trainer, Alpha-17 serves aboard the *Intervention*, escorting Senator Bail Organa on his tour of the Outer Rim Sieges. During this mission, Alpha-17 is gravely wounded battling General Grievous. He is sent back to Coruscant for treatment, but his transport vanishes en route. The famous ARC trooper is not seen again.

ARC Trooper Alpha-17



ARC Trooper Alpha-17 CL 10
Medium Human nonheroic 6/soldier 3/elite trooper 5
Destiny 1; **Force** 5; **Dark Side** 3
Init +13; **Senses** low-light vision; Perception +14
Languages Basic, Mando'a

Defenses Ref 25 (flat-footed 23), Fort 24, Will 18; +3 armor
hp 64; **DR** 2; **Threshold** 24

Speed 6 squares, Running Attack
Melee unarmed +14 (1d4+6) or
Ranged blaster rifle +14 (3d8+4) or
Ranged blaster rifle +12 (5d8+4) with Burst Fire or
Ranged missile launcher +14 (6d6+6, 2-square splash) or
Ranged heavy blaster pistol +8 (3d8+4) and
heavy blaster pistol +8 (3d8+4) or
Ranged heavy blaster pistol +6 (5d8+4) with Burst Fire and
heavy blaster pistol +6 (5d8+4) with Burst Fire or
Ranged heavy blaster pistol +6 (3d8+4, 2×2 area) with autofire and
heavy blaster pistol +6 (3d8+4, 2×2 area) with autofire or
Ranged frag grenade +13 (4d6+4, 2-square burst) or
Ranged ion grenade +13 (4d6+4 ion, 2-square burst)

Base Atk +12; **Grp** +14
Atk Options autofire (heavy blaster pistol, blaster rifle), Burst Fire (heavy blaster pistol, blaster rifle), Point Blank Shot, rangefinder, targeting scope (blaster rifle)
Special Actions delay damage, Indomitable

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Indomitable, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Running Attack, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Perception +14, Stealth +13
Possessions ARC trooper armor, blaster rifle, missile launcher with 4 missiles, 2 heavy blaster pistols, 2 frag grenades, 2 ion grenades, 6 power packs, utility belt with medpac

Captain Argyus

Captain Argyus is the respected leader of the Senate commandos. A veteran officer and a formidable combatant, Argyus also has a dark secret: He is a spy for the Confederacy on the payroll of Count Dooku.

Argyus first encounters Count Dooku several years before the Battle of Naboo, while Dooku is still a respected member of the Jedi Order and Argyus is a young recruit just beginning his service as a Senate Guard. Argyus is assigned to guard a diplomatic envoy that includes Count Dooku among its members. After negotiations fail, the consular ship comes under attack, and during the fighting Argyus is gravely wounded. Only timely action by Count Dooku saves the young Senate Guard, after which Argyus and Count Dooku become friends and associates.

When Count Dooku leaves the Jedi Order to join the Separatists, he contacts Argyus and persuades his friend—now Captain of the Senate commandos—to work for him in secret. Captain Argyus continues to serve the Republic, though he knows that the day will come when he will be forced to reveal his true allegiance.



Captain Argyus

Captain Argyus **CL 9**
Medium human soldier 7/elite trooper 2
Force 4; **Dark Side** 4
Init +11; **Senses** low-light vision, Perception +11
Languages Basic

Defenses Ref 30 (flat-footed 26), Fort 28, Will 20; +8 armor
hp 94; **DR** 1; **Threshold** 28

Speed 6 squares
Melee unarmed +10 (1d8+5)
Ranged blaster rifle +12 (3d8+4/x3) or
Ranged blaster rifle +10 (3d8+4/x3) with autofire
Base Atk +9; **Grp** +10
Atk Options autofire (blaster rifle), Controlled Burst, Martial Arts II, Point Blank Shot, Precise Shot, Running Attack
Special Actions Indomitable

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 16
Special Qualities delay damage, damage reduction 1
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Indomitable, Juggernaut
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Running Attack, Triple Crit (blaster rifle), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +9, Perception +11, Use Computer +9
Possessions battle armor with helmet package, blaster rifle, comlink

Commander Rex

A clone commander assigned to a detachment of clones under General Anakin Skywalker, Commander Rex is a steadfast and resilient clone officer who is unafraid to do his duty, even if it means placing himself and his men in mortal danger. With a reputation as one of the toughest clones in the galaxy, Commander Rex spits in the face of danger, and though far from reckless, his courage and willingness to leap into the fray has helped the Republic win numerous engagements. Having developed something of a friendship with General Skywalker, Commander Rex has learned not to doubt the resolve of Jedi, nor their capabilities, and when given an order he faithfully executes it with little concern for his own well being.

Commander Rex is a skilled warrior who has survived many battles. He is known for wielding two heavy blaster pistols at once—like Jango Fett—but is trained in a variety of tactics and fighting styles, and can lead specialty clone units into battle whenever the situation calls for them.

Commander Rex **CL 10**
Medium human soldier 7/officer 3
Force 5
Init +13; **Senses** low-light vision, Perception +12
Languages Basic

Defenses Ref 26 (flat-footed 23), Fort 27, Will 25
hp 90; **Threshold** 27

Speed 6 squares
Melee unarmed +12 (1d4+7)
Ranged heavy blaster pistol +14 (3d8+5) or
Ranged heavy blaster pistol +12 (4d8+5) with Rapid shot or
Ranged heavy blaster pistol +12/+12 (3d8+5/3d8+5) or
Ranged heavy blaster pistol +10/+10 (4d8+5/4d8+5) with Rapid Shot
Base Atk +10; **Grp** +12
Atk Options Charging Fire, Coordinated Attack, Cover Fire, Dual Weapon Mastery II, Point Blank Shot, Rapid Shot
Special Actions Assault Tactics, Battle Analysis, Indomitable, share talent (Shift Defense I), Shift Defense I

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12
Special Qualities command cover, share talent (Shift Defense I)
Talents Armored Defense, Assault Tactics, Battle Analysis, Cover Fire, Indomitable, Shift Defense I
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Point Blank Shot, Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +10, Perception +12, Treat Injury +10
Possessions clone trooper armor, 2 heavy blaster pistols



Mas Amedda

Mas Amedda, the Speaker of the Senate, is truly a sad case of an ambitious and overconfident politician being outwitted and outmaneuvered by a far superior strategist—in this case, a Sith Lord posing as the Supreme Chancellor of the Republic.

Mas Amedda begins his political career as the Senator of Champala, the Chagrian homeworld. Though he thinks of himself as incorruptible, he quickly falls in with manipulative delegates, including Senator Orn Free Taa of Ryloth, who nominates Amedda to the position of Speaker shortly before the Trade Federation commences its blockade of Naboo. Amedda, something of an idealist, believes that he can use his position to restore order and eliminate corruption in the Senate, unaware that this same corruption has secured his position. It is his obsession with orderly proceedings that make him such an excellent pawn.

Although Amedda knows he does not have the political influence to become Supreme Chancellor himself, he believes that he can easily use his superior knowledge of the Republic bureaucracy to manipulate the Chancellor, and, in truth, his tactics work well with Supreme Chancellor Valorum. After Palpatine succeeds Valorum, things seem to go much more smoothly, and Palpatine seems as easy to control as a broken down farm copie. The new Supreme Chancellor agrees to nearly every measure that the Speaker suggests, and Amedda believes that he has achieved his greatest political victory.

However, as worlds begin seceding from the Republic to join the Confederacy of Independent Systems, Mas Amedda gradually becomes aware that Palpatine is the true master of manipulation. Mas Amedda becomes

increasingly suspicious of Palpatine's every move, and, when four Jedi Masters from the High Council come to arrest the Supreme Chancellor, the Chagrian finally sees what a fool he has been.

Mas Amedda **CL 4**
Medium Chagrian nonheroic 3/noble 5
Force 3; **Dark Side** 6
Init +3; **Senses** low-light vision, Perception +10
Languages Basic, Chagri, Durese, High Galactic, Huttese, Muun, Neimoidian

Defenses Ref 15 (flat-footed 15), Fort 16 (21 against radiation), Will 18
hp 33; **Threshold** 16

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged by weapon +4
Base Atk +5; **Grp** +7
Special Actions Coordinate, Inspire Confidence, Presence

Abilities Str 14, Dex 9, Con 12, Int 15, Wis 12, Cha 16
Special Qualities breathe underwater
Talents Coordinate, Inspire Confidence, Presence
Feats Linguist, Skill Focus (Gather Information, Knowledge [bureaucracy], Persuasion), Skill Training (Knowledge [galactic lore], Knowledge [social sciences], Perception, Use Computer)
Skills Gather Information +17, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +10, Persuasion +17, Use Computer +11
Possessions encrypted comlink, datapad

Chagrian Species Traits

Chagrians are powerfully built amphibian humanoids from the watery world of Champala. Their skin ranges from light blue to deep indigo, and they have fleshy horns ("lethorns") on their heads; females have one pair, and males have two. Chagrians are known to be even-tempered, stoic, and somewhat stubborn about following proper procedures.

Chagrians have the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity.

Medium Size: As Medium creatures, Chagrians have no special bonuses or penalties due to their size.

Speed: 6 squares.

Breathe Underwater: Chagrians can breathe normally in water.

Radiation Resistance: Chagrians gain a +5 species bonus to their Fortitude Defense against radiation damage.

Low-Light Vision: Chagrians ignore concealment (but not total concealment) from darkness.

Languages: Basic, Chagri.



Sly Moore

Little is known about the past life of Sly Moore, the Supreme Chancellor's senior aide. Quiet and unassuming, Sly Moore is a familiar face in the Senate, and although everyone knows her title and her place in the government hierarchy, her activities are so low-profile that no one can say exactly what it is that she does for the Supreme Chancellor.

Sly Moore has actually been working with Palpatine since his days as the Senator of Naboo, although she has never set foot on that planet. She is introduced to Palpatine after being abducted by a tattooed Zabrak assassin and imprisoned for months in an ancient tomb somewhere in the Kron Drift. While imprisoned, she is mentally and spiritually assaulted on a daily basis by long-dead Sith Lords; only her natural strength of will keeps her from going completely mad. Palpatine rescues her, claiming that he "heard" her cries for help in his mind. He praises Sly for having survived the ordeal and cares for her until she is ready to be on her own again. In time, they form a close bond, and Palpatine eventually admits to the young Umbaran that he has powerful mental abilities that he intends to use to bring order to the galaxy. Intrigued by his vision of the Republic, Moore asks Palpatine if there is anything she can do to help him.

Palpatine gradually comes to trust Moore's discretion, finally revealing the details of his grand scheme to her, as well as his "alter ego." After Palpatine becomes Supreme Chancellor of the Republic, Sly Moore finds it

easier to suppress the voice of her conscience. She watches as Darth Sidious plots against the Jedi, oversees the creation of a secret clone army, and manipulates everyone around him to bring about a galaxy-spanning war. By the time Palpatine issues Order 66, Sly Moore firmly believes that he has the galaxy's best interests at heart, and that war is a necessary step toward ensuring lasting peace.

Sly Moore CL 9
Medium Umbaran noble 8/Force adept 3
Destiny 2; **Force** 5, Power of the Dark Side; **Dark Side** 13
Init +5; **Senses** low-light vision, Use the Force +17
Languages Basic, Bothan, Durese, High Galactic, Huttese, Rodese, Ryl, Umbarese, Zabrak

Defenses Ref 23 (flat-footed 23), Fort 22, Will 26
hp 45; **Threshold** 22
Vulnerable light sensitivity

Speed 6 squares
Melee unarmed +7 (1d4+4) or
Ranged by weapon +8
Base Atk +8; **Grp** +8
Special Actions Dark Presence, Presence
Force Powers Known (Use the Force +17): *Force stun, mind trick*
Force Techniques Improved Telepathy

Abilities Str 8, Dex 11, Con 9, Int 16, Wis 13, Cha 15
Special Qualities low-light vision
Talents Dark Presence, Force Perception, Force Power Adept (mind trick), Gauge Force Potential, Power of the Dark Side, Presence
Feats Force Sensitivity, Force Training, Linguist, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Persuasion, Use the Force), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +17, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Perception +11, Persuasion +17 (can reroll), Use Computer +13, Use the Force +17 (can substitute for Perception checks)
Possessions holo-comlink, datapad

Umbaran Species Traits

Umbarans are humanoid aliens from the Ghost Nebula. They are masters of persuasion, leading others to believe that they are all Force-users.

Umbarans share the following species traits:

Ability Modifiers: –2 Constitution, +2 Wisdom, +2 Charisma.

Medium Size: As Medium creatures, Umbarans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Low-Light Vision: Umbarans ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Umbarans with Persuasion as a trained skill gain Skill Focus (Persuasion) as a bonus feat.

Skills: An Umbaran can reroll a Persuasion check but must keep the second result, even if it's worse.

Light Sensitivity: An Umbaran exposed to bright light (such as sunlight) is blinded for 1 round.

Languages: Basic, Umbarese.

Republic Droids

While Separatist armies rely heavily on droids, droids employed by the Republic tend to fill more utilitarian roles.

First-Degree Droids

First-degree droids have specialized scientific or medical programming.

FX-6 Medical Assistance Droid

Designed by "rogue" droid engineers who left Industrial Automaton to start their own droid company, Medtech Industries' FX-6 "medassist" droid was designed specifically to compete with the 2-1B medical droid. The FX-6 came factory-built with a shell of plasteel armor, making it safer to deploy the droid on battlefields than the more vulnerable 2-1B.

The darker side of the FX-6 is that it is programmed to ignore suffering and save the patient's life by any means necessary. Whereas the 2-1B is capable of installing cybernetics if absolutely necessary, the FX-6 is specifically programmed to perform standard surgery only if cybernetics are not feasible or cost-effective—and it comes equipped with a vast database of cybernetic replacements suitable for any medical need.

FX-6 medical assistance droids can be played as droid heroes.

FX-6 Medical Assistance Droid CL 1
Medium droid (1st-degree) nonheroic 3
Init +1; **Senses** low-light vision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 12 (flat-footed 12), Fort 9, Will 12; +2 armor

hp 7; **Threshold** 9
Immune droid traits

Speed 2 squares (tracked)
Melee instrument +1 (1d2–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +2

Abilities Str 8, Dex 11, Con —, Int 14, Wis 15, Cha 9
Feats Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Knowledge [technology], Use Computer), Surgical Expertise
Skills Knowledge (life sciences) +8, Knowledge (technology) +8, Perception +10, Treat Injury +13, Use Computer +8
Systems tracked locomotion, heuristic processor, 6 instruments, improved sensor package, vocabulator, plasteel shell (+2 armor)
Possessions medical kit
Availability Licensed; **Cost** 4,300 credits

Second-Degree Droids

Technical droids, including slicer droids and astromech droids, fall into the second-degree category.

FA-4 Pilot Droid

SoroSuub's FA line of service droids included the popular FA-4 pilot droid, used throughout the galaxy as personal chauffeurs and inexpensive copilots for freighters and yachts. Programmed primarily for starship travel and built for easy storage when not in use, FA-4s are also frequently used as airspeeder pilots and even ground vehicle drivers. They are particularly popular in political circles because of their "privacy buffer," which allows the user to wipe the droid's memory of destinations and overheard conversations with a simple voice command.

Despite their advanced processors, however, FA-4 droids are not programmed for combat operations. They are wired to avoid attacks and other hazards, but cannot make use of ships' weaponry to fire back.

FA-4 pilot droids can be played as droid heroes.

FA-4 Pilot Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +13; **Senses** darkvision, low-light vision, Perception +4
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 11; Vehicular Combat
hp 5; **Threshold** 9
Immune droid traits

Speed 4 squares (wheeled)
Melee hand +0 (1d2–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –2

Abilities Str 8, Dex 15, Con —, Int 14, Wis 12, Cha 7
Feats Skill Focus (Initiative, Pilot, Use Computer), Vehicular Combat
Skills Initiative +13, Perception +4, Pilot +13, Use Computer +13
Systems wheeled locomotion, magnetic feet, 2 hands, improved sensor package, darkvision, vocabulator
Possessions astrogation buffer (storage device, 10 memory units)
Availability Licensed; **Cost** 4,200 credits

Other Republic Forces

The characters, droids, vehicles, and starships presented in this book are not the only sources of information on the forces of the Republic. Additional Republic characters and starships can be found in both the Saga Edition core rulebook and the *Starships of the Galaxy* supplement. Gamemasters should feel free to use these other sources to flesh out their Clone Wars campaigns.

CHARACTERS	CL	SOURCE
ARC Trooper	8	Saga Edition 282
Clone Trooper	2	Saga Edition 281
Clone Trooper Commander	5	Saga Edition 282

STARSHIPS	CL	SOURCE
Acclamator-class Assault Ship	18	*Starships of the Galaxy* 56
ARC-170 Starfighter	12	Saga Edition 180
Consular-class Cruiser	8	*Starships of the Galaxy* 126
CR70 Corvette	8	*Starships of the Galaxy* 75
Delta-7 Aethersprite Interceptor	10	*Starships of the Galaxy* 60
Dreadnaught-class Cruiser	18	*Starships of the Galaxy* 77
Eta-2 Actis Interceptor	11	Saga Edition 180
LAAT/i Gunship	12	Saga Edition 177
Theta-class Shuttle	11	*Starships of the Galaxy* 141
V-wing Starfighter	8	*Starships of the Galaxy* 150
V-19 Torrent	9	*Starships of the Galaxy* 149
Venator-class Star Destroyer	19	*Starships of the Galaxy* 148
Victory II-class Star Destroyer	18	*Starships of the Galaxy* 98

Fourth-Degree Droids

Most battle droids, scout droids, and combat remotes fall into the category of fourth-degree droids.

Marksman-H Combat Remote

Developed by Industrial Automaton for use by military and security forces throughout the galaxy, the popular Marksman-H training remote is used by everyone from the Jedi Order to bounty hunters and in the training exercises of clone troopers on Kamino. Some mercenaries use them as sentries, although they usually prove little more than a delaying tactic meant to keep enemies busy while the mercenaries prepare for battle (or escape).

The spherical Marksman-H is equipped with a low-power "stunner blaster" that delivers a blaster bolt that feels like a sharp sting. The default setting is for the Marksman-H to remain "on guard" until an opponent readies a weapon, then begin attacking.

Industrial Automaton manufactures Marksman-H combat remotes from common droid components, allowing them to keep costs down.

Marksman-H combat remotes can't be played as droid heroes.

Marksman-H Combat Remote **CL 0**
Diminutive droid (4th-degree) nonheroic 2
Init +10; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 19 (flat-footed 15), Fort 6, Will 10
hp 5; **Threshold** 6
Immune droid traits

Speed 1 square (hovering)
Ranged light blaster +5 (1d4 stun)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –18
Special Actions Dodge, Point Blank Shot

Abilities Str 3, Dex 18, Con —, Int 10, Wis 11, Cha 6
Feats Dodge, Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols)
Skills Initiative +10
Systems hovering locomotion, basic processor, weapon mount (stabilized)
Possessions light blaster
Cost 350 credits

Republic Vehicles

Many of the larger corporations represented in the Galactic Senate support the war enthusiastically. Among them are Rothana Heavy Engineering and Aratech Repulsor Company, both of which see the conflict as a great opportunity to earn obscenely large profits.

Weapon Systems

Vehicle weapons share many of the same design characteristics as starship weapon systems, and the two are often interchangeable. This allows vehicle weapons to be employed against starships—as seen at the Battle of Geonosis—and, of course, lets weapons factories crank out weapons without the need for wholesale retooling of the assembly lines.

Below are a few weapons used by the Republic during the Clone Wars. Some of these are later discontinued but might be available as "military surplus" in later eras.

Composite Beam Cannon

The composite beam cannon uses a cycling beam generator to alter the energy signal of the beam, ignoring 5 points of the target's SR.

Mass-Driver Cannon

Mass-driver cannons fire accelerated microprojectiles. They are capable of punching holes in starships and reducing enemy artillery to rubble after one or two solid hits.

Mass-driver cannons can only be mounted on vehicles of Gargantuan size or larger because of their intense recoil.

Proton Grenade

Proton grenades throw out a high-energy burst of accelerated particles capable of disassembling matter at a molecular level. A proton grenade detonates on impact.

When you make an area attack with a proton grenade, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 3-square burst radius. Targets you hit take full damage, and targets you miss take half damage.

Rail Cannon

Rail cannons deliver explosive warheads at super-high velocity, inflicting damage via both the payload and the kinetic energy of the impact.

Like mass-driver cannons, rail cannons can only be mounted on vehicles of Gargantuan size or larger because of their intense recoil.

All-Terrain Attack Pod (AT-AP)

A later addition to the Grand Army of the Republic, the All-Terrain Attack Pod, or AT-AP, is designed to be a lighter, faster version of the AT-TE (see below). The AT-AP sees extensive use on Kashyyyk, where the dense forests make it much more difficult for AT-TEs to be quickly deployed.

All-Terrain Attack Pod CL 10
Gargantuan ground vehicle (walker)
Init +7; **Senses** Perception +8

Defenses Ref 15 (flat-footed 14), Fort 23; +9 armor, Vehicular Combat
hp 180; **DR** 15; **Threshold** 43

Speed 6 squares (max. velocity 60 km/h)
Ranged mass-driver cannon +7 (see below) and
blaster cannon +7 (see below) and
medium laser cannon +9 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +5; **Grp** +33
Atk Options autofire (heavy blaster cannon, medium laser cannon)

Abilities Str 36, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +8, Perception +8, Pilot +4,
Use Computer +8

Crew 3 (expert); **Passengers** none
Cargo 200 kg; **Consumables** 2 days; **Carried Craft** none
Payload 50 mass-driver microprojectiles
Availability Military; **Cost** not available for sale

Mass-Driver Cannon (gunner)
Atk +7, **Dmg** 6d10×2

Heavy Blaster Cannon (gunner)
Atk +7 (+2 autofire), **Dmg** 5d10×2

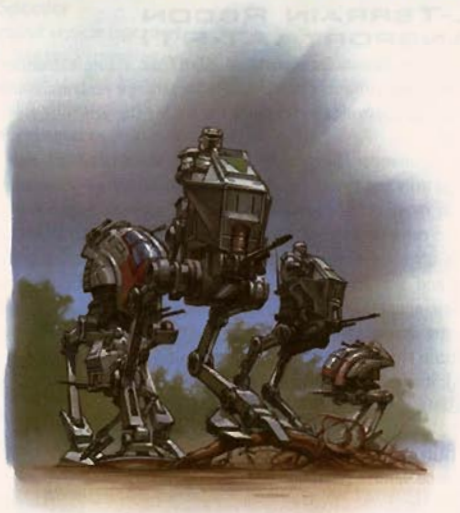
Medium Laser Cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 3d10×2

All-Terrain Experimental Transport (AT-XT)

An early prototype of the AT-RT, the All-Terrain Experimental Transport, or AT-XT, provides an armored canopy for the cockpit, protecting the driver from small arms fire. It also incorporates a plasma shield generator as a means to offset the vulnerabilities created by the addition of the weight of its armor.

A large number of AT-XTs are produced before the Grand Army settles on the lighter and more maneuverable AT-RT, though engineers continue to tinker with the basic design for many years after the Clone Wars.

TWO AT-XTS AND THREE AT-RTS EXPLORE A FOREST WORLD.



All-Terrain Experimental Transport CL 6
Large ground vehicle (walker)
Init +8; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 18; +4 armor, Vehicular Combat
hp 80; **DR** 5; **SR** 5; **Threshold** 22

Speed 4 squares (max. velocity 25 km/h)
Ranged double laser cannon +8 (see below) or
Ranged twin proton grenade launchers +8 (see below)
Fighting Space 2×2; **Cover** total
Base Atk +5; **Grp** +12
Atk Options autofire (double laser cannon)

Abilities Str 26, Dex 12, Con —, Int 12
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8,
Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 12 kg; **Consumables** 2 days; **Carried Craft** none
Payload 18 proton grenades
Availability Restricted; **Cost** 14,700 (2,200 used)

Double Laser Cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Twin Proton Grenade Launchers (pilot)
Atk +6, **Dmg** 8d6 (expends 2 grenades), 4-square burst radius

All-Terrain Recon Transport (AT-RT)

The All-Terrain Recon Transport, or AT-RT, is a single-trooper vehicle designed for close infantry support and long-range reconnaissance. While its open cockpit provides excellent visibility for the driver, it also provides little cover.

Clone commanders frequently divide their force of AT-RTs into teams of three for patrols and recon. Equipped with a variety of scanners and sensors, AT-RTs can move quickly around the field of operations and transmit data back to the commander in the forward command center.

AT-RTs also see extensive use in the civilian sector (as police patrol vehicles) and are popular with clone shocktroopers for the "pacifying" effect their appearance has on unruly mobs. This civilian variant usually replaces the repeating blaster cannons with a grenade mortar and a rack of two dozen shells (usually stun grenades, ion grenades, or fragmentation grenades); its availability is Restricted and its cost is 25,000 credits (15,000 credits used).

All-Terrain Recon Transport **CL 5**
Large ground vehicle (walker)
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 13), Fort 16; +4 armor, Vehicular Combat
hp 60; **DR** 5; **Threshold** 21

Speed 8 squares (max. velocity 70 km/h)
Ranged repeating blaster cannon +5 (see below)
Fighting Space 2×2; **Cover** +2
Base Atk +2; **Grp** +13
Atk Options autofire (repeating blaster cannon)

Abilities Str 22, Dex 16, Con —, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled) **Passengers** none
Cargo 20 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 40,000 (24,000 used)

Repeating Blaster Cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 3d10×2

AT-TE



All-Terrain Tactical Enforcer (AT-TE)

Adapted from industrial security vehicles built by Rothana Heavy Engineering, the All-Terrain Tactical Enforcer, or AT-TE, is a formidable weapons platform capable of delivering an entire platoon of clone troopers to strategic points on the battlefield, then providing them with covering fire while they take up positions. A dorsal rail cannon enables the AT-TE to serve as mobile artillery, and an array of missile payloads allow it to be custom-armed to fit whatever purpose is necessary on the battlefield.

The AT-TE's six massive walker legs and low profile provide great stability, but this design also makes the vehicle vulnerable to land mines and infantry equipped with explosives, as none of the AT-TE's seven weapons covers the vehicle's underside.

An unusual feature of the AT-TE is its magnetic grapplers, which enable it to scale even sheer cliffs. The rear passenger compartment is also equipped with a medical droid for stabilizing wounded troopers until they can be safely transported to the nearest Republic Mobile Surgical Unit.

All-Terrain Tactical Enforcer **CL 12**
Gargantuan ground vehicle (walker)
Init +3; **Senses** Perception +8

Defenses Ref 14 (flat-footed 14), Fort 26; +9 armor, Vehicular Combat
hp 240; **DR** 15, 30 against ion damage; **Threshold** 46

Speed 4 squares (max. velocity 60 km/h), climb 2 squares
Ranged rail cannon +7 (see below) and
6 medium laser cannons +7 (see below)
Fighting Space 6×4; **Cover** total (crew), +5 (rail cannon gunner)
Base Atk +5; **Grp** +41
Atk Options autofire (medium laser cannons)

Abilities Str 42 Dex 10, Con —, Int 14
Skills Initiative +3, Mechanics +8, Perception +8, Pilot +3,
Use Computer +8

Crew 7 (expert); **Passengers** 38
Cargo 10 tons; **Consumables** 15 days; **Carried Craft** none
Payload 48 heavy concussion warheads
Availability Military; **Cost** not available for sale

Rail Cannon (gunner)
Atk +7, **Dmg** 5d10×5 (heavy concussion warhead)

Medium Laser Cannons (gunners)
Atk +7 (+2 autofire), **Dmg** 2d10×2

BARC Speeder

The Aratech Repulsor Company's contribution to the Grand Army of the Republic is this military-grade speeder bike, designed to replace its slightly older (and poorly armed) 74-Z speeder bike. Although originally designed for use by ARC troopers, the BARC speeder (an acronym for Biker Advanced Recon Commando) swiftly becomes the Grand Army's preferred light recon vehicle.

Unlike the 74-Z speeder, the BARC can perform at high altitudes, making it useful for escorting LAAT/i gunships and LAAT/c transports. More importantly, the BARC comes with two sets of light blaster cannons—one mounted on the forward vane, and another on the rear stabilizer—to provide greater firepower.

BARC Speeder **CL 5**
Large ground vehicle (speeder)
Init +11; **Senses** Perception +8

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor, Vehicular Combat
hp 45; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 520 km/h)
Ranged twin light blaster cannons +8 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +14
Atk Options autofire (twin light blaster cannons)

Abilities Str 19, Dex 18, Con —, Int 12
Skills Initiative +11, Perception +8, Pilot +11

Crew 1 (expert); **Passengers** 1
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 8,300 (1,550 used)

Twin Light Blaster Cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10



BARC Speeder

CR-20 Troop Carrier

The Corellian Engineering Corporation's CR-20 troop carrier is designed to carry a platoon of troops and their support gear to the battlefield, although it is not as well equipped to handle a hostile landing zone as LAAT transports.

The majority of the Republic's CR-20s are purchased shortly after the Battle of Geonosis from the Corellian Defense Force's surplus. They are modified to meet the Grand Army's needs, including racks upon which can be mounted a dozen BARC speeders or 74-Z speeder bikes.

CR-20 Troop Carrier CL 13
Colossal space transport
Init −1; **Senses** Perception +8

Defenses Ref 11 (flat-footed 10), Fort 38; +10 armor, Vehicular Combat
hp 300; **DR** 15; **SR** 25; **Threshold** 88

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged medium turbolasers +10 (see below) and medium turbolasers +8 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +53
Atk Options autofire (fire-linked medium turbolasers)

Abilities Str 66, Dex 12, Con —, Int 16
Skills Initiative −1, Mechanics +8, Perception +8, Pilot −1, Use Computer +8

Crew 6 (expert); **Passengers** 40
Cargo 15 tons; **Consumables** 2 weeks; **Carried Craft** 12 speeder bikes
Hyperdrive x3 (backup x12)
Availability Restricted; **Cost** 680,000 (265,000 used)

Fire-linked Medium Turbolasers (pilot)
Atk +10 (+5 autofire), **Dmg** 6d10×5

Fire-linked Medium Turbolasers (co-pilot)
Atk +8 (+3 autofire), **Dmg** 6d10×5

Infantry Support Platform

Built for both speed and maneuverability, the Infantry Support Platform, or ISP, utilizes a vectored-thrust turbofan engine that can be angled for maximum acceleration or maximum deceleration, particularly over "soft" terrain (such as the marshy swamplands on Felucia and Kashyyyk, where it sees the most use).

Intended as a heavier version of the versatile BARC speeder, the ISP is introduced late in the Clone Wars.

Infantry Support Speeder Platform CL 7
Huge ground vehicle (speeder)
Init +8; **Senses** Perception +8

Defenses Ref 13 (flat-footed 11), Fort 15; +3 armor, Vehicular Combat
hp 50; **DR** 10; **Threshold** 25

Speed fly 8 squares (max. velocity 100 km/h)
Ranged twin blaster cannons +8 (see below) and twin blaster cannons +6 (see below)
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15
Atk Options autofire (twin blaster cannons)

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +8, Perception +8, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo 55 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 11,600 (2,880 used)

Twin Blaster Cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Twin Blaster Cannons (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Low-Altitude Assault Transport/Carrier (LAAT/c)

Rothana Heavy Engineering's Low Altitude Assault Transport Carrier is a variant of the LAAT/i gunship, built specifically to carry slow, heavy vehicles directly to the front lines. Crewed by a single clone trooper pilot, the LAAT/c is capable of delivering massive payloads planetside from orbiting starships and back again.

Originally designed to carry the AT-TE specifically, the LAAT/c was later modified to transport a variety of cargoes, such as forward command centers (see the "Forward Command Center" sidebar). Its rapid cargo-deployment system allows the pilot to set the transport down, release the cargo clamps as a move action, and lift off again, without the time-consuming offloading operations of traditional transports.

LAAT/c Carrier CL 8
Colossal air vehicle (airspeeder)
Init −1; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 25; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 15; **Threshold** 75

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +9 (see below)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +40
Atk Options autofire (light laser cannons)

Abilities Str 40, Dex 12, Con —, Int 15
Skills Initiative −1, Mechanics +8, Perception +8, Pilot −1, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 40 tons; **Consumables** 3 days; **Carried Craft** usually 1 AT-TE, 4 AT-XTs, 1 Republic troop transport, 1 TX-130 *Saber*-class fighter tank, or 1 forward command center
Availability Military; **Cost** 58,000 (42,000 used)

Light Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 3d10×2



A LAAT/c DROPS AN AT-TE.

Forward Command Center

A forward command center, or FCC, is a portable tactical center equipped to relay information about the battle to the commander and his staff. Crewed by four clone troopers, the FCC gathers tactical information from all across the battlefield for the immediate evaluation by the clone commander (and, often, a Jedi General).

The use of an FCC grants a +5 equipment bonus to Knowledge (tactics) checks, and troops directly under the command of an officer stationed at an FCC gain a +1 circumstance bonus on Initiative checks.

Medlifter Troop Transport

Designed by a variety of engineering companies to ferry wounded troops from the front lines to Republic Mobile Surgical Units, medlifters come in different styles and shapes. The most commonly used, the Ubrikkian Industries Model 300, carries up to four passengers in enclosed duraplast "cocoons," tended by a field medic, whose job is to keep the wounded alive long enough to reach the operating room.

Medlifter Troop Transport CL 4
Huge air vehicle (airspeeder)
Init +6; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 15; +3 armor
hp 50; **DR** 5; **Threshold** 25

Speed fly 10 squares (max. velocity 800 km/h)
Fighting Space 3×3; **Cover** +5 (crew), none (passengers)
Base Atk +2; **Grp** +17

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +6, Perception +6, Pilot +6

Crew 2 (skilled); **Passengers** 4
Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 24,000 (5,100 used)

Republic Troop Transport

The lightly armored Republic Troop Transport, or RTT, is used primarily to deliver troops into neutralized landing zones—though it comes armed with anti-personnel laser cannons and missile launchers to clear light resistance and debris. They are usually employed during missions where stealth is a factor, or as backup transports while the more formidable LAATs are being refueled or reloaded.

A TRI-DROID ATTACKS CLONE TROOPERS AS THEY EMERGE FROM THEIR RTT.



Republic Troop Transport **CL 8**
Colossal air vehicle (airspeeder)
Init +0; **Senses** Perception +8

Defenses Ref 12 (flat-footed 10), Fort 22; +10 armor, Vehicular Combat
hp 120; **DR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 580 km/h)
Ranged laser cannons +10 (see below) and
missile launcher +8 (see below)
Fighting Space 6×6; **Cover** total
Base Atk +5; **Grp** +37
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 14, Con —, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 2 (expert); **Passengers** 12
Cargo 3 tons; **Consumables** 3 days; **Carried Craft** none
Payload 12 missiles
Availability Restricted; **Cost** 42,000 (10,200 used)

Laser Cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 4d10

Missile Launcher (gunner)
Atk +8, **Dmg** 6d6, 2-square splash

SELF-PROPELLED HEAVY ARTILLERY

Too heavy to be deployed via LAAT/c carriers, the ponderous Self-Propelled Heavy Artillery, or SPHA, must be delivered to the ground directly from *Acclamator*-class assault ships. Although among the slowest vehicles in the Grand Army's arsenal, the SPHA is also the most formidable, mounting a heavy starship-scale weapon capable of bringing down capital ships (provided they are still in the atmosphere) or leveling entire cities.

Defended from infantry assault by a dozen heavy repeating blaster cannons, the SPHA also includes a troop compartment that can hold three full squads of clone troopers. Fortunately, the range of the SPHA's primary weapon usually means that it is far enough away from the main battlefield that attacks by ground troops rarely present a problem.

The designation of SPHA is based on its primary gun: SPHA-T (turbolaser); SPHA-I (ion cannon); SPHA-V (antivehicle heavy laser); SPHA-C (concussion missile launcher); or SPHA-M (mass-driver cannon).

Self-Propelled Heavy Artillery **CL 16**
Colossal ground vehicle (walker)
Init –2; **Senses** Perception –8

Defenses Ref 15 (flat-footed 15), Fort 32; +15 armor, Vehicular Combat
hp 360; **DR** 20; **Threshold** 82

Speed 4 squares (max. velocity 35 km/h)
Ranged heavy turbolaser +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy ion cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy laser cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or



SPHA-T

Ranged heavy missile launcher +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy mass-driver cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below)
Fighting Space 12×12; **Cover** total
Base Atk +5; **Grp** +47
Atk Options autofire (heavy repeating blaster cannons)

Abilities Str 54, Dex 10, Con —, Int 14
Skills Initiative −2, Perception +8, Pilot −2

Crew 25 (expert); **Passengers** 30
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Payload 48 concussion missiles (SPHA-C only)
Availability Military; **Cost** not available for sale

SPHA-T: Heavy Turbolaser (gunner)
Atk +7, **Dmg** 7d10×5

SPHA-I: Heavy Ion Cannon (gunner)
Atk +7, **Dmg** 3d10×5 ion

SPHA-V: Heavy Laser Cannon (gunner)
Atk +7, **Dmg** 5d10×2

SPHA-C: Heavy Missile Launcher (gunner)
Atk +7, **Dmg** 9d10×5

SPHA-M: Mass-Driver Cannon (gunner)
Atk +7, **Dmg** 7d10×2

All: Heavy Repeating Blaster Cannons (gunners)
Atk +2 (autofire only), **Dmg** 3d10

TX-130 Saber-Class Fighter Tank

The TX-130 *Saber*-class fighter tank was meant to serve as a counter to the Trade Federation's versatile AATs, but without the inherent "lowest-bidder" design flaws. Often piloted by Jedi in the field, the TX-130 is small enough to provide enemies with a difficult target while simultaneously being armed well enough that it can launch a devastating counterattack—and quickly get back out of range again.

Although the TX-130 includes a compartment designed to carry an R2 unit, astromech droids are generally considered more valuable as starfighter support; most crews use the extra space as additional cargo storage.

A later variation added a top-mounted turret fitted with a composite beam cannon.

TX-130T Saber-class Fighter Tank **CL 7**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **SR** 5; **Threshold** 31

Speed 8 squares (max. velocity 200 km/h)
Ranged laser cannons +3 (see below) and
twin laser cannons +1 (see below) and
missile launcher +1 (see below) or
Ranged laser cannons +1 (see below) and
twin laser cannons +1 (see below) and
missile launcher +1 (see below) or
composite beam cannon +1 (see below)
Fighting Space 3×3; **Cover** total (crew), +5 (astromech droid)
Base Atk +0; **Grp** +21

Abilities Str 33, Dex 18, Con —, Int 14
Skills Initiative +7, Mechanics +5 (+12*), Perception +5, Pilot +7,
Use Computer +5 (+12*)
Crew 3 plus optional astromech droid (normal); **Passengers** 2
Cargo 750 kg; **Consumables** 1 day; **Carried Craft** none
Payload 16 missiles
Availability Military; **Cost** not available for sale
* *If the tank has the optional astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +3, **Dmg** 5d10×2

Twin Medium Laser Cannons (copilot)
Atk +1 (−4 autofire), **Dmg** 5d10

Missile Launcher (copilot/gunner)
Atk +1, **Dmg** 8d6, 4-square splash

Composite Beam Cannon (gunner)
Atk +1, **Dmg** 8d10

Unstable Terrain Artillery Transport (UT-AT)

Notoriously slow and vulnerable, the Unstable Terrain Artillery Transport, or UT-AT—known by the troops as the "Trident" because of its weapon configuration—is a heavy repulsorlift tank built by Kuat Drive Yards and the Mekuun Corporation to make up for the design shortfalls of walkers such as the AT-TE. Equipped with banks of repulsorlift "skis" that redistribute the vehicle's weight based on the terrain, the UT-AT is ungainly in combat and requires an additional full round of all-out movement to reach its top speed of 45 kilometers per hour. However, the repulsorlifts can be reconfigured for traction (rather than repulsion), allowing the UT-AT to scale sheer surfaces.

The UT-AT's bomblet generator allows the pilot to shunt some of the reactor engine's energy to an ion converter, unleashing virtual storms of ion "grenades" with the range of a grenade launcher. However, diverting the energy to the bomblet generator drains a great deal of energy; the UT-AT must come to a complete stop for a full round before firing the ion bomblets.

The interior of the UT-AT can be configured either for clone troopers (half a platoon) or materiel, such as bridge-laying equipment.

Unstable Terrain Artillery Transport **CL 6**
Colossal ground vehicle (speeder)
Init –2; **Senses** Perception +8

Defenses Ref 10 (flat-footed 8), Fort 19; +10 armor, Vehicular Combat
hp 200; **DR** 15; **Threshold** 69

Speed 4 squares (max. velocity 45 km/h), climb 2 squares
Ranged heavy laser cannon +8 (see below) and
2 medium laser cannons +6 (see below) and
4 heavy repeating blasters +1 (see below) or
Ranged bomblet generator +8 (see below) and
2 medium laser cannons +6 (see below) and
4 heavy repeating blasters +1 (see below) or
Fighting Space 8×12; **Cover** total
Base Atk +5; **Grp** +34
Atk Options autofire (heavy repeating blasters)

Abilities Str 28, Dex 10, Con —, Int 12
Skills Initiative –2, Mechanics +8, Perception +8, Pilot –2

Crew 6 (expert); **Passengers** 20
Cargo 26 tons; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Heavy Laser Cannon (pilot)
Atk +8, **Dmg** 6d10×2, 2-square splash

Medium Laser Cannons (gunners)
Atk +6, **Dmg** 4d10×2

Heavy Repeating Blasters (gunners)
Atk +1 (autofire only), **Dmg** 3d10

Bomblet Generators (pilot)
Atk +6, **Dmg** 4d6 ion

Republic Starships

Industrial titans such as the Corellian Engineering Corporation turn out record numbers of military starships, keeping assembly lines running night and day to produce components and replacement parts.

Consular-class Cruiser (Modified)

At the start of the Clone Wars, when starships and other weapons of war are still in short supply, Supreme Chancellor Palpatine issues an order that thousands of government vessels be converted into warships for use against the Separatist fleet. At this time, much of the Republic's fleet of *Consular*-class cruisers receive a retrofit (known as the Charger c70 retrofit) to improve their combat capability. Many battle groups in the Republic Navy use retrofitted *Consular*-class cruisers to supplement their larger capital ships and provide a much-needed step between starfighters and the *Acclamator*-class and *Venator*-class ships.

Consular-class Cruiser (Charger c70 Retrofit) **CL 16**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 18 (flat-footed 14), Fort 36; +14 armor
hp 960; **DR** 15; **SR** 120; **Threshold** 139

Speed fly 3 squares (starship scale)
Ranged 2 light turbolaser cannon batteries +8* (see below) and
2 point-defense medium laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 8 (skilled); **Passengers** 20 (troops)
Cargo 6,000 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x1.5, advanced navicomputer
Availability Military; **Cost** 1,650,000 (700,000 used)
* *Apply a –20 on attacks against targets smaller than Colossal in size.*

Light Turbolaser Cannon Battery (3 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** 3d10×5

Point-Defense Medium Laser Cannon (gunner)
Atk +4, **Dmg** 4d10×2

KAPPA-CLASS SHUTTLE

Decades before the Clone Wars, Republic Sienar Systems designs the *Kappa*-class shuttle to serve as a troop transport for local militias and planetary defense forces. Equipped with two blaster cannons for space combat and two heavy repeating blaster cannons to provide covering fire for disembarking troops, the *Kappa* is meant to drop into hot landing zones, offload a platoon of troops and their support vehicles, then lift off again within half a minute.

The troop cabin can be reconfigured for a variety of payloads, including extra vehicles, cargo, munitions, or as many as two more squads of troopers.

Kappa-class Shuttle **CL 11**
Colossal space transport
Init +0; **Senses** Perception +8

Defenses Ref 16 (flat-footed 14), Fort 26; +14 armor, Vehicular Combat
hp 130; **DR** 15; **SR** 25; **Threshold** 76

Speed fly 12 squares (max. velocity 820 km/h), fly 4 squares (starship scale)
Ranged double blaster cannons +7 (starship scale; see below) and 2 heavy repeating blaster cannons +2 (character scale; see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +41
Atk Options autofire (heavy repeating blaster cannons)

Abilities Str 43, Dex 14, Con —, Int 15
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 4 (expert); **Passengers** 40
Cargo 50 tons; **Consumables** 1 month; **Carried Craft** 2 AT-RT walkers or 2 ISP platforms
Hyperdrive ×2 (×18 backup), nav computer
Availability Military; **Cost** not available for sale

Double Blaster Cannons (co-pilot)
Atk +7, **Dmg** 5d10×2

Heavy Repeating Blaster Cannons (gunners)
Atk +2 (autofire only), **Dmg** 3d10

MEDSTAR-CLASS FRIGATE

The exigencies of the war quickly pushed the Republic's fleet of *MedStar*-class frigates into service as mobile hospitals, where patients stabilized on the battlefield could receive all necessary care to restore them to fighting condition.

Though outfitted for defense, *MedStar*-class frigates are not well-suited for combat, and, if they are entering a hostile zone, are usually accompanied by a small number of battle-ready frigates. However, once on station, they are generally fairly safe from attack. Only the most ruthless Separatist captain would think of firing on a hospital ship.

MedStar-class Frigate **CL 15**
Colossal (frigate) capital ship
Init −3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 12), Fort 34; +12 armor, Vehicular Combat
hp 680; **DR** 15; **SR** 100; **Threshold** 134

Speed fly 2 squares (starship scale)
Ranged 1 turbolaser battery +13 (see below)
Ranged 2 point-defenses laser cannon batteries +13 (see below)
Ranged tractor beam +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (point-defenses laser cannon batteries)

Abilities Str 59, Dex 12, Con —, Int 16
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 440 (skilled); **Passengers** 655
Cargo 4,800 tons; **Consumables** 3 years; **Carried Craft** up to 12 Colossal vessels
Hyperdrive ×1 (×10 backup)
Availability Licensed; **Cost** 4,875,000 (2,550,000 used)

Turbolaser Battery (5 gunners)
Atk +13, **Dmg** 4d10×5

Point-Defenses Laser Cannon Batteries (5 gunners)
Atk +13 (+8 autofire), **Dmg** 2d10×2

Tractor Beam (pilot/copilot/gunner)
Atk +5, **Dmg** — (grapple +51)

Nu-class Attack Shuttle

Designed to supplement, but not replace, the LAAT/i transport vehicles, the *Nu*-class attack shuttle from Cygnus Spaceworks combines much of the design aesthetic of the LAAT/i with contemporary shuttle design. The end result is a starship that functions as both a troop transport and an infantry support vehicle. Capable of undertaking longer-range missions than the LAAT/i and faster as well, the *Nu*-class attack shuttle has thicker armor and heavier shielding than atmospheric vessels, allowing it to survive passage through ship-to-ship engagements and still deliver its cargo—whether materiel or troops—into a war zone. Many *Nu*-class attack shuttles also serve as the personal transports for Republic military commanders (such as the Jedi generals) during the Clone Wars, ferrying them from capital ships to planetary battlefields quickly and safely.

Nu-class Attack Shuttle **CL 12**
Colossal space transport
Init +2; **Senses** Perception +8

Defenses Ref 17 (flat-footed 14), Fort 25; +14 armor
hp 110; **DR** 15; **SR** 30; **Threshold** 25

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +9 (see below) and double light laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +40
Atk Options autofire (double light laser cannons)

Abilities Str 40, Dex 18, Con —, Int 14
Skills Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use Computer +8

Crew 2 (expert); **Passengers** 30
Cargo 2 tons; **Consumables** 2 days; **Carried** Craft none
Availability Military; **Cost** 85,000 (50,000 used)

Medium Laser Cannons (pilot)
Atk +9, **Dmg** 4d10×2

Double Light Laser Cannons (copilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2

HYENA-CLASS BOMBERS ATTACK A PELTA-CLASS MEDICAL FRIGATE.



Pelta-class Medical Frigate

The *Pelta*-class frigate from Kuat Drive Yards is one of the newest vessels in the Republic Fleet. Boasting a design that allows the ship to alter its shape to fit its role, the *Pelta*-class frigate has two large auxiliary "wings" that can fold back into the ship to present a smaller profile at the expense of interior space. A multipurpose frigate produced with modular interiors, the *Pelta*-class frigate can be retrofitted in a matter of hours simply by removing one interior module and inserting another. Though this process must be performed at a shipyard or other facility capable of servicing the ship, this feature allows battle groups to alter their role in a matter of days rather than weeks or months.

The *Pelta*-class frigate often serves alongside the *MedStar*-class frigate as a medical vessel, giving the *Pelta*-class ships the reputation of being medical frigates despite their multipurpose role.

***Pelta*-class Medical Frigate** **CL 16**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 35; +11 armor
hp 760; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 light turbolaser batteries +17 (see below) and 3 point-defense light laser cannon battery +17 (see below) and tractor beam battery +11 (see below)

Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Atk Options if any

Abilities Str 60, Dex 14, Con —, Int 20
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 900 (skilled); **Passengers** 300 (troops)
Cargo 275 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x2 (backup x16)
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light Turbolaser Battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5

Point-Defense Light Laser Cannon Battery (6 gunners)
Atk +17 (+12 autofire), **Dmg** 4d10×2

Tractor Beam Battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grapple +47)

Koensayr BTL-S1 Y-wing

The first iteration of the starfighter that will continue to serve a military function for decades to come, the Koensayr BTL-S1 Y-wing starfighter is the multipurpose predecessor to the Y-wing fighter used by the Rebel Alliance at the Battle of Yavin. The BTL-S1 is aesthetically and functionally similar to later models, though a few major differences are noticeable on first glance. The most obvious difference can be seen in the copilot's placement in the ship; the copilot sits in a gunnery bubble behind the pilot, which swivels to provide the copilot with a greater angle of fire for the ship's ion cannons.

Koensayr BTL-S1 Y-wing **CL 10**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 25; +7 armor
hp 110; **DR** 100; **SR** 10; **Threshold** 45

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +7 (see below) and double light ion cannons +5 (see below) or
Ranged medium laser cannons +7 (see below) and proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +1; **Grp** +32
Atk Options autofire (double light ion cannons)

Abilities Str 40, Dex 16, Con —, Int 16
Skills Initiative +3, Mechanics +6 (+13*), Perception +6, Pilot +3, Use Computer +6 (+13*)

Crew 2 plus astromech droid (skilled); Passengers none
Cargo 130 kg; **Consumables** 1 week; **Carried Craft** none
Payload 10 proton torpedoes
Hyperdrive x2, 10-jump memory (astromech droid)
Availability Military; **Cost** 127,000 (63,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Medium Laser Cannons (pilot)
Atk +7, **Dmg** 4d10×2

Double Light Ion Cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2 ion

Proton Torpedoes (gunner)
Atk +5, **Dmg** 9d10×2, 4-square splash



A Y-WING PURSUES A *DROCH*-CLASS BOARDING SHIP.

Chapter XI
The Confederacy





Although the Republic prides itself on being the known galaxy's bright center of civilization, it is, like all too many civilizations, beset by corruption and internal conflict. The erosion of principles and the failure of policy creates a divide between wealthy worlds and the poor worlds, between the influential and the ignored, between those who *have* and those who *want*.

Too many Republic Senators succumb to the vices that are eroding the institution for which they stand. With so many morally bankrupt politicians, and so many more becoming corrupted by their post, the Senate becomes too weak and too greedy to do what is right. Whole systems suffer because their representatives face an insurmountable wall of apathy, or because their representatives are too busy lining their pockets to care. Senators who take a stand against the corruption—who risk their careers to fight inequality—quickly learn that the rest of the Senate has no use for them. And so they turn to new leadership.

Influential outsiders such as Count Dooku convince frustrated Senators to abandon the Republic to join the Separatist movement, taking their worlds and systems with them. These Senators are easily convinced that the Republic is a lost cause. Drawn together by their idealism and cynicism, they forge an alliance apart from the Republic, devoted to restoring equality and ending strife on their respective worlds.

Dooku's words stir the hearts of many, though he thinks of himself as merely an advisor rather than a leader. When the "Confederacy of Independent Systems" swells to over a thousand member worlds, Count Dooku reveals that he had once been a Jedi—and had left the Jedi Order for many of the same reasons that the Separatists had left the Republic. The fact that a Jedi Master is just as disillusioned with the Republic as they are lends the Separatists a great deal more conviction, and gives them the final bit of encouragement they need to challenge the Republic militarily as well as politically.

The constituent members of the Confederacy of Independent Systems have no clue that Count Dooku has become Darth Tyranus, the new ally and apprentice of Darth Sidious. Sidious casts the Republic loyalists and the Separatists into war with the foreknowledge that neither side will survive the conflict intact—that both the Republic and the Confederacy of Independent Systems are to be sacrificed for the creation of a new Galactic Empire.

Organization

Over ten thousand systems flock to the Separatist cause, even if not all of them commit to joining the Confederacy of Independent Systems. When they first unite around a common need to defend themselves against pirates and raiders (such as the Nebula Front), they share technology for building private armies for self-defense. When the Republic refuses to provide any real assistance, the Separatists begin to evolve from a group of malcontents with similar goals to a full-blown political movement with views and expectations radically different from those of their parent organization—and combined forces numbering in the quadrillions.

The Commerce Factions

The Confederacy of Independent Systems has a strong core membership consisting of several associated commercial organizations: the greedy Trade Federation, the bureaucratic Commerce Guild, the ambitious Corporate Alliance, the enigmatic Techno Union, the opportunistic InterGalactic Banking Clan, the hivelike labor pool of Geonosian Industries, and the galaxy-spanning Retail Caucus. Each has reasons for supporting separation from the Republic, which, cumulatively, provide the Confederacy with the resources it needs to form a political body strong enough to secede. They all know that supporting the Separatist movement is an end to their lucrative relations with the Republic; they have all weighed the risks and decided that following Count Dooku is the best strategy for optimizing their profits.

The level of support among the commerce factions for the Separatists is mixed, however. Each has its own reasons for joining—and its own price.

The Retail Caucus

The Retail Caucus is a conglomerate of hundreds of corporations that specialize in commercial goods created for public consumption. Before the outbreak of the Clone Wars, the Retail Caucus is largely a financial institution, managing the money and investments of its component companies, which specialize in the creation and distribution of consumer goods. Prior to the Battle of Naboo, the Retail Caucus has very little in the way of military resources, relying on the Trade Federation to ship and protect its goods.

Count Dooku first approaches the Retail Caucus primarily for financial backing. Seeing a chance to make an investment that could pay off in the future, the Retail Caucus fronts the credits to fund dozens of clandestine battle droid and starship manufacturing plants across the galaxy. In exchange, the Retail Caucus receives 10% of all of the military materiel produced by these manufacturing facilities, resulting in a new military power almost overnight.

The Trade Federation

The Trade Federation, under the leadership of Viceroy Nute Gunray, feels cheated by the backlash over its occupation of Naboo—which was, technically speaking, perfectly legal—and they are awaiting an opportunity to recoup some of their considerable losses from the reparations they were forced to pay to the Naboo and the Gungans.

The Commerce Guild

The Commerce Guild comes to the Confederacy in secret. As the most influential commodities broker in the Republic, it knows all too well that too much pressure here or there can severely unbalance the market, costing hundreds of trillions of credits. But after a few of the more cagey prospective members of the Confederacy die in convenient accidents, Commerce Guild President Shu Mai—a Gossam, from the world of Castell—decides that she can play both sides of the conflict without arousing the ire of either; both the Republic and the Confederacy need ore and minerals and bulk produce, particularly in wartime.

The Corporate Alliance

The Corporate Alliance—the organization in charge of regulating sales and distribution throughout the galaxy—knows all along that the Republic will not miss them if they leave; there will always be someone else more than eager to fill their seats in the Senate. But its Magistrate, Passel Argente, is a Koorivar—a species driven from its adopted homeworld by a Republic resolution that ceded the planet to another species over two thousand years before the Battle of Naboo. The Koorivars have never forgiven the Republic for the grievous injury, so Magistrate Argente feels no compunctions whatsoever about joining the Separatist movement, pledging the Corporate Alliance wholeheartedly to the Confederacy of Independent Systems.

The Techno Union

The galaxy's foremost developer of emerging technologies, including advanced engineering and microelectronics, the Techno Union is strongly devoted to the Separatist agenda. Represented by Wat Tambor, a Skakoan, the Techno Union incorporates Haor Chall Engineering, Republic Sienar Systems, Kuat Systems Engineering, and TaggeCo, among others. The combined technological acumen of these cutting-edge corporations is unparalleled in the Republic—though many of the Techno Union's best and brightest chose not to commit to the Confederacy, including BlasTech Industries and the Corellian Engineering Corporation.

The InterGalactic Banking Clan

Based on Muunilinst, the InterGalactic Banking Clan supports the Confederacy of Independent Systems—but not exclusively. The enigmatic Chairman of the IGBC, San Hill, feels that denying the Republic the services provided by the InterGalactic Banking Clan—the administration of loans and interest rates, and the regulation of investment market prices—will only put the Republic in a position where it has no choice but to fight until the bitter end. If allowed to view the independent systems as friendly competitors, rather than enemies, the Republic will be much more willing to concede the war and let those systems secede, in order to preserve its own financial stability.

Geonosian Industries

The Geonosians have always felt slighted by the Republic's refusal to accept the supremacy of their queen—despite most humanoids' lack of wings (a clear sign that the galaxy's other species are of inferior castes). The Geonosians' archduke, Poggle the Lesser, is impressed by Count Dooku's deference toward the Geonosian queen caste, so he pledges every last one of his species' underground factories to the Separatist cause and offers his homeworld as a meeting place for the other trade faction representatives.

"THERE WILL COME A TIME WHEN THAT CULT OF GREED, CALLED THE REPUBLIC, WILL LOSE EVEN THE PRETEXT OF DEMOCRACY AND FREEDOM."

- COUNT DOOKU

The Sith

At the top of the Separatist hierarchy—and kept carefully hidden from both sides—are the Sith: Darth Tyranus and his dark master, Darth Sidious. Under Darth Sidious's sinister tutelage, Darth Tyranus (Count Dooku) spends ten years manipulating a minor political movement into a full-blown secessionist front while Sidious maneuvers the Republic loyalists into declaring all-out war.

Darth Sidious adheres to a tradition of secrecy imposed by the Sith a thousand years before, working his evil schemes through intermediaries and dupes while remaining hidden in the shadows. His organization includes politicians and anarchists, crime lords and corrupt law enforcement, schemers and dreamers, the wealthy and the impoverished—and, as the war draws to a close, the most powerful Jedi Knight alive: Anakin Skywalker.

Sidious recruits the disillusioned Count Dooku shortly after the Jedi Master leaves the Order over an ill-fated mission to the world of Galidraan. A suave and charismatic speaker, Dooku makes the ideal figurehead for the Separatists: a dynamic orator with a strong desire to see the Republic made to serve its most influential constituents, without all the inconvenient public safety rules and annoying trade regulations. Much of his own philosophy has formed the core of Separatist views, and it is little wonder that they flock to his side.

However, like all of Sidious's apprentices, Dooku is expendable. In fact, the Sith philosophy is for an apprentice to continually prove himself. If the apprentice does not survive, he can be replaced—often by whoever killed the apprentice. This is the case with Darth Tyranus—slain by the Jedi Anakin Skywalker, who soon replaces Dooku as Sidious's new apprentice, Darth Vader.

The Combined Confederacy

Initially, the Separatist forces are five independent armies working toward a common goal but without an overall strategy, or even a unified battle plan. The first several battle actions, including the Battle of Geonosis, are basically free-for-all engagements, won (or survived) merely because the Separatists have the advantage of greater numbers than their Grand Army opponents. In time, Count Dooku convinces the various factions to combine their military forces, enabling the Separatist Droid Army to team Trade Federation B1-Series battle droids with Commerce Guild homing spider droids, for example, or Techno Union octuptarra tri-droids with Corporate Alliance *Persuader*-class droid enforcers, making for a more effective and well-rounded Separatist military.

But Dooku recognizes early on that he is not the best general for such an army, and he recruits numerous tacticians, commanders, and, in some cases, particularly aggressive figureheads to lead the Separatist forces into battle: the Chiss general Sev'rance Tann, the Sith apprentice Asajj Ventress, and the brutish cyborg Durge. None of these, however, combine all the qualities needed to ensure victory for the Confederacy, until Dooku persuades the Kaleesh cyborg Grievous to take command. General Grievous turns the war around for the Separatists and slowly pushes the conflict right to Supreme Chancellor Palpatine's very doorstep, abducting Palpatine and nearly capturing Coruscant in the process.

The Separatist Droid Army

The Separatists' military consists of organic and droid forces from all five of the original signatory members of the Confederacy of Independent Systems—the Commerce Guild, the InterGalactic Banking Clan, the Corporate Alliance, the Techno Union, and the Trade Federation—and a number of other aligned systems and worlds as well. Organized at first into individual forces, they eventually combine under General Grievous's leadership into a single fighting force of extraordinary magnitude.

Separatist Ground Forces

At its inception, the Separatists' forces are divided into five major orders of battle, and numerous minor orders of battle: the Commerce Guild's "punitive security forces"; the Corporate Alliance's Policy Administration Directorate; the InterGalactic Banking Clan's Collections and Security Division; the Techno Union's droid army; the Trade Federation's droid army; and countless other security forces, law enforcement agencies, and private armies.

Under General Grievous, each of these orders was reorganized into more efficient armies, each with specific purposes for which different combinations of forces are required.

Commerce Guild Punitive Security Forces

The Commerce Guild employs a force of security personnel and battle droids whose major function is to keep the Commerce Guild's member worlds and systems in line. The organic personnel generally work separately from the droids, though most of the Commerce Guild's droid forces are commanded and maintained by Gossams.

The command structure of the Commerce Guild's organic forces follows a similar command structure to the Republic's special forces.

Squad (6 officers): A squad consists of six Gossam security officers (usually Gossam commandos), one of whom acts as a squad leader.

Troop (36 officers): A troop consists of six squads, including six squad leaders. They are generally led by a single Gossam with the title of security chief.

Division (216 officers plus support personnel): A company consists of 6 troops, led by six security chiefs and a division commander.

A CR-20 TROOP TRANSPORT DEFENDS ITSELF.



The Commerce Guild's droid forces are arranged by type of droid.

Advanced DSD Unit: This unit consists of one advanced dwarf spider droid and a support group of one squad of B1-Series or B2-Series battle droids.

Spelunker Probe Droid Unit: This unit includes five spelunker probe droids. Forces of up to 20 units are sometimes fielded to handle particularly tough targets.

Dwarf Spider Droid Unit: Dwarf spider droids usually operate in groups of four, or in forces of 2–5 units.

Heavy Dwarf Spider Droid Unit: Heavy dwarf spider droids usually operate in groups of four, or in forces of 2–5 units.

OG-9 Homing Spider Droid Unit: OG-9 homing spider droids are almost always fielded singly, though usually with an escort of four DSD1 dwarf spider droids (which also act as spotters).

Corporate Alliance Policy Administration Directorate

The Corporate Alliance maintains a small security force, the Koorivar Fusiliers, whose job is primarily to guard Alliance facilities against sabotage and industrial espionage. Like the Commerce Guild, though, they also have a sizeable force of droids, composed entirely of their devastating *Persuader*-class droid enforcers.

The Koorivar Fusiliers have a command structure similar to the Grand Army's, though not quite as extensive. Much of the Fusiliers' armed might relies on artillery emplacements, which are always crewed by two fusilier engineers and a crew leader.

Squad (12 fusiliers): The Fusilier's smallest group is the squad, led by a sergeant.

Platoon (36 fusiliers): A platoon consists of 3 squads, led by a lieutenant.

Company (108 fusiliers plus support personnel): A company consists of 3 platoons, led by a captain.

Battalion (324 fusiliers plus support personnel): A battalion consists of 3 companies, led by a colonel.

Regiment (972 fusiliers plus support personnel): A regiment consists of 3 battalions, led by a general.

The Corporate Alliance's droid units consist entirely of squads of 2–4 NR-N99 *Persuader*-class droid enforcers.

Geonosian Hive Army

While the Geonosians lack a formal military, their warrior caste is usually sufficient to deal with most criminal or security issues. As part of a hive society, the warrior caste is tightly organized under individual members of the queen caste, and require no further command structure: A Geonosian warrior serves his queen and takes orders from no one else (though Archduke Poggle has considerable influence over his queen, and can usually expect his requests to be commuted into orders by the queen within moments).

In battle, Geonosian warriors simply throw themselves at opponents in whatever numbers they have at hand; they have no concept of squads, ranks, or orders of battle. An encounter with Geonosian troops might be with a handful of Geonosian regulars, a swarm of elite warriors, the reverse, or any combination in between.

InterGalactic Banking Clan Collections and Security Division

The IGBC's Collections and Security Division's primary purpose prior to the outset of the war is to collect overdue debts and provide security for IGBC facilities and the clan's officers. They are organized into two different groups: the organic Muun Guard and IG lancer combat droids, and the IG-100 MagnaGuard "elites." The Muun Guards and IG lancer combat droid units are structured exactly the same way, while IG-100 MagnaGuards are produced in such low numbers that they need no command structure; they merely follow the orders of their programmed masters.

Squad (9 soldiers): A squad consists of 9 soldiers (Muun guards or IG lancer combat droids). Either type of group is led by a Muun guard sergeant.

Troop (45 soldiers): A troop consists of 5 squads, coordinated under a Muun guard lieutenant.

Brigade (225 soldiers plus support personnel): A brigade consists of 5 troops and a section of 5 *Hailfire*-class tank droids, led by a Muun guard captain.

Division (1,125 soldiers plus support personnel): A group consists of 5 brigades, led by a Muun guard colonel.

Techno Union Droid Army

Shortly before joining the Separatist movement, the Techno Union restructures to more closely resemble the Trade Federation, in a successful effort to gain membership in the Galactic Senate. As a result, most of the organization of the Techno Union's armed forces is modeled after the Trade Federation's (see below), with minor differences based on the specific units available.

The chief differences lie in the types of units. While the main battle droid forces are virtually identical, the Techno Union utilizes a number of specialized droid types in its army.

LM-432 Crab Droid Unit (3 droids): A crab droid unit consists of 3 LM-432 assault crab droids of the same size.

Octuptarra Tri-Droid Unit (3 droids): An octuptarra tri-droid unit consists of 3 octuptarra combat tri-droids.

Tri-Droid Unit (3 droids): This unit consists of 3 tri-droids.

Spelunker Probe Droid Unit: This unit includes five spelunker probe droids. Forces of up to 12 units are sometimes fielded to handle particularly tough targets.

Trade Federation Droid Army

The Trade Federation creates its droid army initially for security purposes, but quickly puts it to use invading and occupying Naboo. Although they are ordered to disarm after their defeat by the combined Naboo-Gungan forces, the Trade Federation merely transfers most of its materiel to subsidiary corporations—only to transfer it back, years later, in time to pledge its droid forces to the Confederacy of Independent Systems.

The command structure of the Trade Federation's droid army is profoundly simple: Battle droids report to droid officers, and droid officers report to their organic commanders.

AAT Crew (4 droids): An AAT crew consists of 4 OOM-Series battle droids.

MTT Crew (4 droids): An MTT crew consists of 4 OOM-Series battle droids.

Troop Carrier Crew (2 droids): A troop carrier crew consists of 2 OOM-Series battle droids.

Squad (8 battle droids): A squad consists of seven battle droids. Because the droids are controlled by a remote processor, no squad leader is required.

Platoon (56 battle droids): A platoon consists of 7 squads.

Company (112 battle droids plus support droids): A company consists of 2 platoons transported on either an MTT or a troop carrier, under the direct command of a battle droid officer.

Battalion (784 battle droids plus support droids): A battalion consists of 7 troop carrier companies and a reinforced squadron of 24 AATs, under the direct command of a battle droid officer.

Vanguard (1,232 battle droids plus support droids): Intended for breaking through heavy defenses to deploy battle droids, a vanguard consists of 11 MTT companies and a squadron of 18 AATs, under the direct command of a battle droid officer.

Regiment (4,368 battle droids plus support droids): A regiment consists of 4 battalions and 1 vanguard, under the direct command of a battle droid officer. A regiment is the total force carried aboard a C-9979 landing craft.

Division (21,840 battle droids plus support droids): A division consists of a 5 regiments carried aboard a section of 5 C-9979 landing craft.

Corps (109,200 battle droids plus support droids): A corps consists of a 5 divisions carried aboard a squadron of 25 C-9979 landing craft.

Army (218,400 battle droids plus support droids): An army consists of 2 corps, the total surface force carried aboard a *Lucrehulk*-class battleship under the command of a Trade Federation ship's captain.

The Separatist Droid Army

Once combined, the individual elements of the commerce factions' military organizations form the mighty Separatist Droid Army: over a quadrillion droids in total (including the vast numbers of support droids necessary to keep such a large force operational), all of which are ultimately answerable to the cunning Kaleesh cyborg General Grievous. Reporting directly to Grievous are the various military leaders of the commerce factions, while the heads of the factions collectively act as an advisory council, with Count Dooku as their leader (much the way Supreme Chancellor Palpatine leads the Galactic Senate).

The Separatist Droid Army has no true order of battle due to the completely separate militaries that comprise it; instead, task forces are assembled as needed from available units. The genius of General Grievous is his ability to coordinate radically different force structures in a way that keeps the Republic off balance at the strategic level. Tactically, however, these incompatible command structures result in profound inefficiency and chain-of-command confusion, the result being that the Republic can usually outfight the Separatists even when badly outnumbered.

Army Command Structure

The Confederacy has a simple but effective command structure. Droid officers command droid troops, and organic officers command droid officers. The concept of individual ranks is largely wasted on Separatist droids, who are simply programmed to obey their officers. Even the organic troops often have no more official place in the rank structure than "foot soldier" or "squad leader."

Only those organics who are part of preexisting armed forces tend to have traditional ranks such as private, lieutenant, colonel, and so on. But all report to their respective superiors, and, eventually and ultimately, to General Grievous. Grievous, in turn, reports to Count Dooku, who does the bidding of Darth Sidious.

Separatist Naval Fleet

The Separatists have a sizeable armada of ships well before hostilities with the Galactic Republic begin—from the blockade fleet of the Trade Federation to the war fleet of the Commerce Guild. Unlike the ground forces, though, the Separatists' ships are crewed almost entirely by living beings—though maintenance and astromech droids are common, and the Neimoidians and Skakoans rely heavily on droid crews on all their ships.

The Separatist Admiralty

Like their ground forces, the Confederacy Navy begins as separate corporate fleets of the various commerce factions, only to be later combined under General Grievous. The organization changes little during the transition but grows in size.

The command structure of the Separatist admiralty consists of five groups.

Section (2–4 vessels, plus maintenance and support crew): The smallest group in the Separatist admiralty is the section, commanded by a captain.

Flight (4–16 vessels, plus maintenance and support crew): A flight consists of 2–4 sections, commanded by a commodore.

Squadron (12–64 vessels, plus maintenance and support crew): A squadron consists of 3–4 flights, led by a commodore.

Task Group (36–640 vessels, plus maintenance and support crew): A task group consists of 3–10 squadrons, led by a rear admiral.

Task Force (72–1,280 vessels, plus maintenance and support crew): A task force consists of 2 task groups, led by a vice admiral.

Fleet (200–4,000 vessels, plus maintenance and support crew): A fleet consists of 3 task groups, led by an admiral.

Admiralty: The Separatist Admiralty consists of hundreds of individual fleets, under the command of General Grievous.

Admiralty Command Structure

The admiralty's hierarchy is similar to the Separatist Droid Army's—gunnery crew, gunnery officers, communication and tactical officers, pilots (or pilot droids), navigational officers, bridge officers, ship captains, and group commanders. In addition, the command structure includes positions for multiple noncommand specialists: medical officers; deck officers; and fighter pilots—or, in many cases, droid starfighters. Officers in the Admiralty are organic, except for a small percentage of battle droid officers.

Personnel

The Separatists' droid army is vast, but its military includes great numbers of organic warriors as well. The Geonosians are among the Separatists' earliest and most fanatical followers, and Trandoshan mercenaries often work with the Confederacy (with unofficial encouragement from their leaders).

Geonosian Warrior

Geonosis's hive world produces millions of new warriors each year. These winged fighters are trained from the moment they hatch to obey the bidding of their queen. Though not particularly intelligent, they are fiercely loyal. Because the Geonosian warrior caste can fly, they tend to think in three dimensions—and because they sleep by clinging to walls, Geonosians make use of the high ceilings and uneven walls of their hive chambers to spring devastating ambushes.

Geonosian Warrior CL 1

Medium Geonosian nonheroic 3
Init +6; Senses low-light vision, Perception +1
Languages Basic, Geonosian

Defenses Ref 10 (flat-footed 10), Fort 10 (15 against radiation), Will 10
hp 10; Threshold 10

Speed 6 squares, fly 4 squares, climb 3 squares
Melee electro-staff +3 (2d6+2)
Ranged sonic blaster +2 (2d8 sonic1)
Base Atk +2; Grp +3

Abilities Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Feats Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Initiative +6, Stealth +6
Possessions electro-staff2 or sonic blaster

1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Geonosian Species Traits

Geonosians are members of an insectoid, hive-oriented species with a rigid caste system. Each has an exoskeleton, elongated limbs, and a long face. Warriors also have thin, semitransparent wings. Members of the worker caste are subject to brutal oppression by the warrior caste.

Geonosians have the following species traits:

Ability Modifiers: +2 Strength, –2 Intelligence, –2 Charisma.

Medium Size: As Medium creatures, Geonosians have no special bonuses or penalties due to their size.

Speed: 6 squares, fly 6 squares.

Radiation Resistance: Geonosians gain a +5 species bonus to their Fortitude Defense against radiation damage.

Low-Light Vision: Geonosians ignore concealment (but not total concealment) from darkness.

Languages: Basic, Geonosian.

Geonosian Elite Warrior

Elite warriors are assigned to guard sensitive areas of the Geonosian hives, such as the nurseries and the hidden chambers of the queen caste.

Geonosian Elite Warrior **CL 3**
Medium Geonosian nonheroic 3/soldier 2
Init +7; **Senses** low-light vision, Perception +2
Languages Basic, Geonosian

Defenses Ref 15 (flat-footed 15), Fort 15 (20 against radiation), Will 12; +4 armor
hp 26; **Threshold** 15

Speed 6 squares, fly 6 squares, climb 3 squares
Melee electro-staff +6 (2d6+5)
Ranged sonic blaster pistol +4 (2d6+1 sonic1, devastating 5)
Base Atk +4; **Grp** +6
Atk Options Devastating Attack (pistols)

Abilities Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Talents Devastating Attack (pistols)
Feats Armor Proficiency (light), Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +7, Stealth +7
Possessions electro-staff2 or sonic blaster pistol, warrior tunic (+4 armor; as combat jumpsuit)

1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Trandoshan Bounty Hunter

Trandoshans have hunted Wookiees for as long as anyone can remember, and many of their bounty hunters sign up with the Separatists as soon as the war starts, just for an excuse to legitimize slaughtering their ancient foes.

Trandoshan Bounty Hunter **CL 6**
Medium Trandoshan nonheroic 3/scout 4/bounty hunter 1
Force 4; **Dark Side** 5
Init +8; **Senses** darkvision, Perception +4
Languages Basic, Dosh

Defenses Ref 18 (flat-footed 18), Fort 18, Will 15; +4 armor, +1 natural
hp 47; **Threshold** 18

Speed 6 squares
Melee claw +7 (1d4+3) or
Melee bayonet +7 (1d8+4)
Ranged heavy blaster rifle +5 (3d10+2) or
Ranged heavy blaster rifle +3 (4d10+2) with Rapid Shot or
Ranged stun grenade launcher +5 (4d6+2 stun, 2-square burst) or
Base Atk +6; **Grp** +7
Atk Options autofire (heavy blaster rifle), Dastardly Strike, Rapid Shot
Special Actions Acute Senses, Keen Shot, Point Blank Shot

Abilities Str 13, Dex 8, Con 12, Int 10, Wis 11, Cha 10
Special Qualities limb regeneration, natural armor
Talents Acute Senses, Dastardly Strike, Keen Shot
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Skill Training (Survival), Toughness, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Survival +9
Possessions combat jumpsuit, heavy blaster rifle with mounted bayonet, grenade launcher, 4 stun grenades

Limb Regeneration—A Trandoshan regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

Trandoshan Mercenary

Those Trandoshans who embrace warfare—rather than slaving—as their profession often rise to the top of their trade: Being able to regenerate lost limbs in a matter of days is a huge advantage over most soldiers-of-fortune. Their relative invulnerability makes them overconfident, though, and Trandoshan mercenaries often pile on the heaviest armor they can afford, strap on the biggest, most lethal weapons they can find, and wade into battle as though nothing can stop them. Fortunately for them, and unfortunately for the Grand Army of the Republic, they are often correct.

Trandoshan Mercenary **CL 12**
Medium Trandoshan soldier 7/elite trooper 5
Destiny 2; **Force** 6; **Dark Side** 8
Init +11; **Senses** low-light, Perception +9
Languages Basic, Dosh

Defenses Ref 31 (flat-footed 30), Fort 31, Will 23; +5 armor, +1 natural
hp 131; **DR** 2; **Threshold** 36

Speed 4 squares
Melee claw +14 (1d6+8)
Ranged heavy blaster rifle +10 (3d10+8, devastating 5) with autofire or
Ranged heavy blaster rifle +10 (5d10+8, devastating 5) with Burst Fire or
Ranged heavy blaster rifle +5/+5 (3d10+8, devastating 5) with Double Attack and autofire or
Ranged heavy blaster rifle +5/+5 (5d10+8, devastating 5) with Double Attack and Burst Fire or
Base Atk +12; **Grp** +14

Atk Options autofire, Burst Fire, Devastating Attack (heavy weapons), Rapid Shot
Special Actions delay damage, Charging Fire, Point Blank Shot

Abilities Str 15, Dex 11, Con 14, Int 11, Wis 12, Cha 10
Special Qualities limb regeneration
Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Improved Armored Defense, Indomitable, Multiattack Proficiency (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Charging Fire, Double Attack, Improved Damage Threshold, Martial Arts I, Point Blank Shot, Toughness, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +11, Knowledge (tactics) +11
Possessions heavy battle armor, heavy blaster rifle, helmet package

Limb Regeneration—A Trandoshan regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

Influential Figures

In every war, battles are decided by the actions of a few brave individuals. But those battles are not fought except at the bidding of the army's commanders—and, above them, their civilian leadership. For the Republic, this means the Jedi and the Senate. For the Separatists, the leadership comes down to a handful of individuals: the Dark Jedi Asajj Ventress, the mad cyborg Durge, the merciless tactician General Grievous, and, above them, the charismatic Count Dooku. But even Dooku answers to an even higher authority: the Sith Lord Darth Sidious.

Unlike the Jedi who lead the Grand Army of the Republic, the Separatist commanders fight the war with vengeance in their hearts; each has a reason to hate the enemy, and, in at least two cases, a bloodlust that almost makes them more effective assassins than commanders. Although Grievous sees the war as a tactical equation to be solved, Ventress and Durge see it as an opportunity to settle old scores; for them, the war cannot go on long enough.

For Count Dooku, the end of the war means the end of his charade with his Sith Master. When the war is over, there will no longer be a need to pretend that Darth Sidious and Supreme Chancellor Palpatine are two different people—neither of whom are otherwise necessary to the Confederacy of Independent Systems. Dooku can dispatch Sidious and become the new Sith Master . . . and the ruler of the new Sith Empire.

Count Dooku and Whorm Loathsom



Count Dooku, Separatist Leader and Sith Lord

Count Dooku is the enigmatic and compelling leader of the Separatists, a former Jedi Master who broke with the Jedi Order. He is also Darth Tyranus, the new apprentice of the Sith Lord Darth Sidious. Powerful, skilled, and charismatic, Dooku leads the secessionists, slowly gathering them together into a Confederacy of Independent Systems. A natural leader of uncommon vision, Count Dooku has enticed thousands of worlds away from the Republic with his dream of reshaping the galaxy, of wiping away the greed and the bureaucracy and the inequities that come with them. Of all the Separatists, Dooku alone is the best suited for the task of forging a true and lasting political system—for of all the Separatists, Dooku alone knows the will of the Force and how it can guide the Separatists to a new age of peace and prosperity.

But Dooku has fallen under the sway of the dark side, and, sadly, cannot see how it clouds his judgment. As a Jedi Master, Dooku is assigned to lead a mission to Galidraan, to repel an invasion by Mandalorians—among them, Jango Fett—but his forces are only hastily assembled, and he loses over half of the Jedi assigned to him. Only later does Dooku learn that he had been manipulated; Galidraan's governor had actually hired the Mandalorians for another job, wanting the Jedi to get rid of them when they became inconvenient. Anyone but a Jedi might have been enraged by this betrayal, but Dooku is more disappointed in how the Jedi Order had become dupes for

the Galactic Republic. Upon hearing the news that his former apprentice, Komari Vosa, has been killed while on a similarly pointless mission, Dooku resigns from the Jedi Order.

Soon after his departure, though, Count Dooku is visited by the Dark Lord of the Sith, Darth Sidious. The loss of Sith Lord's former apprentice, Darth Maul, motivates Sidious to seek out a new apprentice, a convert who already has the training he needs—and who can be turned to the dark side. Dooku fits the bill perfectly, a fully trained Jedi Master with radical philosophies on galactic politics. Dooku is disenchanted with the Jedi way just enough to hear what the Sith Lord has to say rather than immediately attack him or notify the Jedi High Council. Sidious's words are compelling; he, too, believes that the Republic is rapidly being crushed under its own weight, and that a new order is desperately needed. But he, Sidious, cannot adequately effect change without attracting the attention of the Jedi. Furthermore, the last thing the Sith Lord can afford at this point is to be exposed; his plans to rescue the Republic from itself depend on his own anonymity.

The need for secrecy severely hinders Sidious. He needs someone who can openly talk to the right people, to arrange meetings between them, and to serve as the public voice for the secessionist movement he proposes. In exchange for Dooku becoming that person, Sidious agrees teach the former Jedi Master about the dark side of the Force and how Dooku can use it to bring about the positive changes they both envision for the galaxy.

So, yet again, Dooku chooses his destiny. But in doing so, he has truly sealed his fate.

Count Dooku **CL 18**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 4/Sith Lord 2
Destiny 3; **Force** 7, Strong in the Force; **Dark Side** 14
Init +16; **Senses** Use the Force +17
Languages Basic, Geonosian, Shyriiwook

Defenses Ref 33 (flat-footed 31), Fort 32, Will 33; Block
hp 141; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee lightsaber +22 (2d8+9) or
Melee lightsaber +20 (3d8+9) with Rapid Strike
Melee lightsaber +19/+19 (2d8+9) with Double Attack or
Melee lightsaber +17/+17 (3d8+9) with Double Attack and Rapid Strike or
Melee lightsaber +14/+14/+14 (2d8+9) with Triple Attack or
Melee lightsaber +12/+12/+12 (3d8+9) with Triple Attack and Rapid Strike
Base Atk +18; **Grp** +20
Atk Options Double Attack, Improved Disarm, **Melee** Defense, Rapid Strike, Triple Attack
Special Actions Lightsaber **Defenses** +3 (Makashi), serenity, temptation
Force Powers Known (Use the Force +17): *Force grip, Force lightning, Force slam, Force thrust, mind trick, move object*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Force Power Mastery, Improved Move Light Object

Abilities Str 11, Dex 14, Con 13, Int 15, Wis 14, Cha 16
Special Qualities temptation
Talents Adept Negotiator, Block, Force Deception, Force Perception, Force Persuasion, Lightsaber Defense, Makashi, Multiattack Proficiency (lightsabers), Severing Strike, Telekinetic Savant
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Rapid Strike, Strong in the Force, Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +16, Use the Force +17
Possessions lightsaber (self-built)

Asajj Ventress, Dark Jedi

Although the Sith tradition prevents Count Dooku from taking on an apprentice, he does train several acolytes in the Sith arts, including a bitter young former Jedi named Asajj Ventress. Ventress was trained on her homeworld of Rattatak by a Jedi Knight named Ky Narec, and she knows little of the Jedi Order. When Ky Narec is killed, Ventress is unable to control her anger, vowing vengeance not only on the warlords whose squabbles caused Ky Narec's death but also on the Jedi Order for not sending anyone to help.

As the years pass, Asajj Ventress becomes increasingly embittered toward the Jedi. She tries her hand at bounty hunting for a while, hoping to pit her skills against Jedi targets, but never has the opportunity. During this time, Asajj Ventress learns of the Sith and concludes that, since she cannot join the ranks of the hated Jedi, she will become their greatest enemy. However, it is not until she meets Count Dooku in the battle arena known as the Cauldron that she learns what a Sith truly is.

After proving herself worthy by defeating over a dozen opponents in the Cauldron, Asajj Ventress presents herself to Dooku, who awards her a pair of curve-hilted lightsabers (formerly belonging to Komari Vosa) and gives her an assignment to kill Anakin Skywalker. Although she fails, Ventress proves to be a resourceful and vicious assassin, carrying out numerous missions on Dooku's behalf. She clashes repeatedly with both Anakin Skywalker and his master Obi-Wan Kenobi, but despite capturing Kenobi at one point, she is unable to kill either Jedi.

ASAJJ VENTRESS



Shortly before the end of the Clone Wars, Skywalker and Kenobi defeat Asajj Ventress, and Kenobi believes that they have purged the hatred from her, redeeming her from the dark side. Assuming her dead, the Jedi send her body back to Coruscant aboard a medical shuttle. However, the shuttle vanishes en route, and, despite a rumor that she fights in the Second Battle of Xagobah, she has not been seen since.

Asajj Ventress **CL 13**
Medium Rattataki (near-Human) Jedi 5/scout 4/Sith apprentice 4
Destiny 2; **Force** 7; **Dark Side** 13
Init +14; **Senses** Perception +7
Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 26, Will 26; Block, Elusive Target
hp 105; **Threshold** 26

Speed 6 squares
Melee lightsaber +15 (2d8+7) or
Melee lightsaber +15 (2d8+7) and lightsaber +15 (2d8+7)
Base Atk +12; **Grp** +15
Atk Options Acrobatic Strike, Dark Scourge, Running Attack
Special Actions Dark Healing, Power of the Dark Side
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force slam, move object*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 14
Talents Block, Dark Healing, Dark Scourge, Elusive Target, Improved Stealth, Lightsaber Defense, Power of the Dark Side
Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Running Attack, Skill Training (Pilot, Stealth), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Pilot +14, Stealth +14, Use the Force +13
Possessions 2 lightsabers

DURGE, SEPARATIST COMMANDER

Part cyborg, part ancient warrior, and almost entirely insane, Durge is little more than a killing machine. He is given the rank of commander in the Separatist army by Count Dooku and assigned the task of eliminating the last vestiges of the Mandalorians in the galaxy: the Grand Army's clone troopers, created from the genetic template of Jango Fett.

Over 1,500 years old, Durge is the epitome of the aggressive Gen'Dai warrior: strong, fearless, and ruthless. An early interest in bounty hunting leads him to apprentice with a Mandalorian named Jaing, and the two become friends. Eventually, they are approached by a doctor who offers to enhance their already formidable skills with cybernetics—essentially, bonding them to their armor. Shortly after the procedure, a group of rival Mandalorians attack the doctor's laboratory, killing Jaing and setting Durge on a path of vengeance that ultimately leads him to slay the Mandalorian leader. However, he is tortured by Mandalore's followers, which drives him past the brink of sanity.

A long hibernation restores Durge to physical health, but his mind is too damaged. Still thirsting for vengeance against the Mandalorians, Durge learns that the last of their number, Jango Fett, has been killed—but that he had left behind hundreds of thousands of clones, and the Separatist's leader, Count Dooku, recruits Durge to help kill them.

As a commander in the Separatist army, Durge leads a troop of IG lancer combat droids and often works alongside the equally vengeance-driven dark side acolyte Asajj Ventress. Together, the two poison the moon of Ohma-D'un, killing countless Naboo and Gungans, and nearly kill Obi-Wan Kenobi and Anakin Skywalker. They set up a trap for the Jedi on Queyta, and square off against Kenobi and Skywalker again at the Battle of Muunilinst.

Durge's increasing mental instability troubles Count Dooku. Although an effective killer, he lacks the leadership skills that the Separatists require. In response, Dooku recruits another cyborg, the deadly Grievous, to be his general—and to make sure that Durge is in no position to object. Pitting Grievous against both Durge and Asajj Ventress aboard the Trenchant Space

Station, Dooku is most pleased when his new candidate bests both of his previous commanders in short order.

Dooku still sees a use for Durge and Ventress, however, and orders his medics to treat them and restore them to health. Durge soon returns to action, facing off against Jedi Master Kit Fisto and Plo Koon, and, later, battling Kenobi and Skywalker again in the Karthakk system, where Anakin Skywalker maneuvers Durge into an escape pod. Trapped, Durge is helpless to prevent young Skywalker from launching the shuttle into the nearest star—apparently ending Durge's long life once and for all.



DURGE

Durge **CL 16**

Large Gen'Dai (cyborg) soldier 8/elite trooper 2/scout 3/bounty hunter 3
Destiny 3; **Force** 5; **Dark Side** 24
Init +12 (can reroll); **Senses** low-light, darkvision; Perception +15 (can reroll)
Languages Basic, Gen'Dai

Defenses Ref 32 (flat-footed 32), Fort 38, Will 24; +10 armor
hp 190, Gen'Dai surge; **DR** 6; **Threshold** 43, resilient physiology
Immune atmospheric and inhaled poison hazards

Speed 8 squares, fly 6 squares (jet pack)
Melee spiked flail +14 (2d8+38) with Mighty Swing or
Melee spiked flail +9/+91 (1d8+38) with Double Attack or
Ranged blaster pistol +14 (3d6+8) or
Ranged blaster pistol +9/+9 (3d6+8) with Double Attack or
Ranged blaster pistols +12 (4d6+8) with Rapid Shot or
Ranged blaster pistols +7/+7 (4d6+8) with Double Attack and Rapid Shot or
Ranged blaster rifle +14 (3d8+8) or
Ranged blaster rifle +9/+9 (3d8+8) with Double Attack or
Ranged blaster rifle +12 (4d8+8) with Rapid Shot or
Ranged blaster rifle +7/+7 (4d8+8) with Double Attack and Rapid Shot or
Ranged flechette launcher +14 (4d6+8 slashing, 2×2 area) or
Ranged flamethrower +14 (3d6+8, 6-square cone)
Fighting Space 2×2; **Reach** 1 square (4 squares with pseudopodia)
Base Atk +15; **Grp** +27
Atk Options Cleave, Double Attack, Great Cleave, Martial Arts I, Mighty Swing, Point Blank Shot, Power Attack, Rapid Shot
Special Actions aid another (+4), delay damage, familiar foe +1, Shake It Off

Abilities Str 24, Dex 9, Con 19, Int 11, Wis 8, Cha 14
Special Qualities cyborg hybrid, hibernation, regeneration
Talents Acute Senses, Armored Defense, Exotic Weapon Mastery, Improved Armored Defense, Improved Initiative, Juggernaut, Second Skin, Uncanny Dodge I, Uncanny Dodge II
Feats Armor Proficiency (light, medium, heavy), Cleave, Double Attack, Extra Second Wind, Great Cleave, Martial Arts I, Mighty Swing, Pin, Point Blank Shot, Power Attack, Rapid Shot, Shake It Off, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +17, Initiative +12 (can reroll), Perception +14 (can reroll)
Systems 2 hand appendages, unique armor (+10 armor, +4 equipment), shield generator (SR 10), improved sensor package, darkvision, synchronized fire circuits
Possessions 2 blaster pistols, blaster rifle, flamethrower (5 shots), spiked flail, flechette launcher, jet pack (10 charges)

Cyborg Hybrid—Durge can use any type of droid system except a processor. His cyborg chassis includes a life support system, making him immune to atmospheric and inhaled poison hazards.
Gen'Dai Surge—Durge heals 5 hit points per round after he takes his second wind. Though Durge cannot regrow lost body parts, he can reattach severed limbs if his dismembered extremities can be recovered.
Hibernation—Durge can enter a hibernation trance. While in the trance, he can remove persistent conditions, such as from the effects of poison and disease, at a rate of one condition per hour. While in the trance, Durge ceases to age, and needs no food, water, or air until he emerges from hibernation.
Pseudopodia—Durge has learned how to stretch his natural Gen'Dai form, giving him a reach of 4 squares. Durge can use this ability only when he is not wearing his armor.
Resilient Physiology—Durge's Gen'Dai physiology allows him to shrug off the effects of wounds that would be fatal to anyone else; his damage threshold is doubled after adding in all bonuses for feats or size.
1 *Includes 8 points of Power Attack.*

General Whorm Loathsom

The commander of the Retail Caucus's military forces, General Whorm Loathsom is a Kerkoiden who prides himself on his cunning and leadership ability. General Loathsom's creative strategies lead the Separatists to victory on a number of battlefields.

If General Loathsom has one flaw it is that his ego sometimes gets in the way of his strategic thinking, resulting in command decisions made more out of arrogance than solid strategy. This flaw allows Obi-Wan Kenobi to stall the Retail Caucus's advance at the Battle of Christophsis, a blunder that shames General Loathsom after the Separatist defeat.

Whorm Loathsom **CL 7**
Medium Kerkoiden nonheroic 6/noble 3/officer 2
Destiny 1; **Force** 5; **Dark Side** 6
Init +5; **Senses** Perception +19
Languages Basic, Bocce, High Galactic, Kerkoidese

Defenses Ref 18 (flat-footed 18), Fort 16, Will 24
hp 46; **Threshold** 16

Speed 6 squares
Melee unarmed +8 (1d4+2)
Ranged by weapon +8
Base Atk +8; **Grp** +8
Special Actions Assault Tactics, Bolster Ally, Born Leader, Inspire Haste, Leader of Droids

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 18, Cha 14
Special Qualities command cover, predator's heritage, share talent (Bolster Ally), social cunning
Talents Assault Tactics, Bolster Ally, Born Leader, Inspire Haste
Feats Improved Defenses, Leader of Droids, Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Training (Knowledge [tactics]), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Knowledge (tactics) +17, Perception +19, Persuasion +14, Use Computer +12
Possessions blaster pistol, comlink, various personal belongings

Other Separatist Forces

The droids, vehicles, and starships presented in this book do not represent the full extent of the Separatist forces. Additional Confederacy droids and starships can be found in the Saga Edition core rulebook and the *Starships of the Galaxy* supplement. Gamemasters should feel free to use these other sources to flesh out their Clone Wars campaigns.

DROIDS	CL	SOURCE AND PAGE
B1-Series battle droid	1	Saga Edition 199
B2-Series super battle droid	2	Saga Edition 199
Crab droid scout	4	Saga Edition 201
Droideka	4	Saga Edition 200
Dwarf spider droid	3	Saga Edition 200
IG-100 MagnaGuard	6	Saga Edition 201

STARSHIPS	CL	SOURCE AND PAGE
AAT	8	Saga Edition 176
Droid tri-fighter	9	Saga Edition 181
Lucrehulk-class battleship	18	*Starships of the Galaxy* 146
Mankvim 814 interceptor	5	*Starships of the Galaxy* 109
Munificent-class frigate	18	*Starships of the Galaxy* 64
Nantex-class starfighter	7	*Starships of the Galaxy* 86
Porax-38 starfighter	10	*Starships of the Galaxy* 121
Recusant-class destroyer	19	*Starships of the Galaxy* 72
Scarab-class starfighter	6	*Starships of the Galaxy* 79
"Vulture" droid starfighter	7	Saga Edition 181

Confederacy Droids

Armed with the materiel of the Trade Federation, the Techno Union, and Geonosian Industries—and the financial resources of the InterGalactic Banking Clan and the Commerce Guild—the Confederacy of Independent Systems is well-suited to generating vast droid armies.

Fourth-Degree Droids

The category of fourth-degree droids encompasses most of the droid army: battle droids, super battle droids, assassin droids, and so on.

With the ability to manufacture new troops at a rate of thousands per day in the Geonosis factories alone, the Confederacy of Independent Systems has a distinct numerical advantage over the Republic's Grand Army. And, in addition, their new experiments and prototypes can simply be shut down if they prove unstable—something that is a bit more difficult for the Kaminoan cloners to do with their own failures.

The major contributors to the droid army are, of course, the Trade Federation, with their OOM-Series battle droids, and the Geonosians, with their underground droid factories pumping out B1-Series and B2-Series battle droids for the Separatist cause. Meanwhile, the Techno Union suggests improvements upon the other factions' basic designs and provides a steady stream of new weapons and equipment to be field-tested under actual battle conditions. With so many different factions and species supplying droids for the war, the Separatists' forces are understandably diverse; even the lowly battle droid comes in all shapes and sizes, based upon the design goals of their creators.

Droid Colors

Unlike the Grand Army's color-coded ranking system, the Separatist's droid army only has two rank distinctions: commanders and troops. However, specialized battle droids are often painted in other colors so that organic personnel can easily tell them apart. This practice is mainly confined to OOM-Series and B1-Series battle droids. Other droids—such as the droideka, IG lancer, and even the B2-Series super battle droid—do not use the same conventions for insignia.

Droid Officer: Yellow
Security Droid: Red
Pilot/Technical Droid: Blue
Battle Droid: None

A-DSD Advanced Dwarf Spider Droid

The Commerce Guild's contribution to the Separatist battle droid army is the "dwarf" spider droid, originally built to root out miners who refused to pay Commerce Guild tariffs. The advanced model upgrades the blaster cannon and adds a pair of fire-linked missile launchers. Like the DSD-1, the A-DSD is capable of operating in complete darkness.

A major improvement over the DSD1 is that the A-DSD has heavily armored leg plates that it can use to shield its body.

The A-DSD1 is available commercially for many years before the Battle of Geonosis, and is actually used in holographic training simulations for clone troopers on Kamino prior to their first action. However, it is not manufactured in large numbers until some time after the mobilization of the droid armies, possibly due to cost overruns.

Advanced dwarf spider droids can't be played as droid heroes.

A-DSD Advanced Dwarf Spider Droid **CL 6**
Huge droid (4th-degree) nonheroic 9/soldier 3
Init +10; **Senses** low-light vision, darkvision, Perception +7
Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), 18 (flat-footed 18), Fort 31, Will 12; +7 armor (see also *leg shields* below)
hp 59; **Threshold** 46
Immune droid traits



Captain Rex blasts an A-DSD advanced spider droid from above.

Speed 8 squares (walking)
Melee claw +12[1] (1d8+14)
Ranged blaster cannon +7 (3d12+1, 1-square splash) or
Ranged blaster cannon +5 (4d12+1, 1-square splash) with Rapid Shot or
Ranged fire-linked missile launchers +7 (4d12+1, 2-square burst) or
Ranged self-destruct +5 (8d6, 4-square burst centered on droid)
Fighting Space 3×3; **Reach** 1 square
Base Atk +9; **Grp** +27
Atk Options autofire, Burst Fire, Power Attack
Special Actions leg shields, Point Blank Shot

Abilities Str 26, Dex 7, Con —, Int 9, Wis 9, Cha 7
Special Qualities stability
Talents Armored Defense, Juggernaut
Feats Armor Proficiency (light, medium), Double Attack, Point Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Initiative +9
Systems walking locomotion, basic processor, claw, improved sensor package, darkvision sensors, self-destruct system (8d6 damage)
Possessions blaster cannon, fire-linked missile launchers, 36 frag missiles, quadanium battle armor
Availability Military; **Cost** 25,000 credits

Stability—An advanced dwarf spider droid gains a +5 stability bonus on checks made to resist being knocked prone.
Leg Shields—As a move action, the A-DSD can pull its legs in close to increase its armor bonus to +11 until the start of its next turn.
1 *Includes 5 points of Power Attack.*

A-Series Assassin Droid

Created long ago by an Anx scientist named Pollux Poi, A-Series assassin droids survive their creator and have been scattered throughout the galaxy ever since—some as the property of new owners, others as independent droid mercenaries. Count Dooku acquires a sizeable quantity of them just in time for deployment against the Jedi in the Battle of Jabiim, though he continues to assign them to various commanders throughout the course of the war.

The assassin droids presented here are the most basic model, equipped with wrist-mounted blasters and retractable finger blades. However, over the centuries since the death of their creator, the A-Series droids have accumulated countless new weapons (and the training to use them) including grenade launchers, flamethrowers, Geonosian sonic blasters, vibroblades, and—reportedly—lightsabers. They are also able to collapse into a wheel shape, enabling them to move somewhat faster—an innovation usually associated with the droideka destroyer droid.

A-Series assassin droids can't be played as droid heroes.

A-Series Assassin Droid CL 11

Medium droid (4th-degree) nonheroic 6/soldier 6/elite trooper 3
Force 5; **Dark Side** 11
Init +14; **Senses** low-light vision, darkvision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 26 (flat-footed 24), Fort 27, Will 19; +3 armor
hp 67; **DR** 1; **Threshold** 27
Immune droid traits

Speed 6 squares (walking), 8 squares (wheeled)
Melee finger blades +15 (1d6+6) or
Melee finger blades +13 (2d6+6) with Rapid Strike or
Melee finger blades +10/+10 (1d6+6) with Double Attack or
Melee finger blades +8/+8 (2d6+6) with Double Attack and Rapid Strike or
Ranged wrist blaster +15 (3d8+4) or
Ranged wrist blaster +13 (4d8+4) with Rapid Shot or
Ranged wrist blaster +10/+10 (3d8+4) with Double Attack or
Ranged wrist blaster +8/+8 (4d8+4) with Double Attack and Rapid Shot
Fighting Space 1 square; **Reach** 1 square
Base Atk +13; **Grp** +15
Atk Options aid another (+4), autofire (wrist blasters), Double Attack (finger blades or rifles), Point Blank Shot, Rapid Shot

Abilities Str 14, Dex 14, Con —, Int 12, Wis 11, Cha 11
Talents Armored Defense, Exotic Weapon Mastery, Improved Armor Defense, Indomitable, Multiattack Proficiency (rifles)
Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (advanced melee weapons), Double Attack (rifles), Martial Arts I, Point Blank Shot, Rapid Shot, Rapid Strike, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +14, Perception +14
Systems walking locomotion, heuristic processor, improved sensor package, darkvision, synchronized fire circuits, 2 hand appendages, 1 stabilized weapon mount, vocabulator, locked access
Possessions wrist blasters (as blaster rifle), finger blades, quadanium battle armor
Availability Illegal; **Cost** 14,000 credits

B1-A Air Battle Droid

Designed as fast-assault battle droids, B1-A Series droids are equipped with jet packs that let them get behind enemy positions well ahead of standard droid troops. Air battle droids are outfitted with small, wrist-mounted blasters and long, double-edged blades in each forearm, making the droids ideal for close combat.

Air battle droids can't be played as droid heroes.

B1-A Series Air Battle Droid CL 4
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +9; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16
Immune droid traits

Speed 6 squares (walking), fly 6 squares (jet pack)
Melee knife +6 (1d4+3) or
Melee knife +1 (1d4+3) and
knife +1 (1d4+3) or
Ranged wrist-blaster +6 (3d6+1) or
Ranged wrist-blaster +4 (4d6+1) with Rapid Shot or
Ranged wrist-blaster +1 (3d6+1) and
wrist-blaster +1 (3d6+1) or
Ranged wrist-blaster −1 (4d6+1) and
wrist-blaster −1 (4d6+1) with Rapid Shot
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options Rapid Shot, Stunning Strike

Abilities Str 13, Dex 13, Con —, Int 9, Wis 10, Cha 10
Talents Melee Smash, Stunning Strike
Feats Dual Weapon Mastery I, Rapid Shot, Skill Training (Initiative), Running Attack, Toughness, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Perception +8
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions 2 knives, 2 wrist-blasters (blaster pistols), jet pack (10 charges)
Availability Military; **Cost** 2,100 credits

Battle Droid Assassin

Built on the standard B1-Series battle droid chassis, the battle droid assassin is loaded with gyroscopic stabilizers and detailed target-selection programs designed to make it a more effective sniper. Unfortunately, the high cost of developing the appropriate algorithms—while still keeping the droid "slaved" to a remote processor—means that, in the broad scope of things, very few battle droid assassins are produced.

Battle droid assassins can't be played as droid heroes.

Battle Droid Assassin CL 4
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +4; **Senses** low-light vision, Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+2) or
Ranged heavy blaster rifle +6 (3d10+1, devastating 5) or
Ranged heavy blaster rifle +6 (4d10+1, devastating 5) with Deadeye or
Ranged hold-out blaster pistol +6 (3d4+1) or
Ranged thermal detonator +6 (8d6+1, 4-square burst)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (rifles), Far Shot, Precise Shot, Point Blank Shot
Special Actions aid another (+4), Battle Analysis

Abilities Str 13, Dex 13, Con —, Int 10, Wis 10, Cha 9
Talents Battle Analysis, Devastating Attack (rifles)
Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10
Systems walking locomotion, remote receiver, synchronized fire circuits, 2 hand appendages, improved sensor package, internal comlink, vocabulator
Possessions heavy blaster rifle with standard targeting scope, hold-out blaster pistol, 2 frag grenades
Availability Military; **Cost** 6,460 credits

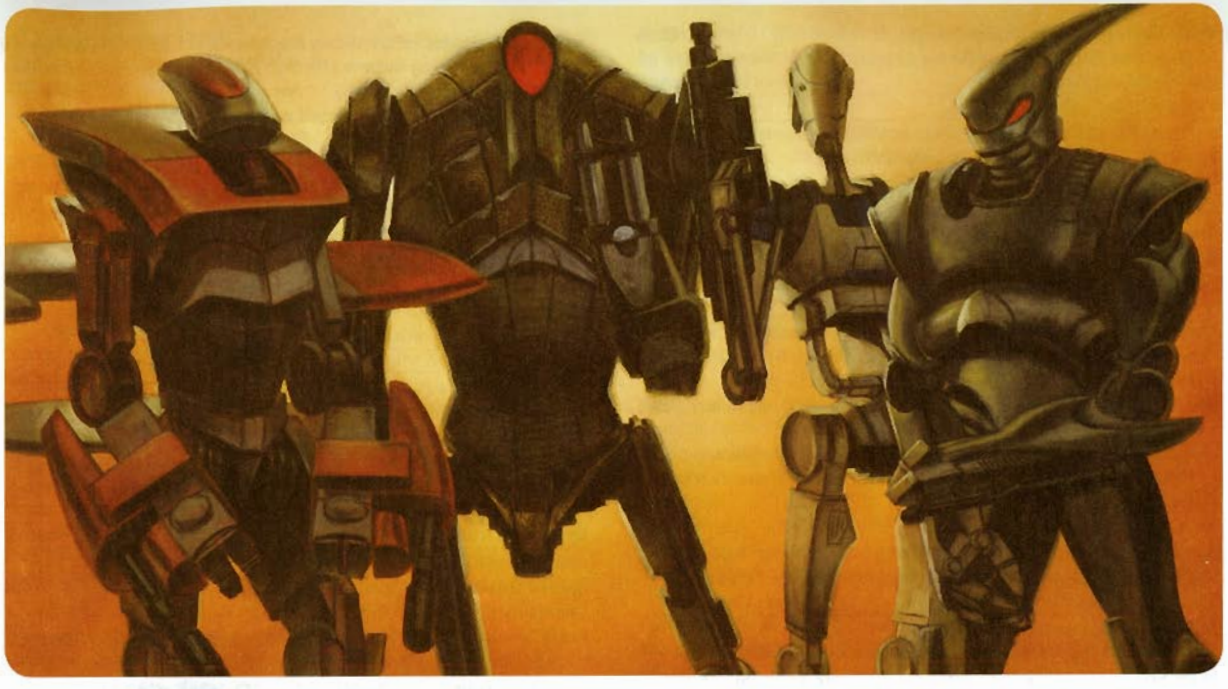
Cold Assault Battle Droid

Built for use in arctic climates, cold assault battle droids—or "snow droids"—are built on an enlarged B2-Series super battle droid chassis but with their wrist blasters removed to accommodate the snow droid's greater grip strength. The heavy blaster that replaces the wrist blasters is a more dangerous weapon, but the droid is still extremely effective even when it loses its main armament.

The major design flaw of the cold assault battle droid is that its large feet—designed to keep it stable on snowy ground—slow it down somewhat. When running, the cold assault battle droid can only move up to three times its speed, rather than four times.

Cold assault battle droids can't be played as droid heroes.

LEFT TO RIGHT: B1-A AIR BATTLE DROID, CORTOSIS BATTLE DROID, OOM-SERIES BATTLE DROID, AND A-SERIES ASSASSIN DROID



Cold Assault Battle Droid CL 2

Large droid (4th-degree) nonheroic 6
Init +2; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 14, Will 10; +2 armor
hp 31; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+4)
Ranged heavy blaster rifle +3 (3d10) or
Ranged heavy blaster rifle +1 (4d10) with Rapid Shot
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +13
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot, aid another (+4)

Abilities Str 18, Dex 9, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, internal comlink, vocabulator, plasteel shell (+2 armor)
Possessions heavy blaster rifle
Availability Military; **Cost** 5,500 credits

Cortosis Battle Droid

Constructed specifically to counteract the Republic's force of Jedi Knights—and at an extraordinarily high price for droids—C-B3 battle droids are plated with a cortosis-durasteel alloy that shrugs off hits from a lightsaber, in addition to stopping most small-arms fire.

Their offensive capability, while limited to a pair of portable laser cannons (built on the droideka template), is still highly effective, especially when C-B3s appear in numbers and can concentrate their fire. Every second that cortosis battle droids can delay a Jedi, the more time their reinforcements have to join the fray. Eventually, the sheer number of incoming blast bolts can overwhelm even a Jedi Master—especially when his attacks are nowhere near as effective as they are against standard B2-Series battle droids.

Cortosis battle droids can't be played as droid heroes.

C-B3 Cortosis Battle Droid **CL 5**
Medium droid (4th-degree) nonheroic 6/soldier 3
Init +4; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 19 (flat-footed 19), Fort 17, Will 13; +8 armor
hp 40; **DR** 5 (lightsabers only); **Threshold** 17
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +9 (1d3+3)
Ranged wrist blaster +7 (3d8+1, devastating 5, penetrating 5) or
Ranged wrist blaster +2 (3d8+1, devastating 5, penetrating 5) and wrist blaster +2 (3d8+1, devastating 5, penetrating 5) or
Ranged wrist blaster +0 (4d8+1, devastating 5, penetrating 5) and wrist blaster +0 (4d8+1, devastating 5, penetrating 5) with Rapid Shot or
Ranged wrist blaster +2 (5d8+1, devastating 5, penetrating 5) with Burst Fire or
Ranged wrist blaster –3 (5d8+1, devastating 5, penetrating 5) and wrist blaster –3 (5d8+1, devastating 5, penetrating 5) with Burst Fire
Fighting Space 1 square; **Reach** 1 square
Base Atk +7; **Grp** +9
Atk Options autofire (wrist blasters), Burst Fire, Charging Fire, Devastating Attack (rifles), Penetrating Attack (rifles), Rapid Shot
Special Actions aid another (+4)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Talents Devastating Attack (rifles), Penetrating Attack (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Dual Weapon Mastery I, Rapid Shot, Toughness, Weapon Proficiency (rifles)
Skills Perception +9
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, internal comlink, vocabulator, durasteel battle armor (+8 armor, cortosis-durasteel alloy)
Possessions 2 wrist blasters (as blaster rifle)
Availability Military; **Cost** 25,000 credits

Droid Commando

Although Separatist droid armies rely heavily on their sheer numbers to overwhelm enemy forces, the Confederacy does have need for elite droid units that can accomplish objectives that cannot be achieved through overwhelming force alone. As a response to the desire to have droid units capable of performing more subtle or delicate missions, the droid engineers at Baktoid Combat Automata produced the BX-Series droid commandos. With heuristic processors and memory banks loaded with complex military tactics and strategic information, the droid commandos act as special forces capable of missions involving infiltration, stealth, and subterfuge.

Droid commandos are specifically programmed to function in small groups of 3–6 droids, allowing them to effectively stage more precise strikes than remote-controlled battle droids.

Droid commandos can't be played as droid heroes.

Droid Commando **CL 6**
Medium droid (4th-degree) nonheroic 6/soldier 4
Force 3
Init +13; **Senses** low-light vision, Perception +13
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18
hp 37; **Threshold** 17
Immune droid immunities

Speed 6 squares
Melee unarmed +8 (1d3+2)
Ranged blaster rifle +12 (3d8+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot, Sniper
Special Actions Battle Analysis

Abilities Str 10, Dex 16, Con —, Int 14, Wis 16, Cha 8
Special Qualities droid immunities
Talents Battle Analysis, Cover Fire
Feats Coordinated Attack, Improved Defenses, Point Blank Shot, Precise Shot, Skill Training (Knowledge [tactics]), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +12, Perception +13, Stealth +13
Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator
Possessions blaster rifle, electrobinoculars
Availability Military; **Cost** 17,900

IG Lancer Combat Droid

IG Series combat droids are originally created by the Muunilinst-based Phlut Design Systems, but when PDS defaults on a loan, the InterGalactic Banking Clan seizes all of its assets—including the IG droids, which they soon turn over to the Confederacy of Independent Systems. Ironically, the IG lancers see their first mass deployment at the Battle of Muunilinst—practically under the noses of their original creators.

The IG lancers have been adapted to fight from the back of swoop bikes, and they can be extraordinarily effective when deployed in large numbers. If the swoop bike is equipped with a minelayer, it can drop explosives in the path of oncoming enemy vehicles and either bring them to a sudden halt or destroy them outright.

IG lancer combat droids can't be played as droid heroes.

IG Lancer Combat Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +11; **Senses** Perception +3
Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 12, Will 10
hp 15; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee energy lance +6 (2d8+4)
Melee energy lance +10 (2d8+7) with Powerful Charge
Melee energy lance +61 (2d8+15) with Powerful Charge and Power Attack
Fighting Space 1 square; **Reach** 1 square (2 with energy lance)
Base Atk +4; **Grp** +6
Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 8
Feats Power Attack, Powerful Charge, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Pilot +11
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions energy lance (as force pike, +1 square reach)
Availability Military; **Cost** 2,700 credits
1 *Includes 4 points in Power Attack.*

IG-110 Lightsaber Droid

The IG-110 lightsaber droid from Holowan Mechanicals is one of the newest droids created by the Separatists to deal with the growing involvement of the Jedi in the Clone Wars. Based heavily on the design of the MagnaGuards, which prove effective in dealing with the lightsaber-wielding Jedi, the IG-110 lightsaber droid uses programming based on thousands of hours of holorecordings of Jedi in combat.

An IG-110 lightsaber droid wields two lightsabers crafted with synthetic crystals; the technique for creating the lightsabers is handed down from Count Dooku himself, though the lightsaber droid does not share the same connection to its weapons that the Jedi do.

IG-110 lightsaber droids can't be played as droid heroes. Although these droids have levels in the Jedi class to simulate the fact that their combat programming is based on Jedi techniques, they are not Jedi.

IG-110 Lightsaber Droid **CL 6**
Medium droid (4th-degree) soldier 1/Jedi 5
Force 5
Init +11; **Senses** low-light vision, Perception +9
Languages Basic, Binary

Defenses Ref 21 (flat-footed 18, Lightsaber Defense 23), Fort 20, Will 18
hp 58; **Threshold** 20
Immune droid immunities

Speed 6 squares
Melee lightsaber +10 (2d8+8) or
Melee lightsaber +8 (3d8+8) with Rapid Strike or
Melee lightsaber +8/+8 (2d8+8/2d8+8) or
Melee lightsaber +6/+6 (3d8+8/3d8+8) with Rapid Strike
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +9
Atk Options Dual Weapon Mastery II, Rapid Strike, Weapon Finesse
Special Actions Lightsaber Defense

Abilities Str 15, Dex 16, Con —, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Talents Lightsaber Defense (2), Melee Smash, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Strike, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +8, Perception +9
Systems walking locomotion, magnetic feet, heuristic processor, 2 hand appendages, improved sensor package, locked access, secondary battery, vocabulator
Possessions 2 lightsabers, quadanium armor
Availability Military; **Cost** 27,000 credits

JK-13 Security Droid

Cestus Cybernetic's infamous "Jedi killer" security droids are of grave concern to the Republic because of the threat they pose to the Jedi commanders of the Grand Army—and, early in the war, rumors circulate that Count Dooku intends to purchase thousands of them for use in the Separatist army. The rumor ultimately proves to be an elaborate ruse to lure the Jedi into a trap; the JK-13's organic processor incorporates a Force-sensitive dashta eel, which is driven mad when it is made to use lethal force—obviously making them all but useless on the battlefield.

The droids themselves are a work of genius: a highly stable eight-legged platform fitted with hundreds of extendible, whiplike "probes" capable of delivering stunning jolts of electricity—all safely protected behind a shield generator powerful enough to deflect repeated blows from a lightsaber. The JK-13 is even esthetically pleasing, sheathed in gold plating and articulated stun tentacles.

JK-13 security droids can't be played as droid heroes.

JK-13 Security Droid CL 12
Large droid (4th-degree) soldier 12
Force 2
Init +13; **Senses** low-light, Use the Force +11
Languages Binary

Defenses Ref 24 (flat-footed 22), Fort 29, Will 23; Dodge
hp 120; **SR** 20; **Threshold** 44
Immune droid traits

Speed 8 squares (walking), climb 4 squares, Running Attack
Melee stun tentacles +16[1] (1d4+9, devastating 5) or
Melee stun tentacles +11[1]/+11[1] (1d4+9, devastating 5) with Double Attack or
Melee stun tentacles +14[1] (2d4+9, devastating 5) with Rapid Strike or
Melee stun tentacles +9[1]/+9[1] (2d4+9, devastating 5) with Double Attack and Rapid Strike
Fighting Space 2×2; **Reach** 1 square (3 squares with stun tentacles)
Base Atk +12; **Grp** +20
Atk Options Devastating Attack (stun tentacles), Double Attack, Melee Defense, Pin, Rapid Strike, Trip
Special Actions Combat Reflexes

Abilities Str 17, Dex 14, Con —, Int 10, Wis 13, Cha 11
Special Qualities killing rage, stability
Talents Devastating Attack (stun tentacles), Expert Grappler, Force Perception, Foresight, **Melee** Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Combat Reflexes, Dodge, Double Attack, Exotic Weapon Proficiency (stun tentacles), Force Sensitivity, **Melee** Defense, Pin, Rapid Strike, Running Attack, Trip, Weapon Focus (stun tentacles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +13, Use the Force +11
Systems walking locomotion (extra legs), climbing claws, organic processor, 10 probes, hardened systems (×3), shield generator (SR 20), improved sensor package
Possessions stun tentacles
Availability Illegal; **Cost** 50,000 credits

Killing Rage—If a JK-13 security droid reduces an enemy to 0 hit points, the droid flies into a berserk fury, gaining a +2 rage bonus on melee attack rolls and melee damage rolls, but losing the ability to make Use the Force checks, until the end of the encounter. While raging, the JK-13 droid attacks the nearest target (friend or foe) until the droid is destroyed.
Stability—A JK-13 security droid gains a +5 stability bonus on checks made to resist being knocked prone.
1 *Compare the attack roll to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the target moves –1 step on the condition track.*

LM-432 Assault Crab Droid

Crab droids come in a wide range of sizes, but perhaps the most effective is the massive assault crab droid, standing over 6 meters tall and armed with more effective weaponry than the standard, mid-sized unit: a water jet sprayer that gives the crab droid its "Muckraker" nickname, plus a Merr-Sonn blaster cannon. The assault crab droid has the same weaknesses as its smaller cousins, including the fact that the area directly above it is out of its line of fire.

Assault crab droids can't be played as droid heroes.

LM-432 Assault Crab Droid CL 6
Huge droid (4th-degree) nonheroic 18
Init +5; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 16), Fort 21, Will 12; +10 armor
hp 145; **Threshold** 71
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Melee claw +14[1] (1d8+21) with Power Attack
Melee claw +18[1] (1d8+30) with Power Attack and Powerful Charge
Ranged blaster cannon +11 (3d12, 2×2 area) or
Ranged jet sprayer +11 (3d10 stun, 6-square cone) or
Fighting Space 3×3; **Reach** 1 square
Base Atk +13; **Grp** +34
Atk Options Power Attack
Special Actions Cleave

Abilities Str 32, Dex 7, Con —, Int 10, Wis 14, Cha 8
Special Qualities stability
Feats Armor Proficiency (light, medium, heavy), Cleave, Crush, Pin, Power Attack, Powerful Charge, Weapon Proficiency (heavy weapons, simple weapons)
Skills Climb +20 (can reroll, can take 10 when threatened), Perception +15, Stealth –3
Systems walking locomotion (extra legs), climbing claws, heuristic processor, 2 claw appendages, hardened systems ×5, duranium battle armor (+10 armor)
Possessions blaster cannon, jet sprayer (including 100-liter water tank)
Availability Military; **Cost** 40,000 credits

Stability—An assault crab droid gains a +5 stability bonus on checks made to resist being knocked prone.
1 *Includes 10 points of Power Attack.*



LEFT TO RIGHT:
JK-13 SECURITY DROID, SPELUNKER PROBE DROID,
LM-432 ASSAULT CRAB DROID, AND LR-57 COMBAT DROID

LR-57 Combat Droid

A massive combat droid used by the Retail Caucus at the Battle of Christophsis, the LR-57 specializes in launching surprise attacks on unsuspecting enemies. The LR-57 typically operates in a passive standby mode, consuming only enough power to keep its sensors active and searching for threats. When the combat droid detects a threat within its range, it activates and goes into attack mode, sending a signal back to its remote processor and awaiting instructions.

The Retail Caucus has developed a strategy of burying LR-57 combat droids in the ground, using them like droid land mines with only their antennae protruding above the surface.

LR-57 combat droids can't be played as droid heroes.

LR-57 Combat Droid CL 3

Large droid (4th-degree) nonheroic 9
Init +5; **Senses** low-light vision, Perception +18
Languages Binary

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12; +6 armor
hp 33; **Threshold** 22
Immune droid immunities

Speed 8 squares
Ranged double heavy blaster rifle +7 (4d10) or
Ranged double heavy blaster rifle +2 (6d10) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +18
Atk Options Burst Fire

Abilities Str 24, Dex 12, Con —, Int 10, Wis 15, Cha 8
Special Qualities droid traits
Feats Armor Proficiency (light), Burst Fire, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +18, Stealth +10
Systems walking locomotion, basic processor, remote receiver, 2 tool mounts, improved sensor package, internal comlink, locked access, vocabulator
Possessions double heavy blaster rifle, durasteel plating (+6 armor)
Availability Military; **Cost** 16,000 credits

Octuptarra Combat Tri-Droid

The Techno Union's combat droid of choice is the octuptarra tri-droid, named after the Skakoan herbivore it resembles in shape. Equipped with three laser turrets, the octuptarra tri-droid is capable of laying down withering fields of fire in all directions, but it is vulnerable in hand-to-hand combat because it needs all three of its legs for support.

Later variants of the octuptarra tri-droid replace the explosives in the self-destruct system with a potent virus. When the virus is released, make an attack against the Fortitude Defense of each living creature in the burst radius. If the attack hits, the target creature moves –1 persistent step down the condition track. Whether it hits or misses, the attack repeats every hour until the creature is treated (requiring a successful DC 15 Treat Injury check).

Octuptarra combat tri-droids can't be played as droid heroes.

Octuptarra Combat Tri-Droid **CL 3**

Large droid (4th-degree) nonheroic 9
Init +15; **Senses** low-light vision, Perception +5
Languages Binary

Defenses Ref 10 (flat-footed 9), Fort 12, Will 9
hp 32; **Threshold** 17
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Ranged laser turret +7 (3d8) or
Ranged laser turret +2 (5d8) with Burst Fire or
Ranged laser turret +2 (3d8) and
laser turret +2 (3d8) with Double Attack or
Ranged laser turret +5 (4d8) with Rapid Shot or
Ranged laser turret –2 (5d8) and
laser turret –2 (5d8) with Burst Fire and Double Attack or
Ranged laser turret +0 (4d8)
and laser turret +0 (4d8) with Double Attack and Rapid Shot
Ranged self-destruct +5 (8d6, 4-square burst centered on droid) or
Ranged virus burst +5 vs. Fortitude Defense (–2 persistent steps down condition track, effect reoccurs once per day until treated)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +13
Atk Options autofire, Burst Fire, Double Attack, Rapid Shot
Special Actions Running Attack, self-destruct

Abilities Str 14, Dex 13, Con –, Int 11, Wis 8, Cha 7
Feats Burst Fire, Double Attack, Rapid Shot, Running Attack, Skill Focus (Initiative), Weapon Proficiency (rifles, simple weapons)
Skills Initiative +15, Stealth +0
Systems walking locomotion, magnetic feet, basic processor, internal comlink, improved sensor package, self-destruct system (8d6 damage or virus)
Possessions 3 laser turrets
Availability Military; **Cost** 2,500 credits

OOM-Series Battle Droid

OOM-Series droids are originally designed by the Neimoidians to serve as crew aboard Trade Federation vessels. Yellow-striped OOM commanders oversee operations, blue-striped OOM pilots fly the ships, and red-striped OOM security forces protect vital areas. While not as effective as living crews, they require almost no day-to-day maintenance and consume little energy, and defective droids can be deactivated and replaced within minutes—all very important considerations to the cost-conscious Trade Federation.

Although technically superior to (and less expensive than) their replacements, the B-Series battle droids and super battle droids, OOM-Series battle droids are viewed by the Confederacy of Independent Systems as "obsolete" and "ineffective"—particularly given the Trade Federation's disastrous defeat at Naboo. (Unfortunately, the improvements demanded by the Techno Union and the other Separatists lead to outrageous cost overruns, and the compromise they reach make the new droids less effective, but still cost twice as much.)

OOM-Series battle droids can't be played as droid heroes.

OOM-Series Battle Droid **CL 2**

Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +7
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 21; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+1)
Ranged blaster carbine +4 (3d8)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 11, Con –, Int 11, Wis 9, Cha 9
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons), plus Coordinated Attack1, Skill Training (Knowledge [tactics])2, or Skill Training (Pilot)3
Skills Perception +7, plus Knowledge (tactics)2 +5 or Pilot3 +5
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine, electrobinoculars2, personal holoprojector2
Availability Military; **Cost** 900 credits
1 *Security models only.*
2 *Commander models only.*
3 *Pilot models only.*

Spelunker Probe Droid

Spelunker probe droids are originally designed to enter subterranean areas to search for valuable ore deposits. When the Commerce Guild joins the Confederacy of Independent Systems, they hand the designs over to the Techno Union, which removes some of the mining-specific components and replaces them with advanced stealth systems. These modified droids are often referred to as "chameleon droids."

The modified spelunker probe droid is intended as a covert assassin droid, using stealth to approach enemies and either attack with its laser cannons or deliver mines undetected to key entry and exit points on the battlefield. A common tactic for chameleon droids is to invisibly lay down numerous mines around their intended targets, then open fire, thus hopefully herding enemies into the explosives. The integrated remote detonator also enables the droids to engineer avalanches and cave-ins without requiring their opponents to trip the mines.

The Techno Union retains the original droids' traction-field generators, which allow the spelunkers to walk on walls and ceilings, planting their mines completely undetected.

Spelunker probe droids can't be played as droid heroes.

Spelunker Probe Droid **CL 6**

Medium droid (4th-degree) nonheroic 3/scout 5
Init +10; **Senses** low-light vision, Perception +11
Languages Binary

Defenses Ref 18 (flat-footed 17), Fort 17, Will 15
hp 30; **Threshold** 17
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Melee claw +6 (1d4+3) or
Ranged laser cannons +1 (3d8+2) with autofire or
Ranged laser cannons +1 (5d8+2) with Burst Fire
Ranged frag mine +6 (4d6, 2-square burst radius)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options autofire (laser cannons), Point Blank Shot, Precise Shot

Abilities Str 13, Dex 13, Con —, Int 12, Wis 10, Cha 9
Special Qualities cloaking (total concealment), Hidden Movement, Improved Stealth, stability
Talents Acute Senses, Hidden Movement, Improved Stealth
Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, pistols, rifles)
Skills Climb +10, Perception +11 (can reroll), Stealth +15 (can reroll)
Systems walking locomotion (extra legs), basic processor, claw (climbing claws), improved sensor package, cloaking holoprojector
Possessions laser cannon (as light repeating blaster), minelayer, 24 frag mines, remote detonator
Availability Military; **Cost** 15,750 credits

Stability—A spelunker probe droid gains a +5 stability bonus on checks made to resist being knocked prone.

Ultra Droideka

The ultra droideka is an oversized destroyer droid that can be used to supplement droid troops on the battlefield in much the same way that large crab droids do. The ultra droideka requires tremendous power to produce enough energy to sustain its shields. For this reason, many of these droids operate in shieldless mode when there is a low chance of being targeted, or when other droids are nearby to protect them from harm. Otherwise, the ultra droideka functions almost identically to the droideka, though its weapons are considerably more powerful.

Ultra droidekas can't be played as droid heroes.



IG-110 LIGHTSABER DROIDS DEFEND AN ULTRA DROIDEKA.

Ultra Droideka CL 8
Huge droid (4th-degree) nonheroic 16
Init +10; **Senses** Perception +15
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 20, Will 13; +6 armor
hp 60; **SR** 20; **Threshold** 29
Immune droid immunities

Speed 3 squares (walking), 12 squares (wheeled)
Ranged heavy repeating blaster +10 (3d12) with autofire or
Ranged heavy repeating blaster +10 (5d12) with Burst Fire or
Ranged heavy repeating blaster +8/+8 (3d12) with autofire or
Ranged heavy repeating blaster +8/+8 (5d12) with Burst Fire
Fighting Space 3×3; **Reach** 1 square
Base Atk +12; **Grp** +31
Atk Options Burst Fire, Dual Weapon Mastery II, Point Blank Shot

Abilities Str 28, Dex 15, Con —, Int 8, Wis 14, Cha 7
Special Qualities droid traits
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +15, Stealth +0
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink)
Possessions 2 heavy repeating blasters (treat as E-web repeating blasters), durasteel plating (+6 armor)
Availability Military; **Cost** 29,000 credits

Confederacy Vehicles

The Confederacy of Independent Systems has a distinct advantage over the Grand Army of the Republic in that many of the corporations that had military contracts with the Republic were among the first to defect to the Separatist movement.

Many of the vehicles described below are droid-controlled and do not require organic crews to operate.

Ground Armored Tank

Baktoid Armor Workshop's answer to the Grand Army's TX-130 *Saber*-class fighter tank, the Ground Armored Tank (or GAT) is a lightly armed, lightly armored fast-attack vehicle built for recon and light infantry support. Often escorted by a squad of B1-Series battle droids on STAPs, the GAT is fast and agile, making it ideal for "hit-and-run" tactics. The GAT is controlled by an integrated droid brain, ensuring that it is expendable.

Weapon Systems

Separatist vehicle weapons share many traits in common with starship weapon systems; the two are frequently interchangeable. This allows vehicle weapons to be employed against starships and enables weapons factories to combine production for a wide variety of final uses. Below is one such weapon used during the Clone Wars.

Heavy Ordnance Launcher
Similar to ancient repeating slugthrower cannons, chain-fed ordnance launchers fire high-explosive projectiles at great distances, inflicting massive amounts of damage—sufficient to destroy most vehicles in a single shot.

Microtractor-Pressor
This device functions as a tractor beam (see page 174 of the Saga Edition core rulebook), except that its grapple bonus is halved. On a successful grapple, the ship can choose to push the grappled target 10 squares away (or 1 square in starship scale).

By the second year of the Clone Wars, most GATs are either destroyed or warehoused; improvements made to the TX-130 coupled with the appearance of AT-XTs in the Republic's battle lines render the GAT virtually obsolete.

Ground Armored Tank CL 10
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 17 (flat-footed 14), Fort 23; +6 armor, Vehicular Combat
hp 175; **DR** 10; **Threshold** 33

Speed 8 squares (max. velocity 130 km/h)
Ranged medium laser cannons +6 (see below) or
Ranged missile launchers +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +25

Abilities Str 36, Dex 17, Con —, Int 14
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (expert); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 24 missiles
Availability Military; **Cost** 17,500 (11,000 used)

Medium Laser Cannons (pilot)
Atk +6, **Dmg** 4d10×2

Missile Launchers (pilot)
Atk +6, **Dmg** 8d6, 4-square splash

REPUBLIC NU-CLASS ATTACK SHUTTLES ATTACK A SEPARATIST GAT.



IG-227 *HAILFIRE*-CLASS DROID TANK

Built by Haor Chall Engineering to be the ultimate droid weapons platform, the IG-227 *Hailfire*-class droid tank (sometimes called the "wheel droid") is effective against the Republic's heaviest walkers and even their LAAT/i gunships. Under ideal circumstances, one *Hailfire* can take down a section of AT-TE walkers and still wipe out an entire platoon of clone troopers with its retractable laser cannon.

Designed as an all-terrain tank, the *Hailfire* operates on two massive, independently turning wheels that give the tank an extremely tight turning radius, as well as letting it reach decent land speeds—at least fast enough to move into range, deliver its payload of missiles, then retreat to a safe distance where it can be resupplied. Unfortunately, the *Hailfire* is very lightly armored compared to most tanks, making it extremely vulnerable to counterattack.

The Confederacy's IG-227 droid tanks are all equipped with Baktoid Armor Workshop's inexpensive "hailfire" missiles. Packed with concentrated thermal detonator warheads, these missiles use an algorithmic guidance system designed to counter anti-missile defense systems.

IG-227 *Hailfire*-class Droid Tank CL 12

Huge ground vehicle (wheeled)
Init +5; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11) Fort 19; +3 armor
hp 60; **DR** 10; **Threshold** 29

Speed 8 squares (max. velocity 45 km/h)
Ranged missile launchers +5 (see below) or
Ranged laser cannon +5 (see below)
Fighting Space 3x3; **Cover** total
Base Atk +2; **Grp** +21
Atk Options fire-linked missile launchers

Abilities Str 29, Dex 15, Con –, Int 13
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 30 "hailfire" missiles
Availability Military; **Cost** 60,000

Missile Launchers (pilot)
Atk +5, **Dmg** 6d10x2, 4-square splash

Laser Cannon (pilot)
Atk +5, **Dmg** 4d10x2

MANTA DROID SUBFIGHTER

Built by Haor Chall Engineering, the Manta droid subfighter is an aquatic fighter craft used against aquatic or amphibious species such as the Mon Calamari and Gungans. Although originally specified as a variable-geometry droid (similar to the "Vulture" droid starfighter), the intense pressures at the Manta's operating depths proved an insurmountable design obstacle, and Haor Chall Engineering compensated by producing more than the contracted-for number of subfighters, as well as a subfighter carrier.

After the disastrous Battle of Mon Calamari, the Separatist forces flee and leave behind a large number of their Manta droid subfighters. Unable to depart on their own, the subfighters band together in a loose-knit droid community and eventually form alliances with the native Quarren, hunting various ocean predators in exchange for repairs, equipment, and modifications.

Manta Droid Subfighter CL 9
Huge water vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 14 (flat-footed 11), Fort 17; +3 armor
hp 75; **DR** 10; **Threshold** 27

Speed swim 12 squares (max. velocity 160 km/h)
Ranged laser cannons +3 (see below) or
Ranged torpedo launchers +3 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +17
Atk Options fire-linked torpedo launchers

Abilities Str 25, Dex 16, Con —, Int 12
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (normal); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 12 torpedoes
Availability Military; **Cost** 22,000

Laser Cannons (pilot)
Atk +3, **Dmg** 4d10×2

Torpedo Launchers (pilot)
Atk +3, **Dmg** 8d6, 4-square burst

Multi-Troop Transport

Baktoid Armor Workshop designs and manufactures the Multi-Troop Transport (MTT) for the Trade Federation's battle droid "security force" long before the Clone Wars. Although equipped with only minimal weaponry, the MTT is heavily armored, allowing it to plow through troops or light vehicles to reach its deployment point.

To facilitate rapid deployment, the engineers at Baktoid Armor Workshop developed a hydraulic storage rack that could not only stack 112 B1-Series battle droids (compressed into a convenient boxlike shape) in the MTT's cargo bay but also deploy them directly onto the battlefield in less than one minute.

A variant of the MTT, the Multi-Utility Transport, lacks the MTT's weaponry and has a top speed of only 25 km/h (4 squares), but carries up to 20 tons of cargo.

Multi-Troop Transport CL 6
Colossal ground vehicle (speeder)
Init −5; **Senses** Perception +5

Defenses Ref 10 (flat-footed 10), Fort 26; +10 armor, Vehicular Combat
hp 240; **DR** 20; **Threshold** 76

Speed 6 squares (max. velocity 35 km/h)
Ranged 2 twin blaster cannons +2 (see below)
Fighting Space 6×6; **Cover** total
Base Atk +0; **Grp** +36

Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative −5, Perception +5, Pilot −5

Crew 4 OOM-Series battle droids (normal); **Passengers** 112 B1-Series battle droids (compressed) or 20 droideka destroyer droids (compressed)
Cargo 12 tons; **Consumables** none; **Carried Craft** none
Availability Restricted; **Cost** 138,000 (80,000 used)

Twin Blaster Cannons (gunner)
Atk +2, **Dmg** 3d10×2

OG-9 Homing Spider Droid

The OG-Series droids from the Commerce Guild are employed as mobile heavy weapon platforms prior to the Clone Wars, and they require only minor modifications for use in the war against the Republic. Being essentially a starship reactor on legs, the so-called "spider walker" is able to mount nearly any weapon for use against opponents.

Homing spider droids are often teamed with units of four DSD1 dwarf spider droids, which act as spotters for the larger and somewhat less agile OG-9s. The DSD1's synchronized fire circuits relay targeting data to the OG-9, making it more accurate. (In game terms, the dwarf spider droids use the aid another action to grant bonuses on the OG-9 attack rolls.)

The OG-9 has a significant weakness in that its legs are not as heavily armored as its main body. Any critical hit against an OG-9 that deals damage equal to or greater than its damage threshold brings the spider droid to an immediate halt and reduces its speed to 0 squares, though it is still capable of attacking. The droid remains immobile until repaired.

"Being hard is good, being hard with superior tech is better."

—Walon Vau

OG-9 Homing Spider Droid CL 7
Huge ground vehicle (walker)
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 17; +5 armor, Vehicular Combat
hp 70; **DR** 10; **Threshold** 27

Speed 8 squares (max. velocity 50 km/h)
Ranged laser cannon +6 (see below) and
Ranged heavy repeating blaster –1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +19
Atk Options autofire (heavy repeating blaster)

Abilities Str 24, Dex 12, Con —, Int 14
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 70,000

Laser Cannon (pilot)
Atk +6, **Dmg** 5d10

Heavy Repeating Blaster (pilot)
Atk –1 (autofire only), **Dmg** 3d10

Persuader-class Droid Enforcer

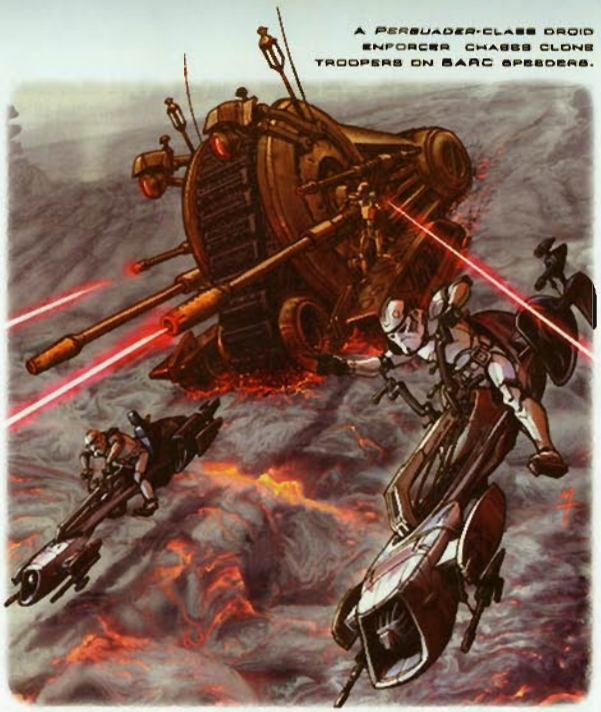
Known variously as the Corporate Alliance tank droid, CAD, or "snail" tank, the NR-N99 *Persuader*-class droid enforcer is originally developed as an anti-insurgent droid, but it is swiftly converted for a somewhat more lethal role in the Clone Wars. Although few were present at the Battle of Geonosis, the NR-N99s are deployed in massive numbers at the Battle of Kashyyyk.

Persuader-class droid enforcers are usually deployed in pairs as escorts for *Hailfire*-class droid tanks, or in trios as escorts for OG-9 homing spider droids.

***Persuader*-class Droid Enforcer** CL 14
Huge ground vehicle (tracked)
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 20; +5 armor, Vehicular Combat
hp 120; **DR** 15; **Threshold** 30

Speed 6 squares (max. velocity 50 km/h)
Ranged ion cannons +5 (see below)
Ranged heavy repeating blaster +0 (see below)
Ranged missile launcher +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +22
Atk Options autofire (heavy repeating blaster)



A *Persuader*-class droid enforcer chases clone troopers on BARC speeders.

Abilities Str 30, Dex 12, Con —, Int 12
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 48 thermal detonators, 12 concussion missiles, 4 homing missiles, 2 dumbfire torpedoes
Availability Military; **Cost** 49,000

Ion Cannons (pilot)
Atk +5, **Dmg** 4d10×2 ion

Heavy Repeating Blaster (pilot)
Atk +0 (autofire only), **Dmg** 3d10

Missile Launchers (pilot)
Atk +3, **Dmg** 8d6, 4-square burst (thermal detonators) or 7d10×2 (concussion missiles) or 6d10×2 (homing missiles) or 9d10×2 (dumbfire torpedoes)

Single Trooper Aerial Platform (STAP)

Designed specifically for OOM-Series and B1-Series battle droids by Baktoid Armor Workshop, the Single Trooper Aerial Platform (or STAP) is a swift, agile weapons platform held aloft on repulsorlifts. The STAP is really little more than a variant of the speeder bike, built to accommodate a battle droid rider. The Trade Federation employs entire squadrons of STAPs for scouting, patrols, and light anti-personnel support, though several of them working in concert can wreak havoc on entrenched opponents or deliver battle droid troops behind enemy lines, where they can dismount and attack enemies from the rear.

Single Trooper Aerial Platform CL 2
Large airspeeder
Init +8; **Senses** Perception +6

Defenses Ref 14 (flat-footed 11), Fort 11; +2 armor, Vehicular Combat
hp 15; **Threshold** 16

Speed 12 squares (max. velocity 400 km/h)
Ranged twin blaster cannons +4 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +2; **Grp** +8
Atk Options autofire (twin blaster cannons)

Abilities Str 13, Dex 16, Con —, Int 10
Skills Initiative +8, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 2,500

Twin Blaster Cannons (pilot)
Atk +4, **Dmg** 4d10

Trade Federation Troop Carrier

The Trade Federation troop carrier is an unarmed variant of the Multi-Troop Transport, but equipped with the same hydraulically powered battle droid deployment racks. Propelled by repulsorlifts, the troop carrier is little more than a modified cargo sled, so it needs considerable protection while it sets down its droid "passengers." Consequently, few are employed during battles, though they are quite common in pre-battle deployment.

Trade Federation Troop Carrier CL 4
Colossal ground vehicle (speeder)
Init −3; **Senses** Perception +6

Defenses Ref 9 (flat-footed 8), Fort 20; +8 armor, Vehicular Combat
hp 120; **DR** 10; **Threshold** 70

Speed 6 squares (max. velocity 50 km/h)
Fighting Space 6×6; **Cover** total
Base Atk +2; **Grp** +32

Abilities Str 30, Dex 12, Con —, Int 12
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3

Crew 2 OOM-Series pilot battle droids (skilled); **Passengers** 112 B1-Series battle droids
Cargo 4 tons; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 37,000

Tri-Droid

The success of the octuptarra combat tri-droid prompted the Techno Union to develop a larger model, resulting in the mobile artillery tri-droid—a towering behemoth capable of destroying enemy armor with a single shot from one of its three heavy ordnance launchers.

The tri-droid sees extensive use in the Battle of Mygeeto toward the end of the Clone Wars, but it is fairly rare prior to that.

Tri-Droid CL 9
Gargantuan ground vehicle (walker)
Init +2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 22; +8 armor, Vehicular Combat
hp 160; **DR** 15; **Threshold** 32

Speed 8 squares (max. velocity 50 km/h), climb 4 squares
Ranged 3 heavy ordnance launchers +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +29

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +2, Perception +6, Pilot +2

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 48 heavy ordnance shells
Availability Military; **Cost** 100,000 credits

Heavy Ordnance Launcher (gunner)
Atk +4, **Dmg** 5d10×5, 4-square burst

Tsmeu-6 Personal Wheel Bike

Originally created as an all-terrain military reconnaissance vehicle—and later adopted by civilians for racing—the Tsmeu-6 personal wheel bike returns to its roots during the Clone Wars, serving as a light patrol vehicle for the Confederacy of Independent Systems. The wheel bike is difficult to control, particularly at higher speeds, so pilots need to be specially trained to handle the vehicle. Even the military version is dangerously unstable in high-speed turns, requiring extreme skill to maneuver.

One particular innovation that makes the Tsmeu-6 popular with both the military and racing enthusiasts is the set of retractable all-terrain legs, which allow the driver to not only right the vehicle after a spill but also enables the wheel bike to negotiate difficult terrain, such as is commonly found on battlefields.

Tsmeu-6 Personal Wheel Bike CL 3
Large ground vehicle (wheeled/walking)
Init +10; **Senses** Perception +8

Defenses Ref 16 (flat-footed 13), Fort 15; +4 armor, Vehicular Combat
hp 50; **DR** 5; **Threshold** 20

Speed 10 squares (max. velocity 330 km/h), walk 6 squares
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15

Abilities Str 20, Dex 16, Con —, Int 14
Skills Initiative +10, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** 1
Cargo 10 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 15,000

General Grievous's Wheel Bike
General Grievous's personal wheel bike has been modified by replacing the passenger seat with a double laser cannon.

Grievous's Wheel Bike (Modified Tsmeu-6) CL 5
Large ground vehicle (wheeled/walking)
Init +10; **Senses** Perception +8

Defenses Ref 16 (flat-footed 13), Fort 15; +4 armor, Vehicular Combat
hp 50; **DR** 5; **Threshold** 20

Speed 10 squares (max. velocity 330 km/h), walk 6 squares
Ranged double laser cannon +9 (see below)
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15
Atk Options autofire (double laser cannon)

Abilities Str 20, Dex 16, Con —, Int 14
Skills Initiative +10, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** none
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** not available for sale

Double Laser Cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 5d10

Confederacy Starships

All of the major factions that comprise the Confederacy of Independent Systems, including the Techno Union, the Commerce Guide, the Trade Federation, and the InterGalactic Banking Clan, have fleets of ships at their command and access to vast resources with which to build more.

BC-714 Luxury Transport

Commissioned by the InterGalactic Banking Clan and designed by the Techno Union, the BC-714 luxury transport is one of the galaxy's fastest, most comfortable interstellar vessels, with quarters for 30 passengers, private staterooms for special guests, a 20-seat holotheater, and a dining room that rivals some of the finest restaurants on Muunilinst. Essentially a starfaring pleasure yacht, the BC-714 is considered a status symbol to Muun executives, and many consider it an affront to travel in anything less.

What the Banking Clan's BC-714 transport lacks in firepower, it makes up for in speed. The transport's lean, aerodynamic shape and powerful twin engines gives it tremendous thrust in atmosphere, and its advanced hyperdrives carry it from system to system without the delay of more common transports.

BC-714 Luxury Transport CL 5
Colossal space transport
Init −5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 27; +12 armor
hp 135; **DR** 15; **SR** 45; **Threshold** 77

Speed fly 16 squares (max. velocity 1,800 km/h), fly 2 squares (starship scale)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37

Abilities Str 44, Dex 10, Con —, Int 18
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 17 (normal); **Passengers** 30
Cargo 80 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x1 (x6 backup), nav computer
Availability Restricted; **Cost** 1,700,000 (980,000 used)

Belbullab Heavy Starfighter

Feethan Ottraw Scalable Assemblies, developers of the Self-Constructing Armament Factory, develop the Belbullab-22 heavy starfighter to fill a gap in the Confederacy's starfighter fleets: an assault starfighter that, unlike vulture droid starfighters and droid tri-fighters, can go head-to-head with the Republic's ARC-170s. The Belbullab-22 also comes in heavy assault craft and strike bomber models (the Belbullab-23 and Belbullab-24, respectively).

General Grievous owns a modified Belbullab-22, the *Soulless One*, which includes a cutting-edge HoloNet transceiver and considerably more efficient hyperdrives. He uses the *Soulless One* as his personal transport when he needs to travel quickly, without the protection of the Separatist fleet.

Belbullab Heavy Starfighter **CL 13**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defenses Ref 17 (flat-footed 17), Fort 28; +10 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged 2 triple laser cannons +6 (see below) or
Ranged 2 concussion missile launchers +6 (Belbullab-24; see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (triple laser cannons)

Abilities Str 47, Dex 14, Con —, Int 14
Skills Initiative +3, Perception +6, Pilot +3, Use Computer +6

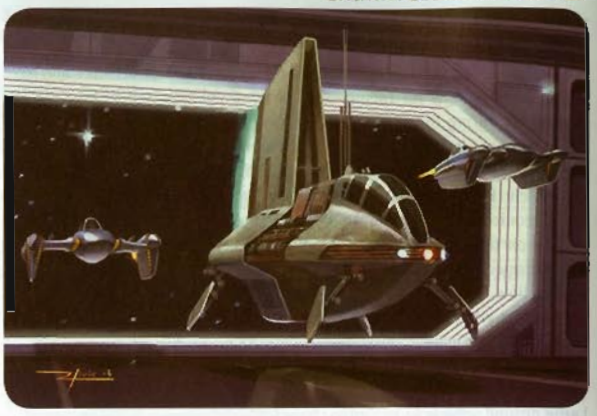
Crew 1 (skilled); **Passengers** none
Cargo 140 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 concussion missiles (Belbullab-24 only)
Hyperdrive ×6 (×15 backup), nav computer
Availability Military; **Cost** 168,000 (125,000 used)

Belbullab-22: Triple Laser Cannons (pilot)
Atk +6, **Dmg** 5d10×2

Belbullab-23 and Belbullab-24: Triple Laser Cannons (pilot)
Atk +6, **Dmg** 6d10×2

Belbullab-24: Concussion Missile Launchers (pilot)
Atk +6, **Dmg** 9d10×2

BELBULLAB-22 STARFIGHTERS ESCORT A SHEATHIPEDE-CLASS SHUTTLE.



Soulless One (Modified Belbullab-22) **CL 14**
Gargantuan starfighter
Init +7; **Senses** Perception +8

Defenses Ref 21 (flat-footed 19), Fort 28; +10 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged triple laser cannons +9 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +38
Atk Options autofire (triple laser cannons)

Abilities Str 47, Dex 19, Con —, Int 14
Skills Initiative +7, Perception +8, Pilot +7, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 160 kg; **Consumables** none; **Carried Craft** none
Hyperdrive ×2 (×5 backup), nav computer
Availability Military; **Cost** not available for sale

Triple Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 5d10×2

C-9979 Landing Craft

When Haor Chall Engineering builds thousands of C-9979 landing craft for the Trade Federation, nominally for "security purposes," the Trade Federation wastes no time in using them in their invasion of Naboo. Later, they pledge their entire fleet of C-9979s to the Confederacy of Independent Systems.

As landing craft, the C-9979s are very functional, carrying over 150 ground vehicles of different types in massive storage racks and quickly deploying them via computerized repulsor tracks, through the central staging area and down the boarding ramp, located in the C-9979's landing pedestal. The C-9979s themselves also break down easily for transport aboard Trade Federation cruisers; their wings can be detached and stored alongside the main body of the landing craft.

Although the C-9979 can be crewed by organic beings, it is more cost-effective to use battle droids. During the invasion of Naboo, nearly all the C-9979 landing craft are operated entirely by OOM-Series battle droids; during the Clone Wars, B1-Series battle droids are more common.



C-9979 LANDING CRAFT FACE HEAVY GROUND FIRE FROM SPHA-T8.

C-9979 Landing Craft CL 10
Colossal (frigate) space transport
Init −5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 34; +11 armor
hp 600; **DR** 15; **SR** 60; **Threshold** 134

Speed fly 12 squares (max. velocity 590 km/h), fly 1 square (starship scale)
Ranged 2 fire-linked laser cannons +3 (see below)
Ranged 2 fire-linked blaster cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +49
Atk Options autofire (blaster cannons)

Abilities Str 58, Dex 10, Con —, Int 16
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 88 OOM-Series battle droids (normal); **Passengers** 30 repair droids, 40 OOM-Series command battle droids, 39 OOM-Series pilot battle droids, 15 OOM-Series security battle droids
Cargo 1,800 tons; **Consumables** 1 day; **Carried Craft** 28 Trade Federation troop carriers; 114 AATs; 11 MTTs
Availability Military; **Cost** 200,000 (75,000 used)

Fire-linked Laser Cannons (gunner)
Atk +3, **Dmg** 5d10×2

Fire-linked Blaster Cannons (gunner)
Atk +3, **Dmg** 5d10×2

CIS-Advanced Starfighter

Stolen from a secret weapons factory on Diado by Jedi Master Saesee Tiin, the CIS-Advanced starfighter is a prototype that never sees actual battlefield use except in a few trials. However, many of the systemic innovations are borrowed by Republic engineers for inclusion on Republic starships such as the Eta-2 Actis interceptor developed by Kuat Systems Engineering specifically for Jedi fighter pilots.

Very few CIS-Advanced starfighters are built, and most of those are constructed by the Republic for use in training clone fighter pilots. The one Saesee Tiin steals is the only one the Separatists have, and the plans are vaporized when Master Tiin destroys the weapons factory building the prototype.

CIS-Advanced Starfighter **CL 9**
Huge starfighter
Init +7; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 25; **Threshold** 34

Speed fly 16 squares (max. velocity 1,300 km/h), fly 5 squares (starship scale)
Ranged heavy blaster cannons +7 (see below) or
Ranged proton torpedo launchers +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (heavy blaster cannons)

Abilities Str 38, Dex 16, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 190 kg; **Consumables** 2 days; **Carried Craft** none
Payload 24 proton torpedoes
Hyperdrive ×6, nav computer
Availability Military; **Cost** not available for sale

Heavy Blaster Cannons (pilot)
Atk +7, **Dmg** 6d10×2

Proton Torpedo Launchers (pilot)
Atk +7, **Dmg** 9d10×2

Diamond-Class Cruiser

The Commerce Guild's entry in the rapid-deployment arena is the *Diamond*-class cruiser. Designed to deliver thousands of spider droids quickly and efficiently to ground-based battlefields—it is a considerably more effective landing craft than the Trade Federation's C-9979. Although lightly armed, the *Diamond*-class cruiser's ability to field a dozen OG-9s (and their accompanying DSD1s) in less than a minute ensures that the vessel spends very little time on the ground—and most of that time it is surrounded by deadly homing spider droids.

The president of the Commerce Guild, Shu Mai, uses a *Diamond*-class cruiser as her personal transport and as the flagship of the Commerce Guild fleet.

***Diamond*-class Cruiser** **CL 13**
Colossal (frigate) space transport
Init −4; **Senses** Perception +5

Defenses Ref 13 (flat-footed 12), Fort 35; +12 armor
hp 840; **DR** 15; **SR** 50; **Threshold** 135

Speed fly 12 squares (max. velocity 1,450 km/h), fly 1 squares (starship scale)
Ranged 2 laser cannon batteries +13 (starship scale; see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +50
Atk Options autofire (laser cannon batteries)

Abilities Str 61, Dex 12, Con —, Int 17
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +4

Crew 148 (normal); **Passengers** 45
Cargo 1,380 tons; **Consumables** 3 months; **Carried Craft** 600 OG-9 homing spider droids, 2,400 DSD1 dwarf spider droids
Hyperdrive ×.75 (×4 backup), nav computer
Availability Military; **Cost** 5,000,000 (2,125,000 used)

Laser Cannon Batteries (6 gunners)
Atk +13, **Dmg** 4d10×2



A *Diamond*-class cruiser fires upon a Republic frigate.

Droch-class Boarding Ship

The Confederacy likes to use captured enemy ships for covert missions. Toward this end, Separatist engineers design specialized boarding vessels that can transfer boarding parties to the interior of an enemy vessel without causing catastrophic damage to the ship itself. One such design is the *Droch*-class boarding ship, which can be launched in large numbers to capture enemy capital ships while still keeping them spaceworthy.

The *Droch*-class boarding ship has a special boarding drill on its forward section that can be used to drill into a starship and release its passengers safely inside the ship. As a standard action, the pilot of the *Droch*-class boarding ship can make an attack with the boarding drill against a ship in an adjacent square. If the attack succeeds, the boarding ship moves into the target's space and attaches itself to the hull of the target ship without triggering a collision. Each round thereafter, as a standard action, the pilot can use the drill to make a grapple check and deal damage to the target ship equal to the grapple check's result, ignoring the target ship's SR. When the target ship has taken cumulative damage from the drill in excess of its damage threshold, the boarding ship punches through and its passengers can enter the target ship safely.

Droch-class Boarding Ship **CL 7**
Huge starfighter
Init +4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +24
Atk Options boarding drill

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 1; **Passengers** 6 (droid troops)
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 43,000

Light Laser Cannons (pilot)
Atk +6, **Dmg** 3d10×2

Boarding Drill (pilot)
Atk +6, **Dmg** — (grapple +24)

Hardcell-class Transport

The Techno Union contributed nearly three hundred of their *Hardcell*-class transports to the Separatist cause before the Clone Wars began. After losing hundreds of them at the Battle of Geonosis, the Techno Union supplied the Confederacy with another thousand. Although sturdy, the *Hardcell*-class vessel uses a cluster of primary thruster engines, rather than the conventional repulsorlift engines found on most starships—partly because thrusters outperform repulsorlifts in acceleration, and partly because the Skakoans have three fuel-rich moons in their home system.

The crew cabins of the *Hardcell*-class space transport (located in the uppermost portion of the ship's nose cone) are designed for Skakoan habitation. Skakoans can forego their pressure suits in the crew cabins, but other species require either flight suits or space suits to survive.

Although heavily armored, the *Hardcell*-class transport is only lightly armed, and vulnerable to well-placed shots. A critical hit against a *Hardcell*-class transport deals triple damage, rather than double damage.

***Hardcell*-class Transport** **CL 10**
Colossal (frigate) space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 38; +14 armor, Vehicular Combat
hp 800; **DR** 25; **SR** 100; **Threshold** 138

Speed fly 18 squares (max. velocity 4,000 km/h), fly 1 square (starship scale)
Ranged 2 laser cannon batteries +16 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +55
Atk Options autofire (laser cannons)

Abilities Str 66, Dex 10, Con —, Int 18
Skills Initiative −4, Mechanics +15 (+6*), Perception +6, Pilot −4, Use Computer +15 (+6*)

Crew 190 (skilled); **Passengers** 1,017
Cargo 12,400 tons; **Consumables** 6 months; **Carried Craft** 650 *Hailfire*-class droid tanks
Hyperdrive x1 (x8 backup), nav computer
Availability Military; **Cost** not available for sale
* *If the ship has no astromech droids, use these skill modifiers instead.*

Laser Cannons (6 gunners)
Atk +16, **Dmg** 4d10×2

Hyena-class Bomber

One of the many droid starfighter variants used by the Confederacy, the *Hyena*-class bomber from Baktoid Armor Workshop uses the basic chassis of a droid starfighter but expands it, making room for a greater payload. The bomber features an expanded munitions hold to one side of the droid starfighter's primary control systems, allowing the vessel to carry both concussion missiles and proton torpedoes. *Hyena*-class bombers typically fly toward a target and unleash a torrent of missiles and torpedoes to overwhelm the target's shields in half the time taken by other comparably-sized bombers.

Given the computerized nature of its piloting system, a *Hyena*-class bomber can attack with all weapons as though each had its own gunner.

Hyena-class Bomber CL 7
Huge starfighter
Init +8; **Senses** Perception +8

Defenses Ref 13 (flat-footed 11), Fort 22; +3 armor
hp 70; **DR** 5; **Threshold** 32

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged light laser cannons +7 (see below) and proton torpedoes +7 (see below) and light concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +5; **Grp** +27

Abilities Str 35, Dex 14 Con —, Int 14
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8, Use Computer +8

Crew 0 (expert); **Passengers** none
Cargo none kg; **Consumables** 2 days; **Carried Craft** none
Payload 6 proton torpedoes, 6 concussion missiles
Availability Restricted; **Cost** 23,000

Light Laser Cannons
Atk +7, **Dmg** 3d10×2

Proton Torpedoes
Atk +7, **Dmg** 9d10×2

Light Concussion Missiles
Atk +7, **Dmg** 7d10×2

HARDCELL-CLASS TRANSPORTS DEFEND A *PROVIDENCE*-CLASS DESTROYER.



Providence-Class Destroyer

Originally built for the Trade Federation by the Quarren Free Dac Volunteers Engineering Corps, the kilometer-long *Providence*-class destroyer (frequently referred to as a "Trade Federation cruiser") is one of the Confederacy's most powerful warships, more than a match for any similarly classed cruiser in the Republic Navy. It is so formidable in combat that General Grievous uses one, the *Invisible Hand*, as his flagship in the assault on Coruscant. Endlessly modifiable (due to modular compartments), the *Providence*-class destroyer can be made faster with upgraded hyperdrives or sublight thrusters; it can be made deadlier by adding weapon battery compartments; it can be made into a light starfighter carrier by increasing the size of the hangar bays; or countless other variations.

Punworcca 116-Class Sloop

The *Punworcca 116*-class interstellar sloop is a small hyperspace-capable yacht created by the Huppla Pasa Tisc Shipwrights Collective (the Geonosian corporation responsible for the *Ginivex*-class starfighter). Small and somewhat cramped, the sloop is usually used only for short interplanetary flights, but it is at least comfortable enough for a small number of passengers, provided the journey doesn't last more than a day or so.

As a gift to Count Dooku, the Geonosian archduke, Poggle the Lesser, had Huppla Pasa Tisc Shipwrights Collective build a custom *Punworcca 116*-class interstellar sloop. Dooku then modified the vessel by having an antique solar sail fitted to the ship, allowing him to cruise largely undetected by most starship sensors.

***Punworcca* 116-class Sloop** **CL 6**
Gargantuan space transport
Init +3 (+13*); **Senses** Perception +6 (+4*)

Defenses Ref 12 (flat-footed 10), Fort 22; +5 armor
hp 60; **DR** 10; **SR** 20; **Threshold** 42

Speed fly 16 squares (max. velocity 1,600 km/h), fly 4 squares (starship scale)
Ranged microtractor-pressor +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2 (+1*); **Grp** +29

Abilities Str 34, Dex 14, Con —, Int 16
Skills Initiative +3 (+13*), Mechanics +6, Perception +6 (+4*), Pilot +3 (+13*), Use Computer +6 (+13*)

Crew 2, or 1 FA-4 pilot droid plus 1 optional organic co-pilot (skilled); **Passengers** 11
Cargo 240 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1.5, nav computer
Availability Licensed; **Cost** 35,700
* *If the ship has only the FA-4 pilot droid, use these skill modifiers instead.*

Microtractor-pressor (co-pilot)
Atk +2, **Dmg** — (grapple +14; see "Weapon Systems" on page 198)

Sheathipede-class Shuttle

The Neimoidian leadership of the Trade Federation frequently travels in personal shuttles, the most popular of which is the *Sheathipede*-class transport shuttle from Haor Chall Engineering. It is so popular with them, in fact, that the vessel is more widely known as a "Neimoidian shuttle."

Most Neimoidians employ the *Sheathipede*'s automated flight system, which enables the ship to receive verbal destination coordinates. Pilots and passengers are free to lounge in comfort in the rear compartments while the ship guides itself to the specified destination—an important consideration for Neimoidians. Neimoidians are quick to point out that the shuttle is only designed to travel from a planetary orbit to the surface and back again, and is not meant to be used in combat situations.

***Sheathipede*-class Shuttle** **CL 4**
Colossal space transport
Init –3; **Senses** Perception +5

Defenses Ref 8 (flat-footed 6), Fort 27; +6 armor
hp 140; **DR** 15; **SR** 35; **Threshold** 77

Speed fly 12 squares (max. velocity 880 km/h), fly 4 squares (starship scale)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37

Abilities Str 45, Dex 14, Con —, Int 19
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 1 (normal); **Passengers** 6
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** not available for sale

Subjugator-class Heavy Cruiser

One of the largest ships to come out of the Confederacy's shipyards, the *Subjugator*-class heavy cruiser is a capital ship designed around its massive ion pulse cannons. The cruiser disables enemy ships so that it can destroy them with ease. The *Subjugator*-class heavy cruiser was designed and constructed in secret by Quarren Separatists at their shipyards on Pammant, using the construction of the *Providence*-class ships as a cover.

The *Malevolence*, one of General Grievous's command ships, is a *Subjugator*-class heavy cruiser.

Tactical Fire: As a standard action, the *Subjugator*-class heavy cruiser can forgo all attacks to provide tactical fire to all squares within 2 squares of it. All ion weapon attacks made against enemy starships within that area deal +2 dice of damage on a successful hit.

Unlike many warships, the *Providence*-class cruiser uses a "bridge-forward" setup (rather than a dorsal command tower, as is common with Republic warships such as the *Acclamator*-class assault ship and *Venator*-class Star Destroyer). This setup makes the *Providence*-class slightly more maneuverable than its Republic counterparts, particularly in atmospheres—although the ship is not equipped for ground landings (being designed, like so many other Quarren and Mon Calamari ships, for water landings).

***Providence*-class Destroyer** **CL 18**
Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 180; **Threshold** 254

Speed fly 12 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged quad turbolaser battery +18* (see below)
3 dual laser cannon batteries +16 (see below)
heavy ion cannons +8* (see below)
point-defense ion cannon battery +18 (see below)
8 proton torpedo launcher batteries +18 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +76

Abilities Str 98, Dex 12, Con —, Int 22
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 22,350 (skilled); **Passengers** 48,247
Cargo 29,000 tons; **Consumables** 1 year; **Carried Craft** 8 landing craft/shuttles
Payload 2,800 proton torpedoes
Hyperdrive x1.5 (x10 backup), nav computer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Quad Turbolaser Battery (6 gunners)
Atk +18 (–2 against targets smaller than Colossal), Dmg 7d10×5

Dual Laser Cannon Battery (5 gunners)
Atk +16, Dmg 6d10×2

Heavy Ion Cannons (gunner)
Atk +8 (–12 against targets smaller than Colossal), Dmg 3d10×5 ion

Point-Defense Ion Cannon Battery (6 gunners)
Atk +18, Dmg 3d10×2 ion

Proton Torpedo Launcher Battery (6 gunners)
Atk +18, Dmg 9d10×2

Invisible Hand **CL 20**
Colossal (cruiser) capital ship
Init –1; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 180; **Threshold** 254

Speed fly 12 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged quad turbolaser battery +21* (see below)
3 dual laser cannon batteries +19 (see below)
heavy ion cannons +11* (see below)
point-defense ion cannon battery +21 (see below)
8 proton torpedo launcher batteries +21 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +5; **Grp** +79

Abilities Str 98, Dex 12, Con —, Int 22
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 350 (expert); **Passengers** 125,000
Cargo 29,000 tons; **Consumables** 1 year; **Carried Craft** 16 landing craft/shuttles, 24 starfighters
Payload 2,800 proton torpedoes
Hyperdrive x1 (x10 backup), nav computer
Availability Military; **Cost** not available for sale

Quad Turbolaser Battery (6 gunners)
Atk +21 (+1 against targets smaller than Colossal), Dmg 7d10×5

Dual Laser Cannon Battery (5 gunners)
Atk +19, Dmg 6d10×2

Heavy Ion Cannons (gunner)
Atk +11 (–9 against targets smaller than Colossal), Dmg 3d10×5 ion

Point-Defense Ion Cannon Battery (6 gunners)
Atk +21, Dmg 3d10×2 ion

Proton Torpedo Launcher Battery (6 gunners)
Atk +21, Dmg 9d10×2

A pair of Banking Clan transports support the *Malevolence*, a *Subjugator*-class heavy cruiser.



Crew 550 (skilled); **Passengers** 60,000 (battle droids)
Cargo 13,000 tons; **Consumables** 2 years; **Carried Craft** 144 "Vulture" droid starfighters, 48 *Hyena*-class droid bombers, various support craft
Hyperdrive x2 (backup x12); navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy Turbolaser Battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 7d10x5

Medium Turbolaser Battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 5d10x5

Point-Defense Light Laser Cannon Battery (5 gunners)
Atk +15, **Dmg** 3d10x2

Tractor Beam Battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal),
Dmg — (grapple +65)

Ion Pulse Cannon (gunner)
Atk +7, **Dmg** 9d10x10 ion; see the "Ion Pulse Cannon" sidebar.

Subjugator-class Heavy Cruiser — CL 20

Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 53; +13 armor
hp 1,750; **DR** 20; **SR** 130; **Threshold** 253

Speed fly 2 squares (starship scale)
Ranged 5 heavy turbolaser batteries +15* (see below) and
2 medium turbolaser batteries +15* (see below) and
5 point-defense light laser cannon batteries +15 (see below) and
2 tractor beam batteries +11 (see below) and
2 ion pulse cannons +7* (see below) and
Fighting Space 2x2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +65
Atk Options tactical fire

Abilities Str 97, Dex 14, Con —, Int 20
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Ion Pulse Cannon

The ion pulse cannon is found on *Subjugator*-class heavy cruisers and is used to disable enemy starships before they have a chance to fire back. No other class of ship carries the weapon due to its unique power generation needs.

Ion pulse cannons are area attack weapons, even at starship scale. A single ion pulse cannon targets all starships with 5 squares (starship scale) of the ship carrying the weapon; the gunner makes an attack roll against each ship within that area. On a hit, the target takes normal ion damage and moves –2 steps on the condition track. On a miss, the target takes half damage and moves –1 step on the condition track.

Unlike most other starship weapons, ion pulse cannons have a significant build-up and cooldown time. The weapon can be fired as normal as a standard action. However, after firing the ion pulse cannon, the gunner must spend three consecutive full-round actions clearing the weapon of ionized particles before it can be fired again. If the starship takes damage that equals or exceeds its damage threshold at any time during this recharge period, the ion pulse cannon automatically overloads and is destroyed.

Chapter XII
Fringe Factions





This chapter describes new allies, enemies, and technology belonging to factions other than the Republic and the Confederacy.

The allies and antagonists in this chapter are designed to give campaigns a distinctly Clone Wars feel. Gamemasters should feel free to include these characters in adventures, even if they only appear fleetingly in secondary roles. The appearance of such characters can give players a sense of truly making a difference in the larger conflict.

Some of the vehicles and starships presented here may be available on the open market, or the Gamemaster can make them available to heroes as part of an adventure.

Mercenary Factions

Though much of the conflict of the Clone Wars takes place between the Separatists and the Republic, smaller mercenary factions and planetary forces play key roles in many battles. Though their efforts are usually localized and focused, some of the actions of these factions have repercussions on the war as a whole.

Throughout the Clone Wars, the Separatists use the large financial resources they possess to hire mercenary bands of all stripes from around the galaxy. Among these mercenary groups are organizations such as the Sabaoth Mercenaries, who act under the guidance of Separatist leaders to deploy dangerous chemical weapons such as trihexalon. The Sabaoth Mercenaries, and other blasters-for-hire from across the galaxy, find themselves in the Separatists' employ, performing tasks and clandestine operations that cannot be trusted to droids. Moreover, in many parts of the galaxy, the Confederacy's war effort requires mercenaries simply to maintain the Separatists' military presence when droid troops are destroyed faster than they can be replenished.

Not every independent force that fights in the Clone Wars is a purely mercenary band. Many planetary defense forces are technically not part of the Republic's Grand Army or the forces of the Confederacy, and as such have their own command structures and unique units. For example, the Wookiee defense forces work closely with both Jedi Master Yoda and the Republic military forces under the control of Commander Gree at the Battle of Kashyyyk, but they are not technically part of the Republic command hierarchy. These independent defense forces are a good option for heroes who wish to take part in the Clone Wars conflict but do not wish to directly involve themselves in the Republic or the Confederacy.

Influential Figures

The following individuals figure prominently in a Clone Wars campaign, and their actions play a major role in shaping the history of this era.

Boba Fett

Boba Fett is the unaltered clone of Jango Fett. He sees his "father" beheaded by Mace Windu during the Battle of Geonosis. As a teenager in the later part of the Clone Wars, he begins his career finding work wherever he can—as mercenary, soldier, personal guard, assassin, and of course, bounty hunter.

The following statistics reflect Boba Fett at the start of what promises to be a notorious career.

Boba Fett (Episode III) **CL 7**
Medium Human (clone) scout 3/soldier 4
Destiny 1; **Force** 3; **Dark Side** 2
Init +12; **Senses** low-light vision, Perception +10 (can reroll, must take second result)
Languages Basic, Huttese, Mando'a

Defenses Ref 24 (flat-footed 19), Fort 21, Will 19
hp 66; **DR** 1; **Threshold** 21

Speed 6 squares, fly 6 squares (jet pack)
Melee unarmed +8 (1d6+5)
Ranged blaster carbine +10 (3d8+3) or
Ranged blaster carbine +5 (3d8+3) and blaster carbine +5 (3d8+3) with Double Attack or
Ranged flamethrower +10 (3d6+3, 6-square cone) or
Ranged missile launcher +10 (6d6+3, 2-square splash) or
Ranged stun grenade +10 (4d6+3, 2-square burst) or
Ranged whipcord +10 (grab)
Base Atk +6; **Grp** +8
Atk Options Double Attack, Keen Shot, Point Blank Shot, Precise Shot, Running Attack
Special Actions Quick Draw

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 14, Cha 13
Talents Acute Senses, Armored Defense, Juggernaut, Keen Shot
Feats Armor Proficiency (light, medium), Double Attack, Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Initiative +12, Knowledge (tactics) +10, Perception +10 (can reroll, must keep second result), Persuasion +9, Pilot +12, Stealth +12, Survival +10
Possessions *Slave I*, Mandalorian armor (as battle armor with helmet package; 4 weapon attachments), blaster carbine, 4 stun grenades, flamethrower (5 shots), missile launcher, 4 missiles, whipcord (treat as net), blaster gauntlet (treat as hold-out blaster), jet pack (10 charges), utility belt with medpac

Cavik Toth

Cavik Toth's ambition leads him to found his own mercenary force, the Sabaoth Squadron. Prior to the start of the Clone Wars, Toth and his forces ally with Count Dooku and the Confederacy of Independent Systems. Toth's adversaries include Nym and his Lok Revenants as well as Jedi Master Adi Gallia.

Captain Cavik Toth **CL 11**
Medium Human soldier 4/scoundrel 3/ace pilot 2/officer 2
Destiny 2; **Force** 4; **Dark Side** 2
Init +13; **Senses** Perception +12
Languages Basic, Ryl

Defenses Ref 28 (flat-footed 25), Fort 24, Will 26, Dodge
hp 86; **Threshold** 24

Speed 6 squares
Melee unarmed +9 (1d4+5)
Ranged heavy blaster pistol +13 (3d8+5) or
Ranged heavy blaster pistol +11 (4d8+5) with Rapid Shot
Base Atk +9; **Grp** +9
Atk Options Careful Shot, Deadeye, Hyperdriven, Point Blank Shot, Precise Shot, Spacehound, Rapid Shot
Special Actions Battle Analysis, Coordinated Attack, Deployment Tactics

Abilities Str 11, Dex 16, Con 12, Int 13, Wis 14, Cha 16
Special Qualities command cover, share talent (Battle Analysis), vehicle dodge +1
Talents Battle Analysis, Cover Fire, Deployment Tactics, Elusive Dogfighter, Hyperdriven, Spacehound
Feats Armor Proficiency (light, medium), Careful Shot, Coordinated Attack, Deadeye, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +11, Perception +12, Pilot +13
Possessions heavy blaster pistol, flight suit, command uniform

Chewbacca

Known for his great strength and loyalty, Chewbacca is a wise, sophisticated Wookiee and an exceptional scout. As a close friend to Wookiee city leader Tarfful of Kachirho, Chewbacca is asked to be part of the Wookiee High Command responsible for the battle plan to protect the city from a Separatist invasion. When Order 66 is issued, Chewbacca assists his friend Tarfful in protecting Jedi Master Yoda and aiding the venerable Force-user in his escape from Kashyyyk.

Chewbacca (Episode III) **CL 6**

Medium Wookiee scout 6
Destiny 1; **Force** 4
Init +9; **Senses** Perception +8 (can reroll, must take second result)
Languages Basic (understand only), Huttese, Shyriiwook

Defenses Ref 20 (flat-footed 18), Fort 17, Will 16
hp 67; **Threshold** 17; extraordinary recuperation

Speed 6 squares
Melee unarmed +8 (1d6+7) or
Melee unarmed +10 (1d6+10) with Powerful Charge
Ranged bowcaster +5 (3d10+3)
Base Atk +4; **Grp** +8
Atk Options Careful Shot, Pin, Point Blank Shot, Powerful Charge, Precise Shot
Special Actions rage 1/day

Abilities Str 18, Dex 12, Con 20, Int 12, Wis 10, Cha 10
Talents Acute Senses, Extreme Effort, Jury-Rigger
Feats Careful Shot, Martial Arts I, Pin, Point Blank Shot, Powerful Charge, Precise Shot, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +8 (can take 10 when distracted), Endurance +13, Initiative +9, Mechanics +9 (can reroll when making jury-rigged repair), Perception +8 (can reroll, must take second result), Persuasion +3 (can reroll attempts to intimidate, must take second result), Pilot +9, Survival +5
Possessions bowcaster, bandolier, tool kit

Merumeru

This intelligent Wookiee elder is about 250 years old during the Clone Wars. He develops effective defensive tactics against Trandoshan raiders prior to the war. Due to his vast experience, he leads the beachfront defense at Kachirho during the Confederacy's invasion of Kashyyyk.

Merumeru **CL 6**

Medium Wookiee soldier 5/noble 1
Destiny 1; **Force** 3
Init +10; **Senses** Perception +8
Languages Basic (understand only), Dosh (understand only), Durese (understand only), Shyriiwook

Defenses Ref 19 (flat-footed 17), Fort 22, Will 18
hp 79; **Threshold** 22; extraordinary recuperation

Speed 6 squares
Melee battle staff +10 (1d6+13)
Ranged bowcaster +7 (3d10+3) or
Ranged bowcaster +5 (4d10+3) with Rapid Shot
Base Atk +5; **Grp** +10
Atk Options Charging Fire, Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Battle Analysis, Coordinate +1, Indomitable, rage 1/day

Abilities Str 20, Dex 14, Con 18, Int 15, Wis 10, Cha 13
Talents Battle Analysis, Coordinate +1, Cover Fire, Indomitable
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +13 (can take 10 when distracted), Endurance +13, Initiative +10, Knowledge (tactics) +10, Perception +8, Persuasion +4 (can reroll attempts to intimidate, must take second result)
Possessions bowcaster, battle staff, battle helm



Nym

Leader of the Lok Revenants, Nym is a brigand with a sense of honor and of higher purpose. The Feeorin pirate is also considered a scourge of the space lanes. After being orphaned at an early age, a young Nym is raised by harsh criminals—thus developing his physical skills and abrasive personality. Later, his reputation as a fierce fighter and brilliant tactician earns him the respect he desires in the underworld. Eventually, he builds a pirate crew whose speed and effectiveness make them fearsome. Despite this, he makes every effort to minimize bloodshed on each mission.

Nym's most prized bounty is a heavily modified Scurrg H-6 prototype bomber he calls *Havoc*. Nym is caught by a Trade Federation-hired mercenary while trying to fence weapons, but he is rescued by his loyal crew. The Lok Revenants' base is attacked by the Trade Federation, and Nym moves on with his life. Ironically, he teams up with the mercenary who caught him, Vana Sage, and with Rhys Dallows, a Naboo pilot, to wreak havoc on the Trade Federation. For aiding Naboo forces, Supreme Chancellor Palpatine awards Nym a full pardon. Despite that, he goes back to his fringe ways and lays low in Bothan space looking for work. Later, he reluctantly teams up with Jedi Master Adi Gallia to fight his old foe, Captain Cavik Toth, commander of the Sabaoth Squadron mercenaries.

Nym **CL 11**

Medium Feeorin scoundrel 11
Destiny 2; **Force** 4
Init +7; **Senses** low-light vision, Perception +5
Languages Basic, Feeorin, Huttese

Defenses Ref 25 (flat-footed 23), Fort 26, Will 22, Dodge
hp 86; **Threshold** 26

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged heavy blaster pistol +10 (3d8+5) or
Ranged heavy blaster pistol +8 (4d8+5) with Rapid Shot or
Ranged blaster rifle +10 (3d8+5) or
Ranged blaster rifle +8 (4d8+5) with Rapid Shot
Base Atk +8; **Grp** +10
Atk Options Careful Shot, Charging Fire, Deadeye, Hyperdriven, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6, Spacehound, Starship Raider
Special Actions Knack

Abilities Str 15, Dex 14, Con 17, Int 13, Wis 11, Cha 12
Talents Hyperdriven, Knack, Lucky Shot, Sneak Attack +1d6, Spacehound, Starship Raider
Feats Careful Shot, Charging Fire, Deadeye, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Endurance +18, Knowledge (tactics) +11, Persuasion +11, Pilot +17
Possessions heavy blaster pistol, blaster rifle, Scurrg H-6 prototype bomber (*Havoc*)

Salporin

Salporin joins Captain Merumeru's defense during the Separatist invasion of Kachirho. He is best known for his mastery of the ryyk blades. Despite his bond-engagement to the Wookiee maiden Gorrlyn, the couple serve together under Merumeru. In addition, Salporin is a childhood friend of Chewbacca.

Salporin **CL 5**
Medium Wookiee soldier 4/scout 1
Destiny 1; **Force** 2
Init +8; **Senses** Perception +8
Languages Basic (understand only), Shyriiwook

Defenses Ref 18 (flat-footed 17), Fort 20, Will 16
hp 81; **Threshold** 20; extraordinary recuperation

Speed 6 squares
Melee ryyk blades +11 (1d8+8, devastating 5) or
Melee ryyk blades +9 (2d8+8, devastating 5) with Rapid Strike or
Melee ryyk blades +6/+6 (1d8+8, devastating 5) or
Melee ryyk blades +4/+4 (2d8+8, devastating 5) with Rapid Strike
Ranged bowcaster +5 (3d10+2)
Base Atk +4; **Grp** +10
Atk Options Rapid Strike
Special Actions rage 1/day, Shake It Off

Abilities Str 22, Dex 13, Con 16, Int 10, Wis 12, Cha 10
Talents Devastating Attack (ryyk blades), Surefooted, Weapon Specialization (ryyk blades)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Rapid Strike, Shake It Off, Weapon Focus (ryyk blades), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +13 (can take 10 when distracted), Endurance +10, Initiative +8, Jump +13, Perception +8, Persuasion +2 (can reroll attempts to intimidate, must take second result)
Possessions 2 ryyk blades (see page 97 of *The Force Unleashed™ Campaign Guide*), bowcaster

Tarfful

A mighty warrior leader, fierce and towering, Tarfful works his way up to become the city leader of coastal Kachirho, where he serves for decades before the Clone Wars. He enjoys dangerous hunting expeditions. At one point in the war, he is taken prisoner by Trandoshan slavers, but later he is rescued by clone commandos. During the Confederacy's invasion of Kachirho, he takes up the little-used mantle of war chief as the Wookiees and their Republic allies fight off the invasion. Notable among the Republic forces is Jedi Master Yoda. Yoda and Tarfful share a strong bond, so much so that Tarfful considers Yoda a member of his "honor family." Because of this, he aids Yoda when the clone troopers under Yoda's command betray the venerable Jedi Master. Another of Tarfful's close friends is the Wookiee scout Chewbacca.

Tarfful **CL 12**
Medium Wookiee scout 3/soldier 4/noble 5
Destiny 3; **Force** 6
Init +12 (can reroll, must take second result); **Senses** Perception +12 (can reroll, must take second result)
Languages Basic (understand only), Dosh (understand only), Shyriiwook

Defenses Ref 25 (flat-footed 24), Fort 26, Will 25
hp 102; **Threshold** 26; extraordinary recuperation

Speed 6 squares
Melee unarmed +13 (1d4+10)
Ranged bowcaster +11 (3d10+6) or
Ranged bowcaster +9 (4d10+6) with Rapid Shot or
Ranged bowcaster +6/+6 (3d10+6) with Double Attack or
Ranged bowcaster +4/+4 (4d10+6) with Double Attack and Rapid Shot
Base Atk +9; **Grp** +13
Atk Options Charging Fire, Double Attack (bowcaster), Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Battle Analysis, Born Leader, Coordinated Attack, rage 1/day, Rally, Shake It Off

Abilities Str 19, Dex 13, Con 14, Int 12, Wis 13, Cha 16
Talents Acute Senses, Battle Analysis, Born Leader, Cover Fire, Distant Command, Improved Initiative, Rally
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Double Attack (bowcaster), Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Persuasion), Weapon Focus (bowcaster), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +16 (can take 10 when distracted), Endurance +13, Initiative +12 (can reroll, must take second result), Knowledge (bureaucracy) +12, Knowledge (tactics) +12, Perception +12 (can reroll, must take second result), Persuasion +19 (can reroll attempts to intimidate, must take second result), Survival +12
Possessions bowcaster



ZIRO THE HUTT

The uncle of Jabba the Hutt, Ziro the Hutt (whose full name and title is Ziro Desilijic Tiure) is a devious crime lord who dwells in the seedy depths of Coruscant. Ziro the Hutt employs assassins, thugs, thieves, and a variety of other sinister agents, both on Coruscant and abroad. Despite holding the rank of Vigo in the Black Sun crime syndicate, he is considered a lesser crime lord on Coruscant; however, Ziro has considerable power thanks to his association with influential members of the Confederacy of Independent Systems. Unafraid to make deals with those who would harm the Desilijic clan if it would bring him more profit and power, Ziro is a treacherous Hutt whose betrayals will surely catch up with him.

Ziro the Hutt CL 9

Large Hutt noble 4/scoundrel 3/crime lord 2
Destiny 1; **Force** 7; **Dark Side** 6
Init +10; **Senses** Perception +17
Languages Basic, Bocce, Gamorrean, High Galactic, Huttese, Quarrenese, Rodese, Ryl, Shyriiwook (understand only)

Defenses Ref 22 (flat-footed 21), Fort 21, Will 27
hp 57; **Threshold** 31
Immune +5 bonus to Will Defense against Use the Force checks

Speed 2 squares
Melee unarmed +6 (1d6+4)
Ranged by weapon +7
Base Atk +6; **Grp** +11
Atk Options Point Blank Shot
Special Actions Disruptive, Presence, Impel Ally I, Impel Ally II, Walk the Line

Abilities Str 10, Dex 13, Con 12, Int 16, Wis 16, Cha 15
Special Qualities supreme stability
Talents Disruptive, Presence, Impel Ally I, Impel Ally II, Walk the Line, Weaken Resolve
Feats Improved Damage Threshold, Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +17, Persuasion +16 (can reroll, must take second result), Use Computer +12
Possessions various personal belongings

"SENATOR, I BELIEVE YOU ARE TOO DANGEROUS TO BE KEPT ALIVE."

-ZIRO THE HUTT

Vehicles and Starships

During the Clone Wars, vehicles of war roll off assembly lines on planets throughout the galaxy. The following section details several vehicles that appear during the Clone Wars and are suitable for use by both allies and antagonists in a Clone Wars campaign.

Oevvaor Jet Catamaran

Named after the oevvaor, a flying marine reptile indigenous to Kashyyyk's coasts, this flying catamaran is designed to the surface of freshwater lagoons on Kashyyyk.

Incorporating Podracer-style jet engines and compact repulsorlifts, this 15-meter-long vessel can attain speeds of up to 370 kilometers per hour over water. Its hull, fashioned from thick wroshyr timber, is strong enough to provide protection against enemy blaster fire.

Oevvaor Jet Catamaran **CL 3**
Gargantuan vehicle (speeder)
Init +5; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 16; +3 armor
hp 60; **DR** 5; **Threshold** 36

Speed fly 12 squares (max. velocity 370 km/h over water), fly 3 squares (starship scale)
Ranged blaster cannon +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), none (passengers)
Base Atk +0; **Grp** +31
Atk Options autofire (blaster cannon)

Abilities Str 22, Dex 14, Con —, Int 14
Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5

Crew 2 (normal); **Passengers** 2
Cargo 50 kg; **Consumables** 3 days; **Carried Craft** none
Availability Licensed; **Cost** 12,125 (2,700 used)

Blaster Cannon (gunner)
Atk +2 (-3 autofire), **Dmg** 3d10

Raddaugh Gnasp Fluttercraft (Ornithopter)

Named after a dangerous insect native to the Wookiee colony moon of Alaris, these cramped ornithopters buzz through the skies of Kashyyyk, conducting security patrols, search-rescue missions, and perimeter scans. The 7-meter-long vehicle, manufactured by the enterprising Wookiees of Appazanna Engineering Works, is an armed, lightweight, twin-seat scout craft perfect for defending the tree-cities of the Wookiee homeworld. Featuring a tail-gun but no armor, the ornithopter relies on its speed and agility to avoid incoming fire, and its mostly open cockpit provides minimal cover for its crew of two.



WOOKIEE FLUTTERCRAFT

Raddaugh Gnasp Fluttercraft **CL 4**
Huge air vehicle (ornithopter)
Init +11; **Senses** Perception +8

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 29

Speed fly 12 squares (max. velocity 310 km/h), fly 3 squares (starship scale)
Ranged laser cannon tail-gun +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +2 (crew)
Base Atk +2; **Grp** +20
Atk Options autofire (laser cannon tail-gun)

Abilities Str 18, Dex 18, Con —, Int 16
Skills Initiative +11, Mechanics +8, Perception +8, Pilot +9

Crew 2 (skilled); **Passengers** none
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 14,750 (3,200 used)

Laser Cannon Tail-Gun (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10

Sabaoth Destroyer

Sabaoth destroyers are intimidating capital ships employed by the mercenary Sabaoth Squadron. Recruited by Count Dooku, the Sabaoth Squadron fights for the Separatists in early engagements of the Clone Wars, influencing key battles. Several Sabaoth destroyers are eliminated by the Feeorin pirate Nym and his allies—including Sabaoth Squadron Leader Cavik Toth's flagship, the *Reaver*.

Sabaoth Destroyer **CL 12**
Colossal (frigate) capital ship
Init −2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 36; +12 armor
hp 900; **DR** 15; **SR** 130; **Threshold** 136

Speed fly 2 squares (starship scale)
Ranged 3 point-defense heavy laser cannon batteries +9 (see below) and 2 light turbolaser batteries +9* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 14, Con —, Int 16
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2

Crew 250 (skilled); **Passengers** 3,000
Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** 12 starfighters
Hyperdrive ×3 (backup ×18), navicomputer
Availability Military; **Cost** 3.5 million (1.5 million used)

* *Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Point-Defense Heavy Laser Cannon Battery (3 gunners)
Atk +9, **Dmg** 6d10×2

Light Turbolaser Battery (3 gunners)
Atk +9 (−11 against targets smaller than Colossal), **Dmg** 2d10×5

Sabaoth Starfighter

Structurally, the Sabaoth starfighter is little more than a cockpit mounted behind a pair of downward-angled wings, each tipped with a pair of laser cannons. As the main starfighters of the Sabaoth Squadron, Sabaoth starfighters give combat support to the Sabaoth destroyers. Under the command of Captain Cavik Toth, Sabaoth starfighters fight for the Separatists. They are first seen launching from Sabaoth destroyers in battle over Geonosis, where they meet the Jedi starfighters of Adi Gallia and Siri Tachi.



A Sabaoth destroyer launches a squadron of Sabaoth starfighters.

Sabaoth Starfighter CL 7
Huge starfighter
Init +12; **Senses** Perception +8

Defenses Ref 17 (flat-footed 11), Fort 23; +3 armor
hp 75; **DR** 5; **Threshold** 33

Speed fly 16 squares (max. velocity 1,110 km/h), fly 4 squares (starship scale)
Ranged 4 laser cannons +8 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +28

Abilities Str 36, Dex 22, Con —, Int 16
Skills Initiative +12, Mechanics +8, Perception +8, Pilot +9

Crew 1 (expert) **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 170,000 (72,000 used)

Laser Cannon (pilot)
Atk +8, **Dmg** 4d10×2

Beasts

All worlds have nonsentient life forms that occasionally present threats to civilization. Some of these beasts can be domesticated and used as pets or mounts, while others are untamable. A couple beasts of note are presented below.

Dactillion

Dactillions are predators that plagued Utapauns during their rise to civilization. These four-legged reptilian carnivores are 6 meters tall with a 24-meter wingspan. They are an ancient species that is often solitary and nomadic. Within the sinkholes of Utapau, they can use their claws to scale cliff faces or their wings to ride the thermal drifts. They feed on grotto fish, small prey, and carrion. By providing dactillions with fresh meat, the Utapauns are able to domesticate them, turning these reptilian predators into trusted mounts.

Dactillion CL 2
Huge airborne beast 3
Init +8 (can reroll, must take second result); **Senses** Perception +2

Defenses Ref 12 (flat-footed 10), Fort 18, Will 12
hp 37; **Threshold** 28

Speed 4 squares, fly 6 squares
Melee 2 claws +9 (1d8+7) and bite +9 (2d6+7)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +2; **Grp**+19

Abilities Str 24, Dex 16, Con 26, Int 4, Wis 15, Cha 8
Feats Skill Training (Climb, Survival)
Skills Climb +12, Initiative +8 (can reroll, must take second result), Survival +7

Horax

Horaxes are enormous, reptilian creatures native to the planet Nelvaan. Adult specimens grow to a height of 15 meters, their tough blue-gray skin covers a powerfully muscled frame. Because of their immense size, they have a brutal impact on the environment, uprooting trees with their shovel-like horns. Fortunately, Horaxes are solitary creatures, gathering in pairs only to mate. They use their enormous fangs, massive nose horns, and spurred tails to fight each other for territory.

Horax CL 8
Huge beast 8
Init +4; **Senses** Perception +4

Defenses Ref 16 (flat-footed 16), Fort 18, Will 9
hp 100; **Threshold** 28

Speed 6 squares
Melee gore +16 (2d6+10) and tail slap +16 (2d6+10 plus special) or
Melee gore +11* (2d6+15) and tail slap +11* (2d6+20 plus special)
Fighting Space 3×3; **Reach** 1 square (2 squares with tail slap)
Base Atk +6; **Grp** +26
Atk Options Power Attack, tail slap

Abilities Str 30, Dex 8, Con 26, Int 2, Wis 8, Cha 2
Feats Power Attack, Toughness, Skill Training (Initiative)
Skills Initiative +4, Perception +4
* *Includes 5 points of Power Attack.*

Tail Slap—When a horax uses Power Attack with its tail slap, it deals extra damage equal to the number of points of Power Attack spent. Any creature hit by a horax's tail slap attack is knocked prone.

APPENDIX

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"Like fire across the galaxy
the Clone Wars spread."

The Clone Wars have begun, and now the great conflicts of this setting can be relived—or told for the first time—in your campaigns. Featuring material drawn from *The Clone Wars* television series, as well as films, comics, and video games set during the Clone Wars, this campaign guide gives players and Gamemasters the tools to create new heroes and design exciting adventures against the backdrop of galactic war.



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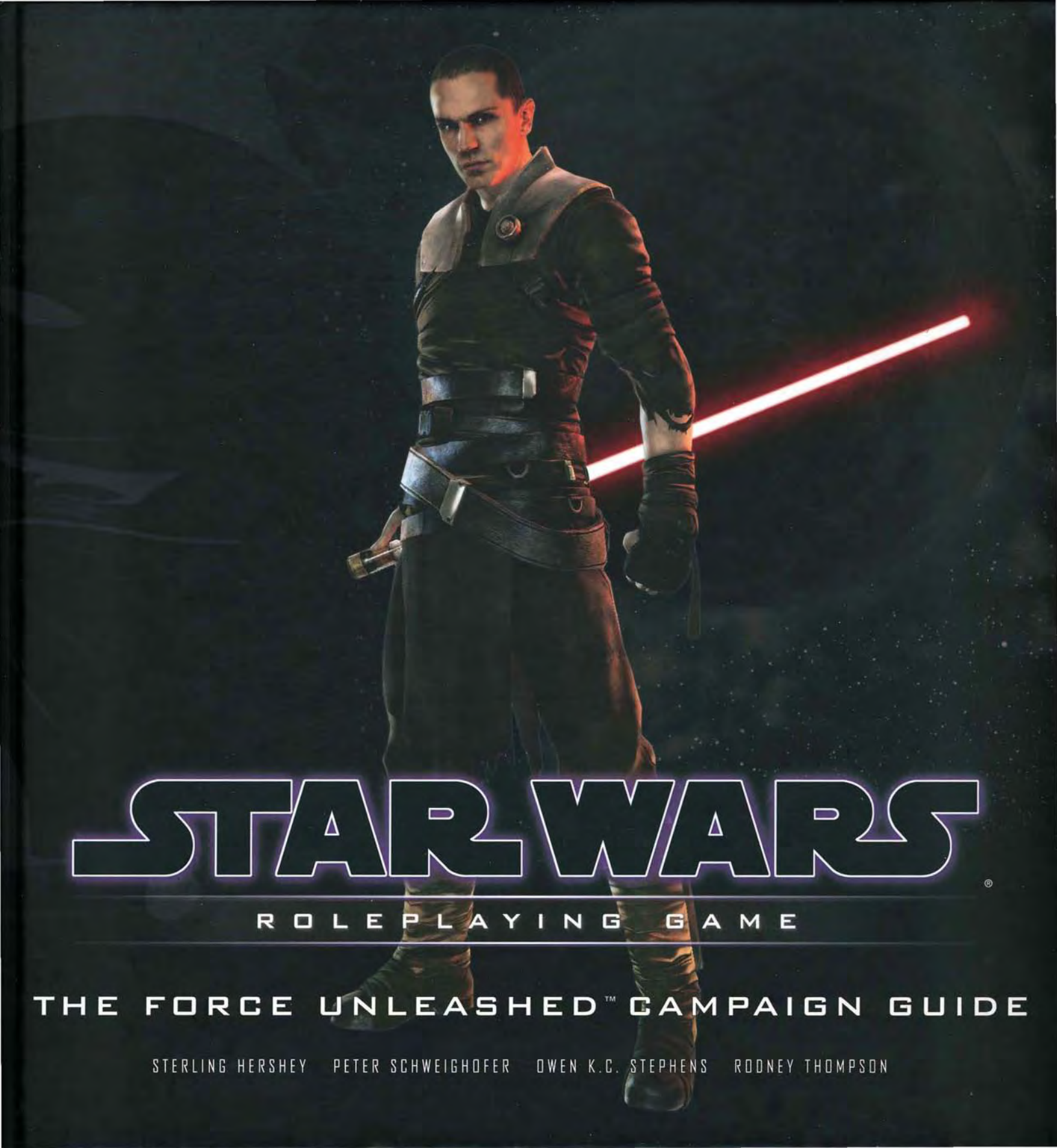

STAR WARS®

ROLEPLAYING GAME

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INTRODUCTION





The Republic has fallen. The Jedi are all but extinct. The Sith rule the galaxy, and the Empire tightens its grip on star systems with no one to oppose it. Welcome to the Dark Times.

The Force Unleashed Campaign Guide is a resource for players and Gamemasters looking to set their adventures between the end of *Revenge of the Sith* and the years leading up to *A New Hope*. Within this book's pages is everything a player needs to create a hero who will take center stage during these treacherous years. Gamemasters will find this book invaluable when planning campaigns for this time period. It includes descriptions of the major heroes and villains of the era as well as advice on designing campaigns, adventures, and encounters appropriate to the setting. This campaign guide provides you with everything you need to run or play in a *Force Unleashed* campaign.

The Dark Times consist of the period beginning immediately after the conclusion of *Revenge of the Sith* and leading up to the foundation of the Rebel Alliance. This time frame encompasses the true rise of the Empire to full prominence and the descent of the galaxy into a less civilized age. These intervening years between movies are rife with opportunities to tackle adventures on totally new ground. This setting allows the players' characters to go on totally new adventures, experience worlds and events previously unseen in the *Star Wars* setting, and forge their own path to glory. A Gamemaster who runs a campaign in this era has nearly a blank slate for adventures to fill in, allowing him or her to explore a variety of options in storytelling without the need to worry about conflicting with continuity. Best of all, the heroes can make a difference in the galaxy without worrying about being overshadowed by the characters from the six *Star Wars* films.

The Force Unleashed Campaign Guide also ties in with the LucasArts video game of the same title, as well as the accompanying multimedia products that relate to the game. *The Force Unleashed* takes place during the Dark Times and follows the path of Darth Vader's first apprentice. Just as the game explores this rich setting, so too does *The Force Unleashed Campaign Guide* delve into the people, places, creatures, and technology of the game. However, where the protagonist of *The Force Unleashed* is Vader's apprentice, this book lets your heroes be Jedi, nobles, smugglers, bounty hunters, mercenaries, explorers, or any number of other character types of your choosing. Additionally, many of the characters featured in this book are also available as miniatures in the *Star Wars Miniatures: The Force Unleashed* expansion set, providing new options for running encounters in your campaign.

This book is far more than a mere description of the events of *The Force Unleashed*. Within these pages are the seeds of new adventures far beyond the scope of the video game, with heroes and villains hand-picked from throughout the *Star Wars* galaxy. Inside this book you will find new character options, new adventure scenarios, and a treatise on the far-reaching Galactic Empire that paints a vivid picture of just how deeply the galaxy has sunk into darkness.

What Is in This Book?

This book serves as the basis for playing in and Gamemastering a *Force Unleashed* campaign, set during the Dark Times between *Revenge of the Sith* and the Galactic Civil War. The book consists of two sections, one for players (the chapters in the front of the book) and one for Gamemasters (the chapters at the back of the book).

Chapter 1: Species covers new alien species relevant to a *Force Unleashed* campaign. This chapter includes species that have a significant history during the Dark Times, as well as species featured in *The Force Unleashed* game and the *Dark Times* comic series from Dark Horse Comics.

Chapter 2: Heroic Traits includes a wide array of new options for character creation: talents and talent trees, feats, new uses for skills, and new destinies for heroic characters. This chapter gives players everything they need to create heroes specifically designed to fit into the Dark Times.

Chapter 3: Prestige Classes presents new prestige classes for Dark Times heroes. These elite classes provide something for starting heroes to aspire to and exemplify the kinds of heroes found in a *Force Unleashed* campaign.

Chapter 4: Organizations gives heroes several sample organizations they can join, along with the benefits and requirements for membership. Additionally, if the heroes want to start their own organization, rules are included in this chapter for doing so.

Chapter 5: The Force offers new Force powers and talents, as well as an expansion of the Force-based prestige class features from the *Star Wars Roleplaying Game* Saga Edition core rulebook. This chapter also expands the options for Force-users from traditions other than the Jedi Order.

Chapter 6: Equipment and Droids covers the new weapons, armor, and other gear that heroes can purchase or find during the Dark Times. This chapter also includes new droids and new rules for heroic droids in a *Force Unleashed* campaign.

Chapter 7: Vehicles and Starships presents new modes of transportation for heroes in a *Force Unleashed* campaign. The vehicles and starships in this chapter are largely intended for player use, and it also includes deck plans for a space transport.

Chapter 8: The Force Unleashed Campaign begins the Gamemaster section and covers a wide variety of topics. This chapter helps Gamemasters capture the distinctive feel of the Dark Times setting, provides information on how things in the galaxy work, and covers many of the major themes that should be ever-present in a *Force Unleashed* campaign.

Chapter 9: Galactic Gazetteer gives a tour of the galaxy during the Dark Times. This chapter includes information on new worlds in a format similar to that found in the Saga Edition core rulebook. It also visits all the other major worlds and provides information on how each of those planets has changed during the Dark Times and what is true about the planet in this setting.

Chapter 10: The Empire is a collection of information covering the Galactic Empire. This chapter presents everything the Gamemaster needs to provide villains and other challenges for heroes in a *Force Unleashed* campaign, including NPCs, weapons, vehicles, and starships.

Chapter 11: Allies and Opponents covers characters and archetypes found in the setting that are not specifically related to the Empire. The characters in this chapter might serve as benefactors, enemies, comrades, or foes; they give the Gamemaster a variety of elements useful in fleshing out the galaxy during this time period.

What Is a Force Unleashed Campaign?

A *Force Unleashed* campaign is unlike other *Star Wars* campaigns in a number of ways, not the least of which is the role the heroes play in the story. In a *Force Unleashed* campaign, the heroes are among the few individuals brave enough to stand up to the Empire and fight for freedom from oppression. Luke Skywalker is still on Tatooine, Yoda is secluded on Dagobah, and the Rebel Alliance has not yet been formed. The Empire is everywhere, and the heroes have no one to turn to but themselves. They can truly make a difference in the galaxy, and it is up to them to strike the first blows against the Empire, showing the galaxy that it no longer has to submit to the will of the corrupt Emperor. The Sith might rule the galaxy unchallenged for now, but when your heroes take the fight to the Empire, the entire galaxy shakes with that battle's repercussions.



At first glance, a *Force Unleashed* campaign might seem similar to a campaign set during the Rebellion Era. After all, the Empire is still a far-reaching adversary, and the villainous Darth Vader and Emperor Palpatine still pose a threat to freedom everywhere. There are some key differences, however, between the Dark Times and the Rebellion Era. For one, the heroes play a much larger role in the galactic arena during the Dark Times than they would during the Rebellion. For another, the heroes of a *Force Unleashed* campaign truly forge their own path, taking on the Empire on their own terms without the Rebel Alliance looking over their shoulders. The galaxy is a far different place from what it is during the Galactic Civil War; Kashyyyk is still enslaved, Mon Calamari and Sullust have not openly rebelled, and the heroes of the Rebel Alliance have not yet stepped onto the galactic stage.

In a *Force Unleashed* campaign, the Empire is a monolithic entity whose influence can be felt even in the farthest outposts of the galaxy. The Empire has reached worlds previously inaccessible to the Old Republic; Shmi Skywalker claims that the Republic doesn't exist on Tatooine, but Han Solo and Luke Skywalker have to run from the Empire at Mos Eisley. Where once freedom and egalitarianism reigned, now only oppression and fear hold sway. Stormtroopers are on every corner, the Core Worlds are fortresses of Imperial power, and the intimidating visage of dagger-shaped Star Destroyers stand watch over the space lanes. During the Dark Times, the Empire is not distracted by the ongoing war with the Rebel Alliance, and it can devote its full resources to pursuing and destroying any opposition. Without the battles and skirmishes of the Galactic Civil War to draw away the attention of the Imperial Army and Navy, battalions of stormtroopers march through the streets of every city, and TIE fighters patrol the skies of every world. In no other time period is the Empire stronger or its reach longer, meaning that all heroes face an uphill battle.

More important, the heroes are by and large on their own in a *Force Unleashed* campaign. Although they could have wealthy benefactors and

benevolent allies, no Rebel Alliance exists to mount an organized resistance against the Empire. No secret Rebel bases are available to hide in or defend, and heroes have no Rebel resources to draw upon for dangerous missions. The Incom Corporation's executives have not yet defected, leaving the heroes to pilot either outdated ships from before the Clone Wars or starfighters that can put up at best an even fight against the ships that the Empire fields.

This situation also means that every hero's efforts are important. The heroes of a *Force Unleashed* campaign have a destiny, and that destiny is to strike the first blow against the monolithic Empire. It might take the form of rescuing someone from the oppression of the Empire, or forging a new path in the fringe, or any number of other missions appropriate to the Dark Times. Regardless, the heroes and their destiny become the focal point of a *Force Unleashed* campaign, without the players or the Gamemaster having to worry about conflicting with the destinies of the heroes from the films. The players are in control of heroes whose actions will have galactic repercussions, more so than in almost any other era.

A great advantage of a *Force Unleashed* campaign is that, for the first time, the setting encourages you to pull material from all six movies in the *Star Wars* saga. Heroes can shoot down TIE fighters, run from AT-ATs, or gun down stormtroopers just as easily as they can blast a V-wing starfighter out of the sky or engage a battalion of aging clone troopers in battle. Vehicles and starships from the Clone Wars are still heavily in use, and newer ships from the Rebellion Era are just now being invented. Heroes and villains from both the prequel trilogy and the classic trilogy can make appearances, and some in unexpected ways. During the Dark Times, heroes of the Rebellion such as Jan Dodonna and Crix Madine are still working for the Empire, making them dangerous foes whose tactical minds will one day help the Rebel Alliance defeat the Empire, but for now serve only to foil the heroes' plans. Moreover, a *Force Unleashed* campaign gives heroes the chance to face off against old enemies in new ways: Imagine squaring off in a space battle against Grand Admiral Thrawn during his prime, or finding that the young assassin you fought to a standstill was in fact Mara Jade during her training years. The heroes face a galaxy of possibilities, and old villains seem new again under different circumstances.

Of course, setting a game during this time period means that it is also far easier for a hero to be a Force-user, or even a Jedi, than in the Rebellion Era. Though most of the Jedi are destined to be hunted down and killed by Vader's minions by the time of the Rebellion, your heroes can play Jedi who have survived Order 66 and fight evil in secret. Alternatively, the variety of Force traditions available in a *Force Unleashed* campaign mean that a Jensaarai Defender or a Felucian shaman is just as viable as a character option as the aforementioned Jedi Knight on the run. Regardless, the Force can be with you in the Dark Times, and without it some heroes might not stand a chance.

Above all, as in much of the *Star Wars* saga, a *Force Unleashed* campaign is about heroes fighting villains. For now, the dark side of the Force holds sway, and heroes find themselves outnumbered and outgunned. This situation just makes their struggle that much more heroic, and when their victories come, they will be that much more legendary. Although the perils are great, and the odds are against the heroes, and the taint of evil is everywhere, get ready to grab your blaster or lightsaber, hop in your tramp freighter, and take the fight to the Empire!

Major Events

Though the Dark Times represent a new and unexplored time period in *Star Wars* history, certain major events are known to occur between the execution of Order 66 and the first salvos of the Galactic Civil War. The following major events should highlight some of the more prominent features of a *Force Unleashed* campaign and give both players and the Gamemaster a sense of what is going on in the galaxy around them at this point.

Establishment of the New Order

The Dark Times truly begin with the execution of Order 66 and Supreme Chancellor Palpatine's famous Declaration of a New Order speech. From this point the Empire begins its ascendancy toward total domination. With clone troopers spread throughout the galaxy for the Clone Wars, the Empire begins its reign with personnel almost everywhere from the first day. Regional governors are given a higher degree of control over their domains than ever before, and the Empire begins to crack down on dissent wherever it arises.

The military machine starts to extend its reach throughout the galaxy, with Star Destroyers hovering over every major planet. Machines of war, ostensibly there to protect the peace, now roll through the streets of every city from the Core to the Outer Rim. Imperial Moffs replace planetary leaders as the authority on every world, and law enforcement becomes the domain of stormtroopers and officers of the Empire.

Ascension of Imperial Leaders

Some of the galaxy's most tyrannical leaders rise to power during the Dark Times. Grand Moff Tarkin, the man who will eventually be responsible for the destruction of Alderaan, rises through the Imperial hierarchy during this time. Grand Admiral Thrawn revolutionizes Imperial naval tactics, while famous officers such as General Veers, Admiral Motti, and Admiral Ozzel continue their ascension to command roles. Imperial Intelligence reaches new levels of pervasiveness under the control of Armand Isard, and ambitious Moffs such as Jerjerrod and Tavira accumulate power the way a space slug accumulates mynocks.

This time period also sees the rise of several Imperial leaders who will go on to play a major role in the Empire's downfall. Rebel Alliance leaders such as Crix Madine and Jan Dodonna serve as Imperial officers for a time during

this period, though they will later defect to the Rebellion when the Empire's tyranny becomes too much for them to bear. Although they serve as Imperial agents during the Dark Times, the seeds of their defection have already been planted. Additionally, late in the Dark Times some famous heroes such as Han Solo even serve the Empire for a short time, but as it becomes apparent how deep the Empire's evil goes, they strike out on their own.

Growing Threat of the Dark Side

With the Sith dominating the galaxy and the Jedi Order nearly completely wiped out, it comes as no surprise that the agents of the dark side of the Force become prevalent during these years. The establishment of the Inquisitorius (the Empire's cabal of Jedi hunters) gives Jedi traitors and fallen Jedi a place to continue service under the Empire, while the Emperor and Vader begin training a small number of Force-users to serve as their personal servants. During the Dark Times, Emperor's Hands such as Mara Jade and Shira Brie have already begun their training, and they will start taking on missions for the Empire despite being merely teenagers.

The Emperor also allows the spread of dark side Force-users in other areas. The Prophets of the Dark Side, cultists and evil Force adepts from the world of Dromund Kaas, serve the Emperor and train his agents in the ways of the dark side. On the Emperor's personal fortress world of Byss, dark side adepts use Sith alchemy to create Imperial Sentinels, while the Emperor's elite Royal Guardsmen are taught the techniques of the dark side of the Force in their training as Sovereign Protectors. Everywhere throughout the galaxy, the presence of the dark side seeps in like the fetid waters of corruption.

Imperial Atrocities

With no one to oppose them, agents of the Empire commit atrocities on a scale previously considered unimaginable. The Empire razes the planet Caamas at Palpatine's command, leaving the planet devastated and inhospitable to the native Caamasi. Innocent beings on worlds controlled by the Empire are slaughtered, as in the case of the Ghorman Massacre (an event that would help mobilize early Rebels to action). Other worlds, such as Duro and Centares, are simply used up and discarded to improve the Imperial war machine.

Moreover, many species are subjected to the horrors of slavery, such as the Mon Calamari and the Wookiees. During this time period, non-Human aliens are treated as second-class citizens, and the Empire passes legislation with a distinct antialien bias. The Empire allows the Corporate Sector Authority to expand into nearly thirty thousand star systems, in the process coming into contact with and eventually exploiting a number of native alien species, with no regard for those species' rights. Even Humans from worlds out of favor with the Emperor find themselves trapped under the government's boots, making it a difficult time to be a citizen of any species.

A Less Civilized Age

Another side effect of the rise of the Empire is that criminal activity rises as well. Major criminal organizations see exceptional growth and prosperity, such as the Black Sun crime syndicate, mostly due to the fact that Imperial governors and bureaucrats were so prone to corruption. Many leaders will turn a blind eye to the crime and vice spread by these crime syndicates, allowing them to run rampant. Where once the decency of common citizens could hold criminals in check, the oppression of the Empire stamps out most of the resistance left in the general populace, leaving organized crime to prosper as never before.

In the wake of the Clone Wars, the Empire seizes control of the economic and trade assets of the former members of the Confederacy. This turn of events creates a commercial void as the Empire puts strict limitations on trade—a void that will quickly be filled by smugglers and criminal cartels. Large smuggling cartels, such as the one run by Jorj Car'das, engage in lucrative contraband operations across the galaxy. The black market flourishes, and despite Imperial efforts to crack down on criminals, in truth it is only legitimate businesses and their honest customers that suffer from Imperial regulations.

Corellian Treaty

The Dark Times conclude with the signing of the Corellian Treaty. Mon Mothma, Garm Bel Iblis, and Bail Organa create the document that officially establishes the Rebel Alliance, which is considered to be the act of treason that begins the Galactic Civil War. The treaty has its origins in a clandestine meeting on Corellia, but is finalized on Kashyyyk.

Unleashed Concepts

Throughout this book, you will find a number of pieces of art from the LucasArts video game, *The Force Unleashed*. Many of these pieces are concept art appearing for the first time anywhere in print, and all of the chapter introductions feature a montage of production images from the video game. These images help convey the tone and feel of *The Force Unleashed* and its setting, and they provide the most accurate representations of new characters, vehicles, and locales from the game.



Chapter 1
Species



The species of the Dark Times are as varied as in any other *Star Wars* era. However, certain species suffer greatly during this period. Some species might flee Imperial oppression or the destruction of their homeworlds. The Empire considers members of certain species to be escaped slaves, no matter where they dwell. Many must find refuge in remote and dangerous worlds, far from the Empire's reach. Travel for members of these species is always risky, and they live their lives in fear.

Any species available during the Rise of the Empire Era is suitable for a *Force Unleashed* campaign. Some of the species presented in this chapter are particularly useful for campaigns featuring *Force Unleashed* themes and abilities, but they are not restricted to those adventures. Other species play pivotal roles in the development of the new Empire, although not often to their own advantage.

Species Characteristics

Your character's species determines some of his or her qualities.

Common Languages: Of the languages mentioned in this chapter, only Gran is considered a common language in the galaxy.

Ability Adjustments

Find your character's species on the table below and apply the adjustments indicated to your character's ability scores. Use the next two tables to help determine age, height, weight, and any related adjustments to your character. See Chapter 2: Species and Chapter 7: Heroic Traits in the *Saga Edition* core rulebook for additional information.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Aleena	+2 Dex, –2 Cha
Caamasi	–2 Str, –2 Con, +4 Wis
Felucian	+2 Con, –2 Int
Gran	–2 Int, +2 Cha
Nosaurian	+2 Dex, –2 Cha
Talz	+2 Con, –2 Int
Togorian	+4 Str, –2 Int, –2 Wis
Togruta	+2 Dex, –2 Con
Whiphid	+4 Str, –2 Int, –2 Wis
Yarkora	–2 Dex, +2 Wis, +2 Cha

TABLE 1-2: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Aleena	0.8 m	50 kg
Caamasi	1.8 m	80 kg
Felucian	1.9 m	90 kg
Gran	1.6 m	80 kg
Nosaurian	1.4 m	75 kg
Talz	2 m	90 kg
Togorian	2.5 m	170 kg
Togruta	1.7 m	75 kg
Whiphid	2.5 m	55 kg
Yarkora	2 m	95 kg

TABLE 1-3: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Aleena	1–12 years	13–18	19–45	46–60	61–79	80+
Caamasi	1–11 years	12–15	16–49	50–76	77–89	90+
Felucian	1–8 years	9–19	20–49	50–70	71–85	86+
Gran	1–10 years	11–15	16–40	41–62	63–79	80+
Nosaurian	1–10 years	11–15	16–45	46–79	80–99	100+
Talz	1–3 years	4–8	9–25	26–40	41–52	53+
Togorian	1–9 years	10–14	15–44	45–64	65–79	80+
Togruta	1–11 years	12–17	18–54	55–74	75–94	95+
Whiphid	1–10 years	11–15	16–84	85–99	100–249	250+
Yarkora	1–10 years	11–18	19–64	65–94	95–124	125+

ALEENA

Aleena are a small reptilian species best known as galactic travelers. Their inborn curiosity coupled with strong dedication to family inspires them to tour most any part of the galaxy together. Aleena families show up even in the most unusual or dangerous locales, just to see the sights. However, although "galactic tourist" might be the Aleena stereotype, they also engage the galaxy in more civic ways. In the Republic, Aleena served in the Galactic Senate and as Jedi Knights and Masters. Squads of Aleena scouts even helped to defend Kashyyyk during the Clone Wars. In the Empire, the species has not garnered any special attention.

Aleena are quick and agile. Their metabolism allows them to burn a lot of energy in a short amount of time, giving them a significant boost to their speed and reflexes. Some Aleena use these natural skills as Podracers and pilots.

Personality: Aleena are adventurous and courageous. They have a great curiosity, which inspires them to travel extensively. They are quick in spirit as

well as in body, and they do not let the fact that they are one of the smaller species in the galaxy inhibit or intimidate them.

Physical Description: An Aleena is a short, reptilian biped that has large eyes and a wide mouth with small, sharp teeth. Its head tapers back from a wide face. Aleena have long bodies in comparison to their short arms and stubby legs. They are typically blue-gray in color.

Homeworlds: The harsh, arid world of Aleen in the Inner Rim.

Languages: Aleena speak Basic as well as their own language.

Example Names: Bogg Tyrell, Kazdan Paratus, Ratts Tyrell, Tsui Choi.

Adventurers: The curious nature of the Aleena might lead them most anywhere in the galaxy. Heroic Aleena are often scouts, pilots, and nobles. Up until the Dark Times, Force-using Aleena were regular members of the Jedi Order.

Aleena Species Traits

Ability Modifiers: +2 Dexterity, –2 Charisma. Aleena are extremely quick, but they have difficulty relating to other species.

Small Size: As Small creatures, Aleena have a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Aleena base speed is 4 squares.

Nimble: An Aleena can choose to reroll any Acrobatics check, but the result of the reroll must be accepted, even if it is worse. Aleena are quite adept at avoiding danger in combat when they can see it coming.

Quick Energy: Once per encounter, an Aleena can gain a temporary boost to quickness and reflexes. When this ability is activated as a swift action, an Aleena gains a +2 bonus on Dexterity-based skill checks and increases its speed to 8 squares. The energy lasts for a number of rounds equal to the Aleena's Constitution modifier (minimum 1 round). When the energy is expended, the Aleena moves –1 persistent step along the condition track. The penalties imposed by this condition persist until the Aleena takes at least 10 minutes to recuperate, during which time the creature can't engage in any strenuous activity.



Automatic Languages: Aleena and Basic.

Caamasi

The Dark Times are truly the Caamasi's darkest hours. Though they will not know it for decades to come, the Caamasi homeworld fell victim to one of the vilest plots of the new Emperor. Only a few months after the end of the Clone Wars, the Empire, with help from internal agents, hammered Caamas in a devastating orbital bombardment. The world was effectively destroyed, along with the vast majority of the Caamasi people. Most of those who survived were offworld at the time. A few would return to investigate rehabilitating the planet, but most relocated to refugee camps on Kerilt, Susevfi, and Alderaan. Kerilt and Alderaan would eventually host large colonies of Caamasi.

All Caamasi can create vivid telepathic memories called *memnii* (singular memnis), which can be shared with others of their species and with Jedi who possess at least a rudimentary command of telepathy. A *memnis* is as vivid to the one who receives it as it is to the one who participated in the event remembered. Caamasi are driven to share *memnii* as a form of collected history and ancestral wisdom. After the destruction of Caamas, *memnii* take on even greater importance as the only way for young Caamasi to know their lost homeworld.

Personality: Caamasi possess great moral strength and a deep respect for others. They are artistic, freethinking, gentle, and contemplative. They are also well-known pacifists.

Physical Description: A Caamasi's body is tall, lean, and covered in down. It has long arms with thin, three-fingered hands. The coloration of the downy coat is typically golden with purple rings around the eyes and three matching stripes on the tops of the head that extend to the shoulders. Less common colorations feature radically darker hues in the same patterns.



Homeworlds: The Core World of Caamas, prior to its devastation. The few survivors, along with Caamasi who were offworld at the time, migrated to Kerilt in the Algara system and also established a large colony on Alderaan (before that planet too was destroyed).

Languages: Caamasi speak, read, and write Caamasi and Basic.

Example Names: Elegos A'Kla, Ylenic It'kla, Releqy, Tegas Sulkec, Meqli Likarin.

Adventurers: As pacifists, Caamasi are never soldiers or similarly aggressive character types. Heroic Caamasi are typically nobles, particularly diplomats. Prior to the rise of the Empire, those extremely

rare Caamasi who are strong in the Force might become Jedi diplomats and consulars. During the Dark Times, Caamasi Force-users conceal their abilities.

Caamasi Species Traits

Ability Modifiers: –2 Strength, –2 Constitution, +4 Wisdom. Caamasi are renowned for their insight, not their physical strength.

Medium Size: As Medium creatures, Caamasi have no special bonuses or penalties due to their size.

Speed: Caamasi base speed is 6 squares.

Adept Diplomat: A Caamasi can choose to reroll any Persuasion check, using the better result.

Pacifism: As a standard action, a Caamasi can make a Persuasion check against the Will Defense of a single target within line of sight. If the check is successful, the target moves –1 step along the condition track if it makes any attacks before the start of the Caamasi's next turn. The target must be able to hear and understand the Caamasi for this ability to have any effect, and any single target can be affected only once at any given time (meaning that multiple Caamasi may not use this ability on the same target at the same time). This is a mind-affecting effect.

Memory Sharing: Caamasi can create strong, lasting memories and share them with others of their species through an inborn telepathy. Sharing a memory begins with taking a full-round action to initiate the link between two adjacent Caamasi; transferring a memory requires as much time as the events being recalled. The recipient of a memory must be willing to receive it. Experiencing *memnii* is not like receiving a photographic memory of those events, but rather a complete, immersive experience. Any character who receives a *memnis* from a Caamasi always gains favorable circumstances on Knowledge checks related to that memory.

Force-using characters can also receive *memnii* from a Caamasi with a successful DC 15 Use the Force check, made as a reaction.

Automatic Languages: Basic and Caamasi.

Felucian

Felucians are mysterious sentient beings native to the vast fungal swamps and jungles of Felucia. Though Felucia has long been colonized, the native Felucians avoided notice by living deep in the jungle. Such seclusion was easily maintained. Even the hardiest of colonists were loath to brave the perils of the dangerous wilderness without cause.

The Felucians are an unusual, amphibious species. They are highly adapted to surviving the wilds of their home planet, and fade easily into its confusing mass of plant life. They are equally at home on land or in the water, and they traverse the swamps with ease.

All Felucians are part of a single, planetwide tribe that is broken down into smaller villages and communities, each one led by shamans and chieftains. These shamans are very strong in the Force, using it to their own ends with incredible skill. (See page 222 for more about the Felucian shamans.)



Personality: Felucians are strange and alien beings who appear to operate on a different social level, much as the Tusken Raiders of Tatooine do. Most Felucians are subject to some rather wild mood swings, reacting to situations in a variety of (often surprising) ways. Their natural connection to the Living Force gives them a somewhat primal attitude.

Physical Description: Felucians are a tall, bipedal species. Both their arms and legs end in four, large webbed digits with suction-cup fingertips. Springing from the underside of each forearm is a second short arm, ending in three large and agile fingers. A Felucian's head is a thick mass of long flexible tendrils featuring illuminated tips. The eyes and mouth appear as black holes or openings within this mass.

Homeworlds: The swampy, fungal, forest-covered Outer Rim world of Felucia.

Languages: Felucians speak their own guttural, barking language, known as Felucianese.

Example Names: Gokkuul, Kargrek, Hagark.

Adventurers: Offworld Felucians are exceedingly rare. Heroic Felucians gravitate toward Force-using classes, though no Felucian is known to have ever joined the Jedi Order. Many are also scouts or soldiers.

Felucian Species Traits

Ability Modifiers: +2 Constitution, –2 Intelligence. Felucians must be tough to compete with the dangerous plants and animals of their homeworld, but they live in a relatively primitive state.

Medium Size: As Medium creatures, Felucians have no special bonuses or penalties due to their size.

Speed: Felucian base speed is 6 squares.

Breathe Underwater: As amphibious creatures, Felucians can't drown in water.

Low-Light Vision: Felucians ignore concealment (but not total concealment) from darkness.

Natural Camouflage: A Felucian can choose to reroll any Stealth check to sneak, using the better result.

Bonus Feat: Felucians gain Force Sensitivity as a bonus feat.

Force Blast: Once per encounter a Felucian can make an untrained Use the Force check to activate the *Force blast* power. A Felucian who takes the Force Training feat automatically adds a single use of the *Force blast* power to his Force power suite (for free) instead of this ability.

Primitive: Regardless of their starting class, Felucians gain Weapon Proficiency only for the simple weapons group.

Weapon Familiarity: Felucians treat the Felucian skullblade as a simple weapon instead of an exotic weapon.

Automatic Languages: Felucianese.

Gran

Gran originally came from the world and system of Kinyen in the Expansion Region. They are longtime members of galactic society, with numerous colonies. Although most of these colonies are peaceful, their colony on Malastare quickly became embroiled in a bitter conflict with the native Dugs, forcing the Gran to act aggressively to protect themselves.

Gran place society over self, and they receive training that complements both their personal talents and society's needs. The desire to maintain balance within society caused the Gran to establish alien-only areas of Kinyen. This was intended to restrict alien influence and avoid trouble between species, such as what happened on Malastare. During the Dark Times, the Empire has pushed the Gran leadership to grant access to all areas. When the Gran refused, Kinyen was subjected to orbital bombardment. The Kinyen Gran relented, but the incident inspired many Gran to resist the new Empire.



Personality: Gran are highly social and unable to stand solitude, or isolation from other Gran, for any length of time. Most are talkative, friendly, and hospitable. They are slow to anger. Gran friendships are for life. Gran from Malastare and other colonies follow looser social codes than those from the homeworld.

Physical Description: The beige-skinned Gran have three distinctive eye stalks with pitch-black eyes, ahead of small horns and large, triangular ears. Males and females have similar builds.

Homeworlds: Kinyen, with colonies on many other worlds, including Hok and Malastare.

Languages: Gran speak, read, and write Basic and Gran.

Example Names: Ainlee Teem, Aks Moe, Ask Aak, Baskol Yeesrim, Cera Vixe, Cruegar, Kea R-Lan, Mawhonic, Nadin Paal, Ree-Yees, Vee Naaq.

Adventurers: Heroic Gran are often nobles, scoundrels, scouts, and bounty hunters. Prior to the Dark Times, Gran Jedi consulars were common, and it is possible that some survived the initial Jedi purge. After the bombardment of Kinyen, individualistic Gran find themselves open to other methods of serving society, looking for new ways to resist the Empire.

Gran Species Traits

Ability Modifiers: –2 Intelligence, +2 Charisma. Gran are highly social creatures.

Medium Size: As Medium creatures, Gran have no special bonuses or penalties due to their size.

Speed: Gran base speed is 6 squares.

Darkvision: Gran ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Target Awareness: A Gran takes no distance penalties on Perception checks made to notice targets for the first 50 squares between the Gran and its targets.

Triple Vision: Once per encounter, a Gran can aim by taking a single swift action instead of two swift actions.

Conditional Bonus Feat: A Gran with the Point Blank Shot feat gains Precise Shot as a bonus feat.

Automatic Languages: Basic and Gran.

Nosaurian

The Nosaurians are bipedal reptilian creatures native to New Plympto. They are a proud but embattled species. A crumbling economy unaided by Republic restrictions forced the Nosaurians to join the Confederacy of Independent Systems. After the defeat of the CIS, the Nosaurians tried to carry on the fight, only to be crushed by Darth Vader's stormtrooper contingent, the 501st. The Dark Times brought the Nosaurians defeat, enslavement, and the systematic exploitation of their world by their new Imperial masters.

The Nosaurians have several unusual abilities and customs. They have black-and-white vision, which is rarely a hindrance. They can produce a brief flash of bright light from the interior of their mouths at will. Some Nosaurians use this trait to signal each other at great distances in the dark forests of their homeworld. At sunset (or at mysterious and inopportune moments when offworld), they "sing down the sun" at the top of their lungs, even when they are unable to see the sun.



Personality: Nosaurians are naturally gregarious and even-tempered. However, the brutal annihilation of their forces and the enslavement of much of their population at the end of the Clone Wars left them embittered and angry. Both the Empire and Humans in general bear the brunt of Nosaurian anger in the following decades.

Physical Description: Nosaurians' thick skin ranges in color primarily from light green to black, with other colors less common. A Nosaurian's head features a prominent ridge of horns, serving both as a natural headdress and as a weapon. Old and battle-scarred Nosaurians often have broken or damaged horns.

Homeworlds: The forested and swampy planet of New Plympto in the Core Worlds region.

Languages: Nosaurians speak, read, and write Basic as well as their own language, which is a complex collection of sounds featuring barks, warbles, and hissing, plus a written language consisting of two alphabets and metaphors about nature, the weather, and seasons.

Example Names: Fefar Blackeye, Bomo Greenbark, Clegg Holdfast, Churra Leafhorn, Moco Minkfruit.

Adventurers: Nosaurian adventurers can be of any class. Soldiers and scoundrels are most common during the Dark Times; these are often veterans of the Clone Wars trying to avoid Imperial notice.

Nosaurian Species Traits

Ability Modifiers: +2 Dexterity, –2 Charisma. Nosaurian reflexes are quick, but their demeanor is abrasive toward other species.

Medium Size: As Medium creatures, Nosaurians have no special bonuses or penalties due to their size.

Speed: Nosaurian base speed is 6 squares.

Climber's Heritage: All Nosaurians have Climb as a class skill.

Natural Weapon: A Nosaurian has natural weapons, in the form of horns. When a Nosaurian makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of piercing damage with that attack instead of normal unarmed damage. Nosaurians are always considered armed with their natural weapons.

Survival Instinct: A Nosaurian can choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic and Nosaurian.

Talz

The Empire subjugates the Talz very early in the Dark Times. The New Order wasted no time in secretly enslaving the race and forcing them to mine the mineral wealth of Alzoc III. The Talz do not understand the motives of their new masters, but they can do little but comply. Those few Talz who escape must hide themselves among the fringes of the galaxy, lest the Imperials send them back to their homeworld. During this time, almost no one in the galaxy at large knows that the Talz even exist.

Although primitive, the Talz are quick learners and take to technology quite well. Their two sets of distinctive eyes allow them to see at all times—one set works in bright light, the other in total darkness. Their thick fur is suited to the frigid temperatures of Alzoc III.

Personality: Talz are gentle, kindhearted, and slow to anger.

Physical Description: A Talz is completely covered in shaggy white fur. Each one has four black eyes, plus a proboscis for talking and eating, and two large hands with sharp talons.

Homeworlds: Alzoc III, a frozen world in the Outer Rim system of Alzoc.

Languages: Talz speak their own language of buzzing and chirping sounds.

Example Names: Foul Moudama, Arvor, Bama Vook, Forfur, Gar, Muftak, Rugg, Toffik, Veefa, Voruf.

Adventurers: Talz are usually fringer-based scoundrels, and they are a quick study when introduced to technology. Few Talz are Force-users.

Talz Species Traits



Ability Modifiers: +2 Constitution, –2 Intelligence. Alzoc III winters make the Talz strong and resilient, but they have had little chance to learn and develop intellectually.

Medium Size: As Medium creatures, Talz have no special bonuses or penalties due to their size.

Speed: Talz base speed is 6 squares.

Darkvision: Talz ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Natural Weapon: A Talz has natural weapons, in the form of sharp claws. When a Talz makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Talz are always considered armed with their natural weapons.

Conditional Bonus Feat: Talz learn how to use technology very quickly. A Talz who has Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.

Automatic Languages: Talz.

Togorian

Togorians are predatory, aggressive nomads and fearless warriors. In the days of the Republic, Togorian pirate fleets were a known menace. The Republic was unsuccessful in quelling this threat, but the new Empire has the drive and the firepower to crush the fleets. During the Dark Times, pirate fleet survivors are likely to seek their fortunes aboard non-Togorian ships and in non-Togorian organizations.

Togorians in a group are led by the largest, most aggressive, and most ruthless individual among them. They have little honor, but prefer fights against other Togorians to be face-to-face combat. Males and females have little contact with each other. The males are nomadic, often using domesticated mosgoth flying lizards as mounts. The females live in the cities, tending animals and seeing to the Togorians' limited technological pursuits.

Personality: Togorian males respect strength above everything else. To that end, they often seek to prove themselves in melee combat against worthy opponents, especially members of other powerful species. Other species mistrust Togorians, for they are treacherous, foul, and temperamental. Togorian females are equally aggressive and vicious, but are much less likely to leave their homeworld.



Physical Description: Togorians are muscular, stand on legs with two knees, and have retractable, razor-sharp claws. Their piercing jade eyes provide them with excellent vision, even in low light. A Togorian's thick fur is normally jet black or black with orange stripes.

Homeworlds: The temperate world of Togoria, featuring isolated cities among vast savannas, deep canyons and great, deep forests.

Languages: Togorians speak their own language, plus Basic.

Example Names: Dankin, Dh'rang, H'sishi, Keta, Mezgraf, Mrrov, Muuurgh, Qrrulla, Rowv, Ruukas, Sarrah, Seendar.

Adventurers: Togorians in the galaxy at large are often pirates, outcasts, or exiles. They naturally find their way to criminal enterprises, serving as hired muscle or in other brutal pursuits. They prefer to create their own pirate bands, and they scheme to take over any band they do not lead. Togorian heroes are usually soldiers or scoundrels. They have little aptitude for technology. The few Togorian Force-users are rarely trustworthy and likely to fall to the dark side in short order.

Togorian Species Traits

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom. Togorians are strong and tough, but not terribly bright or learned.

Large Size: Large. Togorians take a –1 size penalty to Reflex Defense and a –5 size penalty on Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Togorian base speed is 6 squares.

Feline Reflexes: Togorians gain a +1 species bonus to Reflex Defense.

Low-Light Vision: Togorians ignore concealment (but not total concealment) from darkness.

Physical Intimidation: When using the Persuasion skill to intimidate, Togorians use their Strength bonus instead of their Charisma bonus when determining the check modifier.

Automatic Languages: Basic and Togorian.

Togruta

Togruta are natives of the planet Shili, a world of dense forests, wild scrublands, and ever-growing urban areas. The most striking features of Togruta are their brightly colored horns, head, tails, and skin. These patterns serve as a sort of camouflage that helps them stalk prey through the red and white, meter-tall turu-grass of the scrublands.

Togruta are natural pack hunters and work effectively in large groups. Individualism is generally discouraged, but despite this fact, most Togruta leaders gain power and prestige through expressions of individuality.

Outsiders often believe that Togruta are venomous. Although no one knows how this rumor was started, Togruta do use their sharp incisors to kill one of their favorite meals, the small, rodentlike thimiars. Outsiders who witness this event could mistake the thimiar's death throes for the result of poisoning.

Personality: Togruta are social, outspoken, perceptive and attentive. They prefer to work in groups and are adept at complex social interaction within a known group.

Physical Description: A Togruta has an oval face flanked by striped, curved horns and a long head tail. Elaborate red and white patterns adorn the face, while a Togruta's body and limbs display red and white stripes.

Homeworlds: Shili in the Expansion Region, a planet featuring small communities within dense forests and hidden valleys.

Languages: Togruta speak Basic and Togruti.

Example Names: Ashla, Raana Tey, Codi Ty, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Shaak Ti, Vika Saaris, Ahsoka Tano.

Adventurers: Strong-willed, highly independent Togruta leave their homeworld to "hunt among the stars." Togruta are often nobles, scouts, or soldiers, or become Force adepts, but can belong to any class.



Togruta Species Traits

Ability Modifiers: +2 Dexterity, –2 Constitution. Togruta are quick on the hunt but more delicate than some races.

Medium Size: As Medium creatures, Togruta have no special bonuses or penalties due to their size.

Speed: Togruta base speed is 6 squares.

Pack Hunter: Togruta deal an extra 2 points of damage on melee attacks against opponents they flank.

Sneaky: A Togruta can choose to reroll any Stealth check to sneak, but the result of the reroll must be accepted even if it is worse.

Spatial Awareness: Togruta can sense their surroundings using passive echolocation. Togruta ignore all cover and concealment when making Perception checks to notice targets within 10 squares.

Automatic Languages: Basic and Togruti.

Whiphid

Whiphids are nomadic hunters, living on and making seasonal migrations across the vast tundra of their homeworld. Whiphid society is primitive and tribal, with each tribe led by a Spearmaster. They live for the hunt and the thrill of the kill. When they were discovered by traders during the Old Republic, the Whiphids were quite taken with the traders' technology. Since that time, numerous Whiphids have left their tribes behind in search of a lucrative and more comfortable life elsewhere in the galaxy.

Personality: Whiphids are natural predators. They enjoy the hunt as much as the kill. Outsiders might be surprised by their agreeable and outgoing personalities, especially when some Whiphid must learn the difference between "friend" and "food" the hard way. A combination of greed and lack of scruples lead many into the shady side of galactic society.

Physical Description: Whiphids are bulky bipeds covered in light brown or golden fur. A Whiphid's lower jaw sports two large tusks. Whiphids vary in bulk and size depending on the climate they live in. They often shed some weight on hotter worlds to prevent overheating.

Homeworlds: The tundra world of Toola, in the Kaelta system in the Outer Rim.

Languages: Whiphids have no written language. They speak their native tongue of barks and growls, also called Whiphid.

Example Names: J'Quille, K'Kruhk, Jempa, Wapnji, Aiks Fwa, Ch'Unkk, D'Wopp, Fillin Ta, Valarian, Waroopa.

Adventurers: Though primitive, Whiphids are eager to explore the galaxy. Offworld Whiphids quickly pick up the use of technology. Many Whiphids follow their natural predatory instincts to become soldiers, bounty hunters, or mercenaries. Nobles are uncommon. Force-ensitive Whiphids are rare, but not unheard of.



Whiphid Species Traits

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom. Whiphids are typically strong, but many lack experience in the wider galaxy.

Large Size: Whipids take a –1 size penalty to Reflex Defense and a –5 size penalty on Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Whiphid base speed is 6 squares.

Insulating Fur: Their thick fur gives Whiphids a +5 species bonus to Fortitude Defense to resist extreme cold.

Natural Weapon: A Whiphid has natural weapons, in the form of sharp claws. When a Whiphid makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Whiphid are always considered armed with their natural weapons.

Scent: Whiphids have an extremely strong sense of smell. At close range (within 10 squares), Whiphids ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see "Survival," page 73 of the Saga Edition core rulebook).

Automatic Languages: Whiphid.

YARKORA

Yarkora are among the most mysterious species in the galaxy. Though individual Yarkora have made their way in the vast, galactic underworld for many decades, the species as a whole managed to escape formal notice until after the Battle of Yavin. During the Dark Times, the Yarkora perform the activities they are known for: information brokering, petty theft, and the occasional con job.

Yarkora are adept at gathering information, aided by their acute senses of sight and hearing. Most Yarkora try to keep a low profile by acting alone. However, those who find a ship or gang useful have no trouble gathering the needed henchmen, thanks to their natural charisma.



Personality: Yarkora are masters of manipulation. They are adept at plying others for desired information while revealing very little about themselves. True friendships between Yarkora and other species are rare. Exploitation of the moment is more to their liking. They often promote a distinguished appearance, even when dressed in the lowliest of garb.

Physical Description: A Yarkora has three-fingered hands with large black nails and a prominent snout flanked by tufts of hair. The body of a Yarkora is covered in short, smooth, usually beige fur.

Homeworlds: Unknown.

Languages: The Yarkora speak Basic and use their own language only among themselves.

Example Names: Adaka-Vanae, Haesh-Rulan, Nemor-Jelak, Rault-Sanik, Saelt-Marae, Schurk-Heren.

Adventurers: Yarkora adventurers are usually nobles or scoundrels. Though many are loners, some might join groups or crews when doing so suits their needs. Such alliances are typically fragile, since their reputation as thieves, con artists, and information brokers precedes them. There are few known Yarkora Force-users.

YARKORA SPECIES TRAITS

Ability Modifiers: -2 Dexterity, +2 Wisdom, +2 Charisma. Yarkora are charismatic and street smart.

Medium Size: As Medium creatures, Yarkora have no special bonuses or penalties due to their size.

Speed: Yarkora base speed is 6 squares.

Confusion: As a defense mechanism, all Yarkora can use a combination of motions and sounds to distract and deter potential enemies. Once per encounter as a standard action, a Yarkora can make a Deception check against the Will Defense of all targets within 6 squares. If the Deception check result equals or exceeds a target's Will Defense, that target does not threaten any squares until the end of the Yarkora's next turn. This is a mind-affecting effect.

Deceptive: Naturally gifted at manipulation, a Yarkora can choose to reroll any Deception check, but the result of the reroll must be accepted even if it is worse.

Streetwise: Yarkora are adept at collecting information from a variety of sources. All Yarkora have Gather Information as a class skill.

Automatic Languages: Yarkora speak Basic and Yarkora.

"I HAVE SEEN ENOUGH OF WAR."
– MASTER K'KRUHK, WHIPHID JEDI

Chapter II
Heroic Traits





The Dark Times naturally bring new and diverse challenges to all character types. In this chapter, players will find information on creating Dark Times heroes, including story considerations, new uses and talents for the standard classes, plus new feats and expanded skills usable by all classes. A couple of existing prestige classes gain access to new talents, and new destinies suited to the Dark Times are described. Finally, new Unleashed abilities give non-Force-users equally interesting and powerful options similar to the Force Unleashed abilities in Chapter 5: The Force.

In *The Force Unleashed Campaign Guide*, it is assumed that the characters are heroes fighting against the evils of the galaxy. Generally speaking, the heroes are fighting the Empire and its supporters, plus criminal factions that might prove troublesome. Although it is possible to play darker roles using this book, the focus is on the forces of good.

Heroic Origins

Heroes are created through a combination of circumstance and personal ability. How heroic would Luke Skywalker have been if he had remained on Tatooine? He had significant innate talents and powers, but the Death Star would not have been destroyed if he had remained at home. Though circumstances beyond his control forced him from his homeworld, his own abilities and desires enabled him to turn those negatives into a great victory for the Rebellion and ultimately the galaxy.

Why does your character become a hero? Your character could come from any region of the galaxy and any level of society. Heroes might emerge from the impoverished classes, the masses of everyday workers, the spacefaring population, or the most elite royal houses. A hero could be a noble angry with a government that abuses its power; a soldier who questions whether he's fighting on the right side; a scout who fears that the Empire could bring desolation to the worlds she discovers; a Jedi fleeing from the Imperial purge; or a scoundrel with a heart of gold who realizes that money means nothing without freedom.

What pushes your character to leave his or her comfortable life to pursue a furtive and dangerous war against a seemingly invincible Empire? Not everyone perceives from the start the threat posed by Imperial tyranny. For many people, Palpatine's New Order seems to be no more than a shift in government policies to help bring peace and prosperity back to the galaxy. Those who fight the Empire have come to the realization that someone must oppose this brutal dictatorship before it enslaves people in every system.

One of the following basic themes might define your character's circumstances prior to becoming a hero.

Imperial Persecution: The Jedi Knights, witnesses to the horrors of Order 66, and other Imperial dissenters bear firsthand testimony to the savage cruelty of Palpatine's intentions for the New Order. The experience of merciless execution or persecution defines this hero's origin. Those lucky enough to escape become targeted by the Empire. Many who openly oppose Palpatine's rise become the targets of swift and brutal reprisals. How can anyone sit back and let the Empire enslave entire worlds after witnessing the slaughter of the Jedi Knights?

Although your hero's primary goal remains fleeing from Imperial persecution, he or she might choose to take a stand and openly oppose the Empire. This opposition could take the form of many activities that could aid a budding resistance movement: establishing safe havens, scavenging supplies for survival, finding allies to help in the fight. These heroes seek to remain in hiding, for each foray into civilized society brings the risk of exposure, betrayal, capture, and death. Former Republic Senator Garm Bel Iblis is an example of a hero forged by direct Imperial persecution.

Gradual Oppression: As the Empire expands its power throughout the galaxy, its oppressive policies affect the lives of more and more people. At first, only those directly targeted by the New Order—the Jedi Knights, enslaved aliens, and obvious enemies of the Empire—feel its immediate wrath. But once Imperial forces subdue these threats, they expand their policies to encompass entire regions, sectors, and worlds. They take over major industries, tighten their grip on trade and space travel, and dominate local governments. In many cases, the exact means of implementing Imperial policy falls to military officers and governors who also pursue corrupt agendas of their own.

Many people, fearing for their lives, simply look the other way and hope they never fall victim to such direct cruelty. But these incidents cause others to question the Empire's authority and their own complicity in its far-reaching treachery. As the incidents continue to become more frequent and more outrageous, these individuals abandon their former lives to fight the Empire. General Crix Madine is an example of how repeated atrocities and exposure to the Empire's truly ruthless nature could cause a loyal Imperial soldier to defect to the resistance.

Mistaken Suspicion: Imperial forces don't make fine distinctions in identifying and persecuting enemies of the Empire. They arrest people on fabricated evidence, vindictive rumor, mistaken circumstances, and sometimes even sheer whim. Some people living complacent, law-abiding lives realize the true extent of the Empire's effect on society when they're subjected to unjust measures for supposedly betraying the Imperial government (or any authority associated with it).

A hero with this origin might have suddenly found himself unjustly persecuted for a supposed association with the resistance. Perhaps someone reported seeing the hero talking with a suspected dissenter or Imperial opponent. A business or social contact might have connections with the resistance that place the hero's loyalty in question. Maybe one of the hero's enemies decided to make his life miserable and fabricated evidence that he's secretly undermining the Empire's authority. Whatever the specific reason, the hero becomes a target for Imperial oppression and chooses to fight like a soldier rather than submit like a victim.

Such unfortunate circumstances naturally breed dissent among those who wouldn't ordinarily rise against the Empire. Those who were arrested under

The Birth of a Hero

A certain moment in a hero's past usually inspires or forces him or her to take on the Empire. This incident defines why a hero emerges from the masses and what motivates him to fight Imperial oppression. Players should decide how their heroes came to realize the Empire's treacherous nature through some anecdote or past encounter that sheds light on their character's background.

Select a heroic origin from this section or create one of your own choosing. Expand on the concept to build an incident in the character's recent past based on that theme. Embellish that incident by including specific locations, allies, and enemies. Ideally, these background stories offer the Gamemaster inspiration for campaigns and adventures. This could include locations and recurring heroic and nonheroic allies and opponents. The more details players invest in their heroes' background stories, the more material they offer the Gamemaster for use in enriching the campaign and populating it with key locations and personalities key to specific heroes.

When creating a heroic back story, players should answer several key questions:

- What circumstances caused the hero to join the fight against Palpatine's New Order? (Choose one of the heroic origin stories as inspiration and customize it to fit the hero.)
- Who is the prime adversary in a hero's back story who could return to present challenges in the future? A vindictive Imperial officer? A relentless Imperial Inquisitor?
- Who might aid the hero in escaping the prime adversary, fleeing the area, or joining a resistance cell?
- Where does the hero go after deciding to oppose the Empire? Does she maintain her normal life as a cover and carry out clandestine operations, or does she dive into the life of a renegade insurgent? (The Gamemaster might offer a suggestion based on where and how the heroes first meet at the beginning of a campaign; see "A Gathering of Heroes," page 124.)

false pretenses might meet members of a real resistance group while imprisoned. When released, they could prove receptive targets for recruiters seeking new blood for their underground political or military organizations.

Moral Conscience: A few astute individuals immediately perceive the sinister nature of Palpatine's rise to power and his use of Imperial forces and policies to tighten his grip on the galaxy. Unlike most people, these heroes have the perspective and time to analyze the Empire's methods and discern its ultimate motives. Some might participate in the workings of galactic government as diplomats, nobles, and politicians. Others, such as newsnet reporters and university professors, serve the public good by analyzing or chronicling current events. These heroes realize they must take a moral stand against Imperial oppression.

These heroes gain the advantage of choosing to fight on their own terms. Because they see the Empire's true intent early on, they can choose to oppose its policies either openly or covertly. Such heroes can fight the Empire from the familiar covers of their legitimate lives, or they might abandon their former lives altogether and join a band of other heroes directly working to overthrow the Empire. Mon Mothma and Bail Organa are examples of this type of hero.

The Heroic Classes

Each of the heroic classes from the Saga Edition core rulebook is presented here as it relates to the Dark Times. Each class discussion features new talents, some added to existing talent trees and others as wholly new trees. These talents can also be used in other eras, subject to the Gamemaster's approval.

Jedi

Order 66 decimated the Jedi. The few surviving Jedi are in hiding, although some still resist the Empire in their own, limited ways. It is thought that around two hundred Jedi survived Order 66, but that number is dwindling. The Empire, Darth Vader, and Vader's apprentice hunt them down and destroy them at any opportunity. Most Jedi do not dare to demonstrate their abilities in public, for to do so eventually attracts unwanted Imperial attention.

While in hiding, some Jedi Masters and Knights attempt to train their own Padawans, hoping to restore the Jedi Order someday. Early in the Dark Times, some Jedi banded together and attempted to destroy Darth Vader, only to find that they could not withstand the combined might of the Empire and the dark side. This served as a dire warning to all others. Some Jedi decide that the Order is truly dead. They take no apprentices, set aside their lightsabers, and try to fade into the background. And a few who cannot cope with the destruction of the Order turn to their own dark methods of exacting revenge where they can.

Jedi player characters face significant challenges during the Dark Times. The general public fears them and often regards them as traitors. Even those who do not believe the Jedi rebellion stories are reluctant to offer too much aid, lest they attract the attention of the Imperials. Many hunt the Jedi, including the Empire and bounty hunters seeking good money. A Jedi can be turned in by almost anyone.

No formal training structure exists anymore, and no financial or material support is forthcoming from any other Jedi. A Jedi character's background and goals depend greatly on the exact time frame of the campaign. Described below are typical scenarios that can be adapted to your game. The benefits of each scenario are optional and must be approved by the Gamemaster.

Order 66 Survivor: Somehow, you survived Order 66. Perhaps you were on a world that was not involved in the fighting, or you were traveling through hyperspace. Perhaps you fought your way out of a clone ambush. Maybe you escaped the attack on the Jedi Temple. You might be a Jedi of any rank: Padawan, Knight, or Master. You might be alone, or with other Jedi. In any case, you were raised at the Temple and received at least some formal Jedi training. Your biggest question is, now what? Fight the Empire? Try to train new Jedi? Try to find those in hiding? Disappear into the galaxy?

As an Order 66 survivor, you know that some Jedi assets or connections still exist. Once per week, you can make a Gather Information or Knowledge check to gain access to old Jedi accounts, find former supporters, or locate old lesser known archives and caches. Failure might alert the Empire or others to your attempt.

The Isolated Master: You were trained by a Jedi in hiding some years after Order 66. You never entered the Jedi Temple, and your training is only as good as your instructor's teaching abilities. Perhaps he or she was a Knight or Master, but that person could also be a former Padawan, doing the best he or she can with limited knowledge of the Force. It is equally possible that your Master has developed his or her own ideas about the Force. The destruction of the Order and the power of the dark side might have tainted your teaching, a fact you might not be aware of.

During your training, your Master imparted many stories and anecdotes about the Force, Jedi, and the Republic. The usefulness of this information was not always apparent at the time, but becomes helpful as you develop or travel the galaxy. Once per week, you can make a Knowledge check or use the *farseeing* power to gain additional insight about your current situation. Failure might mean that your incomplete knowledge leads you to the wrong conclusion or down the wrong path.

Self-Trained: You are strong in the Force, but you have never been formally trained as a Jedi. You are learning what you can, but are desperately seeking a Master for advanced instruction. You search the galaxy for any sign of the hidden Jedi or other Force traditions. You probably don't own a lightsaber, or perhaps one has been passed down to you by a family member

or old friend. You keep your abilities carefully hidden, for as with all other Force-users, exposure means certain doom.

You are highly skilled at concealing your Force powers. When you are actively trying to prevent someone from discovering your talents, you can use your Use the Force bonus in place of your Deception bonus when making a Deception check to deceive an opponent. However, your limited knowledge of the Force makes you less skilled at concealing its use from other Force-users. They can reroll Use the Force checks and use the better result when using the sense force application of that skill to locate you.

New Jedi Talents

The following talents are intended for use with the Jedi class.

Jedi Consular Talent Tree

The following new talents belong to the Jedi Consular talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Cleanse Mind: Once per turn as a swift action, you can remove one ongoing mind-affecting effect (such as the effects of Demand Surrender or Weaken Resolve talents, or the effect of being moved to the end of the condition track by the Adept Negotiator talent, or the ongoing effects of the *mind trick* Force power) from a single allied target within line of sight.

Force of Will: You gain a +2 insight bonus to Will Defense.

Also, as a swift action, you can spend a Force Point to give all allies within 6 squares of you a +2 insight bonus to Will Defense that lasts for the remainder of the encounter. This bonus does not extend to allies outside the range of the effect, even if they move within 6 squares of you later on. Allies who benefit from this talent must remain within 6 squares of you to retain the insight bonus, and they lose it if you are knocked unconscious or killed. This is a mind-affecting effect.

Jedi Guardian Talent Tree

The following new talents belong to the Jedi Guardian talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Forceful Warrior: When you score a critical hit with a lightsaber, you gain 1 temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost.

Mobile Combatant: When you end your movement adjacent to an opponent, you can spend a swift action to activate this talent. If the designated opponent moves or withdraws before the beginning of your next turn, you can choose to move with that opponent, up to a total distance equal to your current speed. Unless your opponent uses the withdraw action or makes an Acrobatics check to avoid attacks of opportunity, its movement provokes an attack of opportunity from you for the first square moved as normal (but not subsequent squares in the same movement). If your target moves farther than your speed, you must still end this movement closer to the target than you began.

Jedi Sentinel Talent Tree

The following new talents belong to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Dampen Presence: When you interact with another sentient creature, you can use a swift action to reduce the impression you leave on it. When you have finished interacting with the creature, you make a Use the Force check, and if the check result exceeds the target's Will Defense, it does not remember interacting with you once you are gone. A target that is higher in level than you gains a +5 bonus to its Will Defense to resist this ability. This is a mind-affecting effect.

Steel Resolve: When you use a standard action to make a melee attack, you can take a penalty of –1 to –5 on your attack roll and add twice that value (+2 to +10) as an insight bonus to your Will Defense. This bonus may not exceed your base attack bonus. The changes to attack rolls and Will Defense last until the start of your next turn.

Noble

The galaxy is in flux. The abrupt end of the Clone Wars and the rise of the Empire has left worlds, entire species, and important economic powers scrambling to find their place in the New Order. During this time, skillful diplomats and negotiators are needed everywhere, from the high and mighty halls of government to the lower reaches of backwater planets and the dangerous underworld. Nobles of all backgrounds fill these needs.

Early in the Dark Times, the members of the true nobility must decide their allegiances very quickly. Do they support the Empire wholeheartedly and hope to reap the benefits of Imperial rule, despite the costs? Do they resist the Empire, in the hope that their worlds or organizations can break away or fade into the background? If so, do they openly rebel or work in secret? Perhaps some even work for the Empire as informants and double agents, attempting to ferret out opponents of the New Order.

For nobles on the fringe of society, the Dark Times bring a multitude of new opportunities. When the galaxy changes from Republic to Empire, crime lords, smugglers, and less than legal merchants have plenty of governmental confusion to cover their activities. As the Empire solidifies its hold and improves its efficiency, the fringe finds itself forced into more remote locales.

As always, nobles use their abilities to rally others to their cause. With the changing galaxy of the Dark Times, nobles find that their words carry

more weight and the issues have long-term consequences. The right decision could be the difference between relative freedom and Imperial troops arriving at your door, or invading your world.

Idealistic nobles seek out like-minded individuals. Anti-Empire ideologues might eventually find those who are secretly working to free the galaxy, such as Mon Mothma, Bail Organa, or Garm Bel Iblis. Others might inspire outlying worlds to resist Imperial intrusion, in the hope that such remote or unimportant places will be passed over, at least for the time being. These nobles spread the early seeds of resistance and rebellion against the Empire.

New Noble Talents

The following talents are intended for use with the noble class.

Inspiration Talent Tree

The following new talent belongs to the Inspiration talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Inspiration talent tree can choose this talent as well.

Willpower: You can share your strength of will with your allies. Once per encounter as a swift action, you can grant all allies within line of sight a +2 morale bonus to their Will Defense. This bonus lasts for the remainder of the encounter, and once it is granted your allies need not remain within line of sight with you to retain this bonus. You may not use this talent on yourself.

Prerequisites: Inspire Confidence.

Ideologue Talent Tree

Your zeal and dedication to your cause is inspirational. It motivates your allies and demoralizes your enemies.

Instruction: Once per encounter, as a standard action, you can boost the competence of one of your allies within 6 squares. That individual gains the ability to make a single skill check using your skill modifier (except Use the Force); this skill check must be made before the end of the encounter, or the benefit is lost.

You can select this talent multiple times. Each time you do so, you gain one additional use of this talent per encounter.

Idealist: Your confidence empowers you, giving you the ability to withstand the harmful influence of others. You can add your Charisma bonus in place of your Wisdom bonus to your Will Defense.

Prerequisite: Charisma 13.

Know Your Enemy: You are well versed in the strengths and weaknesses of enemies of your cause. As a swift action, you can select a single enemy within line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, you immediately learn any two (your choice) of the following pieces of information: target's base attack bonus or attack bonus with a particular weapon, any one defense score, any one skill modifier, or the presence of any one talent or feat (you choose the talent or feat, and the Gamemaster reveals whether or not it is present).

Known Dissident: You are a well-known opponent of a large and influential government or organization (such as the Empire or the Corporate Sector Authority). Officials of any level are loath to take action against you, lest they inadvertently promote your cause. As a standard action, you can make a Persuasion check against the Will Defense of a single opponent within line of sight that can hear and understand you. If your Persuasion check succeeds, that opponent may not attack you or any vehicle you occupy until the start of your next turn. If the target is of higher level than you, it gains a +5 bonus to its Will Defense, and the target must be able to hear and understand you. If the target is attacked, the effect of this talent ends. This is a mind-affecting effect.

Prerequisite: Know Your Enemy.

Lead by Example: Your bravery and skill inspires others to follow your lead. Once per encounter, when you successfully deal damage to an enemy, you can choose to grant all allies a +1 circumstance bonus on attack rolls and +1 die of damage on non-area attacks against that target for the remainder of the encounter.

Lineage Talent Tree

The following new talents belong to the Lineage talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Lineage talent tree can choose from these talents as well.

Influential Friends: You have influential contacts within a certain organization, planet, or region who can provide concrete information to you on certain subjects. Once per day, you can have one of those contacts make a skill check on your behalf. The contact always takes 20 on the skill

Influential Friends

The Influential Friends talent grants a noble an automatic high skill check result that is the result of calling in favors from some well-connected allies. Some Gamemasters might wonder what the talent really represents. In essence, when a noble uses this talent, he calls in a favor from a contact, who sends a representative who has that skill (or just conveys the result of the skill check) to the heroes. For example, if the heroes need information on a crime lord but have no one trained in Gather Information, the noble uses this talent, and his contacts supply the heroes with the information from the resulting Gather Information check. Likewise, if the heroes need to get past a security checkpoint in a very important mission, the noble calls upon his influential friends to have a Deception check made to provide the heroes with high-quality fake identification and paperwork. The heroes must have access to planetary or interplanetary communications systems to use the talent.

check (even if the skill would normally not allow taking 20) and has a skill modifier equal to 5 + one-half your heroic level. Contacting your influential allies and receiving the benefit of the skill check takes a number of minutes equal to 10 × the skill check result.

Prerequisite: Connections.

Powerful Friends: You have a powerful contact who has an extended sphere of influence. The contact could be an Imperial Senator, a high-level military officer, a regional governor, an infamous crime lord, or another person of similar significance. Once per encounter, you can invoke the name or office of your powerful friend and take 20 on one Persuasion check, with no increase in the time needed to make the check.

Prerequisites: Connections, Influential Friends.

Scoundrel

The Dark Times offer plenty of potential for opportunistic scoundrels. Much like nobles, scoundrels flourish when times are uncertain, thanks to changing rules, laws, and governments. Scoundrels take advantage of new rules, confused officials, and shifting alliances.

The galaxy's changing attitudes force new people into the scoundrel class. Former Republic officials or former loyalists who never sought a life on the fringe could suddenly find themselves outcasts. Those who have declared themselves seditionists or traitors to the Empire are forced to the fringe of society and discover they need new skills for survival.

Scoundrels are found throughout the galactic fringe as smugglers, rogues, pirates, freedom fighters, privateers, future Rebels, and radical dissidents of



the New Order. Even those who maintain their high social or military status in the new Empire might find scoundrel abilities useful as they learn to work against the Empire behind the scenes.

Smugglers, in particular, find the mixture of confusion and new governmental regulation working to their advantage. Some organizations, and even entire planets, suddenly find themselves on the outside of the New Order and need illicit transport or the delivery of vital goods, without Imperial entanglements. Groups in need might be future Rebels, former CIS worlds, isolated anti-Imperial colonies, or purely criminal enterprises taking advantage of the situation. Smugglers find new opportunities at every level of society, whether for the sake of a cause or simply for the credits.

New Scoundrel Talents

The following new talents are intended for use with the scoundrel class.

Slicer Talent Tree

The following new talents belong to the Slicer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Slicer talent tree can choose from these talents as well.

Electronic Forgery: You can use your Use Computer modifier in place of your Deception modifier to create a deceptive appearance with forged electronic documents.

Prerequisite: Trained in the Use Computer skill.

Electronic Sabotage: You excel at causing havoc with computers and electronics. As a standard action, you can lock down a computer terminal by making a Use Computer check, making it potentially difficult for anyone else to access. That computer is considered unfriendly to anyone other than you who attempts to use it, and the result of your Use Computer check replaces the computer's Will Defense on an attempt to change its attitude. This effect ends if anyone else succeeds in adjusting the computer's attitude to indifferent. You cannot take 20 on this Use Computer check.

Prerequisite: Trained in the Use Computer skill.

Security Slicer: You are an expert in electronic security. When you make a Mechanics check to disable a security system, you can do so without the help of a security kit. Additionally, something goes wrong only when you fail the Mechanics check by 10 or more.

Prerequisite: Trained in the Mechanics skill.

Smuggling Talent Tree

Smuggling is part skill, part talent, and part luck. The most notorious smugglers in the galaxy get along by making use of their quick wits and savvy.

Art of Concealment: Some smugglers are adept at hiding contraband and weapons, even on their person. When making a Stealth check to conceal an item, you can take 10 even under pressure. Additionally, you can conceal an item as a swift action.

Fast Talker: Smugglers must be quick to explain discrepancies in their cover stories. Once per day, you can take 20 on a Deception check as a standard action when attempting to deceive.

Prerequisite: Art of Concealment.

Hidden Weapons: If you draw a concealed weapon and attack a target that failed to notice the item in the same round, that target is considered flat-footed against you. You can draw a concealed item or a stowed item as a move action. Additionally, if you have the Quick Draw feat, you can reduce this to a swift action.

Prerequisite: Art of Concealment.

Illicit Dealings: Smugglers have a knack for locating and negotiating illicit deals. When using Persuasion to haggle for restricted, military, or illegal goods you may roll twice, keeping the better result.

Surprise Strike: Sometimes a smuggler has to fight his way out of a bad situation. If you fail any Deception check to convey deceptive information, you can initiate combat and make a single unarmed attack as a free action in the surprise round (or with a melee or ranged weapon, if you have the Quick Draw feat); all other combatants are considered surprised even if they are aware of you.

Scout

In the Dark Times, scouts find their traditional public roles as explorers greatly diminished. Growing Imperial control over the space lanes and official galactic exploration forces many of the freethinking scouts to seek new areas of employment. Some move into the corporate world, searching for new systems or planetary regions rich in resources. Others specialize and restrict their knowledge to certain worlds. In the meantime, Imperial scouts continue with galactic exploration, albeit based on the ideals and priorities of the New Order.

Scouts often take part in extended missions. It is not unusual during this time for a scout to return to a bewildering new reality in the galaxy, even years after the fall of the Republic. For these scouts, the Empire has appeared out of nowhere, along with a restrictive bureaucracy. Their former employers might no longer live or exist. Worse, for most scouts, their employers might have been targeted as enemies of the Empire, arousing immediate suspicion of those individuals among customs officials or other authorities.

Given their knowledge of the less traveled regions, their individualistic nature, and their stealth and survival skills, it is not unusual for scouts to be tapped by organizations for clandestine operations. Some scouts become informers or outright spies for resistance groups, criminal lords, or even the Empire.

New Scout Talents

The following new talents are intended for use with the scout class.

Awareness Talent Tree

The following new talent belongs to the Awareness talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Awareness talent tree can choose this talent as well.

Reset Initiative: Scouts are highly aware of their surroundings and able to take advantage of the slightest opportunities. Once per encounter, at any time after the first full round (that is, the first full round after the surprise round, if one occurs), the scout can set his Initiative to his current Initiative +5.

Prerequisites: Acute Senses, Improved Initiative, trained in the Initiative skill.

Spy Talent Tree

Scouts are often capable of getting into areas unseen, and they make excellent spies thanks to their survival instincts and aptitude for stealth.

Blend In: You know the tricks of body language and movement that allow you to disguise your appearance without elaborate materials or efforts. You can use your Stealth modifier in place of your Deception modifier for the purpose of creating a deceptive appearance. You are considered trained in the Deception skill for the purpose of using this talent. If you are entitled to a Deception check reroll, you can reroll your Stealth check instead (subject to the same circumstances and conditions).

Incognito: Spies are adept at concealing their identities, even if not using a physical disguise. You can reroll your Deception check for the purpose of creating a deceptive appearance, using the better result.

Prerequisite: Blend In.

Improved Surveillance: When you successfully use the Surveillance talent, you grant yourself and your allies a +1 insight bonus to all defenses against that target.

Prerequisites: Surveillance, trained in the Perception skill.

Intimate Knowledge: Experienced spies and scouts remember many details from previous assignments, providing insights on later missions. Once per encounter as a standard action, you can take 20 on a check involving a Knowledge skill you are trained in, or take 10 on a check involving a Knowledge skill you are untrained in, even if circumstances would not normally allow you to take 10 or 20.

Prerequisite: Surveillance.

Surveillance: As a full-round action, you can make a Perception check against a single target within line of sight. The DC is equal to 15 or the target's Stealth check result (if the target is actively trying to remain hidden), whichever is greater. If the check is successful, you grant yourself and all allies within line of sight a +2 insight bonus on attack rolls against that target until the end of your next turn. Your allies must be able to hear and understand you to benefit from this bonus, and they do not lose the benefit of this talent if they move out of line of sight after it is used.

Prerequisite: Trained in the Perception skill.

Traceless Tampering: Spies specialize in leaving no evidence of their presence when they tamper with advanced electronics or basic mechanical systems. When using Mechanics to disable a device, you automatically leave no trace when tampering (with no DC increase), and you must fail by 10 or more (instead of 5 or more) before something goes wrong.

Soldier

Early in the Dark Times, soldiers are everywhere. The Clone Wars have just ended, and soldiers were needed on all sides. However, with the war's end and the rise of the Empire, warriors have returned to their homes and their lives. The number of actual soldiers has diminished, while the number of former warriors has increased many times. The early Imperial armed forces were filled out with clone troopers, but regular army, navy, and other soldiers were soon needed as the Imperial armed forces grew at a rapid rate.

Soldiers who were not desired by the Empire, or who were unwilling to support the new government, had many other possibilities. Some joined local planetary forces, private corporate armies, mercenary groups, and even resistance fighters. Many of these were non-Humans forced from Imperial service. Pre-Rebellion resistance groups benefited greatly from this development. Mercenary units and criminal organizations also received a great boost in ability, aptitude, and wartime experience.

New Soldier Talents

The following talents are intended for use with the soldier class.

Mercenary Talent Tree

Mercenaries are blasters-for-hire who sell their services to the highest bidder. Though money might motivate them, few types of soldiers are more capable of operating independently. Talents from this tree can be used to qualify for the elite trooper prestige class, in addition to those listed in the *Saga Edition* core rulebook.

Commanding Presence: Once per encounter, you can activate this talent as a swift action. Until the end of the encounter, all your enemies within 6 squares of you take a -2 penalty to their Will Defense. This is a mind-affecting fear effect.

Additionally, Persuasion is now considered a class skill for you.

Dirty Fighting: Once per encounter, if you successfully damage an opponent with a melee or ranged attack, you reduce the target's damage threshold by 2 for the remainder of the encounter.

Feared Warrior: Your abilities on the battlefield are well known and feared. When you reduce an enemy to 0 hit points with an attack, you can make a Persuasion check as a free action against all targets within 6 squares. If your Persuasion check exceeds a target's Will Defense, that target takes a –2 penalty on attack rolls for the remainder of the encounter. This talent affects any given target only once per encounter. This is a mind-affecting fear effect.

Prerequisite: Commanding Presence.

Focused Warrior: Your training makes you confident and disciplined in combat. When you successfully deal damage to an opponent in combat, you gain a +5 morale bonus to Will Defense until the start of your next turn. You lose this bonus to Will Defense if you are surprised or flat-footed for any reason.

Ruthless: When you deal damage to a target with a melee or ranged attack roll that exceeds the target's damage threshold, you gain a +2 bonus on damage rolls against that target for the remainder of the encounter.

Prerequisite: Dirty Fighting.

Skills

Skills in the *Star Wars* Saga Edition *Roleplaying Game* cover a broad range of uses under their general titles. Below are new specific uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.

Acrobatics

Fighting against the Empire takes heroes to a variety of worlds, some of which have low or high gravity, and many struggles take place in the depths of space. The following new uses of the Acrobatics skill are available to anyone who is trained in the Acrobatics skill.

Low and High Gravity Environments (Trained Only): You can make a DC 20 Acrobatics check to negate the penalties to attack rolls in low and high gravity environments (see page 256 of the Saga Edition core rulebook).

Zero-Gravity Environments (Trained Only): You can use the Acrobatics skill to help maneuver in zero-gravity environments (see page 257 of the Saga Edition core rulebook). When crossing wide spaces or traversing congested areas, you can make an Acrobatics check (at no penalty) to arrive on target. As a swift action, you can make a DC 20 Acrobatics check to lessen your attack roll and skill check penalty to –2, instead of the normal –5.

Climb

Some worlds have severe conditions that make climbing even more difficult than normal. The following new rules apply to anyone making Climb checks under extreme conditions.

Extreme Conditions: Climbing in extreme conditions (high altitude, weather, temperature, or unusual climbing surfaces) brings additional challenges. Proper climbing and survival gear is required. Extreme conditions can increase the DC by 5 for each circumstance in addition to the regular DC modifiers. Specialized climbing gear can negate these penalties to Climb checks under those conditions; typically, such gear costs the same as a field kit.

Deception

Heroes of the Dark Times often have to go to great lengths to keep their activities hidden from the omnipresent Empire. The following new uses of the Deception skill allow heroes to keep their clandestine activities hidden from the Empire, and offer a few surprises for those who get too close.

Creating a Diversion to Hide an Item: You can use Deception to help you quickly hide an item while you are being observed. A successful Deception check that equals or exceeds the target's Will Defense gives you the momentary diversion you need to attempt a Stealth check to hide the item on or near your person while the target is aware of you (see page 73 of the Saga Edition core rulebook).

Feign Haywire (Droids Only): You can simulate a droid going haywire by popping open some of your access panels, moving erratically, and making an assortment of electronic and mechanical noises. As a full-round action, you can make a Deception check, comparing the result to the Will Defense of all targets within line of sight. If the result of the Deception check is equal to or greater than a target's Will Defense, that target is considered flat-footed against you. If you take any action, the deception ends at the end of your turn, and targets are not considered flat-footed against you after the deception ends.



Gather Information

Trained spies and information analysts can pore over data gathered by their agents, picking out a larger picture from smaller pieces of information. Enemies of the Empire must make do with what little information they can gather. The following use of the Gather Information skill is available to any hero who has Gather Information as a trained skill.

Analysis (Trained Only): You can better assess the information obtained by yourself or others. Once per day, after accumulating data from previous Gather Information checks by yourself or others, you can make an additional Gather Information check to analyze the data. The base DC is 15, modified by the reliability of the data's source. Particularly complete data from a reliable source could grant a +10 competence bonus, while incomplete data from a questionable source might impart a –5 to –10 penalty to the skill check. A successful analysis check adds +10 to the final result of each of the original Gather Information checks, revealing any additional information that was available at the higher DC.

Mechanics

During the height of the Empire's tyranny, it often becomes difficult to procure specific weapons or equipment, especially for seditious activity. As a result, many resourceful would-be rebels learn to make do with what they have on hand, creating the weapons and gear they need from scratch. The following new use of the Mechanics skill can be used by anyone who has Mechanics as a trained skill.

Build Object (Trained Only; requires tool kit): You can make a Mechanics check to construct an object (other than a droid) from scratch and/or with manufactured parts. Building an object requires a proper tool kit, raw materials, and possibly access to an electronics or machine shop. Some objects are beyond the ability of most characters. The raw materials for an object cost the same as the completed object, though heroes who have the Scavenger feat (see page 35) can often come up with raw materials scrounged from other equipment. Use the costs given in chapter 6 of the Saga Edition core rulebook as a guide. Remote locations, rare parts, or expensive materials might raise the costs to double, triple, or even higher.

When building an object, determine the object's final hit points based on the statistics on Table 9–1, page 151 of the Saga Edition core rulebook. For vehicles, use the actual hit points of the completed object. All objects being built in this manner start at 0 hit points. Each hour that you work on building an object, make a Mechanics check and refer to the table below. Success indicates you build 1d8 hit points' worth of the object's total hit points. When the item reaches full hit points, it is completed and can be used as normal.

Larger items require more time to build than smaller ones. Multiply the object's hit points based on the table below for the purpose of determining how long it takes to build the object (when completed, the object's hit points are unchanged). For example, a Large manufactured object has 10 hit points. However, since it is a Large item, it effectively has 50 hit points for the purpose of determining how long it takes to build the object (how many hit points you must build before it is completed). When completed, the object has 10 hit points as normal.

ITEM TYPE	DC	DESCRIPTION
Simple	10	Item easily created from a few raw materials, using common tools and parts.
Moderate	25	Item requiring basic electronics, special materials, and/or specialized knowledge.
Complex	40	Item requiring significant design and manufacturing skills, sophisticated parts, and special facilities.

CIRCUMSTANCE	DC
Based on well-known item	–5
Detailed knowledge of specific item	–10
Have detailed schematics for the object available	–10
Poor quality materials	+10

SIZE	MULTIPLIER
Medium	×2
Large	×5
Huge	×10
Gargantuan	×20
Colossal	×50
Colossal (frigate)	×100
Colossal (cruiser)	×200
Colossal (station)	×500

Persuasion

During the height of the Empire's power, money continues to grease the wheels of bureaucracy. Bribery can be a powerful means of getting things done, and the taint of the dark side is no more visible than in the corruption of the Empire's officials. The following new uses of the Persuasion skill allow heroes in a *Force Unleashed* campaign to bribe their enemies and communicate with other intelligent species.

Bribery: You can use the Persuasion skill to attempt to bribe government officials or other individuals of influence. The Persuasion check DC depends on the perceived risk to the official's position (if the bribe is discovered) modified by the nature of your request (how dangerous the request is and how much of a bribe you're offering).

Risk	DC
Request is within official's regular duties	10
Request is outside official's duties, but within his ability	20
Request is outside official's duties, and not easily concealed	30

Bribery Modifier	DC Modifier
Request is personally dangerous to official	+15
Bribery amount is double the going rate	–10
Bribery amount is quadruple the going rate	–15
Bribery amount is ten times the going rate or higher	–20

Improvised Communication: You can use the Persuasion skill to attempt to communicate with someone who does not understand your language or to nonverbally convey an idea (such as communicating silently with another hero while both of you are infiltrating an Imperial facility). As a move action, you can attempt a Persuasion check to improvise communication with another being. The target must be able to see you, and you can communicate only simple concepts. The check DC is equal to 20 minus the target's Intelligence modifier. If the target of your improvised communication has agreed upon signals for certain concepts in advance, reduce the Persuasion check DC by 5.

Concepts that can be communicated include (but are not limited to) "Be quiet," "Go," "Hello," "Help," "I am hungry/thirsty," "Pick this up," "Put that down," "Stay here," "Stop," and "Thank you." The Gamemaster can allow other simple concepts to be communicated, as long as they can be easily communicated nonverbally.

Stealth

Covert action and clandestine resistance often call for the ability to hide things in places other than on your person. A vehicle can be hidden among a large pile of crates in a warehouse, or contraband can be hidden deep within smuggling compartments aboard starships.

Conceal Large Items: As a full-round action, you can attempt to conceal or hide a large item inside a room, behind a piece of furniture, inside a hidden compartment, or within a shipboard locker or other location. A large item is one that is the same size category as you or larger. Other characters can notice a concealed object or, if the item has total concealment, discover a telltale sign that something is amiss (such as unusual scratches, fibers, or smells) by making a successful Perception check (opposed by your Stealth check result). A character gains a +10 circumstance bonus on his Perception check if he is in the same square as the item or an adjacent square. Rooms or containers specifically constructed to conceal items can grant an equipment bonus of +5 to +20 (for features such as top-of-the-line smuggler's compartments) on your Stealth check. You may not take 20 on this check, but you may take 10.

Survival

Hiding from the Empire often means traveling to the farthest reaches from the galaxy, far off the beaten path and away from civilization. The following application of the Survival skill is available to any character who has Survival as a trained skill.

Extended Survival (Trained Only): You are trained in methods of long-term survival in the wild. If you are required to survive in an uncivilized area for more than 48 hours, you can make a DC 20 check to find a suitable location for a basic shelter and campsite. Success reduces the DC for your basic Survival checks by 5 during those days spent using the campsite.

Feats

The new feats presented here are available in any era. Some feats are especially appropriate for *Force Unleashed* campaigns and should contribute to character concepts commonly found in this time. The Unleashed feat is used in *Force Unleashed* campaigns and usually requires Gamemaster approval before it can be selected by players.

Advantageous Attack

You know how to take advantage of slow-moving enemies in combat.

Prerequisite: Base attack bonus +1.

Benefit: When you make a successful attack against an enemy who has not yet acted in combat, you add your full heroic level to damage rolls.

Normal: Typically you add only one-half your heroic level to damage rolls.

Advantageous Cover

You know how to make the best use of available cover as shelter from enemy attacks.

Prerequisite: Trained in the Stealth skill.

Benefit: When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Reflex Defense.

Normal: You take no damage from area attacks when you have cover only if the attack roll misses.

Table 2-1: Feats

Feat Name	Prerequisites	Benefit
Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies
Advantageous Cover	Trained in the Stealth skill	Gain the additional benefits from cover
Angled Throw	Dex 13	Ignore cover with grenades and grenadelike weapons
Bad Feeling	—	Always take a move action during the surprise round
Blaster Barrage	Coordinated Attack	Automatically aid another when using autofire attacks
Controlled Rage	Rage species trait	Enter rage as a free action, and end rage at will
Crossfire	Point Blank Shot, Precise Shot, base attack bonus +6	Redirect missed attacks against soft cover
Cunning Attack	—	Gain +2 on attack rolls against flat-footed enemies
Focused Rage	Rage species trait, Controlled Rage	When raging, use skills that require patience at a –5 penalty
Improved Bantha Rush	Str 15, Bantha Rush, base attack bonus +1	Push foes away a number of squares equal to Str modifier
Informer	Trained in the Perception skill, Skill Focus (Perception)	Gather information with Perception skill, and do it faster
Mighty Throw	Str 13	Add Str bonus to ranged attack rolls
Powerful Rage	Rage species trait	Gain a +4 bonus on Str checks and Str-based skill checks
Rapport	Wis 13	Grant an additional +2 bonus when using the aid another action
Recall	Trained in one Knowledge skill	Reroll any Knowledge skill check, keeping the better result
Savage Attack	Double Attack, proficient with weapon	Add +1 die of damage when successful on a full attack
Scavenger	—	Gather materials for building objects
Strafe	Running Attack	Attack multiple targets as you move past them
Swarm	Coordinated Attack	Gain +1 bonus on melee attack rolls when allies are adjacent
Unleashed	Destiny	Unlocks Unleashed abilities

Angled Throw

Your amazing throws bounce grenades off walls into open hatches or through congested battle zones.

Prerequisite: Dexterity 13.

Benefit: When throwing a grenade or grenadelike weapon, you can attempt to bounce it off a wall or other surface close to your target. If your attack roll exceeds a Reflex Defense of 15, you ignore cover and improved cover (but not total cover) with your attack.

Bad Feeling

You have developed an innate ability to sense when things are going badly, and thus can prepare yourself for the worst.

Benefit: You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to any other actions you are normally allowed to take in the surprise round.

Blaster Barrage

You and your allies engulf an area with dense blaster fire.

Prerequisites: Coordinated Attack.

Benefit: When you make an attack with a weapon set on autofire that deals damage to at least one target within the designated area, you grant a +2 circumstance bonus on any of your allies' autofire attacks made against that same target until the beginning of your next turn.

Controlled Rage

You have learned to channel your rage.

Prerequisite: Rage species trait.

Benefit: You can enter a rage as a free action. Your rage ends 1 round after you declare it is finished.

Normal: You must use a swift action to begin a rage and may not end it at will.

Special: You may not use this feat to extend the number of rounds of rage available to your character.

Crossfire

You are skilled at aiming your shots so that they have a chance of hitting more than one target.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +6.

Benefit: If you miss when making a ranged attack against a target that has soft cover (that is, cover provided by another character, creature, or droid), you can immediately make an attack roll (with the same weapon and at the same attack bonus) against the target that is providing the soft cover.

You can use this feat only once per round.

Cunning Attack

You are skilled at attacking unprepared opponents.

Benefit: You gain a +2 bonus on attack rolls against a flat-footed enemy or one who is denied its Dexterity bonus to Reflex Defense.

Focused Rage

You retain better focus while enraged.

Prerequisites: Rage species trait, Controlled Rage.

Benefit: While raging, you can use skills that require patience and concentration, at a –5 penalty.

Normal: While raging, you cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

Improved Bantha Rush

When using the Bantha Rush feat, you push your opponent additional squares away from you.

Prerequisites: Bantha Rush, Strength 15, base attack bonus +1.

Benefit: When making a Bantha Rush, you push your opponent a number of additional squares away from you equal to half your Strength modifier (round down, minimum 2 squares pushed total).

Normal: When using Bantha Rush, you normally push your opponent only 1 square away from you.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class mentioned below adds the following feats to its list of available bonus feats.

Class	Bonus Feats
Jedi	Savage Attack, Swarm
Noble	Informer, Rapport, Recall
Scoundrel	Advantageous Attack, Advantageous Cover, Bad Feeling, Crossfire, Cunning Attack, Scavenger
Scout	Advantageous Attack, Advantageous Cover, Bad Feeling, Cunning Attack
Soldier	Advantageous Cover, Angled Throw, Blaster Barrage, Crossfire, Improved Bantha Rush, Mighty Throw, Rapport, Savage Attack, Strafe

Informer

You are adept at prying into the affairs of others and dealing with those who are most interested in gaining that knowledge.

Prerequisite: Trained in the Perception skill.

Benefit: You can use your Perception modifier instead of your Gather Information modifier when making Gather Information checks. You are considered trained in the Gather Information skill for the purpose of using this feat. If you are entitled to a Gather Information check reroll, you can reroll your Perception check instead (subject to the same circumstances and limitations).

Additionally, when you have favorable conditions for your Gather Information check (such as from operating on your home planet), you reduce by half the time it takes to make a Gather Information check.

Mighty Throw

You are highly accurate with grenadelike weapons.

Prerequisite: Strength 13.

Benefit: You can add your Strength bonus (in addition to your Dexterity bonus) to your ranged attack bonus when using thrown weapons (including grenades and grenadelike weapons). Also, you can increase the length of each range category by a number of squares equal to your Strength modifier.



Natural Leader

You are a natural leader, and you found your own organization.

Prerequisite: Charisma 13.

Benefit: You become the leader of an organization of your design (see Chapter 4: Organizations for more information on designing new organizations). The organization has a scale equal to one-half your heroic level plus your Charisma bonus. You automatically begin with a +10 bonus to your organization score for your new organization.

Powerful Rage

Your rage produces feats of extreme strength.

Prerequisite: Rage species trait.

Benefit: You gain a +4 bonus on Strength checks and Strength-based skill checks when raging.

Rapport

You are adept at working with certain individuals, able to anticipate their next move.

Benefit: When using the aid another action, you grant an additional +2 insight bonus on skill checks and attack rolls to the character you are assisting. This bonus does not stack with any bonus provided by the noble's Coordinate talent.

Recall
You know a lot of details in your area of knowledge, but don't always remember them immediately.

Prerequisite: Trained in at least one Knowledge skill.

Benefit: Once per day, you can reroll any check for a Knowledge skill that you are trained in, using the better result.

Savage Attack
You are well trained in attacking multiple times in a round.

Prerequisites: Double Attack (chosen weapon), proficient with chosen weapon.

Benefit: Choose one of the weapon groups or exotic weapons you selected for the Double Attack feat. When you use a full attack action and successfully hit the target with your first attack, you deal +1 die of damage on each successful attack remaining in the full attack action made against that target.

Scavenger
You are adept at digging through broken objects and junk piles to come up with the raw materials needed for certain tasks.

Benefit: You can spend 1 hour scavenging materials from other vehicles or objects. When you do so, you make a Perception check to determine the value of the parts scavenged. You produce raw materials equal in value to the result of your Perception check × 30 credits. You must apply these raw materials toward the cost of construction of a single object (see the build object application of the Mechanics skill, described on page 30), and you can scavenge parts for only a single object at any given time. Additionally, you can scavenge raw materials only once for any given object you are attempting to build.

Strafe
You can make a strafing attack without a vehicle.

Prerequisite: Base attack bonus +1.

Benefit: When you make an autofire attack, instead of attacking a 2-square-by-2-square area, you attack a line 1 square wide and 4 squares long.

Special: If you are using a jetpack, you can use the Strafe feat to make an autofire attack against all squares you fly over.

Swarm
You are trained to fight with allies en masse.

Prerequisite: Coordinated Attack.

Benefit: You gain a +1 circumstance bonus on melee attack rolls for each allied character adjacent to your target.

Unleashed
You gain access to Unleashed abilities (see page 37). If you have the Force Sensitivity feat, you also gain access to Force Unleashed abilities (see page 89).

Prerequisite: Must have chosen a destiny (or secret destiny).

Benefit: You can activate Unleashed abilities by spending a Destiny Point. You must also have the Force Sensitivity feat in order to activate Unleashed abilities for Force powers and talents.

Normal: You may not use Unleashed abilities and powers.

Destinies
Destiny is a central theme in the *Star Wars* saga. Gamemasters and players who have chosen to use the optional destiny rules from the Saga Edition core rulebook can use the additional destinies presented here. They are suitable for Dark Times themes and campaigns, but can be adapted for use in any era.

The Gamemaster and players should work together to determine a destiny's impact on a campaign. One or more destinies might form the driving force for an entire campaign, or the central focus of a short series of adventures. In one of these cases, the Gamemaster should present the characters with choices that regularly affect their destinies, giving them many opportunities to gain destiny bonuses and penalties. Destiny-based campaigns should culminate in a final adventure that allows characters to ultimately resolve their destinies, for better or for worse.

In a Dark Times or *Force Unleashed* campaign, destinies are easily tied to the ongoing struggle for the hearts and minds of the populace. As the realities of Imperial rule sink in, people everywhere will seek their place, and in turn, attempt to convince others to join them. Will they buy into the promises and ideology of the New Order, or fight it on any front?

Several of the destinies described below center on those who want to fight the Empire and begin organized resistance at any level. The Gamemaster and players might want to select complementary destinies. For example, one player might use the base of resistance application (see the sidebar on page 36) for the Discovery destiny to organize a new base for freedom fighters, while another character seeks the Champion destiny to become the leader of the group that utilizes the base. Ultimately, both of these destinies might support yet another character who has the Liberation destiny. Alternatively, a single character might conclude one destiny and take on another.

Creation
Your destiny requires you to create an object, machine, or other item of great power or significant use. You must use this item in support of another character's destiny, or in a future destiny of your own. Others might help create the actual item, so long as you lead and make a significant

Sample Destinies

The following destinies are suitable for a *Force Unleashed* campaign.

Sample Champion Destiny: Recruiting

Your destiny is to convince an influential person or group to secretly aid or openly join the resistance effort on a planet or in a sector. The person or group must have considerable authority and resources, and thus be able to operate behind a thick wall of underlings and bureaucracy. The group might be a far-reaching criminal organization that has agents, established rackets, transports, and cover facilities throughout a sector. It could be a corporation that could lend its financial and material support to a local rebellion. Perhaps the hero encourages an influential military, government, or corporate leader currently serving the Empire to defect and aid the resistance. Convincing this entity to change its allied or neutral stance toward the Empire requires the hero to undertake missions to earn that individual's trust.

Sample Discovery Destiny: Base of Resistance

Your destiny requires you to establish a hidden base that provides a safe haven and support for resistance fighters in a specific region. You might need to locate a new world that could accommodate a secret base or find a concealed facility on a known world from which dissenters covertly operate against the Empire. You might need to gather allies and create secret support networks to maintain the base, supply it with equipment and weapons, and provide transportation for resistance forces. The scope of this destiny varies; it might be enough to establish a secret gathering place and a supply depot to aid resistance fighters in a single city, or it might require the construction of a fully operational base to support paramilitary operations in an entire system or even a sector.

Sample Discovery Destiny: Force Unleashed

You believe the Force to be far more powerful than most people think it is. Your destiny requires you to discover the depths of the Force and its abilities, expose friendly Force-users to this potential, and prevent enemies from wielding such power against you and your allies. The Gamemaster can use this destiny in combination with a special campaign to allow characters access to the Unleashed Force powers presented in Chapter 6 and gain use of the Unleashed feat on page 35. Characters who are not Force-sensitive could take this destiny to gain access to the Unleashed feat. Campaigns might focus on one aspect of this destiny, such as discovering and learning new powers, preventing a specific enemy from using Unleashed powers, or training another Force-user. For long-term campaigns, one aspect of the destiny might lead to the next. An example of a character with this destiny is Darth Vader's secret apprentice.

contribution to the effort. Pursuing this destiny might require you to seek out rare or restricted materials, expert advice, and adequate construction facilities or shops.

Examples of this destiny include Grand Moff Tarkin and the construction of the Death Star, Raith Sienar and the TIE fighter, and Walex Blissex and the *Victory*-class Star Destroyers.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus on skill checks and ability checks.

Destiny Penalty: You take a –2 penalty on skill checks and ability checks for 24 hours.

Destiny Fulfilled: You or any ally within line of sight can spend 2 Force Points in a single round while performing an action using the created object.

Champion

Your destiny requires you to become the leader of a large and/or significant group or organization and successfully lead it through an extremely threatening event. Characters who have this destiny might or might not know of the group they are destined to lead. They must attain this goal through a mixture of training, charisma, experience, and political maneuvering. The Gamemaster might want to divide this into two destinies: attaining leadership and leading the group through troubled times.

Examples of this destiny include Mon Mothma leading the Rebel Alliance, Darth Sidious gaining control of the Republic, Wedge Antilles leading Rogue Squadron, and Admiral Ackbar escaping Grand Moff Tarkin and eventually taking command of the Rebel Fleet.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus to all defenses.

Destiny Penalty: You take a –2 penalty to all your defenses for 24 hours.

Destiny Fulfilled: You receive a permanent +2 increase to your Charisma score.

Liberation

Your destiny is to liberate a group, population, or region from Imperial domination. The focus of this destiny can range from a persecuted group—a small alien enclave, a remote town, or an orbital installation—all the way to a city, a starport, or even an entire planet. For instance, a hero might endeavor to free a planet's governing legislature, which had been previously relocated to a well-guarded penal camp by a hard-line Imperial governor to silence its dissenting view. As another example, she could attempt to wrest control of a starship construction facility from the Empire by influencing the worker population to revolt, supplying arms and equipment, and leading them in a mutiny. Achieving this objective usually requires organizing resistance to Imperial forces that are persecuting the local populace, destroying key

installations or assets, or deterring or eliminating personnel that are vital for the Empire to maintain its oppressive grip.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +2 destiny bonus on damage rolls.

Destiny Penalty: You take a –2 penalty on damage rolls for 24 hours.

Destiny Fulfilled: You gain a permanent +1 destiny bonus to all your defenses.

Unleashed Abilities

Unleashed abilities are extremely powerful and devastating abilities that even the greatest heroes can use only once in a great while, if ever. (The use of these abilities is optional, and subject to Gamemaster approval.) In a cinematic sense, the times when these abilities come into play are incredibly powerful moments. The Gamemaster and players are encouraged to play up the drama and excitement of such a memorable scene.

Using an Unleashed ability requires the expenditure of a Destiny Point. To use one of these powers, your character must possess the Unleashed feat and have a destiny. At the Gamemaster's discretion, a hero might be required to complete a special destiny to gain access to this feat (see the sample *Force Unleashed* destinies on page 36). Unlike with feats and other abilities, Unleashed abilities are not selected ahead of time. Instead, you select the one you want to use based on the circumstances at the moment. However, you must meet any prerequisites mentioned in the descriptions. If you have the Force Sensitivity feat, see page 89 for Force Unleashed abilities and powers.



TABLE 2-2: UNLEASHED ABILITIES

UNLEASHED ABILITY	PREREQUISITE	BENEFIT
Unleashed Bantha Rush	Bantha Rush feat, Unleashed feat	Knock target prone and down condition track
Unleashed Charge	Unleashed feat	Take full attack at the end of an extended charge
Unleashed Cleave	Cleave feat, Unleashed feat	Cleave against all targets within your reach
Unleashed Devastating Attack	Devastating Attack, Unleashed feat	Always exceed the target's damage threshold
Unleashed Extreme Effort	Extreme Effort, Unleashed feat	Increase Extreme Effort bonus to +20
Unleashed Firepower	Unleashed feat	Attack five targets within range simultaneously
Unleashed Ignite Fervor	Ignite Fervor, Unleashed feat	Inspire all allies within line of sight to do more damage
Unleashed Keen Shot	Keen Shot, Unleashed feat	Ignore all cover on attacks for 1 round
Unleashed Mighty Swing	Mighty Swing feat, Unleashed feat	Knock opponent prone with Mighty Swing
Unleashed Penetrating Attack	Penetrating Attack, Unleashed feat	Ignore all DR of your opponents for 1 round
Unleashed Rage	Rage species trait, Unleashed feat	Gain increased bonuses when raging
Unleashed Skirmisher	Skirmisher, Unleashed feat	Gain a bonus to attack and damage equal to move
Unleashed Sneak Attack	Sneak Attack, Unleashed feat	Gain bonuses to attack and damage with Sneak Attack
Unleashed Strafe	Strafe feat, Unleashed feat, weapon with autofire	Take no penalties on attack roll over wider area
Unleashed Whirlwind Attack	Unleashed feat, Whirlwind Attack feat	Knock down your enemies with an improved attack

UNLEASHED BANTHA RUSH

You charge forth, shoving back anyone who stands in your way.

Prerequisites: Bantha Rush feat, Unleashed feat.

Benefit: When you use the Bantha Rush feat, you can spend a Destiny Point to automatically increase the distance you move your target by 5 squares and knock your target prone.

UNLEASHED CHARGE

Few things can stand in your way when you make a ferocious and nearly unstoppable charge to attack an enemy.

Prerequisite: Unleashed feat.

Benefit: By spending a Destiny Point, you make an amazing charge attack. As a standard action, you gain a +5 bonus on each attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You can move up to twice your speed (minimum 2 squares) in a straight line through obstructed or unobstructed terrain, and then take a full attack action as a part of this standard action instead of a full-round action. Allies do not hinder your ability to charge.

Special: If you have the Improved Charge feat, you can alter your course around obstructions and enemies. If you have the Powerful Charge feat, you can apply the benefit of that feat as well.

UNLEASHED CLEAVE

When you fell a foe, your attacks continue on to all of your nearby enemies.

Prerequisite: Cleave feat, Unleashed feat.

Benefit: When you deal enough damage to an opponent to reduce its hit points to 0, you can spend a Destiny Point to get an immediate extra melee attack against all opponents within your reach. This feat works in all other ways as the Cleave feat.

UNLEASHED DEVASTATING ATTACK

You do incredible amounts of harm to your targets.

Prerequisites: Devastating Attack, Unleashed feat.

Benefit: When you make an attack (either as a single attack or part of a full attack action), you can spend a Destiny Point to treat every attack as though it exceeded the target's damage threshold, regardless of whether or not the attack normally would, until the beginning of your next turn.

UNLEASHED EXTREME EFFORT

You have the ability to perform incredible feats of strength.

Prerequisites: Extreme Effort, Unleashed feat.

Benefit: When you use the Extreme Effort talent, you can spend a Destiny Point to increase the bonus provided by the talent to +20.

Unleashed Firepower

You can fire an astounding number of accurate shots in a short time.

Prerequisite: Unleashed feat.

Benefit: By spending a Destiny Point, as a standard action you can fire at up to five separate targets within range of your ranged weapon. Make a single attack roll and compare the result to the Reflex Defense of each target. Roll a single damage roll and apply it to every target successfully hit.

Special: Bonuses and penalties from other feats and talents stack with this ability. You can attack each target only once. You must have enough ammunition for each target; otherwise you stop dealing damage when you run out. Aiming provides no benefit on this attack.

Unleashed Ignite Fervor

You inspire all your allies to devastate an opponent.

Prerequisites: Ignite Fervor, Unleashed feat.

Benefit: When you use the Ignite Fervor talent, you can spend a Destiny Point to provide the damage bonus to all allies within line of sight.

Unleashed Keen Shot

Your attacks strike with an unnatural accuracy.

Prerequisites: Keen Shot, Unleashed feat.

Benefit: When you make a ranged attack, you can spend a Destiny Point to ignore all cover on attacks until the beginning of your next turn.

Unleashed Mighty Swing

Your melee attacks are particularly devastating.

Prerequisite: Mighty Swing feat, Unleashed feat.

Benefit: When you use the Mighty Swing feat, you can spend a Destiny Point to gain a +5 bonus on attack rolls and damage rolls, and you can make an automatic trip attack (as with the Trip feat) against the target, also with a +5 bonus on the opposed grapple check.

Unleashed Penetrating Attack

Your attacks punch right through the defenses of your opponents.

Prerequisites: Penetrating Attack, Unleashed feat.

Benefit: When you make an attack (either as a single attack or part of a full attack action), you can spend a Destiny Point to ignore all damage reduction of your targets until the beginning of your next turn.

Unleashed Rage

Your unbridled rage is awesome to behold and devastating to your enemies.

Prerequisites: Rage species trait, Unleashed feat.

Benefit: By spending a Destiny Point at the start of your rage, you gain an additional +10 to your melee attack rolls and melee damage rolls and +5 to your Fortitude Defense. At the end of your rage, you move -2 persistent steps along the condition track. The penalties imposed by this condition persist until you take at least 20 minutes to recuperate, during which time you can't engage in any strenuous activity.

Special: Bonuses and penalties from other feats and talents stack with this ability.

Unleashed Skirmisher

You move with uncanny speed, unleashing a devastating attack against your foes.

Prerequisites: Skirmisher, Unleashed feat.

Benefit: When you gain the benefit of the Skirmisher talent on a melee or ranged attack, you can spend a Destiny Point to get an automatic critical hit on your attack and gain a bonus to your base damage equal to the number of squares you moved.

Unleashed Sneak Attack

You strike with the ultimate sneak attack at the most opportune moment.

Prerequisites: Sneak Attack, Unleashed feat.

Benefit: When you make an attack that deals extra damage thanks to the Sneak Attack talent, you can spend a Destiny Point to gain a +5 bonus on your melee or ranged attack roll and deal an extra 5d6 points of damage with a successful hit. You must be within 6 squares of the target to make a sneak attack with a ranged weapon. This extra damage stacks with any damage bonus provided by the Sneak Attack talent.

Unleashed Strafe

Your expanded strafing attack is devastating within its fire zone.

Prerequisites: Strafe feat, Unleashed feat, weapon with autofire.

Benefit: When you use the Strafe feat, you can spend a Destiny Point to target an area 4 squares long by 3 squares wide.

Unleashed Whirlwind Attack

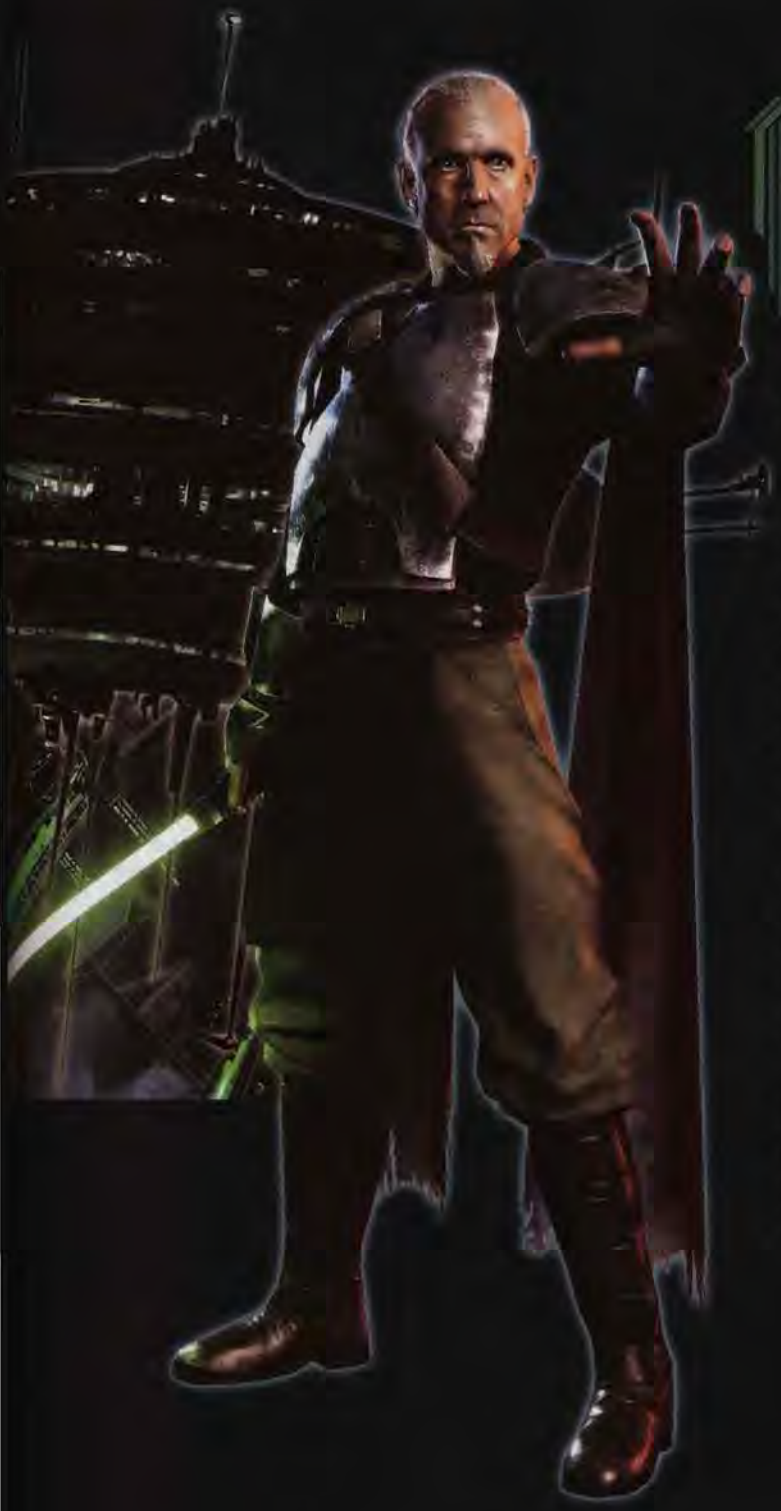
Your whirlwind attack is particularly effective and powerful.

Prerequisites: Unleashed feat, Whirlwind Attack feat.

Benefit: When you use the Whirlwind Attack feat, you can spend a Destiny Point to gain a +5 bonus on your attack roll and knock prone any targets you damage.



Chapter III
Prestige Classes



Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. As always, prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Dark Times or *Force Unleashed* campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a particular prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and story lines that allow a player to take these classes.

New Talents for Existing Prestige Classes

This chapter features six new prestige classes suitable for a Force Unleashed campaign and also includes several new talent trees for existing prestige classes. Like those new talent trees for core classes (Jedi, noble, scoundrel, scout, soldier) in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, in the description of the Talents granted to the elite trooper prestige class that appear in the *Saga Edition* core rulebook, the text states that a character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Critical Master talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three. Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative.

However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. Though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Mercenary talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the *Saga Edition* core rulebook.

Bounty Hunter Talents

The following talents are intended for use with the bounty hunter prestige class.

BOUNTY HUNTER TALENT TREE

The following new talents belong to the Bounty Hunter talent tree, which is available to members of the bounty hunter prestige class. Any character who has levels in the bounty hunter prestige class can choose from these talents as well.

Fearsome: Your reputation precedes you, striking fear in your target. Any opponent within 6 squares whose level is equal to or less than your heroic level takes a –1 penalty on attack rolls made against you.

Prerequisite: Notorious.

Signature Item: You are famous for using certain items, and you have become skilled at wielding them. You select a single weapon, suit of armor, vehicle, starship, or other item. While wielding that weapon, wearing that armor, piloting that vehicle, or otherwise using that item, you gain a +2 morale bonus on opposed skill checks.

You can select this talent multiple times. Each time you do so, you choose a new object to be your signature item. The effects of multiple signature items are cumulative with one another, increasing this morale bonus by 1 each time.

Jedi Hunter: You are skilled at fighting Jedi and other Force-users. You gain a +1 insight bonus to Fortitude and Will Defense and deal +1 die of damage against characters who have the Force Sensitivity feat.

Elite Trooper Talents

The following talents are intended for use with the elite trooper prestige class.

CRITICAL MASTER TALENT TREE

Some elite troopers know exactly where to strike their foes to deal maximum damage, potentially crippling their enemies in the process.

Deny Move: When you score a critical hit with a melee or ranged attack, your target cannot move on its next turn.

Prerequisite: Reduce Mobility.

Extended Critical Range (heavy weapons): When you are using a heavy weapon, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Base attack bonus +10, Weapon Proficiency (heavy weapons) feat.

Extended Critical Range (rifles): When you are using a rifle, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Base attack bonus +10, Weapon Proficiency (rifles) feat.

Flurry Attack: Choose a single weapon group or exotic weapon you are proficient with. When you score a critical hit with a weapon from that group, you can make one immediate extra attack (in addition to the other effects of a critical hit) against a single target within range. You may only use this talent once per turn. You can select this talent multiple times. Its effects do not stack. Each time you take the talent, it applies to a new weapon group or exotic weapon.

Prerequisite: Weapon Proficiency feat for chosen weapon.

Knockback: When you score a critical hit against a target no more than two size categories larger than you are, you can choose to move that opponent 1 square in any direction as a free action. You cannot use this talent on an opponent that is being grabbed or grappled, and you cannot move your target into a solid object or another creature's fighting space.

Reduce Defense: When you score a critical hit with a melee or ranged attack, your target takes a –2 penalty to Reflex Defense until it is fully healed (at maximum hit points).

Reduce Mobility: When you score a critical hit with a melee or ranged attack, you reduce the target's speed by half until it is fully healed (at maximum hit points).

Force Adept Talents

The following talents are intended for use with the Force adept prestige class.

IMPERIAL INQUISITOR TALENT TREE

The Imperial Inquisitors are a special group of dark Jedi who work for the Empire. Trained to hunt down and destroy the remaining Jedi whenever they are found, Imperial Inquisitors are steeped in the lore of the dark side. A character must be a member of the Inquisitorius and have a dark side score of 1+ to take talents from this tree.

Cower Enemies: When you use the Persuasion skill to intimidate, you can intimidate all targets in a 6-square cone (originating from your square) instead of intimidating a single target. All other limitations to the intimidation use of the Persuasion skill still apply.

Prerequisite: Force Interrogation.



Force Interrogation: When you deal damage to one or more creatures by using a Force power, you can immediately make a Persuasion check as a free action to intimidate a single target you damaged.

Inquisition: You are particularly adept at dealing with Force-sensitive foes. You gain a +1 bonus on attack rolls and deal +1 die of damage against targets that have the Force Sensitivity feat.

Unsettling Presence: You can spend a Force Point as a standard action to create an aura of unsettling discomfort around you. You make a Use the Force check when you activate this talent and compare the check result to the Will Defense of any creature that comes within 6 squares of you. If your Use the Force check result exceeds the creature's Will Defense, that target takes a –2 penalty on attack rolls and skill checks while within 6 squares of you. This aura lasts for the remainder of the encounter.

Prerequisite: Force Interrogation.

Jedi Knight Talents

The following talents are intended for use with the Jedi Knight prestige class.

New Duelist Talents

The following new talents belong to the Duelist talent tree, which is available to members of the Jedi Knight and Sith apprentice prestige classes. Any character who can normally choose talents from the Duelist talent tree can choose from these talents as well.

Improved Lightsaber Throw: You can spend a Force Point as a standard action to throw your lightsaber at a group of opponents. You make a single ranged attack roll (treating the lightsaber as a thrown weapon) and compare the result to the Reflex Defense of all targets in a 6-square line originating in your square. If your attack roll result exceeds a target's Reflex Defense, you deal normal lightsaber damage to that target (dealing half damage if you fail to exceed the target's Reflex Defense). This attack is considered an area attack.

You can pull your lightsaber back to your hand as a swift action by making a DC 20 Use the Force check.

Prerequisite: Lightsaber Throw.

Thrown Lightsaber Mastery: Any target successfully struck by a lightsaber you throw moves at half speed (round down) until the beginning of your next turn.

Prerequisites: Improved Lightsaber Throw, Lightsaber Throw.

TABLE 3-1: New Prestige Classes

PRESTIGE CLASS	BASIC DESCRIPTION
Enforcer	Elite law enforcement operative
Independent droid	Extremely autonomous and specialized droids
Infiltrator	Covert and military operatives
Master privateer	Expert raider for hire
Medic	Versatile and mobile healer
Saboteur	Disruptive agent able to attack unlikely targets

Enforcer

The vital task of law enforcement takes many forms throughout the galaxy. Backwater constables, Sector Rangers, corporate security forces, city police, and some types of Imperial agents are a few of the typical examples. The rise of the Empire and its ever-growing governmental intrusiveness brings about a great increase in enforcers of all types.



Enforcers are elite law enforcement officers and agents. In respectable organizations, they are the most skilled investigators, the best patrol officers, and often leaders within their departments. In corrupt organizations, they might use special connections to gain their position, but they still have a degree of ability, if not integrity. Both honest and corrupt enforcers can be found at any level and any organization.

Honest enforcers are dedicated and driven to keep the peace and capture the bad guys. They often aspire to high levels of morality, fairness, and justice. Just because they're honest doesn't mean they don't support the Empire. They might be dedicated to the Empire's ideals, yet unaware or disbelieving of its worst offenses.

Corrupt enforcers are self-serving. They use their position to gain personal fortune or power, operating individually or in concert with others in their organization. They might not possess the appropriate attitude for the job, but they have at least enough skill to hang on to it.

An enforcer's duties and abilities vary by assignment. Urban patrols pursue suspects through congested cityscapes. Sector Rangers use a broad set of abilities to investigate and track down criminals throughout their own sector of space. Imperial Security Bureau and COMPNOR agents rely on political power and fear as much as natural investigative talents and training to hunt down Rebels and other opponents of the New Order.

In a *Force Unleashed* campaign, enforcer characters might find their loyalty to their positions as upholders of the law conflicting with the new political reality of the New Order. How these enforcers balance this pressure should be integral to character development and have some influence on the direction of the campaign.

Table 3-2: The Enforcer

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, resources, talent
2nd	+1	Targeted suspect +1
3rd	+2	Talent
4th	+3	Targeted suspect +2
5th	+3	Talent
6th	+4	Targeted suspect +3
7th	+5	Talent
8th	+6	Targeted suspect +4
9th	+6	Talent
10th	+7	Targeted suspect +5

Examples of Enforcers in Star Wars

Corporate Sector Authority Security, Corran Horn, CorSec agents, Sector Rangers, ISB agents, high-level COMPNOR operatives.

Requirements

To qualify to become an enforcer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Gather Information, Perception.

Talents: At least one talent from the Survival talent tree.

Special: Must belong to a law enforcement or similar security organization.

Game Rule Information

Enforcers have the following game statistics.

Hit Points

At each level, enforcers gain 1d8 hit points + their Constitution modifier.

Force Points

Enforcers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the enforcer prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Resources

You have access to additional resources provided by your department or organization. Each time you gain a level, you receive restricted or military equipment (including weapons or vehicles) equal in value to your heroic level × 2,000 credits. The equipment appears in a civilized, accessible location of your choice.

You can choose not to receive any resources when you gain a level, instead adding the value of any equipment you would normally gain to the resources you gain at your next level.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Survivor talent tree (see page 50 of the *Saga Edition* core rulebook) or the Enforcement talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ENFORCEMENT TALENT TREE

You are a trained investigator who can locate and apprehend a quarry with exceptional speed and prowess.

Cover Bracing: You can brace a weapon set on autofire as a single swift action (instead of two) if you are adjacent to an object (including walls, barriers, and vehicles) that provides you with cover from all of the target squares.

Intentional Crash: You know how to intentionally crash an opponent's moving vehicle. When you successfully deal damage to a vehicle by ramming it, your vehicle takes half damage from the ram. Additionally, if the target vehicle is the same size as your vehicle or smaller, that vehicle cannot move in the following round.

Prerequisite: Trained in the Pilot skill.

Nonlethal Tactics: When you are using a ranged weapon set to stun, stun grenades, nets, or stun batons, you gain a +1 bonus on your attack roll and deal +1 die of stun damage.

Pursuit: When running, you are not restricted to a straight line (see "Endurance," page 66 of the *Saga Edition* core rulebook) and you can reroll Endurance checks, using the better result, while running.

Prerequisite: Dexterity 13.

Respected Officer: You have a reputation that causes allies and enemies to treat you with respect. You automatically improve the attitude of an indifferent character to friendly with no check required (see "Persuasion," page 71 of the *Saga Edition* core rulebook).

Slowing Stun: When you move a target at least –1 step along the condition track with an attack, its speed is halved until all conditions are removed.

Takedown: When you successfully make a melee attack and deal damage at the end of a charge, you knock your target prone as well, provided your opponent is no more than one size category larger than you.

Targeted Suspect

The time you spend investigating a suspect results in benefits when you are dealing with the suspect during an encounter. If you spend a full-round action observing an opponent in combat, you gain a bonus on attack rolls and Deception, Perception, and Persuasion checks equal to one-half your class level (rounded down). The benefits last for the remainder of the encounter. You cannot use this ability until after your opponent has acted during combat.



Independent Droid

Although many droids in the galaxy function on their own, some become highly independent and self-sufficient. These specialized droids prefer to operate on their own, or in the company of a specific group useful to their current needs.

Members of this prestige class usually must experience a program-breaking event. This event could occur as the result of conflicting orders, a malfunctioning processor, or a deliberate action taken by a droid programmer—either an organic creature or another droid. Players and Gamemasters are encouraged to develop such an event before using this prestige class.

Independent droids express their individuality much more strongly than a typical droid unit does. One might focus on a very narrow segment of its programming. Another might develop a complex or damaged personality. Independent droids universally reject the notion that they are owned by anyone, though the more deceptive or pragmatic units among them could give the appearance of having such an attitude if they believe that doing so is necessary to ultimately retain their independence or avoid a memory wipe.

In a *Force Unleashed* campaign, independent droids might show up on any world. Some worlds, such as the junk world of Raxus Prime, could have a large number of these droids. Droids that survived the Clone Wars but were subsequently abandoned, stranded, or isolated for other reasons are likely candidates for this prestige class.

Table 3-3: The Independent Droid

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, sapience, talent
2nd	+1	Independent spirit +1
3rd	+2	Talent
4th	+3	Independent spirit +2
5th	+3	Talent
6th	+4	Independent spirit +3
7th	+5	Talent
8th	+6	Independent spirit +4
9th	+6	Talent
10th	+7	Independent spirit +5

Examples of Independent Droids in Star Wars

HK-47, IG-88, PROXY, Blue Max, Bollux.

Requirements

To qualify to become an independent droid, a character must fulfill the following criteria.

Minimum Level: 3rd.
Trained Skills: Use Computer.
System: Heuristic Processor.
Special: Droids only.

Game Rule Information

Independent droids have the following game statistics.

Hit Points

At each level, independent droids gain 1d12 hit points.

Force Points

Independent droids gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the independent droid prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and +4 class bonus to your Will Defense.

Sapience

You can choose to have your droid immunities not apply to any mind-affecting effect, allowing you to benefit from mind-affecting abilities that provide positive effects.

Additionally, you have permanently disabled your behavioral inhibitor, enabling you to take any desired action. Furthermore, you are immune to the effects of restraining bolts.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Autonomy talent tree or the Specialized Droid talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

AUTONOMY TALENT TREE

You are able to resist any attempts to curb your independence and can fight back against anyone that tries to suppress your personality.

Defensive Electronics: You defend your independence from all. When someone tries to reprogram you, add your class level to your Will Defense.

Ion Resistance 10: You gain DR 10 against ion damage.

Soft Reset: You are adept at rerouting your internal electronics. If you are moved to the bottom of the condition track by any means other than taking damage exceeding your damage threshold, you automatically move +1 step along the condition track after being disabled for 2 rounds.

Modification Specialist: You have become skilled at reprogramming and modifying your own systems. You do not incur the normal –5 penalty on Mechanics and Use Computer checks to reprogram yourself or perform self-modifications (see page 197 of the *Saga Edition* core rulebook).

Repair Self: When you repair yourself (using the repair droid application of the Mechanics skill), you repair 1 additional hit point for each point by which your check exceeds the DC.

SPECIALIZED DROID TALENT TREE

You have become more specialized than other droids of the same or a similar model.

Computer Language: You can use your Persuasion modifier instead of your Use Computer modifier when making Use Computer checks. You are considered trained in the Use Computer skill for the purpose of using this talent. If you are entitled to a Use Computer check reroll, you can reroll your Persuasion check instead (subject to the same circumstances and limitations).

Prerequisite: Must know the Binary language.

Computer Master: You can reroll any opposed Use Computer check, using the better result.

Enhanced Manipulation: You have improved appendage manipulation routines. You can take 10 when making any Dexterity-based skill check, even if you are threatened or would not normally be able to take 10.

Prerequisite: Dexterity 15.

Hotwired Processor: You gain temporary processing power, enhancing your mental attributes. When you hotwire your processor (a swift action), you gain a +5 circumstance bonus on Intelligence- and Wisdom-based skill checks and a +1 circumstance bonus on ranged attack rolls. A hotwiring lasts for a number of rounds equal to one-half your level (rounded down).

When the hotwiring ends, you move –1 persistent step along the condition track. The penalties imposed by this condition persist until you receive repairs (using the repair droid application of the Mechanics skill).



Power Surge: You temporarily surge your power systems to enhance your physical abilities. When you initiate a power surge (a swift action), you gain a +1 circumstance bonus on melee attack rolls, +1 die of damage on melee damage rolls, and an increase of 2 squares to your speed. A power surge lasts for a number of rounds equal to one-half your level (rounded down).

At the end of a power surge, you move –1 persistent step along the condition track. The penalties imposed by this condition persist until you receive repairs (using the repair droid application of the Mechanics skill).

Skill Conversion: When you reprogram yourself, you can sacrifice a single trained skill for a bonus Skill Focus feat. You must meet the prerequisites for the feat (you must be trained in the skill you choose to gain Skill Focus for), and you can do this only once per reprogramming.

Independent Spirit

At 2nd level, you gain the ability to assert your independence and protect yourself from harm. Once per encounter, you can grant yourself a morale bonus to any defense score (your choice) as a reaction. This bonus is equal to one-half your class level (rounded down).

INFILTRATOR

Infiltrators come in many guises, such as spies, moles, special forces operatives, and secret agents. Infiltrators specialize in secretly penetrating enemy strongholds or organizations and carrying out their missions from within.

Infiltrators typically operate individually or in small groups. Their training emphasizes stealth, discreet combat, and covert penetration techniques. They typically have less combat training than commandos and are better trained and more mission-specific than saboteurs. Covert infiltrators operate for extended periods of time within an organization. Aggressive infiltrators carry out specific combat missions, on their own or in support of commandos or other military units.

Bothan infiltrators are highly effective and a critical part of the Bothan Spy Network. They use the network as much as the network uses them. They gain access to network resources, while they are a resource to the network in and of themselves. They use this arrangement to their advantage whenever possible.

In a *Force Unleashed* campaign, Imperial operatives of all sorts might be infiltrators. Covert spies or ISB agents work to discern any hint of sedition, rebellion, or simply dissent with the New Order. Military infiltrators are deployed where dissenters are well armed, or to make a public statement. Anti-Imperial operatives might secretly work for dissident Senators, trying to penetrate the workings of the plethora of new organizations that have sprung up within the new Imperial government.

Examples of Infiltrators in Star Wars

Lt. Judder Page, Sabé, Shira Brie, Winter, Bothan Spynet operatives.

Requirements

To qualify to become an infiltrator, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Perception, Stealth.
Feats: Skill Focus (Stealth).
Talents: At least two talents from the Camouflage or Spy talent trees.

Game Rule Information

Infiltrators have the following game statistics.

Hit Points

At each level, infiltrators gain 1d8 hit points + their Constitution modifier.

Force Points

Infiltrators gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 3-4: The Infiltrator

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Unarmed stun (+1 die)
3rd	+2	Talent
4th	+3	Lead infiltrator
5th	+3	Talent
6th	+4	Unarmed stun (+2 dice)
7th	+5	Talent
8th	+6	Lead infiltrator
9th	+6	Talent
10th	+7	Unarmed stun (+3 dice)

Class Features

The following are features of the infiltrator prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Camouflage talent tree (see page 49 of the *Saga Edition* core rulebook), the Spy talent tree (see page 28), the Infiltration talent tree, or the Bothan Spynet talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFILTRATION TALENT TREE

You are trained to secretly infiltrate enemy strongholds and organizations by force or by guile.

Always Ready: You are accustomed to operating in response to enemy actions. When your readied action is triggered, it does not change your initiative count (see page 162 of the *Saga Edition* core rulebook).

Prerequisite: Trained in the Initiative skill.

Concealed Weapon Expert: You are deadly with an unarmed strike, hold-out blaster, dagger, or vibrodagger or other small, concealable weapon (as determined by the Gamemaster). Once per round you can use a swift action to reroll an attack using one of these weapons, but you must take the second result, even if it is worse.

Creeping Approach: As a swift action, you can designate a single opponent within 12 squares that is unaware of you as the target of this talent. Until the beginning of your next turn, that target may not make Perception checks to notice you, even if you enter the target's line of sight. If you or any of your allies attack the target, the effect of this talent ends.

Prerequisite: Trained in the Stealth skill.

Set for Stun: You are particularly adept with stun weapons. If you are using a ranged weapon that deals stun damage (including a lethal weapon set to stun), you can spend two consecutive swift actions in the same round to activate this talent. If the stun damage on your next attack exceeds the target's damage threshold, you move the target –3 steps along the condition track instead of the normal –2.

You lose the benefit of this talent if you lose line of sight to your target or if you take any other action before making your attack.

Silent Takedown: You are skilled at quietly knocking out or eliminating guards and others when they are caught unaware. If you damage an opponent that is unaware of you, that opponent cannot speak or make other noises until the end of your next turn. This is a stunning effect.

Prerequisite: Trained in the Stealth skill.

BOTHAN SPYNET TALENT TREE

You are trained to work within the famed Bothan Spynet. The spynet is a secret collection of organic and electronic resources and personnel spread throughout the galaxy, accessed by computer or in person.

Bothan Resources: Your status within the Spynet gives you access to additional resources, and you know the best sources for restricted or rare items. With a successful DC 20 Gather Information check, you can purchase standard weapons, equipment, and transport services at 50% of the going rate, or exotic and restricted weapons, equipment, and transport services at 75% of the going rate.

Prerequisite: Spynet Agent.

Knowledge Is Life: As a swift action, you can designate a single target within line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you gain a +2 morale bonus to the defense score of your choice against that target.

Prerequisite: Spynet Agent.

Knowledge Is Power: As a swift action, you can designate a single target within your line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you score a critical hit against that target on a natural roll of 19 or 20. If you have another ability that increases your weapon's critical range against that target (such as the elite trooper's extended critical range talent, or the Jedi Knight's Vaapad talent), you increase this range by 1 (for example, from 19–20 to 18–20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisite: Spynet Agent.

Knowledge Is Strength: As a swift action, you can designate a single target within your line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you gain a +2 morale bonus on attack rolls against that target.

Prerequisite: Spynet Agent.

Six Questions: You have mastered the basic Bothan philosophy of Six Questions to glean more information from contacts through fewer questions. As a swift action, you can make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, you learn a target character's level, classes, and ability scores, and the target's available Force Points and Destiny Points.

Prerequisite: Spynet Agent.

Spynet Agent: You can use your Gather Information check modifier instead of your Knowledge (galactic lore) check modifier when making Knowledge (galactic lore) checks. You are considered trained in the Knowledge (galactic lore) skill for the purpose of using this talent. If you are entitled to a Knowledge (galactic lore) reroll, you can reroll your Gather Information check instead (subject to the same circumstances and limitations).

Prerequisites: Bothan species, or two talents from the Infiltration tree.

Unarmed Stun

Starting at 2nd level, you can use your unarmed attacks to deal stun damage. You must designate your intention to stun your target before the attack is made, and you deal +1 die of damage on your unarmed attack, which deals stun damage. At 6th level, this extra damage increases to +2 dice, and at 10th level it increases to +3 dice.

Lead Infiltrator

Starting at 4th level, you are an effective leader of infiltration teams. You can make a Stealth check for a number of allies within line of sight equal to your Charisma bonus (minimum one), using your check result in place of their Stealth checks. At 8th level, you double the number of allies you can lead using this ability. Allies must stay within line of sight to retain this bonus.

MASTER PRIVATEER

Governments, large corporations, and other organizations have hired privateers throughout galactic history. Privateers might operate from a single armed ship, or they might control fleets of cruisers and starfighters. During the Clone Wars, the Confederacy of Independent Systems was known to use privateers to bolster its forces, especially late in the war. This might have also been a tactic to induce pirate forces to attack Republic shipping, drawing the pirates away from the CIS's own lucrative mercantile shipping networks. Though privateers are more active during wartime, they also operate during peacetime in more volatile sectors or systems.

Typically, a privateer operates under a letter of marque from an authorizing government or a corporate entity that controls a large region of space. A letter of marque offers a form of legitimacy to justify actions that most would consider nothing more than piracy. Indeed, on the surface, pirates and privateers operate in much the same fashion. They privately own and operate armed vessels that attack merchant shipping and take the cargoes for themselves. Whereas pirates attack whomever they please, privateers are theoretically restricted to ships of specific governments or ownership, as authorized by the letter of marque. Pirates treat prisoners as they see fit, perhaps offering them up for ransom or selling them into slavery. Privateers must treat captured personnel as prisoners of war during wartime, or as specified by their letter of marque at other times.

Master privateers are experts at the art of stopping and seizing vessels. They are skilled pilots, capable combatants, and shrewd negotiators. They are familiar with people and regions that are likely to be friendly (or at least tolerant) toward privateers and are thus able to obtain letters of marque with



some regularity. The line between pirates and privateers is often blurred, and legitimate privateers sometimes ultimately cross the line into piracy.

During the Dark Times, the Empire considers privateers to be pirates and treats them as such. Thus, active privateers have been forced to the fringes of the galaxy during this time. The future Rebel Alliance would eventually experiment with using privateers, but that would prove to be a very controversial decision, and it did not gain widespread support in the Alliance.

Examples of Master Privateers in Star Wars

Bakken, Captain Dhas Vedij of the Far Orbit, Grov Bricker, Urias Xhaxin.

Requirements

To qualify to become a master privateer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Pilot.

Feats: Vehicular Combat.

Talents: At least two talents from the Misfortune, Smuggling, or Spacehound talent trees.

Game Rule Information

Master privateers have the following game statistics.

Hit Points

At each level, master privateers gain 1d10 hit points + their Constitution modifier.

TABLE 3-5: THE MASTER PRIVATEER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Veteran privateer (1/encounter)
3rd	+3	Talent
4th	+4	Veteran privateer (2/encounter)
5th	+5	Talent
6th	+6	Veteran privateer (3/encounter)
7th	+7	Talent
8th	+8	Veteran privateer (4/encounter)
9th	+9	Talent
10th	+10	Veteran privateer (5/encounter)

Force Points
Master privateers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features
The following are features of the master privateer prestige class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Piracy
Even though you are a legitimate privateer, piracy is a great temptation to you. If you are lost to the dark side, you drop all pretense of privateering, you become a known pirate, and you may not take any further levels of master privateer.

Talents
At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Infamy talent tree (see page 210 of the *Saga Edition* core rulebook) or the Privateer talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PRIVATEER TALENT TREE
You are a veteran of privateering and have learned the secrets of fighting aboard starships.

Armored Spacer: You can use armored spacesuits as if you had the Armor Proficiency (heavy) feat.

Attract Privateer: You attract a loyal privateer lieutenant. The privateer is a nonheroic character who has a class level equal to three-quarters of your character level, rounded down.

You can select this talent multiple times. Each time you do so, you gain another privateer. Each privateer who accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, a privateer who accompanies a party of five heroes on an adventure receives one-sixth of the XP that the group earns.

Blaster and Blade I: When you make a single attack with an advanced melee weapon as a standard action, you can immediately make an attack with a pistol as a free action, provided you have both the advanced melee weapon and the pistol in your hands when the melee attack is made. You apply the normal penalties for fighting with two weapons to both of these attacks.

Prerequisites: Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Blaster and Blade II: When you are wielding both an advanced melee weapon and a pistol, you treat the advanced melee weapon as though you were wielding it two-handed (including doubling your Strength bonus on damage rolls).

Prerequisites: Blaster and Blade I, Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Blaster and Blade III: When you are wielding both an advanced melee weapon and a pistol, you can make a full attack as a standard action instead of a full-round action, provided you attack with both weapons.

Prerequisites: Blaster and Blade I, Blaster and Blade II, Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Boarder: You are skilled at boarding hostile vessels. You ignore cover (but not improved cover) with your character-scale ranged attacks while aboard a starship or space station.

Ion Mastery: You know the typical weaknesses of vehicles and droids, and you know how to preserve such targets for capture rather than destroying them. When attacking with ion weapons, you gain a +1 bonus on attack rolls and deal +1 die of ion damage.

Multiattack Proficiency (advanced melee weapons): When you make multiple attacks with any type of advanced melee weapon as a full attack action, you lessen the penalty on your attack rolls by 2.

You can take this talent multiple times. Each time you do so, you lessen the penalty on your attack rolls by an additional 2.

Preserving Shot: When you deal damage with a vehicle weapon that is equal to or greater than both the target vehicle's current hit points and the target vehicle's damage threshold (that is, when you would deal enough damage to destroy the target vehicle), you can choose to use this talent. Instead of dealing full damage, you instead deal half damage to your target and move it –1 step along on the condition track. In addition, you disable the ship's sublight engines and hyperdrive. The ship cannot move or make a jump to lightspeed until it has received repairs (through use of the repair object application of the Mechanics skill).

Veteran Privateer
Your experience as a privateer has hardened you to the realities of battle, granting you the ability to subdue your foes with little difficulty. When you make an attack roll, as a free action you can grant yourself a +2 competence bonus on that attack roll. You can do this a number of times per encounter equal to one-half your class level (rounded down).

Medic
The galaxy is a dangerous place. Vicious creatures, massive battles, barroom brawls, lethal environments, and other kinds of threats imperil people everywhere. Doctors, nurses, and other medical personnel provide vital care to the critically injured, but are less available to those operating in the field.



The medic fills this void, providing on-the-spot advanced medical treatment and support.

Medics are highly trained healers, able to function in the worst of conditions and circumstances. They possess great knowledge of the healing arts and sciences. They know quick and effective treatment methods and use them to perform near-miracles to save injured and dying creatures.

Medics live to heal others. The most altruistic among them heal any and all within their abilities. Disillusioned or vengeful medics might choose to heal only their allies and companions. Many medics serve as starship medical officers, battlefield surgeons, or corporate medical personnel, or in portable medical facilities. A medic on the shadier side of society might operate a back-alley clinic, serve a criminal organization, or work as the personal physician of a crime lord.

Examples of Medics in Star Wars

Dhagon Gent, Elassar Targon, Jos Vondar, Ton Phanan.

Requirements

To qualify to become a medic, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Knowledge (life sciences), Treat Injury.
Feats: Surgical Expertise.

TABLE 3-6: THE MEDIC

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Medical secret
3rd	+2	Talent
4th	+3	Medical secret
5th	+3	Talent
6th	+4	Medical secret
7th	+5	Talent
8th	+6	Medical secret
9th	+6	Talent
10th	+7	Medical secret

Game Rule Information

Medics have the following game statistics.

Hit Points

At each level, medics gain 1d8 hit points + their Constitution modifier.

Force Points

Medics gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the medic prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Fortitude Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Advanced Medicine talent tree (presented below) or the Survivor talent tree (see page 50 of the *Saga Edition* core rulebook). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ADVANCED MEDICINE TALENT TREE

You are highly trained in medical procedures for all conditions.

Battlefield Medic: You can use the first aid application of the Treat Injury skill on a creature as a standard action instead of a full-round action.

Prerequisite: Steady Under Pressure.

Bring Them Back: You can use the revivify application of the Treat Injury skill on a target that has died anytime within a number of rounds equal to one-half your heroic level.

Emergency Team: You are skilled at working on and managing an emergency medical team. Allies automatically succeed on aid another attempts when assisting you with Treat Injury checks.

Extra First Aid: You can use the first aid application of the Treat Injury skill one additional time per day on a target that has already received first aid for the day.

Medical Miracle: As a standard action, you can make a DC 20 Treat Injury check on an adjacent target. If the check is successful, that target immediately uses its second wind, even if it is above half hit points. If the target has already expended all of its second winds for the day, this talent has no effect.

Natural Healing: Your extensive knowledge of natural healing allows you to make first aid, treat disease, and treat poison (Treat Injury) checks without a medical kit, if you have access to appropriate natural substitutes (as determined by the Gamemaster).

Second Chance: If you fail your Treat Injury check, your patient does not take any additional damage, nor does it die, even if the failed check would normally require it.

Prerequisite: Steady Under Pressure.

Steady Under Pressure: You can choose to reroll any Treat Injury check, using the better result.

Medical Secrets

As your medical skills grow, you gain insight into specific medical procedures and treatment of specific species. At each even-numbered level (2nd, 4th, 6th and so on), you gain a medical secret, giving you a bonus when you use a specific application of the Treat Injury skill. You can select a given treatment only once.

When you gain this class feature, select a secret from the choices below.

Improved First Aid: When you use a medpac to perform first aid with the Treat Injury skill, the creature gains one additional point for every point by which your check exceeds the DC (in addition to any extra hit point gained normally for exceeding the DC).

Improved Heal Damage: On a successful surgery attempt to heal damage, the target recovers an additional number of hit points equal to your class level.

Improved Long-Term Care: On a successful application of long-term care, the target recovers an additional number of hit points equal to your class level.

Improved Perform Surgery: You can attempt a Treat Injury check to perform surgery in half the usual time.

Improved Revivify: You can make a Treat Injury check to revivify someone as a standard action instead of a full-round action.

Improved Treatment: You can make a Treat Injury check to treat disease or radiation in 1 hour, instead of 8 hours. Also, you can treat up to twice as many patients as normal.

Personal Physician: You take no penalties on your skill checks when using the Treat Injury skill on yourself.

Saboteur

Saboteurs aim to disrupt or destroy the physical mechanisms of their enemies, usually covertly and often from within. They might use improvised tools or create specialized devices to carry out certain tasks. They rely on stealth and secrecy to carry out their missions. A saboteur might work alone in a single installation, or as part of a small group for complex or widespread attacks. Saboteur missions employ explosives, computer slicing, droid reprogramming, and social engineering to achieve their goals.



The best saboteurs focus their attacks and methods for maximum disruption and damage to the systems, objects, or vehicles they want to affect. Collateral damage is typically unwanted and counterproductive to their cause, especially to sensitive or nonmilitary targets. Many targets are disabled rather than destroyed, but the results can still be very effective and demoralizing to an enemy. Many saboteurs must make the most of limited supplies, which often forces them to make precise attacks to avoid wasting resources.

During the Dark Times, saboteurs are among the most radical and prolific of the anti-Imperial factions. They might appear at any installation, though high security measures make their attacks less likely. Skilled saboteurs are difficult for Imperials to defend against, and therefore they are ruthlessly pursued by all Imperial organizations, especially the Imperial Security Bureau.

Examples of Saboteurs in Star Wars

Kell Tainer, Kyle Katarn (pre-*Jedi Knight*), Wes Janson, Zann Consortium Defilers.

Requirements

To qualify to become a saboteur, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Mechanics, Use Computer.

Game Rule Information

Saboteurs have the following game statistics.

Hit Points

At each level, saboteurs gain 1d8 hit points + their Constitution modifier.

Table 3-7: The Saboteur

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent, unexpected results
2nd	+1	Destructive
3rd	+2	Talent
4th	+3	Quick sabotage
5th	+3	Talent
6th	+4	Quick sabotage
7th	+5	Talent
8th	+6	Quick sabotage
9th	+6	Talent
10th	+7	Master saboteur



Force Points
Saboteurs gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features
The following are features of the saboteur prestige class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents
At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Slicer talent tree (see page 47 of the *Saga Edition* core rulebook), the Misfortune talent tree (see page 46 of the *Saga Edition* core rulebook), the Sabotage talent tree, or the Turret talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Sabotage Talent Tree
You are skilled at improvising weapons, handling explosives, and disrupting the enemy.

Device Jammer: You can construct a short-range jammer that affects a specific type of electronic device such as a personal shield generator, comlink, computer, or datapad. As a full-round action, you select a particular piece of equipment (any object except a droid, vehicle, or weapon) and make a DC 20 Mechanics check. If the check is successful, all devices of the chosen type cease to function while within 12 squares of your position for the remainder of the encounter. You may only have one jammer (device or droid) active at a time.

Droid Jammer: You can construct a short-range jammer that affects droids. As a full-round action, you make a Mechanics check to build the jammer. When a droid comes within 6 squares of you, compare the result of your Mechanics check to the droid's Will Defense. If your check result equals or exceeds the droid's Will Defense, the droid can take only swift actions as long as it remains within the radius of the jammer. Droids that are immune to the effect of a restraining bolt are immune to the effect of this talent. The jammer functions for the remainder of the encounter. You may only have one jammer (device or droid) active at a time.

Extreme Explosion: You know how to set large charges and use dozens of charges for extremely large explosions. You increase the blast radius of any mines or explosives by 1 square.

Prerequisites: Skilled Demolitionist, Shaped Explosion.

Mine Mastery: You can place a mine as a standard action instead of a full-round action.

Shaped Explosion: You know how to set charges to direct a blast in a specific direction or manner. You can shape an explosion caused by explosives or mines that you set into a line or a cone instead of a radius. The length of the line is equal to 2 × the radius of the explosive blast, the length of the cone is equal to 3 × the radius of the blast, and either the line or the cone originates from the square where the explosives are placed.

Prerequisite: Skilled Demolitionist.

Skilled Demolitionist: You can set a detonator as a swift action, and your explosives never go off as the detonator is being placed, even if you fail the check by 10 or more. You must still roll to determine if the charge otherwise goes off as planned (see "Mechanics," page 69 of the *Saga Edition* core rulebook).

TURRET TALENT TREE

You can construct small, disposable, automated turrets.

Blaster Turret I: Once per encounter, as standard action you can create a blaster turret (Size Tiny, Initiative +4, Perception +4, Reflex Defense 10, 10 hp, Threshold 8) that can be mounted to any flat surface. The turret fires as a standard blaster pistol once per round, using your base attack bonus plus your Intelligence bonus and dealing 3d6 points of damage. The turret fires at any target you designate (a free action, once per round on your turn), though you must remain adjacent to the turret to control it. The turret is expended at the end of the encounter.

Blaster Turret II: Your turret's capabilities increase in the following ways: Initiative +8, Perception +8, Reflex Defense 12, 15 hp, Threshold 10, and the turret deals 3d8 points of damage. The turret can be directed by remote control at a range of 12 squares.

Prerequisite: Blaster Turret I.

Blaster Turret III: Your turret gains the ability to fire twice per round, with a –5 penalty on each attack roll, and gains DR 5.

Prerequisites: Blaster Turret I, Blaster Turret II.

Ion Turret: You can construct a turret that is highly effective against droids. The turret deals ion damage instead of normal damage.

Prerequisite: Blaster Turret I.

Stun Turret: You can construct a nonlethal turret. The turret deals stun damage instead of normal damage.

Prerequisite: Blaster Turret I.

Turret Self-Destruct: Your turret self-destructs automatically when it reaches 0 hit points. It explodes in a 2-square radius, dealing its normal damage. If you are adjacent to the turret, you can disable this feature as a reaction.

Prerequisite: Blaster Turret I.

Unexpected Results

When you are active as a saboteur, you occasionally see the results of your work at unexpected moments. When an enemy making an attack roll against you rolls a natural 1 on an attack roll using an advanced melee weapon, lightsaber, pistol, rifle, or heavy weapon, that weapon is immediately disabled and ceases to function until it has received repairs (through use of the repair object application of the Mechanics skill).

Destructive

Starting at 2nd level, you always deal double damage to unattended objects and vehicles.

Quick Sabotage

You know how to disable equipment quickly and effectively. You can attempt a Mechanics check to disable a device by using improvised tools if no security kit is available. At 4th level, you can attempt to disable simple devices as a swift action. At 6th level, you can attempt to disable tricky devices as a swift action. At 8th level, you can attempt to disable complex devices using two swift actions.

Master Saboteur

When you reach 10th level, you excel at inhibiting and destroying enemy equipment. You can reroll any Mechanics check to disable a device or handle explosives, using the better result.

"EXPLOSIVE CHARGES ON LEVELS TWO, FIVE, AND TWELVE, JUST LIKE WE PLANNED."

— MASTER RAHM KOTA



Chapter IV
Organizations



Though the Rebel Alliance has not yet been formed, and resistance cells are scattered throughout the galaxy with no central leadership, heroes still have the option of joining up with other like-minded people in pursuit of a common goal. In fact, during the Dark Times banding together is often the only way to survive. Heroes are likely to want to join, or found, their own rebellious groups (which might lay the groundwork for the Alliance to form). Alternatively, they might seek refuge on the fringes of society, building up their own smuggling empire or joining forces with the Black Sun crime syndicate. Regardless of the type of organization they choose to join or found, this chapter should give both players and Gamemasters the information they need to integrate these organizations into a campaign.

In game terms, an organization is a collection of criteria and benefits that measures a character's value to a particular organization. Moreover, an organization can provide numerous benefits to its members, benefits that increase in value and effect as a member ascends through the organization's ranks. Each organization has its own criteria for what makes a good member, and as such two heroes of the same level might have widely different ranks within the same organization based on their deeds and abilities. Increasing one's rank in an organization often requires a member to do extraordinary things, perhaps even things he wouldn't normally do, to prove his allegiance to the organization or improve his stature. A character can be a member of only one organization at any given time (he can have an organization score with only a single organization); to gain another organization score, a character must abandon his current organization and join a new one. Typically, a character cannot rejoin an organization he has abandoned, though exceptions can be made under special circumstances.

Features of an Organization

All organizations have some common features that describe what the organization is all about and what benefits it provides. The following features are common to all organization descriptions.

Type: This section describes the type or function of the organization, along with a general description of what the organization does and how it goes about its business. Examples include paramilitary groups, crime syndicates, and law enforcement agencies.

Enemies and Allies: This part of an organization entry details the known allies and enemies of the organization. Organizations have the potential to make friends with powerful people, and at the same time they might offend or anger other people in different positions of influence. Some organizations will make enemies and allies of other organizations, and these relationships are detailed in this section.

Scale: An organization's scale determines its sphere of influence, where its members can be found, and where its resources can be accessed. An organization's scale is not necessarily tied to its number of members. For example, a noble house from the Tapani Sector might have only a few hundred members, but its influence is felt across many planets, making it more expansive than a planetary militia that has tens of thousands of members.

Organization Score Criteria: Every member of an organization has an organization score that describes how revered or reviled the character is within the ranks of the organization. This section describes what it takes to join an organization, and then what it takes to rise and fall through the organization's ranks based on one's organization score. The basic criteria for joining the organization must be observed by all members, although certain criteria for advancement and demotion might affect only certain members.

If a character's organization score drops to 0 or lower, that individual is removed from the organization and may not rejoin except under special circumstances.

Criteria Tables: Each organization entry contains criteria tables, which enumerate the individual acts or attributes that provide bonuses and penalties to an individual's organization score.

Titles, Benefits, and Duties: Once a character has an organization score, he compares it to the information in this section to determine the good and bad aspects of membership. This section gives information on the benefits gained by heroes at certain organization scores, as well as the drawbacks and duties they face as well. For example, a hero might have access to resources he could not normally get elsewhere, while at the same time find himself forced to deal with Imperial bounty hunters.

Roleplaying Applications: Joining an organization is not something one does on a whim; it is a commitment that can shape the entire course of a character's life. This section describes the roleplaying applications of being in an organization, such as how it might change a hero's attitude or how it might challenge him on a regular basis. If an organization calls for the destruction of a civilian power plant but the hero is a Jedi who has sworn to protect civilians from harm, what kind of conflict does that create in the character, and how might it be resolved? This sections seeks to raise, and answer, questions such as that.

Creating a New Organization

Though this chapter presents several organizations for heroes to join, players and Gamemasters might want to craft their own organizations from the ground up to personalize their campaigns. If a player wants to found an organization and become its leader, she can take the Natural Leader feat (see page 34). Other heroes, even members of her own adventuring party, can join her organization, or join totally different organizations if they so choose. Some players might simply want to be members of a new organization (or one not described below), in which case the Gamemaster should craft an organization to suit the campaign.

When you, as the GM, begin creating an organization from scratch, you need to have certain pieces of information on hand before you start dealing with game mechanics. The following questions should be answered when you are ready to begin the organization design process.

What Are the Organization's Goals?

The most important question you need to answer is what the organization sets out to do. Most organizations are unified by their goals. Crime syndicates want to make money, governments want to keep order, law enforcement agencies want to bring people to justice, and Force traditions want to expand their knowledge of the Force. Decide what your organization works toward achieving and what they want to accomplish so that you have a better idea of why the organization works together.

Who Is a Member of the Organization?

When you determine what kinds of people are members of an organization, you help define what a player character is expected to be like as well if he joins that organization. If an organization is made up only of Force-sensitive Kel Dor, a Rodian scoundrel might not fit in as well as that character's player would like. Along the same lines, an organization whose members are made up of hundreds of species from around the galaxy would not be likely to accept a member from the Humanocentric Empire who is unwilling to abandon his antialien bias. Deciding what kinds of characters fit in well with an organization also dictates what kinds of characters are engaged with it.

Who Runs the Organization?

Ask yourself who is in charge of the organization in question. Is your Force tradition ruled by a council of elders who hand down assignments from their chambers? Is your noble house led by a charismatic Senator or an unscrupulous bureaucrat? Does your business fall under the control of a single, powerful decision-maker, or does he in turn answer to a shadowy council of investors? An organization's leaders are the ones who are likely to dole out assignments or award special recognition to a character, and as such it is important to have an idea of who these people might be.

Where Does the Organization Operate?

Defining an organization's general area of operation is essential to determining its scale. Moreover, an organization might function only in a certain region of the galaxy, making it difficult for heroes adventuring in other systems and sectors to get in contact with the agents of that organization. Additionally, many of the resources an organization provides can be obtained only within that organization's domain, and as such it should be clearly defined what that domain actually encompasses before the creation of the organization is finished.

What Does the Organization Do on a Regular Basis?

Figure out what kinds of routine tasks the organization undertakes. Do agents of your noble house travel to the government center every day to participate in politics? Does your paramilitary organization stage raids on Imperial outposts once a week? Does your pirate gang prey on passing ships every few hours? Regular and routine activities help define the organization as a whole and give the GM a better idea of what to expect that a heroic member of the organization will need to undertake as a part of membership.

Who Supports the Organization, and Who Works Against It?

Aside from its members and leaders, an organization usually has third-party supporters. Nobles who support the cause clandestinely funnel credits into the organization's account, and law enforcement agencies look the other way when a group's actions are for the good of the people, if not necessarily within the letter of the law. By the same token, every organization has its enemies, and they usually work to stymie the group's progress at every turn.



Determining who works for and against an organization will help flesh out enemies and allies during the creation process.

After you've answered these questions, you can go back and fill in the organization's history, notable members, specific history, and so forth.

Designing a New Organization

When creating a new organization, you must determine all of the following traits.

Type

An organization's type determines its function, methods, and the scope of its power and influence. An organization's type also determines what kind of Knowledge check is used to find out more information about that organization. If you are not sure what type to choose for your organization, take a look at other organizations similar to yours and see what type they use.

Any organization should be classified as one of the types given in the following table. Information about an organization can be discovered or determined by a character who makes a successful Knowledge check using the skill given in the second column.

ORGANIZATION TYPE	KNOWLEDGE SPECIALTY
Business/professional	Knowledge (bureaucracy)
Community or tribe	Knowledge (galactic lore)
Crime syndicate or outlaw gang	Knowledge (social sciences)
Enforcement	Knowledge (bureaucracy)
Force tradition	Knowledge (galactic lore)
Government/bureaucracy	Knowledge (bureaucracy)
Military or paramilitary	Knowledge (galactic lore)
Noble house	Knowledge (social sciences)
Religion	Knowledge (social sciences)

Enemies and Allies

Determining whom your organization gets along with and whom it comes into conflict with is usually easy. If your organization fights against the Empire, chances are the Empire is your enemy. If your organization seeks to end the scourge of crime in its sector, crime syndicates are probably your enemy. By the same token, if you have goals and methods similar to those of another organization, it is likely to be your ally. For example, if your organization is a paramilitary group that helps stop interstellar smuggling, law enforcement agencies might be your allies.

Scale

Determining an organization's scale is one of the most important parts of creating a new organization. An organization's scale determines how powerful and influential it is and what resources are available to its members. For organizations founded by players, the organization's scale is a function of their level and Charisma modifier (see the description of the Natural Leader feat, page 34, for more information on how this mechanic works). For other organizations, ones that are more established and that have a longer history, the Gamemaster should determine each organization's scale based on its history and sphere of influence. The organization should have a scale comparable to that of other organizations of its type; for example, a pirate gang that preys upon ships throughout the Elrood Sector is probably found throughout the sector but likely doesn't have the resources to be everywhere in the sector at once. As such, the gang is probably considered influential in multiple systems simultaneously, but borders on being sectorwide. The Gamemaster would then choose a scale of 12 (multiple systems) for the organization, since it definitely covers multiple systems throughout the sector but is not quite as large as, say, the sector government.

Table 4-1: Organization Scale gives scale numbers, as well as the general sphere of influence and examples of organizations at each scale. Note that an organization might be present at a certain scale but have little influence; for example, the Bothan Spynet is present throughout the galaxy, but has real

Table 4-1: Organization Scale

SCALE	SPHERE OF INFLUENCE	EXAMPLES
1	Small localized group	Single starship, neighborhood
2	Larger localized group	Primitive tribe, cantina, trading post
3	City area	Small noble house, local police
4	Small city faction	Swoop gang, small Force tradition
5	Larger city faction	Secret police, underground racing league
6	Citywide	Moderate Force tradition, city security force
7	Citywide (larger)	Jedi academy, local crime syndicate
8	Regional/national	Large noble house
9	Planetary	Corellian Security Force (CorSec), House Organa
10	Multiple planets	Government with colonies, Kota's Militia
11	Systemwide	System Defense Forces, Colonial military
12	Multiple systems	Regional government, Tapani Sector noble house
13	Sector	Corporate Sector Authority, Sector Rangers
14	Multiple sectors	Bounty Hunters Guild, Car'das Smugglers, Trade Federation, Antarian Rangers
15	Galactic region; Core Worlds, Outer Rim, Expansion Region, etc.	Bothan Spynet, Hutt Clan, Sith Empire
16	Multiple galactic regions (more than 3)	Black Sun, Confederacy of Independent Systems, Yuuzhan Vong invasion
17	Partial galactic: most known worlds, except in some regions	Old Republic, Jedi Order, Rebel Alliance
18	Galactic; most known worlds in the primary galactic axis	New Republic, Galactic Alliance
19	Intergalactic; known galaxy and satellite galaxies	Galactic Empire
20	Entire galaxy; all known worlds plus Unknown Regions	None to date

influence in only a few regions. Additionally, an organization's scale is not directly related to the number of members within the organization; clearly, any single branch of the Corporate Sector Authority (scale 13) has far more members than the Jedi Order (scale 17), yet the Jedi Order has influence throughout a much larger portion of the galaxy.

Organization Scale vs. Power

An organization's scale is a measure of its power and influence, and is a symbolic number that represents a number of factors. When two organizations come into conflict, the Gamemaster can use the organization's scale to resolve the outcome of that clash if it doesn't require an in-game roleplaying solution. For example, if the heroes' organization decides to raid an enemy storehouse, and this raid is not a part of an adventure, the Gamemaster can use organization scale to determine the success of failure of the raid.

When an organization takes action against another organization, you can roll a power check to determine which side comes out ahead. To make a power check, roll 1d20 and add the organization's scale, comparing it to a similar check for the opposing organization. If circumstances are favorable for one organization, grant that organization a +2 bonus on its power check; likewise, if circumstances are unfavorable, impose a –2 penalty on that organization's power check. If the winner of the opposed check exceeds the opponent's result by 15 or more, the losing organization suffers a devastating defeat, and in some circumstances its scale might be reduced by 1 (as determined by the Gamemaster).

For example, the Lok Revenants (scale 12) decide to attack a convoy belonging to the Desilijic Hutt clan (scale 15). Since this conflict is tangential to the plot and has little to do with the adventure at hand, the Gamemaster decides to resolve it "offscreen" to save time and move the story along. The Revenants stage their attack in a nebula that the Revenants often use and know very well, granting them a +2 bonus on their check for favorable circumstances. The Gamemaster rolls a 14 for the Lok Revenants (giving that group a power check result of 28), and a 9 for the Desilijic Hutt clan (giving it a result of 24). In this case, the Lok Revenants stage a successful raid, capturing starships and valuable cargo. Of course, the Hutts might not look upon the pirates favorably after that, and could stage a mercenary raid of their own. . . .

Organization Score Criteria

Once you have determined the organization's scale, you can determine which criteria are used to increase a character's standing. The tables below provide some of the most common organization score criteria, which can be adapted to fit a new organization. Though the values below are recommended for each criteria (positive and negative), the Gamemaster can modify the bonuses to organization scores if a particular criteria has a larger impact on the organization than would normally be assumed. For example, a Force tradition might normally award a bonus to a character's organization score for defeating a member who has fallen to the dark side at + 1/4 CR. However, if it is exceedingly rare that this happens—say, only once or twice in the last 1,000 years—the Gamemaster can bump this up to a bonus of +1/2 CR if it is appropriate to the campaign.

Using Organizations to Resolve Mass Combat

You can use the organization power check rules to resolve mass combat. Though the Gamemaster might have an outcome of battle in mind when mass combat takes place, the power check rules make it easy to resolve large-scale battles without having to script them entirely. When the heroes participate in a large battle, such as the Battle of Naboo or the Battle of Endor, they have the chance to make a difference and turn the tide of combat. Typically, a massive fight will take place in the background while the heroes engage in a small number of more focused encounters. If you want to use this system to resolve mass combat, design adventures using massive battles as the backdrop for a number of encounters.

Each time the heroes successfully overcome an encounter, make an opposed power check between the two factions, adding a bonus equal to one-half the average level of the heroes to the power check of the heroes' allied organization. If the heroes fail to overcome an encounter, make an opposed power check but impose a –5 penalty on the allied organization's power check. Take note of which organization wins each power check, and at the end of the battle the organization that has the higher number of victories wins.

For example, the heroes are members of Kota's Militia (scale 10) staging an assault on an outpost belonging to the Empire (scale 19). The heroes have an average of ten heroic levels, and they plan the attack to take place when the Imperial Navy is shifting vessels between star systems (resulting in unfavorable circumstances for the Empire). The GM determines that there will be three encounters that represent the battle. The heroes overcome the first encounter successfully, and the GM rolls a power check for Kota's Militia (roll of 14 + 10 for scale + 5 for one-half the party's heroic level, total of 29) that beats the Empire's power check (roll of 11 + 19 for scale – 2 for unfavorable circumstances, total of 28). They fail the second encounter, and the Empire wins that power check handily. On the third encounter they succeed, and Kota's Militia wins the last power check. The militia has won two out of three power checks, and emerges from the battle victorious.

When you create a new organization (or when a heroic character founds a new organization), select criteria from the tables below to modify members' organization scores. Every organization can have up to ten positive criteria for "free"; for each positive criterion beyond the tenth, you must also select a negative criterion that can reduce a member's organization score. Thus, an organization that has twelve positive criteria will also have two negative criteria.

Modifiers for Larger Scales

The modifiers on the tables below apply to organizations with a scale of 1 through 7. For organizations with a scale of 8 through 14, divide the organization score modifier by 2. For organizations with a scale of 15 through 20, divide the organization score modifier by 4. The minimum adjustment a character can receive is 1 point.

Table 4-2: Sample Organization Score Criteria

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Experience	+1/2 character levels
Is a member of a certain species	+1
Has at least one level in a certain class	+1
Charisma 13 or higher	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 through +14	+2
Base attack bonus +15 or higher	+3
Trained in appropriate skill	+1
Has the Skill Focus feat for appropriate skill	+2
Has a feat that is significant to the organization	+1
Has a talent that is significant to the organization	+1
Is Force-sensitive	+1
Knows a particular Force power	+1
Has levels in the Jedi Knight or Sith apprentice class	+2
Reviled	+1/4 Dark Side Score
Member of a prestige class significant to the organization	+1
Wealth	+1 per 50,000 credits
Possesses an item significant to the organization (example: lightsaber)	+2
Has a destiny significant to the organization	+1
From a favored planet	+1
Has parents, spouse, or siblings in the organization	+2
Recruits a new member into the organization	+1
Ten or more years spent in the organization	+1
Thirty or more years spent in the organization	+2
One hundred or more years spent in the organization	+5
Recommendation of a member who has an organization score of 21+	+2
Saves the life of a member who has an organization score of 21+	+3
Works continually with a member of the organization	+1
Completes a mission assigned by the organization	+1 per mission
Makes a discovery important to the organization	+1 per discovery

POSITIVE CRITERIA (CONT.)	ORGANIZATION SCORE MODIFIER
Defeats an enemy of the organization in combat (CL must be equal to or greater than the character's level)	+1/4 opponent's CL
Destroys/razes a stronghold of an enemy of the organization	+8
Participates in ritual/pilgrimage important to the organization	+1
Donate credits or supplies to the organization	+1 per 5,000 credits donated
Participates in a battle in which the organization is victorious	+1
Brings an enemy of the organization to justice	+1/4 opponent's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Is of a hated species	-2
Associates with hated species	-1
Charisma 8 or lower	-2
Lacks base attack bonus of a certain amount	-3
Not trained in appropriate skill	-2
Lacks a feat that is significant to the organization	-3
Lacks a talent that is significant to the organization	-3
Is not Force-sensitive	-2
Reviled	-1/4 Dark Side Score
Known to be friendly with an enemy of the organization	-2 to -10
Loses or destroys supplies or material that belongs to the organization	-1 per 5,000 credit value
Fails on a mission assigned by the organization	-2
Fails to defeat an enemy of the organization in combat	-4
Is a wanted criminal or is the target of a bounty posting	-2
Has a death mark	-5 to -10
Steals from the organization	-10
Provides information about the organization to an enemy	-10
Posts a bounty on a member of the organization	-10
Kills a member of the organization intentionally	-20

Table 4-3: Sample Benefits and Duties

Benefits for Organization Score 10–19

+2 bonus on attempts to use the aid another action to assist another member of the organization

+2 bonus to Will Defense to resist effects from enemies of the organization

When you spend a Force Point to enhance a particular skill check, roll 2d6 and take the higher result

Monthly stipend of 100 credits × your organization score for tasks related to the organization

Access to an astromech droid or protocol droid that has no more than three nonheroic levels (no heroic levels)

Access to a safe house or unfurnished apartment within organization's scale

Access to a starfighter for up to 1 week

Access to a specialist agent (one who has no more than four levels, heroic or nonheroic) while within the organization's sphere of influence

Can spend a Force Point to immediately requisition 1,000 credits' worth of legal, unrestricted supplies or services within the organization's sphere of influence

Free transportation while within the organization's sphere of influence

Pay no licensing fees on licensed goods within the organization's sphere of influence

Benefits for Organization Score 20–29

+1 circumstance bonus on attack rolls against an enemy of the organization

10% discount on items purchased through a vendor friendly to the organization

Obtain a meeting with an official, ruler, or leader of your organization or a group friendly to your organization in 1d4 days

Take no attitude penalty on Persuasion checks to influence the attitudes of members of the organization

Access to an information source that allows you to make a Gather Information check from anywhere in the galaxy

Access to four helpers or agents (nonheroic 8) while within the organization's sphere of influence

Access to a specialist agent (one who has no more than eight levels, heroic or nonheroic) while within the organization's sphere of influence

Access to a space transport for up to 1 week

Benefits for Organization Score 20–29 (cont.)

Access to four starfighters for up to 1 week

Costs for modifying items that have significance to the organization by using the Tech Specialist feat are waived once per week

Free medical care while within the organization's sphere of influence

Pay no licensing fees on restricted goods within the organization's sphere of influence

Benefits for Organization Score 30 or Higher

Access to a capital starship for up to 1 week

Access to a space transport

Access to twelve starfighters (and their pilots) for up to 1 week

Access to a personal aide who has heroic levels equal to your heroic level –3

Can spend a Force Point to immediately requisition 10,000 credits' worth of supplies, regardless of restrictions

Obtain a meeting with an official, ruler, or leader of a rival (but not enemy) organization in 1d4 days (maximum once every three months)

Access to a specialist agent (one who has no more than twelve levels, heroic or nonheroic) while within the organization's sphere of influence

Pay no licensing fees on military goods within the organization's sphere of influence

Duties

Perform a dangerous mission for the organization

Kill, capture, or disable an enemy of the organization (CL equal to your heroic level +1)

Donate credits to the organization's reserves (credits equal to 1,000 × your character level)

Obtain supplies or material for your organization (valued at credits equal to 2,000 × your character level)

Destroy opposing organization's supplies (valued at credits equal to 5,000 × your character level)

Participate in a battle against an enemy of the organization

Recruit or rescue a member of the organization

Train a new member of the organization

Obtain a rare or unique object for the organization

Titles, Benefits, and Duties

Some organizations have titles that correspond to ascension through the organization's ranks; for example, a military organization has ranks such as lieutenant, captain, and general, while other organizations might have their own rank structure. Typically, a new rank is achieved for every 6 to 10 points gained in an organization score, though some organizations might have larger or smaller gaps in their rank system. Additionally, some organizations have smaller gaps between ranks at lower ranks than at higher ranks, making it easier to obtain new titles at the lower levels of the organization than at higher levels. Not every rank brings with it new mechanical benefits, and many titles are merely honorifics.

Moreover, being a high-ranking member of an organization usually carries with it both responsibilities and benefits. When you create an organization, choose three benefits (one from each tier) to grant members of the organization who achieve a certain organization score. You can select additional benefits, but for each additional benefit you select, you should also choose a duty that affects that character. A higher-ranking member of an organization gains all the benefits of lower ranks, as well as the benefits of his current rank. Although being a high-ranking member of an organization certainly has its advantages, that status also makes that character a target and can drain away time and resources that he needs to spend in attempting to fulfill his responsibilities.

Roleplaying Applications

Each organization's description should include some roleplaying notes that tell players how being a member of that organization will affect their characters.

Organizations for the Dark Times

The following sample organizations are suitable for use in a *Force Unleashed* campaign, and are intended for players who want to join an organization that will allow them to oppose, or at least operate outside, the Galactic Empire. The Gamemaster should note that the organizations presented here do not strictly follow the rules given above for organization creation; similarly, the GM should feel free to bend some of the rules of his originally created organizations in order to better fit the concept. These organizations can be used straight from the book, or can serve as an inspiration for the new organizations in a campaign.

Antarian Rangers

The Antarian Rangers are a group of trained soldiers and scouts who specialize in providing support for the Jedi. Founded by a Gotal named Kaskutal, the Antarian Rangers serve as field agents when the Jedi need resources beyond those provided by the Order. Though trained for combat, the Antarian Rangers also provide nonviolent support by offering Jedi transport services, supplies and other physical resources, and intelligence when working in the galaxy abroad. Though their efforts were not officially sanctioned or approved by the Jedi Council, many Jedi Knights trusted the Antarian Rangers with their lives.

When Supreme Chancellor Palpatine executed Order 66, the Jedi were not the only ones targeted. Antarian Rangers, long known to be staunch supporters of the Jedi, were branded as enemies of the state and collaborators who should be wiped out as well. Their numbers already diminished by the Clone Wars, the Antarian Rangers were all but wiped out by the clone troopers, much the same as the Jedi were, and they nearly faded into obscurity.

Also like the Jedi, many Antarian Rangers survived the purge by going into hiding. Small cells of Antarian Rangers continue to operate during the rise of the Empire, including cells at Toprawa and Tabiid. Though fleeing from the long reach of the Empire themselves, the Antarian Rangers ferry those few Jedi who survived the Clone Wars to safety, with varying degrees of success. As the Empire marches on, the Antarian Rangers become less like an active paramilitary group and more like an underground resistance movement. Though they do not reach anywhere near the scale that the Rebel Alliance will in later years, the Antarian Rangers conduct clandestine military operations to locate and rescue Jedi, fight off rising Imperial oppression, and protect their own members from discovery and imprisonment.

Type: Paramilitary.

Enemies and Allies: The greatest enemy of the Antarian Rangers is the Empire. Imperial Inquisitors continue to scour the galaxy for the remnants of the Jedi and their supporters, and the Antarian Rangers are hunted down just as voraciously. Like the Rebel Alliance during the Galactic Civil War, the Antarian Rangers oppose the Empire at every turn, and they fight against anyone who aids the government in exterminating the Jedi.

The few Jedi who remain following Order 66 fall under the Rangers' protection, though most go so far into hiding that even the Antarian Rangers do not know where they are. Some Antarian Rangers have allied themselves with members of other Force traditions, in the hope of preserving Force-sensitive beings in preparation for the day when the Jedi Order is rebuilt and new Padawans are needed.

Scale: 14 (multiple sectors).

Organization Score Criteria: In order to become a member of the Antarian Rangers, a character must possess at least rudimentary knowledge of the Force and the Jedi's existence prior to the rise of the Empire. A character cannot begin using organization criteria or gaining the benefits of an Antarian Ranger organization score until he has successfully made contact with a member of the Antarian Ranger organization and pledged support.

Criteria Tables: The following criteria can affect the organization score of a member of the Antarian Rangers.



POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Member of the Gotal species	+1
Force-sensitive	+1
Has at least one level in the scout or soldier class	+1
Has the Coordinated Attack feat	+1
Has the Weapon Focus (rifles) feat	+1
Completes a mission assigned by the Antarian Rangers	+1
Consistently travels in the company of a Jedi	+1
Discovers a Jedi who survived Order 66	+1 per discovery

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Has levels in the Jedi Knight prestige class	+1
Establishes a secret base or safe house for Jedi on the run	+1
Spends a Destiny Point to absorb damage that would be dealt to a Jedi	+1
Saves the life of a Jedi, or frees one from captivity	+2
Kills a dark Jedi, Sith, or other dark sider	+1/4 the dark sider's CL
Obtains supplies or weapons for use by the Antarian Rangers	+1 per 10,000 credits in value (max +5)

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Takes on a bounty for a Jedi who has a Dark Side Score of 3 or lower	–2
Known to be an ally, informant, or agent of the Empire	–5
Kills a Jedi who has a Dark Side Score of 3 or lower	–10
Intentionally kills another Antarian Ranger	–20

Titles, Benefits, and Duties: The Antarian Rangers organize themselves much like any other military outfit. Though the organization has fewer ranks than a full-scale military, becoming a Ranger is part of a lengthy process that requires a member to prove both loyalty and capability. While they are active in the organization, Antarian Rangers must be prepared at all times to answer the call of their leaders, and they are expected to step in whenever a Jedi needs assistance. Antarian Rangers receive highly specialized training that teaches them pathfinding and survival skills, search and rescue protocols, and the basics of providing armed support to Force-wielding Jedi on the battlefield.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–7	**Explorer:** Explorers are the lowest-ranking members of the Antarian Rangers. They are applicants who have not yet completed the training required to become full-fledged Rangers. Once per encounter, an explorer can make a Perception check as a swift action.
2	8–10	**Lieutenant:** The rank of lieutenant is an honorific that carries no mechanical benefits.
3	11–20	**Ranger:** Rangers are official members of the organization who have completed their training and are on active duty. When a ranger uses the aid another action to assist a character who has at least one level in the Jedi class on a skill check or attack roll, he increases the bonus provided by that aid by 1.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
4	21–30	**Ranger Captain:** Field commanders and officers, ranger captains are distinguished members of the Antarian Rangers organization who have proven their ability to lead troops into combat. Once per encounter, if a ranger captain succeeds on a Perception check to notice a target that is actively using the Stealth skill to avoid notice, the ranger captain can make a single immediate attack against that target, provided the target is within range.
5	31 or higher	**Ranger General:** The highest-ranking members of the organization, ranger generals make the broad, sweeping decisions that affect the Antarian Rangers as a whole. Once per encounter as a swift action, a ranger general can grant a number of allies equal to his Charisma modifier (minimum one) the Rapport feat (see page 34) for the duration of the encounter. All such allies must be within the ranger general's line of sight to receive this benefit, though they need not remain within line of sight to retain the benefit.

Roleplaying Applications: Playing a member of the Antarian Rangers presents many of the same difficulties as playing a Jedi during the Dark Times. Hunted nearly to the brink of extinction, Antarian Rangers have no one to call on but themselves if trouble arises. Additionally, since most Rangers lack the ability to tap into the Force, they rarely get advance warning that agents of the dark side are approaching, and thus are susceptible to ambush by the Emperor's pawns.

Antarian Rangers are likely to be among the first into battle and the last to leave. Members of the organization usually take scout talents such as Evasion and Improved Initiative, combining those with abilities of the soldier class to create mobile and survivable advance scout troops. Additionally, at higher levels most Antarian Rangers will take at least a few levels in the elite trooper and officer prestige classes, seeking talents such as Assault Tactics (or any of the other tactical talents) that can aid them in coordinating squads of allies.

Black Sun

Though the Hutts are among the most famous criminals in the galaxy, the Black Sun crime syndicate is likely the single most widespread underworld group, stretching from the Core Worlds all the way to the Outer Rim. The Black Sun crime syndicate is full of assassins, murderers, and other sadistic criminals out to make a profit from their illegal activities. Black Sun, whose center of operations is on the city planet of Coruscant, operates in partial secrecy. Many on the fringes of society know the name Black Sun, but most law-abiding citizens have never heard of the group. Most Black Sun members do not advertise their allegiance (they wear no distinctive markings, at least not outwardly) and deny any links to the crime syndicate if they are captured and questioned by the police.

Black Sun operates primarily in busy, cosmopolitan areas where a large number of people are available to be exploited. Whereas the Hutt crime families spend time on remote, Outer Rim worlds, most Black Sun agents tend to focus their efforts on planets that have both a high population and a high crime rate. This strategy makes it easier for Black Sun agents to blend in with other criminals (thus avoiding drawing attention to the syndicate) and also provides an ample breeding ground for potential organization members. Working on highly developed worlds also ensures a higher payoff and provides more options for syndicate members seeking to find an arena to dabble their dirty fingers in.

Black Sun operates in a variety of criminal fields. Each Vigo (high-ranking member) typically specializes in a particular crime or vice; for example, one Vigo might specialize in extortion, and thus would be in charge of a massive protection ring on Coruscant. Another might be a former assassin, and as such would be put in charge of the syndicate's band of galaxy-roaming professional killers. Black Sun agents deal in everything from confidence scams, gambling rings, and extortion rackets to high-level thievery, corporate espionage, and terrorism. For the right price, Black Sun is willing and able to perform almost any task outside the law.

Black Sun is highly capable and equally ruthless. Crossing a Black Sun agent is a good way to ensure than misfortune will come your way. Crossing a high-ranking operative usually earns the offender a one-way ticket to a block of carbonite at the bottom of a Mon Calamari ocean. Black Sun is also willing to take out its own members when they displease the Vigos or the underlord. Many well-known criminals have been found dead as the result of infighting between members of the Black Sun crime syndicate.

Type: Crime syndicate.

Enemies and Allies: The chief enemy of Black Sun is the law. Any law enforcement agency, from Corellian Security all the way up to the Sector Rangers, would be thrilled to bring down a part (or all) of Black Sun. Additionally, any criminal organization that doesn't fall under Black Sun's umbrella is usually a rival, if not an outright enemy, of Black Sun. Though the Black Sun crime syndicate certainly has its fair share of enemies, most Vigos and their underlings are not without their sense of opportunity, and many times Black Sun agents will make alliances (however temporary) with other groups and individuals as benefits their needs.

Scale: 16 (multiple galactic regions).

Organization Score Criteria: In order to become a member of Black Sun, typically one must rise through the ranks of the criminal underworld high enough to attract the attention of an existing Black Sun agent. A character

cannot begin using organization criteria or gaining the benefits of a Black Sun organization score unless he has successfully undergone initiation into the syndicate, which usually involves performing some difficult and dangerous criminal act.

Criteria Tables: The following criteria can affect the organization score of a member of the Black Sun crime syndicate.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Ruthless	+1/4 Dark Side Score
Has at least one level in the scoundrel class	+1
Trained in the Deception skill	+1
Wealth	+1 per 20,000 credits (max +5)
Obtains money/supplies through crime	+1 per 5,000 credits (max +5)
Recruits a new member of Black Sun	+1
Has the Skill Focus (Deception) feat	+1
Has at least one level in the crime lord prestige class	+1
Has at least one follower from the Minion talent	+1
Is a wanted criminal	+1
Deflects police or other authorities away from a Black Sun operation	+1
Kills an enemy of Black Sun	+ 1/4 enemy's CL
Kills a traitor to Black Sun	+ 1/4 enemy's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails at a task assigned by a superior	-1
Gets another member of Black Sun killed while on the job	-5
Loses Black Sun property	-1 per 20,000 credits value
Associates with members of law enforcement	-2
Fails to deflect police attention away from a Black Sun operation	-2
Captured by the authorities	-5
Posts a bounty on a member of Black Sun	-10
Provides information to the authorities about Black Sun operations	-10

"IF YOU CANNOT AFFORD TO LOSE, YOU SHOULD NOT PLAY THE GAME."

– PRINCE XIZOR

Titles, Benefits, and Duties: Black Sun doesn't concern itself overly with specific titles, except for its highest-ranking members (the Vigos and the underlord). Most new initiates never advance beyond the rank of operative, simply because competition is so fierce that anyone who tries to ascend through the syndicate's hierarchy has to eliminate those above him first. Black Sun teaches its members how to take advantage of the weak, the innocent, and the corrupt for their own benefit. Black Sun demands that its agents be stronger, faster, smarter, and more perceptive than the agents of other criminal organizations, and failure usually results in severe punishment. All Black Sun agents are required to do what their superiors demand, a fact that has led some particularly cowardly Vigos to send ambitious underlings on suicide missions.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–12	**Operative:** Operatives are the lowest-ranking members of the Black Sun crime syndicate and represent the majority of its members. Operatives can be anything from spies to thugs or assassins, though no operative has much clout within the syndicate. Once per encounter, an operative of Black Sun can increase his damage on a single attack by 1 die. The use of this ability is declared after the operative makes his attack roll, but before damage has been rolled.
2	13–22	**Enforcer:** Enforcers are dangerous and ambitious members of Black Sun who are responsible for making sure that the daily activities of the crime syndicate go smoothly. Enforcers can be everything from gang leaders to cleanup crew who ensure that the syndicate's activities do not draw Imperial attention. Once per encounter, a Black Sun enforcer can take 20 on a Persuasion check to intimidate a target as a full-round action.
3	23–30	**Vigo:** Crime lords in their own right, the Vigos of Black Sun are the most feared agents in the syndicate. Each Vigo usually controls Black Sun activities throughout an entire sector. Any Vigo who has levels in the crime lord prestige class can have a number of minions equal to his or her Charisma modifier (minimum 2) present at any given time, ignoring the restriction that allows only one minion to be present at a time.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
4	31 or higher	**Underlord:** The underlord is the supreme ruler of the entire organization. Prince Xizor is the Black Sun underlord throughout most of the Dark Times and the Rebellion Era. There can be only one underlord at any given time, and a rising agent of Black Sun who wants to seize the title of underlord must kill the current underlord to take his place. An underlord can have one minion that has heroic levels instead of nonheroic levels (as dictated by the Attract Minion talent).

Roleplaying Applications: Playing a member of Black Sun, especially in a heroic party, can present a number of challenges. Though Black Sun agents are often called upon to perform illegal and unethical actions, desperate times often call for desperate measures. The Black Sun syndicate feels the pressure of the Empire just as anyone else does, and a Black Sun character might ally himself with a group of heroes in the hope of dealing enough damage to the Empire to weaken its grasp on the galaxy. Black Sun agents also mix well with smugglers, bounty hunters, and anyone else who isn't afraid to shoot first and scoop up the credits later.

Black Sun agents usually find a mix of the scoundrel and noble classes to be the most effective. The Wealth talent can represent the money a Black Sun agent makes from his misdeeds (many of which occur "offscreen" and during downtime), providing the character with some tangible rewards for his crimes. Similarly, Black Sun agents who are interested in rising through the crime syndicate's ranks will quickly find that the crime lord prestige class is a great way to obtain enough minions and a reputation for violence to challenge any superior in the organization, even the underlord himself.

Bothan Spynet

Among the foremost information-gathering organizations in the galaxy, the Bothan Spynet makes knowledge its business. A natural outgrowth of Bothan society and culture, the Spynet represents the labor of thousands of Bothans and their allies throughout the galaxy. No other spy network in the galaxy can claim the level of organization and expansion that the Bothan Spynet boasts; the Bothans have agents in almost every government in the Empire, and though the Empire's policies of antialien discrimination keep them from reaching the highest levels of the military they have still managed to win (or buy) the assistance of high-ranking Imperial personnel.

Not all members of the Bothan Spynet are, in fact, Bothans. Were that the case, Bothans everywhere in the galaxy would be shunned even more than they already are. Instead, the Spynet's most senior leaders are Bothans, while informants and agents are members of a variety of species. The Spynet is a vast web of interconnected information networks; a Twi'lek major domo working for a Hutt crime lord might pass information along to the Spynet in exchange for information about the Hutt's rivals, while a Podracer pilot might obtain plans for a new military-grade engine in exchange for spying on his noble sponsor from the Tapani Sector. The Spynet trades information for information, money for information, or information for money.

The Bothan Spynet spans thousands of worlds throughout the galaxy. Agents on these worlds pass information up to their higher-ranking contacts, who pass it along to their higher-ranking contacts, until the information reaches the highest levels of Spynet command. Though the Spynet does not have one central base of operations, the leading members of the Spynet collate, sort, and analyze the information that flows in, then disseminate the information throughout the galaxy as they see fit. The information network acts as a series of chains connected to a central hub, with information traveling up and down each chain on a regular basis.

The Bothan Spynet does not obtain its information solely through trade and bribery. Bothan spies, among the most talented espionage and observation agents in the galaxy, are often dispatched to bring back information of critical importance. Though it will be many years until the Spynet's agents obtain information on the Emperor's visit to the second Death Star, Bothan spies are constantly roving the galaxy on important missions. They are dispatched to the farthest reaches of the galaxy, traveling far from Bothawui in search of whatever information their commanders need. Each Bothan spy is a master of infiltration and espionage, and loyal to the Spynet and all Bothans above all else.

Type: Business/professional.

Enemies and Allies: No one likes to be spied on. For this reason, many people throughout the galaxy—even normal, law-abiding citizens who have nothing to hide—revile the Bothan Spynet for its information trafficking. Most of the Spynet's enemies are corporations and governments that don't want their private information available for others to see. Moreover, since the Spynet often obtains and then redistributes sensitive information (such as blueprints for a prototype starship, or the travel plans of Grand Moff Tarkin), thousands of people throughout the galaxy wouldn't be opposed to killing a Spynet agent just to keep that information from getting out. By the same token, just as many organizations use the Spynet to obtain information on their own enemies and competitors. As a result, one who might be an enemy today could just as easily be an ally tomorrow.

Scale: 15 (galactic region).

Organization Score Criteria: Becoming a member of the Bothan Spynet in any meaningful capacity usually involves earning the trust of an existing member. Sending relevant information along the Spynet's channels is the only way to become trusted; informing the Spynet that a group of travelers was attacked by wildlife on Felucia likely isn't relevant unless one of those travelers is a major personality.

Criteria Tables: The following criteria can affect the organization score of a member of the Bothan Spynet.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Trained in the Deception skill	+1
Trained in the Gather Information skill	+1
Has levels in the infiltrator prestige class	+1
Has at least one talent from the Bothan Spynet talent tree	+1
Ten or more years in the Bothan Spynet	+1
Successfully sends information over pirated Holonet signal	+1
Uncovers information to be passed along the Spynet	+1
Infiltrates a base of operations of another organization	+1
Causes the arrest, capture, or death of an enemy by passing along information	+1/4 the enemy's CL
Member of the Bothan species	+2
Has the Skill Focus (Gather Information) feat	+2
Uncovers a major secret about an individual or organization	+2
Establishes a Spynet cell on a new planet	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Reveals oneself as a member of the Spynet	–5
Fails to pass along important information	–2
Fails to obtain information requested by Spynet superiors	–1
Untrained in the Deception skill	–2
Untrained in the Gather Information skill	–5
Provides information about the Spynet to another organization	–10

Titles, Benefits, and Duties: Members of the Bothan Spynet do not wear any outward identification, nor do they use formal titles. Informers, agents, and spies are referred to merely as "agents" regardless of their actual rank in the organization, and Spynet agents base their hierarchy on the amount of information that flows through an individual person, not on any artificial ranking system. Though the leaders of the Spynet are clearly in charge, those in the middle and lower ranks of the organization consider their station to be very fluid. Spynet agents are expected to constantly feed information into the network, and any agent who fails to do so will quickly find his power and influence waning among Spynet agents.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–8	**Informer:** An informer is a low-level member of the Spynet who passes along information and rarely works directly with those who might actually broker information. Gather Information is a class skill for Spynet informers.
2	9–18	**Agent:** Spynet agents are the lowest members of the organization with any leadership responsibilities. Agents are more than merely informants; they are exposed to large amounts of sensitive information as it flows through their hands and up the chain of command. Once per day a Spynet agent can reroll any Knowledge check, using the better result.
3	19–30	**Spy:** A spy for the Bothan Spynet is usually one of the most trusted agents in the organization. A spy is expected to be able to obtain and deliver almost any piece of information that the Spynet requires. A spy might be called upon to perform a dangerous mission for the Spynet, one that could result in the spy's death. A spy pays no credits for Gather Information checks, even when obtaining secret information.
4	31 or higher	**Spymaster:** The spymasters are the highest-ranking members of the Bothan Spynet. Each one typically specializes in a certain field or region. One spymaster might be in charge of all information pertaining to Imperial activity in the Outer Rim, while another might be concerned solely with corporate espionage. Spymasters share responsibility for running the Spynet, keeping the network running smoothly and working together only when necessary. A spymaster makes all Gather Information checks in 1 hour, and can take 20 on Gather Information checks (requiring 20 hours of work).

Roleplaying Applications: Playing a member of the Bothan Spynet can be easy to do without creating any conflict within an adventuring party. Like all good spies, a member of the Bothan Spynet need not tell anyone that he is, in fact, a spy. However, concealing this information can have some dangerous consequences if it is later revealed that the character has been a spy all along. The constant tension between maintaining a cover and remaining loyal to the other heroes can be a compelling conflict for a

member of the Bothan Spynet, and the Gamemaster is encouraged to present situations in which a character's loyalty to his friends is tested against his need to maintain secrecy. After all, it's hard to trust a spy when you find out the truth about him the hard way.

Bounty Hunters Guild

A coalition of the most powerful, most dangerous, and most ruthless hunters in the galaxy, the Bounty Hunters Guild is an institution that has served the interests of bounty hunters for millennia. Dating back to the days before the Jedi Civil War, the Bounty Hunters Guild regulates the bounty hunters of the galaxy, making sure they follow the proper procedures when claiming bounties. The Bounty Hunters Guild is one of the main reasons that bounty hunting has risen to be such a well-known profession; with the guild around to ensure that bounty hunters aren't just paid vigilantes who have no regard for procedure, the Empire is likely to make use of the guild's services.

From the early years of the Empire until the rise of the Rebellion, the guild is led by a Trandoshan named Cradossk (father of the famous bounty hunter Bossk). During these years, the guild flourishes and bounty hunters spread throughout the galaxy. The Bounty Hunters Guild takes a share of the profits from these bounties in the form of guild dues, and in turn ensures that the bounty hunters in the guild follow the unwritten code that maintains the reputation of bounty hunters everywhere.

The Bounty Hunters Guild is actually composed of many smaller guilds that operate nearly independently. These guilds are held together only loosely by the overarching Bounty Hunters Guild, each one with its own organization, regulations, specialties, and agendas. Several "houses" form the core of the Bounty Hunters Guild along with a number of smaller groups, each one specializing in its own unique brand of bounty hunting but all reporting back to the guildmaster. The houses are the Crimson Nova (whose members included Aurra Sing, Boushh, and Zuckuss), House Benelex (specializing in kidnapping retrieval), House Neuvalis (a secretive group that rarely deals with outsiders), House Paramexor (which takes bounties only on murderers), House Renliss (composed of female hunters pursuing male bounties), House Salaktori (which accepts only the most elite hunters), House Tresario (which specializes in hunting pirates), the Mantis Syndicate (more mercenaries than bounty hunters), the Ragnar Syndicate (specializing in unorthodox techniques and skills), Skine Bounty Hunter College (composed of the top specialists in a variety of fields), and the Slaver Syndicate (a group of thugs who sometimes turn their bounties over to slavers).



Though the Bounty Hunters Guild has a certain amount of power over its own members, the guild is still full of loose cannons that occasionally bend or break the rules for their own benefit. For this reason, the guild will never rise to the level of prominence that other organizations, such as Black Sun, possess through the strength and strictness of their leadership. The Bounty Hunters Guild is more a loose coalition of professionals than a solidly structured organization, and infighting between the houses is a common occurrence. Throughout the organization's history, feuds and rivalries have disrupted the guild's efforts to consolidate its power and impose more rigid control over its members.

Guild Houses

The Bounty Hunters Guild has a number of smaller houses that can be used to further flesh out the guild and its politics. The houses described in this section are intentionally accompanied by only a small amount of detail, allowing the Gamemaster to expand upon them as fits the campaign. Additionally, the GM can create a new house or two for heroes to join, fight, or rise through the ranks of to lead as head of the house.

Though the percentage of bounty hunters in the galaxy who are members of the guild is rather small, those who join quickly discover that the benefits of loyal membership are many. Guild bounty hunters often get preferred choice of bounties, receiving notifications of bounty postings before they are broadcast through all the normal channels (giving guild bounty hunters a head start). Some agents of the Empire deal exclusively with guild bounty hunters, ensuring that Imperial credits always flow into the accounts of guild members. As a result of the Bounty Hunters Guild's influence over its members, many organizations throughout the galaxy trust agents of the guild only when it comes to dealing with serious bounties.

Type: Business/professional.

Enemies and Allies: In many ways the guild can be its own worst enemy. Infighting between the members of the various houses has threatened to tear the guild apart several times over the years, and has nearly succeeded. Most people throughout the galaxy are understandably wary of bounty hunters, and members of the guild are no different. Though proof of guild membership will usually allow a bounty hunter to travel unhindered, on many worlds having such a heavily armed person moving about is considered risky, resulting in the bounty hunter being barred from the world. Additionally, members of the guild must constantly be on the lookout for former targets who come back for revenge (though targets wanted "dead or alive" rarely have the opportunity to seek payback).

Scale: 14 (multiple sectors).

Organization Score Criteria: Becoming a member of the Bounty Hunters Guild is a relatively simple process. Typically, a bounty hunter need only contact a guild representative for membership, pay an initial guild membership fee of 500 credits, and pledge to follow the code and rules set forth by the guild. A member of the Bounty Hunters Guild receives guild membership identification and secure comm codes to contact guild representatives in a variety of star systems. Additionally, guild members must pay dues equal to 10% of any bounty to the guild. Failure to pay this tithe will result from expulsion from the guild, and usually violent reprisals from guild representatives. Each house within the guild has its own dues and regulations, and members are subject to the rules laid down by the head of the house.

Claiming a Bounty

Though no solid rules govern how much a bounty is worth (because a number of factors, including the desperation of the person posting the bounty, can influence its final value), some guidelines can be used to determine the correct payout. As a rule of thumb, a bounty should be worth credits equal to roughly 1,000 × the CL of the target of the bounty. Each target should have his or her own bounty payout.

Criteria Tables: The following criteria can affect the organization score of a member of the Bounty Hunters Guild.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Trained in the Perception skill or the Survival skill	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 or higher	+2
Has at least one level in the bounty hunter prestige class	+1
Officially joins one of the guild houses	+1
Successfully claims a bounty worth 10,000 credits or less	+1
Successfully claims a bounty worth more than 10,000 credits	+2
Successfully claims a bounty while competing against another bounty hunter	+1
Receives recommendation or commendation from a head of house	+1
Successfully claims a bounty posted by an organization with a scale of 13 or higher	+2
Successfully claims a bounty posted by the guild on another guild member	+1/4 target's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails to bring a target wanted alive in alive	–2
Disobeys head of house	–1
Accepts bribe from a target	–2
Fails to claim any bounties	–1 each month no bounties claimed
Fails to claim a bounty while competing against another bounty hunter	–1
Sabotages the efforts of a bounty hunter of the same guild house	–5
Is the target of a bounty posting	–10

Titles, Benefits, and Duties: Members of the Bounty Hunters Guild do not concern themselves with traditional ranks or titles. A bounty hunter in the guild is merely another member, with the exception being that the heads of the various houses and the guildmaster have significant influence over the other members. All members are expected to actively hunt bounties and pay their 10% tithe to the guild, but beyond that, few expectations are placed upon them. When a guild member does something to draw the ire of another house or even the guild as a whole, that bounty hunter might find himself the subject of a guild bounty.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Freelancer:** Freelancers are the lowest-level bounty hunters in the guild. They have not joined a house and have simply paid their initial membership fees and begun hunting guild-approved bounties. A freelancer can buy any licensed, restricted, or military equipment or vehicles without paying any licensing fees while within the guild's sphere of influence.
2	11–16	**Hunter:** After a hunter has been in the guild a while, he or she typically joins one of the guild houses and establishes a reputation as a reliable member of the Bounty Hunters Guild. A hunter gains an additional 10% of the value of a given bounty when successfully claiming a bounty.
3	17–20	**Senior Hunter:** The rank of senior hunter is an honorific that carries no mechanical benefits.
4	21–30	**Head of House:** A head of one of the houses in the Bounty Hunters Guild commands the respect of guild members from all houses, even among rivals, and is responsible for the conduct, training, and expertise of the members of his or her house. A head of house never takes any attitude penalties to Persuasion checks made against bounty hunters or other criminals.
5	31 or higher	**Guildmaster:** There can be only one guildmaster at a time, though as in many other criminal organizations, the person in this position can be changed with a single shot from a blaster. The guildmaster keeps all the houses from breaking out into open war with one another and ensures that the reputation of the guild is maintained throughout the galaxy. Once per encounter when an enemy within the guildmaster's line of sight makes an attack roll, the guildmaster can make a Persuasion check to intimidate the attacker as a reaction. If the check is successful, the attack is negated. This is a mind-affecting fear effect.

Roleplaying Applications: Members of the Bounty Hunters Guild operate much the same way as normal bounty hunters. Though guild bounty hunters must contribute a small percentage of their claimed bounties to the guild, being a member of the Bounty Hunters Guild is an almost entirely beneficial relationship. Guild members receive training, services, and preferential treatment in claiming bounties with little obligation to the guild itself. Members of individual houses might have their own duties and requirements, but the loose structure of the guild makes it unlikely that a bounty hunter will be saddled with any large obligations.

Car'das Smugglers

Founded by a talented young smuggler by the name of Jorj Car'das, the Car'das smugglers (often referred to simply as the Car'das) are a band of criminals whose power rivals that of many Hutt clans and Black Sun cells. Shortly before the Clone Wars, Jorj Car'das was in control of a modest smuggling ring that had gained some notoriety on the Outer Rim. When another smuggler by the name of Booster Terrik was sent to Kessel, Jorj Car'das took over his organization and began building up his own small criminal empire. Not long after the establishment of the Galactic Empire, Jorj Car'das vanished for several months; when he returned, he was visibly a changed man, and he quickly began turning his small criminal empire into a relatively large one. Thanks to Jorj Car'das's newfound insights and intuition, the smuggling ring grew to the point where its agents spread throughout the Outer Rim and beyond.

The Car'das are criminals who control many smuggling operations throughout the galaxy. Primarily concerned with the movement and sale of contraband, the Car'das also engage in small-scale piracy and a number of other criminal activities. Though not usually considered to be violent criminals, Car'das members are usually hardened members of the fringe who aren't afraid to shoot their way out of a sticky situation. The greed and ambition of Jorj Car'das often filters its way down to individual members, and many of the Car'das are simply out to make a small fortune and establish themselves as powerful individuals.

The Car'das are organized into smaller cells that operate in particular regions and sectors throughout the galaxy. Each cell then reports to the central organization, led by Jorj Car'das himself, though each cell is required to operate semi-independently. Those cells then have individual ship crews or groups of ships that perform a variety of smuggling operations, each ship having its own captain and hierarchy. For example, the crew of a space transport would perform smuggling missions based on orders handed down to its captain from the cell it is a part of; in turn, after the mission is complete, the captain passes reports of success and a cut of the profits back up to the cell, which in turn passes a portion of the credits up to Jorj Car'das and his trusted lieutenants.

The Car'das are usually more concerned with turning a profit than with engaging in violent criminal activity. The cunning and insight of their leader allows them to avoid conflict altogether at times, and members of the Car'das are required to be as shrewd and intelligent as they are bold. Jorj Car'das has little patience for anything other than intelligent actions, and those who take foolish chances often find themselves kicked out of the organization before too long. Jorj Car'das seems to have precognitive

abilities, and he expects those who work for him to act as though they do as well.

Since the majority of the Car'das operations involve smuggling, most of the organization's members are accomplished pilots and mechanics. Though just about anyone who has skills related to smuggling can be a member (including hired blasters, slicers, and other criminals), the Car'das are careful to interview anyone who joins the organization to ensure that he or she is not a police officer or an undercover Imperial agent. Though the Car'das have yet to be infiltrated, the organization's members remain understandably paranoid, especially in the face of increased Imperial interest in trade routes and cargo transport operations.

Ships acting on behalf of the Car'das receive numerous benefits as a part of a smuggling ring. Car'das freighters have access to private shadowports where they can lie low and make repairs until the eyes of the Empire move on to other targets. Smugglers who work for the Car'das usually receive the best cargoes with the highest profitability, and gain access to numerous resources that make smuggling easier. The Car'das almost always have the most up-to-date navigational information, and their contacts within local law enforcement agencies can usually ensure that customs inspections somehow pass over Car'das transports.

Type: Crime syndicate.

Enemies and Allies: Though largely a nonviolent group, the Car'das smugglers do have many enemies throughout the galaxy. Law enforcement officials, especially the Sector Rangers, are constantly trying to shut down various Car'das cells in their home sectors. Other crime syndicates, such as Black Sun and the Hutt clans, dislike the Car'das's uncanny ability to hone in on their turf, and have taken steps to harm the smuggling ring and its enemies. Despite these dangers, the Car'das have managed to rise to prominence, and many young smugglers have brought their ships to the smuggling ring, using the scale of the organization to learn of the best smuggling routes and take advantage of the vast resources at the Car'das's disposal.

Scale: 14 (multiple sectors).

Organization Score Criteria: Joining the Car'das is not a simple process, though anyone who is genuinely interested in making a living as a smuggler is likely to find welcome. Any character who is in no way affiliated with any government or law enforcement agency can become a member of the Car'das. Members must either own their own ship or be crewmembers aboard a Car'das vessel. Finally, joining the Car'das usually involves convincing Jorj Car'das himself of one's worthiness, though his moodiness can often make such a task more difficult than it should be.

Criteria Tables: The following criteria can affect the organization score of a member of Jorj Car'das's smuggling ring.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has at least one level in the scoundrel class	+1
Has at least one talent from the Spacer talent tree	+1
Has at least one talent from the Smuggler talent tree	+1
Captain or owner of a space transport	+1
Intelligence or Wisdom 15 or higher	+1
Trained in the Pilot skill	+1
Trained in the Use Computer skill	+1
Makes a successful smuggling run for the Car'das	+1 per 10,000 credit value of the cargo (max +5)
Bypasses an Imperial blockade	+1
Prevents the capture or death of another Car'das member	+1
Discovers a new hyperspace route for use in smuggling	+1
Completes a known smuggling run (Kessel Run, Rycar's Run, etc.)	+2
Establishes a new shadowport for Car'das smugglers	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Causes a hyperspace mishap	–1
Damages or destroys cargo	–1 per 10,000 credits value
Intelligence or Wisdom 9 or lower	–2
Dumps a cargo without being able to retrieve it	–2
Betrays another Car'das member to the authorities	–10
Exposes the location of a shadowport or other Car'das hideout	–20

Titles, Benefits, and Duties: Typically, a Car'das member's rank is most important aboard his own ship. Most leaders of Car'das cells still operate their own starships and go on smuggling runs, allowing them to remain in touch with the situations that smugglers face. Almost everyone in the hierarchy continues to take an active hand in smuggling operations. A member of the Car'das is expected to accept any job handed down by his cell and complete it without question, and those members of the organization who do so repeatedly find themselves rising through the organization's ranks quickly.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–8	**Crewmember:** The lowest ranking members of Car'das are crewmembers who work at the various stations aboard smuggling vessels. These are the system operators, copilots, and engineers who make sure that each smuggling ship is capable of making its assigned

RANK	SCORE	TITLE: BENEFITS AND DUTIES
		runs. A crewmember can pick any Intelligence-based skill to add to his class skill list.
2	9–13	**Navigator** or **Helmsman:** The rank of navigator or helmsman is an honorific that carries no mechanical benefits.
3	14–20	**Officer:** Officers are the leaders among the crews of the various smuggling ships. Although they do not command their own vessels, most officers have a decent level of responsibility and at least a few crewmembers who report to them. Car'das officers always succeed when using the aid another action to assist a member of Car'das on a Deception or Pilot check.
4	21–30	**First Officer:** Though the rank of first officer usually signifies the aide to the captain on a ship, most of Car'das's first officers are actually the commanders of smuggling ships. A first officer automatically gains command of a Colossal space transport valued at 500,000 credits or less.
5	31 or higher	**Captain:** A captain is just one step below Jorj Car'das himself in the smuggling ring, usually the commander of an entire cell of smugglers. Captains are expected to manage their cells with the same kind of strategy and efficiency that Jorj Car'das demonstrates, and must be certain that each member of the smuggling ring is contributing to the growing criminal empire. A captain always has at least one Colossal space transport (valued at 500,000 credits or less) and five starfighters (valued at 80,000 credits or less each) available for use at any time, in addition to his own personal space transport.

Roleplaying Applications: The Car'das smuggling ring is a great place for heroes who want to enjoy the benefits of life on the fringe without getting involved with violent or overtly villainous beings. Though they are capable of gunning down enemies when needed, members of Car'das are mostly concerned with turning a profit, and as such, heroic smugglers often find their way into the Car'das organization. Though the smuggling ring's leader is himself greedy and ambitious, the Car'das organization is a great way for heroic characters to get a taste of smuggling life without having to struggle through trying to turn a profit with no help from anyone else. Additionally, many members of the Car'das organization go on to be heroes in their own right (including Talon Karrde, who in the future will go on to help the New Republic on a number of occasions), meaning that scoundrels who have a heart of gold fit right in with other members of the smuggling ring.

House Organa

One of the most popular and famous noble houses in the entire galaxy, House Organa is the royal family of Alderaan and the house of Senator Bail Organa. An ancient noble house dating back to the early days of Alderaan, House Organa wields a great amount of influence not only on Alderaan but also throughout the galaxy. Thanks primarily to the efforts of the outspoken Senator, House Organa is a trusted group of nobles who are concerned with the well-being of all people throughout the galaxy. It is wealthy, prominent, and powerful; there are few other houses that any young noble would want to be born into.

The noble house of Queen Breha Organa herself, House Organa has a great deal of political influence that has been built up over thousands of years. Though the actual reach of House Organa cannot be tangibly measured, many believe that the noble house has the ability to affect events even as far away as planets on the Outer Rim. Though House Organa's wealth might seem limitless, the effectiveness of its credits depends greatly on who is being paid to do what. Despite outward appearances of loyalty to the Empire, Bail Organa regularly funnels credits and other resources into the hands of those who would seek to bring about the resurrection of the Old Republic. House Organa walks a fine line, maintaining the appearance of dedication to the Galactic Empire while in truth supporting seditious activity throughout the galaxy.

Although Senator Bail Organa is the most famous member of this noble house, a number of people affiliated with House Organa are not directly related to the Organa line. Many friends, allies, and subjects of House Organa have been taken in and enjoy the benefits of being associated with the prestigious noble house. For example, though she is not a member of the Organa family, the Naboo woman known as Sabé has been invited into House Organa to train Bail's young daughter and her friend Winter. Though joining a noble house by some means other than being born into it is a rare occurrence, House Organa recognizes that it needs all the capable allies it can get, and sees the value in putting its resources at the disposal of trusted friends.

House Organa is, to all outward appearances, nothing more than the ruling noble family. Few suspect the larger role that House Organa has played in galactic politics over the years. In many ways, House Organa has disguised itself as the typical noble house, whose power and influence are confined to Alderaan, when in truth the Organas have slowly cultivated contacts and resources on hundreds of worlds over the years. From credits stowed away in secret bank accounts on Bothawui to apartments rented under false names on Eriadu, House Organa has resources at its disposal far beyond the scope of the typical noble house.



Type: Noble house.

Enemies and Allies: Despite the precautions taken over the years, many agents of the Empire suspect that Bail Organa has been working against the Empire since its inception. Some rising powers within the Empire want to make an example of House Organa, showing that even wealthy and powerful noble families can be crushed by the might of Imperial justice. Thus far, Senator Organa has not yet given them the excuse they need to make a move against House Organa, though it is only a matter of time before someone gets bold enough to try. Many influential people support House Organa, some of whom are more powerful than others; Mon Mothma of Chandrila and Garm Bel Iblis of Corellia are two examples among those who ally themselves with House Organa on a regular basis.

Scale: 9 (planetary).

Organization Score Criteria: Since House Organa is taking subtle and covert action against the Empire on a regular basis, new members of the noble house must prove themselves suitably trustworthy. For someone from outside the Organa lineage, proving that one can be trusted with House Organa's secrets is usually the greatest difficulty. A hero related to the Organa family by blood, such as a cousin or other member of a minor branch of the Organa bloodline, usually has an easier time gaining the main house's trust. Likewise, Bail Organa's sisters (Celly, Rouge, and Tia) have families of their own, and a hero from House Organa could be related to one of those individuals.

Criteria Tables: The following criteria can affect the organization score of a member of House Organa.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has at least one level in the noble class	+1
Has at least five levels in the noble class	+2
Has at least ten levels in the noble class	+3
Has any talent from the Ideologue talent tree	+1
Trained in the Persuasion skill	+1
Has the Skill Focus (Persuasion) feat	+1
Charisma 13 or higher	+1
Completes a major task on behalf of House Organa	+1
Donates credits to a group fighting against the Empire	+1 per 20,000 credits (max +5)
Discovers a Jedi who survived Order 66	+1 per discovery
Blood relative of House Organa	+2
Commendation from a member of House Organa	+1
Saves the life of a member of House Organa	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Disobeys a command of a higher-ranking house member	–1
Commits violence against an ally or member of the house	–2
Reviled	–1/2 Dark Side Score
Arrested and charged by law enforcement for a crime	–2
Has levels in the crime lord prestige class	–2
Arrested by the Empire for seditious acts	–10
Betrays House Organa's secret actions to the Empire	–20

Titles, Benefits, and Duties: Members of House Organa are required to always serve the best interests of the noble house and follow the decrees of the queen and her prince consort. Vassals (though not addressed as such) serve House Organa in a variety of means, but rarely wield much power within the ranks of the organization. Blood relatives of House Organa are considered true nobility, though on occasion a close ally has been raised to the rank of lord or lady as a reward for great deeds or sacrifices. Members of House Organa are constantly under scrutiny, both from other noble houses as well as the Empire, and must take extra precautions to hide any evidence of seditious activities.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Vassal:** The vassals of House Organa are minor associates who have been granted the protection and influence of the noble house. A vassal of House Organa can add any one Charisma-based skill to his class skill list.
2	11–20	**Lord/Lady:** Having proven themselves worthy of House Organa's full confidence, most members of the noble house are granted the title of lord or lady, though the title is typically used only in formal settings. A lord or lady of House Organa can retry a failed Persuasion check to change attitude once per day.
3	21–30	**Prince/Princess:** The most revered members of House Organa, typically only those who are born into the Organa extended family, are granted the title of prince or princess. When a prince or princess of House Organa successfully makes a Persuasion check to intimidate a target, he or she grants all allies within line of sight a +2 morale bonus on their next skill check (provided the check is made within 1 minute or before the end of the encounter, whichever is longer).
4	31 or higher	**High Prince/High Princess:** Only the highest-ranking members of House Organa are granted the title of high prince or high princess. They are the ruling members of the family, and it is exceedingly difficult for those who were not born into House Organa to reach this rank. A high prince or high princess of House Organa is automatically granted the ownership and use of a capital ship valued at no more than 3,000,000 credits.

Roleplaying Applications: As the preeminent noble house of the Core Worlds, House Organa provides a number of excellent roleplaying opportunities for players (noble and otherwise). A heroic noble might be a member of a lesser branch of the Organa bloodline, while nonnobles could come into the service of Bail Organa himself through their deeds. Players who become members of House Organa must take extra care not to implicate themselves or the Senator in any kind of criminal activity; doing so not only jeopardizes the house's integrity but could also result in a loss of resources available to the noble house. Heroes who are members of House Organa will have a much greater involvement in the politics of the galaxy and are likely to have contacts in the highest echelons of government and society.

Kota's Militia

During the Clone Wars, one of the greatest generals among the Jedi was Master Rahm Kota. A distinguished commander who instilled confidence in his troops, General Kota served with distinction on several fronts. However, Master Kota did not have confidence in clone soldiers and instead surrounded himself with dedicated warriors from throughout the galaxy. In the end, it was this mistrust of the clones that saved his life; when Order 66 was given, a squad of Antarian Rangers in his service was notified and managed to ferry Kota and many of his soldiers into hiding. When the Empire rose and took control of the galaxy, Kota and his loyal armsmen remained in hiding, emerging only to execute carefully planned strikes against the Empire.

Kota's Militia is composed of a small number of troops that served with General Kota during the Clone Wars, as well as many new recruits who have flocked to his banner over the years. Though small in number, the members of Kota's Militia fight with the competence of hardened soldiers, and thanks to the unique insights of their commander they typically emerge victorious even from missions when they are clearly outnumbered. It is not the most elite unit of soldiers in the galaxy, but Kota's Militia shows the kind of dedication to Master Kota that most commanding officers would love to have from their followers. Through careful planning, following orders precisely, and a good amount of bravery, Kota's Militia has managed to survive for years despite being the target of Imperial searches.

Kota's Militia targets the Empire in all its forms, with missions ranging from attacking TIE fighter construction facilities to raiding local arms warehouses. Clandestine in its activities, Kota's Militia has operated for years right under the watchful eyes of the Empire. Less well organized and with fewer resources than the Rebel Alliance will have years later, Kota's Militia treats every mission as though it could be the organization's last. Needless to say, Kota's Militia rarely rushes into any situation, preferring instead to plan for any eventuality lest the organization fall due to fatal mistakes.

Type: Military/paramilitary.

Enemies and Allies: Kota's Militia has a single primary enemy: the Galactic Empire. More to the point, General Kota tends to pick targets that

are of significance to Darth Vader; one mission might involve destroying a factory that Vader recently visited, while another might require the militia to steal a shuttle that Vader used as a personal transport. Additionally, since a Jedi leads the organization, the Inquisitorius has taken a particular interest in Kota's Militia. Many Inquisitors have dedicated large amounts of time to finding Rahm Kota and his agents, and they would like nothing more than to crush Kota's Militia under their boot heels.

Scale: 10 (multiple planets).

Organization Score Criteria: Joining Kota's Militia is only slightly more difficult than finding it. The overt action that the militia takes against the Empire requires that its members maintain secrecy at all times, and prospective members are usually sought out by existing militiamen rather than the other way around. Anyone who goes to great lengths to harm the Empire is a likely candidate for acceptance into Kota's Militia.

Criteria Tables: The following criteria can affect the organization score of a member of Kota's Militia.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Force-sensitive	+1
Has levels in the Jedi class	+1
Has levels in the soldier class	+1
Has levels in the infiltrator prestige class	+1
Has levels in the Jedi Knight prestige class	+1
Has levels in the saboteur prestige class	+1
Base attack bonus +5 or higher	+1
Completes a mission for Kota's Militia	+1
Defeats a major Imperial opponent	+1/4 enemy's CL
Destroys major Imperial supplies	+1 per 50,000 credits value (max +5)
Veteran of the Clone Wars (Separatist allegiance)	+1
Veteran of the Clone Wars (Republic allegiance)	+2
Has the Destruction destiny	+1

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails on a mission assigned by General Kota	-1
Captured by the Empire	-2
Causes the capture of a member of Kota's Militia	-2
Clone	-2
Harms a Jedi who has a Dark Side Score of 3 or lower	-5
Kills a Jedi who has a Dark Side Score of 3 or lower	-20
Kills another member of Kota's Militia	-20
Betrays General Kota's existence to the Empire	-20

Titles, Benefits, and Duties: Kota runs his militia the way most generals run their armies. Being a member of Kota's Militia always brings a certain amount of responsibility with it. Members of the organization must be prepared to take orders from their superior officers at all times, and must be willing and able to engage in dangerous missions to harm the Empire. A member of Kota's Militia will usually go on one to two missions per month, often on different worlds or even with entirely different militia members. Though members of Kota's Militia benefit from the training and guidance they receive from a Jedi Master, all members of the organization are prepared to give their lives to save the life of their leader at any time.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–6	**Recruit:** New arrivals in General Kota's Militia are given the rank of recruit and begin undertaking missions for the Jedi general almost immediately. A recruit in Kota's Militia can spend a Force Point as a free action to immediately move a number of squares up to his or her speed.
2	7–11	**Private:** The rank of private is an honorific that carries no mechanical benefits.
3	12–20	**Lieutenant:** Given command over squads of militia members, the lieutenants in Kota's Militia are entrusted with small amounts of authority to test their worthiness as field commanders. As a swift action, a lieutenant in Kota's Militia can allow any ally within line of sight to change the triggering conditions of any action he or she has readied.
4	21–30	**Captain:** Among General Kota's most trusted officers, the captains of Kota's Militia have proven themselves as steadfast leaders, even under fire. Once per encounter, a captain in Kota's Militia can, as a reaction, grant himself or a single ally within line of sight a +5 morale bonus to Will Defense. The target of this ability must be able to see and hear the captain for it to take effect.
5	31 or higher	**General:** Only a few other members of Kota's Militia have been given the rank of general aside from Master Kota himself. The generals in Kota's Militia plan all of the organization's operations and missions. Once per encounter as a swift action, a general can designate a single ally within 6 squares and line of sight; that ally's initiative count changes to the general's initiative count –1, and the ally acts immediately once the general's turn ends.

Roleplaying Applications: Joining Kota's Militia is much like joining the Rebellion (though of course the Rebel Alliance will not exist for many years to come). Members of Kota's Militia are outlaws, having thrown their lot in with the fugitive Jedi, and will find themselves hunted throughout the galaxy. Moreover, because Kota's Militia takes overt military action against the Empire, a member of the organization will almost certainly have warrants out for his arrest—and likely bounties for his capture dead or alive. When a character joins Kota's Militia, he is throwing away any chance at having a legitimate, legal life within the confines of the Empire and dedicating himself to fighting tyranny no matter what the cost.

Lok Revenants

One of the oldest surviving pirate groups in the galaxy, the Revenants of Lok have been around since well before the Clone Wars. Led by a Feeorin by the name of Nym, the Revenants are a group of pirates, mercenaries, and rebels who operate outside the bounds of Imperial law. The Revenants hide from the watchful eye of the Empire at their home base on the sulfurous planet of Lok, and stage raids on Imperial convoys whenever the need strikes them. No other organization has any influence on Lok, not even the Empire, and as such the Revenants are their own rulers and masters. They set the code they follow, and they come and go as they please.

Despite the inherent love of money and mayhem that comes with being a pirate, most of the Revenants came into Nym's service thanks to his actions against the Trade Federation prior to and during the Clone Wars. With the rise of the Empire, Nym and the Revenants have a new establishment to hate and rage against, and they do so with pleasure. Most of the Revenants have some kind of grudge against the Empire, whether it results just from the Empire's shutting down other piracy operations or something more personal. Anti-Imperial sentiment runs strong through the Revenants, and most of the group's members signed on for piracy as a chance to get back at the Empire any way they can. The Revenants remain loyal to Nym through even the hardest of times, and their small fleet has survived battles against seemingly insurmountable odds.

Most of the Revenants spend time either within their fortress on Lok or aboard one of the organization's many starships. Carefully planned raids take portions of the fleet away from Lok, though most of the operations take place within the Karthakk Sector. The Revenants concern themselves primarily with targeting Imperial convoys and cargo vessels that stray too close to the Revenants' domain, though on occasion the pirate group does range out farther in search of fresh prey. Though Nym would gruffly disdain the idea of doing so, much of the bounty pilfered from Imperial vessels is sold to those who need it most: Foodstuffs and medical supplies go to worlds where Imperial oppression is rampant, while the weapons and vehicles that the pirate gang does not want for itself are often sold to anti-Imperial factions (such as Kota's Militia). Though the Revenants target Imperial convoys and sell weapons to rebellious groups, the Revenants consider themselves to be neutral in galactic conflicts, and Nym is reluctant to declare open war on the Empire.

Type: Outlaw gang.

Enemies and Allies: Law enforcement agencies and the Empire are among the most dangerous enemies of the Revenants. Additionally, other pirate gangs are constantly fighting the Revenants over their domain, both in the Karthakk Sector and elsewhere, with conflicts sometimes escalating into wholesale fleet engagements. Despite their troubles, both with the law and with other pirates, the Revenants manage to turn a tidy profit by dealing with some other organizations that have large amounts of resources. Many of the weapons used by Kota's Militia were bought from the Revenants, and both Black Sun and Car'das have amicable relationships with the pirate gang.

Scale: 12 (multiple systems).

Organization Score Criteria: Becoming a member of the Revenants involves finding them and proving that one has the skills necessary to become a pirate. The Revenants are theoretically willing to accept anyone who can pull his or her weight, but Imperial sympathizers are always unwelcome. Additionally, any members who can bring unique resources to the group, such as new ships for the fleet or new technology to make piracy easier, will quickly find a home among the Revenants.

Criteria Tables: The following criteria can affect the organization score of a member of the Lok Revenants.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has levels in the scoundrel class	+1
Has levels in the master privateer prestige class	+1
Trained in the Pilot skill	+1
Has the Vehicular Combat feat	+1
Has the Weapon Proficiency (advanced melee weapons) feat	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 or higher	+2
Has had an Imperial bounty placed on his/her head	+2
Has defeated a bounty hunter attempting to collect an Imperial bounty	+1/4 the bounty hunter's CL
Captures an enemy starship	+1/4 starship's CL (max +5)
Captures valuable cargo	+1 per 20,000 credits value (max +5)

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Damages or destroys cargo	-1 per 10,000 credits value
Captured by the Empire or other law enforcement agency	-2
Veteran of the Clone Wars (Separatist)	-1
Destroys an enemy starship when it could have been disabled	-2
Provides information to the Empire on the Revenants' activities	-15
Reveals the location of the Revenants' home base	-15

Titles, Benefits, and Duties: Though the Revenants operate on the fringes of society, Nym runs a tight ship, and most members of the organization know their place very clearly. Each member of the organization has a clear rank, and each is expected to follow the orders of his or her superiors without fail. Much as with the members of Car'das, an individual's title within the organization is not always indicative of his or her position aboard a ship. All members of the Revenants are expected to be present and accounted for on raids, except for a small contingent that is always left behind to guard the fortress on Lok.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Deck Hand:** The lowliest pirates in the Lok Revenants, deck hands perform most of the menial tasks aboard their pirate vessels. Deck hands are also responsible for repelling any boarders and ensuring that prisoners are taken care of. Once per encounter, a deck hand can choose to automatically succeed on any aid another attempt.
2	11–20	**Privateer:** After putting in their time as deck hands, most members of the Revenants rise to the rank of privateer. Though technically the Lok Revenants have no letters of marque, Nym designates his more trusted followers as privateers to give some legitimacy to the Revenants' piracy. A privateer is always considered to have favorable circumstances when making Persuasion checks while within the organization's sphere of influence.
3	21–30	**Bosun:** Any members of the Revenants who show exceptional leadership are usually placed under the direct command of a captain and given significant responsibilities. A bosun is in charge of keeping order aboard a Revenant space vessel and ensuring that all members of the crew are doing their jobs. Once per encounter, a bosun can target one enemy within line of sight as a reaction. All of the bosun's allies adjacent to that target can immediately move 1 square in any direction without provoking attacks of opportunity, though they may not end this movement in an occupied square.
4	31 or higher	**Captain:** Nym's most trusted lieutenants are often given their own ships and declared captains in their own right. Captains among the Lok Revenants usually command frigates or corvettes, such as the Nebulon-B or the Corellian Corvette. A captain is automatically granted the ownership and use of a capital ship valued at no more than 3,000,000 credits.

Roleplaying Applications: Heroes who join the Revenants are walking a fine line between open rebellion and simple criminal activity. Though not as militant as Kota's Militia, the Revenants aren't nearly as greedy or self-serving as Car'das or Black Sun, and they often display a somewhat twisted sense of altruism or honor in their actions. The Revenants make a great organization for heroes who want to experience life on the fringe but also want to take the fight to the Empire in a significant way.

"FIVE THOUSAND CREDITS UP FRONT AND YOU'VE GOT YOUR HERO."

– NYM



Chapter V
The Force



The execution of Order 66 wiped out nearly all the Jedi, eliminating the largest single bastion of Force-users that could have stood in the way of Emperor Palpatine's ascension to power. Despite the tragic success of this plan, some Jedi managed to survive the purge and flee into the relative safety of a life of seclusion. Despite their efforts to remain hidden, these Jedi often find themselves continually on the run from Darth Vader's Jedi hunters.

Through all this, knowledge of the Force survives even in the Dark Times. Small pockets of Force-users, many associated with traditions unknown to the Jedi, continue to operate in secret. Some Jedi remain defiant, clinging to the Old Republic's ideals and waging their own private wars against the Empire. Others are simply swept up in the flow of events, finding themselves tossed across the galaxy by their destinies, unsure exactly where they will end up.

Since Jedi and other Force-users remain active during the Dark Times, many of them must learn to adapt to the new state of the galaxy, and that often means adapting the ways in which they use the Force. This chapter presents new options for Force-users, including powers, talents, techniques, and secrets, specifically those designed to give heroes something unique to distinguish them from heroes of other eras. Though certainly the Gamemaster can allow characters in other eras to make use of the mechanics in this chapter, they are tailored for heroes of the Dark Times, and they make great additions to heroes in a *Force Unleashed* campaign.

Jedi During the Dark Times

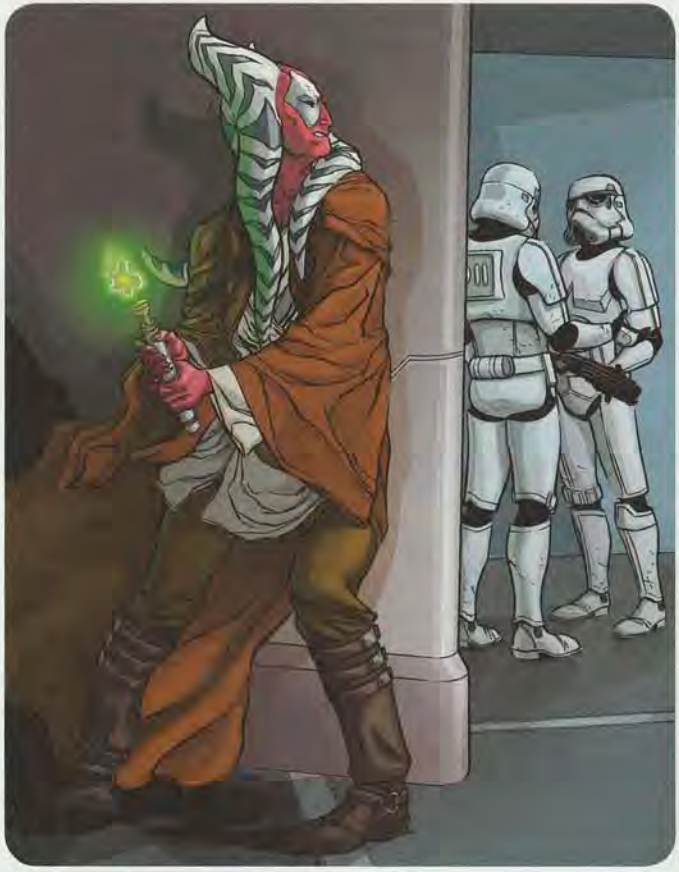
The destruction of the Jedi Order and the execution of Order 66 dealt a huge blow to the forces of good in the galaxy. Though some Jedi survived the purge, their lives were irrevocably altered the moment Anakin Skywalker gave in to the dark side and Darth Vader was born. No longer members of an ancient tradition of sages and guardians, in the blink of an eye surviving Jedi became the last vestiges of a broken tradition. Literally overnight, many Jedi found themselves without allies, without a home, and without any direction. The galaxy had gone from a war-torn landscape in which the Jedi acted as generals to a place of tyrannical order in which the Jedi were outlawed. Imagine waking up to find that, even though you had done nothing differently, today those who considered you an ally now consider you worthy of execution. All Jedi faced this jarring revelation in the days following Order 66, the repercussions of which shape what those few survivors would do during the Dark Times.

For some Jedi, the transition was more than they could bear. One day the galaxy is defended by the Jedi, and the next it is defenseless against the might of the Empire. Those surviving Jedi who were the most devastated by the deaths of their companions suffer greatly under the weight of the extermination of the Jedi. Some Jedi actually go insane, either partially or wholly, leaving them but shells of the great heroes they once were. In fact, an Aleena Jedi Knight named Kazdan Paratus was so deranged in the wake of the purge that he constructed an entire false world for himself on the junkyard planet of Raxus Prime. Though his was an extreme example, it simply illustrates how badly the extermination affects those surviving Jedi.

Some Jedi refuse to accept that the Order had been defeated, carrying on a personal crusade against the Empire. With the help of allies and other like-minded individuals, these Jedi fight small wars against the Empire, clinging to the belief that they can still bring down the tyrannical government and restore peace and justice to the galaxy. Others fight to lay the seeds of rebellion, hoping that their example will lead others to join their efforts. Jedi Master Rahm Kota, a brilliant tactician and military commander from the Clone Wars, wages a private war against the Empire, striking out from hidden safe houses to sabotage Imperial facilities. Many heroic Jedi follow a similar path, since doing so allows them to remain true to their principles and beliefs.

Some Jedi simply abandon their past, instead choosing to start their lives over. Though for most them the Jedi Order is the only life they have known, a select few put down their lightsabers and abandon their meditative techniques, choosing to live a mundane life rather than spend their days on the run. These Jedi become law enforcement officials, bounty hunters, or mercenaries, or even take on jobs that don't make use of any of the combat training they have received. Though some consider these acts cowardly, most Jedi who abandon their previous lives see themselves as engaging in self-preservation. They believe that no one can take on the Empire alone, so they attempt to simply live the rest of their lives in peace. However, it does not seem as though the Force is willing to let these people go so easily, and some of them find that their destiny brings them back into touch with their old habits.

Finally, a few Jedi choose to fade away into the backdrop of the galaxy, biding their time until they can act. They do not abandon their lives as Jedi, but they do not actively seek to draw the Empire's attention. Both Yoda and Obi-Wan Kenobi choose this life, as does the Togruta Jedi Shaak Ti. By retreating into the shadows, these individuals ensure that the Empire's Jedi hunters do not find them, allowing them to prepare for a time in the future when they will once again step onto the galactic stage. These Jedi spend their days honing their skills in the Force, meditating and practicing their lightsaber techniques. They believe that their destiny has not yet been fulfilled, and that only the guidance of the Force, not their own desire to strike back at the Empire, is the true path to success.



Reactions to Force-Users

Though Jedi were always considered mystics and wielders of great supernatural powers, during the Dark Times knowledge of the Force becomes something of myth or legend. Following the execution of Order 66, the Emperor orders the eradication of nearly all records of the Jedi, effectively wiping their names from galactic history. Though those who lived through the Clone Wars are certainly familiar with the Jedi and what they can do, a large segment of the galactic population considers them to be no more than magicians or purveyors of superstitious nonsense. Especially in the Outer Rim, where even during the height of the Clone Wars their presence was rare, most people might hear of the Jedi referred to only as sorcerers devoted to some ancient religion.

For others, however, learning that someone can use the Force—or worse, that someone is a Jedi Knight—is a far more dangerous prospect than many would suspect. Loyal citizens of the Empire know it is their duty to report any suspicious activity, especially with regard to use of the Force. One of the fastest ways to ensure that the Inquisitorius comes knocking at a hero's door is for that individual to use the Force publicly, especially on a world loyal to the Empire. Though many citizens might be too frightened to attempt to turn in a known Force-user, others regard it as their duty to do so, and they will go straight to the nearest Imperial Security Bureau headquarters to provide information regarding the presence of the Force-user.

See Chapter 8: The *Force Unleashed* Campaign for more information on the consequences of using the Force, or a lightsaber, in public.

Noticing Force-Users

With the Empire risen and the Jedi outlawed, it is no longer safe for anyone to use the Force in public without discretion. Citizens of the Empire are trained to keep an eye out for suspicious activity, and agents of the ISB and COMPNOR can be found around every corner, in public and also in disguise. Even everyday citizens, fearful of reprisals from Imperial officials, will frequently report visible uses of the Force to the proper authorities.

As a result, during the Dark Times a character who uses the Force in a public place is considered to have unfavorable circumstances for the purpose of making Stealth checks until that individual escapes the public eye. This rule represents the public's general awareness of Force-users as well as the populace's reaction to visible use of the Force. The Gamemaster can rule that uses of the Force that cannot be visibly connected to a character, such as telekinetically transporting a box across a crowded street, do not provide unfavorable circumstances.

Temptation of the Dark Side

The lure of the dark side is great, and even those Jedi who walk the path of the light often stray into darkness from time to time. Though it is easy for a character who wants to be willfully evil to do so (by selecting talents or Force powers that draw upon the dark side for power), some Gamemasters might want to introduce rules that make the dark side more tempting for even those Jedi who have never chosen to dabble in the teachings of the dark side. These rules are optional, and should be included only if the GM wants to make the threat of falling to the dark side more tempting.

As a free action, any character who has the Force Sensitivity feat can spend a Force Point to add any one Force power that has the *[dark side]* descriptor to his or her active Force power suite. That power can then be used as normal. However, when the power is used (or at the end of the encounter), it goes away entirely and may not be recovered by any of the normal means (including resting for 1 minute, spending a Force Point, making use of the Force Recovery talent, or rolling a natural 20 on a Use the Force check).

Similarly, any character who has the Force Sensitivity feat can spend a Force Point as a free action to temporarily gain the use of any talents from the Dark Side talent tree, the Dark Side Devotee talent tree, or the Sith talent tree. A character must meet all the prerequisites for one of these talents to be able to use it, and the character can spend more than 1 Force Point over the course of an encounter to gain multiple talents from those talent trees. Talents gained in this manner temporarily count toward the prerequisites of other talents, and the effects of these talents last for the remainder of the encounter. Additionally, at the conclusion of the encounter, the character increases his or her Dark Side Score by a number of points equal to the number of Force Points spent in this manner.

For example, in the first round of an encounter, a Jedi could spend a Force Point to gain the benefit of the Power of the Dark Side talent for the remainder of the encounter. In the following round he can spend another Force Point to gain access to the Swift Power talent, since he temporarily has access to its prerequisite talent. At the end of the encounter, the Jedi loses access to these talents and increases his Dark Side Score by 2.

Optional Rule: Atonement

In addition to making the dark side more tempting, some Gamemasters might want to make it more difficult for a character to reduce his or her Dark Side Score. Any GM who wants to make atonement more meaningful can use the following optional rule to reduce the heroes' ability to avoid the effects of their misdeeds. Any character who wants to spend a Force Point to reduce his Dark Side Score must spend at least 24 hours in meditation, contemplating the effects of the dark side. Additionally, all characters can spend a Force Point to reduce their Dark Side Score only once per level.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the growing threat of the dark side (as well as the kinds of powers that the agents of evil introduce into the galaxy) and also serve as features designed to enhance a character in a *Force Unleashed* campaign.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents like Telekinetic Power and Telekinetic Savant (SE 100).

Corruption [dark side]

You use the Force to send a bolt of pure dark side vileness into an enemy. **Time:** Standard action. **Targets:** One target within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is affected.

DC 15: The target takes 2d6 Force damage, and hald that amount again at the start of its turn. If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes half that damage again in the following round.

DC 20: As DC 15, except the target takes 3d6 points of damage.

DC 25: As DC 15, except the target takes 4d6 points of damage.

DC 30: As DC 15, except the target takes 5d6 points of damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point when you successfully damage a target by using this power to have all creatures adjacent to the target take half this damage if the Use the Force check also exceeds their Fortitude Defense. These secondary targets do not take additional damage in the following round.

Force Blast

You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

Make a Use the Force check. Compare the result of your Use the Force check to the Reflex Defense of the target; if you exceed the target's Reflex Defense, you deal damage with the *Force blast*. The result of the Use the Force check determines the effect, if any.

DC 15: The *Force blast* deals 2d6 points of damage to the target.

DC 20: As DC 15, except you deal 3d6 points of damage.

DC 25: As DC 15, except you deal 4d6 points of damage.

DC 30: As DC 15, except you deal 5d6 points of damage.

Special: You can spend a force point to add one-half your heroic level as a damage bonus on a *Force blast* just as you would with a normal weapon.

Force Shield [Telekinetic]

You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

Make a Use the Force check. The result of the Use the Force check determines the effect, if any.

DC 15: You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.

DC 20: As DC 15, except you gain SR 10.

DC 25: As DC 15, except you gain SR 15.

DC 30: As DC 15, except you gain SR 20.

Special: You can spend a Force Point when you activate this power to increase the power's SR by 5. You can maintain your concentration on a *Force shield* to continue to gain the benefit of the power's SR from round to round, extending the normal duration. Maintaining the *Force shield* power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.

Force Storm [Dark Side, Telekinetic]

You use the Force to create a swirling whirlwind of dark side energy around yourself. **Time:** Standard action. **Target:** You.

Make a Use the Force check. You create a vortex of debris and dark energy around yourself that deals 2d6 points of damage to all adjacent targets at the end of your turn. The result of your Use the Force check determines the duration of the effect, if any.

DC 20: 2 rounds.

DC 25: 4 rounds.

DC 30: 6 rounds.

DC 35: 8 rounds.

Special: You can spend a Force Point to deal an extra 2d6 points of damage with a *Force storm*.

Kinetic Combat

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp. **Time:** Standard action. **Target:** You.

Make a Use the Force check. If you succeed on a DC 20 check, you can telekinetically move a one-handed melee weapon you hold up to 12 squares and make an attack with it. The weapon is considered held by you, even if it is hovering nearby and not in your hands. The attack uses your base attack bonus modified by your Charisma modifier as the attack bonus for the attack. A successful attack deals normal melee weapon damage, adding one-half your heroic level to damage as normal and substituting your Charisma modifier for your Strength modifier for damage. Talents and feats that would normally enhance a weapon's use do not do so while you are using *kinetic combat* to wield the weapon (for example, you cannot use Mighty Swing or Power Attack while wielding the weapon). The weapon threatens all squares adjacent to it, and it can be used to make an attack of opportunity if a target provokes one from the weapon. Any attacks of opportunity made by the weapon count as though they were made by you.

Special: You can maintain *kinetic combat* from round to round, extending the normal duration. Maintaining the *kinetic combat* power is a swift action, and as a standard action each round you maintain it you can direct the weapon to move up to 6 squares and make a single attack against a target adjacent to the weapon, though the weapon must remain within 12 squares of you or the power's effect ends. If you suffer damage while maintaining *kinetic combat*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

You can spend a Force Point to gain a +1 bonus on attack rolls with a weapon wielded using *kinetic combat*.



Repulse [telekinetic]

You use the Force to clear an area around yourself. **Time:** Standard action. **Targets:** All adjacent targets.

Make a Use the Force check. The targets make Strength checks, adding their base attack bonus. If you beat a target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceeded the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, –5; Tiny, –10; Diminutive, –15; Fine, –20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a –5 penalty to the target's Strength check to resist your *repulse*. Additionally, after spending a Force Point, if you successfully push the target into a larger object, you deal an extra 2d6 points of damage from the extreme force of the thrust.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in chapter 6 of the Saga Edition core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 91 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that tradition's individual Force talent tree.

ALTER TALENT TREE

The following new talents belong to the Alter talent tree.

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location, and make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense; if your check result exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing through it, or shooting it with a blaster) immediately reveals the true nature of the illusion, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Prerequisite: Mind trick.

Telekinetic Prodigy: When you take the Force Training feat and select *move object* as one of your Force powers, you can also select one extra power to add to your Force suite for free. This power must be one of the powers affected by the Telekinetic Savant talent. You can gain only one extra power each time you take the Force Training feat, regardless of how many times you choose the *move object* power.

Prerequisite: Telekinetic Savant.

CONTROL TALENT TREE

The following new talents belong to the Control talent tree.

Force Exertion: When you select this talent, choose one Force power that you have in your Force power suite. As a reaction, you can remove any one Force power from your active suite to add an extra use of the Force power designated by this talent. Doing so moves you –1 persistent step along the condition track. This persistent condition is removed by resting for 1 minute.

You can select this talent multiple times. Each time you do so, you choose a different Force power to be gained by using this talent.

Prerequisite: Force Training feat.

Indomitable Will: You can spend a Force Point as a standard action to become immune to all mind-affecting effects for 1 minute.

DARK SIDE TALENT TREE

The following new talent belongs to the Dark Side talent tree.

Wrath of the Dark Side: When you roll a natural 20 on a Use the Force check to activate a Force power that directly deals damage to a target, you can choose not to regain all of your spent Force powers as normal and instead the targets damaged by the power take half that damage again at the start of their next turn. Only powers that directly damage the target are subject to this talent, including *corruption, Force blast, Force grip, Force lightning, Force slam, Force storm, Force thrust* (only when spending a Force Point), and *repulse* (only when spending a Force Point).

Prerequisite: Power of the Dark Side.

SENSE TALENT TREE

The following new talent belongs to the Sense talent tree.

Feel the Force: As a standard action, you can spend a Force Point to ignore all concealment for 1 minute.

Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, usually require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters who have levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from among those on pages 102–103 of the Saga Edition core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

Improved Battle Strike

When you use the *battle strike* power, you can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action.

Improved Dark Rage

When you use the *dark rage* power, you ignore the restriction that prevents you from using skills or performing tasks that require patience and concentration. Additionally, you can always activate this power in the surprise round, even if you are considered surprised.

Improved Force Disarm

When you use the *Force disarm* power, you can change the time it takes to activate it to a full-round action; if you do so, your opponent does not gain the normal +10 bonus to Reflex Defense normally associated with disarming.

Improved Force Thrust

When you use the *Force thrust* power, you can change the time it takes to activate it to a full-round action and spend a Force Point in order to target all creatures in a 6-square cone that originates from your square.

Improved Force Grip

When you use the *Force grip* power, you can spend a Force Point as a free action to maintain the *Force grip* for 1 additional round without the need to concentrate. However, after this additional round you may not resume concentrating on the power.

Improved Force Lightning

When you use the *Force lightning* power and change the time it takes to activate to a full-round action, your target must make a Strength check. If your Use the Force check result beats the target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its base attack bonus and size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, –5; Tiny, –10; Diminutive, –15; Fine, –20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Improved Force Storm

As a swift action, you can end the duration of the *Force storm* power to deal 4d6 points of damage to all targets within 2 squares of you.

Improved Mind Trick
When you use the *mind trick* power, you can change the time it takes to activate it to a full-round action in order to target all creatures in a 6-square cone that originates from your square. You can spend a Force Point to increase the area to a 12-square cone that originates from your square.

Improved Rebuke
When an ally within 12 squares and within line of sight of you is the target of a Force power, you can use the *rebuke* power as though you were the target of that Force power instead.

Improved Repulse
When you use the *repulse* power, you can change the time it takes to activate it to a full-round action in order to target all creatures in a 2-square-radius burst that originates from your square. You can spend a Force Point to increase the area to a 4-square-radius burst that originates from your square.

Force Secrets
Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection of the Force and are usually available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply.

When you learn a new Force secret, you can select it from among those on page 103 of the Saga Edition core rulebook or from the secrets described below. Once selected, a Force secret cannot be changed.

Corrupted Power
When you activate a Force power, you can spend a Force Point to corrupt the power. The power gains the *[dark side]* descriptor, and opponents who have a Dark Side Score lower than yours take a –2 penalty to all defense scores against this activation of the power. Alternatively, you can spend a Destiny Point to increase the penalty to opponents' defense scores to –5. You cannot use this Force secret unless your Dark Side Score equals your Wisdom score. Powers that have the *[light side]* descriptor cannot be corrupted by the use of this Force secret.

Debilitating Power
When you use a Force power that successfully deals damage to the target, you can spend a Force Point to move the target –1 step along the condition track (in addition to any movement along the condition track imposed by the power normally) provided your Use the Force check equals or exceeds the target's damage threshold. Alternatively, you can spend a Destiny Point to move the target –3 steps along the condition track.

Enlarged Power
When you use a Force power that affects targets within an area (such as a radius or a cone), you can spend a Force Point to double the distance that the effect extends from your square (for example, a 6-square cone can be made into a 12-square cone). Alternatively, you can spend a Destiny Point to multiply the distance the effect extends by 5 (making a 6-square cone into a 30-square cone).

Pure Power
When you use a Force power, you can spend a Force Point to purify the power. The power gains the *[light side]* descriptor, and opponents who have a Dark Side Score of 1 or higher take a –2 penalty to all defense scores against this activation of the power. Alternatively, you can spend a Destiny Point to increase the penalty to opponents' defense scores to –5. You cannot use this Force secret if you have a Dark Side Score of 1 or higher. Powers that have the *[dark side]* descriptor cannot be purified with this Force secret.

Remote Power
When you use a Force power that has a cone, line, or radius effect that originates from your square, you can spend a Force Point to have the power originate from a square within 6 squares of you. Alternatively, you can spend a Destiny Point to have the power originate from any square within line of sight. You still choose the direction of the Force power as though you were standing in the chosen square.

Force Unleashed Abilities
Like the standard Unleashed abilities in Chapter 2: Heroic Traits, Force Unleashed abilities allow the user to do something incredible with the Force. The following Unleashed abilities are available only to characters who have the Force Sensitivity feat, but otherwise function exactly as other Unleashed abilities (see page 37 for more information on Unleashed abilities).

Unleashed Battle Meditation
Your skill in Battle Meditation allows you to coordinate battles taking place across an entire star system.

Prerequisites: Battle Meditation, Unleashed feat.

Benefit: When you use the Battle Meditation talent, you can spend a Destiny Point to have its bonuses apply to all allies within the same star system.

Unleashed Battle Strike

Your combat prowess is unparalleled.

Prerequisites: *Battle strike*, Unleashed feat.

Benefit: When you use the *battle strike* power and you spend a Destiny Point, your next melee attack, if successful, also moves the target an additional –2 steps along the condition track, regardless of whether the damage exceeds the target's damage threshold.

Unleashed Corruption

You can draw upon the power of the dark side to cover your foes in an unavoidable miasma of evil.

Prerequisites: *Corruption*, Unleashed feat.

Benefit: When you successfully damage a target by using the *corruption* power and you spend a Destiny Point, the target takes the additional half damage each round for 5 rounds instead of just 1 round.

Unleashed Dark Rage

You let the power of the dark side flow through you, bringing you closer to ultimate success.

Prerequisites: *Dark rage*, Unleashed feat.

Benefit: When you use the *dark rage* power, you can spend a Destiny Point to gain a +10 rage bonus on melee attack rolls and damage rolls for the remainder of the encounter.



Unleashed Force Blast

You can fire a blast of Force energy at your opponents with enough power to damage even vehicles and starships.

Prerequisites: *Force blast*, Unleashed feat.

Benefit: When you use the *Force blast* power, you can spend a Destiny Point to multiply the damage by 2.

Unleashed Force Grip

Holding an enemy in your vise grip of the Force is a trivial matter.

Prerequisites: *Force grip*, Unleashed feat.

Benefit: When you successfully use the *Force grip* power on a target, you can spend a Destiny Point to maintain the power with no concentration (requiring no action) for a number of rounds equal to half your Charisma modifier (minimum 1 round). Taking damage still requires you to make Use the Force checks to maintain the power.

Unleashed Force Lightning

The power of your Force lightning drives back your foes as they bear the brunt of your strength in the Force.

Prerequisites: *Force lightning* Force power, Unleashed feat.

Benefit: When you use the *Force lightning* power, you can spend a Destiny Point to target all creatures in a 6-square cone that originates from your square.

Unleashed Force Storm

You become a maelstrom of dark Force energy, devastating nearby foes.

Prerequisites: *Force storm* Force power, Unleashed feat.

Benefit: When you use the *Force storm* power and you spend a Destiny Point, it deals 8d6 points of damage to adjacent targets for the duration of the power.

Unleashed Force Thrust

You can hurl your foes away with incredible strength and speed.

Prerequisites: *Force thrust* Force power, Unleashed feat.

Benefit: When you use the *Force thrust* power and you spend a Destiny Point, opponents affected by the power do not add their size modifier to their Strength checks to resist the power's effect. A creature that would normally have a penalty on its Strength check due to size still retains that penalty.

Additionally, the distance you move the target is multiplied by 2. If you push the target into a larger object, the target takes 1d6 points of damage per square moved by this power.

Unleashed Move Object

You can hurl an object through the air with such incredible force that it devastates even vehicles and starships.

Prerequisites: *Move object* Force power, Unleashed feat.

Benefit: When you hurl one object or character into another object or character and you spend a Destiny Point, multiply the damage dealt by 2.

Unleashed Repulse

You hurl back any encroaching enemies, ensuring that they are no immediate threat to you.

Prerequisites: *Repulse* Force power, Unleashed feat.

Benefit: When you use the *repulse* power and you spend a Destiny Point, opponents affected by the power do not add their size modifier to their Strength checks to resist the power's effect. A creature that would normally have a penalty on its Strength check due to size still retains that penalty.

Additionally, the distance you move the target is multiplied by 2. If you push the target into a larger object, the target takes 1d6 points of damage per square moved by this power.

Force-Using Traditions

With the Jedi declared public enemies and hunted by the agents of the Empire, other Force traditions continue to flourish in secret. Often targeted just as fervently as the few remaining Jedi, members of alternative Force traditions must also keep their knowledge and powers a secret, lest they draw the attention of the Inquisitorius. In addition to the Jensaarai and the Witches of Dathomir (both presented in the Saga Edition core rulebook), the Force traditions described below have their own unique powers and philosophies that set them apart from the fugitive Jedi.

The Agents of Ossus

One of the few Force traditions to actually grow during the Dark Times, the Agents of Ossus were Force-sensitive citizens of the galaxy who grew up during the prominent years of the Empire. During Darth Vader's assault on the Jedi Temple, a young Human Jedi Padawan named Jin-Lo Rayce hid in the archives in the hope of avoiding detection by the newly named Sith Lord and his clone troopers. Rayce, who as a boy had been fascinated by the intricacies of Jedi history, had spent many long nights in the archives and was apprenticed to Jedi Knight Jocasta Nu as her most recent Padawan. As Lord Vader stormed through the Jedi Temple, Jocasta Nu went to face the Sith Lord to stop him from accessing the temple's signal beacon. Before she left, she told her Padawan to take a datapad filled with blueprints of the Coruscant underbelly and flee the Jedi Temple through underground

passages. As his Master was struck down, Jin-Lo Rayce escaped into the lower levels of Coruscant and vanished from the sight of the Empire.

For some months Rayce lived in hiding in the depths of Coruscant, avoiding Imperial patrols and subsisting on whatever he could find. Eventually he managed to stow away aboard a space transport headed to Chandrila, where he lived for a short time. Rayce bounced from one world in the Core to another, sometimes escaping to worlds in the Inner and Mid Rim, always in search of Jedi survivors, and never finding any. During his travels, Rayce came into contact with young, Force-sensitive beings who would have been discovered by the Jedi had it not been for the Clone Wars and the rise of the Empire. After spending several months on the run, Rayce eventually came to terms with the fact that the Jedi were gone. Though only half-trained himself, Rayce decided to revisit the worlds he had traveled to and train those he encountered in the ways of the Force. Over time, he created several small cells of Force-sensitive agents who could tap into their powers in, at the very least, a rudimentary way.

Jin-Lo Rayce always made sure to keep his allegiances quiet. Even though he was training students in the ways of the Force, he didn't want even a whisper of the word "Jedi" to reach Imperial ears. Having lost his lightsaber in his escape from the Jedi Temple, Rayce never tried to teach his students the use of the traditional weapon (and, in truth, he had not yet mastered it himself). Instead, he taught the basics of using the Force to guide a blaster or a vibroblade, and he instructed his students in techniques that he developed living hidden on the streets of Coruscant and a dozen other urban worlds. Eventually his students were learning techniques wholly different from the teachings that Rayce had learned among the Jedi.

Rayce decided to name his group of pupils after the planet Ossus, a lost repository of Jedi knowledge. His students, the Agents of Ossus, would be repositories of knowledge as well—only they would not be lost, but rather in hiding. The Agents of Ossus grew within a few short years to have a presence on a number of civilized worlds. These successes, however, also led to tragic failures. The Inquisitorius hunted down and eradicated a number of cells, driving most other Agents of Ossus deeper into hiding. Those who were willing to continue their training were rare, and most were far more cautious than ever before in hiding their talents and powers.

Members of the Agents of Ossus focus on using the Force to aid their survival under the heel of the Empire. Living almost exclusively in urban environments, the Agents of Ossus develop Force powers that fit with their lifestyles. They use blasters and fly starships, and they are as comfortable in the concrete jungle of a city as a Wookiee would be in the true jungles of Kashyyyk. They believe that they are the last torchbearers in a galaxy of darkness, and that their ability to use the Force—and their willingness to do so—is all that is keeping the galaxy from being plunged completely into the abyss of corruption fostered by the Empire. Though not necessarily engaged as dissidents against the Empire, by and large they choose to live outside the government's rules and regulations, and they strike out on their own path even while living among law-abiding citizens.

Membership: Any character who has the Force Sensitivity feat can become a member of the Agents of Ossus by being accepted as an apprentice by a Force adept or Force disciple who is already a member of this tradition. Additionally, any character who has the Force Sensitivity feat and is living on an urbanized world in the Inner Rim or the Core Worlds region can be a member of the Agents of Ossus.

AGENT OF OSSUS TALENT TREE

The Agents of Ossus are urban Force-users who specialize in using their powers to survive in the cities and towns at the center of civilization. Their proximity to Imperial authority necessitates both discretion and creativity among their members.

Because the Agent of Ossus talent tree is a Force talent tree, you need the Force Sensitivity feat to select these talents.

Buried Presence: You can spend a Force Point as a standard action to become immune to detection by the Force for 1 hour. During this time, you always avoid detection by characters who are using the sense force application of the Use the Force skill, and you cannot be the target of the *farseeing* power. You may use this as a reaction to another character attempting to locate you with Sense Force (but before the character locates you), and if you make a Use the Force check this power's effect immediately ends.

Conceal Other: When you use either the Buried Presence talent or the Vanish talent, you affect one other willing adjacent target, granting it the effect of that talent as well.

You can select this talent multiple times. Each time you do so, it increases the number of adjacent willing targets you affect by one.

Prerequisite: Buried Presence.

Insightful Aim: You can spend a Force Point as a swift action to substitute your Use the Force modifier for your ranged attack bonus when making attacks with a ranged weapon until the beginning of your next turn.

Prerequisite: Weapon Proficiency (pistols or rifles) feat.

Vanish: You can make a Use the Force check as a swift action to vanish from the sight of a single target within line of sight. If the result of your Use the Force check exceeds the target's Will Defense, you gain total concealment from that target until the beginning of your next turn, or until you make an attack roll or skill check against the target.

Felucian Shamans

Native to the Force-rich world of Felucia, the Felucian shamans are among the most talented natural Force-users in the galaxy. The world of Felucia is tied intimately to the Living Force, and as such the world's flora and fauna, including the Felucians themselves, can be influenced by the presence of strong agents of the Force, both light and dark. The members of the shaman caste of Felucia, aware of this potential danger, always ensure that any of

their brethren who fall to the dark side are immediately executed in the Ancient Abyss—the resting place of one of the largest Sarlaccs in the galaxy. The shamans fear, and rightly so, that allowing a powerful agent of the dark side to live on their world will corrupt not only their fellow Felucians but the planet itself.

The Felucian shamans study the ways of the Force and use it to protect their people from the dangers native to the fungal world. These shamans learn to manipulate the *Force blast* power that is second nature to all their people, using it to much greater effect. Additionally, most Felucian shamans study the healing arts and are exceptionally good at treating the various injuries and maladies that are common on such a wild, untamed world. Felucian shamans draw upon the power of the world around them for strength, and they train their fellow shamans to stay away from the dark side lest it corrupt the entire planet.

Those few Felucians who show both interest and exceptional aptitude in the Force are usually trained in the ways of shamanism whether they want to be or not. The shamans of Felucia cannot risk a potentially powerful Force-user growing up among them without receiving the training needed to avoid the lure of the dark side. These shamans are extremely careful about who they share their secrets with, and only a small handful of Force-users from other worlds have ever been trained by the Felucian shamans.



Membership: Only Felucians who are trained in the Use the Force skill are accepted into the ranks of the Felucian shamans.

FELUCIAN SHAMAN TALENT TREE

Felucian shamans learn to manipulate their natural aptitude with the Force and amplify their inherent powers in a variety of ways. In addition to the talents described below, Felucian shamans can also select the Charm Beast and Command Beast talents from the Dathomiri Witch talent tree (see page 107 of the Saga Edition core rulebook).

Detonate: When you use the *Force blast* power, you can spend a Force Point to compare the result of your Use the Force check to the Reflex Defense of all other characters, creatures, and droids within 2 squares of your target. If you exceed the Reflex Defense of those secondary targets, they also take damage from the *Force blast*, and if you fail to exceed their Reflex Defense, they take half damage instead. This is considered to be an area attack against the secondary targets (but not against the original target).

Prerequisite: Force blast.

Hive Mind: You can use the telepathy application of the Use the Force skill as a swift action, and you automatically succeed (no roll required) if your target is a willing recipient on the same planet.

Infuse Weapon: You can spend a Force Point to infuse an unpowered melee weapon (one that does not require an energy cell) with the strength of the Force, making it resistant to the attacks of other weapons. Infusing the weapon takes a full-round action. From that point forward, when you wield the weapon, its damage reduction is doubled, and lightsabers do not ignore the weapon's damage reduction. When you spend a Force Point to modify the attack roll of an infused weapon, you also add 2 × the Force Point's result to the damage roll if the attack is a success.

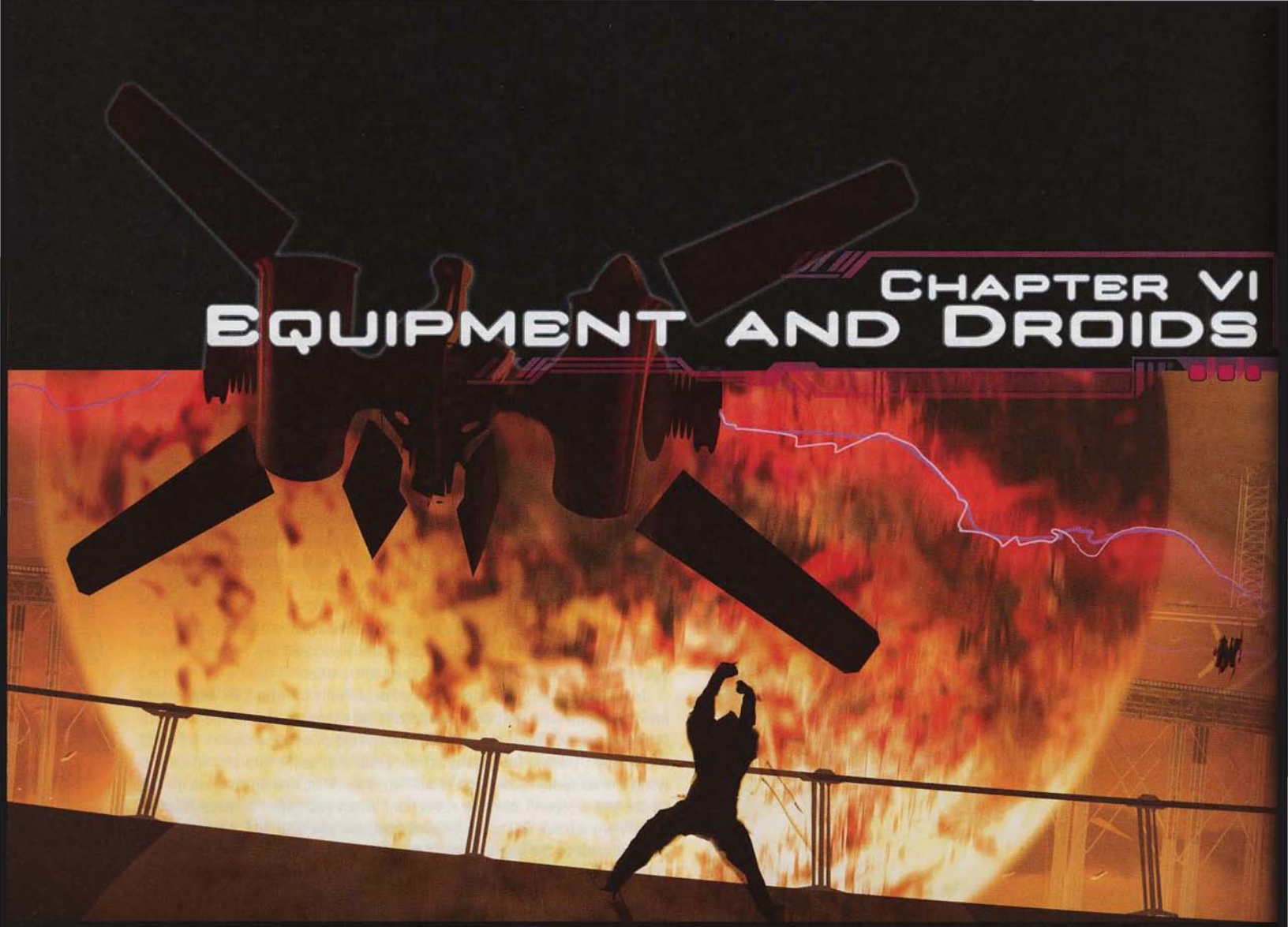
Sickening Blast: When you use the *Force blast* power, if your Use the Force check exceeds the target's Fortitude Defense, you can choose to move the target –1 step along the condition track. Doing so increases your Dark Side Score by 1.

Prerequisite: Force blast.

"THIS WHOLE PLANET HAS GONE INSANE."

– VADER'S APPRENTICE

Chapter VI
Equipment and Droids





The last years of the Old Republic saw an explosion in many fields of technology. The manipulations of the Sith brought war to every corner of the galaxy, and war often provides excellent opportunities to develop and test new machines, doctrines, and ideas. Although many ideas were not new, properly speaking, they gained new life during this era. (For instance, battle droids had been used for thousands of years, but no one had done so on the scale of the CIS in centuries.) And, as with many waves of new ideas, some that seemed promising were eventually abandoned or replaced.

Equipment in use exclusively by the Galactic Empire (or at least theoretically in use only by the Empire, before some insurgent gets hold of it) is covered in Chapter 10: The Empire.

Imperial Contraband

While the galaxy is clenched in the iron fist of the Empire, a number of items that were once merely rare or restricted become illegal contraband under the edicts of the New Order. As a result, many pieces of equipment that were legal (if tightly regulated) under the Republic are outlawed entirely, affecting not only their availability but also the penalty for being caught with such an item. Many items with a particular availability tag (licensed, restricted, military, illegal, or rare) are more tightly restricted or outright banned under the Empire. For example, lightsabers, which were once given the rare availability tag, become illegal during the reign of the Empire.

As a general guideline, the availability tags for equipment in the Saga Edition core rulebook are accurate representations of how available the item should be during the reign of the Empire, with a few exceptions. All weapons in the lightsabers weapon group are considered illegal and rare, though the Empire overlooks possession of such items for its chosen representatives. Additionally, items with a military availability cannot be obtained legally through non-Imperial channels, even local planetary militias and system defense forces (most of which are absorbed by the Empire anyway). Military-grade items obtained on the black market are considered illegal in the hands of private citizens, and those who carry them risk stiff penalties if they are discovered.

TABLE 6-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Power hammer	1,500	2d12	–	10 kg	Bludgeoning	Restricted
Vibroblade, double	550	2d6/2d6	–	4 kg	Slashing	Licensed
Vibrosword	450	2d8	–	3 kg	Slashing or piercing	Licensed
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Felucian skullblade	1,500	2d6	–	0.5 kg	Slashing	Rare
Medium						
Ryyk blade	500	2d10	–	1.5 kg	Slashing	Rare
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Guard *shoto*	7,000	2d4	–	1 kg	Energy and slashing	Rare, Illegal

MELEE WEAPONS

Melee weapons saw a major resurgence in popularity in the early years of the Empire. This change occurred because, first, the constant warfare of the Clone Wars had shown soldiers that it was often better to take out a foe with a quiet melee strike than to always depend on the firepower of a blaster. Second, the rash of new Imperial laws on the Core Worlds outlawed blasters and other ranged weapons in many places, but largely ignored melee weapons as insignificant. And third, after the destruction of the Jedi Temple, anyone who had received any amount of Jedi training was often specialized in melee combat techniques, but could not risk carrying (and often couldn't acquire) a lightsaber.

FELUCIAN SKULLBLADE

Exotic Weapon

Used in combat and ceremonies by Force-sensitive shamans on Felucia, skullblades are swordlike melee weapons made from the skulls of local animals. They are similar to crude weapons made by more primitive cultures throughout the galaxy, except for their ability to be imbued with Force energy and (when so imbued) block lightsaber strikes. This is possible because a few creatures on Felucia naturally grow trace amounts of Force-reactive crystal in their bones. Similar to crystals used for the focusing of lightsaber blades, these trace amounts aren't large enough to be harvested for any other use, but do make the skullblades surprisingly effective weapons in the hands of trained Force-sensitive wielders.

Skullblades are considered items of great honor and importance. Although they can occasionally be found on the black market, they are normally available only to those who train with Force adepts on Felucia.

GUARD SHOTO

Lightsaber

A rare variant of the short *shoto* style of short lightsaber, the guard *shoto* (also referred to as the lightsaber tonfa) has a second handle that sticks out from the main hilt at a 90-degree angle. It is possible to hold a guard *shoto* by either the main hilt or the second handle. If it is held by the second handle, the lightsaber blade can be held parallel to the forearm, allowing it to easily be used for blocks. Because a guard *shoto* is designed primarily to block other lightsabers, it is most useful when its handle is laced with phrik (a lightsaber-resistant metallic compound), an expensive process. A character proficient with the guard *shoto* gains a +2 equipment bonus on Use the Force checks to block melee attacks or to deflect ranged attacks using the Block talent or the Deflect talent. Additionally, lightsabers do not ignore the DR of a guard *shoto*.



Power Hammer

Advanced Melee Weapon

A power hammer is a durasteel bludgeoning weapon with a small gravity generator located in the head. The user triggers the gravity generator on the downward end of a swing, causing the hammer to hit with more power than the muscles of the wielder can impart to it (though it's difficult for the wielder to swiftly recover from a blow). This results in a weapon that can smash through armored plates or solid rock. Power hammers were originally used by asteroid miners. They became popular melee weapons after a few conflicts early in the history of the Empire when mining companies found their possessions claimed by the Empire, and their miners fought back.

Extra damage from the use of the Power Attack feat can be added to damage dealt to an object or a vehicle with a power hammer. If you use the Double Attack, Triple Attack, or Rapid Strike feats with a power hammer, you take an additional –2 penalty on attack rolls.

A power hammer requires two energy cells to operate.

Ryyk Blade

Exotic Weapon

A ryyk blade is a traditional Wookiee blade used for hunting, clearing paths, and (if necessary) combat. The blade is always a broad, curved design, and the handle is wrapped in leather, but the exact style varies from Wookiee to Wookiee. For a non-Wookiee to use a ryyk without having earned the right

is an insult to most Wookiees. In fact, Trandoshan slavers often carry ryyk blades from captured Wookiees just to mock them.

Wookiees who have the Weapon Proficiency (advanced melee weapons) feat are proficient with the ryyk blade. A proficient character carrying a ryyk blade gains a +2 bonus on Survival checks made for basic survival in forest or jungle wilderness.

Vibroblade, Double

Advanced Melee Weapon

The double vibroblade is essentially two curved vibroblades (designed exclusively for slashing attacks) attached to a central, twisted hilt. Though very difficult to control, when used properly it is a very effective close-combat weapon.

A double vibroblade is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a -10 penalty (although certain feats and talents can reduce these penalties).

A double vibroblade requires two energy cells to operate.

Vibrosword

Advanced Melee Weapon

The vibrosword is essentially an oversized vibroblade designed to be used in both hands. The weapon resembles many larger swords used by primitive societies, though the signs of technological enhancements can be found in both the handle and the blade.

A vibrosword requires an energy cell to operate.



Ranged Weapons

Although the blaster remains the character-scale weapon of choice for centuries before and after the Clone Wars, the pressures of war spurred research into new models of ranged weapons. New inventions were also generated in the years afterward, as those trying to avoid the New Order's restrictions on personal freedoms and weaponry sought to get around the rules, or conceal their violations. Also, despite all the Empire's efforts, only a small percentage of the weapons carried by CIS forces were confiscated and destroyed, and a carbine designed for a droid soldier still functioned in the hands of living creatures. In the fringe and Outer Rim regions, people soon learned that nearly any weapon could be concealed in the back of a speeder or under a cloak.

Bryar Pistol

Pistol

A Bryar pistol is a cut-down version of a Bryar rifle. Though it has less range than the rifle (using standard pistol ranges) and deals slightly less damage, the Bryar pistol is actually more manageable and accurate at short ranges than the rifle version.

As a swift action, you can prime a Bryar pistol for a built-up shot. If you make no attacks with the Bryar pistol before the start of your next turn, the next attack you make before the end of the encounter deals +1 die of damage and consumes 5 shots. You may not use any ability that consumes more than one shot (such as autofire or Rapid Shot) in conjunction with a primed shot.

A Bryar pistol requires a power pack to operate. After 100 shots, the power pack must be recharged.

Bryar Rifle

Rifle

A Bryar rifle is a large blaster rifle with a heftier firing chamber than on standard designs. Heavy and less accurate than most blaster rifles, the Bryar rifle makes up for its shortcomings by being able to charge up an overpowered blaster shot, allowing it to hit with much more power than typical weapons its size.

As a swift action, you can prime a Bryar rifle for a built-up shot. If you make no attacks with the Bryar rifle before the start of your next turn, the next attack you make before the end of the encounter deals +1 die of damage and consumes 5 shots. You may not use any ability that consumes more than one shot (such as autofire or Rapid Shot) in conjunction with a primed shot.

A Bryar rifle requires a power pack to operate. After 50 shots, the power pack must be recharged.

Table 6-2: Ranged Weapons

PISTOLS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Bryar pistol[1]	1,350	3d4	–	S	3 kg	Energy	Licensed
DX-2 Disruptor pistol	3,000	3d6	–	S	3 kg	Energy	Illegal

RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Bryar rifle[2]	1,350	3d8	–	S	3 kg	Energy	Licensed
DXR-6 Disruptor rifle	3,500	3d8	–	S	6 kg	Energy	Illegal
Incinerator rifle	3,500	3d6	–	S	5 kg	Energy	Military
Stokhli spray stick[2]	14,000	–	3d8	S	4 kg	Energy	Restricted

1 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

DX-2 Disruptor Pistol

Pistol

The DX-2 is a disruptor pistol built by the Tenloss Criminal Syndicate. It is illegal on most worlds and firmly outlawed by the Empire (despite its use by some Imperial special forces). Designed to disintegrate what it hits, the DX-2 tears apart targets on a molecular level, leaving gaping wounds when it does not totally eliminate a target. Used by some criminals and thugs, the DX-2 actually became more popular shortly after the end of the Clone Wars. Many shadowy figures think that if they are going to carry a weapon in defiance of Imperial law, they might as well carry a highly illegal one—and besides, it's often useful not to leave bodies behind as evidence. Despite this, disruptor weapons remain a sign of cruelty and brutality not permitted in many societies, including some criminal organizations.

As a disruptor weapon, the DX-2 treats all targets as if their damage threshold was 5 lower than it actually is. If damage from the DX-2 kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy involved in creating a disruptor beam, the DX-2 can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon.

A DX-2 requires a power pack to operate. After 10 shots, the power pack must be recharged.

DXR-6 Disruptor Rifle

Rifle

The DXR-6 is a disruptor rifle built by the Tenloss Criminal Syndicate. It is a larger version of the DX-2, and it has the same legal and social issues associated with its use.

As a disruptor weapon, the DXR-6 treats all targets as if their damage threshold was 5 points lower than it actually is. If damage from the DXR-6 kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy involved in creating a disruptor beam, the DXR-6 can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon.

A DXR-6 requires a power pack to operate. After 10 shots, the power pack must be recharged.

Incinerator Rifle

Rifle

Often used by Bothan spies to hide the evidence of their misdeeds, the incinerator rifle works on the same basic principles as the disruptor weapons popularized by the Tenloss Criminal Syndicate. Though the incinerator rifle is technically no more powerful than a standard blaster pistol, an incinerator rifle dissolves many of the molecular bonds in any target it strikes. By the time a target is killed or destroyed, the incinerator rifle has broken molecular bonds to the point where the target loses all cohesion. As a result, the wielder of this rifle can kill an enemy and dispose of the body all at the same time.

A creature or character killed by an incinerator rifle (or a droid, object, or vehicle destroyed by one) is automatically disintegrated, leaving no trace behind.

An incinerator rifle requires a power pack to operate. After 20 shots, the power pack must be replaced.

Stokhli Spray Stick

Rifle

The Stokhli spray stick is a hunting weapon designed to bring down a target without killing it. The Stokhli spray stick is one of the few long-range stun weapons in the galaxy, and high demand for the weapon has driven its price up to match. The spray stick fires a fine mist that coalesces into the form of a sticky webbing that wraps up its target as a net does. When the spray stick's webbing strikes a target, it also discharges a stun bolt that can render some of the toughest targets unconscious. Any target struck by a spray stick takes 3d8 points of stun damage; additionally, the spray stick's webbing functions as a net, allowing the attacker to initiate a grab or grapple on the target at range.

A Stokhli spray stick requires canisters of spraymist to operate. After 80 shots, the canister must be replaced, and each canister costs 100 credits.

Explosives

Those who choose to covertly fight the Empire during the Dark Times must often do so in more indirect ways. Rather than engaging Imperial troops in direct battle, many rebellious elements make use of explosives, particularly the wide variety of mines available. Whereas the explosive charges and detonite described in the Saga Edition core rulebook are most effective against structures and objects, the following explosives are primarily used against enemy troops or vehicles.

Mines, unlike traditional explosives, are designed to be placed in the ground or otherwise hidden from sight. Anyone attempting to notice a mine takes a –5 penalty on his or her Perception check. Setting a mine is a full-round action that does not require a Mechanics check. However, attaching a detonator (either timed or manual) requires a Mechanics check as usual, and supersedes the mine's normal triggering system.

Antivehicle Mine

The antivehicle mine was designed specifically to damage many types of vehicles. An antivehicle mine is placed in or on the ground (in any square adjacent to you) and is triggered when any ground vehicle enters the square in which it is placed. An antivehicle mine cannot be triggered by anything other than a vehicle moving through its square, ensuring that it is not accidentally triggered by a trooper and maximizing the damage to enemy vehicles.

An antivehicle mine damages everything in a 2-square burst radius.

Flechette Mine

A flechette mine can cause grievous harm to anyone it damages. It contains thousands of tiny shards of metal that, when the mine is triggered, fly into the air and bury themselves deeply into any targets within the blast radius. A flechette mine is placed in or on the ground (in any square adjacent to you) and is triggered when any character, creature, droid, or vehicle enters the square in which it is placed.

A flechette mine damages everything in a 2-square burst radius.

Land Mine

The standard land mine is an antipersonnel device that uses pressure sensors to determine when a target moves over it. A land mine is placed in or on the ground (in any square adjacent to you) and is triggered when any character, creature, droid, or vehicle enters the square in which it is placed.

A land mine damages everything in a 1-square burst radius.

Table 6-3: Explosives

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
Antivehicle mine	1,500	10d6	Energy	0.5 kg	Diminutive	Military
Flechette mine	1,200	8d6	Piercing	0.5 kg	Tiny	Illegal
Land mine	500	8d6	Energy	0.5 kg	Tiny	Military
Laser trip mine	700	6d6	Energy	0.5 kg	Tiny	Military
Manual trigger	100	–	–	0.1 kg	Fine	Licensed
Proximity mine	1,500	6d6	Energy	0.5 kg	Tiny	Military

Laser Trip Mine

Often used in high-security areas or in places where security is more important than the preservation of the structure, laser trip mines use a nearly invisible laser beam that acts as a tripwire to detonate the mine. A laser trip mine is placed on the ground (in any square adjacent to you) or against any other solid surface; you then designate a single solid surface within 6 squares as the laser's terminus. The mine is triggered when any character, creature, droid, or vehicle enters a square that is part of the line between the square where the mine is placed and the square that is the laser's terminus.

A laser trip mine damages everything in a 2-square burst radius.

Manual Trigger

Manual triggers can be added to any explosive, including mines. As with a timer, the manual trigger must be set with a Mechanics check. If the check is successful, you can detonate the explosive using the trigger as a swift action from anywhere within 30 squares of the explosive.

Proximity Mine

A proximity mine has a wide explosive radius and uses sensors capable of detecting shifts in air pressure to detonate the mine when anyone enters its blast radius. A proximity mine is placed in or on the ground (in any square adjacent to you) or against any solid surface and is triggered when any character, creature, droid, or vehicle enters any square within a 3-square radius of the mine (after setting the mine, you have 1 round to move away before the proximity sensors become active).

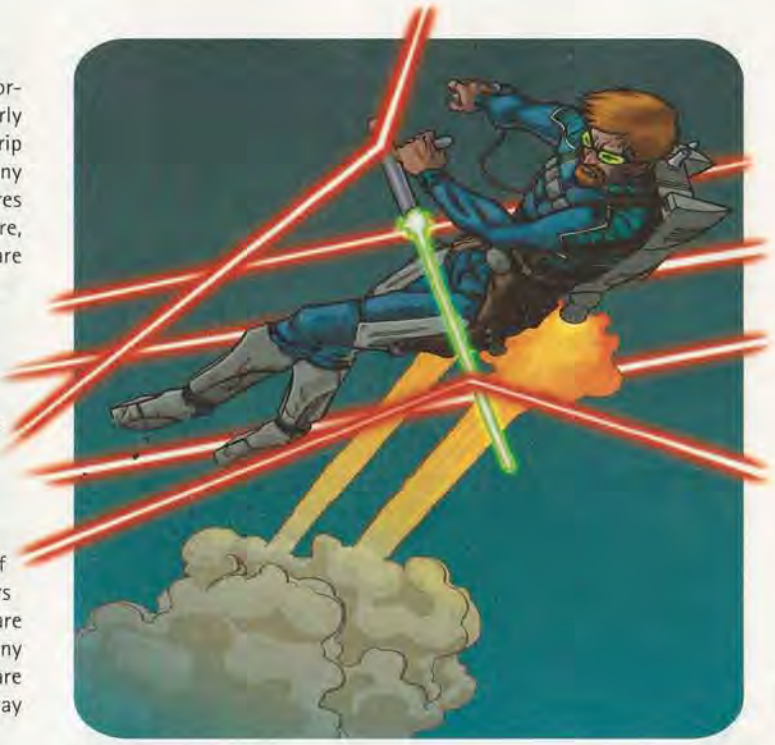
A proximity mine damages everything in a 3-square burst radius.

Equipment

Much of the new equipment common in this era focuses on concealing yourself, or something you own.

Decoy Glowrod

Though not officially manufactured by any corporation, the decoy glowrod is a piece of equipment used by enemies of the Empire and smugglers alike. This device is a fully functional glowrod with a hollowed-out handle that can be used to hide small objects. A decoy glowrod can hide up to 3 kilograms of equipment, no one piece of which can be larger than Diminutive in size. This allows the owner to hide everything from code cylinders and datacards to credit chips and small comlinks within the interior. Best of all, since the glowrod is functional, Imperial customs agents almost never suspect that such a device is being used to carry contraband. Hiding an item inside a decoy glowrod grants the user a +10 equipment bonus on Stealth checks to hide the item.



Holoshroud

A holoshroud is an advanced form of holoprojector that places a stored holographic image of a creature over the form of the creature wearing the holoshroud. This creates a nearly perfect visual illusion that moves, acts, and reacts with the wearer. A typical model is the Corellidyne CQ-3.9x Holographic Image Disguiser, though it's far from the only holoshroud on the market. The CQ-3.9x is able to store a single holographic image to disguise the wearer, though it can be changed if the user has access to other holographic images and makes a DC 15 Use Computer check.

Using a holoshroud gives you a +10 equipment bonus on Deception checks made to produce a deceptive appearance that matches the holographic image within the holoshroud. Creating or removing this deceptive appearance is a swift action (to turn the holoshroud on or off), which is not considered a rushed deception and does not take a –10 penalty for lacking the proper time.

Hush-About Personal Jetpack

A light jetpack that is engineered to produce little or no noise, Arakyd's Hush-About personal jetpack is often used by covert enemies of the Empire who are engaged in sabotage and espionage missions. A Hush-About jetpack

uses a small jet engine that produces little noise beyond a high-pitch whine, meaning that the wearer takes no penalty on Stealth checks because of speed when using the jetpack (allowing the wearer to double move or take the run action while flying the jetpack with no penalty on Stealth checks). A Hush-About personal jetpack functions in all other ways like a normal jetpack, though each fuel cell for the jet pack carries only 6 charges instead of the normal 10. Replacement fuel cells cost 100 credits.

Repulsor Pad

A repulsor pad is used mostly to ease manual labor. In essence, it is a flat board with four repulsors, one at each corner, that can be used to lift heavy objects for short-range transport. This allows a single worker to move a heavy crate or other object without the need to use a vehicle or a binary load lifter. During the Dark Times, the repulsor pad is often used by saboteurs to transport heavy machinery or by thieves to cart off large objects without the need to use noisy vehicles or droids. Each repulsor pad occupies a single square and can be used to lift an object that occupies no more space than that single square; multiple repulsor pads can be used to lift larger objects. Activating a repulsor pad (or a group of pads) is a swift action, and a repulsor pad can move along with a character if that character uses a swift action to grab and drag the pad. If two creatures attempt to pull a repulsor pad in opposite directions, they make opposed Strength checks, and the pad moves along with the victor.

Sound Sponge

This small electronic device emits sound waves in frequencies well above and below the normal range of audible sound for most species in the galaxy, using those sounds to suppress other sounds in the vicinity. A sound sponge muffles all sound in a 6-square radius, increasing the Perception check DC to hear noises coming from that area by 10.

Table 6-4: Equipment

ITEM	COST	WEIGHT
Decoy glowrod	100	4 kg
Holoshroud	25,000	0.5 kg
Arakyd Hush-About Personal Jetpack	3,750	30 kg
Repulsor pad	200	6 kg
Sound sponge	3,500	1 kg

Droids

Droids took center stage during much of the Clone Wars, a result of their heavy use by the Separatist armies. Although this period saw great strides in droid development, it also had a lasting effect on the attitudes of many who had suffered at droids' hands. Even decades later, it was not unusual to see signs declaring "Droids Not Welcome" in front of establishments on fringe worlds.

Droid Talent Trees

Droid talents work the same as the talents presented in the Saga Edition core rulebook; however, each talent is available only to droids of a particular degree. Any time a droid would normally gain a talent (such as from gaining an odd-numbered level in a heroic class), the droid can select a droid talent from among those presented below.

FIRST-DEGREE DROID TALENT TREE

Dull the Pain: As a full-round action, you can make a DC 15 Treat Injury check on an adjacent living creature to move it +1 step along the condition track.

Prerequisite: Medical Droid.

Interrogator: You can create an aura of unliving, emotionless menace that no biological creature can match, and combine it with the cruel application of medical knowledge. You can use your Treat Injury modifier on a Persuasion check to change attitude or intimidate. You must be adjacent to your target to use this ability, in addition to the normal requirements for these uses of the Persuasion skill.

Medical Droid: When you use a medpac to perform first aid with the Treat Injury skill, the creature gains 2 hit points for every point by which your check exceeds the DC (rather than the normal 1 hit point).

SECOND-DEGREE DROID TALENT TREE

Adept Assistant: When you successfully aid another character on a Mechanics, Pilot, or Use Computer check, you add +5 to the check result (rather than the normal +2).

Mechanics Mastery: You can always take 10 on a Mechanics check, even if distractions or hazardous circumstances would normally prevent you from doing so.

Vehicle Mechanic: Once per day you can spend three swift actions in successive rounds to make a DC 20 Mechanics check to restore 1d8 hit points to a vehicle and move it +1 step along the condition track. You also restore 1 hit point to the vehicle for every point by which you exceed the Mechanics check DC.

THIRD-DEGREE DROID TALENT TREE

Etiquette: When you succeed on a Persuasion check to change attitude, you adjust the target's attitude by one additional step.

Helpful: Once per turn you can use the aid another action to assist any adjacent ally on a skill check as a swift action instead of a standard action.

Protocol: You always succeed on attempts to aid another on Deception, Knowledge, and Persuasion checks (no check required).

FOURTH-DEGREE DROID TALENT TREE

Combat Repairs: Once per day, as a full-round action, you can use the Mechanics skill to repair yourself (using the repair droid application of the skill), as opposed to the normal 1 hour.

Droid Smash: You can use your mechanical strength when wielding a melee weapon. You add 2 × your Strength bonus to melee damage rolls when wielding a weapon in one hand.

Targeting Package: You can take two consecutive swift actions in the same round to activate special targeting software. When you do so, you gain a +2 bonus on attack rolls and damage rolls on your next attack if your target is at point blank range (or within reach, for melee attacks) and within line of sight.

You lose the benefit of this talent if you lose line of sight to your target or if you take any other action before making your attack. The effect of this talent stacks with that of the Point Blank Shot feat.

FIFTH-DEGREE DROID TALENT TREE

Cargo Hauler: You gain a +5 bonus on Strength-based skill checks. Additionally, you double your carrying capacity.

Environmentally Shielded: You gain a +5 equipment bonus to your Fortitude Defense against environmental hazards, including extreme atmospheric conditions and corrosion.

Power Supply: You have learned to reroute power through your system to act as a power generator, providing power to an E-Web blaster (or similar weapon requiring a power generator). Additionally, whenever you would normally spend three swift actions to recharge shields or reroute power on a vehicle or starship, you need spend only two swift actions instead.

First-Degree Droids

Although combat droids, and to a lesser extent technical and engineering droids, are shunned by many in the years after the Clone Wars as potential agents of the Separatists, first-degree droids are largely seen as being somehow different. The most common first-degree droids are medical models, too useful for many creatures to hate, and other analytical droids of this type are rarely encountered by typical civilians. Of course, many such droids were built to help run the Clone Wars, and they were much less likely to be close enough to the front lines to be damaged, making such droids plentiful and cheap in the years shortly after the war.

FX-6 Medical Droid

The FX-6 medical droid was built during the Clone Wars as a mobile, autonomous, skilled medical assistant to field medics fighting on the front line. The Grand Army of the Republic even dropped FX-6 droids into areas where fighting was planned (or already going on) to grant additional medical aid to clone trooper forces. Of course, this also means that numerous battlefields were littered with FX-6s in various states of repair, and more than one scavenger took the opportunity to add a few to his inventory.

The FX-6 is able to move over many different terrains with its three casters, a trick not available to many FX models. Many FX droids are immobile, but the FX-6 has a strong sense of balance and good movement ability over any reasonably even terrain. This additional capacity comes at the price of not including a personality package or even a vocoder, leaving the droid able to communicate only through readout panels. Although this limitation gives it a sinister bedside manner, it has no impact on the droid's ability and desire to render medical assistance. Equipped with a ring of sensors, numerous surgical tools, and multiple appendages, an FX-6 can be equipped to deal with most medical problems and to treat any species.

Produced in vast numbers and seeded on dozens of battlefields, the FX-6 is a common sight in the years after the Clone Wars. Designed as an assistant,

FX-6 Medical Droid **CL 0**
Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** darkvision, low-light vision; **Perception** +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 11 (flat-footed 11), Fort 10, Will 13
hp 5; **Threshold** 10
Immune droid traits

Speed 8 squares (wheeled)
Melee unarmed +0 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con —, Int 15, Wis 14, Cha 9
Special Qualities low-light vision
Feats Cybernetic Surgery, Improved Defenses, Skill Focus (Treat Injury), Surgical Expertise
Skills Knowledge (life sciences) +8, Perception +5, Treat Injury +13
Systems wheeled locomotion, basic processor, 6 hands, improved sensor package, darkvision
Possessions medical kit, medpac, surgery kit
Availability Licensed; **Cost** 3,800

the model is capable of performing as a full doctor when necessary, though patents often complain about its apparent lack of compassion. The model was eventually replaced by the more advanced FX-7, and later the 2-1B.

FX-6 series droids can not be played as droid heroes.

Second-Degree Droids

Always a common sight, second-degree droids exploded in popularity and sales shortly after the Clone Wars. The race for better starfighters had begun to result in numerous designs that featured astromech-droid work sockets, requiring at least one astromech per starfighter. Additionally, many repair facilities became Empire-controlled establishments featuring customs officers and careful credentials checks, encouraging fringe pilots to do more repairs on their own—for which technical droids are a huge help.

Q7 Series Astromech Droid

Designed specifically to tie in to the systems of the Alpha-3 Nimbus-class V-wing starfighter, the Q7 series of astromech droids was an experiment for its manufacturer, Industrial Automaton. Unlike the previous models of astromech, the Q7 moved by means of a repulsorlift. Although Industrial Automaton had used repulsorlift designs for simple devices such as hovercam droids and training remotes, it had never before attempted to make anything as multipurpose as an astromech with a hover capacity. Indeed, the company's efforts to give R2 models even limited flight ability with aftermarket leg-jets resulted in devices that broke down more often than they worked, forcing the manufacturer to stop supporting the flight accessories.



Q7 Series Astromech Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 11), Fort 7, Will 10
hp 5; **Threshold** 7
Immune droid traits

Speed 6 squares (hovering)
Melee electroshock probe –1 (1d8 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

Abilities Str 7, Dex 16, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Mechanics +13, Perception +3, Pilot +9, Stealth +7, Use Computer +13
Systems hovering locomotion, heuristic processor, 2 tool appendages, diagnostics package, improved sensor package, darkvision
Possessions astrogation buffer (storage device, 10 memory units), electroshock probe, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 6,500

However, the design of the V-wing required an astromech that took up little space and could get itself in and out of its work socket. A repulsor hoverdroid seemed the best answer, and IA felt the lucrative military contracts that a successful design would bring was worth the risk. After numerous prototypes (designated Q1 through Q6), a working blueprint was achieved. IA based the Q7 on the upper dome of its popular R2 series, both to save costs on retooling parts and because the R2s were well loved throughout the galaxy. Rather than a large cylindrical body, however, the Q7 had a lower dome as well, making it a hovering sphere less than a meter in diameter.

For a few years the Q7 seemed destined to replace the R2 as the company's greatest success. The smaller hovering droids were just as smart and adaptable as their bigger cousins (largely because of very similar core programming), and they had the same plucky, fearless personality that allowed them to operate in combat conditions. However, problems turned up. The repulsorlift broke down more often than tracks, cost more to repair, and had no backup system to allow locomotion when it failed. The Q7 had much less interior room, leaving it only a few standard tool and manipulator options. And finally, the V-wing was replaced by the TIE, and new Imperial military planners felt no need for astromechs in their fighter craft.

Production was stopped, and the remaining stock of Q7s was sold at large discounts. In the decades right after the Clone Wars, this made them a common sight with smugglers and Outer Rim merchants. By the time of the Battle of Yavin, the high cost of maintaining the hovering astromechs had convinced most owners to give up on them. Many were converted to R2- or R4-like tracked droids, and others had their memories transferred to entirely different models. Although a few might still be encountered as oddities, the era of the Q7 was over.

Q7 series droids can be played as droid heroes

Third-Degree Droids

Though rarely used for true military purposes, third-degree droids are often the face of the political forces behind combat forces. As a result, many models were as hated as the owners who sent them to inform local populations that an army was approaching and all buildings and possessions in the area were being confiscated. Although every major government and organization continues to use third-degree droids to ease negotiations straight though the Clone Wars and in the years beyond, the attitude of many less powerful civilians toward droids took a sour turn for many decades.

BD-3000 Luxury Attendant Droid

The BD-3000 by LeisureMech Enterprises is a serviceable protocol droid that can also be programmed to cook, do food service, pilot private repulsor yachts or starships, do tailoring, handle light administrative duties, or even serve as a nanny or (with some modification) a bodyguard. Although the droid has the capacity to speak more than a million languages and is programmed with knowledge of diplomatic ceremonies, the primary focus of the BD-3000 is to be aesthetic and complimentary. As a result, the droids were extremely popular with Senators of the Old Republic, and with the wealthy who wanted to be seen as extravagant.

A large part of the extremely high price for BD droids comes from the customized choice of shape, coloration, voice tone, and personality a customer can specify when ordering. Because of this customization, their used value is significantly lower than that of most other droids (since custom options can't be changed). As a result, when an owner no longer has any use for a BD-3000 (because it's out of date, or the owner's tastes have changed, or a newer model has come out, or the owner has been imprisoned by the Empire), the droid is often just junked or sold for parts.

However, the droids are no less functional for their lack of prestige. Criminal elements often buy or steal just-abandoned luxury droids for their own uses. Some are turned into assassin droids, and many are simply used as fancy protocol droids (although only a new BD-3000 is a symbol of status among the upper crust of society, any model is a sign of success for a crime lord). Others are radically modified and put to seedier uses (the addition of articulated lekku is fairly common, for example). Such criminal purposes are easier to arrange with BD-3000 droids, because their core programming outlaws fewer activities (they are not forbidden to impersonate deities, for example), and they come equipped with heuristic processors (to better anticipate their owners' preferences).

BD-3000 droids can be played as droid heroes.

BD-3000 Luxury Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init –1; **Senses** darkvision; Perception –1
Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 9, Will 9
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +1

Abilities Str 8, Dex 13, Con —, Int 12, Wis 9, Cha 15
Feats Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Pilot)
Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Persuasion +12, Pilot +6
Systems walking locomotion, heuristic processor, translator unit (DC 10), 2 hand appendages, compartment space (2 kg), internal comlink, locked access, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 25,000 (8,000 used)

Fourth-Degree Droids

The end of the Clone Wars convinced most military planners that droid soldiers were too easily outmaneuvered by living soldiers to be a good investment, and the market became flooded with "slightly used" droid soldiers. Though very few companies produced fourth-degree droids in the decades right after the New Order came to power, there were plenty of older models to choose from, and lots of replacement parts to fix them with. As years passed the old supply grew smaller, and droid manufacturers began experimenting with (and eventually producing) new combat droids.

Although there are always those willing to employ cheap brute force, the stigma of most Clone Wars-era military droids made them unpopular choices as soon as new options came along. Very few B1 series battle



droids were still in use by the time of the Battle of Yavin, and most of their contemporaries were similarly retired. But for a period of a few decades, running into leftover Separatist battle droids was as common as running into Rodian bounty hunters.

Junk Droids

As the Clone Wars ravaged the galaxy, the debris of battle built up at the same time, and material for high-tech items became scarce. Inevitably, numerous groups turned to recycling, repurposing, and just rebuilding broken bits of technology to suit their needs. This was particularly common on worlds ravaged by ground fighting in major cities, and worlds filled with junk, such as Raxus Prime. When such jury-rigged efforts were turned to creating automatons, the results were cobbled-together "junk" droids.

Although junk droids could conceivably be built out of any spare droid and vehicle parts and set to any needed task, the majority fall into three broad groups: regular, brute, and behemoth. Regular junk droids were approximately Human size and shape and generally used for common labor tasks. Because they were fairly fragile, they were often equipped with a shield or blocking limb to help prevent damage in the course of their duties. Brute droids are larger and more likely to be quadrupeds, built to be strong and solid rather than flexible. They are used as beasts of burden and brute-force guards. Behemoth droids are always specialty-built, often to serve as walking power plants or armored carriers. Many have a storage space to carry a Small creature safely within.

Because junk droids have mashed-together programming, they are considered dangerous by most civilized people. They might go on a rampage, confuse orders, or even start building more of their own kind if there's junk enough to do so. Although they were fairly common just after the Clone Wars, as the supply of high-tech components decreased, so did the popularity of junk droids.

Regular junk droids can be played as droid heroes, but brutes and behemoths cannot be.

Junk Droid **CL 1**
Medium droid nonheroic 3
Init +4; **Senses** Perception +5
Languages Binary

Defenses Ref 14 (flat-footed 11), Fort 13, Will 10
hp 12; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee hand +4 (1d3+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +5

Abilities Str 15, Dex 16, Con –, Int 10, Wis 8, Cha 8
Feats Improved Defenses, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +8, Jump +8, Mechanics +6, Perception +5
Systems walking locomotion, heuristic processor, 1 hand
Availability Rare; **Cost** not available for sale (estimated cost 2,610)

Brute Junk Droid **CL 3**
Large droid nonheroic 9
Init +7; **Senses** Perception +8
Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 18, Will 10
hp 43; **Threshold** 23
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +13 (1d6+7) or
Melee unarmed +17 (1d6+11) with Powerful Charge
Fighting Space 2×2; **Reach** 2 squares
Base Atk +6; **Grp** +18
Atk Options Powerful Charge, Running Attack

Abilities Str 25, Dex 16, Con —, Int 10, Wis 8, Cha 8
Feats Improved Defenses, Powerful Charge, Running Attack, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +16, Jump +16, Mechanics +9, Perception +8
Systems walking locomotion, heuristic processor, claws
Availability Rare; **Cost** not available for sale (estimated value 3,200)

Behemoth Junk Droid **CL 4**
Huge droid nonheroic 12
Init +5; **Senses** Perception +11
Languages Binary

Defenses Ref 10 (flat-footed 10), Fort 23, Will 11
hp 63; **Threshold** 33
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +12* (1d8+21) or
Melee unarmed +16* (1d8+27) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +31
Atk Options Bantha Rush, Power Attack, Powerful Charge

Abilities Str 34, Dex 12, Con —, Int 10, Wis 11, Cha 8
Feats Bantha Rush, Improved Defenses, Power Attack, Powerful Charge, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +23, Jump +23, Mechanics +11, Perception +11
Systems walking locomotion, heuristic processor, claws
Availability Rare; **Cost** not available for sale (estimated value 5,000)
** Includes 9 points of Power Attack.*



Chapter VII
VEHICLES AND STARSHIPS





The history of vehicle technology and design takes a significant downward turn in the early years of the Empire. After years of new ideas, designs, and concepts being produced rapid-fire to fight the Clone Wars, a period of much more modest technical advances settles in. The reason for this is partly a vast stock of ships left over from those wars, and mostly the Empire's desire to maintain strong control over the galaxy.

Vehicles are an important part of any military or paramilitary organization, especially one that hopes to oppose (in whatever small way) the Empire. With the New Order firmly in power and the Clone Wars ended, many sources of military vessels are shut down by Imperial decree, while others are placed under the Empire's control. The Empire's chosen suppliers are free to continue to design, test, and develop new ideas and models, but much of the competition that spurs innovation is shut down for many years, and will remain that way until the Rebel Alliance and its sympathizers begin working to produce vehicles to end the Empire's rule.

New military craft are in short supply, sold legally only to those who have the Empire's blessing or in areas outside the New Order's growing control. Many vehicles are produced as "armed civilian" models in the hope of slipping them past Imperial inspectors without seeming too militant. Others become "gray market" items, available to those who know how to find them but technically illegal. And, of course, vehicles originally manufactured and marketed with legitimately peaceful purposes are increasingly modified in private yards and fringe worlds to serve more martial needs.

The vehicles and starships presented in this chapter are common in the years between the end of the Clone Wars and the Battle of Yavin, representing not so much the best conceivable but more the best available. Though not all are used for military purposes, most are pressed into fighting in enough cases to make mention of them worthwhile. They are in the hands of pirates, smugglers, planetary defense forces, large cartels or corporations, and small organizations readying to fight against the growing tyranny of the New Order.

Vehicles and starships in use exclusively by the New Order are detailed in Chapter 10: The Empire.

Wheeled Vehicles

Wheeled vehicles include any vehicle restricted exclusively to traveling along the ground's surface through means other than repulsors or legs. This is a more primitive technology than most alternatives, and it's generally easier to use speeders for everything from transport to cargo hauling to joyriding. However, the same kinds of conditions that made walkers successful on some worlds (high-energy fields or high dust environments that knock out the repulsors in speeders) make other kinds of ground vehicles popular in some fringe areas. The New Order assumed that any ground vehicle that was neither a walker nor a speeder was not a military threat, briefly sparking renewed interest in such older technologies.

Armored Groundcar

A groundcar is similar to a speeder, but it uses wheels rather than repulsors for motive power. These vehicles range in size from single-passenger scooters to massive passenger or cargo vehicles. Groundcars are most common on fringe worlds or in manufacturing plants that have high-energy fields, though they are also sometimes used for simple maintenance jobs when a more advanced vehicle isn't required. Because groundcars tend to have more spare carrying capacity than speeders and are cheaper, many outlaw groups and bounty hunters turn to armoring groundcars for use as simple light tanks in the years after the Clone Wars. Although such vehicles are nowhere near as powerful as true military groundcars (such as the Juggernaut series of military wheeled vehicles), they can provide a considerable advantage over targets on foot or in unarmored vehicles. The statistics here represent a fairly typical groundcar with armor and a few weapons added on afterward, such as are found on a thousand fringe worlds during the Dark Times. Such modified vehicles were sometimes called warcrawlers.

Armored Groundcar CL 5
Huge ground vehicle
Init +10; **Senses** Perception +5

Defenses Ref 17 (flat-footed 15), Fort 21; +6 armor
hp 140; **DR** 5; **Threshold** 31

Speed 6 squares (max. velocity 90 km/h)
Ranged 2 blaster cannons +1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +21

Abilities Str 32, Dex 14, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 3 (normal); **Passengers** 8
Cargo 300 kg; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 25,000 (13,000 used)

Blaster cannons (gunner)
Atk +1, **Dmg** 3d10×2

Speeders

Speeders are the standard for all planetary vehicles, a fact that doesn't change after the rise of the New Order. Though military speeders see less new sales during this time, military adaptations of civilian landspeeders are common.

Arrow-23 Landspeeder

The Aratech Arrow-23 Landspeeder is an enclosed speeder truck designed for hunters and adventurous tourists on fringe worlds. It has a comfortable interior (or a luxury interior for 10,000 credits more), a rugged exterior able to resist most animal attacks (and some blaster fire), and extensive cargo capacity. It is also one of the fastest commercial landspeeders on the market, a quality that endears it to many police forces and bounty hunters. It's easily modified, and it can be found serving as a security transport for

Arrow-23 Landspeeder (Paramilitary) CL 2
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **Threshold** 31

Speed 12 squares (max. velocity 400 km/h)
Ranged laser cannon +1 (see below) and grenade launcher +1 (see below)
Fighting Space 3×3; **Cover** total (+5 for gunner)
Base Atk +0; **Grp** +9

Abilities Str 32, Dex 19, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 800 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 10,800 (3,400 used)

Laser cannon (pilot)
Atk +1, **Dmg** 4d10

Grenade launcher (gunner)
Atk +1, **Dmg** 4d6, 2-square burst



V-35 Courier



Zephyr-G Swoop

VIPs, a prisoner transport, a light scout, and a ground smuggling vehicle in addition to its normal civilian uses.

It also lends itself to service as a light military craft, often called a "tramp shuttle," though it lacks the capacity to mount more than a few weapons. Most weapons must be mounted on open turrets, to be fired by a gunner who is only partially concealed by the speeder's body. A typical combat model is presented below; the civilian model has no weapons and costs 4,000 credits less.

Flare-S Swoop

The Mobquet Flare-S is considered by many to be the perfect swoop bike. After the New Order outlawed Podracing, those who wanted to engage in high-speed, high-risk sports turned to swoop racing, and the Flare-S quickly became the most common swoop bike on the race circuit. The Flare-S is extremely powerful, has a maximum altitude of 350 meters (it can be modified with a DC 15 Mechanics check to reach an altitude of several kilometers), and is much faster than standard speeder bikes. It is also extremely dangerous to fly, with few safety systems. Professional swoop racers sometimes add deflectors to their bikes (granting them SR 5), but doing so is an expensive modification, running 20,000 credits, and rarely saves lives.

The Flare-S is also popular with gangs, mercenaries and bounty hunters. A "swoop culture" of high-risk, stunt-oriented behavior exists on many worlds, and the dividing line between amateur swoop racers and criminally minded swoop gangs is often fuzzy. The Flare-S has sufficient power to mount heavy weapons (though not in addition to deflectors) and is sturdy enough that many survive longer than their riders.

Flare-S Swoop **CL 3**
Large air vehicle (speeder)
Init +10; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 15; +2 armor
hp 50; **DR** 5; **Threshold** 20

Speed 12 squares (max. velocity 650 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +2; **Grp** +12

Abilities Str 20, Dex 20, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 2 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,750 (1,500 used)

V-35 Courier

The V-35 courier is an extremely common, cheap, durable landspeeder designed for families and small businesses. Built by SoroSuub decades before the Clone Wars, the V-35 is a top seller until midway through the Galactic Civil War, when newer models finally end its long and successful run. Even then, the V-35 turns up regularly on fringe worlds (Luke Skywalker's Uncle Owen kept a V-35 for family business on his Tatooine moisture farm).

In addition to being durable and having a good cargo capacity for a private speeder, the courier is popular because it offers total cover to those inside. Although it lacks the armor for this feature to be of much military value, it does allow those who would rather not be seen coming and going an excuse to travel incognito. Though no one normally bothers, it is possible to mount a small weapon turret on the vehicle's roof, tied to its scanner scope.

V-35 Courier CL 2
Large ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 8 squares (max. velocity 105 km/h)
Fighting Space 2×2; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 1 (normal); **Passengers** 2
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 8,000 (2,500 used)

Zephyr-G Swoop

The Zephyr-G swoop bike is a speeder bike designed for sport racing, but sturdy enough to be used as a utility vehicle as well. Like most swoops, it emphasizes speed and power over safety and maneuverability. The Zephyr-G has inhibitors that prevent it from hovering more than 6 meters above the ground, but if those are disabled (Mechanics DC 15), it can rise to nearly a kilometer. It's also possible to mount pistols or rifles to the swoop, though the frame lacks the bracing for heavy weapons.

The Zephyr-G has far more power than it needs, a feature that allows it to carry a passenger (uncomfortably unless the seat is modified) and some extra materials. Though stock models don't include any cargo capacity, it costs only 10 credits to add cargo panniers capable of holding 100 kg of gear. These factors are a large part of why it proved popular with fringe-world buyers, despite its relatively slow speed for a swoop. (Owen Lars owned a Zephyr-G, which Anakin Skywalker borrowed to search for his mother.)

Zephyr-G Swoop CL 2
Large ground vehicle (speeder)
Init +8; **Senses** Perception +5

Defenses Ref 15 (flat-footed 11), Fort 17; +2 armor
hp 50; **DR** 5; **Threshold** 22

Speed 12 squares (max. velocity 350 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +12

Abilities Str 24, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,750 (1,500 used)

Heavy Speeders

A number of military setbacks suffered by speeders of different types during the Clone Wars convinced the Empire that it was safer to trust walker designs for most heavy ground vehicles. This decision left many repulsorlift manufacturers with significantly fewer government contracts, leading them to try innovative new designs and seek out new markets. Before the Empire shut down many of these avenues, heavy speeders found their way into the hands of numerous independent groups. Some were used as light tanks or mobile command platforms, while others served as military cargo or troop transports.

A-A5 Speeder Truck

The speeder truck is a common sight on numerous worlds, since it's the fastest and most economical way to carry tons of cargo. The Trast Heavy Transport A-A5 speeder truck is a typical example of dozens of different heavy cargo speeder designs. It is found on numerous different worlds throughout the Clone Wars, the rise of the New Order, and the Galactic Civil War.

The A-A5 was designed for hard duty on rough worlds, and as such it was covered in heavy armor plates to protect it (and its cargo) from harsh environmental conditions. Its three-person crew cabin makes it perfect for long runs over several days, allowing the crew to drive constantly by sleeping in shifts (two small bunks fold out of the cabin's back wall). Its internal cargo capacity is an impressive 25 tons, and its interior cargo bays have more fold-out benches, allowing the vehicle to carry twenty-five people securely.

A number of groups, especially militias and insurgents, use A-A5 speeder trucks as simple troop transports, depending on their armor and range to move infantry into the thick of battle. Although it serves reasonably well in this capacity, and requires no modifications that would cause it to stick out during an Imperial customs inspection, the A-A5 is not truly tough enough

for frontline military duty. Much of its toughness is a result of its size, and though an A-A5 might well survive an attack by infantry troops or even those on AT-RTs, if it faced a similarly sized military vessel (such as an AT-AT), the A-A5 would be destroyed in moments.

A-A5 Speeder Truck **CL 5**
Colossal ground speeder
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 19; +13 armor
hp 100; **DR** 15; **Threshold** 69

Speed fly 8 squares (max. velocity 160 km/h)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +29

Abilities Str 28, Dex 14, Con —, Int 14
Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5

Crew 3 (normal); **Passengers** 25
Cargo 25 tons; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 30,500 (8,000 used)

FREERUNNER

The Freerunner is a heavy military speeder designed by KAAC (the Kelliak Arms and Armor Company) to be the ultimate in fast, flexible military ground craft. Its advertising claims it's able to take on advanced scout, supply escort, or even frontline combat duties. Its development just after the Clone Wars is a case of bad timing, however, since the Empire has already decided to move to walkers and tracked vehicles. With no major contracts forthcoming from the New Order, the Freerunner is a financial disaster for its manufacturer, which goes bankrupt as a result.

The remaining stock is available for sale to anyone who has the credits and proper licenses (or fair forgeries). The Freerunner is popular with planetary defense forces, major cartels, and large gangs. Numerous minor arms dealers have managed to acquire dozens of the speeders, and auctions on fringe worlds are not difficult to find. Though provided with a basic weapon load from the factory, many Freerunners are now sold without weapons (though the dealers are happy to sell a few blasters at a modest additional cost).

The Freerunner is broken into two main sections—the cockpit and the weapons platform. The cockpit is open to the air to increase the pilot's field of vision, but this also increases vulnerability. Many owners take the time to fully enclose the cockpit (an additional 1,000 credits). The independent weapon platform allows the Freerunner to carry up to four weapon systems and swap them out quickly and easily (DC 15 Mechanics check and 1 hour, if appropriate facilities are available). Though designed to be fired by gunners in the weapon platform, the armaments can also be fired by the pilot or copilot, though at a -5 penalty.

In truly hazardous regions, KAAC Freerunners are sometimes used as VIP transports and even corporate ground shuttles. They are more commonly found in use as assault vehicles for major city police forces and as medium tanks for mercenary fighting companies.

KAAC Freerunner **CL 7**
Gargantuan ground speeder
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 26; +8 armor
hp 160; **DR** 10; **Threshold** 46

Speed fly 10 squares (max. velocity 300 km/h)
Ranged 2 heavy laser cannons +4 (see below) and 2 blaster cannons +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +34

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 5 (skilled); **Passengers** 6
Cargo 250 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 140,000 (110,000 used)

Laser cannons (gunner)
Atk +4, **Dmg** 5d10×2

Blaster cannons (gunner)
Atk +4, **Dmg** 4d10

STARFIGHTERS

Starfighters are the most basic military vessel for space combat, serving roles as varied as patrol craft, armed transports, escorts, attack vessels, and bombers. They are also much easier to conceal than larger military ships. An Imperial customs ship can see at a glance whether a Corellian Corvette is armed with turbolasers—but determining if the ships in its hangar are defenseless shuttles or M3-A Scyks is much more difficult. As a result, the starfighter is the ship of choice for criminal cartels, independent mercenaries, and insurgents. Many of the thousands of starfighters that served during the Clone Wars continued to see use in the decades that followed, and many other craft became increasingly common in the fight against the New Order as well, though none had the success that would later be captured by the X-wing design.

H-60 Tempest Bomber

Designed by Slayn & Korpil, the H-60 was developed in the last decades of the Old Republic but saw little use during that time. Its need for regular maintenance, as well as its unusual flying wing design with a cockpit at each end of the main body, made it unpopular with Republic naval planners. Seen as a failure, small stockpiles of the ships were left in Republic scrap yards to be salvaged for parts. Many of those were illicitly sold off to independent concerns once the New Order came to power, where the bombers enjoyed moderate success for a number of years. Ultimately the design was not flexible enough to compete with more modern starfighters, though the best design elements of the H-60 were incorporated into the B-wing designed decades later for the Rebel Alliance.

H-60 Tempest Bomber CL 7
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 15 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged laser cannons +3 (see below) and medium concussion missiles +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 16
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 4 (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 20 medium concussion missiles
Hyperdrive none
Availability Restricted; **Cost** 175,000 (125,000 used)

Laser cannons (pilot)
Atk +3 (-2 autofire), **Dmg** 5d10×2
Medium concussion missiles (gunner)
Atk +3, **Dmg** 9d10×2, 2-square splash

Though fairly slow and lacking a hyperdrive (though many owners install one as an aftermarket modification), once an H-60 gets to a battle it is reasonably effective. The dual-cockpit design allows an H-60 to carry an extensive crew (with a copilot behind the pilot, and a systems operator behind the gunner) so it can operate all systems simultaneously. The drawback to this system is the high demand for trained crews, especially compared to a Y-wing. For heavy targets, the concussion missiles are launched while linked; softer foes can be targeted by just one (dealing only 8d10×2 points of damage, but also using only one missile from the payload).

M3-A Scyk Fighter

The M3-A fighter is an extremely basic starfighter produced under unusual circumstances. Although MandalMotors supported the Confederacy of Independent Systems during the Clone Wars, the Empire needed as many starships and as much tax revenue as it could amass once it came to power. To eliminate the chance of MandalMotors working against the Empire, an Imperial advisor was placed to oversee the operations of the company.

However, this position was subject to both deception and bribery. MandalMotors did a brisk business with semilegitimate organizations, such as the Zann Consortium and Hutt business enterprises, often customizing starships for groups that the Empire would prefer not have such vessels. One of the biggest early sellers to such groups was the Scyk, which was just dangerous enough to be worthwhile, without being so advanced as to draw Imperial attention. Production of the starfighter ended at about the time the Rebel Alliance became active, though ships enjoyed a lively secondary market of sales and modifications.

The Scyk has two strong points—it's cheap, and its weapon mount is designed to handle nearly anything. Though generally produced with a single laser cannon (as represented in the statistics here), it 's easy to swap out the weapon for an ion cannon, concussion missiles, or proton torpedo launcher (with a six-missile payload), or even a more unorthodox weapon of roughly the same size and power. Large organizations used this versatility to create small wings of starships with complementary weapon mixes (for example, six Scyks with lasers, three with ion cannons, and three with proton torpedo launchers), while individual pilots benefit by easily replacing or upgrading damaged weapons anywhere in the galaxy.

The Scyk also mounts a hyperdrive, but lacks either a navicomputer or an astromech port for hyperspace coordinates. The starfighter depended on an allied ship to compute its hyperspace jumps, and generally used the system only to go from port to port (where such aid can generally be bought), or to jump with a squad supported by a larger, navicomputer-equipped starship.

M3-A Scyk Fighter **CL 7**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 27; +8 armor
hp 130; **DR** 10; **SR** 20; **Threshold** 47

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged laser cannons +1 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32

Abilities Str 44, Dex 18, Con —, Int 12
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2
Availability Restricted; **Cost** 75,000 (35,000 used)

Laser cannons (pilot)
Atk +1, **Dmg** 4d10×2

NovaSword Space Superiority Fighter

The NovaSword is Subpro's attempt to break out into a larger, galaxywide market. Despite the fact that Subpro designed many successful starships and aided in the design of some of the most successful designs of its era (such as the Z-95 Headhunter), its location far from the Core Worlds causes it to be seen as a second-rate designer. Although Subpro made many designs built by the Incom Corporation (including the ARC-170), Subpro never received a full share of the money made, nor extensive credit for its part in these designs. Not wanting to be dependent on Incom, early in the Clone Wars Subpro sets out to build its own successor to the Z-95, a multipurpose starfighter named the NovaSword.

The NovaSword is a nimble, powerful craft that boasts many improvements over the Z-95. With fair shields, high speed, great maneuverability, and an integral hyperdrive, the NovaSword is a versatile fighter able to act as an interceptor, light bomber, or scout. The vessel is designed to be operated by a single pilot, but it has a second seat that can be used by a passenger or can hold a copilot, commander, system operator, or engineer (though not a gunner). This feature allows a small force to assign just one trained pilot to each NovaSword and have an effective fighting force, or a larger organization to assign two crewmembers per fighter to gain additional utility from each ship.

The design should be a great success. However, Subpro's reputation prevented the Old Republic (and later the Empire) from buying any of the new fighter, and relatively low numbers were built. Although a few planetary defense forces and large business groups buy small fleets of NovaSwords, they are most commonly sold to private buyers, including mercenaries and bounty hunters. The high price of the starfighter is one reason its success has been limited to wealthier groups.

The Separatists managed to buy several dozen NovaSwords for use by elite commanders in their fleet. Durge used a NovaSword as his personal fighter for much of the Clone Wars. When the X-wing was produced by Incom several years later, the NovaSword was largely forgotten.

NovaSword Space Superiority Fighter **CL 7**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 26; +7 armor
hp 110; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 42, Dex 22, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 3 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 145,000 (65,000 used)

Laser cannons (pilot)
Atk +5, **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +5, **Dmg** 8d10×2, 2-square splash

R-41 Starchaser

The R-41 Starchaser is a solid starfighter built to compete with the Z-95 Headhunter. It has a good mix of weapons, speed, and durability, but its design provides no place for a droid. This limitation prevents it from making full use of its wide array of weapons, though the pilot does have the luxury of selecting the best weapon for specific attack runs. Even so, the R-41 lacks the widespread popularity of many other starfighters from the same era, and

by the end of the Clone Wars it is clearly outmatched by modern starships. The Starchaser is cheap and dependable, if not spectacular, and thus is often used by groups that are unable to arrange for regular maintenance, such as pirates and criminal organizations.

The other main fault of the R-41 is a lack of heavy armor or internal hull bracing, leaving its overstuffed frame vulnerable to well-placed hits from enemy fire. Expert pilots often get around this flaw by flying very defensively, managing to avoid taking as many hits while using the Starchaser's armament to lethal effect. Indeed, some ace pilots claim that knowing their ship is more fragile encourages them not to take chances, and many more modern starfighters have been eliminated by well-flown R-41s using this philosophy.

A two-seat version of the ship exists, the R-42 Starchaser. Other than having a seat for a gunner, the ship is identical to the earlier model. The R-42 is much less common, with only a few hundred having been manufactured before Hoersch-Kessel Drive, Inc. gave up on the design entirely. The two-seat ships are more effective, but less popular with the crowd that makes up most of the Starchaser buying market.

R-41 Starchaser **CL 9**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 24; +6 armor
hp 100; **DR** 10; **SR** 20; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannons +6 (see below) or
Ranged ion cannon +6 (see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +29

Abilities Str 38, Dex 20, Con —, Int 18
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 2 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 115,000 (55,000 used)

Laser cannons (pilot)
Atk +6, **Dmg** 5d10×2

Ion cannon (pilot)
Atk +6, **Dmg** 3d10×2 ion

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2, 2-square splash

Toscan Multipurpose Fighter

Built by Shobquix Yards (using a cockpit designed by Koensayr and later appearing on the Y-wing), the Toscan MPF (multipurpose fighter) was designed well before the Clone Wars as an open-frame starfighter for other shipyards. The base model, the Toscan 8-Q, has a ×2 hyperdrive, weak shields, basic navicomputer, and life support for a pilot installed, but carries only a basic weapon package of two laser cannons. Extensive room is left for heavier weapons, more crew space, additional maneuvering thrusters, greater cargo capacity, or whatever other improvements are desired. The idea was that other shipyards would buy the Toscan and make whatever modifications were required to fill various starfighter roles. Expecting huge

Toscan 8-Q **CL 8**
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 27; +7 armor
hp 120; **DR** 10; **SR** 10; **Threshold** 47

Speed fly 14 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged laser cannons +2 (see below) and medium concussion missiles +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

Crew 2 (normal); **Passengers** 3
Cargo 440 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 12 medium concussion missiles
Hyperdrive ×1, navicomputer
Availability Licensed; **Cost** 180,000 (40,000 used)

Laser cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 4d10×2

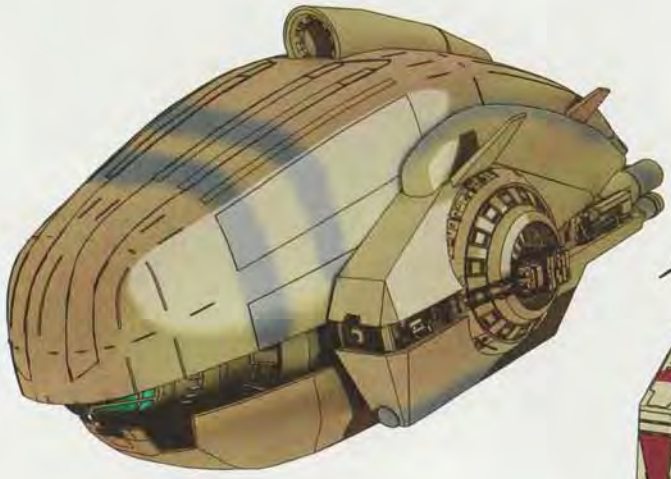
Medium concussion missiles (gunner)
Atk +2, **Dmg** 8d10×2, 2-square splash

sales numbers, Shobquix produced the Toscan frame in enormous numbers. Overall, the program was a horrible failure.

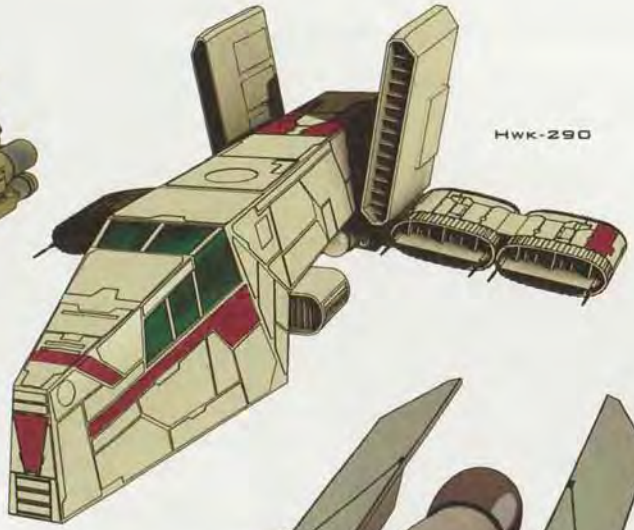
The problems with the idea were twofold. First, most shipyards prefer to custom-design their own starfighter frames from the ground up. Second, the cost of a modified Toscan (with both Shobquix and whoever "finished" the starfighter taking a profit) was too high compared to its final capabilities. A few hundred were bought by various shipyards as test vehicles (Sienar in particular built several gunship Toscans, with quad laser cannons and dual ion cannons as test beds for systems later added to the Skipray blastboat), but most were sold at discount to private buyers. Such Toscans rarely live up to their potential (since private buyers lack the resources of a full shipyard), but most could at least add some cargo and passenger capacity. The statistics here represent a "typical" Toscan, though many can be found with both heavier and lighter weapon loads.

Zebra Starfighter

The Zebra starfighter is a single-pilot starfighter built by Hyrotii Vehicle Works. The simple craft (looking more like an airspeeder than a starfighter) has no hyperdrive and only moderate shields, but is built around two heavy, linked laser cannons that are supposed to give it the firepower to make attack runs on well-armored targets. In practice, the Zebra is too slow to be of much use except in large numbers, or against immobile targets such as ground installations (though even then the lack of missile weapons reduces its chance of killing bigger targets). However, for many years after the establishment of the New Order the Zebra is the best starfighter many non-Imperial forces can get their hands on. By the time X-wings and similar craft are more available, the Zebra loses its popularity and becomes a second-line fighter.



Maka-Eekai L4000



Hwk-290



M3-A Scyk Fighter

Zebra Starfighter CL 6
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 13 (flat-footed 12), Fort 27; +7 armor
hp 120; **DR** 10; **SR** 15; **Threshold** 47

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +1 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (heavy laser cannons)

Abilities Str 44, Dex 12, Con —, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 65 kg; **Consumables** 1 day; **Carried Craft** none
Hyperdrive none
Availability Restricted; **Cost** 80,000 (30,000 used)

Heavy laser cannons (pilot)
Atk +1 (–4 autofire), **Dmg** 6d10×2

Space Transports

With the end of open warfare, and the beginning of efforts to avoid the all-encompassing Imperial navy, space transports become the most common starships seen anywhere in the galaxy. They were found on every side of every conflict. Businesses used them to break shipments into smaller units to avoid losing all their cargo to a single pirate raid, while pirates used them to make those raids. Smugglers used them to ship contraband through Imperial blockades, legitimate independent merchants carried small cargoes to fringe worlds, the Empire used them to patrol as many worlds as possible, and insurgents used them to fight the Empire in hundreds of ragtag, uncoordinated efforts to stop the spread of tyranny.

The scope of the Clone Wars was so vast that no effort to recover the weapons used could even begin to be comprehensive. Numerous ships used for troop transports or light skirmish vessels were converted into space transports, with a surprising amount of firepower hidden under jury-rigged modifications. Even more military weapons were cut out of wrecked spacecraft, and added to space transports just big enough to accommodate them. The New Order soon discovered that any merchant vessel could turn out to be a pocket warship with no warning.

CEC Hwk-290

The Corellian Engineering Corporation designed the Hawk series of transports in the decades before the Clone Wars, in an effort to break into a new market for small, fast cargo ships. Although the YT-series of ships was wildly successful financially, it was seen by the galaxy at large as being rugged but ugly—tramp ships for tramp captains. The Hawk line was aimed at more upscale clients—wealthy merchants in need of ships to land at resort worlds without being an eyesore, and nobles or politicians in need of a cargo craft for personal business that wouldn't lower their prestige. The line was a modest success, but never hit sales numbers to rival YT-series ships, and it was discontinued during the Clone Wars to make way for more military production.

The Hwk-290 is the most prevalent of the Hawk-series of freighters, and a common sight through the Clone Wars and the first few decades of the New Order. It is extremely nimble for a cargo vessel, depending on maneuverability rather than strong shields or armor to survive attack. Stock versions of the ship have no weapons, but as with most CEC models, it's easy to add a few lasers as modifications. (Linked blaster cannons are the most common addition, and two sets are included in the statistics here.) Ships actually intended for military use (such as the *Moldy Crow*, used by Kyle Katarn among others) can carry more than twice as many weapons, though at the expense of some cargo capacity.

Hwk-290 CL 9
Colossal space transport
Init +0; **Senses** Perception +5

Defenses Ref 17 (flat-footed 12), Fort 28; +12 armor
hp 160; **DR** 15; **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged 2 blaster cannons +2 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +38

Abilities Str 46, Dex 20, Con —, Int 14
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 150 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 135,000 (55,000 used)

Blaster cannons (pilot, gunner)
Atk +4, **Dmg** 5d10×2

Gallofree Yards Maka-Eekai L4000 Transport



Gallofree Yards Maka-Eekai L4000 Transport

The Maka-Eekai L4000 is among the largest transports ever built for the independent freighter market. Although bulk freighters are often much more massive, the Maka-Eekai is still designed to be operated by a single independent captain, rather than a large corporation, well-connected cartels, or a government. Though two-thirds the size of Gallofree Yards' common GR-75 medium transport, the Maka-Eekai has less than 10% of the cargo capacity due to its focus on comfort and maneuverability rather than just storage space. The hope was that wealthy independent merchants would pay a premium to haul their loads in comfort and style.

The design program that produced this model began in the latter days of the Old Republic, and the first model rolled off the line just as the Clone Wars began in earnest. As a result, sales were poor, prompting the manufacturer to cut the price considerably. Although this tactic did boost sales, the financial hit sustained by Gallofree Yards was considerable, and the manufacturer never truly recovered. No further production runs were attempted, and though the Maka-Eekai is a common sight in the years shortly after the Clone Wars, a few years after the Battle of Yavin most are gone. Because they shared many components with larger transports, most Maka-Eekai are eventually scrapped for parts to repair larger ships that have ten times their cargo capacity.

Most Maka-Eekai are configured primarily as cargo haulers, with room for only a few passengers but hundreds of tons of cargo. It's possible to convert cargo space into roomy accommodations, at the rate of 10 tons of cargo per additional passenger (to a maximum of forty passengers). Many Maka-Eekai are produced with different cargo/passenger mixes as standard stock options at no additional cost. Of course, most of this tonnage goes to stowage for six months of food for an additional person as well as more life support equipment, living facilities, and galley space—people carried in cargo space for only a very short trip (such as refugees) don't take up anything close to 10 tons.

The only armament in a stock Maka-Eekai is the two double laser cannons mounted in turrets on either side of the ship. However, a common addition is a set of linked laser cannons in a ball turret found at the end of a gun boom. The boom doubles as a stabilizing fin, swinging to the back of the ship for both landing and lightspeed travel but projecting below the ship for normal space travel. Access to the ball turret is through a tunnel running the length of the gun boom, a maneuver most easily accomplished in zero gravity. Because it is aimed at an independent market, the Maka-Eekai uses a surprising amount of space for targeting computers, maneuvering thrusters, and sensors, making even stock versions far more combat-ready than their rotund appearance would suggest.

Maka-Eekai L4000 Transport **CL 9**
Colossal space transport
Init –2; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 31; +12 armor
hp 200; **DR** 15; **SR** 20; **Threshold** 81

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +41
Atk Options autofire (double laser cannons)

Abilities Str 52, Dex 16, Con —, Int 18
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (normal); **Passengers** 9
Cargo 410 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x2 (backup x12), navicomputer
Availability Licensed; **Cost** 180,000 (85,000 used)

Double laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 4d10x2

Capital Ships

In the years right after the Clone Wars, few capital ships are in the hands of anyone other than the Empire, planetary navies, and a small number of business consortiums so large that they have the same amount of influence as planetary governments (if not more). Capital ships are hard to hide or maintain, and are the first concern of the New Order. Although Imperial planners have little fear of snub fighters or even armed space transports, the threat of capital ships in the hands of renegade forces is a high concern. The Empire works hard to track any modern capital ship, and though a few from the Clone Wars do end up being used against the Empire, the numbers are small enough not to be a threat to more than individual sectors.

Older capital ships are a lower priority, though still higher than smaller designs. Anything built well before the Clone Wars, or lacking the firepower common in later Clone Wars warships, is seen as a secondary concern. If an ally of the Empire decides to acquire such outdated capital ships, it's largely overlooked. If an outlaw faction gathered them, Imperial planners assume that the ships will either fall apart from lack of maintenance or be destroyed as soon as they cause enough trouble to require Star Destroyers to be sent after them.

Neutron Star Bulk Cruiser

Bulk cruisers were designed during the Clone Wars to serve as second-line warships. Produced with older technology and off-the-rack components, these starship designs are all slow, undergunned, crew-intensive, and prone to malfunctions. In fact they are generally little more than upscaled space transports, with little of the armor plating, heavy shielding or massive weapons that make most capital ship designs effective. As their name suggests, they were simply large starships, depending on their bulk to overpower smaller vessels. In truth a bulk cruiser has approximately the same firepower as a smaller (and cheaper) frigate, though somewhat more ability to absorb damage. Where they can, the designs use their freely available space to good advantage, such as considerable carried craft and massive heavy quad lasers (which deal nearly as much damage as turbolasers, but are much larger and cheaper to construct).

Neutron Star Bulk Cruiser **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 12), Fort 51; +11 armor
hp 1,400; **DR** 20; **SR** 100; **Threshold** 251

Speed fly 1 square (starship scale)
Ranged 5 heavy quad laser cannon batteries +14* (see below) and 2 tractor beams +4* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +68
Atk Options autofire (heavy quad laser cannons)

Abilities Str 92, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 2,050 (skilled); **Passengers** 200 (troops)
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 36 starfighters, 2 space transports
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** 5,000,000 (2,500,000 used)
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy quad laser cannon battery (6 gunners)
Atk +14 (–6 against targets smaller than Colossal) (+9 autofire), **Dmg** 4d10×5

Tractor beam (gunner)
Atk +4 (–16 against targets smaller than Colossal), **Dmg** — (grapple +68)

Rendili StarDrive's Neutron Star Bulk Cruiser is typical of these designs. Produced during the Clone Wars, none of the ships see service in that conflict as the Separatists' sudden defeat catches Rendili off guard. The new Empire has very little interest in the outdated design (though a few are bought for testing and patrol of already secure sectors), and the majority are sold to private concerns. For a few decades bulk cruisers are a common sight in poor systems and fringe worlds, but their poor performance and high maintenance costs puts most of the production line out of commission within three decades. Those few that remain are considered very second-rate vessels, and are mostly used as armed cargo transports.

Tactical Fire: A Neutron Star needs escorts, and normally depends on its own starfighter complement to keep it safe. Its crews are taught to work with starfighter wings to protect them and get them safely on board the bulk cruiser when damaged. As a standard action, a Neutron Star can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships of Gargantuan size or smaller within this radius gain a +2 bonus to Reflex Defense.

Civilian Vessels

With the rise of the Empire, many vessels that were once considered suitable for civilian use became illegal or, at the very least, highly restricted. Like weapons and equipment that are made illegal when the Empire is formed, some starships (particularly those that have significant weapon systems) cease production and sales at the behest of Imperial authority. This in turn creates a very high black market demand for these starships, and also makes the punishment for being caught with such a vessel more severe. For example, personal starfighters such as the Soro-Suub Cutlass-9 starfighter were in common use throughout the galaxy during the Clone Wars, but the Empire, claiming that a starfighter has little use except in an offensive role, cracks down on private ownership of such vessels in the name of galactic security.

"I'M SICK OF TRAINING NEW PILOTS."

– VADER'S APPRENTICE

Chapter VIII
Campaign Guidelines





The heroes in a *Force Unleashed* campaign rise to the occasion to fight the growing threat of Imperial oppression. When Supreme Chancellor Palpatine declares his New Order, few realize its sinister, oppressive intention. Many people accept it as a reasonable solution to the turmoil caused by the Separatist uprising. The average, law-abiding citizen who views galactic government as a distant concern sees Palpatine's speech as yet another seemingly meaningless policy announcement, heralding at most a gradual change in daily life. Some who have misgivings about the declaration of the New Order keep quiet, either because they fear Imperial reprisals or because they feel powerless to oppose such a galaxy-spanning tyranny. Those aware of the brutality of Order 66, people who recognize Palpatine's true intentions, and the growing number of galactic citizens who witness or experience the Empire's increasing oppression and brutality realize that they must risk their lives and sacrifice their way of life to fight Imperial domination.

These heroes can make a difference in the galaxy. This is a time when general sentiment gradually shifts from perceiving the Empire as the rightful government of the galaxy to seeing it as an oppressive tyranny that pushes the galaxy to the brink of civil war. A *Force Unleashed* campaign focuses on the heroes who become aware of this threat early in the struggle and quickly move to oppose Imperial treachery. These daring few stand out from those who feel too complacent or too intimidated to devote their lives to take action against an increasingly cruel Empire. Through the heroes' actions, galactic sentiment begins to shift against the Empire, eventually creating the climate in which the Rebel Alliance will be founded in the years to come.

The heroes become protagonists not only of their own campaign story, but of the grander history of resistance against tyranny. Ultimately, the heroes' seditious actions will give rise to the birth of the Rebellion. They make conscious choices to take action; the heroes do not sit back and allow the Empire to squeeze freedom from the galaxy; instead, they oppose tyranny in every way possible.

This decision pits them directly against a government and a society structured to root out dissension and crush any threat to authority. They must fight not only the visible soldiers of the Empire—clone troopers, ISB agents, stormtroopers, Imperial Inquisitors—but average, well-meaning people who believe they're upholding a legitimate government by reporting suspicious activities or subversive actions, and more sinister elements of the civilian population who value profits made from the Empire's tyranny over the freedom and well-being of innocent people.

This chapter explores the major themes that drive a *Force Unleashed* campaign and offers advice for Gamemasters on using them as a basis for exciting adventures opposing the expanding Empire. It offers players ideas on how their heroes first decided to join the fight against Imperial tyranny. Gamemasters can find resources on creating encounters, adventures, and broad story lines incorporating the growing Imperial oppression and the effect it has on everyday life in the galaxy. A sample adventure with three encounters at the end of the chapter puts these tips to use and provides an example that the Gamemaster can use in creating his or her own scenarios.

A Gathering of Heroes

How does a Gamemaster bring together a possibly disparate band of heroes—many with different backgrounds—to begin a *Force Unleashed* campaign?

A Gamemaster should take a moment before starting a campaign to talk with players about what common elements the heroes share that might give them a reason to join forces. They might find or create connections with each other's heroes that could explain how and why they are fighting the Empire together. Players might adjust hero backgrounds to take into account references to other heroes, locations from their past, or common enemies and allies that would give them some sense of camaraderie.

A Gamemaster might decide to take a varied collection of heroes and throw them into the action in an introductory scenario. Thrusting them all into a common crisis—forcing them to rely on each other's strengths to overcome a greater challenge—forges them into one cohesive group that shares common adversaries and goals.

The Dark Times present several situations in which heroes might join forces to resist Imperial tyranny based on shared background elements or an opening origins adventure.

Shared Hero Backgrounds

The easiest way to connect heroes before starting a *Force Unleashed* campaign requires some precampaign discussion among the Gamemaster and the players. They should discuss character backgrounds—particularly events directly leading to their decision to aid the resistance—and find elements that might link one hero to another. If each of the heroes creates an association with someone else in the group, however distant, all of them have some reason to collaborate.

Each player should read or describe her hero's back story for the entire group. Once everyone's finished, they can hone in on locations, incidents, allies, and adversaries mentioned that they might share.

For example, Jedi Padawan Nanto Vanix relies on a sympathetic transport captain to flee Felucia and find safety on Sullust. Perhaps another player's hero decides to play a fugitive pilot, assuming the role of the transport pilot to provide not only a motivation for fighting the Empire, but a background link with the Jedi and a reason to join forces during a campaign. Instead of fleeing to Sullust, they might head to Moorja, where scout Joren Q'aal and soldier Rass Throven find themselves at the end of their own accounts of how they came to recognize the Empire's treachery and decided to join the resistance.

Don't go overboard weaving intricate connections among all the heroes. Each player needs only a good reason to care about one other hero to forge a bond among the group. Maybe two heroes come from the same oppressed homeworld, know a common acquaintance, witnessed the same historical event, or even shared misadventures before the campaign begins.

Common Campaign Elements

Depending on the focus of a *Force Unleashed* campaign, the heroes might start operating with some common elements. A Gamemaster who designs a story arc based on a core concept should give players as much common information beforehand so they can incorporate that material into character creation.

Here are a few one-sentence examples of campaign ideas during the Dark Times that might affect what heroes the players create and the common bonds they might use to establish connections among themselves.

- The heroes aid a band of fugitive Wookiee slaves intent on freeing other oppressed aliens and disrupting Imperial activities supporting the occupation of Kashyyyk.
- As members of a noble house, the heroes conduct covert missions to establish and support resistance cells on other Core Worlds.
- Trapped on Mon Calamari at the same time the Empire incinerates three floating cities in retaliation for covert resistance activities, the heroes rise up with the local populace to oppose the Imperial occupation.
- Fringers employed with a criminal organization witness Imperial atrocities and work to convince their overlords to secretly support subjugated worlds and undermine the Empire.

Be careful not to coerce some players to radically alter their heroes' basic concepts just to make connections with others and fit into the story line. If the campaign centers around a band of escaped Wookiee slaves, don't force everyone to play a Wookiee. Some people can play non-Wookiee allies sympathetic to the cause of enslaved aliens: a plucky Sullustan scout, a grim Rodian soldier, a well-connected Human noble. The Gamemaster should help players adjust their heroes to best fit into the group's theme and the overall campaign premise.

Common campaign components not only give the players ideas for shared background elements, but offer inspiration for the kinds of heroes that might best fit into the anticipated action. Here are some more specific factors in a campaign that could offer common ground in heroic origins and shared connections.

Location

The heroes find themselves all in the same location when the campaign starts. The setting serves as a springboard for an overall story arc, providing a common ground upon which the heroes meet and forge an initial alliance. Some heroes might call the location home or have other connections to it (business contacts, family and friends, affinity for a particular neighborhood, restaurant, or club), while others could have traveled there to carry out their own agenda. Assuming they're either native to the world or have spent some time there during their travels, they all share some familiarity with the local bureaucracy, favorite shops and restaurants, and basic knowledge of the region and society.

A common location provides familiar ground where the heroes can begin their adventures; combined with other elements, a shared setting offers the perfect chance for heroes to unite under special circumstances. Perhaps they're all visiting the same planet when a fleet arrives to blockade the system and crack down on anyone even remotely suspicious.

The shared location could serve as the setting for the entire campaign. The Gamemaster could set a Dark Times story arc on one particular world where the heroes must establish, maintain, and command an insurgent group bent on undermining the Imperial occupation.

Event

The heroes all experience the same event—possibly from different viewpoints—that propels them to take action against the Empire. The incident should have some direct emotional impact on them that forges a bond between them. Perhaps they're at different tables in a cantina when news arrives that the Empire has devastated the planet Callos in retaliation for resistance activity. They might be innocent bystanders in a crowd mistaken for protesters and fired on by Imperial troops. They could witness the enslavement of a planet's alien population "for the good of Imperial security." Perhaps they witness the seemingly arbitrary arrest and imprisonment of a common friend. Maybe the Empire burns down their favorite watering hole as an example to other establishments that harbor malcontents sowing dissent among the populace. They might experience firsthand Imperial persecution—a lengthy and rough customs inspection, unwarranted scrutiny at a security checkpoint, confiscation of valued items—that clearly establishes that the Empire considers them a genuine and dangerous threat to their authority.

Allies

The heroes share a connection to a common set of allies who provide equipment, safe havens, transport, and other support. These contacts might belong to a corporation, government, criminal organization, or other association sympathetic to those fighting Imperial oppression but who don't want to openly announce their opposition to the Empire. This entity arranges for the heroes to come together from their varied backgrounds to secretly pursue an agenda of underground resistance that ultimately aids their benefactors.

The welfare of valued allies might also inspire the heroes to cooperate if their supporters fall victim to Imperial oppression. For instance, several heroes operating independently might find themselves working together to rescue an influential entrepreneur who can provide them with necessary resources—passage off the planet, medical supplies, weapons for freedom fighters, or vital intelligence—if only they can spring him from a secure penal facility.

Rally Around a Cause

Whether or not they know each other beforehand, the heroes might share an experience that rallies them against the Empire. Provoked by Imperial tyranny, they pool their resources to support a particular cause. Perhaps a Jedi Knight fleeing Inquisitors seeks their aid. They might seek to right a particular Imperial injustice, such as the imprisonment of an influential and sympathetic leader, an arbitrary blockade of space traffic and interstellar trade, or a comprehensive takeover of local industry. They could stumble across incriminating information about the Empire or secrets about its military strength that—in the right hands—could help topple its influence in one part of the galaxy. Far-reaching events such as the enslavement of the Wookiees or the seizure of shipyards on Duro and Mon Calamari might induce heroes to join forces to directly aid those rising up against Imperial domination. The campaign might focus on their efforts to correct this injustice, or the incident might simply serve to galvanize the heroes, give them an immediate reason to hate the Empire, and inspire them to work together as a resistance group.

It's a Trap!

While going about their business, the heroes fall into a trap set to arrest people suspected of conspiring against the Empire. They could all be traveling aboard the same transport stopped at a checkpoint when Imperial agents ferret out a spy and arrest all the passengers as potential coconspirators. Perhaps they follow separate leads to a gathering of dissidents, only to find Imperial troops waiting in ambush to see which disloyal citizens show up. Maybe the Empire ambushes a rendezvous between smugglers and resistance fighters who are swapping illegal supplies and weapons; the heroes happen to be pilots, loaders, passengers, cell organizers, or innocent bystanders caught in the wide net of suspicion cast by ISB agents eager to expose traitors. They might just happen to be in the wrong place at the wrong time, or might have innocent associations with people or places suspected of involvement with an underground resistance cell.

It doesn't matter whether the heroes have already joined forces or are working independently at the time of the ambush; the immediate crisis compels them to work together to fight a common adversary. If they didn't already hate the Empire, the ruthless perseverance that Imperial units display in stopping their escape and hunting them down obliges them to flee underground and convinces them to oppose the Empire's tyrannical rule.

ADVERSARIES

The heroes rally to defeat a particular adversary who has persecuted them in the past or threatens them in the present. An ambitious Imperial Moff or governor could threaten the system or sector in which they operate, endangering their allies, contacts, friends, and loyal supporters. Jedi Knights fleeing Palpatine's purge might focus their efforts on ultimately defeating the Inquisitors sent to hunt them down. Resistance fighters could undermine a powerful, corrupt corporation controlled by Imperial bureaucrats. Fugitives



must join forces to defeat the bounty hunters and troops sent to bring them to the perverted justice administered by Imperial courts. Insurgents trying to establish cells of resistance in cities, worlds, or sectors must band together to defeat the ISB agents, civilian informers, and Imperial soldiers intent on flushing them into the open and destroying them.

Campaign Elements

A *Force Unleashed* campaign, especially one in which the heroes fight growing Imperial tyranny, should include elements that lend the appropriate atmosphere to the action and define the story's tone. Each element exists as a result of the Empire's intrusion into or domination of another aspect of life in the galaxy.

All these themes relate to the heroes' struggle against Imperial oppression: recruiting allies, scrounging for supplies, evading capture, gathering intelligence on Imperial targets, aiding fugitive Jedi, guarding against betrayal, and ultimately striking blows against the growing power of the Empire. Unlike in a campaign set during the Rebellion Era, they can't fall back on the structure and support of the Rebel Alliance, nor can they expect aid from anything but fledgling and often inexperienced resistance groups.

Each of the elements discussed below could form the basis for an encounter or an entire adventure. Gamemasters can weave their own locations and characters into these situations to create distinct scenarios incorporating the growing paranoia, fear, and brutal oppression of the Dark Times era.

Clandestine Existence

Most heroes operate openly as outlaws defying the Imperial regime. They live as fugitives, evading Imperial forces, guarding against betrayal among their own ranks, hoarding supplies, and seeking new safe havens from those who would expose their seditious activities. They operate within society by using carefully crafted covers or surfacing only in dense population centers where they can easily blend into the crowd. Working unseen and undiscovered remains one of their top priorities.

These underground freedom fighters, outlaws, smugglers, and fugitives manage to survive and plan operations against the Empire without access to the usual resources available to more law-abiding citizens. They cannot pass through a security checkpoint or a customs inspection without threat of discovery. To travel between destinations on a world or between two star systems requires false identity datawork and a viable cover story, or acquiring their own mode of transportation. Establishing a secure base of operations—whether a one-room safe house or an elaborate facility with barracks, power generator, storage bay, medical suite, and vehicle hangar—must be accomplished outside normal channels, using contacts who either don't question their motives or can be paid to look the other way. Obtaining supplies, from ordinary foodstuffs and equipment to specialized combat gear, weapons, and explosives, always presents a challenge. Heroes must cultivate new allies and contacts who are willing to aid their struggle; they must always take care to avoid Imperial traps and ferret out double agents who could betray them to ISB operatives.

These heroes stand at the forefront of the growing resistance against the Empire. Because they operate on the fringe of lawful society, they can engage in extremely dangerous and effective activities to undermine Imperial authority. They undertake daring rescue missions, execute sabotage operations, recruit new freedom fighters, establish cells of resistance, infiltrate installations to steal vital data, and confront Imperial troops (activities further detailed in "Resistance Operations," page 134) in their open war against the growing tyranny of the Empire.

Adventure Hook: When the heroes return to their safe refuge or meeting place, they find an Imperial assault team standing guard while ISB agents comb the location for clues. A keen-eyed sentry spots one of them, raises the alarm, and sends the entire company of troopers after them in hot pursuit. Whether the heroes were operating as fugitives or as covert dissidents using the cover of normal society, they must now evade Imperial forces and find some safe haven from which they can either flee the planet or reestablish a secret base to continue their subversive activities.

Covert Opposition

A few heroes secretly conspire to undermine the Empire from the cover of their seemingly ordinary lives as loyal citizens. They live perilous double lives where even the slightest mistake or the smallest suspicion could quickly bring Imperial retribution upon themselves, their families and friends, and even their world. On the surface they seem to conduct themselves as normal, loyal citizens of the Empire; they go to work, socialize with friends, enjoy entertainment, pursue some casual interests, and spend time with their families. Beneath that safe facade they harbor a hatred for Imperial tyranny that compels them to secretly support resistance activities.

Usually their careers or social positions allow them access to essential resources to aid dissidents: classified data, specialized equipment, transportation offworld, restricted weapons, and medical care, all free from prying questions from ISB agents. They don't have the same freedom of movement and action as renegades who are maintaining a clandestine existence, but they aid resistance groups by slipping away unnoticed to accomplish their objectives. Some even undertake subversive activities right in the open: delivering messages to dead-drop pickup locations, hacking anti-Empire messages into communications feeds, even casually observing and reporting Imperial troop movements.

These covert freedom fighters must take extreme care to protect their cover, avoid detection by ISB agents, and guard against betrayal by loyal citizens who would not hesitate to report suspicious behavior. Their primary value to the resistance forces comes from their position hidden among normal

society, their access to everyday services, and their ability to operate within normal channels prohibited to those on the run.

Adventure Hook

A band of heroes operating covertly from covers in society must make contact with an outlaw who is known to openly oppose the Empire. They must slip away at some point during their normal routine to deliver an encrypted datacard, rare medicine, or some restricted weaponry to this courier without arousing suspicion from their coworkers, friends, and families. At some point during the delivery mission, one member of the group notices someone following the heroes. Do they end up having to eliminate a ruthless ISB agent, or might they be confronting a friend who is concerned for their well-being—and who could inadvertently betray them by talking to the officials?

Scarce Resources

For fugitive resistance fighters constantly on the run from Imperial agents and bounty hunters, finding resources for both everyday survival as well as covert operations remains a constant challenge. They continually run out of medical supplies, weapons, ammunition, explosives, rations, and replacement parts for vehicles (not to mention the vehicles themselves). They're always on the lookout for new sources of equipment and supplies to replace channels they've exhausted. Some underground groups hoard supplies so that newly established resistance cells have some basic equipment to work with when establishing themselves in new territory. Raids to obtain more supplies and weapons usually precede important missions involving combat, sabotage, and large-scale destruction.

Operations to acquire material resources can vary in tactics, targets, and intensity. The heroes might establish contact with an insider at a storage facility, someone willing to allow them occasional access while looking the other way; whether he does this out of sympathy to the local resistance, requires payment for his services, or has other requirements for cooperation is up to the Gamemaster. The heroes might divert material from shipping operations by conning warehouse officials, masquerading as an unloading crew ("offloading" cargo from a ship into their own transport vessel), or even hijacking a freighter carrying vital cargo. They might negotiate alliances with criminal organizations, smugglers, and sympathetic citizens to provide essential supplies, though these relationships can all be compromised by self-serving greed or Imperial influence. Of course, the most obvious means of obtaining material—especially restricted weapons and explosives—remains infiltrating government and military supply depots.

The heroes must take care to manage their supply sources. In the best cases, they divert only small amounts of material and cover their tracks well enough that nobody suspects anything has gone missing. Relying on one cooperative supplier could put them in danger; the contact might choose to betray them, or their frequent visits might arouse the attention of observant informers. Frequent attacks on a particular storage facility might force local and Imperial authorities to increase security. If the heroes hit the same depot too often, ISB agents might find a pattern and prepare an ambush to trap the next raiding party.

Adventure Hook

The heroes plan and execute a raid on a quiet Imperial Navy supply dump on the edge of an urban area. They have received word that a high-level Imperial official is visiting the planet next week, and they need to quickly obtain weapons, medical supplies, explosives, vehicles, and possibly even uniforms to pull off a mission that involves sabotaging his visit, abducting him, or generally causing embarrassing havoc.

Unbeknownst to the dissidents, the entire setup is an Imperial trap. The ISB fabricated and disseminated false intelligence about the visiting Imperial official to prompt local resistance cells to act openly and reveal their locations and strengths. Visual reconnaissance indicates that the supply dump is lightly guarded, but a special ISB ambush regiment is lying in wait inside cargo containers, drainage sewers, and other concealed areas around the depot.

Recruiting Allies

Without any overarching organization secretly supporting their activities across the galaxy (like the future Rebel Alliance), the heroes must create their own resistance cells, safe houses, informer networks, supply chains, and support systems. To maintain operations of all kinds—and to replenish personnel easily lost during operations—the heroes must continually recruit new allies and contacts who can provide everything they need to continue the fight against the Empire and ensure their safety. They must create their own local support organization of allies who are willing to help with all aspects of their operations.

Approaching a potential ally takes time and caution. It requires a strategy heavy on information-gathering and character interaction. Heroes must first identify individuals who could help them, then evaluate those individuals' loyalty to the Empire or their willingness to aid those fighting its tyrannical policies. The cooperation of a potential ally could depend on how benignly or oppressively the Empire rules in the ally's location, whether the potential ally harbors a fierce loyalty to the establishment, or whether he or she has suffered at the Empire's hands and thus seeks some degree of revenge.

The heroes must find some leverage to use in convincing people to aid them. Intimidation rarely works and doesn't produce willing, trustworthy allies. Bribery offers an incentive for some dubious characters to help, though it seldom guarantees loyalty and often drains any monetary resources the heroes manage to scrape together. The best way to recruit allies comes from appealing to their sense of moral principle and their yearning to right the injustices perpetrated by the Empire on their own world and in systems

throughout the galaxy. The heroes must show their potential collaborators that it's in their best interest—and for the greater good of society, their planet, and life everywhere—to secretly undermine Imperial power.

Willing allies come from two sectors of the populace: those who are established in everyday society with jobs, reputations, and connections, and those who have severed such ties and now live furtive lives as outlaws fleeing from the Empire. At first, those who are nestled comfortably in orderly lives might seem useless to heroes engaged in an epic struggle against tyranny; however, such ordinary people can offer heroes on the run a valuable tether to normal society, providing services, access, and materials otherwise unavailable to fugitives or difficult for them to obtain through normal channels. Contacts cultivated among regular citizens can aid the heroes through their normal jobs and everyday activities without arousing too much suspicion.

Informers

Ordinary people are usually sensitive to changes in their everyday routine or environment. They can provide seemingly mundane information that can significantly help the heroes in their activities against the Empire: the number and location of Imperial troops and sentries in an area; news and gossip of anti-insurgent operations; possible contacts who quietly voice their dissatisfaction with the New Order; information about potential target locations; data from computers accessible to the public or people employed at certain facilities; schedules for transports around a planet or offworld. These informers transmit their intelligence and receive new assignments through secure means, leaving messages at hidden dead-drop locations, transmitting them through secure computer or comm channels, or slipping them to the heroes during innocent-seeming "chance" encounters.

Suppliers

The heroes can use average citizens to obtain much-needed equipment. These supplies might consist simply of food and mundane household items that the heroes—as outlaws—cannot purchase without emerging into the public eye. If they cultivate a contact who has ties to a commercial enterprise, they might have a means of obtaining specialized equipment, vehicles, spare parts, military-grade gear, and even weapons. They must take care that their requests and deliveries do not compromise the supplier's cover and cause their arrest at the hands of Imperial forces.

Safe Haven Providers

Some people can provide safe havens for various subversive activities. These locations could offer a place to hide from authorities, a storage site for caching weapons or gear, an observation post, or a staging location for a nearby operation. Most safe house locations maintain the outward illusion of a more innocuous function—a hotel that includes a room permanently reserved for the heroes' use; a remote country estate where they can train; or even a warehouse to serve as a temporary base for an operation.

Transport Pilots

Heroes often need a safe means of transporting themselves or supplies around a planet or to locations offworld. Pilots who have legitimate credentials and access to vehicles might help a local resistance group spread its influence to other regions if they have incentive to secretly work to undermine Imperial authority, especially as the Empire tightens its grip on space travel and seeks to limit the mobility of people, material, and ideas. Pilots can provide false transit papers for heroes, arrange passage aboard repulsorlift craft and starships, and ensure some security for personnel and cargo in case of Imperial entanglements. Heroes must take care not to use their transport contacts too often, lest those contacts come to the attention of suspicious people ready to report them to Imperial authorities.

Bureaucrats

The galaxy depends on an efficient bureaucracy to maintain operations on every level, from local officials to those overseeing entire sectors. Heroes who cultivate contacts with bureaucrats gain influential friends who have the power to get around obstacles of an official nature. They come from every level and aspect of the government and private enterprise: customs officials, common clerks, corporate officers, court magistrates, government workers, computer registrars, and elected or appointed officials for towns, cities, starports, planets, systems, and sectors. Depending on their everyday duties, they can use their position and influence to do small favors for heroes to covertly support their operations. A local registrar could forge identity cards and set up cover identities in the planetary population database. A starport official could prepare false shipping manifests to ensure that restricted or illegal cargoes pass to the proper resistance cells. Bureaucrats in higher echelons could influence policies that relieve pressure on authorities to capture the heroes or to increase security against their threats.

The Fringe

Those on the fringe of society—people hunted by the Empire for their affiliation with the Jedi, members of criminal organizations, or those who are forming emerging resistance groups—can more directly help the heroes by conducting subversive operations outside the bounds of society and the law. These individuals live a furtive existence that nobody in comfortable civilization would call normal. They are constantly on the run from the Empire and local authorities. Such outlaws always look over their shoulders to make sure nobody's following them, listening to their conversations, or reporting their activities. They cannot engage in many activities that most law-abiding people can perform without serious danger of capture—working a regular

job, shopping, taking public transport, obtaining housing, and generally doing anything in public.

These criminals act out of a strong sense of self-preservation and greed; they constantly weigh the risks against the potential gains. Some ultimately come around and join the cause out of some sense of duty to moral principle, though such cases remain rare. A handful of enlightened people who question Palpatine's motives view these fringers as the real "underground freedom fighters" despite the Empire's best efforts to paint them as subversive terrorists. Heroes who seek to recruit such insurgents must somehow infiltrate the shady world of fugitives and criminals, proving their hatred for the Empire before they can even make contact with anyone who is willing to aid them. Of course, if the heroes themselves cross over onto the wrong side of the law, they have a better chance of recruiting fellow fugitives.

Adventure Hook

The heroes catch wind of a local noblewoman who might nurture a hatred for the Empire, which confiscated many of her commercial interests when it established control on her homeworld. This aristocrat has many connections, sufficient funds, and a few remaining assets that might help resistance fighters who are seeking to undermine Imperial interests in the area. To celebrate her forced "retirement" from her business enterprises, she's holding a gala for friends and supporters at her estate on the edge of the planet's major urban center and starport. The heroes must infiltrate the party, discover where she really stands—and what she's really willing to risk—regarding the Empire, and quietly approach her to seek her aid in their cause. Can they convince her to actively use her resources to help their operations, or is the entire scenario a carefully constructed setting for an Imperial trap?

Criminals

Those who operate outside the law typically have experience in conducting their business and living their lives while evading the authorities. They range from petty thieves who operate alone to members of vast crime syndicates. Depending on their experience and the extent of their own support networks, they can undertake a variety of tasks to support the heroes: obtaining and transporting restricted, stolen, or illegal goods; delivering clandestine messages; spying on military installations or activities; slicing into computer networks to obtain or change data; creating false documents; and carrying out their usual criminal activities to support the heroes' operations.

Smugglers

Like transport pilots, smugglers can move personnel, material, and data across planets and between systems. Since they operate outside the law, they are much better prepared to deal with unexpected obstacles, have a greater freedom of movement, and are accustomed to handling delicate cargoes using their own network of contacts. These benefits are offset by the threat of increased suspicion from authorities and a tendency for resolving problems less with diplomacy and covert actions and more with blasters and flamboyant chases.

Fugitives

Outlaws have many similarities to the heroes. They constantly flee from the Empire, live furtive lives apart from common society, and harbor a festering hatred for the Empire that—for whatever reason and through whatever means—has branded them as wanted criminals. As long as the heroes can provide relative safety, a basic means of survival, and a support network, fugitives usually have no problem with joining a resistance group of like-minded outlaws, even if becoming a group member does involve fighting the Empire.



Finding a Safe Haven

Scouting, establishing, and protecting a base of operations is a key theme in a *Force Unleashed* campaign. Unlike those operating in the Rebellion Era, when secret Rebel bases offer respite, support, and resources, heroes in the Dark Times have only themselves and their allies to rely upon for survival and continued success against the Empire's growing menace. Given their fugitive status—even if they're operating clandestinely in common society—the heroes must constantly search for new, safe locations to support their subversive activities.

Heroes need safe houses for living quarters and hiding places, nooks where they can securely store gear and supplies, and larger spaces where they can assemble material and personnel. They need secure medical facilities, or at least access to treatment in places safe from the scrutiny of those who would notify the authorities about suspicious characters displaying extraordinary injuries. Heroes might require a secure place in which to dock or repair their vehicles. A safe haven might serve a short-term goal—for example, an apartment with a good view of a targeted Imperial installation—or a long-term objective as a secure base for extended future operations.

The heroes can scout out secure havens on their own or cultivate contacts who have access to useful facilities. They could scan the newsnets for items about businesses that are closing, buildings that have been gutted by fire, or abandoned factories that they might use for their own purposes. Heroes could actively scout out remote wilderness regions, decrepit industrial facilities, or residential neighborhoods where they could establish refuges.

A network of reliable contacts that includes underworld figures or those operating in common society could also yield safe locations. The heroes could ask a friend to rent an apartment or a hotel room for their use. A sympathetic entrepreneur might allow them to use his commercial facilities. A bureaucrat could create cover businesses in commercial or industrial areas to suit their plans. A crime lord might already have secure hiding places, safe houses, vehicle hangars, and other facilities hidden from the authorities that he doesn't mind sharing with a resistance group seeking to undermine the Empire's rule.

Finding, constructing, and defending a hidden base could form the basis for a single adventure or the theme for an entire story arc.

Adventure Hook

The heroes plan to destroy an important Imperial com-scan array that could shut down planetary communications and sensors for days. It's located in a quiet residential area. They must find a safe, concealed post from which to reconnoiter the base, establish hidden caches of weapons and supplies nearby, and find assembly and launch points for the assault, all without arousing the suspicion of local residents or security patrols. They might enlist the aid of sympathetic neighbors or service personnel working in the vicinity.

Fugitive Jedi

The Dark Times remain particularly deadly for Jedi Knights who are fleeing Palpatine's campaign to wipe them out. Inquisitors wander throughout the galaxy, using their dark side powers and commanding special detachments of troops to hunt down and eliminate renegade Jedi. These fugitives naturally seek safe havens for shelter, relying on allies such as resistance cells to protect them from their hunters and, in some bold cases, to enable them to strike back against the overwhelming forces of the Empire.

Inquisitorial adversaries play a primary role in a campaign in which any player runs a Jedi hero. The constant flight from enemy hunters, search for a safe haven, and fight for survival in a galaxy suddenly hostile to the time-honored heritage of the Jedi Knights overshadows much of the story line. Where once Jedi were welcomed as bearers of justice and order, now they are shunned and exposed as enemies of the state. Jedi heroes must take constant care to disguise their identities, whether they try to pass openly as everyday citizens or live a furtive life in hiding. Their presence in a group of freedom fighters magnifies the danger and increases the opposition immensely. Their very presence—and their use of Force powers—could easily attract an Imperial Inquisitor and his minions as adversaries on top of any normal opposition the heroes might face.

In a campaign that does not include a Jedi hero, the Gamemaster can introduce one or more Jedi characters to motivate the heroes along a course of action, expose them to the relentless pursuit of the Imperial Inquisitors, and give them an immediate purpose: to protect the Jedi. Whether the Jedi helps them achieve their objectives or they aid the Jedi in achieving her own agenda remains secondary to the basic struggle for survival.

Introducing the fugitive Jedi theme into a *Force Unleashed* campaign adds a particularly grim tone to the overall atmosphere. The players certainly know—and heroes probably suspect—that the Jedi become all but extinct by the time of the Rebellion Era. The grim truth remains: Jedi in a *Force Unleashed* campaign are destined to die at the hands of Vader's minions.

The Gamemaster should have some idea of what specific fates await Jedi—both GM characters and the players' heroes—at the conclusion of a *Force Unleashed* campaign. Few players enjoy seeing their heroes die, but knowing that they will perish at the climactic end of a campaign might encourage them to work toward making that death as epic as possible. The GM should work with players to determine their Jedi's goals during the story line and how they ultimately meet their end. They might sow some plot, location, and character seeds that lead toward the conclusion of a story line and a gallant death for the Jedi. Players running Jedi should realize that how their heroes die—in essence, fulfilling their ultimate destiny—remains an essential part of their heroes' characterization and is as important as their actions and adventures in life.

For a Jedi's death to have meaning—both to the character and within the story line—it must come at a climactic moment in the campaign. Some

players might want their Jedi characters to survive to the very end of the planned campaign. Others might hope that their Jedi meet their inevitable fate sooner, so they can continue the campaign playing a different hero. The Gamemaster should discuss how Jedi heroes arrive at their ultimate destiny without giving away too many plot points and surprises. Here are some general examples that players and the GM might use to broadly plan how and when Jedi heroes meet their end.

Blaze of Glory: The Jedi sacrifices herself to destroy the major target that the heroes have been planning to assault for the entire campaign. With her final burst of energy, she reaches for the controls and sets the main power generator to overload. The Jedi fights her way to the command bridge and, mortally wounded, locks the navigation controls to put the ship on a collision course.

Exposing the Truth: Through her final actions, the Jedi reveals the Empire's true intentions and the insidious extent of its plans to oppress freedom in the galaxy. By landing the slave transport in the city's central square, she shows that aliens being "reassigned for resettlement" are actually being sold into slavery. With her dying breath, the Jedi Knight uploads the incriminating datafile and broadcasts it on public frequencies throughout the system. The Jedi delivers evidence of the Empire's destruction of Callos to a sympathetic newsnet reporter, who vows to publicly broadcast it.

Final Confrontation: To achieve the ultimate objective for the entire campaign, the Jedi Knight must face the group's nemesis in a final showdown. This principal adversary has plagued the heroes since the beginning, countering their every move and harassing them at every turn. The duel must buy the other heroes time to achieve their objective, or clear the way for them to proceed to victory. Though the Jedi might triumph, she does not survive the confrontation for very long.

Noble Sacrifice: The Jedi sacrifices her life to save her comrades or a key figure in the story line at the climactic moment of the campaign. She rescues the influential Senator and delivers him to safety even though she succumbs to injuries sustained in the escape. The Jedi manages to keep the starship from falling into the sun until everyone has evacuated. She contains the power core explosion until everyone has escaped the blast zone.

Adventure Hook

While scouting out a remote location for a hidden base, the heroes spot an escape pod or a damaged starship as it crash-lands nearby. When they investigate, they discover a lone survivor who seems to be a fugitive Jedi Knight. Realizing how a Jedi might help their cause, they rescue him just as Imperial forces move in to capture the renegade. They must nurse the Jedi back to health, hide him from continued Imperial searches, and help him attain his original objective. As an unexpected twist, the person might not be a Jedi at all, but an impostor the ISB is using to flush out a resistance cell.

Ordinary People

How average people react when they witness potentially traitorous acts can make the difference between a "traitor" getting away with a risky deed and getting caught. But not all citizens have the same degree of loyalty to the Empire. When heroes interact with or around others in a suspicious manner, the Gamemaster should decide where observant citizens are located if they notice this behavior. These citizens might be reacting to activities that aren't overt acts of treachery. For instance, most people would notice someone tampering with a control panel; but if that hero was dressed like and acting like an official technician, most people wouldn't think anything "wrong" was going on. The reactions that ordinary people might display are discussed below, from least to most problematic.

Tacit Complacency: Those who notice the heroes' suspicious behavior might look the other way, not interfere, and carry on as if everything's normal. Most citizens overlook small infractions of the law anyway, especially if involving the authorities seems more inconvenient than letting something petty slide. This sort of reaction (or lack thereof) might also be evidence of some emerging sympathy for the heroes and their cause or a growing hatred for the Empire.

Influenced Complicity: Someone could notice the heroes' dubious actions, quietly mention it to them, and expect some incentive to avoid reporting the incident to the authorities. The heroes must somehow influence that person—by paying a bribe, appealing to the person's sense of justice, or offering a favor—to hush things up. The citizen agrees to look the other way if doing so benefits him in some way.

Quiet Betrayal: Loyal citizens who have a strong sense of self-preservation might take note of suspicious and potentially traitorous activity without saying anything to the heroes, then report their findings to the proper authorities so that those officials can follow the heroes, close in on them, and thwart them while they attempt to commit some other seditious act. These people pose the greatest threat to resistance fighters. It might seem to the heroes at first that they are behaving with tacit complacency as quiet allies, but in reality they form the backbone of an unofficial informer corps used by the ISB and COMPNOR to keep many planets in line.

Alarm: Many people react with open alarm when they realize they're witnessing seditious activity, especially if it's not terribly covert. Even subtle acts cause them to lose their train of thought, suddenly drop what they're doing, or stammer about with indecision. Most of these people will disengage immediately from any contact with the heroes and head straight for the nearest comm station, security checkpoint, or guard post to report the incident.

Betrayal

Palpatine's Order 66 and the brutal slaying and pursuit of the Jedi Knights sets the stage for an entire era of betrayal. Governments and corporations make deals with the Empire, compromising their dedicated employees and citizens in the interest of holding onto some vestige of power, prestige, and wealth. Entrepreneurs implicate each other in fabricated schemes to support the resistance simply to eliminate competition and improve their own business. Residents inform on others in their neighborhood whom they suspect of having anti-Imperial sentiments, or just those against whom they harbor petty jealousies. Everyone looks out for his or her own welfare, often at the expense of others. Far better to offer someone else up to the Empire's uncaring injustice and cruel tyranny than suffer oneself.

The Dark Times are a period of extreme risk for anyone operating against the Empire. At first glance everything seems more or less normal, a transition from one galactic government to the next; but underneath the surface lurks something sinister. People seem to be watching each other over their shoulders, ISB and COMPNOR agents lurk undercover everywhere, and ordinary citizens live in fear of stormtroopers blasting down their door and making arrests. The Imperial war machine—and even many planetary security forces—exists solely to maintain control over systems at every level, exploiting resources, keeping the populace in line, and rooting out those who oppose its plans.

Whom can the heroes trust? Every contact or ally they make might await the perfect chance to betray them, either as a citizen informer or an undercover Imperial agent. Someone might monitor their every move, or follow them through empty alleyways or crowded plazas. Every security checkpoint—and they become more frequent—brings with it the risk that someone might blow the heroes' cover and expose them as traitors of the Empire. Every move they make, each communication they send, every rendezvous they complete might simply be one step into an Imperial trap.

The Gamemaster should carefully consider when and how often to play the traitor card in a *Force Unleashed* campaign. The heroes should get a sense that they really can't trust anyone and that they might always be walking into a trap. But constantly turning carefully cultivated contacts and trustworthy allies against them can become tedious and create in the heroes (and perhaps the players) a sense of hopelessness, a feeling that nothing they do matters. Make sure any betrayal has some relevance to the adventure plot or the overall story arc in a campaign. Has an Imperial Inquisitor carefully set a trap to ensnare the group's Jedi hero? Does a trusted contact turn traitor for some ulterior motive, such as freeing an imprisoned relative, saving the family business, or taking vengeance for some real or imagined offense? Does an average citizen who turns them in feel remorse later and rise up to aid the heroes?

Adventure Hook: A trusted ally betrays the heroes and delivers them into the custody of Imperial officials. Their imprisonment at the planetary garrison gives them access to an objective they have so far failed to reach: the prison cell of an influential Senator, the power grid to all Imperial installations in the area, the garrison's arsenal, or even a powerful Imperial dignitary visiting the system. They must plan their escape and—with the help of the contact who supposedly betrayed them—use this advantageous access to achieve their goal by dealing the Empire a decisive blow from within.

Growing Criminal Elements

Although criminal organizations existed in the Republic, they maintained a low profile when operating within civilized areas and openly ruled only in more remote enclaves such as the Outer Rim and Hutt Space. With the Empire tightening its grasp on galactic affairs—and edging out crime syndicates with its own brand of brutality and vice—criminals are forced into more desperate measures to carry on their operations and make a profit despite increased security and a larger military presence.

Some criminal groups resort to more brutal tactics and aggressive moves to expand the scope of their operations, taking any extreme measure necessary to survive. Others seek to form alliances with each other to better endure the Empire's tyranny. A few join with other groups, including resistance cells, to try overthrowing a government that proves bad for both legitimate and illegal business.

Freedom fighters might turn to crime syndicates for favors. Criminal organizations can provide hard-to-obtain supplies, discreet transportation, restricted weapons, forged documents, personnel with specialized training, secure access to restricted areas, and other forms of support, using an existing infrastructure intended to circumvent authorities. By establishing contacts within a crime syndicate or even a loose alliance with one, heroes walk a fine line between conducting a justified war against political oppression and engaging in unlawful activities that could harm innocent civilians and threaten the few vestiges of civilized society left in the galaxy.

Adventure Hook

The heroes require specialized climbing, demolitions, and assault gear to penetrate a mountaintop prison where the Empire holds the planet's influential leaders who vocally opposed the New Order. Unfortunately for the characters, they don't have any normal contacts who are willing to part with such expensive and restricted materials. The heroes hear rumors that the local crime syndicate can provide the necessary gear. They must make contact with the organization and negotiate a fragile if temporary alliance to get the equipment. To earn the crime lord's trust and seal the deal, they must break into the local starport's traffic control center (a much easier target than the prison) and steal security protocols, starship data records, and other information the crime syndicate can use to smuggle illicit goods on and off the planet.

Resistance Operations

Once they establish themselves in an area, with false identities, secret hideaways, and several support contacts, the heroes can spend much of their time conducting paramilitary operations against Imperial forces to achieve their objectives. These missions form the core of active resistance activities directly aimed at the Empire, its corporate allies, supportive local governments, and criminal elements in their employ and draw on all the resources they have cultivated while establishing their rebellious cell. Each mission type discussed below serves as an adventure hook unto itself; the Gamemaster can customize the specific targets and challenges to fit the setting and draw upon past episodes in the campaign.

Surveillance

Before an operation, the heroes must spend time observing the target and assessing the best way to achieve their objective. They can follow Imperial officials and vehicles, draw a plan of a military or commercial installation, map possible ambush sites, note defenses and sentry routes, and check out possible access and escape routes—all tasks related to the particular target for an upcoming operation. They might conduct surveillance from a well-placed observation post or from simply wandering the nearby streets. If they hope to infiltrate a facility to steal supplies, download data, or sabotage vital systems, they need to examine the intended target to make sure they can enter and exit surreptitiously. The tricky part of surveillance is making sure nobody notices you. Most citizens pay no mind to a slightly more observant person walking past an Imperial facility; but some who are trained in counterintelligence, including ISB agents, know exactly how to spot someone who is observing and assessing a target. Although the average person who spots some really obvious surveillance would report it to the authorities immediately, more subtle people make note of the details and act on them later.

Infiltration

Heroes often break into (and out of) enemy installations to gather information, plant false intelligence, steal equipment, hijack vehicles, or sabotage facilities. Doing this requires some knowledge of the target's security measures and the means to deactivate or circumvent them. Sometimes heroes need to acquire specific equipment or hire specialists to gain entry. Aside from the usual dangers involved in evading traps, dodging sentries, opening locked hatches, and slipping past alarm sensors, the heroes must avoid causing any kind of alarm, lest they alert authorities to their presence and their possible intentions.

Turning Agents

Although the heroes constantly cultivate new contacts, allies, and recruits, they always remain watchful for enemy personnel they can persuade to join to their side. After first identifying potential targets and assessing their usefulness, the heroes can pander to one of their weaknesses by offering money, promising power, questioning their moral perspective, or even deceiving them altogether in an elaborate ruse; anything to encourage them to cooperate with the heroes in achieving short- or long-term objectives. These compromised agents usually come from the ranks of minor functionaries—guards, technicians, petty bureaucrats, low-ranking officers, and maintenance staff—though once in a while the heroes have a chance to turn an influential enemy agent who can really help them. Depending on their occupation, access, and authority, turned enemy personnel can provide weapons, supplies, and vehicles, allow undetected entry into restricted areas, pass along sensitive intelligence or data files, misinform other personnel about resistance activities, and generally provide an inside edge on activities focused on that individual's location or position.

Ambush

Heroes could plan an operation to attack mobile enemy forces from a carefully prepared position at a vulnerable point in the route. They might seek to intercept a repulsorlift caravan carrying arms, prisoners, medical supplies, equipment, or troops. If they have access to starships, they might assault a freighter to capture its cargo. They could ambush an important person to kidnap that individual, deny the enemy his expertise at a critical moment, or gain information about a future objective. These operations require foreknowledge of the target's intended course, awareness of its defenses, and preparation of an ambush position with weapons, booby traps, light fortifications, and a swift escape route.

Sabotage

Destroying Imperial installations and facilities run by those who support the Empire remains a top priority for most resistance groups and one of the most visible and meaningful types of operations they can undertake. Since few insurgent cells have the resources to conduct an all-out frontal attack, they rely on subversive measures of sabotage: damaging vehicle engines, introducing viruses into computer banks, jamming comm-scan arrays, and setting timed explosives on vital machinery. Most such operations require a combination of good surveillance of the target and discreet infiltration (and exfiltration) for success at the overall objective.

Rescue

When enemy forces arrest members of the resistance or allied personnel, the comrades of those detainees often come to their aid. Rescue missions require the same sort of surveillance and infiltration as sabotage operations, but since they aren't destructive in nature, they demand a greater degree of care to successfully extract the imprisoned comrades. Would-be rescuers should exercise caution: A prisoner who appears to be lightly guarded might serve as bait to draw unwary insurgents out into the open and into a carefully set trap.

A Less Civilized Age

The onset of the Dark Times launches an era of decline throughout the galaxy, as the former grandeur of the Republic—however eroded or tainted by corruption—deteriorates in the face of a shining New Order that leaves much of the galaxy in the dregs. Those who are loyal to the Empire rise in prominence and splendor, leaving everyone else to wallow in neglect and decay. Palpatine's friends gain power, prestige, and riches, while anyone beneath his notice suffers at the whim of his minions.

The Empire, its loyal followers, and those who seek to make a profit through its oppressive policies make life much more difficult for heroes. As the Dark Times progress and the Empire expands its grasp over more systems throughout the galaxy, Palpatine's insidious influence affects more aspects of life than before. Imperial personnel stretch the limits of their authority, learning how they can project their power, influence important people and ordinary citizens, and increase their standing in the new regime.

Palpatine's New Order instills changes in many basic assumptions about life in the galaxy, particularly in the realm of law enforcement, but also in the way ordinary citizens view suspicious activities. Here are several situations that heroes might find themselves in and some suggestions for how the Gamemaster might address them.

Everyday Paranoia

When Imperial personnel move into a system—whether in the form of a trade delegation or a full occupation force—most average citizens quickly learn to watch their backs. The Empire rules through mistrust, betrayal, and fear; its minions and policies reflect this tactic of intimidation at every level of life. Simply walking down the street might put the heroes in an uncomfortable spot, especially if they are known insurgents wanted by the authorities. The Gamemaster can use the following adventure hooks simply to add atmosphere to any scene in a public environment, or can insert them as incidents to precipitate action in an adventure.

Imperial Patrol

The heroes spot an Imperial patrol or checkpoint directly in their path. They must decide whether to try passing by the troopers or to find some other way around without attracting unwanted attention. If the heroes are wanted by the law for some recent operation, the patrol might be searching specifically for them. The patrol could be actively seeking known outlaws (including the heroes), questioning bystanders on the street and stopping individuals to inspect their identification and personal possessions. Perhaps they're simply in transit from one post to another. In most cases, however, such patrols have broad orders that center on maintaining peace, detaining and questioning anyone who seems engaged in suspicious activities, and making the Empire's presence felt, and feared, among the general populace. A checkpoint usually exists to restrict access along a thoroughfare, often to screen people on the street, stop people from entering a high-security location, or limit traffic into an area where Imperial troops are conducting a police action. If the heroes seek some other route around the patrol or checkpoint, they run the risk that a perceptive bystander might spot their change in course, consider it suspicious behavior, and report it to the troopers.



Shadowing

In public areas, the heroes must always remain on guard for people taking note (even casually) of their presence, watching for unusual behavior, and alerting authorities to their possibly dubious activities. These observant individuals might really be ISB or COMPNOR agents under cover, local law enforcement officers, diligent civil servants, or minor functionaries of local government seeking to improve their stature. Attentive heroes constantly ask themselves if anyone's following them when they go out in public. Is that businessman the same person as the technician who followed their route yesterday, just in a different set of clothes? Where might well-placed security sensors monitor traffic along a busy boulevard or plaza? Savvy heroes can take countermeasures to help ensure that nobody's following them in public.

Rather than constantly peering over their shoulders, they can stop in front of shop windows to see who's behind them. They could disappear into a store or some other public place and slip out the back. Taking multiple forms of public transportation might help to shake someone who was tailing them. The heroes can never exercise too much caution in making sure they're not followed, especially when they head from a public place toward the hidden facility that supports their resistance activities.

Shady Offer

Whether in public or private, the heroes must closely examine any form of contact people might use when offering to aid them. They might receive an innocent-seeming offer from someone who has access to restricted supplies, useful communications equipment, medical facilities, vehicles and starships, or even vital intelligence pertinent to their current objective. In their excitement to accept help for their cause, they might fall into an Imperial trap intended to ferret out and capture insurgents, or even an elaborately set ambush specifically set to capture them. A fellow who offers to sell them a used landspeeder for a good price could start asking more sensitive questions about where they live, how they earn their credits, what they intend to do with the speeder, and what other, possibly illegal, goods he might try obtaining for them. Even an acquaintance the heroes have come to trust could suddenly have reason to betray them through an offer of aid; the authorities might have recently trumped up some evidence blackmailing that individual, or might be threatening harm to an imprisoned friend or family member in order to induce that person to lure the heroes into a trap.

Suspicion of the Force

Jedi who are fleeing the galaxywide purge engineered by Vader and his minions must take particular care to mask their true nature. Once proud defenders of peace and justice throughout the galaxy, they must now set aside their pride and arrogance and lurk in the shadows, ever watchful for those seeking to betray them. No longer can they afford to attempt fighting injustice with the authority of the Jedi Council behind them, nor can they even speak out without attracting attention. Where they once stood out as bold defenders and astute arbitrators, they must now blend in with the rest of the galaxy's populace, lest their righteous attitude and bearing reveal their true identity.

When a Jedi might encounter anyone outside her immediate sphere of comrades, she must make sure her lightsaber is concealed. Some simply hide their weapons in a safe place in or near their base of operations. Vehicles offer many places to hide a lightsaber—inside maintenance panels or storage hatches, under control consoles, stuffed between seat and bunk cushions—where one can easily grab it from in times of trouble. Others prefer having it on hand if an emergency arises; they conceal the weapon somewhere in the voluminous folds of their robes and capes, or in their gear bag or other accessory.



Displaying the trappings of the Order can betray a Jedi in hiding. Jedi must adopt the more practical dress of everyday citizens, lest they stand out among the crowd. Anyone who quotes Jedi wisdom or speaks of the Jedi Knights in a favorable manner comes under suspicion from those who believe the lies Palpatine has spread about the Jedi Council's treachery and its role in the Republic's decline. Even reading Jedi writings or spreading Jedi teachings remains forbidden.

Jedi who use Force powers in public should take care to employ only those powers whose activation and effects remain subtle enough to avoid casual notice, such as *farseeing* and *mind trick*. Jedi cannot easily conceal the use of

some Force powers, including *Force disarm, Force grip, Force lightning, Force slam, Force thrust, move object, negate energy,* and, in most cases, *surge.*

Any open indication that a hero is or was a Jedi Knight immediately arouses suspicion. Subtle uses of the Force might go unnoticed, but the more overt the effect of a Force power, or the presence or use of a lightsaber, the more severe a reaction the Jedi provokes. The obvious presence of a Jedi immediately causes alarm among most citizens and retaliation from law enforcement, security, and Imperial military personnel. Local and even corporate security forces fear Jedi so much that they often evacuate the area of civilians and cordon it off, trying to trap the Jedi before more experienced bounty hunters or Imperial forces can show up to deal with the threat. Assuming that the Jedi escapes a situation when her presence causes an incident, she must be wary as Imperial troopers, bounty hunters, and agents of the Inquisitorius soon descend on the site to search for leads in the persistent hunt to eradicate the last vestiges of the Jedi Knights.

Imperial Intrusiveness

During the Dark Times, the citizens of the galaxy become more accustomed to checkpoints, inspections, and general Imperial interference in all aspects of life. Customs inspectors scrutinize passengers on starships, as well as freighter pilots and their crews; they examine personal identification and baggage, cargo, freight manifests, and official vessel operating permits.

Most inspections occur at the point where one boards or disembarks from a vessel: a starport docking gate, a landing bay, or a security checkpoint leading to such an area. Sometimes an Imperial craft on patrol or blockade duty docks directly with a ship and conducts a boarding action to carry out a customs inspection.

On most worlds loyal to the Empire, local law enforcement conducts customs inspections with the same degree of efficiency and inflexibility as its Imperial counterpart. In many cases, Imperial agents oversee or consult on local customs actions to represent Imperial interests and offer guidance in dealing with those who would flaunt the law.

People passing through a customs inspection must show their identification (checked through planetary and Imperial databases) and offer their personal belongings for examination, including any items in their pockets, gear bags, or any other container they carry. Expensive personal items and bulk cargoes are subject to tariffs usually amounting to a percentage of their original value; depending on the degree of oppression the Empire exercises in an area, this tax could range from five to twenty-five percent. Customs agents usually conduct inspections of freighters and cargo areas to ensure that what's listed on the cargo manifest matches what they find in the hold.

Getting caught in an Imperial customs inspection carries a great risk of imprisonment (see "Imprisoned by the Empire," below, for details). The penalty for infractions depends on whether local or Imperial agents conduct the inspection, how stringently laws are enforced in the area, and how seriously the subject reacts to criminal charges. Agents can arrest people for any number of legitimate or fabricated charges: carrying illegal or restricted goods (weapons, narcotics, or suspected intelligence data); using false identification; falsifying a cargo manifest; or having improper or outdated starship permits. Also subject to immediate arrest are wanted criminals, those suspected of being insurgents, those who actively seek to avoid an inspection, and anyone who openly criticizes or questions the Empire's right to such an invasion of privacy.

Imprisoned by the Empire

People arrested by Imperial forces can find themselves in detention facilities, the severity of which corresponds to the Empire's perception of their crime.

Few detainees escape some form of initial interrogation before they're summarily sentenced to some term of incarceration. This questioning seeks to determine their true identity, the purpose behind their criminal activities, any accomplices who should also be arrested, and any hints of larger plots against local or Imperial objectives.

In the early days of the Dark Times, as the Empire quickly extends its control over hundreds of systems, hastily erected prison camps process those rounded up in large raids or police actions against protesting crowds. This impresses other citizens with the Empire's diligence in rounding up both criminal troublemakers and potential insurgents. It also enables ISB personnel to compile lists of potential agitators in case of future disturbances. For most citizens, incarceration in a makeshift camp for a few weeks cures them of any future ideas of resisting Imperial control.

Those who are arrested for minor infractions and don't show evidence of treasonous intent usually find themselves in regional detention centers. On worlds with any Imperial presence, those forces maintain criminal processing facilities usually attached to the Imperial garrison. Here they separate the dangerous criminals, traitors, and insurgents from the petty lawbreakers. In the most minor cases, Imperial forces turn prisoners over to local law enforcement for incarceration in regional jails along with other petty criminals and miscreants.

Most sectors host a regional prison on the central administrative world, though some clusters of systems also provide such facilities. These regional Imperial prisons house the majority of criminal offenders; sometimes they also hold captured resistance fighters who might have some future value in tracking down other insurgents, connections to relay false information back to resistance cells, or usefulness when blackmailing or otherwise influencing friends and family to do the Empire's bidding.

Those suspected of acting as enemies of the Empire are subjected to lengthy interrogations to determine their true intent, known associates, and future plans, followed by a lengthy stay at any of several infamous Imperial

penal facilities, including the spice mines of Kessel and the penal colony on Despayre. The Empire uses these prisons as final dumping grounds for criminals and traitors, working them to death in harsh conditions to further support Imperial domination of the galaxy.

Escaping from an Imperial penal facility proves extremely difficult. At first the makeshift detention camps offer the easiest means of escape, since their hasty construction doesn't allow for many defenses and deterrents. Most average citizens incarcerated in such camps, however, grimly accept their fates, endure the petty injustices, and eventually obtain release. They have little reason to break out. Those imprisoned in more imposing facilities face a host of obstacles when seeking to escape: electrified fences, force-field gates, strict security protocols, patrolling sentries and probe droids, security monitors, underground sensors, speeder and starship patrols, and an array of unscalable walls and code-sealed hatches. Those brave and lucky heroes who manage to escape from Imperial captivity then face the challenge of evading pursuit forces and bounty hunters who persistently track them down to capture or kill them.

Bounty Hunters

Bounty hunters and mercenaries grow in numbers and influence during the Dark Times as they feed off the corruption and injustice that oppressive Imperial policies create.

The Clone Wars leave many systems in chaos. Ordnance remains strewn about in wreckage and on battlefields. Many trained soldiers, particularly from the Separatists, find themselves with no useful profession in the Empire's New Order. Those who had been serving with security forces usurped by Imperial occupation troops choose between finding new careers or using their expertise in some other military field. Aliens faced with deportation, imprisonment, or slavery take up arms and fend for themselves in one of the few acceptable fringe occupations available to their kind. These conditions help to form a base of bounty hunters and mercenaries who pursue their own selfish agendas (greed, revenge, carnage) in the guise of hunting down galactic criminals.

When law enforcement officials at any level—local, sectorwide, or Imperial—seek assistance in apprehending or eliminating an individual wanted for a crime (justifiably or otherwise), they post a warrant at security centers, in newsnet broadcasts, and on information terminals in public places. Bounty hunters regularly monitor these venues for new targets. Some maintain a professional rapport with area security forces and receive warrants before they become publicly released. A few bounty hunter guilds exist in various places that work with law enforcement to distribute warrant notices among their memberships to increase the opportunity for a capture (and a nominal share of the bounty). Occasionally security forces—and particularly the Empire—actively hire bounty hunters to track down the more dangerous and elusive enemies, freeing up Imperial forces for actions of a more military nature.



Bounty hunters operate in a number of ways. Some work established and familiar territories—a particular system, sector, or region—while others seek the most dangerous prey, pursuing criminals across the galaxy. Loners go off on their own, relying on their independence and personal contacts for support. Others band together in loosely knit groups, though by nature they rarely trust each other.

Individual bounty hunters vary in equipment, weapons, and method. A few subtle ones track their targets quietly under the cover of some more benign

identity. Some have such notorious reputations that they cannot effectively operate under cover; in these cases they use intimidation to gather information and hunt down their bounties.

Those who have an active bounty on their heads must maintain a higher level of paranoia than usual. Most local and Imperial law enforcement units have responsibility for entire populations, but bounty hunters care only about apprehending or eliminating a few individuals. Targets must take greater care in their movements, possibly abandoning familiar territory or avoiding contact with resources used in the past, lest their trail attract attention. It's easy to evade well-armored, weapon-toting bounty hunters whose gruff attitudes and hulking silhouettes cut a path through more civilized crowds. But even these toughs prepare elaborate traps as devious as those meticulously constructed by hunters who work under cover. Even more than usual, the heroes must question everything they rely on and remain on guard for betrayal at every moment.

Adventure: Round-Up on Salliche

Upon announcing his New Order, Palpatine immediately seeks to solidify his hold on systems vital to the Empire's survival. Imperial forces spearheaded by ISB agents descend on Salliche, an agricultural planet that supports many neighboring Core Worlds with its abundant crops and efficient harvesting corporation.

Although Imperial military units quickly deploy to key residential, commercial, and transport centers, undercover agents set traps to cull potential malcontents and future political troublemakers out of the general population of disgruntled laborers and transient travelers. Palpatine intends to make sure the Core Worlds—and, more important, his military personnel deploying to key trouble spots throughout the galaxy—continue to receive food stores from Salliche.

This adventure serves as a starting point for a *Force Unleashed* campaign. If the heroes previously met and decided to band together, they can dive right into the action as a team of freedom fighters intent on opposing the Empire. The Gamemaster can use the introductory setup and opening encounter to bring together heroes who have yet to meet, forging them into a team by experiencing a common incident of Imperial treachery that galvanizes them into action.

Each hero—individually or as a group—hears of a meeting of sympathetic citizens disgruntled by the sudden change in galactic government and the Empire's military presence on this formerly quiet, industrious Core World. Rumors claim Graaf Savraan, a noble relative of Salliche's governor who is critical of Palpatine's rise to power and his actions during the Clone Wars, backs the meeting; he has a solid base of resources on Salliche, enough to establish his own resistance group if necessary. The heroes might have picked up gossip at a local club, seen graffiti scratched into a wall or sprayed in an alley, overheard some reliable people talking in public, or noticed a small advertisement flashed across a news ticker. All these clues point to a meeting at Docking Bay 723, an abandoned landing bay in an unused corner of Salliche's starport . . . where Imperial forces wait to ambush and arrest them. Some might walk into the trap, while more cautious heroes might watch and try to help fleeing fugitives escape from hiding places nearby.

The heroes then follow the guarded caravan of speeder trucks as Imperial forces transport imprisoned dissenters away from the starport and into the countryside. After predicting that the prisoners are heading out to the Graaf's rural estate, the heroes prepare an ambush at a suitable location. Any heroes who fell into the trap at the docking bay have a chance to try breaking out of the secure speeder truck's passenger bay during the commotion.

Whether or not the heroes successfully ambush the prisoner transport caravan, they can proceed to the remote country estate. Imperial forces have hastily converted the main house and surrounding grounds into a fenced detention camp for processing citizens suspected of surreptitiously opposing the New Order. The heroes must reconnoiter the defenses and plan a breakout for as many prisoners as they can . . . each of whom might serve as a vital member in their growing resistance movement.

"Bounty hunters. We don't need their scum."

– Admiral Piett

Docking Bay Ambush

Challenge Level 4

SETUP: The heroes should decide before this encounter whether they have any suspicions that this meeting might be a trap. They can enter Docking Bay 723 and wait for the Graaf to meet with a crowd of other dissenters, or they might check out the area and find a place from which to observe the gathering without actually getting involved. If they join the crowd, the action starts with them inside the confines of the docking bay amid the other people. If they act warily, they could station themselves anywhere nearby with a good view of the bay entrance: inside the abandoned buildings across the street, on an adjacent rooftop, or around a corner in an alley.

Read-Aloud Text

Just as the heroes settle in—either mingling with the crowd or hidden elsewhere—the Graaf emerges from his waiting place in the docking bay's control office and sets the trap in motion.

The door to the docking bay's control booth opens and out steps Graaf Savraan. "Greetings, fellow citizens of Salliche and honored visitors to our planet," he announces. "Gather round, for today we embark on a desperate journey to free this world, and perhaps many others, from the growing Imperial tyranny." The throng of dissenters coalesces from various groups hanging around the abandoned docking bay, everyone focusing on the regally dressed, charismatic figure of the Graaf. Suddenly several sealed doors in the bay burst open and Imperial troops stream out, weapons raised, and order everyone to surrender. "Everyone take cover!" the Graaf shouts. He pulls out his blaster pistol and dives for cover, ready for a fight.

The Graaf

The man calling himself the Graaf is actually an agent of the Imperial Security Bureau. This field agent has been put in place to lure dissenters into an ambush, and though he maintains the illusion throughout the encounter, some savvy heroes might note the deception and realize that the impostor is part of the Imperial trap.

"The Graaf" **CL 4**
Medium Human nonheroic 3/scout 3
Force 2; **Dark Side** 4
Init +5; **Senses** Perception +8
Languages Basic, High Galactic

Defenses Ref 15 (flat-footed 13), Fort 13, Will 11
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; Grp +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 10, Cha 12
Talents Acute Senses, Improved Stealth
Feats Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Endurance +9, Gather Information +14, Perception +8 (can reroll, must take second result), Persuasion +9, Stealth +9 (can reroll, must take second result)
Possessions blaster pistol, street clothes

Imperial Tactics

The Imperial stormtroopers have orders to capture anyone gathered in the docking bay, whether or not they really believe they're meeting with Graaf Savraan to talk about opposing the Empire. They unseal the previously locked doors and quickly move in from their hiding places in the warehouses on each side of the bay and the nearby office. They move on the dissenters from every vantage point, blasting away with their weapons set on stun.

Since they intend to overwhelm the crowd—and the heroes—send three stormtroopers into the docking bay for each hero attending the meeting. The ISB doesn't underestimate the danger these dissidents pose to the maintenance of order on Salliche, so they also keep a reserve of three more stormtroopers per hero just outside the main docking bay entrance (they move here from their hiding places in the run-down office); several patrols might also lurk in nearby alleys to pose as obstacles to anyone who successfully manages to climb the high docking bay walls and drop down into the adjacent streets.

The stormtroopers are counting on the ISB field agent posing as the Graaf to distract the dissenters and cause them to focus on him as the troopers close the trap. When the ambush starts the "Graaf" stays in character by feigning surprise and alarm; he draws his blaster pistol and seeks cover while still keeping an eye on the gathered dissenters. The stormtroopers know he's an infiltrator (and in fact the mastermind behind the ambush setup), so they

avoid shooting him. The "Graaf" doesn't shoot until any dissenters (or heroes) gather with him behind cover, or someone suspects his complicity in the ambush. At this point he turns his blaster on the dissenters—setting it to stun to ensure their capture.

The stormtroopers react to anyone nearby who interferes with the ambush. Cautious heroes who decide to observe the dissenters' meeting with the Graaf from afar might stage their own counterambush or even take some random potshots at stormtroopers closing in on the docking bay. As soon as they realize that a third party seems intent on harassing their police action, they detail two troopers per hero to take up defensive positions and engage the heroes with blaster fire.

Stormtrooper **CL 1**
Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Conclusion

When the fight dies down, two speeder trucks swiftly pull up to the docking bay entrance with a stormtrooper escort. The troopers herd anyone who surrendered into the trucks—relieving them of weapons, comlinks, and other useful equipment—then pick up anyone who's stunned and throw them inside, too. Any heroes subdued during the docking bay ambush find themselves inside a speeder truck with the rest of the prisoners. Those cautious enough to observe the ambush from afar—even if they tried to intervene and escaped into the labyrinthine streets of the ramshackle starport sector—scramble to find transport and follow the prison convoy out of the city and into the countryside.



Features of the Area

ISB agents have converted the dilapidated docking bay into an effective trap. The walls of the circular landing area rise 12 meters to help deflect the blasts from incoming and outgoing starships. Although the sheer surfaces consist of rough stone, heroes must make DC 25 Climb checks to surmount this high wall and reach the flat roof that connects the bay with the adjacent warehouses and a run-down office.

Enough wreckage and debris remains along the docking bay walls to obscure some of the locked hatchways leading to other areas, though these might also provide cover for anyone evading the ambush.

Most doors leading to areas in which the Imperial troops wait remain sealed, including main doors to both warehouses and the smaller hatches allowing access along narrow corridors. Trying to open any of the sealed doors requires a DC 25 Mechanics check, though by the time the hatch opens, the heroes find themselves directly in the path of the Imperial ambush.

Prisoner Convoy

Challenge Level 6

SETUP: The heroes determine that the prisoner convoy follows a route out into the countryside toward the rural estate of Graaf Savraan. Scouting ahead, they find a portion of the road ideal for an ambush; a light wood with two boulders provides some cover on one side, with rocky hills on the other offering a height advantage and partial cover. Allow the players to decide beforehand where to position their characters in staging their own ambush.

Read-Aloud Text

Allow the players to discuss their ambush tactics briefly before the convoy arrives.

The whine of repulsorlift engines grows as several vehicles approach your positions. The Imperial prisoner convoy rounds a bend in the road and comes into view. An armed landspeeder escort appears first, followed by two speeder trucks, with three biker scouts taking up the rear. As the vehicles come around the curve, they slowly accelerate toward the straightaway just beyond your position.

The heroes should all make Stealth checks against the Perception modifier (+10) of the lead drivers in the armed landspeeder escort; if they succeed, their ambush catches those in the convoy—the drivers in the armed landspeeder escort and speeder trucks as well as the three biker scouts—flat-footed, and the heroes get to attack during an initial surprise round.

Convoy Vehicles

The lead escort vehicle looks like a used SoroSuub landspeeder hastily modified with an enclosed operator cabin for the driver and passenger and a remote laser cannon mounted on the forward fuselage.

The speeder trucks have no armament. Like the modified landspeeder, they fully enclose their passengers and crew; use the landspeeder statistics—without the weapon—if the speeder trucks become involved in the fight. Use the statistics for the Aratech 74-Z speeder bike (below) for the three biker scouts bringing up the rear of the convoy.

Modified SoroSuub X-34 Speeder Escort **CL 3**
Large ground vehicle (speeder)
Init +3; **Senses** Perception +3

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 24

Speed 12 squares (max. velocity 330 km/h)
Ranged laser cannon +7 (see below)
Fighting Space 2×2; **Cover** total
Base Atk +5; **Grp** +15
Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +3, Pilot +14

Crew 1 (expert); **Passengers** 1
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 13,550 (3,500 used)

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

Aratech 74-Z Speeder Bike **CL 4**
Large ground vehicle (speeder)
Init +14; **Senses** Perception +8

Defense Ref 16 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 500 km/h)
Ranged laser cannon +7 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +14
Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14

Crew 1 (expert); **Passengers** 1
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 6,750 (1,200 used)

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

Escort Tactics

When the heroes open fire (whether or not they catch the convoy flat-footed), the Imperial drivers fall back on their training for such scenarios. The escort speeder pulls to one side of the road where it can target the heaviest fire coming from the heroes. This also allows the two speeder trucks to race through the clearing and down the road, away from danger. The heavy repulsorlift craft have a low operational ceiling, so they can't fly over obstacles higher than 2 meters that block the road; fallen trees from the woods or a small landslide blasted from the rocky heights would do the trick.

The three speeder bikes pose the greatest challenge to the heroes. Once they make sure the speeder trucks escape, they gain altitude and circle the area to spot where targets are hiding. They dive down and strafe these locations from above, negating most of the cover benefits.

Ensuring the safety and escape for the two speeder trucks remains the primary mission for the escort landspeeder and speeder bikes. Eliminating any resistance once the prisoner transports get away has secondary priority. The scout troopers and escort speeder return fire to keep the heroes at bay, but don't pursue them if they flee. If the heroes emerge from cover, the Imperial troops take full advantage and continue the attack. After a few rounds the speeders move off in the direction of the speeder trucks, though they probably called in reinforcements.



Imprisoned Heroes

Any heroes who were stunned and captured in the ambush at Docking Bay 723 start this encounter inside one of the two speeder trucks. The prisoners sit on benches inside the main passenger area; they aren't individually restrained, but the side entry hatch remains sealed from the outside. The driver and guard—both scout troopers—sit in the forward control cabin sealed off from the prisoners, so the heroes can scheme to escape even before their friends ambush the convoy. Prying open a bulkhead panel and short-circuiting the door controls from the inside requires a DC 20 Mechanics check. If they manage to open the hatch while the convoy is still in transit, they (and the rest of the escaping prisoners) can jump from the moving speeder truck and run for cover in the woods. If they wait for the ambush, however, they can try escaping when the speeder trucks momentarily slow down (or halt entirely if the heroes manage to block the road) and the escorts are busy hunting down their attackers.

Features of the Area

The woods offer heroes cover (+5 to Reflex Defense) as long as they remain within the trees and low underbrush. The two boulders alongside the road offer improved cover (+10 to Reflex Defense) to those firing around or over them at Imperial forces. Although the rough ground of the rocky heights offers only some cover, it also provides a higher vantage point from which to attack. Anyone moving out of the woods, from behind the boulders, or down from the rocky heights loses any bonuses from cover; heroes must leave cover to reach any vehicles on the road, such as a halted or disabled speeder truck.

Conclusion

After the convoy and escorts move off, the heroes can gather any freed prisoners, return to their vehicles, and continue down the road to discover where Imperial forces are taking captured dissenters. They'd better hurry, though, since the troopers driving the convoy followed standard protocol, reported the attack, and called for reinforcements to mop up any resistance.

At the Graaf's Pleasure

Challenge Level 7

SETUP: The heroes follow the road and escaping remnants of the prisoner convoy to the rural estate of Graaf Savraan. Imperial forces have surrounded the manor house and grounds with a fence, guard towers, and support buildings to serve as a detention camp. Allow the heroes to position themselves in the nearby forest and rocky hills to survey the area and launch a rescue attempt.

Read-Aloud Text

The players should describe how their heroes approach the prison camp and from what position they reconnoiter the Imperial installation.

Imperial forces have established a makeshift prison camp on what was formerly Graaf Savraan's country estate. The sprawling mansion and surrounding grounds now lie within a hastily erected wire fence—probably electrified—with guard towers at each corner and one by an opening that functions as the gate (no doubt it seals with some kind of lethal force field). About 40 prisoners mill around the estate's enclosed grounds awaiting their fate. Most lounge on the grass, some pace pensively, and a few gather in angry clusters for heated discussions.

Several support structures stand outside the guarded enclosure. Two prefab barracks provide shelter for the guards, while a metal-walled shack with a roof bristling with communications antennae serves as a command post. A cleared area outlined by blinking guide lights serves as a landing zone for transport craft, though nothing occupies the space at the moment.

Observing the patrol routine for a few minutes reveals that several pairs of stormtroopers march along the fence's outer perimeter while others mount a fixed guard at key locations. Lone stormtroopers in each of the 7-meter-tall sentry towers keep an eye on the prisoners and the fence, ready to fire at anyone with light repeating blasters.

The compound's major weakness appears to come from the incomplete perimeter fence. Posts support the wires only a few meters into the estate's pond, leaving a gap someone might swim through to reach the prisoners or escape.

Sentry Tactics

The detention camp's complement of guards consists of 16 stormtroopers: 10 in pairs on patrol or at duty posts and one in each of the sentry towers. A lone Imperial officer works in the command shack. They remain at their posts and patrol routes unless they notice suspicious activity or come under attack.

When fighting breaks out, stormtroopers on patrol immediately move to charge any threat. Those troopers standing guard at stationary posts hold their positions, but take cover and return fire as necessary. Guards in the sentry towers swing their light repeating blasters into action, assuming they have line of sight to attacking heroes. The Imperial officer emerges from the command bunker to direct the stormtroopers; he reacts defensively to any changes in attack strategy. They assume the prisoners remain neatly locked up inside the electrified enclosure unless they somehow escape and pose an actual combat threat.

Imperial Officer **CL 5**

Medium Human nonheroic 4/noble 3/officer 1
Force 2; **Dark Side** 5
Init +3; **Senses** Perception +10
Languages Basic, Bocce, Durese, High Galactic

Defenses Ref 15 (flat-footed 15), Fort 14, Will 18
hp 33; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +6; **Grp** +6
Special Actions Born Leader, Coordinate +1, Trust

Abilities Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Armor Proficiency (light), Linguist, Skill Focus (Persuasion), Skill Training (Deception), Skill Training (Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8
Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Stormtrooper CL 1
Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Features of the Area

The light woods and rocky hills offers heroes cover (+5 to Reflex Defense) as long as they remain within that terrain. They must cross open ground, however, to reach any of the detention camp buildings or the fence. They can fire around the barracks and command shack if they can reach them and use them as improved cover (+10 to Reflex Defense).

The guard towers stand 7 meters high, providing cover to the stormtroopers within. A ladder up the metal tube support structure allows access to the sentry box above. The fence deals 3d8 points of damage to anyone touching the wires. The lines are strung close enough to prevent anyone from slipping through no matter how nimble they are. Destroying one of the support pylons cuts the wires; felling two pylons cuts the power in between. The command shack contains controls for opening and shutting the force field gate and powering down the current charging the fence wires. Comm equipment allows transmissions to the Imperial installation in the nearest city as well as communications with all troopers and sentry towers on site.

The pond presents a natural obstacle that seems easy to swim across. But deep muck lurks beneath the shoreline that snares anyone trying to climb ashore or wade into deeper water to escape. Pulling oneself out of the muck—either back to shore or into open water—requires a DC 20 Strength check.

Imprisoned Heroes

Any heroes who were stunned and captured in the ambush at Docking Bay 723 and failed to escape from the speeder trucks during the ambush find themselves deposited inside the perimeter fence at the beginning of this encounter. They can plan their own escape independent of their comrades' rescue attempt, though the attack offers an opportunity to execute it in the ensuing confusion. Assuming they can convince their fellow inmates to actively resist the Empire, the imprisoned heroes might find some allies willing to aid in their escape attempt and possibly assist future resistance efforts.

Conclusion

After the heroes help the prisoners escape they must quickly flee the area, using whatever transportation they can find to reach a safe haven. Even if they managed to take out all the Imperial personnel, the officer might have had time to send out a distress call. In any event, more transports arrive bringing fresh guards or new prisoners and quickly initiate operations to suppress what the Empire believes is an active resistance cell on Salliche.

If the heroes managed to rescue any prisoners, some might channel their resentment for the Empire into working for a resistance cell organized by the heroes.





Chapter IX
Galactic Gazetteer



Few planets in the galaxy escape the Empire's influence for very long after Palpatine declares his New Order.

Those just recovering from the ravages of the Clone Wars initially view the appearance of Imperial troops as a stabilizing influence. Others see Imperial interest in their affairs as a sign of galactic stability and a better economic connection with prosperous Core worlds.

The Empire follows no strict policies in subjugating worlds or leaving others alone with minimal supervision. Only generalizations exist, based on a planet's strategic or material value to Palpatine, its perceived loyalty to the New Order, the activity of insurgent groups, and the whims of local commanders and governors.

The Empire deals harshly with worlds Palpatine that perceives as threats, enslaving entire populations, such as the Wookiees of Kashyyyk, and conspiring to bring about the destruction of other populations. The devastation of Caamas by an "unknown enemy" shows how ruthlessly the Empire deals with even the most benign dissenters.

Planets that have assets vital to the Imperial military machine receive special attention. Some, such as Mon Calamari, unwillingly host a garrison that maintains martial law on the world to ensure continuous operation of essential industries. Others accept Imperial administrative control of key industries, such as the Bacta Cartels of Thyferra. A few, such as Muunilinst, Palpatine leaves alone, assured of their loyalty and dependent on their continued cooperation. As resistance grows throughout the galaxy, the Empire tightens its grip on many systems, revoking earlier freedoms in the name of greater security and Imperial authority.

Worlds loyal to the Empire experience changes that begin gradually and become frightfully apparent only as Imperial tyranny fragments the galaxy and sends it down a path toward civil war.

Planets of the Dark Times

This section provides a brief gazetteer detailing information on new or significant worlds in the Dark Times setting. It uses the same format as Chapter 13 of the Saga Edition core rulebook.

Caamas

Region: Core
Climate: Temperate to arctic
Gravity: Standard
Moons: 0
Length of Day: 25 standard hours
Length of Year: 375 local days
Sapient Species: None (after Imperial orbital bombardment)
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC	RESULT
10	Shortly after the Clone Wars, the Empire bombarded Caamas's surface after the planet's extensive shield system was mysteriously disabled.
15	The wise, freethinking Caamasi were staunch supporters of the Republic, pacifists who became prominent scholars and nobles with a deep sense of ethics.
20	Several years after the destruction of Caamas, a meteor hit the planet and carved a massive crater in the surface.
25	Legends claim that the earliest Jedi Knights came to Caamas, establishing a temple as the center for their studies of ethics and exercises to train their moral consciences.

Knowledge (Life Sciences)

DC	RESULT
10	An attack by the Empire damaged the planet's ecology to such a great extent that visitors must wear breath masks to survive on its surface.
15	Most animal and plant life died in the aftermath of the attack on Caamas.
20	Debris clouds floating through the atmosphere wreak havoc on the planet's climate. Erosion and dust storms make travel on the surface or in the atmosphere extremely hazardous.



CAAMAS

Knowledge (Social Sciences)

DC	RESULT
10	Caamas was once home to the Caamasi people, but a devastating attack by the Empire forced survivors to flee to refugee camps on various worlds throughout the galaxy.
15	A handful of survivors have begun corresponding and forming a group intent on returning to their homeworld to research ways to bring back the planet's natural ecology.

Callos

Region: Outer Rim
Climate: Arctic
Gravity: Standard
Moons: 3
Length of Day: 29 standard hours
Length of Year: 296 local days
Sapient Species: None (after Imperial orbital bombardment)
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC	RESULT
10	Imperial forces led by Juno Eclipse assaulted the planet after the Empire discovered evidence that the Callosians were developing a new offensive technology intended to oppose those who were spreading the New Order.
15	The Imperial bombardment destroyed much of the planet's lush surface and sent the formerly fertile environment into a permanent winter that killed anything that survived the initial assault. Though the atmosphere remains breathable, incessant ice storms and subfreezing temperatures prevent any permanent habitation.
20	Callosians who were away from the planet at the time of the bombardment defied logic and returned to their devastated homeworld, presumably to die.
25	Imperial surveys that returned later found no life signs on the planet's surface and no evidence of survivor enclaves.

Knowledge (Social Sciences)

DC	RESULT
10	The reclusive Callosians developed a sophisticated culture centered on a lifestyle of scholarship and philosophy.
15	Callos remained neutral during the Clone Wars and rebuffed representatives from both the Republic and the Separatists to support their causes.
20	Small groups of Callosians left their homeworld at various times throughout history to learn about the greater galaxy, and until the planet's destruction they always returned to share their knowledge with their society.

Despayre

Region: Outer Rim
Climate: Tropical
Gravity: Standard
Moons: 1
Length of Day: 26 standard hours
Length of Year: 368 local days
Sapient Species: 60% Wookiee, 20% Mon Calamari, 10% Human, 10% other species
Government: Imperial governor
Capital: none
Major Exports: Starships
Major Imports: Slaves, starship components

Knowledge (Bureaucracy)

DC	RESULT
10	The Imperial Navy severely restricts starship traffic in the Despayre system; only official military vessels, prison ships, and armed commercial freighters from corporations supplying starship components can enter.
15	Separate governing administrations operate the surface penal colony and the orbital stardock facilities, both managed by the Imperial Navy.
20	Overseers on the planet carefully screen slaves chosen to work in the orbital facilities.
25	The slaves working in the orbital stardocks consist primarily of imprisoned Wookiees and Mon Calamari who have starship construction expertise.

Knowledge (Galactic Lore)

DC	RESULT
10	Despayre serves as an infamous penal colony for numerous slave species, criminals, and political dissidents.
15	Most slaves on Despayre are Wookiees from Kashyyyk, prized for their great strength and endurance under the harsh labor conditions.
20	Prisoners work in vast factories that produce components used in the orbital shipyards that help fuel the Imperial military machine.
30	A small mining operation on the planet's crystalline moon Haroon works to extract several immense, specially cut crystals, presumably for a top-secret military project.

Felucia

Region: Outer Rim
Climate: Tropical
Gravity: Light (75% standard)
Moons: 2
Length of Day: 27 standard hours
Length of Year: 232 local days
Sapient Species: 75% Felucian (native), 10% Gossam, 5% Twi'lek, 10% Human
Government: Imperial governor
Capital: Kway Teow
Major Exports: Slaves, biotoxins, medicine
Major Imports: High-tech goods, foodstuffs

Knowledge (Galactic Lore)

DC RESULT

10 During the Clone Wars, Felucia was a major stronghold for the Separatists, particularly the Commerce Guild.

15 Since their defeat, Separatist remnants, including the planet's Gossam settlers, have taken shelter in small enclaves in the fungal wilderness, joining forces with the fugitive laborers, outlaws, and smugglers they formerly persecuted.

20 Imperial forces maintain a presence in Kway Teow primarily to gather Gossam slaves for export and to research biological agents taken from the diverse and abundant plant life.

25 During the Dark Times, the Jedi Shaak Ti and Maris Brood seek refuge here from Imperial Inquisitors.

Knowledge (Life Sciences)

DC RESULT

10 The humid fungus forests covering the world's surface glisten in the sun, creating a fantastic, multicolored landscape during the day. Most plants and animals on Felucia have adapted specialized defenses to protect them from each other, making them particularly hostile to offworlders.

15 Although the plant life synthesizes its own venoms delivered through spores, sap, gas, and thorns, the native Felucians, Gossam colonists, and Commerce Guild scientists all learned how to extract and enhance toxic biological elements for both poisons and medicines.

20 The deadly wildlife lurking on Felucia includes a Sarlacc and a subspecies of the dreaded rancor called the bull rancor.

25 The native Felucians have a degree of Force-sensitivity that primarily manifests itself through tribal shamans.

30 The Jedi apprentice Maris Brood, after hiding out on Felucia and turning to the dark side, corrupts several Felucian shamans and trains them to tap into the more sinister aspects of the Force.

New Plympto

Region: Core
Climate: Temperate to tropical
Gravity: Standard
Moons: 1
Length of Day: 18 standard hours
Length of Year: 244 local days
Sapient Species: 95% Nosaurian (native), 4% Human, 1% other species
Government: Imperial governor
Capital: Phemiss
Major Exports: Narcotics, raw materials
Major Imports: Weapons, high-tech goods

Knowledge (Galactic Lore)

DC RESULT

10 During the Clone Wars, New Plympto sided with the Separatists to resist Republic control over its resource harvesting policies.

15 When the New Order was established, the Imperial Procurator designated the planet as expendable and therefore subjected its natural resources to commercial exploitation and the Nosaurians to virtual enslavement.

20 An Imperial governor rules over New Plympto from a facility on the moon of Karsten that orbits the planet. Imperial forces razed much of the drifters' district in Phemiss to make room for well-guarded factories.

25 Dass Jennir, a Jedi leading clone forces on New Plympto, supposedly escaped Order 66 and went into hiding, remaining on the planet to later lead its resistance movement.

30 Corporate scientists on the Karsten Moon conduct experiments to synthesize the drug called ji rikknit from a few captive rikknit specimens, though their efforts so far have produced an inferior narcotic with harmful side effects.

Knowledge (Life Sciences)

DC RESULT

10 For many years the native Nosaurians harvested ovum sacks from the tree-dwelling rikknit and processed them into an addictive substance called ji rikknit.

15 Nosaurians "sing down the sun" when it sets, braying loudly for a moment and giving away their position. They find this instinct almost impossible to suppress.

20 Harvesting decimated the rikknit population so much that the species approached extinction. Attempts at breeding the creatures in captivity failed.

Knowledge (Tactics)

DC RESULT

15 The Hajial Chase, an old stretch of forest 400 kilometers inland from Phemiss, and the surrounding woodlands offer shelter to renegade Nosaurians.

20 Imperial forces rooting out local insurgents frequently begin operations shortly before sundown to exploit the Nosaurian instinct of "singing down the sun." The commotion produced by the creatures makes it easy to spot those that are hiding in ambush or escaping from raids.

Raxus Prime

Region: Outer Rim
Climate: Poisonous
Gravity: Standard
Moons: 1
Length of Day: 22 standard hours
Length of Year: 388 local days
Sapient Species: 40% Human, 37% Jawa, 20% Rodian, 3% other species
Government: Imperial governor
Capital: Central Station
Major Exports: Starships, starship components, industrial machinery, raw materials
Major Imports: Foodstuffs, high-tech goods

Knowledge (Galactic Lore)

DC RESULT

10 The highly industrialized planet Raxus Prime is covered with immense factories, sealed living habitats, streams of superheated runoff water, rough-hewn quarry pits, vast debris fields, and toxic lakes.

15 The Confederacy of Independent Systems first convened on Raxus Prime, and the planet later served as Count Dooku's personal fortress before the Clone Wars.

20 The Empire has constructed orbital facilities above the planet in which it builds Star Destroyers, using the planet's mineral and industrial resources.

25 Ancient secrets from the planet's role in the Great Sith War lurk deep beneath the industrially ravaged surface.

30 During the Dark Times, the Aleena Jedi Kazdan Paratus goes into hiding in Raxus Prime's warren of industrial facilities. The strain of the Clone Wars and the carnage of Order 66 send Paratus spiraling into insanity; he builds a replica of the Jedi Temple from debris gathered from an abandoned industrial quarter on Raxus Prime, and he holds council sessions there with "Jedi Masters" fashioned from debris and guarded by an army of animated junk droid sentries also constructed from junk.

Knowledge (Social Sciences)

DC RESULT

10 Most of Raxus Prime's residents live in sealed environments near the industrial facilities where they work. Tunnels connect living areas with work bays, storage hangars, and infrastructure units.

15 Before the Clone Wars, an entire Jawa clan was transported to Raxus Prime to operate and maintain the heavy machinery driving the planet's industries.

20 Refugees fleeing virtual enslavement at the hands of industrial and Imperial masters have established hidden enclaves deep in the mechanized bowels of factories.

Knowledge (Technology)

DC RESULT

15 The starship construction facilities orbiting Raxus Prime manufacture most heavy components for Star Destroyers—including finished hull plates, weapons systems, and superstructures—from the basic ores of the planet.

20 Huge chunks of mineral-rich rock are dislodged from deep mine quarries on the surface, then loaded into an immense ore cannon that propels them through the atmosphere and into orbit, from where they are delivered to refinery and fabrication factories.

25 Power for the massive ore cannon comes from a huge underground generator that draws residual energy from the planet's molten core.

Planetary Updates

Palpatine's New Order and the subsequent intrusion of the Empire in systems throughout the galaxy have imposed changes on many planets that formerly played important roles in the Republic and galactic history.

Alderaan

As a secret witness to Palpatine's ruthless elimination of his enemies, including the Jedi Knights, Bail Organa realizes that any open political or military opposition could bring Imperial retribution down upon his homeworld. The destruction caused by the Clone Wars and the tumult brought on by the New Order inspire the people of Alderaan to officially adopt pacifism as a political policy and way of life. To eliminate any perception that Alderaan might rearm itself, the government builds *Another Chance*, an immense armory ship loaded



ALDERAAN

with the planet's superweapons and defensive ordnance, and programs it to perpetually jump through hyperspace until recalled in some time of future crisis. Instead of resorting to military action to influence galactic events, Alderaan's people turn to more subtle, peaceful approaches. The planet's representatives to the Imperial Senate, much like their predecessors in the Republic Senate, quietly question, undermine, and oppose oppressive policies and aggressive action against innocent populations.

The people of Alderaan work hard to simultaneously establish and maintain their pacifist lifestyle while acting behind the scenes to weaken the Empire's grip on the galaxy. Organa becomes the leader of a well-masked, clandestine effort to quietly aid offworld resistance groups while maintaining the facade in the Imperial Senate that his world poses no threat to Palpatine's schemes. Rich nobles pool their wealth and send it to budding insurgent groups throughout the galaxy using convoluted banking protocols through financial institutions on Ralltiir and a few sympathetic trading houses on Brentaal (though an abortive attempt to move money through Muunilinst nearly exposes this plot). With the planet's military disbanded and its weapons sent off on *Another Chance*, former general Gavvix Sironna tutors several aides in guerrilla warfare tactics and sends them offworld to establish contact with resistance groups and in turn train their freedom fighters. Some individuals cannot abide Alderaan's recently adopted pacifist ways; they leave the planet to join more aggressive uprisings on other planets, though they take care to create new identities that provide no traces back to their homeworld.

Organa recruits one of Queen Amidala's former handmaidens, Sabé, to serve as a noble envoy traveling throughout the galaxy to covertly establish resistance cells, spread and collect valuable intelligence, and oversee material support to those who have the courage to oppose the Empire. Organa also maintains a watchful eye on events in the Senate and activities involving Imperial naval and intelligence forces that might jeopardize growing uprisings across the Empire. When he heard the ISB intended to arrest the Chandrilan Senator Mon Mothma for treason, Organa tipped her off so she could escape at the last minute.

Bail Organa could tolerate his planet's peaceful stance in galactic affairs for only so long, however, especially in the face of the Empire's growing power and treachery. Toward the end of the Dark Times, Organa resigns from the Imperial Senate, returns to Alderaan, and—outraged by continued Imperial atrocities—tries to reverse his homeworld's policy of pacifism to rally his people to join the increasingly open rebellion.

Bakura

Though not formally part of the Republic or the Empire forged by Palpatine's New Order, Bakura does not remain entirely free from Imperial influence during the Dark Times. During the Clone Wars, this Outer Rim world experienced an increase in population, industry, and economic prosperity as various groups immigrated to Bakura seeking new and profitable business opportunities. Some people came to Bakura to flee the upheaval caused by the Clone Wars, and others migrated here to escape what they viewed as the growing tyranny of a corrupt Empire. This growth helped the planet expand mining operations to three outer-system planets and Bakura's two moons; their success fueled the formation of a flourishing industry that manufactured repulsorlift coils and exported them to Imperial-controlled vehicle manufacturers such as Aratech, Ikas-Adno, and Mekuun. The initial migration and industrial prosperity in turn created more jobs for educated workers relocating to the system.

The Empire benefits from stability on Bakura and does not openly interfere with its government or industrial affairs. Even while maintaining this illusion of independence, the Empire sends ISB agents to infiltrate the corporate structures of both Arden Repulsorlift and Bakur RepulsorCorp to ensure the continuation of mining and manufacturing operations that supply repulsorlift components for Imperial military vessels. These operatives work with Bakurans who are loyal to Imperial interests in sustaining their cover and quietly eliminating any dissent as news of the Empire's tyranny in other regions of the galaxy filters back to the Outer Rim. More intelligent, free-thinking elements of the population begin questioning the Empire's motives and establish cells of responsible, loyal citizens to investigate and uncover secret Imperial involvement in local industries. These undercover groups expand their operations from simple inquiries to more active sabotage as they discover the extent of ISB infiltration into government and industrial

affairs. This movement doesn't evolve into a full-blown resistance during the Dark Times. (The Empire eventually sends a small occupation fleet to officially annex Bakura shortly after the Battle of Yavin, ensuring a steady flow of repulsorlift components to support the Imperial war machine and suppressing open dissent against its policies.)

Bespin

Tibanna gas mining operations on Bespin and visitors to Cloud City remain steady during the Dark Times. The planet's remote location and insignificant strategic value keep it well under the Empire's sensors.

The industrial facilities continue claiming that they mine Tibanna gas as a hyperdrive coolant to downplay their significance and fend off inquiries from the Mining Guild; most still supply spin-sealed Tibanna gas for the arms market through discreet shippers who transport and market it in other systems.



BESPIN

Cloud City's first-rate hotels, restaurants, and entertainment still attracts tourists from around the Outer Rim. Coupled with its industrial prosperity, Cloud City's success outshines that of other floating platforms, which fall into financial ruin (such as the abandoned Tibannopolis facility) or isolate themselves as independent, forgotten platforms.

During this turbulent era, Bespin serves as a haven for smugglers, resistance fighters, and political dissidents. But the people of Cloud City, and particularly the authorities, value their independence and neutrality. They remain wary of political refugees and militant subversives who use Bespin as a base for their resistance activities against the Empire, and they exert their influence to evict them when their operations threaten to draw unwanted attention to the planet. Those on the run from the Empire might find a temporary sanctuary on Cloud City, but they quickly wear out their welcome if they continue their subversive fight against galactic authority. Others on the fringe, however, such as the Bloodhawk Pirates and other criminal organizations, still operate with freedom as long as they don't attract any undue attention to Bespin.

Bestine IV

As the Empire spreads its military might throughout the galaxy—and as increasing resistance at all levels requires a greater show of strength—the Imperial Navy establishes support, deployment, and repair bases everywhere. Bestine IV falls victim to this military escalation, in part because of its central location in its portion of the Mid Rim. Many speculate that Palpatine chooses the world to punish its independent-minded citizens for joining the Separatists during the Clone Wars, albeit in a small support role as a medium-sized starship repair facility. Long known for their aquacultural and starship construction industries, the people of Bestine accept an offer from the Empire; Palpatine shows leniency for their role in the Clone Wars and promises to relocate the settlers to another suitable world in exchange for Imperial control over the planet and its surface shipyard. Most of the citizens abandon their island spire settlements or floating aquaculture installations, only to find themselves dumped in the galaxy's slums with no means of support.

A handful of Bestine citizens remain on their planet, clinging to life in island spires fortified against attack and in well-armed floating settlements. They operate beneath Imperial sensors, posing little threat despite their occasional raids on surface patrols. These renegades remain too weak to directly attack the expanded and well-defended Imperial shipyard. Heavy Imperial Navy traffic in the system prevents regular starfaring contact with the outside, but occasional blockade runners manage to fight their way to and from the planet. The outlaw Bestine settlements provide a breeding ground for resistance fighters and small bases for insurgent cells operating in the Mid Rim.

Bestine's expatriate population also helps to fuel resistance movements elsewhere on planets where those individuals resettled. Angered by the Empire's betrayal and their loss of an idyllic homeworld, many join underground political groups or resistance cells in other systems and devote their lives to fighting the Empire and freeing their homeworld.

Bothawui

The cagey Bothans—who manage to maintain their neutrality throughout the Clone Wars—broker a limited neutrality for Bothawui when the Empire comes into power. Although technically part of the Empire with representation in the Imperial Senate, Bothawui and many of its colonies remain relatively untouched by Imperial tyranny. Most of those colonies host a small Imperial garrison and a governor who acts as liaison between Bothan and Imperial administrations. Most Bothans keep to themselves in their domain of space, however, preferring to avoid Palpatine's preference for Human High Culture and the antialien prejudices it engenders. Spacefaring Bothans do leave their homeworld to conduct business and diplomacy, and a few enclaves exist in systems that tolerate their presence. Galactic citizens interacting with Bothans deem them as "civilized" aliens with some worth to society and therefore do not openly persecute them.

The Empire tolerates the Bothans primarily because of their extensive and experienced spynet. ISB agents stationed around Bothan space, near enclaves, and in the Imperial complex on Bothawui itself maintain a rigorous counterintelligence operation that monitors the organization's operations, intercepts its intelligence, and, in some cases, manipulates the spynet into acting unknowingly for the Empire's benefit. By leaving the Bothan spynet to its own devices, Palpatine keeps Bothawui a quiet, content, and somewhat marginalized world while gaining from the Bothans' naturally adept espionage activities.

Cerea

Cerea withdrew from the greater galaxy after having been ravaged in a month-long battle during the Clone Wars. The once-pristine world and its people were now scarred by the tragedy of warfare on a previously unprecedented scale. While Palpatine is declaring his New Order, the Cereans reconvene their Council of Elders, elect a new president to replace the one who was assassinated in the fighting, and vote to seclude themselves from galactic affairs. The Cereans begin rebuilding portions of their homeworld that were marred by war, rededicating their society to peaceful, harmonious existence, and insulating themselves from their nearest neighbors in the Mid Rim. Cereans throughout the galaxy return to their homeworld to support the reconstruction efforts. A handful of Cerean travelers return and spark a debate, arguing that although Cerea itself remains a paradise to treasure and protect, the Cereans themselves have a moral obligation. Their intellectual discourse falls on deaf ears as the president and the Council of Elders reject their arguments. These dissenters form the core of Cereans who remain in the galaxy throughout the Dark Times, taking a moral stand against the Empire's tyranny and aiding any resistance groups they find.

The Cereans gently evict those living in the Outsider Citadels, the only enclaves permitted to offworlders on the planet. Most leave peaceably when the Cereans cut off all trade, support, and diplomatic ties, leaving them to endure in the deteriorating cities with no economic reason to stay. Some disappear into the pristine Cerean wilderness, though nobody knows if they survive in the rural paradise or become prey to vengeful Cereans.

Few outsiders return to Cerea during the Dark Times. The Council of Elders creates a planetary defense force that maintains starship patrols in the system to discourage anyone—merchants seeking trade, smugglers looking for a haven or new market, even insurgents searching for allies and aid—from approaching. Imperial forces know enough to stay away, though Star Destroyers and garrisons in neighboring systems monitor traffic and keep a wary eye on the planet to ensure that it poses no threat to the Empire. Expatriate Cereans find a cold welcome; they are allowed to visit only briefly, lest their troubles and enemies follow them to the secluded paradise.

Chandrila

During the Dark Times, Chandrila remains a cooperative yet politically contentious Core World. It continually flirts with disaster as its outspoken and honest politicians voice their growing disapproval of Imperial policy despite a series of governors who tolerate the planet's heritage of political discourse. As a sign of respect for its longtime service to the Republic and its status as one of several key agricultural systems, the Imperial governors assigned to the planet allow the Chandrilans to retain their participatory democracy. They even allow the Chandrilan House, the world's governing body, to continue operating as before, with delegates opening and frankly debating the topics of the day. The Brionelle Academy, which trains officers for the planet's home defense fleet, remains in session at the governor's pleasure; Imperial military agents continue scouting its ranks for potential candidates to enroll in the Empire's academies elsewhere, though unbeknownst to them, recruiters for resistance movements throughout the Bormea sector also seek to lure trainees into their own ranks to fight the Empire. An Imperial garrison established in Hanna City, Chandrila's capital, ensures that the Empire maintains a military presence in the system.

The planet continues to serve as a haven from the industrialization of its neighboring worlds in the Bormea sector such as Corulag and Brentaal. The peaceful, idyllic planet continues maintaining its balanced ecosystem that encourages a burgeoning agricultural industry. Chandrila's candid political culture, however, eventually endangers its standing with the local Imperial administration and the Emperor himself. Later in the Dark Times, Chandrila's outspoken politicians bring trouble to the planet as they criticize Imperial policies and question Palpatine's rule. Mon Mothma's increasing condemnation of Imperial oppression and her covert involvement in growing resistance movements bring about her downfall in the Senate and her condemnation as a traitor of the Empire.

As Imperial tyranny increases throughout the galaxy, Chandrila becomes a recruiting ground for the resistance movements on nearby worlds. Responsible citizens start to use their connections and resources to aid those directly fighting the Empire, or they leave their privileged lives altogether to travel elsewhere and oppose injustice while avoiding any overt reprisals against their homeworld.

Corellia

By the time Palpatine declares his New Order, Corellia's descent into lawlessness is already under way. Diktat Dupas Thomree cuts a deal with the Emperor to largely keep Imperial forces out of the system and Corellian affairs in general. In return, the Diktat promises Palpatine to maintain production at the vital Corellian Engineering Corporation shipyards, pay taxes to the Empire, and politically support Palpatine's galactic policies. Corellia's populace—a naturally independent and daring bunch—erupts in protest.



CORELLIA

The Diktat and other Corellian leaders enforce law and order through the ubiquitous presence and diverse resources of the Corellian Security Force (CorSec). During the Dark Times, Corellia is a system constantly in flux between the law imposed by the Diktat and enforced by CorSec and the criminal forces that indulge the people's natural independence, recklessness, and bravado. The system runs rampant with smugglers, crime syndicates, and pirates who flaunt the law to make a profit or even undermine Corellian and Imperial rule. The dedicated members of CorSec—from patrols on the street and administrative clerks to para-military response units and intelligence operatives—work tirelessly to strike a balance between a resentful, defiant populace and the Empire's threat of direct occupation. Despite CorSec's best efforts, many criminals slip through the cracks, including the members of several resistance cells working on Corellia and in other systems.

The Empire still maintains a presence on Corellia, since Palpatine never truly trusts the Diktat to maintain his end of the bargain. An Imperial intelligence liaison and a small support staff openly work with CorSec personnel, overseeing operations, designating priorities, and analyzing the overall strategic situation in the constant fight to impose order on the lawless system. ISB and COMPNOR agents infiltrate many levels of Corellian society to maintain at the very least a watchful eye on activities in the system. Their intelligence aids CorSec in its efforts to stem crime and eliminate any resistance to Imperial or Diktat rule. On several occasions when the Corellian Engineering shipyards seem in immediate danger, the Imperial Navy assigns a squadron of warships to guard the orbital stardocks, an action that prompts a renewed round of protests from Corellian civilians.

CORULAG

This longtime and loyal supporter of its fellow Core Worlds shrewdly aligns itself with Senator Palpatine during his rise to power. Upon declaring the New Order, the Emperor rewards Corulag for its devotion by awarding many prominent citizens high-ranking posts in the new Imperial government and military bureaucracies. Palpatine also sponsors a new Imperial military academy on Corulag, second only to the principal Raithal academy. The general populace benefits from increased jobs at the new academy, opportunities in the Imperial Army and Navy that training at that site provides, and employment at new industries that find the planet to be an ideal and secure location for expanded facilities supporting the Imperial war machine.

Corulag's citizens oblige the Emperor by focusing their loyalty toward Coruscant, maintaining order in their system, and providing a secure location for such enterprises as the Corulag Academy and Sienar Fleet Systems' Advanced Research Division. Though they don't always indulge in the latest fashions from Coruscant, they realize that advocating the Emperor's policies and remaining loyal despite turmoil elsewhere in the galaxy ensures them a prominent place in the New Order.

As the Dark Times progress, Corulag builds several Imperial prison facilities to handle the growing number of criminals, aliens, political dissidents, and resistance fighters captured throughout the galaxy. Located in the dense and nearly impassible bamboo forests between Corulag's urban centers, these concealed facilities provide high-security incarceration with little chance for escape. If any prisoners manage to break out of these well-guarded prisons, they must navigate the thick bamboo forest and find some aid among a populace more likely to turn them in than aid them.

Despite the fanatic loyalty displayed by most citizens of Corulag, the planet does harbor a small and secretive resistance. A few morally conscientious individuals disagree with Palpatine's oppressive policies elsewhere in the galaxy, and do what little they can without compromising their own position or safety to support resistance efforts in the Bormea sector. The world's only center of underworld culture, Crullov City, is ruled by crime syndicates (and quite possibly the Hutts) that tolerate resistance operations only when they're conducted under the guise of criminal activity.

CORUSCANT

The Dark Times bring changes to Coruscant that remain discreetly overlooked, concealed, and forgotten due to the complacency of the planet's affluent Human population and its interest in maintaining the decadent status quo that was prominent on the world in the waning days of the Republic. Palpatine quietly sweeps away most vestiges of the Republic that interfered with his agenda, leaving the masses their upscale diversions, Human High Culture, and the illusion



CORUSCANT

that they still hold prominence in the galaxy. The once grand Jedi Temple remains closed by Imperial order, left to crumble over time as citizens politely ignore its presence. The Senate continues to meet, but the debate and legislation is weak and ineffectual. Stormtroopers, Imperial military personnel, ISB and COMPNOR officials, and self-important advisors to a number of important dignitaries linger everywhere, subtle but constant reminders of the Emperor's true power. Most citizens don't even care that Palpatine renames the planet Imperial Center.

Real changes happen in the deeper levels beneath Coruscant's polished surface. Most aliens disappear from Coruscant society, enterprise, and politics. Many return to their homeworlds or colony enclaves elsewhere when it becomes clear that Palpatine's advocacy of Human High Culture really espouses a policy of alien persecution. Those who have vested interests on Coruscant—or those who don't have the means to emigrate—are herded into Alien Protection Zones walled off by ferrocrete barriers with perimeters patrolled by stormtroopers, the most infamous being the Invisible Sector, or Invisec. With little access to the outside, these ghettos become brutal breeding holes for criminal activities. Channels eventually open with contacts offworld that fuel this criminal economy and plunge the ghettos further into depravity and poverty.

Crime flourishes elsewhere on Coruscant, from the spires of the richest citizens to the deeper cesspits of commoners. Prince Xizor, head of the fabulously successful Xizor Transport Systems, maintains a palace in the heart of Imperial City, the covert hub of the vast Black Sun crime syndicate. Entire residential sectors in the lower levels breed petty criminals and underworld organizations that pursue their illegal activities on whatever scale they can achieve.

Despite conditions conducive to rebellion, few resistance movements on Coruscant become large or successful enough to even faze the general populace. Although a few cells form among conscientious aristocrats, politicians, and corporate executives, most draw from disaffected citizens and the persecuted alien population. Invisec in particular becomes a fertile recruiting ground for alien groups seeking to directly oppose Imperial tyranny, break out of their ghettos, and carry the fight to Coruscant's surface and beyond. Most adopt an anti-Human stance to attract more recruits and fuel their anger. Although political dissenters, alien activists, and resistance fighters from around the galaxy attempt to infiltrate Coruscant, deliver aid and inspiration to comrades in arms, and undermine the Empire at its core, the stranglehold of the Imperial military presence and the indifference of the privileged population stifle any significant insurgent activities.

ERIADU

A key industrial world in the Outer Rim, Eriadu continues its loyal support of the galactic government during the Dark Times. Its service as a forward base for Republic forces confronting the Separatists during the Clone Wars seemingly goes unrewarded until the Emperor places Wilhuff Tarkin in charge of the Seswenna sector. As a native of Eriadu with a long family history involved in the planet's affairs, Moff Tarkin establishes his administration on Eriadu and makes it the sector capital. The move takes advantage of the system's industrial, commercial, and strategic importance, and provides some semblance of Core Worlds culture for Imperial and noble representatives posted there from Coruscant. Under Tarkin's rule, the planet's manufacturing grows, exports of technology increase, and corporations that have interests there thrive.



ERIADU

During this time, the planet continues on the oppressive course it had already charted before the Clone Wars. The gap widens between the privileged few and the downtrodden masses laboring in the factories and starports. The slave trade—previously ignored in the Outer Rim by the Republic—grows to fuel the need for more manual laborers, with the Empire officially promoting enslavement of numerous alien species and political prisoners. Sprawling industries consume land and natural resources, leaving in their wake ecological destruction and outdated, dilapidated facilities.

While the wealthy elite profess loyalty to the Emperor, the poor masses of workers and slaves chafe against the abuses heaped on them by their corporate-industrial masters and the constant Imperial military presence. Some who manage to escape join the sizable underground resistance movement operating from abandoned industrial facilities, burned-out habitation blocks, subterranean service tunnels, and factory junkyards. They are able to divert useful material resources without attracting too much attention. The immense volume of commercial starship traffic gives freedom fighters the ability to travel with relative ease between Eriadu and other destinations within the Seswenna sector and other major ports throughout the galaxy. The worker and slave population offers an overabundance of potential recruits who have various useful skills. Despite an industrial cityscape ideal for harboring an insurgent group and a populace waiting to rebel against its masters, the resistance leaders wisely conduct their campaign to undermine Imperial power on other worlds throughout the sector. Most fear brutal reprisals if they carry out sabotage on Eriadu's vast industries. Just as Eriadu serves as the sector capital for the Empire, it also serves as the nucleus for resistance operations throughout the Seswenna sector.

KASHYYYK

After the tumult of the Clone Wars, the Wookiees witnessed firsthand the Empire's brutality, first in the savage execution of Order 66—which targeted the very Jedi who aided Kashyyyk when Separatist forces invaded—and then in the subsequent enslavement of the Wookiee population. Influenced by the Wookiees' mortal enemies, the Trandoshans, Imperial forces systematically rounded up Wookiees and exported them across the galaxy as heavy laborers; many ended up on such infamous penal work colonies as Kessel and Despayre. Wookiee slaves became a commonplace sight throughout the Empire, one of the more notorious species victimized by Palpatine's policies promoting Human High Culture and advocating persecution of aliens.

To maintain a steady supply of Wookiee slaves for markets around the galaxy, the Empire established a well-fortified garrison in Kashyyyk's coastal region. Here Imperial troops conduct sorties into the savage jungles, braving the planet's diverse and deadly wildlife, to hunt down and capture Wookiees. For some Imperial officers and aristocrats, the pursuit becomes a fashionable diversion from their official duties. At times the governor contracts with other parties to capture Wookiees, including crime syndicates engaged in slaving activities and Trandoshan hunters eager to take revenge on their enemies and wreak havoc on Wookiee treetop settlements.

This systematic oppression drives many free and enslaved Wookiees to openly fight the Empire. Bands of Wookiees leave their settlements on Kashyyyk to brave the wild jungles and to ambush hunting parties. Little outside aid reaches these renegade groups, thanks to the Imperial blockade and the planet's savage wildlife. Given the Imperial patrols around the planet, few Wookiees freely leave their homeworld to join resistance groups. Enslaved Wookiees organize escapes from prison camps, work details, and penal colonies; those who succeed go into hiding underground, since their appearance and infamous reputation arouse attention and alarm local populations. Free Wookiees seek to establish their own effective resistance cells or make contact with those who can support their cause: the ultimate release of all enslaved Wookiees and the liberation of Kashyyyk.

KESSEL

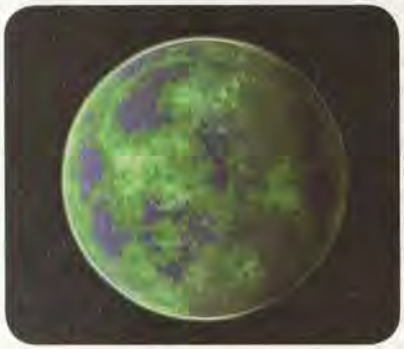
Formerly run by a succession of shady business ventures, Kessel's spice mining operation comes under Imperial control during the Dark Times. Palpatine realizes the power that glitterstim has to enslave portions of the galactic population and Kessel's usefulness not only as a source of spice but a profitable penal colony operation. Imperial forces evict the private enterprises that formerly operated under the Republic, establish a garrison on Kessel's moon to administer spice mining, and begin importing and dumping prisoners of all backgrounds onto the planet to mine glitterstim. The world's population increases dramatically as violent criminals, political dissidents, persecuted aliens, and captured resistance fighters all find themselves sentenced to permanent imprisonment on Kessel.

During this period, the planet earns its dire reputation as the dreaded penal colony from where few return. Imperial personnel throughout the galaxy use the threat of imprisonment on Kessel to coerce individuals and entire populations to stay in line. Certainly the most vile criminals receive sentences to Kessel, but Imperial judges—and even military officers passing summary sentences—frequently condemn citizens to the penal colony on a cruel whim for moderate or even slight infractions simply to get rid of them.

The Empire does little to improve conditions on the planet. The air factories that once provided miners with a reliable source of breathable atmosphere fall into disrepair; Imperial engineers conduct only enough maintenance to ensure that the factories continue functioning at minimal levels. Imperial forces focus on maintaining control over spice production and ensuring its indirect distribution through crime syndicates, ultimately weakening societies through increased glitterstim addiction. Most Imperial personnel occupy military installations on the Garrison Moon, with guard and administrative personnel shuttling to key sites on Kessel's surface in shifts. Eventually they establish an administrative center at Kessendra, the largest prisoner encampment, making it Kessel's impromptu capital. The Empire encourages dissent among the prisoners, rewarding those who show a willingness to work with their jailers and bully their peers, and installing them as overseers who drive the common prisoners—mostly by threats, blackmail, and violence—to increase spice production. The processed spice finds its way into the underworld distribution chains thanks to a handful of "corrupt" Imperial administrators who sell to crime syndicates and smugglers.

KUAT

Upon declaring the New Order, Palpatine drastically increases security in the Kuat System to protect one of the Empire's key starship construction facilities and a principal economic hub within the Core Worlds. The Imperial Bureau of Ships and Services (BoSS) imposes strict navigational protocols on starship traffic entering and leaving the passenger and freight ports, and limits access to Kuat and the orbital shipyards to designated flights and vessels departing from those ports. Most of the orbital facilities and space stations fall under military jurisdiction and operate with varying degrees of supervision and restriction. The passenger port retains the greatest modicum of normalcy, since it caters to traffic from Kuat itself. The former planetary defense port maintains its profile, with the



KUAT

added responsibilities and security of an Imperial military transfer point; absolutely no civilian ships receive clearance to this sensitive area, and Imperial forces deal harshly with violators.

Governance for the entire Kuat system falls to Moff Thichis Kuras, a member of Kuat's lesser nobility but still a native son. Palpatine appoints him to balance military security needs, the aristocratic Kuatis' sense of self-governance and regal pride, and an increased industrial profile for both starship production and research into new ordnance technologies. The Kuati aristocracy generally remains loyal to the Empire, because of a strong heritage of supporting the Republic and its successors and from a desire to ensure continued economic success through vast commercial starship construction operations.

The sheer size of the Kuat system and the overwhelming traffic through the passenger and freight ports offers resistance fighters a wealth of opportunities to infiltrate operations on Kuat. Though they might never reach the Imperial transfer port, subversives can readily gain access to the passenger and freight ports, and from there travel to locations on Kuat or in the orbital shipyards themselves. As resistance to Imperial might grows, Moff Kuras cracks down on security violations, institutes new military protocols, requisitions more troops, and supports ISB and COMPNOR operations to root out insurgents.

Kuat's delegate to the Imperial Senate also walks a fine line. Senator Giddean Danu, known for signing the Petition of 2000 opposing Palpatine's broad powers as Supreme Chancellor during the Clone Wars, now quietly supports the efforts of Mon Mothma and others who are secretly working to thwart Palpatine's plans and undermine the Empire's authority. He openly acquiesces to the Kuati aristocracy that brought him to power and appears agreeable and helpful when dealing with Imperial authorities. Danu realizes that by retaining his post and fulfilling his duties, however distasteful, he can remain in a position to covertly aid resistance groups operating on Kuat.

Mon Calamari

The Quarren and Mon Calamari homeworld quickly submits to Imperial forces intent on using one of the galaxy's top starship construction facilities to support their growing war machine. Despite the planet's stand against Count Dooku's intimidation and treachery during the Clone Wars, the Empire quickly realizes it must seize the orbital shipyards to increase and maintain its fleets and to deny growing resistance groups a potential source of fighters, transports, and capital ships. The Mon Calamari government initially resists Imperial envoys that seek a peaceful takeover of the shipyards. When an occupation fleet arrives, the Mon Calamari find themselves helpless as several traitorous Quarren disable the planetary shields and allow the Empire to dominate the planet and orbital facilities.

While Imperial engineers struggle to adapt shipyards that were specifically built to produce vessels of Mon Calamari design into facilities capable of constructing even the most basic of standard Imperial starship systems, the Mon Cals begin a campaign of passive resistance and covert sabotage to undermine the occupation. At first Imperial forces try using propaganda to quell dissent, build hostility toward the Republic, and fabricate an affinity for the Empire. But as passive resistance grows into work stoppages, shoddy production, and outright sabotage, Admiral Garrus Tharydine—the Imperial commander overseeing the occupation of Mon Calamari—carries out the Emperor's orders to bombard three cities floating on the planet's surface. This massacre prompts both the Mon Cal and Quarren populations to rise up in open revolt against their masters. Starting with little more than hand weapons and common tools, the insurrection grows to strike back at the Imperial occupiers using spacecraft constructed at secret underwater facilities or outfitted at old orbital stardocks with weapons and material diverted from Imperial construction projects. Eventually they oust the Imperial forces, providing other oppressed systems with hope that they, too, have a chance at freedom by opposing the Empire.



MON CALAMARI

MUUNILINST

The home of the galaxy's most influential financial power, Muunilinst manages to continue its fiscal operations despite an Imperial presence in the years after the Clone Wars. The planet suffered heavily during the Clone Wars as a result of its alliance with the Separatists. The Muuns tapped some of their wealth to reconstruct cities devastated during the Battle of Muunilinst, when Republic forces decimated the capital city of Harnaidan and other locations to destroy gunnery emplacements. The first few years after the Clone Wars see an increase in offworlder visitors—particularly fellow aliens—coming to Muunilinst to help with restoration; this influx quickly ebbs once the reconstruction reaches completion and the Empire tightens its authority over the system.



MUUNILINST

Although the Muuns continue backing the Imperial credit with their world's mineral riches, the Empire's regulations and decrees inhibit their ability to finance other endeavors and pursue business operations of their own. The Empire seeks to curtail Muunilinst's economic influence in favor of other, Human-controlled financial institutions closer to the Core Worlds. This policy has the added side effect of not only quietly punishing the Muuns for backing the Separatists during the Clone Wars, but keeping them under watch lest they secretly finance any of the numerous paltry resistance movements cropping up throughout the galaxy. The Empire has little to fear. During the Dark Times, the Muuns remain openly loyal to Palpatine's New Order—one of the few alien species to do so—and calmly endure the petty indignities of Imperial occupation to ensure their financial influence with the next political group to ascend in galactic history.

Still, a handful of Muuns work secretly to divert small amounts of funds to fledgling resistance groups using a complex system of dummy corporations, fake accounts on other planets, and commerce agents. They seek to hedge their bets and establish reliable contacts with those who might someday overthrow the Empire, become the dominant government in the galaxy, and depend upon their financial resources.

Imperial forces, particularly a corps of administrative personnel monitoring InterGalactic Banking Clan activities, occupy Muunilinst's High Port. The station serves as the governing seat for the Imperial occupation, though several garrisons on the world's surface maintain direct control over key assets. Two Golan space defense platforms provide security for the world in addition to a steady rotation of naval power that leaves three Star Destroyers patrolling the system at any given time. The Muuns maintain a presence in the High Port, primarily to carry out their commercial activities with offworlders and maintain relationships with Imperial authorities. They also keep a scaled-down contingent of the infamous Iotran Guard for their own security; much of the guard was cut back after the Imperial occupation, though many members entered service as personal bodyguards or mercenary units with influential Muun bankers.

The station and the starport planetside in Harnaidan also host visitors from other worlds and corporations seeking audiences with Muun bankers to provide backing for their financial and industrial schemes. ISB agents quietly track these visitors to ensure that Muun wealth doesn't find its way to groups undermining Imperial authority elsewhere in the galaxy.

NABOO

Despite several incidents and setbacks, Naboo remains relatively the same during the Dark Times. The end of the Clone Wars and the ascendancy of the Empire brought peace to Naboo's people even after the loss of their beloved Senator Padmé Amidala and a scandal that involved the ruling queen sheltering renegade Jedi. Like many other worlds that knew peace during the Republic's reign—and one that briefly tasted the bitter pill of conflict during the Clone Wars—Naboo openly remains loyal to the Empire while secretly fomenting rebellion. Its people and rulers prefer a peaceful existence under the Empire to a tumultuous life opposing it. In fact, many loyal Naboo citizens support the Empire and join military service.

On the outside, Naboo's government and society maintain the status quo in all aspects of life. Little has changed on the planet except for the appointment of an Imperial governor and the establishment of a token garrison to maintain contact with the local bureaucracy. The planet's representatives to the Senate generally supported Palpatine's policies, though more out of a fear that the Empire might retaliate against Naboo or its representatives than because of prudent political judgment.

A few morally conscientious people on Naboo secretly opposed the Empire, but worked behind the scenes or far from their homeworld, lest they arouse Imperial retribution against innocent citizens on Naboo. These freedom fighters worked within their means, using resources and contacts to quietly undermine Imperial interests. Some who trained at Imperial academies and served with the military used their positions to occasionally leak information, divert material and weapons, and otherwise aid resistance cells near their deployment zones. A few nobles and high-ranking bureaucrats also conspired covertly with others of their station, including representatives from Alderaan, Ralltiir, and Chandrila, to form tentative alliances and work toward the Empire's downfall.

Nar Shaddaa

As in other periods of galactic history, the Smuggler Moon of Nar Shaddaa remains relatively insulated from events and political movements elsewhere. Although the Hutt families don't possess the military might of the Empire, their influence keeps Imperial forces at bay with insinuations that they could sabotage key economies, supply lines, resource fulfillment, corporations, and even governments elsewhere in the galaxy. The Hutts sit secure in their own domain of space on the fringe of the Outer Rim, sending their agents to other worlds to deal with the rising Empire, forge cooperative arrangements with its more pliable members, and continue expanding their criminal syndicate throughout the galaxy.

The sprawling, urbanized moon sees an influx in criminal activity brought about by tougher Imperial restrictions elsewhere and lucrative opportunities for shady enterprises during the initial founding of the New Order. Transient lowlifes come from everywhere to use Nar Shaddaa as a base or a stopover in their underworld dealings. Trade in illegal goods flourishes. Forgers, starship dealers, gun runners, moneylenders, and mercenaries make a fortune catering to those who seek to export Nar Shaddaa's brand of crime to worlds crushed under the Imperial boot heel that are crying out for illicit goods and services.

Nearly anything here can be bought for a price, making it a tempting yet dangerous resource for resistance cells operating on nearby Outer Rim worlds. Although freedom fighters come to Nar Shaddaa to seek allies, resources, and equipment, they take their chances with the murderers, thieves, smugglers, and Hutts like anyone else. Despite their seeming autocracy over Nar Shaddaa, the Hutts still dread wholesale Imperial interference in their affairs or in their territory. Supporting the criminal underworld is one thing; harboring known insurgents bent on defeating the Empire is another matter entirely. Just as they maintain a watch over illegal activity originating on Nar Shaddaa, the Hutts keep an eye on suspected resistance operations on the Smuggler Moon, lest such activity arouse Imperial intervention. In addition to their formidable intelligence sources and enforcer networks, the Hutts also enlist the help of other criminal enterprises based on Nar Shaddaa or directly under their influence to monitor and, in some cases, curtail activities of known insurgents.

Ralltiir

Ralltiir escaped the destruction that claimed much of Muunilinst—one of the other influential banking powers in the galaxy—during the Clone Wars and continued serving the Core Worlds as the principal Human-controlled financial center during the Dark Times. Ralltiiri society outwardly embraces influential trends from Coruscant, from clothing fashions to prejudice against aliens. The planet maintains its reputation as a steady investment in financial institutions by maintaining a political neutrality that insulates its economy.



RALLTIIR

The populace generally accepts an Imperial governor and a small military garrison as symbols of stability and status within the Empire. Only a few in the immense finance corporations and investment markets realize that ISB agents and other Imperial minions gradually infiltrate their organizations with an eye on monitoring banking transactions for leads on tracking down suspicious deals and traitorous financiers secretly diverting funds to resistance cells opposing the Empire's rule. This trend ultimately leads to Ralltiir's downfall at the end of the Dark Times, as covert Imperial manipulation sabotages accounts for alien concerns and anyone suspected of supporting dissent.

Ralltiiri politics and economics fluctuate between two political factions, one that unanimously supports Imperial policies and one that politely questions their intent; some in this latter faction secretly oppose the Empire and covertly support those on Ralltiir and nearby worlds who work to undermine its power. Sympathizers divert some funds to those who are fighting the Empire elsewhere, but as time progresses more resources are kept on Ralltiir to prepare for the time when the Empire shows its truly brutal face. Resistance activity slowly grows beneath the surface of Ralltiir's society and goes relatively unnoticed by both the financial institutions and the Imperial administration.

Rodia

The Rodian homeworld spends the early part of the Dark Times embroiled in a military coup. In the early days of the New Order, Rodia's government changes after the disgrace of Rodia's Senator over a Clone Wars bribery scandal that allowed Separatist forces to invade Duro. Using the traditional interclan wargames to eliminate rivals and consolidate power, a Rodian warlord named Navik the Red rises to prominence. Over the years he defeats his enemies, exiles entire clans into the savage Rodian wilderness, secretly executes dangerous challengers, and forces many to flee the planet. As the Dark Times near their end, Navik consolidates his power, proclaims himself Grand Protector, moves the capital from cosmopolitan Equator City to Navik's clan stronghold at Iskaayuma, and forges ties with the Black Sun crime syndicate to solidify his hold over Rodia.

Equator City—known for attracting tourists to its balmy climate, tropical beaches, restaurants, pleasure halls, casinos, amphitheaters, and hotels—experiences a temporary decline during the Dark Times, brought on

by Navik's brutal rise to power. Over time the cosmopolitan visitors trickle away, discouraged by the frequent assassinations, violent mobs, exploding speeders, and other incidents brought on by Navik's vendetta against his enemies. Only those accustomed to surviving in such adverse conditions—a society of criminals, arms dealers, smugglers, and con artists—remain to take advantage of the chaotic situation.

The Empire keeps its distance from Rodia during these hostilities. A few Imperial envoys establish a consulate in Equator City, more to monitor developments on the planet than to interfere with its bloodthirsty politics. Those Rodians who flee the civil strife establish enclaves elsewhere in the galaxy, but the Empire actively supports several bounty hunters and mercenary units prone to act on its behalf hunting down criminals, uncovering and destroying resistance cells, and fighting small brushfire wars against those who oppose Imperial policies.

Expanding Worlds

Finding and developing several principal locations is the key for a Gamemaster who wants to expand a planetary description of a few paragraphs into a viable and intriguing campaign setting. The information presented in this chapter provides an overall picture, but the Gamemaster must create specific settings on a planet to provide resources and objectives for the heroes.

Consider where the action in an adventure can take place. The heroes need several kinds of practical locations for both support and motivation.

Objectives: Create definite targets for the heroes. On most worlds, these might consist of Imperial garrisons, administrative centers, prisons, the governor's estate, and other facilities established by the Empire to pursue its oppressive policies. Corporate offices, factory complexes, and industrial areas supporting the Imperial war effort also make good objectives.

Resources: The heroes need locations that can provide them with resources. A starport or transportation hub could offer the means to travel between operational areas or bases. An urban center could contain a market plaza where they might find supplies and allies willing to covertly support their activities. Specific locales in a city—a residential neighborhood, an industrial sector, an alien enclave, the starport, an entertainment district, or a commercial zone—could be the locations of specific businesses and other establishments in which action could take place.

Base Areas: Make sure to include a few areas where heroes could establish concealed facilities with a variety of profiles to support their operations. Industrial wastelands, large expanses of wilderness, abandoned factories, and even infrastructure levels beneath a city all offer good places in which to set up safe bases.

Salliche

Upon announcing his New Order, Palpatine immediately sent Imperial forces to Salliche to ensure that its abundant crops and efficient harvesting corporation continue to support nearby Core Worlds and his growing war machine. Sprawling urban hubs contain crop collection, processing, and warehouse facilities, starport operations, and neighborhoods for laborers. These vast cities rise from seemingly endless plains where hovering ag platforms plant, tend, and harvest crops. Pockets of untamed wilderness and mountains offer refuges for tourists and the planet's elite. The planet's proximity to other Core Worlds, its ready access to easy space travel, and a worker population prone to discontent and strikes make it a hotbed for potential subversive activity against the new galactic government.

The Salliche Agricultural Corporation fully cooperates with the Empire, putting its own security forces at the disposal of Imperial military and ISB officers. Imperial forces establish a garrison in the capital, Netassa, with fortified outposts at key commercial and transportation facilities. The Empire and the Salliche Ag Corp push the local workers to their limit in providing greater crop yields and production, limiting personal freedoms and abusing individual rights. The ISB organizes aggressive undercover purges to eliminate potential malcontents and future political troublemakers from the general population of disgruntled ag laborers; the resulting mass arrests necessitate a recruitment campaign to lure beleaguered workers from other systems to labor in Salliche's agricultural industries. During this time, Moff Gegren Throsen manipulates the planet's corporate and legislative bodies to inflict his own will and that of the Emperor.

During the later years of the Dark Times, the planetary parliament elects Selnia Harbright to the Imperial Senate, primarily to remove the idealistic young noblewoman from Salliche's corporate and legislative hierarchy, get her off the planet, and place her in a relatively ineffective position in galactic politics. Little do they suspect that she secretly uses her aristocratic influence to undermine Imperial military power on her homeworld and rid it of corporate and military tyranny.

Sullust

The end of the Clone Wars and the emergence of the Empire brings about a subtle change on Sullust. Although the SoroSuub Corporation maintained a great degree of control over the planet and the everyday lives of its citizens, it now governs the entire system and throws its industrial weight behind the Imperial war machine. Corporate Proclamation 137d dissolved the political Sullustan Council in favor of complete company rule allied with its principal client, the Empire.

Few Sullustans noticed any immediate change. Life under the SoroSuub Corporation continued as usual, though production quotas steadily rose, work conditions deteriorated, and personal liberties slowly disappeared. The Sullustan people continued placing their trust in their corporate government,



SULLUST

since it maintains the strict sense of order necessary for their society, protects their world from comprehensive Imperial occupation, and insulates it from the alien persecution that the New Order promotes. SoroSuub demonstrates such devotion to a strict military sense of order that the Empire largely leaves the corporation to its own devices. An Imperial garrison and administrative complex on the moon Sulon takes care of most business, while a consulate on Sullust directly deals with corporate offices. So long as the system's industrial power continues to support Imperial military might, Palpatine allows SoroSuub to run Sullust as it pleases.

The Empire restricts visitors to Sullust, allowing only Imperial-allied business travelers to visit the moon of Solon. The administrative complex contains not only quarters for the Imperial bureaucracy, but offices for delegations from many galactic corporations that deal with SoroSuub in sustaining the Imperial war effort. Imperial agents also monitor the flow of raw materials and finished goods to ensure that nothing goes to support the burgeoning resistance groups that are emerging throughout the galaxy.

As the Dark Times progress, more Sullustans chafe against corporate and Imperial interference in their lives. They voice their dissatisfaction through acts of civil disobedience. SoroSuub responds by offering empty promises and superficial policy changes to placate the masses; these strategies allow the company to keep Imperial interests at bay. SoroSuub maintains such tight control over the populace that no effective militant resistance develops on Sullust until the Galactic Civil War breaks out.

TATOOINE

This desert planet in the remote backwater of the Outer Rim all but disappears into relative obscurity after the Clone Wars. The Hutts still retain their control over the planet—with the infamous Jabba eventually gaining prominence—while paying token respect to the Empire. Eventually the Podracer action dries up and the racing circuit leaves to find a better venue, but Jabba the Hutt continues using the world as a quiet place from which to conduct his criminal activities. The Mos Eisley starport becomes a hub of smuggling and vice.

The Empire takes such little notice of Tatooine that it all but forgets about the small garrison it established in Mos Eisley. The planet is so obscure that it rates only an Imperial prefect as the chief administrator, a move possibly made in deference to the Hutts to avoid challenging their authority and causing problems with relations between the Hutts and the Empire elsewhere. The stormtroopers and the prefect care little about the crime running rampant in the starport and across Tatooine; they try making the most of their miserable situation.

Tatooine's isolated location, the absence of Imperial Navy patrols, and its minuscule garrison make Tatooine an ideal haven for smugglers and other galactic criminals. Jabba's organization keeps tabs on many, takes a cut of the profits when it can, and generally ensures that the local garrison doesn't hear about anything that has potentially political consequences. Although some resistance cells visit the planet to make deals with criminal elements, Jabba discourages any of them from establishing a permanent presence on Tatooine, lest they draw Imperial attention to this sordid corner of the galaxy.

Few suspect that the planet's dangerous Jundland Wastes shelter one of the last Jedi Knights who managed to escape Order 66 and Darth Vader's systematic purge of the Jedi.

THYFERRA

Even before the Dark Times, a Human minority dominated the bacta industry on the Inner Rim planet of Thyferra, relying on the insectoid Vratix majority to harvest, transport, and brew the alazhi plant with the chemical compound kavam to produce the highly effective healing emulsion. After a brief period when the Vratix regained some control over the bacta market, the Human colonists consolidated their corporate operations into two companies, Zaltin and Xucphra, which Palpatine approaches shortly after declaring the New Order and favors with exclusive contracts to provide bacta to the Empire. Both corporations increase activity and heighten pressure on the Vratix workers to produce more bacta for export to a growing and lucrative market.

The Human corporate colonists on Thyferra reap the benefits while keeping the rural harvesting clans and the urban factory workers in a state of near slavery. The two main urban centers, Xucphra City and the capital, Xozhixi, become corporate and industrial strongholds for the aristocratic Human administrators. Vratix in both places labor in oppressed servitude

so their Human masters can profit from fulfilling the Empire's ever-growing need for bacta. In the vast rain forests, more primitive Vratix clans harvest the components necessary for bacta production, often under the direction of company expeditionary units and always under threat of military retaliation from the corporate security forces if they fall below quota.

Resentment among the Vratix was already developing before the Bacta Cartels made their deal with the Empire; the subsequent abuses, increased demands, and often brutal treatment at the hands of their corporate masters encouraged a rebellious streak among the species' more innovative thinkers. Several small and fragmented insurgent groups form, with those of the urban workers and tribal harvesters having little contact. The most radical and wide-reaching of these—one that manages to unite Vratix across the planet—is the Ashern, or "Black Claw," a terrorist sect with an extreme anti-Human prejudice. It carries out a few significant raids against corporate forces and facilities, but also brings down upon the general Vratix population severe retribution from its masters.

Despite corporate and sometimes Imperial Navy blockades, members of other resistance cells from the Inner Rim manage to reach Thyferra and attempt to encourage insurgent activities there. The Vratix resist most such efforts that are coordinated by Humans, though a few initiated by alien resistance groups have some success. A few insurgent cells find the world's dense rain forests to be ideal for concealing secret installations from which they coordinate operations on other nearby Inner Rim systems and stage sorties against Bacta Cartel facilities on Thyferra independent of Vratix efforts.

Shadowports

The term shadowport refers to a general class of starport facility that is concealed from the general public and the authorities. In most cases, shadowports serve the interests of fringers—smugglers, bounty hunters, and members of criminal organizations—but they might also provide covert docking facilities for secret government and corporate agencies, alien enclaves hiding from persecution, military and intelligence operations, and underground resistance groups.

Shadowports range in profile, size, and amenities depending on their location and the resources available to those who establish, support, and use them. Some serve as docking facilities for small-scale secret installations, though their operations usually rely on having starships readily at hand.

Different organizations establish shadowports for their exclusive, covert use. Discussed below are several groups that might employ concealed port facilities for their own clandestine purposes.

Criminal Organizations

Those who operate on the wrong side of the law frequently need safe locations where they can hide from pursuers, repair vessels damaged in confrontations, resupply, conceal contraband, and plan their next move. Smugglers, bounty hunters, gun runners, enforcers, and anyone else who engages in illegal activities and uses a starship often keep several locations in mind where they might flee if they encounter trouble. Crime syndicates that stick to a limited territory often maintain shadowport facilities in each system where they operate, giving their spacefaring personnel some degree of security when they travel. Some criminal shadowports are simple hiding places where one can quickly land, conceal a ship, effect basic repairs, and find minimal supplies. A few serve as more extensive installations dedicated to criminal activities: warehouses, factories producing illicit goods, armories, and safe houses for extended yet secure visits.

Alien Enclaves

With the Empire persecuting many alien species, especially small groups settled on primarily Human worlds, many aliens flee to secret enclaves. These hidden communities sometimes operate shadowports to enable clandestine starship traffic to support the enclave. These underground settlements depend on discreet space travel to allow refugees and supplies to enter the enclave and emissaries to make contact with other fleeing aliens and potential allies who might aid their cause. Such persecuted groups might willingly aid friendly resistance groups and give them access to shadowport facilities in exchange for their help in evading Imperial persecution.

Military and Intelligence Groups

Planetary and Imperial military and intelligence organizations often have secret installations that are served by shadowports to conceal those installations from both the public and their opponents. Some of these shadowports are packed with powerful communications and sensors equipment to serve as listening posts. Others provide transport needs for experimental testing ranges, laboratories working on unethical technologies, operation launch points, clandestine training facilities, and secret armories.

Resistance Groups

Only the most well-funded and secretive resistance organizations can maintain shadowports that have anything more than the bare minimum facilities. Most freedom fighters settle for a landing port large enough for a single vessel that has a few alcoves for storing cached equipment, supplies, and spare parts. They outfit a remote cave or rugged canyon with basic gear, or clear an abandoned docking bay at the edge of a busy industrial region. Some resisters establish shadowports in functioning portions of real starports under cover of a front corporation, hiding in plain sight amid the bustling traffic.

Facilities

Shadowports have various facilities depending on how and where one was constructed, what group established it, and who helps maintain it. They differ widely, each possessing a different profile and offering services of varying quality. Such features range from the bare essentials to complete starport facilities. Here are some basic components found in shadowports, presented in order from most common to most exceptional.

Landing Bay

Like most any landing facility, a shadowport offers somewhere to land and shelter a starship. At the very least, a landing zone might consist of an open clearing or a crater, with camouflage netting hidden nearby to conceal the vessel. Most shadowports offer more permanent docking bays with a retractable roof or an adjacent hangar bay to conceal a ship from aerial surveillance. Ports operating in space provide some means for connecting to a pressurized environment, usually a magnetically sealed field over the entrance or airlock gantries. Given their clandestine nature, shadowports don't usually offer docking facilities for capital ships; assume that anything from a starfighter to a medium freighter can adequately dock and shelter at a shadowport.

Repair Bay

Since most shadowports function as havens where spacers can find refuge from their adversaries in emergencies, they often provide some means to effect starship repairs. The simplest of ports might offer only a simple corner stocked with old parts, while the most complete facilities could include a full-service maintenance hangar and a storage bay packed with brand-new components. Many shadowports manage with just an alcove for heavy repair equipment, a few crates of spare parts, and a mostly complete set of tools and work gear.

Quarters

A shadowport isn't simply a haven for a ship; it also offers a sanctuary and amenities for crew and support personnel. Crews of larger vessels often use their own craft's facilities, though it's always good to get out of the ship for a change of scenery, even if that consists of a run-down shadowport. At the very least, basic living spaces include a few bunks, a fresher, and a makeshift galley. More elaborate ports include personal cabins or suites, kitchens with ample food stores, conference rooms, and comfortable lounges. Those that function as secret facilities for more established organizations might also provide offices, research laboratories, and medical suites.

Command Center

In the most basic shadowports, individual starships use their own comm-scan equipment to monitor nearby traffic and communicate with incoming and outbound ships as they normally would during flight operations. More sophisticated facilities have a dedicated control panel or even a small room with communications and sensor instruments. This equipment might consist of a comm-scan console and a command chair (sometimes salvaged from a similar facility aboard a starship) mounted in a landing bay corner. A well-maintained shadowport sets aside a control room to house such gear and the necessary power source. These facilities require comm-scan instruments on the surface (in concealed domes, pods, dishes, or antennae) for accurate and clear readings.

Other Features

Depending on a shadowport's operational profile and the resources of those maintaining it, a facility might offer some additional installations intended to ensure the concealment and protection of the port or increase its usefulness to visitors. These features could include added dampening or shielding around the base's power source, concealed defense weapons and shields, or extraordinary amenities such as armories, hospitals, and factories.

Notable Shadowports

During the Dark Times, several shadowports arise or continue operations despite the ascendancy of the New Order. The Empire's sprawling tyranny forces more people to rely on shadowports to continue operations, especially in places where those people contravene the law or directly undermine Imperial power.

Whether the heroes know of a shadowport's existence depends on their past experiences, connections, and general familiarity with the group that operates such a facility. Gaining this information usually requires a Knowledge (galactic lore) check of at least DC 25 on a hero's part, and some plausible explanation of how the heroes might have come across such sensitive information.

Bothan Space

The Bothan spynet maintains several shadowports supporting its espionage operations throughout Bothan Space. Most serve as safe houses and listening posts, but a few are used as staging bases for intelligence operations. Although the Bothans keep these sites closely guarded secrets, ISB agents suspect most of their locations; however, since the Empire covertly benefits from the Bothan spynet activities, it allows the network to continue operating.

Eriadu Beacon Base

The resistance on Eriadu maintains a large shadowport on that planet that helps freedom fighters support underground organizations throughout the Seswenna sector. Beacon Base sits partially underground beneath an abandoned repulsorlift engine assembly factory at the edge of Phelar Port, nestled next to Eriadu Manufacturing's main facilities (and far enough away from the Eriadu Planetary Security Launchport complex to evade notice).

Itani Nebula Base

Shortly after Palpatine declares the New Order, the Empire establishes a research base deep within the remote Itani Nebula. The base also serves as a shadowport from which special operations personnel engage in sorties against targets to field-test new technology. The nebula's natural properties shield the base from detection and possibly contribute to the scientific studies conducted there. Itani Base and the special operations units stationed there steadily grow throughout the Dark Times.

Kothlis Shadowport

One of the three moons orbiting the Bothan colony of Kothlis hosts a shadowport that serves smugglers, pirates, and others operating on the fringe of galactic society. The Bothan military used the moon of Kothlis as an ordnance testing ground until the end of the Clone Wars, then abandoned the scarred landscape in the disarmament that followed. Craters left from past exercises serve as docking bays, connected to each other and a central hub by subterranean tunnels. Although the facilities seem austere, the shadowport features basic living quarters, a cozy command center, a well-stocked bar, and a storage bay filled with salvaged spare parts. The Bothan spynet remains aware of most traffic passing through the shadowport and employs this intelligence in its own operations when necessary.

Port Haven

During the Dark Times, several smugglers stumble onto a remote system off one of the main Outer Rim hyperlanes. Tropical ocean and jungles cover the lush planet, which provides a rustic yet effective sanctuary for a small network of fringers who cautiously share this world's location. Most spacers land on the beach near the site of a failed colony, where they salvage materials to construct a few crude dwellings. The Port Haven shadowport offers few amenities, but it provides a secure location far from Imperial eyes where fringers can lie low for a time.

Establishing a Base

Unlike in the Rebellion Era, a ready-made support organization like the Rebel Alliance is not available to heroes during the Dark Times. A galaxy-spanning network of organized resistance fighters isn't watching their backs, and they have no system of associated secret bases to which they can flee for sanctuary, repair, recuperation, and resupply. They have only those resources at their own disposal and whatever support structures they can establish and maintain themselves.

Heroes in the Dark Times are on their own. Whether operating covertly while maintaining covers in everyday society or acting as underground freedom fighters on the run, they need secret bases for a variety of purposes: safe houses, secure medical and recovery facilities, observation posts, staging areas, supply dumps, vehicle hangars, and headquarters. They must scout out, prepare, and operate these facilities without attracting the attention of law-abiding citizens, the Imperial military, and the numerous agencies actively eradicating dissidents.

A base's location should combine secrecy with accessibility and function. It should remain concealed from prying eyes at every stage, from site scouting and construction to operation and maintenance. Members of the resistance should have relatively easy access to it in spite of its location or defenses, including handy transportation if required. The base should be positioned to fulfill particular operational parameters and support resistance activities.

Scouting out a base location could take various forms and might even form the basis for an adventure or two within the campaign. The heroes might reconnoiter a site themselves under the pretense of some legitimate activity: hiking for pleasure, surveying for a mining corporation, undertaking a salvage mission for a scrap collector. This reconnaissance must also include planning for the construction and outfitting of a base, maintaining its secrecy without arousing notice from the authorities or suspicious civilians.

Bases vary in size, location, and features depending on their intended role in resistance operations. Heroes should have a definite plan for an installation when they scout out a suitable location, though that might change depending on what they find. One can't really use a one-room hiding place as a hangar facility, just as a huge warehouse wouldn't make sense as a location for a discreet observation post.

Chapter X
The Empire





In the time since the establishment of the Empire, much has changed. From the superficial to the symbolic to hard reality, the Empire has replaced the Republic in every major aspect of society. Even the name of the galactic capital has been changed, from Coruscant to Imperial Center. Day by day, Imperial power grows. The Empire replaces old bureaucracies with new ones. The Imperial military machine expands exponentially. Republic symbols are destroyed or replaced with Imperial equivalents.

The Imperial Government

Emperor Palpatine has replaced or revamped nearly every part of the Republic government, creating his new Galactic Empire in the image he desires. The Emperor retains complete control over all Imperial functions and military forces. He *is* the Empire, and the Empire is his. Few dare to openly oppose him. Everyone understands that the Emperor's word is essentially law. Currently, he is feared more than he is respected. However, as time passes and more supporters of the New Order come forward or are indoctrinated, more of his underlings truly respect him.

The Emperor leads a double life, even now. Emperor Palpatine is the public face he uses to maintain control of the Empire. He appears to be genuinely worried about the state of the Empire. He rails against corruption. He promotes peace and security. He negotiates, however forcefully, with Imperial Senators on critical matters of state and social law. He maintains control by standing firm, unafraid to use heavy-handed tactics. He legitimizes his most outrageous moves by manipulating the Imperial Senate to support him or by restricting reports of anything that threatens his person or position.

His Darth Sidious persona remains out of public view. Almost no one outside his inner circle and selected underlings know him as anything other than Palpatine. As always, the Sith Lord works from the shadows. As Emperor, Sidious now has great latitude to pursue his own dark projects, plus the power and security to keep them hidden. Unbeknownst to the galaxy at large, Sidious has begun to expand the reach of the dark side. Many of his inner circle are trained in aspects of the dark side of the Force. Secret prophets, the Emperor's Hands and Inquisitors, are known to some, but they are only the beginning. On the planet Byss, in the Deep Core, Sidious has established a secret training facility to attract those who are dedicated to the dark side. Though it might take decades, he plans that they will some day become integral to Imperial power and leadership.

Even though the Emperor has his own vision of the galaxy's future, he remains open to new and effective ideas that support his goals. As such, Grand Moff Wilhuff Tarkin's doctrine of fear (which will become known as the Tarkin Doctrine) received much interest, and the recently promoted Grand Moff is the brightest star within the new government. Many of Tarkin's ideas are now beginning to be fully implemented.

Using The Tarkin Doctrine

Although they have taken a few years to fully implement, the ideas proposed by Governor Tarkin are central to Imperial rule. Within the Imperial leadership, they are coming to be known as the Tarkin Doctrine, which is summarized below.

- Form oversectors out of multiple sectors that show signs of rebellion or chronic unrest. Military forces assigned to these oversectors can respond rapidly to any threat, thereby eliminating such threats while they are still small.
- Grant command of an oversector to a single individual who answers directly to the Emperor, in order to bypass delays and neutralize political opportunism.
- Use the HoloNet transceivers on Imperial command ships and the Imperial Center to take advantage of the HoloNet's unrivaled speed in communications.
- Rule through the fear of force, rather than through force itself. Generate the impression that the Empire can call upon such overwhelming force that resistance is futile. Demonstrations of such force are key to this idea.
- Use size to intimidate. Citizens are intimidated by Star Destroyers primarily because of their size and perceived firepower. Most ships do not dare to stand against them. A much larger vessel with a weapon of vast power could equally intimidate entire star systems.

The Gamemaster can use the Tarkin Doctrine in a campaign in several ways. At the simplest level, using a Star Destroyer to intimidate the characters is a prime display of the Tarkin Doctrine. Imperial opponents who threaten with great force are another example. If the characters have access to large ships or become engaged in large-scale fleet battles, they might see the results of HoloNet communications firsthand as massive Imperial reinforcements arrive. Characters might see the oversectors come into existence, especially if they participate in a successful group of resistance fighters in the Outer Rim.

The Imperial Senate

After the declaration of the Empire, the Galactic Senate ceased to exist and was immediately replaced by its Imperial successor. For now, the Emperor needs the Senate to retain control of the galaxy. The Senate gives dissenters a place to air their grievances, and the Emperor knows that such a forum must be allowed to exist, or he will face greater threats. He is quite willing to give the impression that he values the Senate's opinions, if it will help him retain power.

The Imperial Senate is not yet completely powerless. At this stage, many Senators still believe that they are a vital element of Imperial rule. Dissenters still hope to use the Senate to regain lost rights and otherwise reform the government. Even if they have limited influence over the Emperor, they still command a great deal of respect from other government officials and the galaxy at large.

Senators also meet and negotiate on local issues outside of direct Imperial control. The Senate is still a public forum that reaches much of the galaxy. When the Senate is unable to counter the Emperor directly, dissenting Senators might still get their point of view heard and out to the masses. The most daring Senators even discuss how to retake the galaxy, but they are few, and such talks are extremely secret. The Emperor's spies are everywhere, even among the ranks of the Senators. Ultimately, if something happens to the Emperor, the Senate believes it would naturally provide the forum to establish a new government.

Planetary and Sector Government

One of the Emperor's first major changes to government structure was the creation of Imperial governors, otherwise known as Moffs. In the earliest days of the New Order, a Moff oversees a territory of several sectors, as dictated by military and political needs. However, as Imperial power solidifies, the number of Moffs grows, and many foresee the day when each sector will be assigned its own Moff. The title of Grand Moff has recently been created, with more such officials expected to be appointed as the concept of oversectors comes into wider use.

Moffs exist in parallel with the Imperial Senators. As Imperial governors, the Moffs report directly to Emperor Palpatine. Although they might need to negotiate with Senators for political reasons, individual Senators have no authority over them. Imperial governors are responsible for security and have direct control over all Imperial military forces in their territory. They also expand and protect the ideals of the New Order under the guise of "protecting" those who reject "alien" cultures in favor of a completely Human culture and government.

A few corporate-governed sectors are now under direct Imperial control. In many cases, an interstellar corporation was either nationalized outright for "security reasons," or was a former member of the Separatist movement.

All holdings of the Trade Federation and other major supporters of the Confederacy of Independent Systems have been transferred to Imperial control or to Imperial corporate supporters, such as Sienar Systems. Such moves bring greatly needed materials and resources directly to the Imperial war machine.

At this stage, the vast majority of planets retain their own governments, much as they have for centuries. On some select and troublesome worlds, the Emperor's advisors install planetary governors to bring these planets in line with Imperial edicts. Most of these are non-Human worlds, such as Kashyyyk, and the governors have virtual free rein to keep these planets under control. There are relatively few planetary governors, although it is troublesome to some that once one is installed, he or she appears to become a permanent fixture. In principle, the Emperor prefers to keep out of local politics, especially where the citizens already support the New Order. He prefers to use fear and force to keep local governments under control. In reality, Palpatine is quite willing to step in when it suits his plans, though he might use intermediaries openly or covertly as needed.

Agents of Imperial Rule

With Imperial governance has come a vast array of public and secret organizations designed to help maintain order at every level of society. Some of these organizations are extremely specialized, suited to a specific role. Generally speaking, the more specialized a group's role, the fewer members and the more secret the group.

COMPNOR

Of all the new Imperial organizations, none is more accessible to the average galactic citizen than the Commission for the Preservation of the New Order. It might seem ironic that COMPNOR is the successor to the Commission for the Preservation of the Republic (COMPOR), a volunteer corps committed to supporting the Chancellor and the war. However, COMPOR was more dedicated to Palpatine than to the Republic. Using this natural base of supporters, COMPNOR was poised to provide a growing number of loyal Imperial supporters and activists.

Anyone can join COMPNOR, though the overwhelming majority of members are Human. At the most basic level, COMPNOR works as a grass-roots effort on Imperial-friendly worlds, where any citizen can actively promote and participate in the Empire's greater goals. However, COMPNOR is more than just a political action body or a social club. It actively promotes the ethics and ideals of the New Order to all, starting with the youngest. It is an integral part of Imperial society.

COMPNOR is ruled by the Select Committee. In the first years of the Empire, the committee's ranks swelled to around twenty-five thousand members. The Emperor recently took an active role in COMPNOR's development and "recommended" some changes. As such, the Select Committee's membership numbers have rapidly declined. The Committee does not comment on the extent of the reduction or the extent of the Emperor's involvement with the daily operations of COMPNOR.

COMPNOR is divided into several divisions. SAGroup (the Sub Adult Group) is by far the largest and most active in recruiting and indoctrinating the young people of the galaxy into the ways of the New Order. The Coalition for Progress started as a minor division overseeing the cultural adoption of the New Order within all sectors. Although it is relatively small, its power is growing as its information network expands throughout the Empire. The Coalition for Improvements was recently broken out of the Coalition for Progress to take a more direct role in improving a sector's technical and social infrastructure to conform to the New Order. The final two divisions are CompForce and the Imperial Security Bureau, described in detail below.

CompForce

CompForce is the military arm of COMPNOR. It is filled with New Order loyalists selected from other divisions. CompForce's near-fanatical dedication to the ideals of the New Order often brings it into conflict with the regular Imperial military. Not only does CompForce receive priority in terms of equipment and training, its members function as political spies when operating with the regular military. As a fighting group, CompForce members are loyal and fearsome. Their rigorously lethal training means that the best, or more often the luckiest, become active soldiers. As such, most CompForce units are dangerous combatants, and a few of the best are becoming elite units.

Imperial Security Bureau

The Emperor's advisors created the Imperial Security Bureau (ISB) as a direct competitor to Imperial Intelligence. The ISB is staffed with New Order loyalists, a situation that results in less objective, though dedicated and enthusiastic, information gathering. The ISB performs a combination of secret police and intelligence duties. Its agents are equally at ease operating in public or clandestinely and are not afraid to identify themselves when necessary. ISB agents are perceived to be everywhere.

The ISB operates from an enormous central office on Imperial Center. It actively competes with Imperial Intelligence to gather the best data, albeit with a loyalist slant. It has offices and officers scattered throughout the galaxy and can be found on every major world. In the three short years of the New Order, ISB has become a well-known and feared commodity.

Imperial Intelligence

In the last days of the Republic, the central government's four primary and competing intelligence services secretly banded together to form a single organization to eliminate corruption and abuse of intelligence by manipulative

Senators. The new leadership revealed itself upon the announcement of the Empire, much to the chagrin of Senators and Emperor's advisors who had bribed the old services to produce the information they wanted. They are led by a mysterious group called the Ubiqtorate. The public head of Imperial Intelligence is currently Armand Isard.

Imperial Intelligence members are highly professional and well trained. Although loyal to the New Order, they are not fanatically dedicated to it as their ISB counterparts are. Imperial Intelligence reports to the Emperor, as well as to the Imperial military, which regards its service as less politically motivated and far more objective. The four divisions of Imperial Intelligence are Internal Organization, the Analysis Bureau, the Bureau of Operations, and Intelligence.

Unlike the ISB, Imperial Intelligence is highly decentralized, with offices and assets scattered throughout the galaxy. Although the secretive Ubiqtorate is believed to reside on Imperial Center, the intelligence service relies on a vast, interstellar communications network called Sector Plexus for its operations and reporting. This highly redundant and complex network uses a combination of hyperspace-capable message droids and short-range broadcasts to relay messages across the galaxy, but has no access to the HoloNet.

Imperial Intelligence only collects and analyzes data and information. Any action resulting from its data is taken by other Imperial agencies, usually the Imperial military, Moffs, and planetary governors. If needed, it also passes information on to specific planetary governments.

Imperial Inquisitors

Imperial Inquisitors are the latest, secret addition to Imperial Intelligence. At the request of the Emperor, a special division has been created called the Inquisitorius, which specializes in scouring the galaxy for Force-users of all types and eliminating them. Led by a Grand Inquisitor, these dark side Force-users seek out surviving Jedi, adepts, primitive shamans, and all students of the Force who are not aligned with the Emperor.

The Inquisitors are ruthless and effective even when not using the dark side. Rumors of their methods and existence are slowly spreading throughout the intelligence services, making them among the most feared operatives. The Inquisitors work best through interrogation and investigation, with and without the Force. Few can withstand an Inquisitor's interrogation session.

Some Inquisitors learn significant lightsaber skills, but most do not have the formal training of a Sith or a Jedi. Many Inquisitors learn only basic or specialized Force powers best suited for interrogation. If they happen upon a Jedi or some other Force-user of significant skill, they might pass the word to Darth Vader that the matter requires his special attention.

The Emperor's Hands

Though it is unknown exactly when Emperor Palpatine began employing talented dark side Force-users as his exclusive Emperor's Hands, it is likely they began their service in the earliest years of the New Order. The Emperor had long understood the need for operatives who worked for and answered only to him. His Sith apprentice fulfilled such a role in the past, but once Darth Vader became a public figure, the Emperor turned to less skilled, but strikingly loyal, individuals. Called the Emperor's Hands, each believes that he or she is the only one who receives such special attention and Force training from the leader of the galaxy.

Emperor's Hands carry out the Emperor's most sensitive and secret missions anywhere in the galaxy. They have extremely high security clearances. They can call upon any Imperial reinforcements as required, and they have special codes that provoke an immediate response from any high-ranking military commander or political officer. They almost never reveal their true position, except to ranking officials when required to complete a mission.

Each Emperor's Hand is trained in the dark side of the Force, and the Emperor has tailored each to use his or her unique skills to the utmost. He carefully controls their training and learning, lest they become a threat to him.

Using CompForce, the ISB, and Imperial Intelligence

CompForce makes a good military opponent for characters who are actively fighting against COMPNOR activities and the Select Committee. Resistance fighters might oppose COMPNOR attempts to expand the reach of the New Order on their homeworlds. CompForce units might also be deployed instead of stormtroopers in situations when the Emperor needs a show of loyal citizen support, rather the perceived mindless dedication of cloned troops grown and trained for the task.

In a *Force Unleashed* campaign, ISB agents are central opponents of underground anti-Imperial efforts and resistance units. ISB agents make effective antagonists and recurring enemies. Small anti-Imperial groups or individuals could draw the attention of a single operative hoping to score a big catch; large groups might attract entire ISB task forces or investigation teams created for the sole purpose of shutting them down. If significant firepower is required, ISB probably calls in regular Imperial military units or stormtroopers rather than relying on CompForce.

Imperial Intelligence might become involved in or aware of any operation the ISB is pursuing. However, it is far more likely to investigate larger-scale or significant military threats to Imperial assets and personnel. Additionally, some Imperial Intelligence is cleared for use in the Imperial Senate and other governmental organizations. At times, Imperial Senators might obtain or request specific information, particularly about their own planets or sectors, but the Emperor's advisors filter and censor such reports before delivery and without notice.

The Death Star

The Death Star is the ultimate power in the galaxy . . . or it will be, once it is completed. For now, it is a secret project. For many, the Death Star is little more than a rumor, spoken of only in hidden chambers and hushed tones. Most do not believe the stories. After all, even the Emperor could not hide a project of such scale, or so the majority believe.

In the remote Outer Rim system of Horuz, above the planet Despayre, the Death Star is in the early stages of construction. It is barely a shell of its form to come. Fittingly, Grand Moff Tarkin oversees the construction. His vision of the New Order and the new battlestation mesh perfectly.

For now, construction continues unabated and with all due speed. Though the completion date is years away, the schedule is relentless. Manual labor is provided by slave species, particularly Wookiees. Secrecy and security are paramount and draconian in enforcement. Funds for the project are diverted from system exploration and public works budgets as well as other mundane sources, so as not to raise the suspicions of the Imperial Senate. Only the Emperor knows the true budget, scope, and nature of the project.

Using the Death Star

Even with decades to go before its completion, the Death Star has a lot of potential for use in the game. Here are a few suggestions.

Motivator: The heroes work for an Imperial Senator who assigns them to check up on some unusual spending reports. Their diligent efforts eventually lead them to some aspect of the Death Star's construction by way of a myriad of Imperial departments, worlds, and eventually Grand Moff Tarkin's command. The heroes then have the opportunity to interfere with the construction of a key element of the station, such as its superlaser, its power core, or its immense hyperdrive.

Catalyst: The heroes stumble onto the Horuz construction site. Perhaps they are scouts searching the Outer Rim, or maybe they have some connection to the planet Despayre. Once they have witnessed the massive space station being built, the Empire will stop at nothing to keep the secret safe, chasing the heroes to all corners of the galaxy. Life on the run thrusts the heroes into one adventure after another, culminating with their final escape—or their untimely deaths.

Adventuring Locale: The characters investigate the movements of slave species, such as the Wookiees, which eventually leads them to Despayre. After discovering that the slaves are being used on a construction project of immense scale, the heroes must fight to liberate those slaves and free them from the persecution of the Empire. While doing battle aboard the incomplete Death Star, the heroes face everything from stormtroopers to construction droids as they make their escape with freed slave laborers.

All materials for the battlestation are strip-mined directly from the Horuz system. Security is so tight that once anyone arrives insystem, he or she is never allowed to leave. It is said that only Grand Moff Tarkin, Darth Vader, and the Emperor are allowed to come and go as they see fit.

Imperial Personnel

The general personnel available to the Empire is as vast and varied as the galaxy itself. Specialized troops and agents are available for every type of mission or situation. All answer to the Emperor, though some are more loyal or fanatical to the New Order than others. All of the personnel presented here are suitable for a dark side or *Force Unleashed* campaign.

Imperial Military

The standard Imperial military forces are drawn from Human recruits and draftees across the galaxy. Each branch of service includes many similar types of soldiers, pilots, and supporting roles, though each group is trained specifically for its branch.

AT-AT Pilot

AT-AT pilots are among the best vehicle pilots the Empire has to offer. Although certain units, such as the famed Blizzard Force, feature elite pilots, the regular AT-AT pilot is formidable in his own right. They wear armored flight suits very similar to those of Imperial fighter pilots.

AT-AT Pilot **CL 2**
Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 13, Will 10
hp 15; **Threshold** 13

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged blaster pistol +5 (3d6) or
Ranged by weapon +5
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light, medium, heavy), Skill Training (Initiative), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Pilot +9
Possessions armored flight suit (+9 armor,+3 equipment), comlink, blaster pistol

AT-ST Pilot

AT-ST pilots are normally Imperial Army pilots trained specifically to handle the light and agile walker in a variety of terrain and circumstances. Given that the AT-STs operate everywhere from the wide open plains to the congested forests of Kashyyyk, it takes specialized training to be effective in all conditions. Due to the confines of their cramped cockpits, AT-ST pilots must forgo most armor other than their helmets.

AT-ST Pilot — CL 2

Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** Perception +8
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 10, Will 10
hp 15; **Threshold** 10

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged blaster pistol +5 (3d6) or
Ranged by weapon +5
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Initiative), Skill Training (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9
Possessions blast vest and helmet (+2 armor), comlink, blaster pistol

Death Star Trooper

During the construction of the Death Star, Grand Moff Tarkin trained a select fighting force specifically for the fearsome battlestation. Taken from the best Imperial Navy troopers, the new Death Star Troopers were multitalented individuals who fulfilled many combat and noncombat duties throughout the station. They received advanced combat and independent command training. They are an elite fighting force loyal to the Imperial Navy and Tarkin, as opposed to the stormtroopers who have their own command structure and were loyal to the Emperor. Elite Death Star Troopers served in the command areas, while standard troopers were found throughout the station. Their distinctive uniforms became a symbol of power.

Death Star Trooper — CL 2

Medium Human nonheroic 3/soldier 1
Force 1; **Dark Side** 3
Init +3; **Senses** Perception +7
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 13, Will 11
hp 13; **Threshold** 13

Speed 6 squares
Melee baton +3 (1d6)
Ranged blaster pistol +5 (3d6)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Talents Demolitionist
Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +7
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Elite Death Star Trooper — CL 6

Medium Human nonheroic 3/soldier 5
Force 1; **Dark Side** 3
Init +6; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 17, Will 15
hp 35; **Threshold** 17

Speed 6 squares
Melee baton +8 (1d6+3)
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Careful Shot, Precise Shot, Point Blank Shot

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 10, Cha 10
Talents Armored Defense, Demolitionist, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Careful Shot, Point Blank Shot, Precise Shot, Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +9, Perception +9, Use Computer +9
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Imperial Army Trooper

Imperial Army troopers can be found stationed at garrisons and bases throughout the Empire. They are recruited from all Imperial systems, especially the Core Worlds. Their training focuses on ground-based combat. They often operate in conjunction with stormtroopers and other military units on the battlefield.

Imperial Army Trooper CL 1
Medium Human nonheroic 3
Dark Side 1
Init +7; **Senses** Perception +6
Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 10, Will 10
hp 8; **Threshold** 10

Speed 6 squares
Melee unarmed +3 (1d6+1)
Ranged blaster pistol +3 (3d6) or
Ranged blaster rifle +3 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +2; **Grp** +3
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8
Feats Armor Proficiency (light), Martial Arts I, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +7, Perception +6
Possessions blaster pistol, blaster rifle, blast helmet and vest (+2 armor), Imperial Army uniform, military comlink, credit chip

Imperial Navy Trooper

The basic Imperial Navy troopers are specialized in fighting aboard starships and space stations. They serve as shipboard security and fulfill other shipboard roles when their fighting skills are not required.

Imperial Navy Trooper CL 1
Medium Human nonheroic 3
Dark Side 1
Init +2; **Senses** Perception +6
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 8; **Threshold** 11

Speed 6 squares
Melee baton +2 (1d6)
Ranged blaster pistol +3 (3d6)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot, Precise Shot

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Precise Shot, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +6, Perception +6
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Imperial Field Medic

The Imperial field medic is a highly trained medical specialist. They work medical wonders under combat conditions. Medics can be found in every branch of service. Their uniforms vary, but their skills are exemplary.

Imperial Field Medic CL 5
Medium human nonheroic 7/medic 3
Force 1; **Dark Side** 1
Init +12; **Senses** Perception +7
Languages Basic, 2 others

Defenses Ref 15 (flat-footed 13), Fort 18, Will 17
hp 41; **Threshold** 18

Speed 6 squares
Ranged blaster pistol +9 (3d6+1)
Base Atk +7; **Grp** +9
Special Actions Extra Second Wind, Shake It Off

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 14, Cha 10
Special Qualities improved first aid
Talents Battlefield Medic, Extra First Aid
Feats Armor Proficiency (light), Cybernetic Surgery, Extra Second Wind, Shake it Off, Skill Focus (Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +11, Initiative +12, Knowledge (life sciences) +13, Treat Injury +17, Survival +12
Possessions blaster pistol, Imperial medic's uniform, comlink, datapad, medical kit, 5 medpacs, surgery kit

Imperial Royal Guards

The Imperial Royal Guard is one of the most recognizable units in the galaxy, thanks to their distinctive red armor and their presence at the side of the Emperor at all public functions. Rumors about the Emperor's most loyal guards outnumber the known facts. The Royal Guard is composed of an elite stormtrooper unit, trained well beyond the standard of any other military force in the Empire. Its exact numbers are unknown, but the Guard is never dispatched along with regular stormtrooper or military units. It is unknown if the Royal Guardsmen are clones, Human recruits, or both.

Royal Guard CL 10
Medium Human nonheroic 6/soldier 6/elite trooper 2
Force 3; **Dark Side** 5
Init +17; **Senses** low-light vision; Perception +16
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 23, Will 20
hp 75; **DR** 1, **Threshold** 23

Speed 4 squares
Melee force pike +14* (2d8+7) or
Melee unarmed +14 (1d6+6)
Ranged heavy blaster pistol +12 (3d8+4)
Base Atk +12; **Grp** +14
Atk Options Cleave, Flurry Attack, Point Blank Shot, Power Attack
Special Actions Harm's Way, Quick Draw

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 14, Cha 8
Special Qualities delay damage
Talents Armored Defense, Flurry Attack (force pike), Harm's Way, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Cleave, Martial Arts I, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +17, Perception +14
Possessions Royal Guard armor (+7 armor; as ceremonial armor with helmet package), force pike, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*

Imperial Sovereign Protector

The newly created Imperial Sovereign Protectors are the elite of the elite Royal Guards. Not satisfied to let any of his subjects become comfortable in their current position, the Emperor finds new ways to set the bar higher to encourage improvement and distract their attention from sensitive matters or plots of their own. At present, the Imperial Sovereign Protectors are extremely few in number. It takes years of training and the protocols are under development. A few of the elite Protectors have already been revealed as a goal-setting measure for the rest of the Emperor's guard, as well as a deterrent to those who might plan to eliminate the Emperor through force. The numbers are restricted for another reason: these elite individuals must also be able to learn rudimentary Force abilities for use in defending their sovereign and master.

Imperial Sovereign Protector CL 14
Medium Human nonheroic 6/soldier 6/elite trooper 6
Force 5; **Dark Side** 13
Init +21; **Senses** low light vision; Perception +18
Languages Basic

Defenses Ref 31 (flat-footed 27), Fort 27, Will 24
hp 105; **DR** 3; **Threshold** 27

Speed 4 squares
Melee double vibroblade +18* (2d10+9) or
Melee double vibroblade +16* (2d10+9) and double vibroblade +16* (2d10+9) or
Melee unarmed +18 (1d8+8)
Ranged heavy blaster pistol +18 (3d8+6)
Base Atk +16; **Grp** +18
Atk Options Flurry Attack, Point Blank Shot, Power Attack
Special Actions Harm's Way, Quick Draw

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8
Special Qualities delay damage
Talents Armored Defense, Exotic Weapon Mastery, Flurry Attack (double vibroblade), Harm's Way, Improved Armored Defense, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Martial Arts II, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +21, Perception +16
Possessions Royal Guard armor (+7 armor; as ceremonial armor with helmet package), double vibroblade, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*

Shadow Guard

The Imperial Shadow Guard is a new fighting force. Clearly based on the Imperial Royal Guard, members of the Shadow Guard are rarely seen in public, but are dispatched on special missions as directed by the Emperor himself. The Shadow Guard wears a variation of the Royal Guard armor, albeit with an inverted red and black color scheme, which is often nearly completely black. The Shadow Guard makes use of a unique weapon, called a lightsaber pike (see page 199). that has a lightsaber blade at one end.

Imperial Shadow Guard CL 12
Medium Human nonheroic 6/soldier 6/elite trooper 1/Force adept 3
Force 3; **Dark Side** 14
Init +18; **Senses** low-light vision; Perception +17
Languages Basic

Defenses Ref 23 (flat-footed 22), Fort 25, Will 26
hp 86; **Threshold** 25

Speed 4 squares
Melee lightsaber pike +14* (3d8+11**) or
Melee unarmed +15 (1d6+7)
Ranged heavy blaster pistol +13 (3d8+5)
Fighting Space 1 square; **Reach** 2 squares (with lightsaber pike)
Base Atk +13; **Grp** +15
Atk Options Point Blank Shot, Power Attack
Special Actions Channel Aggression, Damage Reduction 10, Equilibrium
Force Powers Known (Use the Force +13): *battle strike, Force lightning, surge*
Force Techniques Force Power Mastery (*Force lightning*)

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 14, Cha 10
Special Qualities delay damage
Talents Armored Defense, Channel Aggression, Damage Reduction 10, Empower Weapon, Equilibrium, Power of the Dark Side
Feats Armor Proficiency (light, medium), Cleave, Exotic Weapon Proficiency (lightsaber pike), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Power Attack, Skill Focus (Initiative), Skill Training (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +18, Perception +17, Use the Force +13
Possessions Shadow Guard armor (+7 armor; as ceremonial armor with helmet package), lightsaber pike, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*
*** Includes +1 damage die for Empower Weapon.*

Stormtroopers

Much like their predecessors, the clone troopers, stormtrooper types exist for every battlefield. Although everyone in the galaxy has seen a standard stormtrooper and scout troopers, the more specialized versions are rarely seen away from the battlefield.

The 501st Stormtrooper Division

The 501st Stormtrooper Division is the most feared and most respected stormtrooper force in the Empire. Its service began during the Clone Wars and will survive well beyond the Dark Times. Unlike with most clone units, the 501st designation, assignment, and mission profile carried over into the new stormtrooper corps.

The 501st is best known for the assault on the Jedi Temple under the command of Lord Vader, signaling the destruction of the Jedi Order. After that fateful day, the unit operates as Vader's personal regiment, although it carries out many other missions as directed by the Emperor. It is responsible for some of the Empire's worst atrocities. Most of its missions are highly classified, making it difficult for the Imperial Senate and others to track the group's activities.

The 501st is trained and based on Coruscant. It is deployed in smaller units as required. In the Dark Times, members of the 501st look no different from any other stormtrooper unit, but their manner and combat skills speak for themselves. The unit is most often deployed when both advanced fighting skills and a political statement are required.

Using the 501st

The 501st is the most visible stormtrooper unit in the *Star Wars* universe. It provides an easier way to bring a recognizable entity into the game other than a major villain. After all, you don't have to worry about the heroes defeating the 501st permanently, as you would, for instance, Darth Vader. Here are some suggested uses for the 501st:

- Deploy in support of Vader when he is in direct contact with the player characters.
- Attack successful resistance bases and units loyal to the heroes.
- Use as a show of force on a planet the player characters regularly visit.
- Use in support of Imperial Inquisitors when hunting Jedi heroes.
- Use as guards for important locations or individuals, perhaps as a surprise to the player characters.
- Attack or arrest outspoken anti-Imperial characters. You might want to create a cover story for their actions.

501st Legion Stormtrooper CL 6
Medium Human nonheroic 9/soldier 1/elite trooper 2
Dark Side 5
Init +12; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 19, Will 13
hp 41; **DR** 1; **Threshold** 19

Speed 6 squares
Melee unarmed +11 (1d6+3)
Ranged blaster rifle +11 (3d8+3) or
Ranged blaster rifle +9 (5d8+3) with Controlled Burst or
Ranged frag grenade +9 (4d6+1, 2-square burst)
Base Atk +9; **Grp** +11
Atk Options autofire (blaster rifle), Burst Fire, Controlled Burst, Point Blank Shot

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 10, Cha 8
Special Qualities delay damage
Talents Controlled Burst, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Martial Arts I, Point Blank Shot, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Endurance +11, Initiative +12, Mechanics +12, Perception +13
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Clone Trooper Veterans

Aging at twice the rate of an average Human, the original clone troopers are a rapidly vanishing force throughout the Dark Times. As they get older, they become less useful as frontline troops. The effects of aging begin to set in, and though they have years of hard combat experience under their belts, their bodies are beginning to decline. The reality of their advanced aging is something that few members of the Republic ever truly stopped to consider, and in the years following the Clone Wars the Empire must deal with the harsh reality that a large number of its veteran troops are becoming less useful on the battlefield every day.

However, the Empire is not about to let any resource go to waste, and certainly not one as experienced as the clone troopers. Aging clone troopers are regularly cycled out of frontline units and reassigned to garrisoned posts or less volatile regions. In more peaceful areas, it hardly matters that the individual filling out the armor is no longer a crack soldier. The most experienced and capable are used for training new stormtrooper units or other Imperial forces. However, few of these veteran clone troopers are capable of embracing a life behind a desk or in a training center, leading many of them to fight with suicidal recklessness rather than grow old while training nonclone recruits.

Clone Trooper Veteran CL 3
Medium middle age Human nonheroic 10
Dark Side 2
Init +11; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 27; **Threshold** 12

Speed 6 squares
Melee unarmed +8 (1d4+1)
Ranged blaster rifle +8 (3d8+5)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 11, Int 12, Wis 10, Cha 9
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +11, Perception +10
Possessions clone trooper armor (+6 armor, +2 equipment), blaster rifle, comlink

Spaarti Clone Troops

With the Kaminoan cloning facilities shut down and the limited number of veteran clone troopers aging quickly, the Empire began dabbling in alternative cloning techniques very early in its reign. One technique that was utilized briefly during the Clone Wars was pioneered by cloners on Cartao whose technology was based on Khommite cloning techniques. The clones produced by the Spaarti cloning method—which used cloning cylinders designed by Spaarti Creations—were fully grown and ready to fight within a year's time. Although this effort provided the Empire with a fast solution to the problem of declining troop numbers, it brought with it a large number of other problems. Clones grown in Spaarti cloning cylinders are notoriously unstable, and any clones that are incubated and grown in less than a year inevitably go insane. Additionally, Spaarti clones must have their minds formed by a process known as "flash memory," which involves writing the memories of another trooper (usually an exceptionally loyal, disciplined, and skilled warrior) to the fresh clone's brain. Imperfections in this process often result in brain damage, and even when successful, the final results are far inferior to the Kaminoan method of combat training.

Though the method of producing clones in Spaarti cloning cylinders allowed the Empire to produce more troops within a year, most of these troops were far inferior to the troopers who were veterans of the Clone Wars. Moreover, when Spaarti clones were used to supplement troopers that served in the Clone Wars, conflicts between the two types of clones sprung up almost

immediately. The clones based on Jango Fett recoiled at the thought of fighting alongside the Spaarti clones, which they saw as freakish experiments rather than trained soldiers. Additionally, Spaarti clones often displayed unstable tendencies on the battlefield, refusing to follow orders or even turning on their own allies in fits of madness. As a result of these inefficiencies, the Empire abandoned its Spaarti cloning efforts and pursued the process of recruiting soldiers for the Empire in more traditional ways. A few Spaarti clones serve in the Empire early in the Dark Times, but by the time of the Rebellion they are little more than a memory of a failed experiment.

Spaarti-Cloned Stormtrooper **CL 1**
Medium Spaarti clone Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +3
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 9
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 8, Cha 8
Special Qualities clone madness
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +3
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Clone Madness—When a Spaarti clone is reduced to half its hit points or fewer, each round at the beginning of its turn the creature must roll 1d6 and refer to the table below. The creature is susceptible to the indicated effect until the beginning of its next turn, when a new roll is made. If the creature's hit points once again rise above half, it is no longer susceptible to clone madness (unless it again drops below half hit points).

d6	Effect
1–3	Creature acts normally.
4	Creature is confused and lashes out; it can make attacks only against the nearest target (whether that target is friend or foe).
5	Creature is distracted; it does not threaten any squares.
6	Creature is treacherous; it can make attacks only against its nearest ally.

Dark Troopers Phase Zero

Faced with an increasing shortage of experienced troops, the Empire went to great lengths to supplement its forces. In addition to the introduction of Spaarti clones and the continued training of new recruits, the Empire began implementing a gruesome program that kept veterans of the Clone Wars in the fight—at least for a little while. A secret project, codenamed Dark Trooper Phase Zero, involved taking aging clone troopers and replacing their limbs and many internal organs with cybernetic replacements. Based out of the *Empirical*, a hidden space station in the Dominus sector, the Dark Trooper Phase Zero project was overseen by a young Imperial officer by the name of Lt. Rom Mohc. Much of the same technology that was used to transform Anakin Skywalker into the cyborg Darth Vader found its way into the Dark Trooper Phase Zero project, and with moderate success. With their aging limbs and organs replaced by cybernetic parts, these clone troopers could

Phase Zero Dark Trooper **CL 3**
Medium Human (cyborg) nonheroic 10
Dark Side 2
Init +11; **Senses** darkvision; Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 29; **DR** 5; **Threshold** 12

Speed 6 squares
Melee unarmed +11 (1d4+4)
Ranged blaster rifle +8 (3d8+5)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 18, Dex 12, Con 11, Int 12, Wis 8, Cha 9
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +11, Perception +9
Systems darkvision, synchronized fire circuits
Possessions Phase Zero Dark Trooper armor (+6 armor, +2 equipment), blaster rifle, comlink, cybernetic replacements

Cyborg Hybrid As a cyborg hybrid, a Phase Zero dark trooper can use any type of droid system except a processor. A Phase Zero dark trooper's cybernetic enhancements include a life support system, making it immune to atmospheric and inhaled poison hazards. Like other cyborgs, Phase Zero dark troopers take normal damage from ion weapons. Additionally, a Phase Zero dark trooper's cybernetic enhancements grant DR 5.

benefit from their combat training and experience while their cybernetic limbs remained in peak condition, not suffering the effects of the clones' advanced aging.

Though none can argue that the Dark Trooper Phase Zero project managed to do what it set out to accomplish, it would be less than accurate to call the project a success. Many of these cybernetically enhanced clone troopers were chosen for the project against their will, and they found themselves turned into soldiers who were more machine than man. Many Phase Zero Dark Troopers considered themselves monstrous abominations and attempted suicide rather than live as something less than Human. In some cases the project replaced over 70% of a clone's body with mechanical parts, yet another in a long line of experiments that disregarded the humanity of the clone troopers.

Despite these drawbacks and the gruesome nature of the experiment, a significant number of Phase Zero Dark Troopers made their way onto the battlefield and were undeniably effective, combining the experience and training of veteran clone troopers with the superior physical attributes of a cyborg. As the Empire increases in power, and recruiting techniques make up for the loss of clone troopers, the Dark Trooper Phase Zero project declines and is eventually shut down. However, the effectiveness of these cybernetically enhanced troops would lead Lt. Mohc, who would eventually become a general, to convince the Emperor to reinstate the Dark Trooper project and create mechanical troops to fight the Rebellion that could operate without fear of death, aging, illness, or any other weaknesses of the flesh.

Coruscant Guard

One of the status symbols marking Coruscant as the new Imperial Center is the development of an elite stormtrooper unit specifically for police duty on the capital world. Befitting their unique status, Coruscant Guards wear distinctive red and black armor not issued to regular stormtrooper or military units. They are afforded great authority to search any dwelling or structure as well as to detain virtually any individual when investigating criminal or subversive activities. High-ranking ISB agents might call upon the Guard's services when investigating politically powerful individuals. Although only a few Guard units have been activated, their numbers are growing. Some expect that new units will also appear on important, and potentially disruptive, Core Worlds in the coming months and years.

Coruscant Guards use their helmet-mounted communications and sensory gear extensively. Commanders use an internal heads-up display to track troop movements and coordinate maneuvers quickly and efficiently. These displays are also useful for navigating Imperial Center's complex city structure.

Coruscant Guard CL 5
Medium Human nonheroic 6/soldier 3
Force 3; **Dark Side** 5
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 13
hp 32; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d4+2)
Melee electrostaff +8 (2d6+2)
Ranged blaster rifle +9 (3d6+1) or
Ranged stun grenade +8 (4d6+1 stun, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 13, Con 11, Int 11, Wis 10, Cha 10
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Perception +9
Possessions Electrostaff, Coruscant Guard armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), comlink, blaster rifle, 2 stun grenades

Imperial EVO Stormtrooper

The Imperial EVO "Environmental" Trooper is one of the Empire's most specialized stormtrooper units. It sports enhanced armor able to stand up to extreme environmental conditions and uses lethal flechette launchers in lieu of the standard stormtrooper blaster rifle. EVO troopers are known to operate on the junk planet of Raxus Prime, but they can be encountered wherever extreme environmental battlefield conditions exist. Some have even been deployed to the unfinished Death Star.

EVO Trooper CL 7
Medium Human nonheroic 6/scout 3/soldier 2
Force 1; **Dark Side** 5
Init +6; **Senses** low-light vision; Perception +12
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 21, Will 15
hp 43; **Threshold** 21

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster rifle +9 (3d8+2) or
Ranged blaster rifle +7 (4d8+2) with Rapid Shot or

Ranged flechette launcher +9 (3d8+2, 1-square splash)
Base Atk +8; **Grp** +9
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Coordinated Attack, Shake It Off

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 10
Talents Acute Senses, Armored Defense, Expert Tracker
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +12, Perception +10 (can reroll, must take second result), Survival +10
Possessions EVO trooper armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment, +10 equipment bonus against airborne poisons), flechette launcher, comlink, blaster rifle

Imperial Jumptrooper

The direct successor to the Republic's acclaimed jet trooper clones, the Jumptrooper is assigned to the battlefields that have the most treacherous terrain. Expertly trained in the use of his jetpack, the Jumptrooper uses it to maximum effect, aided by a devastating rail detonator gun that enables him to eliminate targets from any angle he chooses. Jumptroopers are known to be deployed to almost any battlefield, including Kashyyyk, Felucia, and the unfinished Death Star.



Jumptrooper | Stormtrooper Commander | Shadow Guard | EVO Stormtrooper

Jumptrooper CL 7
Medium Human nonheroic 4/scout 3/soldier 3
Force 1; **Dark Side** 5
Init +8; **Senses** low light vision; Perception +12
Languages Basic

Defenses Ref 24 (flat-footed 21), Fort 20, Will 16
hp 51; **Threshold** 20

Speed 6 squares, fly 6 squares (jetpack)
Melee unarmed +9 (1d4+4)
Ranged blaster rifle +12 (3d8+3) or
Ranged rail detonator gun +12 (3d8+3, 1-square splash)
Base Atk +8 **Grp** +10
Atk Options autofire (blaster rifle), Keen Shot, Point Blank Shot, Precise Shot, Running Attack, Strafe
Special Actions Shake It Off

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 10
Talents Acute Senses, Armored Defense, Improved Armored Defense, Keen Shot
Feats Armor Proficiency (light, medium), Point Blank Shot, Precise Shot, Running Attack, Shake It Off, Skill Training (Jump), Strafe, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Jump +11, Perception +12 (can reroll, must take second result), Stealth +13
Possessions rail detonator gun, blaster rifle, Jumptrooper armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), jetpack, comlink

Imperial Radiation Zone Trooper

Radtroopers are one of the most obscure types of stormtroopers, rarely seen except on the highly unusual battlefields for which they are trained and equipped: heavy radiation zones. Radtroopers wear a distinctive silver and black variation on standard stormtrooper armor that contains alloys and polymers that allow them to move unhindered through hazardous radiation zones. The troops are proficient with light weapons of all types, demolitions, and specialized, high-powered blasters that are not hampered by interference from radiation fields. They also carry antiradiation survival equipment and medical supplies, in case their armor becomes perforated in combat.

Imperial Radiation Zone Trooper (Radtrooper) CL 4
Medium Human nonheroic 6/soldier 2
Force 1; **Dark Side** 5
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 19 (25 against radiation), Will 14
hp 34; **Threshold** 19

Speed 6 squares
Melee unarmed +7 (1d6+2)
Ranged blaster carbine +8 (3d8+1) or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options autofire (blaster carbine)
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Talents Demolitionist
Feats Armor Proficiency (light), Coordinated Attack, Martial Arts I, Skill Training (Mechanics), Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Mechanics +9, Perception +11, Survival +9
Possessions blaster carbine, 2 frag grenades, Radtrooper armor with helmet package (+6 armor bonus, +4 equipment, +10 equipment bonus to Fortitude Defense against radiation hazards), comlink, radiation survival kit

Stormtrooper Commander

Stormtrooper units maintain a self-contained command structure outside of the regular Imperial military machine. As such, they have their own commanders and officers, well trained to get the most out of their units. These leaders are given training based on the ARC troopers of the Clone Wars, thereby allowing them greater latitude in judgment than the average stormtrooper.

Stormtrooper Commander CL 6
Medium Human nonheroic 6/soldier 2/officer 2
Force 3; **Dark Side** 5
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 18
hp 35; **Threshold** 18

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster rifle +10 (3d8+2) or
Ranged blaster rifle +5 (3d8+2) and blaster rifle +5 (3d8+2) with Double Attack
Base Atk +8; **Grp** +9
Atk Options autofire (blaster rifle), Double Attack (rifles), Point Blank Shot
Special Actions Assault Tactics, Coordinated Attack, Indomitable

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 11
Special Qualities command cover, share talent (Indomitable)
Talents Assault Tactics, Indomitable

Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (rifles), Skill Training (Knowledge [tactics]), Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Knowledge (tactics) +10, Perception +10
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, 2 frag grenades, utility belt with medpac

COMPNOR OPERATIVES

COMPNOR Operatives come in all levels of ability and experience. The most commonly encountered types are presented below.

COMPFORCE ASSAULT TROOPER

The standard trooper of COMPNOR's military branch is the assault trooper. Although only moderately trained, these troopers often make up for their lack of skill or quality with determination, tenacity, and near-fanaticism. Regular Imperial military personnel question their abilities, but none question their toughness. Also, despite protests from the military, CompForce units benefit from their privileged status as New Order devotees by receiving quality equipment. As such, they have their own distinctive uniforms, medium armor, and excellent weaponry.

CompForce Assault Trooper CL 3
Medium Human nonheroic 7
Force 1; **Dark Side** 4
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 14, Will 10
hp 38; **Threshold** 14

Speed 4 squares
Melee unarmed +7 (1d4+2)
Ranged heavy blaster pistol +6 (3d8) or
Ranged blaster rifle +6 (3d8) or
Ranged frag grenade +6 (4d6, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster rifle)
Special Actions Extra Second Wind

Abilities Str 14, Dex 12, Con 14, Int 9, Wis 10, Cha 9
Feats Armor Proficiency (light, medium), Extra Second Wind, Toughness, Weapon Proficiency (rifles, pistols, simple weapons)
Skills Endurance +10, Perception +8
Possessions medium battle armor (+8 armor bonus, +2 equipment bonus), comlink, credit chip, heavy blaster pistol, blaster rifle with enhanced low-light scope, 2 frag grenades, electrobinoculars, utility belt

ISB FIELD AGENT

To average citizens, an ISB field agent appearing at the door is one of their worst fears come true. Although ISB agents cannot stand against true military power, they are more than adequate to intimidate the local populace and low-level officials. Since they are not elite fighting units, ISB agents receive basic combat training along with specialized surveillance and interrogation training.

Imperial Security Bureau Agent CL 4
Medium Human nonheroic 3/scout 3
Force 5; **Dark Side** 5
Init +5; **Senses** Perception +8
Languages Basic, High Galactic

Defenses Ref 15 (flat-footed 13), Fort 13, Will 11
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 10, Cha 12
Talents Acute Senses, Improved Stealth
Feats Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Endurance +9, Gather Information +14, Perception +8 (can reroll, must take second result), Persuasion +9, Stealth +9 (can reroll, must take second result)
Possessions blaster pistol, ISB uniform or street clothes, encrypted comlink, credit chip, blaster pistol, datapad

ISB OFFICER

Unlike standard ISB agents, ISB officers are feared by Imperial citizens, military, and government leaders alike. ISB officers are suspicious of all, so everyone is naturally on guard while in their presence. ISB officers are trained in advanced surveillance and investigation techniques. They often possess a way with words that strikes fear into their foes and allies alike.

Imperial Security Bureau Officer CL 9
Medium Human noble 4/scout 3/enforcer 2
Force 5; **Dark Side** 6
Init +10; **Senses** Perception +10
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese

Defenses Ref 26 (flat-footed 24), Fort 21, Will 22
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d6+4)
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +7
Atk Options Charging Fire, Cover Bracing, Point Blank Shot, Precise Shot
Special Actions Demand Surrender, Presence, Shake It Off, Surveillance, targeted suspect +1

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 12, Cha 14
Talents Acute Senses, Cover Bracing, Demand Surrender, Surveillance, Presence
Feats Charging Fire, Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Training (Endurance), Skill Focus (Gather Information), Skill Focus (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Endurance +10, Gather Information +16, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Perception +10 (can reroll, must take second result), Persuasion +16, Stealth +10, Use Computer +11
Possessions blaster pistol, ISB uniform, encrypted comlink, credit chip, blaster pistol, datapad

Targeted Suspect If an ISB officer spends a full-round action observing an opponent in combat, he gains a +1 bonus on attack rolls and Deception, Perception, and Persuasion checks. The benefits last for the remainder of the encounter. He cannot use this ability until after his opponent has acted during combat.

"WHAT WE SAY IS PRINCIPLE, WHAT WE DECIDE IS REGULATION, WHAT WE DO IS LAW."

– ISB AGENT DRELFIN

IMPERIAL SECRET FORCES AND AGENTS

As the Empire grows in power and reach, the variety of agents and operatives expands to fulfill a wide range of roles, each selected specifically by the Emperor. These are among the most secret operatives at Palpatine's command. Some, such as the Emperor's Hands and Imperial Inquisitors, are not meant to be completely secret, but rather intimidating and fearsome agents whom high-ranking officers and officials are reluctant to cross.

Certain agents, particularly those working in and around the Emperor's fortress world of Byss, are hidden from the public and the vast majority of Imperial officials. Unlike with the Emperor's Hand or Inquisitors, rumors of these agents are mercilessly squashed, and those who discover them are hunted without end.

EMPEROR'S HAND

Every Emperor's Hand is a highly specialized individual, selected by the Emperor for ability with the Force and loyalty to Palpatine. Very few Imperial officers or officials dare refuse to help when an Emperor's Hand appears in their midst. Many don't believe they exist, until confronted with an authorization code that demands any and all aid, as if the Emperor himself is requesting it. And in many ways, he is. Each Emperor's Hand believes that he or she is the only one, a belief bestowed by the Emperor and encouraged by Darth Vader and the rest of Palpatine's inner circle. Although no "standard" Emperor's Hand exists, many of the individuals share similar basic abilities. Below is a prototypical Emperor's Hand, ready to be adapted for the Gamemaster's campaign.

Emperor's Hand CL 15
Medium Human scout 5/scoundrel 5/Force adept 5
Force 6; **Dark Side** 12
Init +15; **Senses** Perception +13
Languages Basic

Defenses Ref 32 (flat-footed 28), Fort 19, Will 22; Dodge, Mobility
hp 112; **Threshold** 19

Speed 6 squares
Melee lightsaber +12 (2d8+8) or
Melee lightsaber +7 (2d8+8) and lightsaber +7 (2d8+8) with Double Attack or
Melee unarmed +10 (1d6+8)
Ranged heavy blaster pistol +12 (3d8+7)
Base Atk +9; **Grp** +12
Atk Options Double Attack (lightsabers), Point Blank Shot, Running Attack, Skirmisher
Special Actions Force Focus, Shake It Off, Telekinetic Savant

Force Powers Known (Use the Force +15): *Force disarm, Force thrust, move object, surge*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 16
Talents Force Focus, Force Recovery, Force Talisman, Greater Force Talisman, Power of the Dark Side, Skirmisher, Surefooted, Swift Power, Telekinetic Savant
Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Martial Arts I[H], Mobility, Point Blank Shot, Running Attack, Shake It Off, Vehicular Combat, Weapon Finesse (lightsaber), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Knowledge (galactic lore) +13, Mechanics +13[H], Perception +13, Pilot +15, Stealth +15, Use the Force +15
Possessions lightsaber, encrypted comlink with holo capability, credit chip, heavy blaster pistol, Greater Force Talisman (+1 all defenses)
H *Human bonus feat or trained skill*

Imperial Dungeoneer

The Imperial dungeoneer is among the newest of the Empire's armored soldiers. As the Empire grows, so does the resolve and strength of its enemies. Some of the most powerful beings in the galaxy oppose the Emperor, such as the remaining Jedi, other Force-using splinter groups, dedicated warriors, and even influential political figures. As such, heavily fortified prisons are being established in isolated regions of the Empire to hold these dangerous individuals. The existence and location of a few prisons are public knowledge. However, the ultrahigh-security prisons and many slave labor camps are closely kept secrets, far away from the prying eyes of the Imperial Senate and answerable only to the Emperor. Known prisons are nominally under the control of Imperial Intelligence. Control of slave labor camps varies, and only the most secret ones use dungeoneers.

Such facilities require specialized, well-trained, and loyal guards able to fight exterior threats as well as keeping the prisoners from escaping. The Imperial dungeoneers are trained specifically for this purpose. Some dungeoneers are recruited from the military, but most are clones. They are barely seen outside their prisons, and only on those rare occasions when they must take custody of a dangerous prisoner onsite. Dungeoneers are trained to use light and heavy armor customized to their task. When using heavy armor they are actually locked in, with the electronic keys held elsewhere, to prevent prisoners from taking and using their armor in an escape attempt.

Imperial Dungeoneer **CL 5**
Medium Human nonheroic 6/soldier 4
Force 3; **Dark Side** 8
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 18, Will 14
hp 39; **Threshold** 18

Speed 6 squares
Melee unarmed +11 (1d6+5) or
Melee neuronic whip +11 (2d8+5 stun) or
Melee vibroblade +11 (2d6+5)
Ranged blaster pistol +9 (3d6+2) or
Ranged stun grenade +9 (4d6+2, 2-square burst)
Base Atk +8; **Grp** +11
Atk Options Crush, Pin, Point Blank Shot, Trip (with neuronic whip)

Abilities Str 16, Dex 12, Con 12, Int 9, Wis 10, Cha 9
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium, heavy), Crush, Exotic Weapon Proficiency (neuronic whip), Martial Arts I, Pin, Point Blank Shot, Weapon Proficiency (rifles, pistols, simple weapons)
Skills Perception +10, Persuasion +6
Possessions blast helmet and vest (+2 armor bonus), blaster pistol, stun grenade, vibroblade, neuronic whip, comlink, binder cuffs

When using heavy dungeoneer armor (heavy battle armor with helmet package: +10 armor bonus, +2 equipment bonus, +2 bonus on Perception checks, low-light vision, with built in comlink, audio and video recorders), the Imperial dungeoneer has the following altered statistics.

Senses low-light vision; Perception +12
Defenses Ref 24 (flat-footed 22), Fort 20, Will 14
Speed 4 squares

Imperial Intelligence Agent

Imperial Intelligence agents are highly specialized operatives, often operating deep undercover in organizations, governments, and corporations across the galaxy. Unlike their ISB counterparts, Imperial Intelligence agents strive to provide objective reports, without undue focus on political concerns. They take their secrecy very seriously and rarely identify themselves as agents to anyone outside Imperial Intelligence, unless the situation absolutely warrants such disclosure. Intelligence agents are highly trained for their roles. Although all agents receive ample training on surveillance and analysis techniques, they often also train to best fit in with their cover stories. This could require them to learn skills outside their normal areas of expertise. Although the agent presented below is

appropriate for a variety of missions, the Gamemaster is encouraged to create other kinds of agents, utilizing standard classes and prestige classes appropriate to an individual's cover story.

Imperial Intelligence Agent **CL 5**
Medium Human nonheroic 4/scout 4
Force 1; **Dark Side** 2
Init +5; **Senses** Perception +10
Languages Basic, Bocce, High Galactic

Defenses Ref 17 (flat-footed 15), Fort 18, Will 15
hp 44; **Threshold** 18

Speed 6 squares
Melee unarmed +6 (1d6+2)
Ranged blaster pistol +7 (3d6+2)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Running Attack
Special Actions Shake It Off

Abilities Str 11, Dex 12, Con 13, Int 14, Wis 12, Cha 12
Talents Acute Senses, Improved Stealth
Feats Martial Arts I, Point Blank Shot, Running Attack, Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Gather Information +15, Perception +10 (can reroll, must take second result), Persuasion +15, Stealth +10 (can reroll, must take second result), Use Computer +11
Possessions datapad, comlink, credit chip, blaster pistol

Imperial Inquisitor

Imperial Inquisitors vary greatly in ability and focus, usually as a result of the source and extent of their Force training. Although powerful and higher-ranking Inquisitors might receive some modicum of training from Jedi or other Force-users, many of the lesser Inquisitors focus their attention on skills and powers related to interrogation techniques. The inquisitor presented here is typical of this type.

"THE GALAXY IS HUNGRY FOR LEADERSHIP. IT IS LOOKING TO HUMANS AND THOSE LIKE US TO BE POWERFUL AND STRONG."

– High Inquisitor Tremayne

Imperial Inquisitor **CL 13**
Medium Human Jedi 3/scout 4/noble 2/Force adept 4
Force 6; **Dark Side** 14
Init +12; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 26 (flat-footed 25), Fort 25, Will 29; Dodge, Mobility
hp 84; **Threshold** 30

Speed 6 squares
Melee lightsaber +11 (2d8+6) or
Melee lightsaber +9 (3d8+6) with Rapid Strike
Ranged blaster pistol +11 (3d6+6)
Base Atk +10; **Grp** +11
Atk Options Rapid Strike
Special Actions Equilibrium, Force Focus, Force Haze, Presence
Force Powers Known (Use the Force +13): *battle strike, Force grip, mind trick, move object, rebuke* (2)
Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 14, Cha 14
Talents Equilibrium, Evasion, Force Focus, Force Haze, Force Interrogation, Inquisition, Presence
Feats Dodge, Force Sensitivity, Force Training (2), Improved Defenses, Improved Damage Threshold, Linguist, Mobility, Rapid Strike, Skill Training (Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Initiative +12, Knowledge (bureaucracy) +12, Perception +13, Persuasion +13, Use the Force +13
Possessions lightsaber, comlink, blaster pistol, datapad, credit chip

Imperial Sentinel

Imperial Sentinels are among the most mysterious of the Emperor's agents. To date, only a handful of these mute, armored giants have briefly appeared in public, usually to take custody of particular prisoners (often Jedi) while in transit to Imperial Center or secret locations. Some speculate that the sentinels are droids or an alien species, though the latter theory is discounted given the Empire's new antialien agenda. The truth is far darker than any people suspect. The Sentinels are an early experiment of the Emperor and his inner circle of dark side users to develop a class of beings completely subservient to their will. Using hidden cloning facilities on Byss, they corrupt a clone's development physically and through the dark side of the Force, creating a huge, strong, but nearly mindless individual completely subservient to its masters. Since they are in the early stages of development, it is rare for Sentinels to be seen outside of Byss. However, they are occasionally brought forth to take custody of Force-using prisoners or for limited field-testing. The inner circle estimates it will be decades before control of the Sentinels will be fine-tuned enough for their widespread use, appropriately

about the time the other denizens of Byss are expected to be ready for their galactic deployment.

Imperial Sentinel **CL 3**
Large modified Human nonheroic 6
Dark Side 6
Init +12; **Senses** Perception +6
Languages Basic

Defenses Ref 20 (flat-footed 17), Fort 17, Will 9 (14 against Use the Force checks)
hp 39; **Threshold** 22

Speed 4 squares
Melee unarmed +8 (1d8+5) or
Melee vibro-ax +8 (2d10+10)
Ranged by weapon +7
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +14
Special Actions Point Blank Shot

Abilities Str 20, Dex 18, Con 18, Int 6, Wis 6, Cha 4
Special Qualities Force resistance
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Point Blank Shot, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +12, Perception +6
Possessions battle armor, vibro-ax

Force Resistance—+5 species bonus to Will Defense against any Use the Force check.

Noghri Warriors and Assassins

Early in the Dark Times, Lord Vader became aware of the decimated planet of Honoghr and its tough, gray-skinned sentient species, the Noghri. Under the guise of providing Imperial aid to restore Honoghr to its former glory, Vader was successful in indebting the Noghri clans to himself and the Empire. At his disposal is an elite force of Noghri warriors, skilled infiltrators and deadly assassins. They serve Vader willingly in repayment for his effort to save their world. In reality, the Noghri are dependent on the Empire for their very existence.

The Noghri are small and fearsome. They prefer to use primitive weapons and hand-to-hand combat. They operate in near total secrecy. They are off-world only when carrying out missions for Darth Vader, at which time Vader's agents always accompany them to facilitate travel and mission logistics and ensure their secrecy. Noghri are fierce and dedicated fighters, with little understanding of humor even in their most relaxed moments. When operating on a mission, they are completely consumed by the task until its completion.

Noghri Species Traits

Ability Modifiers: +2 Dexterity, +2 Wisdom, –4 Charisma. Noghri are quick and wise, but serious and not very personable.

Small Size: As Small creatures, Noghri have a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Noghri base speed is 4 squares.

Primitive: Noghri do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants any of these feats.

Conditional Bonus Feat: Noghri are quick and agile fighters. A Noghri that has a Dexterity of 13 or higher gains Running Attack as a bonus feat.

Scent: Noghri have an extremely strong sense of smell. At close range (within 10 squares), Noghri ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see "Survival," page 73 of the Saga Edition core rulebook).

Automatic Languages: Noghri speak Honoghran.

Noghri Warrior **CL 6**
Small Noghri scout 3/soldier 3
Force 5; **Dark Side** 3
Init +11; **Senses** scent; Perception +9
Languages Honoghran

Defenses Ref 23 (flat-footed 18), Fort 20, Will 17; Dodge, Mobility
hp 56; **Threshold** 20

Speed 4 squares
Melee unarmed +5 (1d6+5) or
Melee knife +5 (1d4+5)
Ranged Stokhli spray stick +7 (3d8+3 stun)
Base Atk +4; **Grp** +7
Atk Options Devastating Attack (rifles), Melee Smash, Running Attack
Special Actions Shake It Off

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 8
Talents Devastating Attack (rifles), Improved Stealth, Hidden Movement, Melee Smash
Feats Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (spray stick), Martial Arts I, Martial Arts II, Mobility, Running Attack, Shake It Off, Weapon Proficiency (simple weapons)
Skills Climb +9, Endurance +9,Initiative +11, Perception +9, Stealth +11 (can reroll, must take second result)
Possessions Stokhli spray stick, knife, primitive clothing

Noghri Infiltrator CL 11
Small Noghri scout 3/soldier 4/infiltrator 4
Force 5; **Dark Side** 8
Init +13; **Senses** scent; Perception +16
Languages Honoghran

Defenses Ref 30 (flat-footed 25), Fort 24, Will 24; Dodge, Mobility
hp 84; **Threshold** 24

Speed 4 squares
Melee combat gloves +11 (1d6+9) or
Melee combat gloves +6 (1d6+9) and
combat gloves +6 (1d6+9) with Double Attack or
Melee combat gloves +11 (2d6+9 stun) with unarmed stun or
Melee knife +11 (1d4+8)
Ranged Stokhli spray stick +12 (3d8+5 stun)
Base Atk +9; **Grp** +12
Atk Options Concealed Weapon Expert, Devastating Attack (rifles), Double Attack (simple weapons), Melee Smash, Running Attack
Special Actions Shake It Off, Silent Takedown, unarmed stun

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8
Special Qualities lead infiltrator, unarmed stun (+1 die)
Talents Concealed Weapon Expert, Devastating Attack (rifles), Improved Stealth, Hidden Movement, Melee Smash, Silent Takedown
Feats Armor Proficiency (light), Dodge, Double Attack (simple weapons), Exotic Weapon Proficiency (spray stick), Martial Arts I, Martial Arts II, Mobility, Running Attack, Shake It Off, Skill Focus (Perception), Weapon Proficiency (simple weapons)
Skills Climb +12, Endurance +11, Initiative +13, Perception +16, Stealth +13 (can reroll, must take second result)
Possessions combat gloves, Stokhli spray stick, knife, primitive clothing

Imperial Personalities

Using well-known characters from the *Star Wars* movies and Expanded Universe in your game provides players with an opportunity to interact with their favorite heroes or villains. However, since these characters generally cannot be allowed to suffer undue effects, such as harm or death, you should control exactly how much interaction is allowed.

Offscreen Adversary or Leader: Using this approach, the named character is never directly in contact with the player characters. All assignments, news, materials, and contacts are carried out through intermediaries such as important staffers, underlings, electronic messages, and so forth. You might want to create a character of your own to act as the intermediary. This approach is especially useful when a high-ranking official, such as an Imperial Senator, is serving as the group's patron. Perhaps as the characters become more powerful or complete a vital mission, they are rewarded with a face-to-face encounter with their powerful ally.

Climactic Encounter: The named character remains offscreen until the final episode or encounter of the campaign. The story, or the named character's history, might limit the character's actions, but since plenty of history goes unrecorded, the Gamemaster is allowed some leeway when using this approach. If the character is an enemy, be sure to stage the encounter to allow for escape or overwhelming backup to keep the character alive in the face of enthusiastic and creative players.

Regular Interaction: This approach works best when used with allied named characters who personally dole out assignments. Enemies might be a constant annoyance or danger—such as the ISB agent who always seems to be around at the most inopportune moments. You can also create scenes using both named enemies and allies. For example, if the characters work for Mon Mothma, they might witness direct confrontations between her and ISB Agent Wullf Yularen, who could, in turn, be interested in what the characters are up to. Although Yularen might not investigate personally, he could appear in a final scene to oversee a trap or an unusual situation.

Darth Vader's Secret Apprentice

The Sith Rule of Two was created by Darth Bane to keep the Sith from destroying themselves as they had done in the past. Darth Vader, however, disregarded this rule when he began training his own apprentice to fight the Emperor. Taken as a boy from the planet Kashyyyk where his father, a Jedi on the run, had been hiding him, this apprentice (who would go by the callsign "Starkiller") was raised to use the power of the dark side from an early age. By the time he reached adulthood, Vader's apprentice was among the most powerful Force-users in the galaxy thanks to the tutelage of his Sith Master. Vader kept this apprentice secret from the Emperor, hoping to use the boy when the time was right to overthrow Darth Sidious, just as he would attempt to convince Luke Skywalker to do.

Vader's apprentice was both strong in the Force and incredibly aggressive. As a teenager, the apprentice was already more powerful than many Jedi Knights had been during the Clone Wars, and it was only Darth Vader's incredible power and skill that allowed him to defeat the boy in combat. Vader's apprentice underwent a grueling training program from the time he was a young boy, and eventually he was sent on a number of incredibly dangerous assignments, including several missions to exterminate exiled Jedi Knights. Operating in secret, Vader's apprentice hunted down and killed Jedi Masters such as Kazdan Paratus and Shaak Ti, and nearly destroyed Jedi Master Rahm Kota as well.



It would later be Master Kota and a young Imperial pilot named Juno Eclipse who would bring Vader's apprentice back from the brink of being lost to the dark side forever. Vader commanded his apprentice to rally the enemies of the Empire, including Bail Organa, Mon Mothma, and General Garm Bel Iblis, to form a coalition against the Empire. At the moment when he had finally gathered them all together, the apprentice found Darth Vader waiting to spring the trap. Eventually, Vader's apprentice would turn on both him and the Emperor, rescuing the captive leaders from the Death Star and fighting off the two Sith Lords with the help of Master Kota.

Darth Vader's Secret Apprentice (as of the Battle of Callos) **CL 14**

Medium human Jedi 7/Jedi Knight 3/Sith apprentice 3/Sith Lord 1
Destiny 3; **Force** 6; **Dark Side** 15
Init +13; **Senses** Perception +9
Languages Basic

Defenses Ref 27 (flat-footed 26), Fort 27, Will 28; Block, Deflect
hp 118; **Threshold** 27

Speed 6 squares
Melee lightsaber +18 (2d8+15) or
Melee lightsaber +16 (3d8+15) with Rapid Strike or
Melee lightsaber +20 (3d8+22) with Rapid Strike and Powerful Charge
Base Atk +14; **Grp** +17
Atk Options Powerful Charge, Rapid Strike
Special Actions Juyo, Redirect Shot, Soresu, Telekinetic Savant, temptation
Force Powers Known (Use the Force +20): *corruption, Force grip, Force lightning* (2), *Force slam, Force thrust, mind trick, move object* (3), *repulse, surge*
Force Techniques Improved Force Thrust, Improved Repulse

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 15, Cha 16
Special Qualities fearless, temptation
Talents Block, Dark Side Adept, Deflect, Juyo, Redirect Shot, Soresu, Telekinetic Prodigy, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Force Sensitivity, Force Training (3), Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Unleashed, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Use the Force +20
Possessions lightsaber, dark clothing, comlink

Captain Jan Dodonna

During the Clone Wars, Captain Dodonna was one of the Republic Navy's finest Star Destroyer captains. His new, effective tactics, created with longtime friend Adar Tallon, had a far-reaching effect on Republic warfare and, later, Imperial naval forces.

Dodonna has great misgivings about the new Empire. He resents the fact that his tactics and methods are being used for totalitarian purposes. He has retired from military service to his own moon, Brelor of the planet Commenor, courtesy of the Empire. Though he refuses to publicly criticize the new government, his friends believe it is only a matter of time before the Empire decides he is too old and too resistant to its methods of persuasion and retraining.

Jan Dodonna CL 8

Medium Human noble 5/soldier 2/officer 1
Destiny 1; **Force** 5; **Dark Side** 3
Init +9; **Senses** Perception +11
Languages Basic, Bocce, Bothan, Cerean, Durese, High Galactic, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 20, Will 22
hp 48; **Threshold** 20

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +6 (3d6+4)
Base Atk +6; **Grp** +6
Atk Options Point Blank Shot
Special Actions Battle Analysis, Born Leader, Coordinate +1, Coordinated Attack, Deployment Tactics, Inspire Confidence

Abilities Str 8, Dex 10, Con 10, Int 16, Wis 15, Cha 15
Talents Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Inspire Confidence
Feats Armor Proficiency (light), Coordinated Attack, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Knowledge [technology]), Skill Training (Mechanics), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (physical sciences) +12, Knowledge (tactics) +17, Knowledge (technology) +17, Mechanics +12, Perception +11, Persuasion +9, Pilot +9, Use Computer +12
Possessions Imperial uniform, code cylinder, comlink, blaster pistol

Captain Juno Eclipse

A gifted pilot and skilled mechanic, Captain Juno Eclipse is a multitalented Imperial officer whose skills in a cockpit earned her the leadership of Darth Vader's Black Eight Squadron. A model officer from Corulag, Captain Eclipse was the youngest student ever to be accepted into the Imperial Academy, where she excelled in a number of fields. Captain Eclipse led Black Eight Squadron for several years, with her service culminating at the Battle of Callos, where she and her squadronmates destroyed the planet under orders from Darth Vader himself.

Following her time in Black Eight Squadron, Captain Eclipse was transferred to serve as the personal shuttle pilot of Darth Vader's secret apprentice. Charged with piloting and maintaining the *Rogue Shadow*, Captain Eclipse served with distinction and struck up a relationship with Vader's apprentice that would eventually lead to their working together against the Empire. Captain Eclipse was tortured aboard the *Empirical*, a secret research station in the Dominus system, and was branded a traitor to the Empire for aiding Vader's apprentice and piloting his ship.

Juno Eclipse (as of the Battle of Callos) CL 11

Medium human soldier 6/noble 1/ace pilot 3/officer 1
Force 3; **Dark Side** 4
Init +14; **Senses** Perception +12
Languages Basic, Binary (can't speak), Bocce, Huttese, Rodese, Shyriiwook

Defenses Ref 29 (flat-footed 25), Fort 23, Will 27
hp 81; **Threshold** 23

Speed 6 squares
Ranged blaster pistol +13 (3d6+5)
Base Atk +9; **Grp** +13
Atk Options Careful Shot, Cover Fire, Expert Gunner, Point Blank Shot, Precise Shot, Quick Trigger
Special Actions Assault Tactics, Battle Analysis, Commanding Presence, Inspire Confidence

Abilities Str 8, Dex 18, Con 10, Int 14, Wis 14, Cha 14
Special Qualities vehicle dodge +1
Talents Assault Tactics, Battle Analysis, Commanding Presence, Cover Fire, Expert Gunner, Inspire Confidence, Quick Trigger
Feats Armor Proficiency (light, medium), Careful Shot, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Pilot), Skill Focus (Use Computer), Skill Training (Knowledge [life sciences]), Skill Training (Persuasion), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +14, Knowledge (life sciences) +12, Knowledge (tactics) +12, Mechanics +12, Persuasion +12, Pilot +19, Perception +12, Use Computer +17
Possessions blaster pistol, Imperial officer's uniform, code cylinder, comlink, datapad, toolkit

Armand Isard

Armand Isard is the current Director of Imperial Intelligence. An ambitious man, he began his career in the Senate Bureau of Intelligence. With the Republic declining rapidly, Isard helped orchestrate the creation of Imperial Intelligence and became its first publicly known director. It is unknown how his relationship works with the members of the otherwise secretive Ubiqtorate—if he commands them, or they oversee him. Isard has been known to alert Inquisitor Tremayne about suitable targets and prisoners for interrogation.

Armand Isard CL 6

Medium Human noble 5/scout 1
Force 2; **Dark Side** 5
Init +9; **Senses** Perception +10
Languages Basic, Cerean, Durese, High Galactic, Huttese, Mon Calamarian

Defenses Ref 20 (flat-footed 19), Fort 18, Will 21
hp 37; **Threshold** 18

Speed 6 squares
Melee unarmed +3 (1d4+3)
Ranged blaster pistol +4 (3d6+3)
Base Atk +3; **Grp** +4
Atk Options Melee Defense, Point Blank Shot, Precise Shot
Special Actions Inspire Confidence

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16
Talents Acute Senses, Connections, Educated, Inspire Confidence
Feats Armor Proficiency (light), Improved Defenses, Linguist, Melee Defense, Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +9, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +10 (can reroll, must take second result), Persuasion +11, Stealth +9, Use Computer +10
Possessions Imperial uniform, datapad, code cylinder, comlink, credit chip, blaster pistol

Commander Crix Madine

Commander Crix Madine is a young, confident officer of the Imperial Army. He is experienced beyond his years, due to his active development of Imperial special forces. Madine's current assignment is to develop new, elite commando units within the stormtrooper corps. Many think him arrogant, but all acknowledge his effectiveness and loyalty. He appears to be on the fast track for promotion and influential assignments.

Crix Madine **CL 8**
Medium Human scout 3/soldier 4/officer 1
Destiny 1; **Force** 1; **Dark Side** 1
Init +6; **Senses** Perception +12
Languages Basic, Bothese, Ithorese

Defenses Ref 23 (flat-footed 20), Fort 21, Will 25
hp 68; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+5) or
Melee vibroblade +8 (2d6+5)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Battle Analysis, Indomitable, Shake It Off

Abilities Str 12, Dex 14, Con 13, Int 14, Wis 15, Cha 11
Talents Acute Senses, Assault Tactics, Battle Analysis, Improved Stealth, Indomitable
Feats Armor Proficiency (light), Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Stealth), Skill Focus (Survival), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Knowledge (tactics) +11, Mechanics +11, Perception +12 (can reroll, must take second result), Pilot +11, Stealth +16 (can reroll, must take second result), Survival +12, Swim +10
Possessions Imperial uniform, comlink, code cylinder, datapad, blaster pistol, survival kit, vibroblade



Crix Madine

Captain Gilad Pellaeon

Gilad Pellaeon is a dedicated soldier of the Empire and a former captain in the Republic Navy during the Clone Wars, a young naval officer of great integrity and military prowess. He was so enthusiastic about joining the old Republic armed forces that he lied about his age to enter the prestigious Raithal Academy. After graduating with honors, he went on to receive commendations for fighting pirates, eventually taking part in the ongoing sweep against pirate activity throughout the galaxy. Pellaeon is known as a

loyal and competent officer. In fact, he embodies the ideal Imperial officer. He is professional, well trained, and above the corruption, arrogance, and rampant ambition common among too many Imperial commanders. Pellaeon will have a long and eventful career spanning five decades.

Gilad Pellaeon **CL 6**
Medium Human noble 3/soldier 3
Destiny 1; **Force** 2; **Dark Side** 1
Init +9; **Senses** Perception +11
Languages Basic, High Galactic

Defenses Ref 18 (flat-footed 17), Fort 18, Will 21
hp 42; **Threshold** 18

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +6 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Penetrating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinate +1, Coordinated Attack, Inspire Confidence

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 15, Cha 14
Talents Armored Defense, Coordinate, Inspire Confidence, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Coordinated Attack, Point Blank Shot, Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (tactics) +9, Perception +11, Persuasion +10, Pilot +9, Use Computer +9
Possessions Imperial uniform, comlink, code cylinder, blaster pistol

Captain Ozzik Sturn

A cruel and dangerous Imperial officer, Ozzik Sturn believes himself to be an incredibly savvy big game hunter. Captain Sturn was assigned to oversee the population of Kashyyyk and the construction of skyhooks and other facilities that make it easier to transport Wookiee slaves offworld. Captain Sturn is a violent and sadistic officer who has thrived within the Empire thanks to his ruthlessness, and he seems to enjoy subjugating the population of Kashyyyk. In fact, Captain Sturn actually wears a sash made of Wookiee pelts across his chest, which serves to remind the natives of what happens when you rebel against the Empire.

Captain Ozzik Sturn **CL 12**
Medium human noble 8/officer 4
Force 2; **Dark Side** 10
Init +13; **Senses** Perception +16
Languages Basic, Bocce, High Galactic, Huttese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 25), Fort 25, Will 27
hp 58; **Threshold** 25

Speed 6 squares
Ranged blaster rifle +12 (3d8+6) or
Ranged blaster rifle +7 (3d8+6) with autofire or
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options autofire (blaster rifle), Cunning Attack, Far Shot, Point Blank Shot, Strafe
Special Actions Assault Tactics, autofire (blaster rifle), Bolster Ally, Born Leader, Inspire Confidence, Shift Defense I

Abilities Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16
Special Qualities command cover, share talent (Assault Tactics, Shift Defense I)
Talents Assault Tactics, Bolster Ally, Born Leader, Distant Command, Inspire Confidence, Shift Defense I
Feats Cunning Attack, Far Shot, Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Strafe, Vehicular Combat, Weapon Proficiency (pistols, simple weapons, rifles)
Skills Deception +14, Initiative +13, Knowledge (galactic lore) +13, Knowledge (life sciences) +13, Knowledge (tactics) +18, Perception +16, Persuasion +18, Pilot +13, Ride +13
Possessions blaster pistol, blaster rifle, Imperial officer's uniform, code cylinder, comlink, datapad, Wookiee-hide sash, various personal effects

Grand Moff Wilhuff Tarkin

Grand Moff Wilhuff Tarkin is easily the Empire's second greatest architect and visionary, after the Emperor himself. For many years, he has supplied scholarly arguments for many of the Chancellor's, and subsequently the Emperor's, moves to consolidate power and wield it effectively across the galaxy. This reason, among many, allowed Tarkin to advance quickly in the eyes of the Emperor to become the first Moff after the establishment of the Empire.

As Moff, he oversaw his home sector of Seswenna, as well as portions of the Outer Rim territories. From the beginning, he also spearheaded the Death Star project, working with the newly revealed Lord Vader to secure hundreds of thousands of Wookiee slaves. He reports directly to the Emperor and is one of the most well-informed officials in the Empire. However, it is unclear if Tarkin suspects the extent of the Emperor's dark side knowledge, or if he considers such power to be the province of Darth Vader only.



WILHUFF TARKIN

Recently, the Emperor promoted Tarkin to the rank of Grand Moff, the first use of the title. This event marked the Emperor's full acceptance of the Tarkin Doctrine. As such, Tarkin has taken command of Oversector Outer, to tighten control of the Outer Rim territories, as well as continuing his other command duties.

Tarkin is distinctive in appearance and commands a room in a way that no other Imperial military officer is capable of. It is significant that even Lord Vader must follow Tarkin's lead in most instances, a privilege not afforded to many Imperial commanders. Since Tarkin is entrusted with the construction of the Death Star, he naturally pursues any security threat to the project. He works to keep all knowledge of the Death Star hidden from the Imperial Senate and the general public. He is adept at covering his tracks and willing to go to any lengths to protect the project and the Empire itself.

Grand Moff Wilhuff Tarkin **CL 9**
Medium Human noble 7/soldier 1/officer 1
Destiny 1; **Force** 5; **Dark Side** 14
Init +4; **Senses** Perception +16
Languages Basic, Bocce, Dosh, High Galactic, Shyriiwook, Sullustese

Defenses Ref 22 (flat-footed 22), Fort 22, Will 26
hp 49; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged blaster pistol +7 (3d6+4)
Base Atk +7; **Grp** +7
Special Actions Battle Analysis, Born Leader, Coordinated Attack, Demand Surrender, Deployment Tactics, Presence

Abilities Str 10, Dex 11, Con 11, Int 15, Wis 14, Cha 16
Talents Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics, Educated, Presence
Feats Coordinated Attack, Improved Defenses, Linguist, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Knowledge (tactics) +11, Knowledge (technology) +11, Perception +16, Persuasion +17, Pilot +9, Use Computer +11
Possessions Imperial uniform, encrypted comlink, code cylinder, blaster pistol

ADMIRAL THRAWN

During the Dark Times, the future Grand Admiral is an anomaly within the Imperial military. First, he is an alien Imperial officer, a type of individual that has become almost unheard of since the establishment of the New Order. Second, it is obvious that the Emperor holds him in the highest regard.

Admiral Thrawn's origins are unknown to his fellow officers and crew. They know he is a brilliant tactician and wholly objective figure. They do not know that he hails from the Chiss Ascendancy and was exiled from his own people. They also do not know that Thrawn is responsible for the disappearance of the Outbound Flight project many years ago, an event that first brought Thrawn to the Emperor's attention.

In the Dark Times, the Emperor has assigned Admiral Thrawn to expand the borders of the Empire by bringing the remote and barbaric worlds of the Unknown Regions under Imperial control. With a powerful fleet, Thrawn operates independently, returning to known space only infrequently to resupply and report.



Admiral Thrawn **CL 8**
Medium Chiss noble 3/soldier 4/officer 1
Destiny 1; **Force** 2; **Dark Side** 4
Init +11; **Senses** low-light vision; Perception +10
Languages Basic, Cheunh, High Galactic, Huttese, Minnisiat, Mon Calamarian, Sullustese, Sy Bisti

Defenses Ref 22 (flat-footed 20), Fort 21, Will 23
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d4+5)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Special Actions Battle Analysis, Born Leader, Coordinate +1, Deployment Tactics

Abilities Str 13, Dex 15, Con 13, Int 17, Wis 12, Cha 16
Talents Armored Defense, Battle Analysis, Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light, medium, heavy), Linguist, Skill Focus (Gather Information), Skill Focus (Tactics), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +17, Initiative +11, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Knowledge (tactics) +17, Perception +10, Persuasion +12, Pilot +11
Possessions Imperial uniform, code cylinder, encrypted comlink, datapad, blaster pistol

Chiss

The Chiss hail from the unknown regions, nearly unknown themselves in the galaxy at large until decades after the Dark Times. Their home region, known as the Chiss Ascendancy, is controlled by four ruling families in a highly structured and disciplined society.

Chiss Species Traits

Ability Modifiers: +2 Intelligence. Chiss are disciplined and analytical.

Medium Size: As Medium creatures, Chiss have no special bonuses or penalties due to their size.

Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: Chiss are versatile and accomplished at many tasks. A Chiss character chooses one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. They retain the ability to distinguish color and detail under these conditions.

Automatic Languages: Cheunh.

Inquisitor Tremayne

Inquisitor Tremayne was well on his way to joining the dark side, even as a Jedi Knight fighting during the Clone Wars. His fellow Jedi and Jedi Masters were extremely concerned by his growing fascination with the dark side. With each mission, the brutality of war twisted the otherwise cultured Tremayne more and more. Before the Jedi could act, they—but not Tremayne—were eliminated by Order 66.

Clearly, the Empire saw something in Tremayne that it could use: a Dark Jedi to help establish the New Order. Because Tremayne's abilities were far below Vader's natural talents, he would be used only to hunt down Jedi and Force-users across the galaxy.

Inquisitor Tremayne is excellent at his job. He is feared and effective. He takes his time questioning his subjects, and his methods are painful and terrible. He expects that his successful operations will soon bring about his promotion to Grand Inquisitor. In the meantime, he hunts for his current number-one quarry: Jedi Master Darrin Arkanian and his new apprentice, Corwin Shelvay.

Inquisitor Tremayne **CL 10**
Medium Human Jedi 7/noble 1/Jedi Knight 1/Force adept 1
Destiny 1; **Force** 5; **Dark Side** 13
Init +13; **Senses** Perception +16
Languages Basic, Sith

Defenses Ref 25 (flat-footed 22, Lightsaber Defense 26), Fort 24, Will 25; Block, Deflect
hp 97; **Threshold** 24

Speed 6 squares
Melee lightsaber +12 (2d8+7)
Ranged blaster pistol +11 (3d6+5)
Base Atk +8; **Grp** +11
Special Actions Force Focus, Lightsaber Defense, Presence
Force Powers Known (Use the Force +16): *battle strike, farseeing, Force grip, move object*

Abilities Str 14, Dex 17, Con 15, Int 14, Wis 13, Cha 12
Talents Block, Deflect, Force Focus, Force Perception, Gauge Force Potential, Lightsaber Defense, Presence
Feats Force Sensitivity, Force Training (2), Skill Focus (Persuasion), Skill Focus (Use the Force), Skill Training (Gather Information), Skill Training (Persuasion), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +13, Knowledge (galactic lore) +12, Perception +16, Persuasion +16, Use the Force +16
Possessions lightsaber, encrypted comlink, datapad, robes, blaster pistol

Lieutenant Maximilian Veers

Maximilian Veers is a young lieutenant, known as a strict disciplinarian who has a sharp mind and a critical tone. He is unimpressed by incompetent officers and crew, no matter what their rank. He is cunning and extremely loyal to the Empire. He is particularly skillful at using armored forces, notably walkers of all types. His prowess would ultimately be proven in the future Battle of Hoth.

Lieutenant Maximilian Veers **CL 5**
Medium Human noble 1/soldier 4
Destiny 1; **Force** 2; **Dark Side** 2
Init +8; **Senses** Perception +8
Languages Basic, Bocce, Cerean, Dosh, Durese, High Galactic, Sullustese

Defenses Ref 17 (flat-footed 16), Fort 18, Will 18
hp 35; **Threshold** 18

Speed 6 squares
Melee unarmed +4 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot
Special Actions Battle Analysis, Born Leader

Abilities Str 10, Dex 12, Con 12, Int 15, Wis 13, Cha 13
Talents Armored Defense, Battle Analysis, Born Leader
Feats Armor Proficiency (light, medium, heavy), Linguist, Point Blank Shot, Skill Training (Mechanics), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Gather Information +8, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (tactics) +9, Mechanics +9, Perception +8, Persuasion +8, Pilot +8, Treat Injury +8, Use Computer +9
Possessions blast helmet and vest (+2 armor), encrypted comlink, code cylinder, Imperial uniform, blaster pistol

Special Agent Wullf Yularen

Wullf Yularen is one of the ISB's brightest agents, destined to attain the rank of colonel and take the leading ISB position on the completed Death Star. Yularen started his Intelligence career as a field agent for the Senate Intelligence Bureau. Over a decade of service, Yularen investigated countless cases for, against, and about the Senate. He has observed nearly all the major Senators at one point or another, and as such has detailed information about them.

The Senate Intelligence Bureau was known as an effective but rarely objective service, quite willing to back up any Senator's claim with the right intelligence for the right amount of cash. As the Senate grew more corrupt in its later years, Yularen left the service. However, he was then assigned to an anticorruption and anti-Separatist unit under the guidance of the Chancellor's office. Yularen soon came to respect the Chancellor and became a loyal follower and trusted agent for the Emperor's inner circle. Yularen joined the Republic Navy during the Clone Wars to distance himself from the intelligence business.

When the intelligence services were unexpectedly reorganized into what would become Imperial Intelligence, Yularen found himself on the outside. His loyalty to the Chancellor made others view him as less objective than

the new combined intelligence service aspired to be. His awkward position was short-lived. With the sudden establishment of the Empire, the Emperor's inner circle orchestrated the creation of the ISB in opposition to the newly renamed Imperial Intelligence. As a loyal agent, Yularen was transferred to the service, an unusual move that would put him at odds with his former superiors for the rest of his career.

Yularen remains a loyal servant. Though he has excellent connections to the inner circle, he remains an outsider. His reports are accurate, if slanted toward an Imperial viewpoint. He often carries out high-level assignments, particularly those involving Imperial Senators and other influential figures.

Yularen is in his mid-thirties and sports a thick mustache. He is originally from Coruscant, his influential family providing him the political backing to enter the Senate Intelligence Bureau in the first place. He knows the halls of power well, and how to use them to his advantage. His insightful and perceptive nature makes him an excellent observer. Few Senators or other officials ever want him around. Yularen continues to root out corruption and sedition within the newly formed Empire, leading a task force of his own for special investigations. He is also involved in investigating the signatories of the Petition of the 2000, a group of Senators who signed a document calling for the Chancellor to give up his expanded powers just before the end of the Clone Wars.

Special Agent Wullf Yularen **CL 6**
Medium Human noble 4/scout 2
Destiny 1; **Force** 2; **Dark Side** 2
Init +4; **Senses** Perception +9
Languages Basic, Bocce, Durese, High Galactic, Huttese, Gran

Defenses Ref 19 (flat-footed 18), Fort 18, Will 20
hp 44; **Threshold** 18

Speed 6 squares
Melee unarmed +4 (1d4+3)
Ranged blaster pistol +5 (3d6+3)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Haste, Shake It Off

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 13, Cha 14
Talents Acute Senses, Educated, Inspire Haste
Feats Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Skill Training (Stealth), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +15, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +9 (can reroll, must take second result), Persuasion +10, Pilot +9, Stealth +9, Use Computer +10
Possessions Imperial uniform, encrypted comlink, credit chip, blaster pistol, datapad

Clone Wars Technology

No clear distinction in military doctrine and equipment exists between the Grand Army of the Republic and the military forces of the Empire. Unlike political reality, for which a vote or a signature on a law is all that's needed to go from one era to another, military reality is often dictated by available supply and mission parameters. Although the Empire knew what vehicles and starships it wanted its forces to use, and in what numbers, it was not always possible to manufacture, transport, and maintain exactly the "desired" mix of armor or supply vehicles to active units. Further, the scale of the Galactic Empire meant that a "minor" number of outdated vehicles could well number in the thousands—not enough for the whole Empire, but more than enough for the troops on a given ship or planet.

The remainder of this chapter, beginning with the "Droids" section, describes a broad selection of items in common use by the Empire in the years between the end of the Clone Wars and the Battle of Yavin. In many cases, such items are used side by side with items left over from earlier conflicts and new designs not yet in general production. Although the Empire wants to standardize everything, it's many years before this effort begins to be realized on a wide scale.

Droids

The Empire is very cautious when it comes to droids. Not only are droids among the main tools of the CIS, they are easy to reprogram and turn into enemies or spies. Indeed, elements of the Empire use droid spies to keep tabs on others within the New Order. And, of course, the swing of public opinion against droids makes them unpopular choices with the Imperial Senate, though that group might not have the power to influence military spending for much longer.

Second-Degree Droids

The Empire uses numerous second-degree droids, but prefers to keep them under Human influence. Medical droids act as assistants to living doctors, scientific droids are kept under the control of senior scientists and researchers. Most second-degree droids in use by the New Order are bought from commercial suppliers, but there are a few exceptions.

IT-O Interrogator

With much the same programming and equipment as a medical droid, an IT-O droid seems harmless enough in technological terms. Its sinister appearance, however, gives away its true function. A floating ball of black durasteel, an IT-O Interrogator droid bristles with instruments of torture and recording

devices. Its claw, shock devices, and twisted versions of medical gear are designed to give it an aura of menace. Indeed, its reputation has spread far enough that many prisoners begin reciting their sins as soon as one floats into their cell.

The IT-O Interrogator is the product of Imperial military research and the ISB, and it is manufactured solely by Imperial factories. Use of the IT-O is carefully controlled by the ISB, though models do get into the hands of senior Moffs, military intelligence, and even CompForce. The Inquisition has begun manufacturing the model on its own, a fact the ISB is not aware of and won't be pleased by. Stormtrooper garrison commanders are also known to employ them, though generally only under the guidance of a senior officer.

The droid can interrogate a prisoner by itself, or in conjunction with living questioners. It is designed with an emotionless personality and asks questions in a flat monotone. When working with a living assistant, the IT-O often says nothing at all, allowing the prisoner to come to fear and hate the droid, while seeing the living interrogator as a source of potential mercy. An IT-O is well equipped to bring a victim to the brink of physical damage without doing permanent harm, though it also has medical supplies and training in case a session goes too far before valuable information can be obtained.

A reprogrammed IT-O Interrogator droid can be played as a droid hero.

IT-O Interrogator **CL 1**

Small droid (2nd-degree) noble 1
Init +8; **Senses** darkvision, low-light vision; **Perception** +9
Languages Basic, Binary, 4 unassigned

Defenses Ref 12 (flat-footed 12), Fort 9, Will 14
hp 17; **Threshold** 9
Immune droid traits
Speed 6 squares (hovering)
Melee electroshock probe +0 (1d8 ion)
Ranged blaster +0 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –5
Special Actions Presence

Abilities Str 8, Dex 11, Con —, Int 16, Wis 15, Cha 16
Talents Presence
Feats Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Perception +7, Persuasion +13, Treat Injury +7, Use Computer +8
Systems hovering locomotion, basic processor, 5 tool appendages, 1 claw appendage, locked access, vocabulator
Possessions electroshock probe, medpac, audio recording unit, video recording unit, blaster (treat as blaster pistol)
Availability Military; **Cost** 10,000

Third-Degree Droids

Third-degree droids are normally employed only by the upper ranks of the New Order, though many individuals who see themselves as the upper ranks (such as Imperial Senators and mid-ranking members of COMPNOR) acquire such droids as status symbols long before they have any real need of them. The Empire is happy to allow senior officers and officials to buy whatever third-degree droids they want, but it also holds them accountable for the actions of such droids. If a protocol droid manages to interrupt battle commands or accidentally allows spies access to classified material, its owner is held accountable as if he had taken such actions directly. As a result, many Imperial commanders use Humans for most diplomatic functions, or they keep numerous third-degree droids that are regularly memory-wiped back to factory presets.

RA-7 Protocol Droid

The RA-7 series of protocol droids is clearly an attempt by Arakyd Industries to duplicate most of the abilities of the 3PO series of protocol droids, and in most respects it fails. The droid is very similar in appearance to the 3PO, except for its bug-eyed head and stiffer gait. It is not as able as a 3PO unit, however, and in an effort to avoid the overly delicate personality of 3PO-series droids, the RA-7 was programmed to be "stern." In truth, the personalities of these droids tend to fall somewhere between taciturn and vindictive. Almost no one would willingly buy an RA-7 as an assistant—which is why the ISB gives them away as gifts.

In fact, the RA-7 series is a plot by the ISB to keep tabs on everyone of questionable loyalty throughout the Empire. Though their numbers are only now starting to be large enough to be of real value, RA-7s are programmed to report on their owner's subversive or questionable activities by way of secret, concealed comlinks. Most RA-7s also have recording devices hidden within them, allowing them to gather hard evidence of their masters' failings and crimes. (The recorders are concealed, requiring a DC 30 Perception check to find.) The ISB hands them out mostly to mid-level officers and officials, generally right after a promotion. Many recipients see these gifts as a sign of rising station and influence, but a few have begun to realize that the ISB does nothing without a secondary purpose. Many officers "lose" their RA-7 droids in short order, or send them into dangerous situations from which they never return.

An RA-7 series protocol droid can be played as a droid hero.

RA-7 Protocol Droid **CL 1**
Medium droid (3rd-degree) nonheroic 1
Init +1; **Senses** darkvision, low-light vision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 9, Will 12
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +1

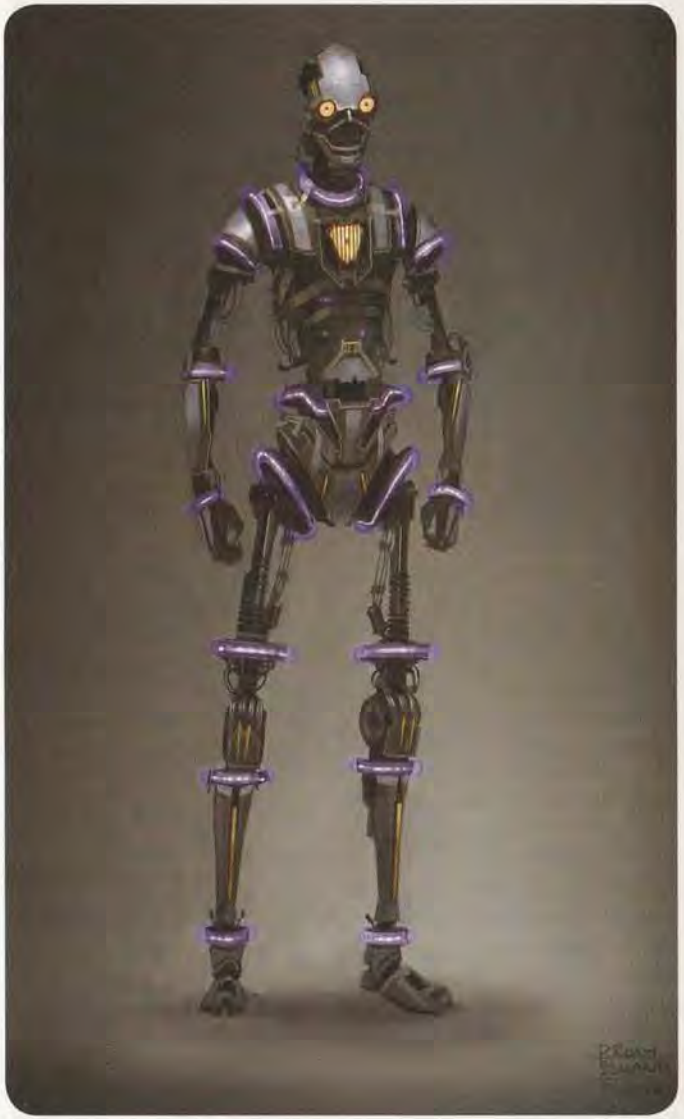
Abilities Str 8, Dex 13, Con –, Int 12, Wis 15, Cha 9
Feats Skill Focus (Perception), Skill Training (Deception), Skill Training (Knowledge [bureaucracy]), Skill Training (Use Computer)
Skills Deception +4, Knowledge (bureaucracy) +6, Perception +14, Use Computer +6
Systems walking locomotion, basic processor, improved sensor package, darkvision, translator unit (DC 15), 2 hand appendages, compartment space (2 kg), internal comlink, locked access, vocabulator
Possessions audio recorder, video recorder
Availability Licensed; **Cost** 3,000

Fourth-Degree Droids

The Empire employs very few fourth-degree droids, for a variety of reasons, but does not rule them out for tasks they are particularly suited for. Though Imperial troops cover most combat roles adequately, the New Order turns to military droids for specific missions whenever they are obviously the best choice. Most such missions are intelligence-gathering, such as those undertaken by Arakyd Viper probe droids.

PROXY

The droid known as PROXY is a one-of-a kind creation designed to test Darth Vader's secret apprentice at all times. Though the droid is loyal to the apprentice, its programming requires it to attempt to kill the apprentice. PROXY is a combat droid outfitted with numerous advanced holographic projectors that can produce near-perfect images around its body. PROXY contains detailed files on a number of Jedi Knights and Sith Lords, and also has access to top secret Imperial data files. As a result, PROXY can mimic the appearance and fighting style of a number of historic figures, which it uses to ambush the apprentice on a regular basis. Though dueling with the apprentice regularly damages and disables PROXY, the droid excels at repairing itself and can recover from grievous damage in a matter of hours.



PROXY

PROXY **CL 13**
Medium droid (4th-degree) soldier 1/Jedi 9/independent droid 3
Force 2
Init +14; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 30 (flat-footed 27, Lightsaber Defense 33), Fort 29, Will 27
hp 89; **Threshold** 29
Immune droid traits

Speed 6 squares
Melee lightsaber +17 (2d8+16) or
Melee lightsaber +17 (3d8+16) with Mighty Swing or
Melee lightsaber +15 (3d8+16) with Rapid Strike or
Melee lightsaber +19 (3d8+22) with Powerful Charge and Rapid Strike
Base Atk +12; **Grp** +16
Atk Options Acrobatic Strike, Mighty Swing, Powerful Charge, Rapid Strike, Targeting Package
Special Actions independent spirit +1, Indomitable, Lightsaber Defense

Abilities Str 18, Dex 16, Con —, Int 13, Wis 10, Cha 8
Special Qualities independent spirit +1, sapience
Talents Indomitable, Lightsaber Defense (3), Modification Specialist, Repair Self, Targeting Package, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Mighty Swing, Powerful Charge, Rapid Strike, Skill Training (Acrobatics), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +14, Initiative +14, Jump +15, Mechanics +12, Use Computer +12
Systems heuristic processor, holographic projectors, walking locomotion
Possessions lightsaber, double-bladed lightsaber

R-1 Recon Droid

Although the Empire doesn't trust droids to serve as combatants, it does employ military droids in combat roles as scouts and forward observers. One the earliest of these is the R-1, built by Arakyd Industries and based on designs originally developed by the Sith. A small floating droid, the R-1 lacks tools or hands, but it can move through openings that most of its potential targets can't. Combined with its integral blaster, this allows the R-1 to track most prey with ease, and occasionally even take out a foe itself.

The R-1 is popular with snipers, planetary garrisons, and shock troops. It has a limited broadcast range (a single planet), but can be used to scout areas without risking a living observer, spot targets for long-range sniper fire or starship bombardment, seek out wanted criminals, or follow suspects back to a base of operations. Though the Empire officially does not sanction sales of the R-1 to anyone else, many do find their way into the hands of bounty hunters and other independent operators.

R-1 recon droids can be played as droid heroes.

R-1 Recon Droid **CL 1**
Small droid (4th-degree) scout 1
Init +8; **Senses** darkvision, low-light vision; **Perception** +9
Languages Basic, Binary, 1 unassigned

Defenses Ref 16 (flat-footed 13), Fort 11, Will 13
hp 24; **Threshold** 11
Immune droid traits
Speed 6 squares (hovering)
Ranged blaster +4 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –2
Special Actions self-destruct (+5 area attack, 4d6, 2-square burst)

Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 11
Talents Acute Senses
Feats Armor Proficiency (light), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +8, Perception +9 (can reroll, must take second result), Stealth +8, Use Computer +6
Systems hovering locomotion, basic processor, improved sensor package, darkvision, self-destruct system (4d6), locked access, integrated comlink
Possessions sensor unit, video recording unit, blaster (treat as blaster pistol)
Availability Restricted; **Cost** 16,000

Fifth-Degree Droids

The Empire uses labor droids no less than any other large organization, but few are custom-built for the New Order. In most cases a Moff or admiral buys any required labor droids to serve specific roles within his command. Often the purchases are from local manufacturers, who happily pay a finder's fee to the commander in return for military contracts. As long as the budget doesn't get out of hand, and the needed work gets done, no one in the Empire pays any attention to these practices.

MSE-6 Repair Droid

The MSE-6, or "mouse droid," is a wheeled droid used for basic tasks such as maintenance of a single mechanical system, message delivery, cleaning, and even testing dangerous areas of a damaged starship or station to make sure it is safe for living creatures (and more expensive droids). The MSE-6 is the result of a long line of small, dedicated, cheap droids used by the Old Republic and other governments. The MSE-6, however, is almost exclusively in



use by the Empire, which bought nearly the whole run (at a steep discount). The droids are used for Imperial installations that have high crew requirements, such as Star Destroyers, to cut down on the need for larger droids and Human work crews as much as possible.

An MSE-6 is generally given a single specific task and the needed gear to accomplish it (generally small tools it can keep in its interior storage space). Though an MSE-6 looks like a small black box on wheels, it has two folding arms it can use for basic tasks. Although they are dedicated and loyal, MSE-6 droids suffer from an overdeveloped threat assessment program. They are skittish, and they frequently flee from anything new or frightening. Any time an MSE-6 moves –1 step along its condition track as the result of an ability that targeted its Will Defense, the droid immediately flees for 1d6 minutes.

MSE-6 repair droids may not be played as droid heroes.

MSE-6 Repair Droid **CL 0**
Tiny droid (5th-degree) nonheroic 2
Init +3; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 12), Fort 8, Will 8
hp 6; **Threshold** 8
Immune droid traits
Speed 6 squares (wheeled)
Melee claw +1 (1d2–2)
Fighting Space 1 square; **Reach** 0 square
Base Atk +1; **Grp** –7

Abilities Str 6, Dex 14, Con —, Int 15, Wis 7, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Perception), Toughness, Weapon Proficiency (simple weapons)
Skills Mechanics +13, Perception +3, Pilot +8, Stealth +6, Use Computer +13
Systems wheeled locomotion, basic processor, 2 claw appendages, darkvision, internal storage (1 kg), improved sensor package
Availability Licensed; **Cost** 2,000

Weapons

The following weapons are part of the Imperial arsenal during the Dark Times. Many of them might make their way into the hands of the heroes (or even other villains).

CR-1 Blast Cannon

Exotic Weapon

Designed by Golan Arms under exclusive contract with the Galactic Republic, and then the Empire, the CR-1 blast cannon fires a burst of blaster bolts, each at reduced power, that spread out in an ever-expanding wave of energy. Often used to suppress riots or eliminate threats gathered in large crowds, the CR-1 blast cannon can be incredibly lethal at close and medium range but is quite ineffective at long range.

The CR-1 blast cannon is treated as a pistol for the purpose of determining the weapon's range. However, the blast cannon does not take range penalties to attack rolls, instead applying any range penalties to damage rolls.

Against adjacent targets, the blast cannon deals an additional 1d8 points of damage. Against nonadjacent targets, the weapon acts as a splash weapon with a 1-square splash radius.

E-Web Missile Launcher

Heavy Weapon

A variant of the E-Web repeating blaster, an E-Web missile launcher consists of a heavy, tripod-mounted firing mechanism from which missiles are launched. When mounted on a tripod, it is treated as one size smaller for the purpose of being wielded (allowing a Medium character to operate it with two hands). An E-Web missile launcher operates only in single fire mode, though it does not require a power generator. An E-Web missile launcher is an area effect weapon that damages all targets in a 2-square-by-2-square area.

Usually, a second crewmember is required to reload an E-Web missile launcher between shots, jamming a live missile into the launch tube as a move action. An E-Web missile launcher can fire only a single shot each round, after which the weapon must be reloaded. The wielder of an E-Web missile launcher can spend two swift actions in the same round immediately before making an attack to treat the range to the target as though it were one step shorter (short becomes point blank, medium becomes short, and so

Table 10-1: Melee Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Neuronic whip	500	–	2d8	0.5 kg	Bludgeoning and energy	Restricted
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large						
Lightsaber pike	4,000	2d8	–	2 kg	Energy and slashing	Rare

Table 10-2: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
CR-1 blast cannon[1]	2,000	3d8 (special)	–	S	6 kg	Energy	Military
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Huge							
Missile launcher, E-Web	9.500	6d6	–	S	42 kg	Slashing	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Flechette launcher[1]	1,100	3d8	–	S	5 kg	Piercing	Military
Rail detonator gun	1,900	3d8	–	S	5 kg	Piercing	Military

1 Inaccurate weapon: This weapon cannot fire at targets at long range.

forth); this benefit stacks with the effect of the Far Shot feat. The missiles fired by an E-Web missile launcher cost 75 credits each.

Flechette Launcher

Rifle

The flechette launcher is an antipersonnel weapon that saw extensive use during the last half of the Clone Wars. It fires canisters filled with hundreds of tiny durasteel darts that spread out over a large area. A flechette launcher is considered a splash weapon, with a 1-square splash radius. Due to its single-shot nature, a flechette launcher may not be used with the Rapid Shot feat, or any other feat or talent that expends more than a single shot. A flechette launcher requires special ammunition, with a cluster of four shots costing 50 credits; after four shots, the canisters must be replaced.

Lightsaber Pike

Lightsaber

Employed almost exclusively by the Emperor's Shadow Guard, an elite cadre of Force-wielding Royal Guards, the lightsaber pike resembles a primitive polearm in many respects. The long handle of the weapon is made of a phrik alloy, meaning that a lightsaber does not ignore the pike's damage reduction. At the end of the handle is a slightly shorter and thicker lightsaber blade, which can be activated with a swift action as normal by means of a switch farther down the weapon's haft. A lightsaber pike increases the wielder's reach by 1 square but imposes a -2 penalty on Use the Force checks to use the Block or Deflect talents.

A lightsaber pike requires an energy cell to operate.

Neuronic Whip

Exotic Weapon

A neuronic whip is a long, flexible cable connected to a power pack in a handle that delivers a stunning jolt on contact. Unlike a typical leather whip, the heavy cable can crack bones and break flesh, but it is extremely unlikely to kill. As a result, the neuronic whip was very popular with slavers. A target successfully hit by a neuronic whip takes normal stun damage, plus 1d4 points of slashing damage. Additionally, a neuronic whip increases the wielder's reach by 1 square.

A neuronic whip requires an energy cell to operate.

Rail Detonator Gun

Rifle

The rail detonator gun is a rarely seen weapon used by specialized stormtrooper units. Primarily carried by Imperial Jumptroopers, the rail detonator gun is an advanced weapon that complements the Jumptroopers' penchant for aerial combat. It uses powerful electromagnets to hurl an explosive canister down the barrel of the weapon and toward a target at an incredible speed. The rail detonator gun is considered a splash weapon, with a 1-square splash radius.

A rail detonator gun requires a magazine of special explosive canisters, each of which carries 10 shots and costs 50 credits. After 10 shots, the magazine must be replaced.

Vehicles

The Republic had found walkers to be more useful than repulsor vehicles in many engagements, and the Empire took to them as their primary heavy land units. As the New Order first started transitioning from the Grand Army of the Republic to the Imperial Army, numerous new walker designs were tried, many of which proved too expensive for long-term use. Eventually just a few standard models were produced, though older designs (and even old wheeled and tracked vehicles) were still in use for decades.

A5 Juggernaut

Smaller and older than the A6 Juggernaut that dominated the battlefields of closing days of the Clone Wars, the A5 Juggernaut is a 10-wheeled, heavily armored assault vehicle that continues to see use in many Imperial forces despite its age. Wherever an AT-AT or similar heavy walker isn't available, an A5 is used as a replacement. Though faster than an AT-AT, the A5 is less maneuverable (especially in rough terrain), slightly less resistant to damage, and requires a larger crew. It also mounts slightly lighter weapons, and it lacks the power generation to upgrade to lasers as powerful as those on an AT-AT. Despite these shortcomings, an A5 is a dangerous and versatile combat vehicle. It can effectively spearhead a ground assault, act as a mobile command center, engage in hit-and-run raids, and even act as an antiaircraft battery when engaging airspeeders or low-flying starfighters.

Though the Empire owns more A5s than anyone else, as the years pass and the Empire retires and replaces them, other groups begin picking them up. Many Imperial A5s are left as smoking wrecks on battlefields, and while it's not worth the Empire's time or money to recover and repair them, crime cartels, major corporations, and insurgent groups are willing to go to much greater lengths to acquire such a powerful ground unit.

A5 Juggernaut **CL 11**

Colossal wheeled ground vehicle
Init –5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 25; +14 armor
hp 320; **DR** 20; **Threshold** 75

Speed 8 squares (max. velocity 200 km/h)
Ranged heavy laser cannons +4 (see below) and
blaster cannon +4 (see below) and
grenade launchers +4 (see below)
Fighting Space 6×14; **Cover** total
Base Atk +0; **Grp** +29

Abilities Str 40, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 8 (normal); **Passengers** 50 (troops)
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 200,000 (120,000 used)

Heavy laser cannons (gunner)
Atk +4, **Dmg** 5d10×2

Blaster cannon (gunner)
Atk +4, **Dmg** 4d10×2

Grenade launcher (gunner)
Atk +4, **Dmg** 4d6, 2-square burst

All Terrain Kashyyyk Transport (AT-KT)

The Kashyyyk deployment variant of the AT-ST is designed to root out insurgents and enemy scouts from terrain that offers heavy cover. Rather than acting as an antivehicle platform, the AT-KT (also sometimes referred to as the "Hunter" scout transport, or AT-STh, when deployed on other worlds) is specifically an antipersonnel walker, with heavy weapons tasked to fire through foliage, light bunkers, and camouflage. Moreover, the vehicle's weapons are primarily used to stun the targets (since dead Wookiees make poor slaves), ensuring that even the most rebellious insurgents live to serve the Empire as laborers.

AT-KT CL 10
Huge ground vehicle (walker)
Init +8; **Senses** Perception +3

Defenses Ref 14 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 10; **Threshold** 40

Speed 6 squares (max. velocity 90 km/h)
Ranged stun cannon +6 (see below) and
frag grenade +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +5; **Grp** +25

Abilities Str 30, Dex 14, Con —, Int 12
Skills Initiative +8, Mechanics +4, Perception +3, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 12 frag grenades
Availability Military; **Cost** not available for sale

Frag grenade (pilot)
Atk +6, **Dmg** 4d6 (2-square burst)

Stun cannon (gunner)
Atk +6, **Dmg** 2d10×2 stun



All Terrain Construction Transport (AT-CT)

For large-scale construction projects on distant worlds, many Imperial engineers have adapted the AT-ST frame to produce a vehicle capable of assisting in the construction of new facilities. Using advanced tractor beam technology, these All-Terrain Construction Transports (as the variant is commonly known) can lift, manipulate, and move unattended objects at range, effectively allowing them to place girders, crates, and other pieces of heavy equipment exactly where construction crews need them. In order to maintain this fine level of control over the tractor beams, all other weapons and extraneous systems had to be stripped out of the walker, leaving it unarmed. AT-CT pilots quickly learned to defend themselves against attacks, using the vehicle's tractor beams to hurl objects at their targets.

If an AT-CT has successfully grabbed an object with its tractor beam, it can move the object up to 10 squares in any direction (instead of being limited to bringing the object closer). Additionally, an AT-CT can hurl a grabbed object at another target within 10 squares, making a ranged attack roll using the tractor beam's attack bonus. If the attack roll exceeds the target's Reflex Defense, the target takes damage based on the size of the object being hurled (see page 254 of the Saga Edition core rulebook).

AT-CT CL 10
Huge ground vehicle (walker)
Init +8; **Senses** Perception +3

Defenses Ref 14 (flat-footed 12), Fort 23; +4 armor
hp 120; **DR** 10; **Threshold** 43

Speed 6 squares (max. velocity 90 km/h)
Ranged tractor beam +8 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +5; **Grp** +28

Abilities Str 36, Dex 14, Con —, Int 16
Skills Initiative +8, Mechanics +4, Perception +3, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Tractor beam (gunner)
Atk +8, **Dmg** — (grapple +28)

Command Speeder

The Uulshos LAVr QH-7 Chariot command speeder is designed to allow a commander to enter or flee the field of battle with moderate protection. Unlike the mobile command base (described below), the Chariot command speeder can get right into the thick of battle and out again within a

matter of moments. Often used by commanders who want to get a closer look at the way a battle is progressing, the command speeder is also frequently tasked with evacuating a commander from a hot zone. Veteran officers of the Clone Wars believed that the command speeder was far more reliable for evacuating an officer than the LAAT/i dropship, due to the fact that antistarfighter weapons often targeted the dropships while they were en route to recover important officers. The Chariot command speeder boasts advanced tactical displays, and it is often used by Imperial generals to move to the front lines, pick up a field commander, receive a face-to-face briefing, and then ferry the general back to the safety of a mobile command base.

Command Speeder **CL 8**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 16 (flat-footed 12), Fort 22; +7 armor
hp 120; **DR** 5; **Threshold** 32

Speed 12 squares (max. velocity 350 km/h)
Ranged laser cannon +3 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannon)

Abilities Str 34, Dex 18, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 3 (skilled); **Passengers** none
Cargo 200 kg; **Consumables** 3 days; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 40,000)

Laser cannon (gunner)
Atk +3 (-2 autofire), **Dmg** 3d10×2

Mobile Command Base

The Nen-Carvon PX-4 mobile command base is a specialized vehicle used by military commanders during large-scale engagements. The mobile command base is a tactical headquarters on treads; the interior features sophisticated computer systems, advanced communications arrays, and holographic tactical displays of remote battlefields, all of which allow the commanders to stay near enough to their troops to dynamically issue commands and move along with the battlefield. Though not designed to engage directly in combat, a mobile command base is protected by thick armor plating that gives it excellent survivability. Typically, a mobile command base is kept far from the battlefield, allowing the generals and other Imperial officers to remain inside a safe area where they can make command decisions far from the perils of combat. A mobile command base can be deployed by landing craft (they are most often deployed by LAAT/c dropships, but can sometimes be attached to the bottom of a *Sentinel*-class landing craft if no LAAT/c dropships are available) and recovered the same way.

Mobile Command Base **CL 8**
Gargantuan ground vehicle (tracked)
Init -8; **Senses** Perception +5

Defenses Ref 15 (flat-footed 15), Fort 27; +10 armor
hp 270; **DR** 15; **Threshold** 47

Speed 8 squares (max. velocity 200 km/h)
Ranged heavy laser cannon +5 (see below)
Fighting Space 8×8; **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (heavy laser cannon)

Abilities Str 45, Dex 10, Con —, Int 16
Skills Initiative -8, Mechanics +5, Perception +5, Pilot -8, Use Computer +5

Crew 3 (skilled); **Passengers** 7
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 300,000)

Heavy laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2, 2-square splash

TX-130T Fighter Tank

The TX-130T is a perfect example of the kind of repulsor-driven ground unit the Empire is trying to phase out. However, not only are many still in service, the Empire continues to manufacture them in small numbers to replace those lost in battle. Originally deployed at the end of the Clone Wars, the Rothana Heavy Engineering design is a nimble, effective strike tank. It can serve in infantry support, fast raid, forward scout, and even escort roles to protect heavier walkers. Though it lacks the heavy punch of an assault walker, its speed, maneuverability, and anti-infantry weaponry make it an excellent addition to any large ground force. Although many military advisors want to get rid of the TX-130T, so far nothing as well suited to dealing with small, nimble units of insurgent commandos has been developed to replace it.



TX-130T Fighter Tank CL 8
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **SR** 5; **Threshold** 31

Speed 8 squares (max. velocity 193 km/h)
Ranged laser cannons +1 (see below) and medium concussion missiles +1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 33, Dex 18, Con —, Int 14
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** 42,000 (34,000 used)

Laser cannons (gunner)
Atk +2, **Dmg** 5d10×2

Medium concussion missiles (gunner)
Atk +2, **Dmg** 6d10×2, 2-square splash

STARFIGHTERS

The use of starfighters became standard during the Clone Wars, a fact that even the size-conscious Empire could not ignore. Since starfighters can't be particularly frightening or large compared to other starships, the new doctrine of rule through fear requires the Imperial Navy to field massive *numbers* of starfighters. Military planners envision swarms of starfighters that overload enemy targeting computers and block out the skies over target cities through sheer quantity. Of course, such a vast number of starfighters is expensive, and as a result the shielded, well-armored, hyperdrive-capable starfighter of the Clone Wars is no longer acceptable for Imperial needs. Although many such snub fighters still exist (and will for years), the new models of cheaper, weaker fighters have begun rolling off assembly lines and into Imperial hangars.

A-7 HUNTER

The rapidly growing military needs of the New Order created opportunities for companies to build new shipyards, especially if they could interest the Empire in a new line of vessels to be the standard of Imperial fleets. Kuat Drive Yards earned vast profits building Imperial Star Destroyers and wanted to provide the Empire with its starfighter fleets as well. The main entrant for this role was the A-7 Hunter, an update of a long-successful line of cheap, simple, fast starfighters.

For the first few years after the Clone Wars, many Imperial officers assumed that the A-7 Hunter would become the new standard snub fighter of the Empire and bought dozens of the fighters to outfit their ship's hangars. When the TIE fighter was instead selected, the A-7 waned in popularity among Imperials, though it could still be found on ships in fringe systems. Many of the fighters eventually ended up being used by mercenaries and insurgents.

The A-7 is similar to a TIE in many respects. It has no hyperdrive or shields, only two laser cannons, and few support systems. Though not as fast or maneuverable as later designs such as TIE interceptors or A-wings, it is more agile than a typical TIE. Ultimately, it's likely that its higher construction cost led to the Empire passing it over.

A-7 Hunter Interceptor **CL 6**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 22; +4 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 55 kg; **Consumables** 1 day; **Carried Craft** none
Hyperdrive none
Availability Military; **Cost** 80,000 (45,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 4d10×2

TIE PROTOTYPE

With the end of the Clone Wars, the Empire was faced with the difficult task of overseeing a galaxy that had been in open conflict for years. Vast areas of space had to be patrolled, and the only practical way of doing so was to construct thousands of small starfighters. The existing Republic starfighters were seen as too expensive to maintain for years of patrolling, and much too expensive to build in larger numbers.

The Empire required a cheap and efficient fighter that could be mass-produced. Dozens of shipyards vied for the contract to provide those ships, but Sienar Fleet Systems especially impressed the Emperor with its Twin Ion Engine prototype fighter. These fighters cost only a fraction to build compared to other proposals, and Sienar could begin production immediately.

The first prototype TIEs were actually tougher than the final version, but they also cost more. They featured weak shields, a small hyperdrive, and two one-shot concussion missile launchers, to allow them to serve as light bombers, long-assault craft, and snub fighters. However, the Twin Ion Engine was incompatible with many of those systems, requiring the TIE prototype to carry a secondary power supply for them. When the Empire decided to make numerous variant fighters, the decision was made to remove these generators for the basic TIE (reducing costs significantly, resulting in construction in vast numbers).

Even so, the TIE prototype was built in the hundreds for numerous test runs, and it remained very popular with its pilots (if not the Imperial

accountants). In the first years of the New Order, squads of TIE prototypes, or units of older fighters (often ARC-170s or V-wings) with a TIE prototype wing commander, were common. The ships became less common later, because they required parts and maintenance that were nonstandard, and only truly elite pilots could insist on keeping the older ships. By the time the TIE interceptor and more advanced fighters were commonly available, most TIE prototypes were replaced or scrapped, though a few were kept as personal vessels of Moffs and similar high-ranking officers.

TIE Prototype **CL 6**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 22; +4 armor
hp 60; **DR** 10; **SR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below) or
2 medium concussion missiles +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (2-jump memory)
Payload 2 medium concussion missiles
Availability Military; **Cost** 130,000 (75,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Medium concussion missiles (pilot)
Atk +4, **Dmg** 8d10×2, 2-square splash

Space Transports

The Empire's move to capital ships that were unable to land easily on planetary surfaces makes space transports a critical part of any fleet. Transports are used to move troops to groundside battles, shuttle cargo from supply vessels to Star Destroyers, and move crew and commanders among ships of a fleet. Though often armed, such starships are much more valuable as convoy vessels than as warships.

Guardian-class Light Cruiser

A customs and inspection vessel designed by Sienar Fleet Systems, the *Guardian*-class light cruiser is a fast and durable ship capable of patrolling remote systems without the need for backup or support. The *Guardian*-class light cruiser was designed to be relatively autonomous, though of course it was not expected to fend off large-scale assaults. For the most part, the *Guardian*-class light cruiser handles smuggler and pirate traffic in remote systems, acting as both a command post and enforcement vessel. Though considered a light cruiser, the ship is actually just a heavily armed space transport designed to let small crews patrol a star system with few amenities. Despite the fact that the ship has a hyperdrive, the Empire typically limits the *Guardian*-class light cruiser to missions within a single star system. Any exercises that would normally force a *Guardian*-class light cruiser away from its home system usually warrant the assistance of larger ships, typically corvettes or smaller frigates.

Guardian-class Light Cruiser **CL 11**
Colossal space transport
Init –2; **Senses** Perception +5

Defenses Ref 19 (flat-footed 16), Fort 38; +16 armor
hp 300; **DR** 15; **SR** 120; **Threshold** 88

Speed fly 3 squares (starship scale)
Ranged laser cannon battery +11 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 16, Con —, Int 16
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 8 (skilled); **Passengers** 6 (prisoners)
Cargo 200 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale (estimated value 800,000)

Laser cannon battery (4 gunners)
Atk +11, **Dmg** 5d10×2

Rogue Shadow

The personal transport of Darth Vader's secret apprentice, the *Rogue Shadow* is a one-of-a-kind vessel designed to transport Vader's agent covertly throughout the galaxy. Though the vessel has had a long string of unsuccessful pilots, the space transport is among one of the most sophisticated vessels in the galaxy. Having come across the schematics for Darth Maul's

Sith Infiltrator, Lord Vader commissioned a similar vessel from Sienar Fleet Systems. As with the Sith Infiltrator, only a single prototype of the *Rogue Shadow* was built before it was turned over to Vader and his apprentice. All the engineers and mechanics who knew of the project were killed to ensure their silence, and following its completion only a small number of people knew of the *Rogue Shadow*'s existence.

The vessel is reminiscent of the Sith Infiltrator both in form and capabilities. Heavily armed and boasting an advanced stygian crystal cloaking device (granting the ship total concealment when activated), the *Rogue Shadow* is capable of moving throughout the stars undetected. The ship is considerably faster and more maneuverable than others of its size, and its shields are nearly unparalleled. The *Rogue Shadow* also has a sensor enhancement package (granting the pilot a +5 equipment bonus on Perception checks and Use Computer checks to operate sensors) and a hyperdrive that moves the ship across the galaxy at speeds unheard of for a nonmilitary vessel. All of this impressive equipment is housed in a rather nondescript shell; Vader commanded that the ship be given a ubiquitous appearance, and as such the *Rogue Shadow* is a powerful combat vessel hiding beneath the looks of a civilian personal transport.



ROGUE SHADOW

Rogue Shadow **CL 12**
Colossal* space transport
Init +8; **Senses** Perception +12

Defenses Ref 17 (flat-footed 11), Fort 25; +11 armor
hp 110; **DR** 15; **SR** 40; **Threshold** 75

Speed fly 16 squares (max. velocity 1,350 km/h), fly 6 squares (starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +45
Atk Options autofire (laser cannons)

Abilities Str 40, Dex 22, Con —, Int 20
Skills Initiative +8, Mechanics +12, Perception +12, Pilot +8, Stealth +12 (total concealment when cloaking device active), Use Computer +12 (+17 when using sensors)

Crew 1 (ace); **Passengers** 8
Cargo 15 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×.5, navicomputer
Availability Unique; **Cost** not available for sale
* *This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Laser cannons (pilot)
Atk +15 (+10 autofire), **Dmg** 7d10×2

SENTINEL-CLASS SHUTTLE

With the change from starships that were able to land on planets to offload troops (such as the Acclamator assault ships) to spacebound Star Destroyers that brought troops into orbit but no farther, the New Order needed a dedicated, armored, maneuverable landing craft to safely transport troops directly into battle. Since these landing craft needed to be carried easily aboard larger ships, the existing CR20 troop carriers were not suitable. Using many of the same design elements as the *Theta*-class and *Lambda*-class, the *Sentinel*-class landing craft was built. Lacking in comfort or long-range capability, it has plenty of space, speed, and armor for the short-range missions it excels at.

Most Star Destroyers of every class have at least a few *Sentinel*-class ships, as do many Imperial garrisons. In addition to acting as troop transports, the vehicles can serve as air support, short-range scouts, light cargo vessels, or even starfighter support.

Sentinel-class Landing Shuttle CL 10
Gargantuan starfighter
Init +5; **Senses** Perception +5

Defenses Ref 21 (flat-footed 16), Fort 26; +11 armor
hp 120; **DR** 10; **SR** 50; **Threshold** 49

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)
Ranged 4 linked sets of laser cannons +4 (see below) and ion cannon +4 or
Ranged 2 medium concussion missiles +4 and 2 repeating blaster cannons –1
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons, repeating blaster cannons)

Abilities Str 42, Dex 20, Con —, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 6 (skilled); **Passengers** 54 (troops)
Cargo 180 tons; **Consumables** 1 month; **Carried Craft** up to 36 light ground vehicles
Payload 8 medium concussion missiles
Hyperdrive ×1 (backup ×10), navicomputer
Availability Restricted; **Cost** 240,000

Laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10×2

Ion cannon (copilot)
Atk +4, **Dmg** 4d10×2 ion

Medium concussion missiles (2 gunners)
Atk +4, **Dmg** 8d10[ts[2, 2-square splash

Repeating blaster cannons (2 gunners)
Atk –1 (autofire only), **Dmg** 3d8×2

Capital Ships

Capital ships are the backbone of the new Imperial navy. Although Imperial Star Destroyers are the workhorses of that fleet, many other vessels are required to keep order across the vast sectors of the Empire's control.

Escort Carrier

With the TIE fighter overtaking other starfighters as the Empire's weapon of choice, the need to transport entire squadrons of fighters quickly across the galaxy became apparent very quickly. After some rather embarrassing defeats due to a lack of TIE fighter support, the Imperial Navy quickly commissioned Kuat Drive Yards to craft a ship capable of serving as a fighter launch platform.



TARTAN-CLASS PATROL CRUISER, TIE FIGHTERS, SENTINAL-CLASS LANDING SHUTTLE

Escort Carrier CL 14
Colossal (frigate) capital ship
Init –3; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 34; +11 armor
hp 660; **DR** 15; **SR** 30; **Threshold** 134

Speed fly 2 squares (starship scale)
Ranged point defense double laser cannon battery +13 (see below) and medium concussion missiles +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +46

Abilities Str 58, Dex 14, Con —, Int 16
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 3,505 (skilled); **Passengers** 800 (troops)
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 72 TIE fighters, 6 shuttles (*Lambda*–, *Sentinel*–, or *Theta*–class)
Payload 60 medium concussion missiles
Hyperdrive ×1 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale (estimated value 3,500,000)

Point defense double laser cannon battery (5 gunners)
Atk +13, **Dmg** 3d10×2

Medium concussion missiles (gunner)
Atk +5, **Dmg** 6d10×2, 2-square splash

The result is the Escort Carrier, a ship that can launch and store TIE fighters at a much faster rate than other capital ships can. Though lightly armed, the Escort Carrier can disgorge starfighters at an incredible pace, making it easy to flood the battlefield with fighter support in a matter of seconds.

Tactical Fire: An Escort Carrier is an excellent starfighter support vessel, designed to ensure that its complement of starfighters reaches the battle as quickly as possible, including carving out safe movement lanes with its lasers. As a standard action, an Escort Carrier can forgo all attacks to provide tactical fire to all adjacent squares. All allied starfighters that begin their turns within this area increase their speed by 1 square until the beginning of their next turn.

Gladiator-class Star Destroyer

The *Gladiator*-class Star Destroyer was originally designed by Walex Blissex for Rendili StarDrive during the Clone Wars to serve as an escort to *Victory*-class Star Destroyers. However, the Gladiators were not put into production until shortly after the Clone Wars. Further, the design was appropriated by the New Order and given to Kuat Drive Yards for improvement, after the Victory Star Destroyers were seen as something of a disappointment. Blissex received little credit for the final design.

The *Gladiator*-class was redesigned as a long-range patrol ship, able to carry the New Order—in the form of administrators, starfighters, and troops—into the far reaches of the fringe regions. Rather than being seen as small for a capital ship, Imperial planners conceived of the ship as a large patrol cruiser, self-sufficient and much larger than the light capital ships of pirates and planetary defense fleets it was expected to oppose. The *Gladiator*-class was to be the first Imperial Star Destroyer many worlds saw, and it was overpowered for such simple patrol missions. As conceived, the Gladiators were an important part of the Tarkin Doctrine, huge by patrol-craft standards and a promise of bigger and more frightening Imperial ships to come if a local populace was uncooperative.

In actuality, although the Gladiator Star Destroyers were extremely effective and cost-efficient for many years, that situation changed once the Rebel Alliance formed a cohesive fleet of its own. Lone Imperial craft became attractive targets for a fleet that couldn't risk itself against Imperial



Gladiator-class Star Destroyer

Gladiator-class Star Destroyer **CL 16**
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 51; +13 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 251

Speed fly 2 squares (starship scale)
Ranged 5 light turbolaser batteries +13* (see below) and
2 point defense laser cannon batteries +13 (see below) and
2 medium concussion missile batteries +13* (see below) and
3 tractor beam batteries +5* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +63
Atk Options autofire (point defense laser cannons)

Abilities Str 92, Dex 14, Con —, Int 16
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 1,255 (skilled); **Passengers** 1,200 (troops)
Cargo 6,000 tons; **Consumables** 2 years; **Carried Craft** 24 starfighters
Hyperdrive ×1 (backup ×8), navicomputer
Payload 300 medium concussion missiles
Availability Military; **Cost** not available for sale (black market value 34,000,000)
* *Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Light turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 4d10×5

Point defense laser cannon battery (5 gunners)
Atk +13 (+8 autofire), **Dmg** 4d10×2

Medium concussion missile battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 8d10×2, 2-square splash

Tractor beam battery (2 gunners)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** — (grapple +63)

Star Destroyers. A single Gladiator was easily able to deal with squadrons of smaller ships, but could be outgunned by even a small group of Mon Cal capital ships. Several *Gladiator*-class ships fell into the hands of pirate bands (including the *Demolisher* at about 15 BBY), usually as a result of attacks on repair bays or ambushes in space.

The same keel design as the *Gladiator*-class was also used for the *Broadside*-class cruiser. The *Broadside*-class eliminates all starfighters or landing craft and all but two turbolasers in favor of eight concussion missile tube batteries (with a 1,200 missile payload). However, a Broadside lacks the self-contained support to qualify as a Star Destroyer, instead being classified as a heavy cruiser. *Broadside*-class cruisers also sacrifice maneuverability (Dexterity 10) and armor (+12 armor bonus), causing them to require escorts and to be used only in fleet engagements.

Tactical Fire: Imperial Star Destroyers are designed to provide heavy gunnery support in any situation, and they excel at disrupting other capital ships above all. Their weakness against other ships, such as starfighters, is usually overcome by their own complement of starfighters. As a standard action, a *Gladiator*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships attacking targets within this area gain a +2 bonus on attack rolls.

Tartan-class Patrol Cruiser

One of the first starships to be commissioned for the newly formed Empire, the *Tartan*-class patrol cruiser is a fast and deadly ship used to supplement Imperial patrols throughout the galaxy. Produced by the Damorian Manufacturing Corporation, the *Tartan*-class is primarily used against fighters, bombers and small pirate vessels, and is usually tasked with keeping order. Though modestly armed, the *Tartan*-class patrol cruiser complements other mid-sized ships, such as the *Carrack*-class light cruiser, while requiring a much smaller crew complement.

The *Tartan*-class patrol cruiser is a versatile ship that can transfer power between its systems with relative ease. As a result, one less swift action is required to recharge shields or reroute power aboard the ship (usually resulting in both actions requiring two swift actions to complete). The ship is also exceptionally faster than others its size, allowing it to pursue starfighters and space transports that can usually escape capital ships. Though it's no match for larger vessels, such as the Nebulon-B frigate, the *Tartan*-class patrol cruiser is an excellent support ship that can outgun many corvettes and still pose a major threat to attacking starfighters.

Tactical Fire: The *Tartan*-class patrol cruiser works well as both a support vessel and an antistarfighter platform. As a standard action, a *Tartan*-class patrol cruiser can forgo all attacks to provide tactical fire to all adjacent squares. The DR of all enemy starfighters within that area is halved (round down) as long as they remain in the tactical fire area.

Tartan-class Patrol Cruiser **CL 15**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +5

Defenses Ref 14 (flat-footed 11), Fort 35; +11 armor
hp 870; **DR** 15; **SR** 90; **Threshold** 135

Speed fly 4 squares (starship scale)
Ranged 2 point-defense laser cannon batteries +14 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47

Abilities Str 61, Dex 16, Con –, Int 18
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 70 (skilled) **Passengers** 50 (troops)
Cargo 1,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×2, (backup ×12), navicomputer
Availability Military; **Cost** not available for sale (estimated value 4,200,000)

Point-defense laser cannon battery (5 gunners)
Atk +14, **Dmg** 6d10×2

Venator-class Star Destroyer

The *Venator*-class Star Destroyer was designed by Lire Blissex as the ultimate capital-class warship of the Clone Wars. It went into service late in the war, however, and actually saw more service in the early days of the New Order. However, as icons of the Old Republic's military might, the ships were politically unpopular with the Empire's new propaganda offices. Additionally, their use as starfighter carriers, using swarms of smaller ships for much of their combat power, didn't match well with the new Tarkin Doctrine. As a result, the Venators were put out of service as fast as new *Imperial*-class ships could be built to replace them. Many were sold for scrap, only to appear in the hands of major criminal organizations or the Moff's private home defense fleets.

Tactical Fire: A *Venator*-class Star Destroyer is an excellent starfighter carrier capable of operating close to the action and supporting its fighter corps. As a standard action, a *Venator*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships of Gargantuan size or smaller within this area gain a +2 bonus on attack rolls and increase their damage dice by one step (for example, from 4d10×2 to 4d12×2).

Venator-class Star Destroyer CL 19
Colossal (cruiser) capital ship
Init -3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 52; +13 armor
hp 1,590; **DR** 20; **SR** 200; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 2 heavy turbolaser batteries +11* (see below) and
2 medium double turbolasers +7* (see below) and
8 point-defense laser batteries +13 (see below) and
2 point-defense flight deck laser batteries +15 (see below) and
2 tractor beam batteries +9* (see below) and
4 proton torpedoes +5* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total (crew), +5 (ships in flight deck when hangar open)
Base Atk +2; **Grp** +74
Atk Options autofire (medium double turbolasers)

Abilities Str 95, Dex 12, Con –, Int 16
Skills Initiative -3, Mechanics +6, Perception +6, Pilot -3, Use Computer +6

Crew 7,400 (skilled); **Passengers** 2,000 (troops)
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 192 V-wings or V-19 Torrents, 192 Eta-2s, 36 ARC-170s, 40 heavy airspeeders, 24 heavy walkers, various support craft
Payload 64 proton torpedoes
Hyperdrive ×1 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale (black market value 50,000,000 used)
**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (4 gunners)
Atk +11 (-9 against targets smaller than Colossal), **Dmg** 8d10×5

Medium double turbolaser (gunner)
Atk +7 (-13 against targets smaller than Colossal) (+2 autofire) (-18 autofire against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense laser battery (5 gunners)
Atk +13, **Dmg** 3d10×2

Point-defense flight deck laser battery (6 gunners)
Atk +15, **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +9 (-11 against targets smaller than Colossal), **Dmg** – (grapple +74)

Proton torpedo (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 9d10×2, 2-square splash

Victory-class Star Destroyer

The *Victory*-class Star Destroyer was designed during the Clone Wars by Walex Blissex as part of the Victor Initiative Project, aimed at producing dedicated warships to directly oppose the heavy warships of the Separatists. At the time of its first production, there was serious doubt about the Republic's ability to defeat the Separatists, and as a result a crash building program churned out a large number of *Victory*-class ships. Though successful enough in fleet engagements, the ships turned out to be painfully slow, and they depended heavily on missile munitions (preventing them from engaging in long running battles). By the end of the Clone Wars, superior ships were already in production.

However, since so many *Victory*-class Star Destroyers were in existence, they became the backbone of Imperial power for the first decades of the New Order. Though *Imperial*-class Star Destroyers were larger and more powerful, *Victory*-class ships were far more common. Small, unorganized bands of pirates or insurgents rarely required more than a *Victory*-class ship (often with a few customs corvettes as escorts). In later years, enough other classes of ships had been built that the aging *Victory*-class vessels were no longer as common. Many were sold to private concerns, including several hundred to the Corporate Sector Authority.

Variants of the *Victory*-class were common. Though the standard model carries twenty massive assault concussion missile tubes (for planetary assaults), many replaced those with eighty standard concussion missile launchers (with a total payload of 1,600 missiles). A later upgrade, the Victory-II, had improved engines installed for a higher speed (3 squares). These became much more commonplace after the fall of the Emperor, and created a new era for the decades-old ships.

Tactical Fire: Imperial Star Destroyers are designed to provide heavy gunnery support in any situation, and excel at disrupting other capital ships above all. Their weakness against other ships, such as starfighters, is usually overcome by their own complement of starfighters. As a standard action, a *Victory*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships attacking targets within this area gain a +2 bonus on attack rolls.

"ALERT MY STAR DESTROYER TO PREPARE FOR MY ARRIVAL."
– DARTH VADER

Victory I-class Star Destroyer CL 19
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 45; +12 armor
hp 1,200; **DR** 20; **SR** 150; **Threshold** 245

Speed fly 1 square (starship scale)
Ranged 4 heavy double turbolaser batteries +14* (see below) and
2 light quad turbolaser batteries +14* (see below) and
4 heavy concussion missile batteries +14* (see below) and
2 tractor beam batteries +14* (see below) and
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +67
Atk Options autofire (double turbolasers, light quad turbolasers)

Abilities Str 90, Dex 14, Con —, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 5,200 (skilled); **Passengers** 2,040 (troops)
Cargo 8,100 tons; **Consumables** 4 years; **Carried Craft** 48 starfighters, 20 heavy ground vehicles, 20 medium ground vehicles, various support craft
Payload 80 heavy concussion missiles
Hyperdrive x1 (backup x15), navicomputer
Availability Military; **Cost** not available for sale (black market value 50,000,000 used)
** Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Heavy double turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal) (+9 autofire), **Dmg** 4d10x5

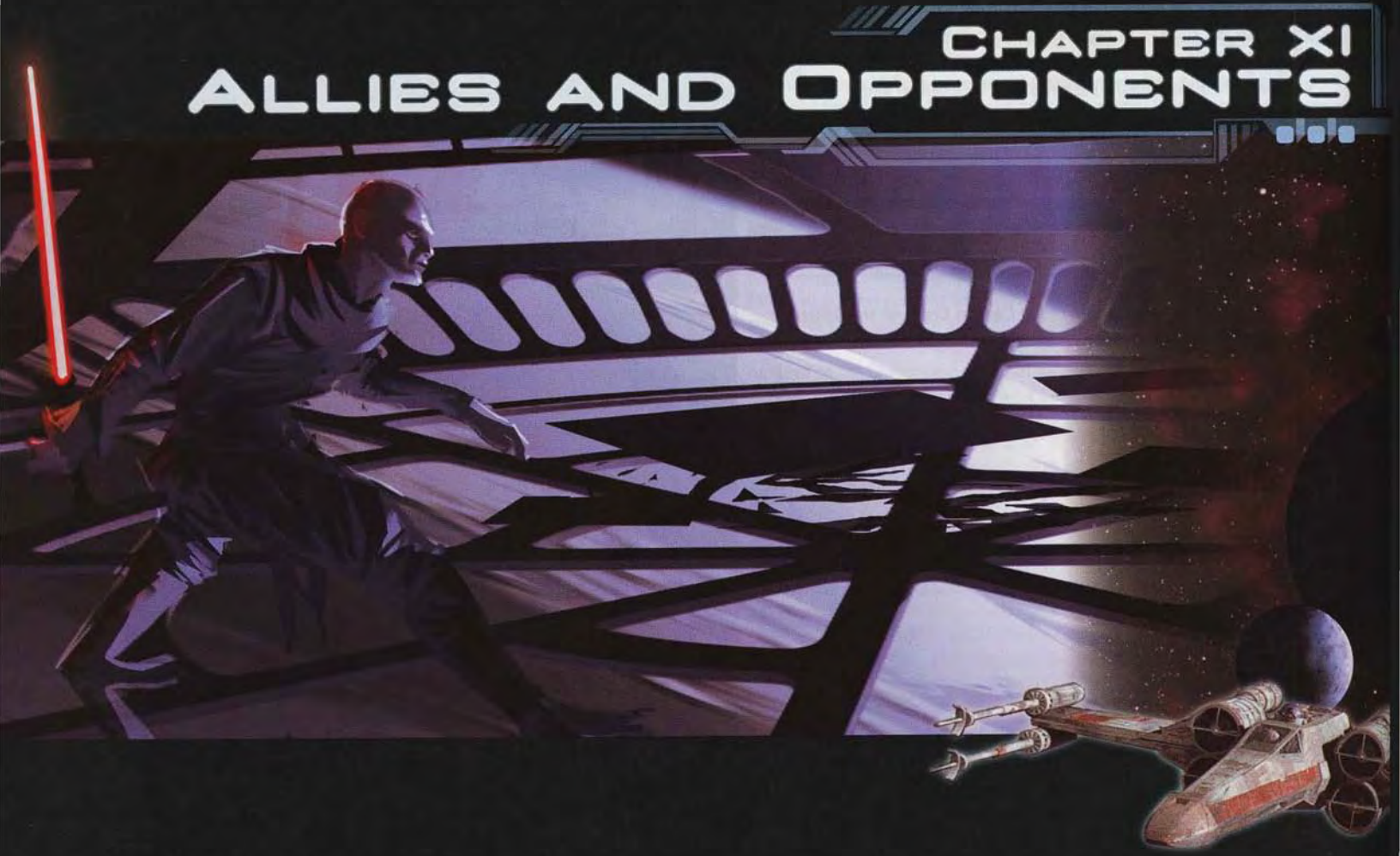
Light quad turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal) (+9 autofire), **Dmg** 3d10x5

Heavy concussion missile battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 8d10x5, 2-square splash

Tractor beam battery (3 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** — (grapple +67)



Chapter XI
Allies and Opponents





A *Force Unleashed* campaign is about more than just the heroes fighting the Empire. While the heroes struggle to strike critical blows against the monolithic Empire, the rest of the galaxy continues on with its daily business. Throughout the course of a *Force Unleashed* campaign, the heroes might have the chance to come across allies and enemies not directly related to the struggle against the Empire or the power of the Force. Moreover, the heroes might need to rely on these allies to keep themselves active in the galaxy. This chapter presents new allies and opponents for use during the Dark Times.

Important Figures of the Dark Times

A Gamemaster running a campaign during the Dark Times can draw upon a variety of characters to aid and challenge players. These include unique, heroic characters who play pivotal roles during this period as well as non-heroic supporting characters.

The less common the character, the less likely it is that heroes might encounter that individual in the everyday course of events. For instance, a band of freedom fighters has a better chance of meeting pirates and Jawas than it does a Galactic Senator or a renegade Jedi. Some characters by their very nature stick to certain territory, such as the Felucians and Kazdan Paratus. Others range around certain regions, including the Senators, Master Rahm Kota and his militia, and Wookiee berserkers.

Bail Organa

Despite witnessing Palpatine's rise to power and the brutal creation of the New Order, Bail Organa continues to represent Alderaan in the Galactic Senate while quietly working to undermine the Emperor's power. Without openly joining the resistance, he covertly aids subversive elements fighting Imperial tyranny, even finding and aiding refugee Jedi. Toward the end of the Dark Times, he eventually works with Mon Mothma to form the basis for the Rebel Alliance.

Throughout this period, Organa openly professes loyalty to the Empire. Although this strategy helps maintain the illusion that the Imperial Senate actually has influence over galactic affairs, it keeps him in a position to work within the bureaucracy and behind the scenes to aid the nascent resistance movements sprouting up across the galaxy.

Organa uses his connections in the Senate to secretly oppose Palpatine's broad policies and several specific operations. When he learned of the Emperor's plot to assassinate Corellian Senator Garm Bel Iblis, Organa dispatched an Alderaanian agent to warn him; the Senator escaped the bomb, but the explosion killed his family and sent him into hiding to form his own resistance group and later organize clandestine military operations

against Imperial targets. Through his position and contacts, Organa gained foreknowledge of the Emperor's decision to arrest Chandrilan Senator Mon Mothma for treason as an example to others; a bodyguard spirited her to safety ahead of the ISB agents sent to arrest her. While in hiding, both Garm Bel Iblis and Mon Mothma work with Organa through secret channels to form the foundation of what would become the Rebel Alliance.

Organa uses his political position to covertly aid resistance groups, particularly those in the Core Worlds. Using a network of diplomatic operatives, he quietly leaks useful information to planetary rulers, dissidents in hiding, and insurgent fighters who might employ that information against the Emperor's plans. Organa also does what he can to secretly aid those who are fleeing Imperial persecution, particularly outlaw Jedi. He helps Yoda and Obi-Wan Kenobi escape from Coruscant in the wake of Palpatine's betrayal. When Organa or his agents find a Jedi in need, they offer what aid they can and attempt to hide the Jedi, either by using a carefully concealed location or by creating a new identity; for instance, Organa finds one Jedi a job as one of his personal advisors under the guise of the Trustant of the Caamasi Remnant on Alderaan.

Organa encourages Garm Bel Iblis and Mon Mothma in their efforts to establish a galaxywide resistance movement, though he spends much time fostering a balance between the two dynamic and often obstinate personalities. Toward the end of the Dark Times, they meet in secret with other representatives to sign the Corellian Treaty, forming a loose union of resistance groups that would become the Rebel Alliance. Organa's best hope remains his daughter Leia, whom he adopted after the death of her mother, Padmé Amidala. During the Dark Times, he and a close group of tutors (including Sabé) raise Leia and train her in both the diplomatic arts and the broad-minded thinking necessary to bring the galaxy out from beneath the Empire's oppressive boot.



Bail Organa **CL 9**
Medium Human noble 9
Destiny 2; **Force** 4
Init +10; **Senses** Perception +16
Languages Basic, Mon Calamarian, Sullustese

Defenses Ref 12 (flat-footed 11), Fort 14, Will 18; Dodge
hp 50, **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged blaster pistol +7 (2d6+4)
Base Atk +6; **Grp** +7
Atk Options Melee Defense
Special Actions Born Leader, Inspire Confidence, Presence, Quick Draw

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 15, Cha 14
Talents Born Leader, Connections, Educated, Inspire Confidence, Presence
Feats Dodge, Linguist, Melee Defense, Quick Draw, Skill Focus (Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Training (Initiative), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +11, Pilot +10, Treat Injury +11, Use Computer +10
Possessions blaster pistol, comlink, datapad

Mon Mothma

Unlike Bail Organa, Mon Mothma speaks more openly against Imperial oppression and thus brings upon herself Palpatine's attention and, ultimately, reprisal.

The Senator from Chandrila maintains the diplomatic tradition of her homeworld, which espouses outspoken and frank political discussion and even dissent. She opposes the military buildup before the Clone Wars and advocates that Palpatine relinquish his power when the conflict ends. Mon Mothma not only represents Chandrila's interests in galactic affairs, but speaks out for the rights of individual local systems as Imperial policies

begin depriving them of their rights to self-governance.

Her forthright views against the Empire bring Mon Mothma under closer scrutiny by the ISB, COMPNOR, and the Emperor himself, thus preventing her from dabbling in more effective covert efforts to undermine Imperial rule. She uses her official channels, Senatorial privilege, and political contacts to effect change, maintaining a belief that the system of government, no matter how broken, still has some small degree of effectiveness. During these years, she meets frequently with colleagues on Coruscant and their homeworlds, introduces fruitless measures to grant local systems relief from Imperial policies, and tries to place Senate oversights on Imperial operations. Mon Mothma also tutors Bail Organa's daughter, Leia, in diplomatic and political affairs, preparing her to succeed her father as Alderaan's representative in the Senate and eventually lead a galaxy-spanning resistance movement.

Toward the end of the Dark Times, Palpatine finally loses patience with Mon Mothma's outspoken opposition and covert operations with resistance groups. He orders her arrest by ISB agents, but she narrowly escapes capture thanks to a tip from Bail Organa. She continues working in secret to undermine Imperial power, support and unite disparate insurgent groups, and forge an official alliance that openly opposes the Empire.

Mon Mothma **CL 8**
Medium Human noble 8
Destiny 2; **Force** 6
Init +9; **Senses** Perception +16
Languages Basic, Bothese, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 18, Will 22
hp 45; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged hold-out blaster pistol +6 (3d4+4)
Base Atk +5; **Grp** +5
Special Actions Born Leader, Coordinate +1, Distant Command, Presence

Abilities Str 8, Dex 11, Con 10, Int 15, Wis 15, Cha 17
Talents Born Leader, Coordinate, Distant Command, Presence
Feats Linguist, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Use Computer), Skill Training (Knowledge [galactic lore]), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +17, Initiative +9, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +16, Persuasion +17, Stealth +9, Use Computer +16
Possessions hold-out blaster pistol, datapad, comlink, holorecorder, 500 credits

Garm Bel Iblis

Corellia's Senator frequently chafes against Imperial rule and subsequently becomes a victim of its vengeance. He ultimately loses his family, position, and influence, fleeing underground as an outlaw who rises to lead a growing band of resistance fighters.

Garm Bel Iblis holds Corellian interests and independence at heart, trying to keep the system out of the folly of the Clone Wars, and later—upon seeing that Corellia could no longer fend off Imperial interference—secretly establishing and supporting political resistance groups throughout his system. Bel Iblis quickly realizes how ineffective Palpatine's rise to power makes the Imperial Senate. Though he uses his diplomatic privilege, political contacts, and administrative resources to work behind the scenes undermining the Emperor's policies and aiding insurgents, Bel Iblis does not conceal his disdain for Palpatine and the New Order. The charismatic Senator quickly draws unwanted attention from the Emperor, ISB, and COMPNOR. On Anchoron, he narrowly escapes an assassination attempt thanks to a tip from one of Bail Organa's secret emissaries; his wife and family die in the explosion, fueling Bel Iblis's resolve to fight Palpatine and his tyrannical Empire.



The bomb plot offers Bel Iblis a means to escape; in the confusion he flees the scene and goes into hiding. Many believe he died in the explosion, a rumor Palpatine does not deny in an effort to intimidate opposition to his rule. Bel Iblis uses these circumstances to his advantage, secretly recruiting volunteers from Corellia for a private military resistance group that begins targeting key Imperial facilities in the Corellian sector. He sought aid from his former colleagues Bail Organa and Mon Mothma; despite their differences, they operate as the most cohesive insurgent group during the Dark Times. Ultimately the trio works through secret channels to form the foundation of what would become the Rebel Alliance.

Garm Bel Iblis **CL 8**
Medium Human noble 6/soldier 2
Destiny 1; **Force** 4
Init +10; **Senses** Perception +12
Languages Basic, Bothese

Defenses Ref 14 (flat-footed 13), Fort 18, Will 17; Dodge
hp 57; **Threshold** 23

Speed 6 squares
Melee knife +6 (1d4+4) or
Melee unarmed +6 (1d4+4)
Ranged heavy blaster pistol +7 (2d8+4)
Base Atk +6; **Grp** +7
Atk Options Careful Shot, Melee Defense, Point Blank Shot
Special Actions Born Leader, Coordinate +1, Fearless Leader, Indomitable

Abilities Str 11, Dex 13, Con 10, Int 12, Wis 16, Cha 14
Talents Born Leader, Coordinate, Fearless Leader, Indomitable
Feats Armor Proficiency (light), Careful Shot, Dodge, Improved Damage Threshold, Melee Defense, Point Blank Shot, Skill Training (Knowledge [tactics]), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (tactics) +10, Perception +12, Persuasion +11, Pilot +10
Possessions heavy blaster pistol, blast helmet and vest, knife, comlink, datapad

Sabé

The former handmaiden and bodyguard for Padmé Amidala pursues a similar career after the Clone Wars, working as a diplomatic agent for Naboo's rulers and a clandestine operative for the resistance movement among various Imperial Senators and insurgent groups.

After the Clone Wars, Sabé continues her service to the Naboo government as an aid to its representative to the Imperial Senate. Angered by what little she knew of her friend Padmé Amidala's death, Sabé identifies and cultivates contacts in the Senate and on sympathetic worlds who secretly opposed Palpatine's tyrannical rule and the Empire's oppressive policies. While walking the corridors of the bureaucracy she quietly aids the resistance, relaying messages between agents, gathering, analyzing, and disseminating intelligence, guarding against Imperial treachery, and counseling those who are seeking to channel aid to freedom fighters around the galaxy.

As a diplomatic emissary, Sabé has official access to transportation, not only between Naboo and Coruscant but to any worlds that have business, negotiations, or ties with her homeworld. This mobility enables her to expand her secret resistance activities beyond the Senate chamber; she smuggles equipment to nascent insurgent cells, conveys intelligence about Imperial operations, and trains freedom fighters in combat and espionage.

During this time, she befriends Senator Bail Organa and becomes one of his principal agents carrying out operations behind the scenes. She makes many trips to Alderaan to check in on Amidala's daughter, now Organa's adopted daughter, Leia. Organa encourages Sabé to tutor Leia and her close companion Winter in a variety of subjects, from etiquette and bureaucracy to the more esoteric arts. Though Leia learns much from Sabé, Winter spends more time with her, improving skills that later serve her well as Leia's double and bodyguard.

Sabé **CL 6**
Medium Human noble 2/scoundrel 4
Force 1
Init +9; **Senses** Perception +14
Languages Basic, Gunganese, Huttese, Ryl, Shyriiwook (cannot speak)

Defenses Ref 20 (flat-footed 18), Fort 16, Will 20; Dodge
hp 37; **Threshold** 21

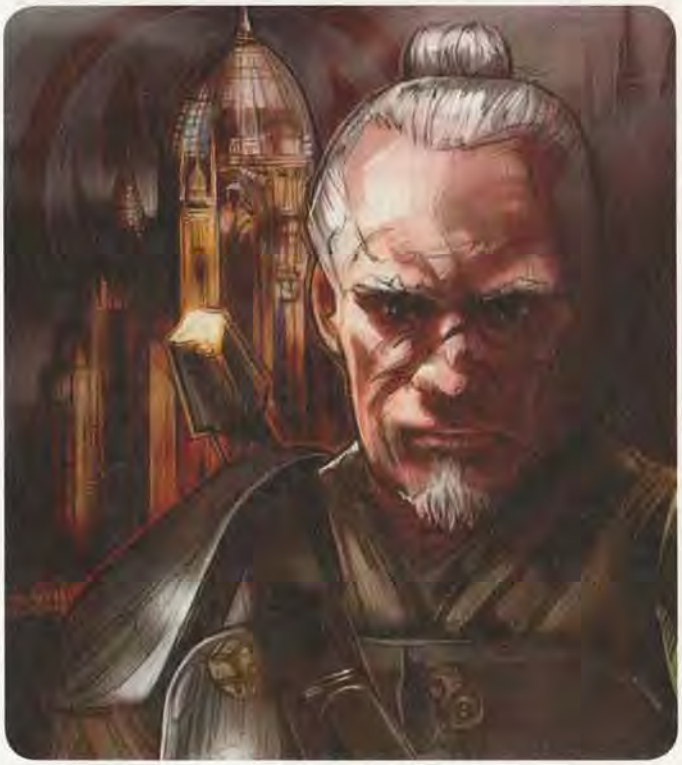
Speed 6 squares
Melee vibrodagger +5 (2d4+2)
Ranged hold-out blaster +5 (3d4+3)
Base Atk +3; **Grp** +5
Special Actions Bolster Ally, Disruptive, Walk the Line

Abilities Str 8, Dex 14, Con 11, Int 14, Wis 14, Cha 16
Talents Bolster Ally, Disruptive, Walk the Line
Feats Dodge, Improved Damage Threshold, Linguist, Skill Focus (Deception), Skill Focus (Perception), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +15, Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +14, Persuasion +10, Treat Injury +9, Use Computer +9
Possessions comlink, datapad, handmaiden robes, hold-out blaster, vibrodagger

Master Rahm Kota

When the Clone Wars break out and Palpatine reveals his massive armies of clone troopers, many express their concern at this explosive military escalation. Jedi Master Rahm Kota, promoted to a position as a general during the conflict, assembled his own hand-picked and personally trained militia unit entirely free of clone personnel. Kota's Militia deploys both as a combat unit in the field and as a special operations force against specialized targets. The decision costs Kota during the many battles in the Clone Wars. He slowly grows weary of seeing his soldiers and trusted friends fall in a conflict that he ultimately suspects will elevate Palpatine, exterminate the Jedi, and destroy the Republic.

His choice to lead nonclone troops saves Kota from Order 66, since he has no clones under his command and thus no hostile military force betraying him; however, it dooms him and his soldiers to an existence as hunted renegades and known enemies of the Empire during the Dark Times. Kota and his militia flee into the Outer Rim and establish a string of small bases from which they sabotage and assault a number of Imperial facilities, including a TIE fighter construction installation above Nar Shaddaa. They live a dangerous existence, constantly on the run from Imperial forces and evading an ever-intensifying hunt for renegade Jedi. Despite his military leadership and expertise as a Jedi, Kota eventually falls prey to one of Vader's minions hunting down the last vestiges of the Jedi Knights.



Master Rahm Kota **CL 14**
Medium Human Jedi 7/soldier 3/Jedi Knight 3/Jedi Master 1
Destiny 1; **Force** 6
Init +13; **Senses** Perception +19
Languages Basic

Defenses Ref 28 (flat-footed 27), Fort 30, Will 29; Block, Deflect
hp 109; **Threshold** 30

Speed 6 squares
Melee lightsaber +20 (2d8+19) or
Melee lightsaber +18 (3d8+19) with Rapid Strike or
Melee lightsaber +22 (3d8+26) with Powerful Charge and Rapid Strike
Base Atk +14; **Grp** +18
Atk Options Acrobatic Strike, Powerful Charge, Rapid Strike
Special Actions Juyo, Redirect Shot, serenity
Force Powers Known (Use the Force +19): *battle strike* (2), *farseeing, Force slam, mind trick, move object, rebuke, repulse, surge*
Force Techniques Force Point Recovery

Abilities Str 18, Dex 13, Con 12, Int 8, Wis 14, Cha 14
Special Qualities fearless, serenity
Talents Armored Defense, Block, Deflect, Force Perception, Greater Weapon Specialization (lightsabers), Juyo, Redirect Shot, Visions, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light), Force Sensitivity, Force Training (3), Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Skill Training (Acrobatics), Skill Training (Use Computer), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Perception +19, Use Computer +11, Use the Force +19
Possessions lightsaber, light combat armor (as armored flight suit +5, +2 equipment), comlink, Jedi robes

"VADER THINKS HE'S TURNED YOU... BUT I CAN SENSE YOUR FUTURE."

– MASTER RAHM KOTA

Kota's Militia

The men and women serving in Kota's Militia represent an enlightened class of citizens who realize that their civic obligation to the Republic requires their direct involvement in galactic affairs. Despite their varied origins—military academy graduates, CorSec agents, responsible nobles—they all believe the burden of military service shouldn't fall to an army of clones that have no vested interest in the Republic, but to the very people who stand to benefit from victory.

These citizens volunteer when the Clone Wars begin, drawn to Master Rahm Kota because he is one of the few generals leading nonclone forces. They undergo military training under his tutelage, including small-unit tactics and commando operations. The militia undertakes several special assignments and joins other nonclone units such as the Antarian Rangers for larger assaults. Like many of those units, they fall victim to Order 66 and share the same fate as their Jedi commanders: to become hunted outlaws labeled as traitors to the Empire.

During the Dark Times, the militia rallies around Master Kota. The soldiers spend their time ensuring their safety, seeking new havens, establishing bases and contacts, working with allies, obtaining necessary supplies and transport, and staying one step ahead of Vader's agents. Once they stabilize their position, the militia members turn to Master Kota for inspiration in striking back at nearby Imperial installations in the Outer Rim. Most become casualties in these small assaults; they ultimately fall victim to the agents sent by Vader to hunt them down.

Kota's Militia Soldier CL 2
Medium Human nonheroic 8
Force 1
Init +11; **Senses** Perception +5
Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 11
hp 22; **Threshold** 13

Speed 6 squares
Melee bayonet +7 (1d8+1)
Ranged rail detonator gun +9 (3d8, 1-square splash)
Base Atk +6; **Grp** +8
Atk Options Combat Reflexes

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Feats Armor Proficiency (light), Combat Reflexes, Skill Focus (Stealth), Weapon Focus (rifles), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Initiative +11, Stealth +16[H]
Possessions blast helmet and vest (+2 armor), rail detonator gun, bayonet, comlink, 150 credits
H *Human bonus feat or trained skill*

Kota's Militia Saboteur CL 5
Medium Human nonheroic 8/saboteur 3
Force 2
Init +6; **Senses** Perception +5
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 14, Will 18
hp 38; **Threshold** 13

Speed 6 squares
Melee bayonet +9 (1d8+2)
Ranged rail detonator gun +10 (3d8+1, 1-square splash)
Base Atk +8; **Grp** +10
Atk Options Combat Reflexes

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Special Qualities destructive, unexpected results
Talents Shaped Explosion, Skilled Demolitionist
Feats Armor Proficiency (light), Combat Reflexes, Skill Focus (Mechanics), Skill Training (Deception), Weapon Focus (rifles), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Deception +10, Mechanics +15, Use Computer[H] +10
Possessions blast helmet and vest (+2 armor), rail detonator gun, bayonet, 3 land mines, comlink, 150 credits
H *Human bonus or trained skill*

Kazdan Paratus

Not all Jedi who survive Order 66 manage to escape unharmed. After being betrayed by clone troopers and branded a traitor by Palpatine, the Aleena Jedi Kazdan Paratus flees the carnage and ends up hiding amid the industrial wastelands on Raxus Prime. His accelerated Aleena metabolism reacted poorly to the prolonged stress of serving in the Clone Wars and the trauma of Order 66, sending Paratus into an emotional meltdown and a permanent state of insanity. The once courageous Jedi Knight spirals into a delusional existence of denial and fantasy.

In the first throes of his insanity, Paratus nurtures an inferiority complex focused on his size. As a result, he attaches four prosthetic, mechanical spider arms to his back to provide him with greater size and mobility as needed. As he trains with his new attachments, Paratus enters the next phase of his descent into insanity. The Jedi Knight perpetuates a grand delusion that he is a member of the Jedi Council. Using Raxus Prime's abundant industrial debris and an army of mechanical constructs he creates from junk, Paratus builds an elaborate replica of the Jedi Temple. He populates it with "Jedi Masters" fashioned from debris, with whom he holds sessions as a member of the Jedi Council. Paratus spends his days prowling his Jedi Temple (on the floor, walls, and ceilings, thanks to his spider limbs), consulting the "library," and conducting training with imaginary Jedi Padawans (and honing his own skills). He modifies the animated constructs used to build the temple to become

mechanized guards who protect the temple against its "enemies"—anyone seeking to enter and destroy Paratus's hold over his imaginary Jedi Order.

Most inhabitants of Raxus Prime who discover Paratus's deranged Jedi Temple steer clear of the Jedi. Paratus rarely ventures out of his lair, preferring his custom-made yet delusional environment to the trials of the real world. Those who trespass in his domain must face his automated army of junk guardians and, if they get very far, the wrath of the insane Jedi himself.

Kazdan Paratus **CL 14**
Small Aleena Jedi 9/Jedi Knight 5
Force 6
Init +12; **Senses** Perception +15
Languages Aleena, Basic

Defenses Ref 27 (flat-footed 27), Fort 26, Will 28; Block, Deflect
hp 102; **Threshold** 19

Speed 8 squares
Melee lightsaber +17 (2d8+11) or
Melee spider claw +15 (1d6+8)
Base Atk +14; **Grp** +10
Atk Options Combat Reflexes, Improved Disarm, Melee Defense
Special Actions Adept Negotiator, quick energy, Redirect Shot, Shien, Telekinetic Savant
Force Powers Known (Use the Force +15): *battle strike, Force slam, Force stun, Force thrust, move object, negate energy, rebuke, surge*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 10, Con 10, Int 14, Wis 16, Cha 14
Special Qualities nimble, quick energy
Talents Adept Negotiator, Block, Deflect, Redirect Shot, Resilience, Shien, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Skill Focus (Mechanics), Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +7 (can reroll, must take second result), Initiative +12, Mechanics +19, Perception +15, Stealth +12, Use the Force +15
Possessions lightsaber, 4 prosthetic spider arms (+4 squares to speed), magnifying lens and light, tool kit



Shaak Ti

This Togruta Jedi Master and influential member of the Jedi Council served with distinction as a Jedi High General during the Clone Wars. The Jedi revere Shaak Ti as one of the highest of their Order and among the most accomplished in lightsaber combat. Unfortunately for her, nothing could save her from Palpatine's treachery.

She narrowly survived the carnage of Order 66 and fled to Felucia. She searched the planet for any signs of other Jedi who managed to escape, and ultimately disappeared into the wilderness to flee from Imperial forces and find a safe haven.

The Jedi Master struggled to survive in Felucia's harsh environment and eventually made contact with the native population living amid the dense fungi jungles. She established a rapport with the Force-sensitive Felucians and began training their shamans in specific powers to help them oppose the Imperial troops and minions of Vader that are hunting down the Jedi and seeking to eradicate the native Force-users on the planet.

During this time, Shaak Ti's new apprentice Maris Brood begins experimenting with the Force on her own and starts down the path toward the dark side. Her efforts to train the Felucians, her concern for Maris Brood's divergence from the Jedi path, and the constant struggle to remain hidden distract Shaak Ti when one of Vader's Jedi hunters appears and destroys her, leaving her Padawan and the Felucians to their own devices.

Shaak Ti **CL 14**
Medium Togruta Jedi 8/Jedi Knight 4/Jedi Master 2
Force 6
Init +14; **Senses** Perception +10
Languages Basic, Togruti

Defenses Ref 29 (flat-footed 27), Fort 27, Will 30; Block, Deflect
hp 140; **Threshold** 27

Speed 6 squares
Melee lightsaber +20 (2d8+10) or
Melee lightsaber +18 (3d8+10) with Rapid Strike or
Melee lightsaber +15 (2d8+10) and
lightsaber +15 (2d8+10) with Double Attack or
Melee unarmed +17 (1d4+8)
Base Atk +16; **Grp** +18
Atk Options Acrobatic Strike, Ataru, Battle Meditation, Double Attack (lightsabers), Rapid Strike, Running Attack
Special Actions Acrobatic Recovery, Redirect Shot
Force Powers Known (Use the Force +19): *battle strike, Force slam, Force stun, Force thrust, move object, rebuke, surge*
Force Secrets Devastating Power
Force Techniques Improved Force Trance, Improved Sense Force, Improved Sense Surroundings

Abilities Str 13, Dex 14, Con 10, Int 13, Wis 16, Cha 14
Talents Acrobatic Recovery, Ataru, Battle Meditation, Block, Deflect, Redirect Shot, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Running Attack, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Use the Force +19
Possessions lightsaber, Jedi robes

"ARE YOU PREPARED TO MEET YOUR FATE?"

— SHAAK TI



MARIS BROOD

The last Padawan of Jedi Master Shaak Ti, Maris Brood fled to Felucia after serving the Republic during the later years of the Clone Wars and escaping the execution of Order 66. During her time on Felucia—while her Master focused on training the native shamans in the ways of the Force—Brood wandered off on her own, testing her skills against the planet's hostile wildlife and exploring the Force along her own course. After Vader's minion defeats Shaak Ti, Brood is left on her own with the Force-sensitive natives and the harsh Felucian wilderness. Fueled by her anger at Shaak Ti for abandoning her, horror at the carnage of her Master's death, and isolation on the dangerous planet of Felucia, Brood descends toward the dark side. She continues training the shamans in the Jedi arts but, colored by her rage, corrupts many of them into turning to the dark side. Brood establishes herself as the leader of the dark Felucian shamans and trains many rancors to do her bidding. Her most dangerous ally is the bull rancor, which she uses to fend off any intruders into her domain.

Maris Brood CL 7
Medium Zabrak Jedi 7
Force 5; **Dark Side** 12
Init +10; **Senses** Perception +10
Languages Basic, Zabrak

Defenses Ref 20 (flat-footed 18, Lightsaber Defense 21), Fort 17, Will 20; Block, Deflect
hp 69; **Threshold** 17

Speed 6 squares
Melee guard *shoto* +9 (2d6+3) or
Melee guard *shoto* +7 (2d6+3) and guard *shoto* +7 (2d6+3) or
Melee unarmed +7 (1d4)
Base Atk +7; **Grp** +9
Special Actions Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +14): *battle strike* (2), *dark rage, move object, rebuke, surge*

Abilities Str 10, Dex 15, Con 9, Int 14, Wis 14, Cha 12
Talents Block, Charm Beast, Command Beast, Deflect, Lightsaber Defense
Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Initiative +10, Perception +10, Use the Force +14
Possessions 2 guard *shotos*, field kit, medpac



Felucians

The natives of the planet Felucia are constantly faced with the ever-shifting balance of the Force on their home planet. Unlike many other primitive cultures, the Felucians are not organized into many tribes, but instead are all members of one tribe that spans the entire planet. As such, the same social hierarchy exists in every Felucian village. The Empire, and the Gossams who settled on Felucia, both failed to recognize this fact, instead treating each village or pocket of civilization as its own tribe or territory. As such, conflicts between the Felucians and the invaders usually escalated as a result of the outsiders' attempts to isolate Felucian settlements from one another.

Felucian Shamans

Among the Felucians, shamans are spiritual leaders and instructors in the ways of the Force. Each Felucian shaman learns to manipulate his or her own natural abilities with the Force and can wield Force powers with greater skill than any other Felucian. These shamans are closely in tune with the flow of the Force throughout Felucia and are constantly on watch for other Felucians who are flirting with the dark side. Despite their vigilance, the Felucians sometimes lose a shaman to the dark side, which causes the community to hunt down the dark shaman and feed him to the Sarlacc.

Felucian Shaman CL 3
Medium Felucian nonheroic 9
Init +10; **Senses** low-light vision; Perception +11
Languages Felucianese

Defenses Ref 11 (flat-footed 10), Fort 11, Will 12
hp 11; **Threshold** 11

Speed 6 squares
Melee skullblade +8 (2d6+1)
Base Atk +6; **Grp** +7
Force Powers Known (Use the Force +15): *Force blast* (2), *move object* (2), *rebuke* (2), *vital transfer*

Abilities Str 12, Dex 13, Con 12, Int 8, Wis 15, Cha 13
Special Qualities breathe underwater, natural camouflage, Force blast
Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Initiative), Skill Training (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Initiative +10, Perception +11, Stealth +5 (can reroll when sneaking and take better result), Use the Force +15
Possessions skullblade, loincloth, warning horn

Felucian Scouts

The harsh nature of Felucia's environment requires most Felucians to train in combat as well as in survival skills. Felucian scouts protect native villagers, forming the core of their society. They hunt, make war on other tribes, and fend off intruders into their territory, particularly Imperial minions sent to exterminate them for their natural Force-sensitivity.

Felucian Scout CL 1
Medium Felucian nonheroic 4
Init +8; **Senses** low-light vision; Perception +9
Languages Felucianese

Defenses Ref 11 (flat-footed 10), Fort 12, Will 12
hp 11; **Threshold** 12

Speed 6 squares
Melee skullblade +6 (2d6+2) or
Melee skullblade +6 (3d6+2) with Mighty Swing
Ranged by weapon +4
Base Atk +3; **Grp** +5
Atk Options Mighty Swing

Abilities Str 14, Dex 13, Con 14, Int 8, Wis 15, Cha 8
Special Qualities breathe underwater, natural camouflage, Force blast
Feats Force Sensitivity, Mighty Swing, Skill Training (Initiative), Skill Training (Stealth), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Initiative +8, Perception +9, Stealth +8 (can reroll when sneaking and take better result), Use the Force +1
Possessions skullblade, loincloth, warning horn

Drexl Roosh

Drexl Roosh is a Rodian thug and would-be crime lord who has set up shop on Raxus Prime. Like many Rodians, Drexl thinks far more of himself than the rest of the galaxy does. Drexl enjoys bossing around his minions and their Jawa assistants, and he always seems to be looking for a fight. Reckless and defiant, Drexl Roosh wants nothing more than to prove to the galaxy that he should be feared and admired. Drexl uses a jetpack for moving about Raxus Prime and also employs it in combat.

Drexl Roosh CL 5
Medium Rodian nonheroic 6/scoundrel 3
Force 3; **Dark Side** 8
Init +6; **Senses** low-light vision; Perception +4
Languages Rodese

Defenses Ref 17 (flat-footed 15), Fort 13, Will 14
hp 26; **Threshold** 13

Speed 6 squares, fly 6 squares
Melee vibroblade +9 (2d6+3)
Ranged heavy blaster pistol +10 (3d8+1) or
Ranged blaster rifle +9 (3d8+1)
Base Atk +7; **Grp** +9
Atk Options autofire (blaster rifle), Combat Reflexes, Point Blank Shot, Skirmisher, Strafe
Special Actions Fool's Luck

Abilities Str 14, Dex 15, Con 11, Int 10, Wis 10, Cha 12
Special Qualities heightened awareness
Talents Fool's Luck, Skirmisher
Feats Combat Reflexes, Point Blank Shot, Skill Training (Persuasion), Strafe, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +10, Perception +4 (can reroll, must take second result), Persuasion +10
Possessions vibroblade, heavy blaster pistol, blaster rifle, comlink, jetpack, various personal belongings

Drexl Roosh's Gang

Drexl's gang is a small band of thugs, scavengers, and criminals that operates out of Raxus Prime. Drexl has managed to set up a rather impressive salvage operation on the junk-covered planet, and he uses his Rodian minions to produce scrap and other goods that can be sold to offworld traders. Drexl has little regard for the lives of his gang members, and even less for the lives of those who attempt to interfere with his operation. Drexl's scavengers pick apart any junk found on the planet, looking for valuable hunks of metal or intact mechanical parts. On many occasions, Drexl's gang has come into conflict with the Core, the massive computer system that coordinates Raxus Prime's automated labor population. Drexl continues to reap the rewards of his boldness while defying the Core's droid legions at every turn.

Drexl's Gang Member CL 2
Medium Rodian nonheroic 6
Dark Side 4
Init +10; **Senses** low-light vision; Perception +1
Languages Rodese

Defenses Ref 14 (flat-footed 12), Fort 10, Will 8

hp 16; **Threshold** 10

Speed 6 squares
Melee vibrodagger +7 (2d4+3)
Ranged heavy blaster pistol +6 (3d8)
Base Atk +4; **Grp** +7
Atk Options Combat Reflexes
Special Actions Coordinated Attack

Abilities Str 16, Dex 15, Con 11, Int 10, Wis 6, Cha 8
Special Qualities heightened awareness
Feats Armor Proficiency (light), Combat Reflexes, Coordinated Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Initiative +10, Perception +1 (can reroll, must take second result)
Possessions vibrodagger, heavy blaster pistol, blast helmet and vest (+2 armor), 50 credits

Jawas

These diminutive scavengers and technicians are native to Tatooine, but a few small groups have spread throughout the galaxy in enclaves wherever others require their mechanical services. Raxus Prime provides an entire clan of Jawas with a planet's worth of factories and other infrastructure installations to maintain and vast industrial wastelands that they prowl for spare parts. Drexl Roosh often uses Jawa scavengers to supplement his own gang's operations.

Jawas do not usually exhibit aggressive behavior. Although they carry ion guns to disable droids and other electronics during their scavenging operations, they rarely attack others unless in self-defense.

Jawa **CL 2**
Small Jawa nonheroic 6
Init +5; **Senses** Perception +10
Languages Jawa, Jawa Trade Language

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12; Dodge
hp 18; **Threshold** 9

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged ion pistol +6 (3d6 ion)
Base Atk +4; **Grp** +1
Atk Options Trip

Abilities Str 9, Dex 14, Con 8, Int 15, Wis 14, Cha 8
Feats Dodge, Skill Focus (Mechanics), Trip, Weapon Proficiency (pistols, rifles)
Skills Mechanics +15, Perception +10, Stealth +15
Possessions ion pistol, datapad, tool kit, satchel, 2 energy cells, mesh tape, 70 credits

Ugnaughts

These natives of Gentes have long suffered various degrees of slavery. Their rugged build and aptitude for mechanics make them ideal industrial workers, but their lack of planetary defenses and military structure make them vulnerable to the more aggressive powers in the galaxy. Throughout history, different forces—both official governments and corporate entities as well as freelancing slavers—have raided Gentes and exported entire communities of Ugnaughts to industrial sites across the galaxy.

Ugnaughts suffer under slavery during the Clone Wars, too, as Separatist forces raid Gentes and haul away thousands of Ugnaughts to work in factories producing weapons, droids, and vessels, including the droid foundries on Geonosis. Many escape in the aftermath of battles and sieges, leaving the scarred worlds to establish independent enclaves. The floating Tibanna gas mining installations of Bespin have long provided one of the few free havens for expatriate Ugnaughts; here they maintain both the mining machinery and the infrastructure facilities that keep the cities aloft. Over the years they have become valuable members of the Bespin populace.

Ugnaught **CL 2**
Small Ugnaught nonheroic 6
Init +3; **Senses** Perception +5
Languages Basic, Ugnaught

Defenses Ref 11 (flat-footed 11), Fort 11, Will 12; Dodge
hp 27; **Threshold** 11

Speed 6 squares
Melee hydrospanner +6 (1d6+2) or
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +4 (3d6)
Base Atk +4; **Grp** +1

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 14, Cha 8
Feats Dodge, Skill Focus (Mechanics), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +15, Use Computer +9
Possessions blaster pistol, hydrospanner, datapad, tool kit, work coveralls, 50 credits

Wookiee Berserkers

After the Empire blockaded Kashyyyk and began enslaving Wookiees, renegade Wookiees formed small bands of berserker units to fight Imperial forces, with the ultimate goal of liberating their homeworld. Some units are made up of individuals far from Kashyyyk who manage to escape Imperial imprisonment. Others suffer under captivity in penal labor colonies before escaping and fighting their way to freedom. All fuel their fighting fervor with rage at what the Empire has done to them, their homeworld, and their

people. Many harbor mistrust of all Humans, even those who seek to aid them, thanks to the Empire's policy promoting Human High Culture and its brutal persecution of many alien species. Since most law-abiding citizens recognize Wookiees as dangerous enslaved aliens, berserker groups remain in hiding, their mobility limited to clandestine transportation methods.

Wookiee Berserker **CL 2**
Medium Wookiee nonheroic 8
Init +15; **Senses** Perception +5
Languages Basic (cannot speak), Shyriiwook

Defenses Ref 11 (flat-footed 10), Fort 12, Will 11
hp 36; **Threshold** 12

Speed 6 squares
Melee unarmed +9 (1d6+3)
Ranged bowcaster +7 (3d10)
Base Atk +6; **Grp** +9
Special Actions rage

Abilities Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 8
Feats Dreadful Rage, Extra Rage, Skill Focus (Initiative), Weapon Proficiency (rifles, simple weapons)
Skills Endurance +11, Initiative +15
Possessions bowcaster, satchel, 40 credits

Beasts

Though the Empire is the greatest threat during the Dark Times, many heroes have met their end at the hands (or claws) of a dangerous creature native to alien worlds. The following beasts, each native to the fungal world of Felucia, can be used in a *Force Unleashed* campaign to provide new challenges for the heroes to face while in any wilderness setting.

Bull Rancor

The bull rancor is seemingly a creature of myth rumored to populate the deepest jungles of Felucia. With huge tusks and a massive spined tail, a bull rancor is much larger than most other rancors and is incredibly dangerous. The bull rancor is incredibly long-lived and exceedingly rare; Imperial biologists have yet to capture one for study. Based on the accounts of the native Felucians, these creatures are believed to emerge from the deepest jungles only once every few years. A bull rancor is dangerous, even to other rancors, and the creatures usually live in solitude.

Bull Rancor **CL 13**
Gargantuan beast 12
Init +5; **Senses** low-light vision; Perception +9

Defenses Ref 14 (flat-footed 14), Fort 16, Will 8
hp 186; **DR** 15*; fast healing 5; **Threshold** 36

Speed 8 squares
Melee 2 claws +17** each (1d8+26) or
Melee bite +17** (2d6+26) or
Melee tail +17** (1d8+26)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +39
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 38, Dex 9, Con 31, Int 2, Wis 7, Cha 15
Special Qualities fast healing 5
Feats Cleave, Crush, Pin, Power Attack, Toughness
Skills Perception +9

Fast Healing 5—A rancor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.
* *Lightsabers do not ignore a bull rancor's damage reduction.*
** *Includes 6 points of Power Attack.*

Felucian Ripper

A dangerous creature that dwells in the shallow rivers and creeks flowing throughout Felucia, the Felucian ripper has a wide body and a large mouth filled with jagged teeth. A Felucian ripper can hide even in the shallowest of water, and can actually leap out of the water to attack other creatures, provided that the ripper ends its movement back underwater.

Felucian Ripper **CL 5**
Medium beast 6
Init +6; **Senses** low-light vision; Perception +4

Defenses Ref 15 (flat-footed 12), Fort 11, Will 11
hp 33; **Threshold** 11

Speed 10 squares
Melee bite +6 (1d6+5) or
Melee bite +4 (2d6+5) with Rapid Strike or
Melee bite +8 (2d6+8) with Rapid Strike and Powerful Charge or
Melee tail slam +6 (1d4+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +7
Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con 13, Int 2, Wis 12, Cha 8
Special Qualities aquatic
Feats Powerful Charge, Rapid Strike, Running Attack
Skills Stealth +11

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From the ashes of the Republic rises the dread Galactic Empire. The Sith hold the fate of the galaxy in their iron grasp, and the Rebel Alliance is still years away from formation. In these dark times, is there any force that can challenge the tyranny of the Empire?



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This book provides everything a player or Gamemaster needs to enjoy a campaign set during the Dark Times:

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- A detailed look at the Galactic Empire, its minions, and its technology.
- To use this accessory, players and Gamemasters also need the *Star Wars® Roleplaying Game Saga Edition* core rulebook.

THE FORCE UNLEASHED

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Star Wars Roleplaying Game: The Force Unleashed - Errata and Official Clarifications

Updated - January 2009

Errata

p. 86 – Corruption
Under the DC 15 entry, change the second sentence to say "If your Use the Force check exceeds the target's Fortitude Defense by 5 or more…"

p. 118 – HWK-290 Transport
Change Cargo to 75 tons.

p. 120 – Maka-Eekai L4000 Transport
Change Cargo to 140 tons.

p. 270 – Sentinel-class Landing Shuttle
Replace Sentinel-class landing shuttle with the following statistics:

Sentinel-class Landing Shuttle CL 10

Colossal space transport
Init +5; Senses Perception +6

[rule]
Defense Ref 17 (flat-footed 12), Fort 26; +12 armor
hp 120; DR 15; SR 50; Threshold 76

[rule]
Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)
Ranged 4 laser cannons +4 (see below) and
ion cannons +4 (see below) or
Ranged 2 medium concussion missiles +6 (see below) and
ion cannons +4 (see below) or
Ranged 2 repeating blaster cannons +6 (see below) and
Ion cannons +4 (see below)
Fighting Space 12[ts]12 or 1 square (starship scale); Cover total (crew)
Base Atk +2; Grp +38
Atk Options autofire (laser cannons, repeating blaster cannons)

[rule]
Abilities Str 42, Dex 20, Con —, Int 14
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +6

[rule]
Crew 6; Passengers 54 (troops)
Cargo 80 tons; Consumables 1 month; Carried Craft 12 speeder bikes
Payload 8 concussion missiles
Hyperdrive [ts]1 (backup [ts]10)
Availability Military; Cost 240,000
Ion cannon (copilot)
Atk +4, Dmg 4d10[ts]2 ion

[rule]
Laser cannon (gunner)
Atk +4 (–1 autofire), Dmg 6d10[ts]2

[rule]
Medium concussion missile (2 gunners)
Atk +6, Dmg 8d10[ts]2, 2-square splash

[rule]
Repeating blaster cannon (2 gunners)
Atk +6 (+1 autofire), Dmg 3d8[ts]2

Official Clarifications

p. 17 – Togorian Species Traits
Change the section under Large Size to say: “Togorians take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.”

p. 18 – Whiphid Species Traits
Change the section under Large Size to say: “Whiphids take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.”

p. 27 – Hidden Weapons
Change the first sentence of the talent’s description to, “If you draw a concealed weapon and, before the end of the same round, make an attack against a target that failed to notice the item, the target is considered flat-footed against you.”

p. 33 – Informer Feat
Remove the phrase “for the purpose of using this feat” from the Benefit of the feat.

p. 34 – Natural Leader
Add the phrase, “and continues to grow in scale as you gain levels” to the end of the second sentence of the feat’s Benefit section.

p. 48 – Independent Spirit
Add the phrase ”against a single skill check or attack roll” after the phrase “(your choice)”

p. 48 – Device Jammer Talent
Change the second sentence of the talent’s description to say, “…you select a particular piece of personal, portable electronic equipment (any item listed as equipment, excluding droids, vehicles, and weapons, that has an electronic component)…”

p. 86 – Telekinetic Prodigy
Add the following sentence to the end of the talent’s description: “If you increase your Wisdom score at a later time and select the move object power, you only gain an additional power if you did not take the move object power when you first chose that feat. Otherwise, you gain an additional Force power as normal.”

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STAR WARS®

ROLEPLAYING GAME

REBELLION ERA CAMPAIGN GUIDE

RODNEY THOMPSON STERLING HERSHEY OWEN K.C. STEPHENS JD WIKER

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Rebellion Era Campaign Guide

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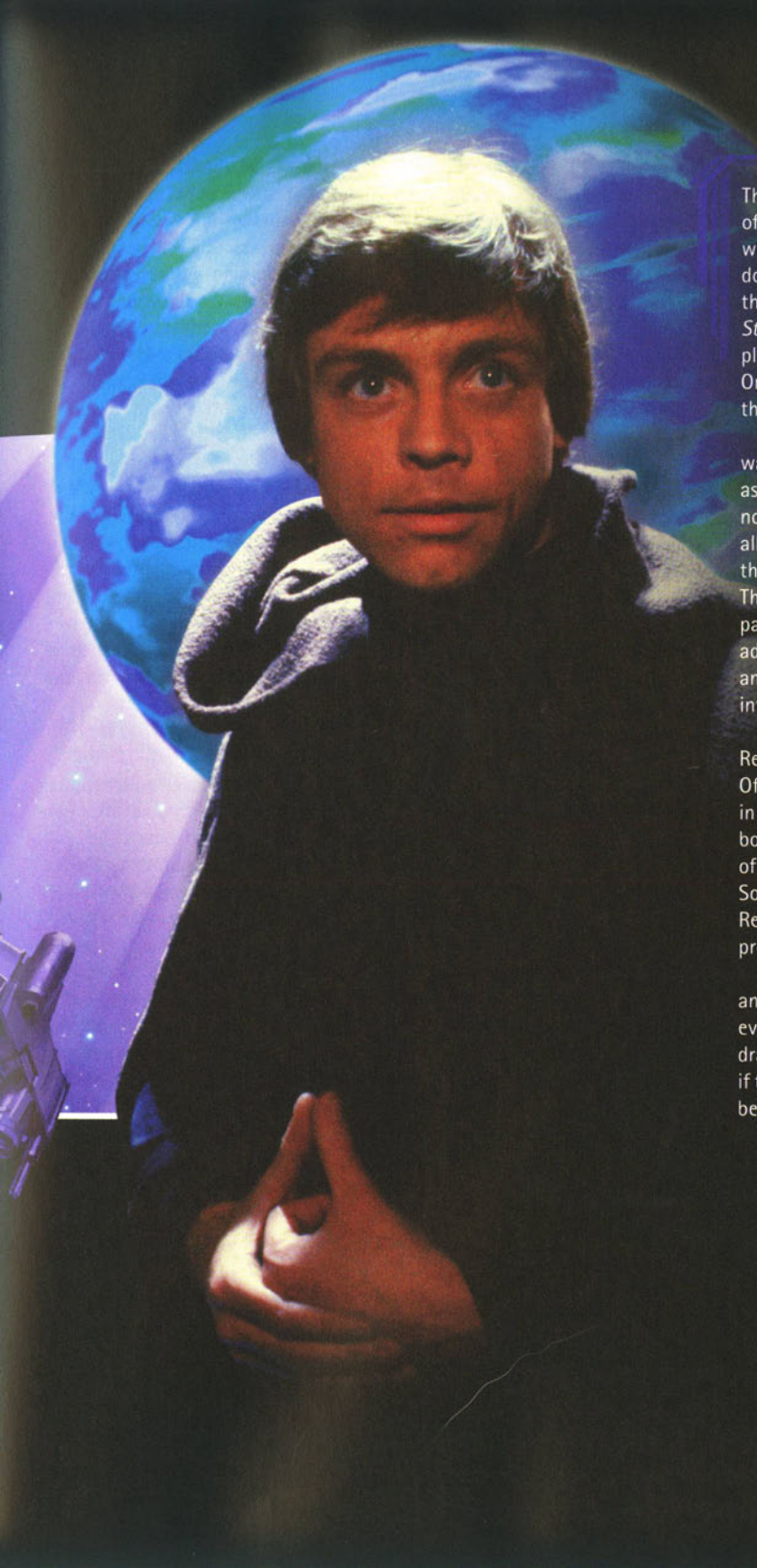
INTRODUCTION





The *Rebellion Era Campaign Guide* focuses on roleplaying in the classic era of *Star Wars*. The Rebellion era is depicted in the original *Star Wars* trilogy, which tells the tale of Luke Skywalker joining the Rebel Alliance and bringing down the Galactic Empire. Possibly the most iconic era in the saga's history, the Rebellion era teems with themes and individual aspects that even casual *Star Wars* fans recognize instantly. Setting a game in the Rebellion era means playing in a time of great heroes such as Luke Skywalker, Han Solo, and Leia Organa, battling the same enemies that they fought, and struggling with the same dangers that they faced.

A Rebellion era campaign differs from other campaigns in a variety of ways. Although it shares a common enemy with the Dark Times (the Empire, as described in *The Force Unleashed Campaign Guide*), the Rebellion era does not pit the heroes against the entire galaxy without some help. Instead, it allows them to be a part of something greater than themselves. That said, they likely face greater dangers than do heroes of a Dark Times campaign. The Death Stars are but two of the Empire's superweapons, developed as part of the Tarkin Doctrine to strike fear into the hearts of its enemies. In addition, Darth Vader and Emperor Palpatine have an iron grip on the galaxy, and they have swayed (some would say brainwashed) much of its leadership into accepting and enforcing Palpatine's New Order.

The *Rebellion Era Campaign Guide* assumes that the heroes belong to the Rebel Alliance, either at the outset of the campaign or shortly after it begins. Of course, many options exist for play in the Rebellion era, and other books in the *Star Wars Roleplaying Game* line cover other types of campaigns. This book describes life in the Alliance, hiding and fighting the Empire. The heroes of such a campaign perform as many great deeds as heroes such as Han Solo and Princess Leia, and make their own difference in the struggles of the Rebellion. Over the course of a campaign, the heroes fight the Empire, rise to prominence, and help free the galaxy from the clutches of tyranny.

Of course, not every hero begins his or her career with the Rebel Alliance. Like Han Solo, heroes in a Rebellion era campaign might start out as everyday citizens, smugglers, or even Imperial soldiers. However, they are drawn inexorably closer to the Rebellion with each passing adventure. Even if the heroes never join the Alliance officially, it is highly likely that they will become entangled in the conflict with the Empire.

A Time of Rebellion

The largest element that distinguishes the Rebellion era from the Dark Times is the presence of the Rebel Alliance. Also known as the Alliance to Restore the Republic, the organization is dedicated to ridding the galaxy of the tyranny of the Empire. However, since the Empire still has a merciless grip on untold worlds, the Rebellion must operate in secret. Most of the Rebel Alliance is organized into decentralized cells that receive instructions from Alliance leaders only sporadically.

Within these cells are individual heroes who have given up their normal lives in the service of the Rebellion. They live in the shadow of the Empire's power, lying low until the time comes to strike. Many cells operate openly on remote worlds, escaping the Empire's notice until they rise to action. The life of a Rebel is hard; it demands sacrifice and tough work. In the end, the soldiers of the Rebellion know that they have left their former lives for a purpose, and that one day all the hardships they have endured will result in the downfall of the Galactic Empire.

The Rebellion era lasts for only about eight and a half years, from the foundation of the Rebel Alliance until the capture of Coruscant under the New Republic. This period, also called the Galactic Civil War, pits the Alliance against the Empire in a struggle to free the galaxy. The following section highlights some of the major events in the Rebellion era that serve as milestones in galactic history.

The Corellian Treaty

The Rebellion era officially begins with the signing of the Corellian Treaty, the document that founded the Rebel Alliance. The three primary founders are Mon Mothma, Bail Organa, and Garm Bel Iblis. Having been brought together under false pretenses by agents of Darth Vader, the governments of Chandrila, Alderaan, and Corellia agree to form an alliance, pooling the resources of their resistance groups to form the Rebellion. Shortly thereafter, the Rebel Alliance issues the Declaration to Restore the Republic, a political document that makes clear the purpose and mission of the new organization. With the publication of the Declaration, hundreds of resistance cells begin springing up on Imperial planets throughout the galaxy. With three major worlds willing to take a stand against the Empire, others find the resolve to resist as well.

The Death Star Plans

The early years of the Rebellion see some success. One of the most notable accomplishments is the theft of the plans for the newly completed Death Star. The leaders of the Rebel Alliance have known about the existence of the Death Star since before the organization's founding—in fact, several of them had been held hostage on the incomplete space station before the signing of the Corellian Treaty. But on Toprawa, Rebel agents steal the plans and transmit them to the Alliance. The plans eventually make their way to the *Tantive IV*, the ship carrying Leia Organa. The capture of the plans is the first step toward bringing down the Empire, setting off a chain of events that eventually leads to the Emperor's death.

The Battle of Yavin

The Death Star plans fall into the hands of a young farmboy from Tatooine named Luke Skywalker. After Alderaan is destroyed in retribution for its rebellion, Luke rescues Princess Leia and arrives at Yavin 4. Shortly thereafter, the Battle of Yavin takes place, resulting in the destruction of the Death Star. Not only is this the first major blow that the Rebellion lands against the Empire, but it also brings Skywalker—and Han Solo—into the Alliance. The Battle of Yavin inspires more systems to join the Rebels and marks the start of a time when the Empire begins to take the Rebellion seriously.

The Battle of Derra IV

The Rebel Alliance suffers its first crushing defeat above Derra IV. Imperial forces ambush a Rebel supply convoy, destroying it. The convoy's destruction is a major blow to the Rebels' supply chain and leaves them shorthanded at their new base on Hoth. The Battle of Derra IV ends the euphoria the Alliance had felt since its victory at Yavin and sets up a defeat that nearly unravels the Rebellion a short time later.

The Battle of Hoth

The Rebel defeat at the Battle of Hoth is the first in a series of events that comes close to eliminating several of the Alliance's greatest heroes. With Echo Base understaffed as a result of the convoy ambush at Derra IV, the Empire overruns the base and scatters its occupants to the far reaches of the galaxy. More important, the battle sets off a sequence of events that leads to the capture of Rebel leader Han Solo and nearly results in the loss of both Luke Skywalker and Leia Organa. Fortunately, Lando Calrissian's assistance on Cloud City foils Darth Vader's plans, leaving Luke and Leia free to fight another day.

The Capture of the *Suprosa*

During the search for Han Solo, the Rebellion chances upon knowledge of a freighter, the *Suprosa*, which transports more than its manifest indicates. In truth, the ship carries information about the construction of the second Death Star, and the Alliance learns that the Emperor is overseeing the final stages of its construction. Combining this knowledge with technical readouts of the battle station, the Rebellion hatches a plan to strike a decisive blow against the Empire.

The Battle of Endor

After Luke, Leia, and others rescue Han Solo from Jabba the Hutt, the time for the attack comes at last. As the Alliance sabotages the Death Star's shield generator on Endor, the Rebel fleet assaults the incomplete space station. However, the ships fly into a trap, and only through the guile of Rebel leaders such as Han Solo and Lando Calrissian does the Alliance fight through to victory. Shortly before the station's destruction, Luke Skywalker redeems Darth Vader, who in turn slays the Emperor. With the second Death Star destroyed and the Emperor dead, the Alliance finally claims the upper hand in the Galactic Civil War.

The Birth of the New Republic

The Rebellion era comes to a close with the establishment of the New Republic. Following the victory at Endor, the Alliance still has to fight to win back the many worlds under Imperial control. Over two years after the Battle of Endor, members of Rogue Squadron engineer the capture of Coruscant, and the New Republic seizes control of the seat of galactic power. With the new government legitimized, opposition from the remnants of the Empire fragments, allowing the New Republic to establish freedom as the galactic standard once more.

An Empire at Its Peak

Another major difference between the Rebellion era and the Dark Times is that during the Rebellion era, the Empire has reached its full power. Its grasp on the galaxy is like iron, and even the most distant reaches of known space have been converted to the New Order. As a result, there are very few safe places to hide from the Empire. Although some spaceports and out-of-the-way worlds might have only a small Imperial presence, there are still Imperial forces on nearby planets, as well as sector task forces jumping from system to system in search of Rebel activity.

The Empire hasn't staged a military occupation of the entire galaxy; instead, it has converted the cultures and philosophies of many worlds to the New Order. Young men and women grow up dreaming about attending the Imperial military academies, and noble families of the galaxy vie with one another for the Empire's favor. Local bureaucrats have become Imperial officials with the full might of the Empire at their backs. Humanocentrism (the view that Humans are the most important species in the galaxy) is at an all-time high, encouraged by Emperor Palpatine as a means of controlling the populace. Indeed, many of the galaxy's citizens are more than simply the subjects of Imperial tyranny—they are willing participants. Citizens' organizations such as COMPNOR indoctrinate people into believing that it is their civic duty to serve unquestioningly and to abandon personal freedom in order to strengthen the Empire.

The military, cultural, and political strength of the Empire makes the Rebellion's task especially important. Within two decades, the Empire has transformed worlds that once backed the Republic into supporters of Emperor Palpatine. The Rebel Alliance knows that with each passing day, the Empire grows stronger. In many ways, this is the galaxy's most desperate hour, as countless words teeter on the edge of forgetting what freedom was like.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in the *Rebellion Era Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* and *Threats of the Galaxy*, but those supplements are not necessary in order to use this material. Also be sure to visit the official *Star Wars* Roleplaying Game website at www.wizards.com/starwars for the latest updates and official errata.



Chapter 1
Heroic Traits



For the heroes of the Rebellion era, fighting against the Galactic Empire means putting their lives—and the lives of their loved ones—on the line, risking everything to oppose a tyrannical government. Heroes in a Rebellion era campaign are among the most iconic in all *Star Wars* lore. Han Solo is the prototypical scoundrel; Princess Leia is the model for the noble. They are great heroes not only because they fight against a powerful enemy, but also because they put everything at risk, enduring great triumphs and horrific tragedies to free the galaxy from the oppression of Emperor Palpatine.

The heroes of a Rebellion era campaign often are ordinary citizens who go above and beyond the call of duty to help fight the Empire. Although some of these heroes might come from respected families or have prominent histories, many heroes of the Rebel Alliance are simply average folks who have decided that they can no longer live in complacency. Indeed, one of the most interesting aspects of Rebellion era heroes is that many lead mundane lives as cogs in the Imperial machine until something spurs them to strike back against the Empire. They undergo a metamorphosis that most players can understand, transitioning from everyday members of society to people whose actions shake the foundations of the galaxy.

Unlike heroes in the Dark Times, heroes of the Rebellion era have the support of other like-minded residents of the galaxy. The Rebel Alliance forms a touchstone around which beings of all walks of life can rally. Indeed, its very existence shows that even the most ordinary people can come together and achieve amazing results. The Alliance (and other resistance groups not directly affiliated with the Rebellion) gives heroes a place to obtain information and support, share their knowledge and experiences, and reaffirm their dedication to the fight against the Empire.

Heroes of the Rebellion Era

The heroes of the Rebellion era are largely shaped by the galaxy around them. Most heroes of this time period have felt the iron hand of the Empire for the past two decades, and their lives have been dominated by its presence. Even farmboys on distant desert worlds rail against the Empire in private, though it might take traumatic events to spur them to action.

This section highlights some of the unique aspects of the Rebellion era, focusing on how these elements affect the heroes of the time. Players creating heroes for a Rebellion era campaign can use these characteristics as inspiration for the histories and personalities of their heroes.

A Time of Rebellion

The most important event in the Rebellion era is the one that marks the beginning of the time period: the foundation of the Rebel Alliance. No other event has as much impact on the people of the galaxy, and none of the era's subsequent events (such as the victories at the Battle of Yavin and the Battle of Endor) could have taken place without the organization of the Alliance. Bringing together resistance groups from Alderaan, Chandrila, and Corellia, the Rebel Alliance provides resources for those who wish to resist the Empire and allows dissidents to reach out to one another. Working as a part of a larger organization allows the Rebels to accomplish greater deeds than they ever could as small resistance groups.

The foundation of the Rebel Alliance legitimizes various resistance groups around the galaxy and encourages loyal servants of the Empire to question their adherence to Imperial doctrine. For some, the birth of the Alliance is merely the catalyst that urges them to act on seditious thoughts that they had kept hidden. For others who had pledged their hearts and minds to the Empire, the growth of a large Rebel movement forces them to take a hard look at their lives and decide where they really stand. As a result, even disciplined Imperial officers reconsider their allegiances, leading some (such as Biggs Darklighter) to defect to the Alliance. In this era, cracks start to appear in the foundation of the Empire, and the Rebels begin to find allies in the most unlikely parts of the Imperial bureaucracy. A hero might be a former Imperial officer, agent, or pilot, or even a daughter of an affluent Imperial noble house who has realized that there is an alternative to blind obedience.

The newfound legitimacy brought on by the foundation of the Rebel Alliance affects more than just a few individuals scattered around the galaxy. Entire organizations defect to the Alliance, such as when the Incom Corporation's top engineers bring designs for the X-wing starfighter to the Rebellion. Other organizations keep their true allegiances secret while working as a part of the Imperial machine. These groups maintain an outward face of loyalty while secretly sympathizing with the Alliance, funneling information and resources to the Rebels when possible. In addition, sometimes large portions of a company, noble house, or bureaucratic agency lend aid to the Rebel Alliance. A hero might be a member of an organization that has defected to the Alliance.

A Time of Sacrifice

The Rebellion era demands great sacrifice of its heroes. Some Rebel agents still lead their normal lives while working for the Alliance in secret. Other agents must leave their old lives behind, abandoning everything they once were. They might travel to distant worlds to work where their skills are most needed. In many cases, their families must believe that the agents have died, a deception that protects those left behind. Life can be lonely for agents of the Rebellion, but such is the dedication required of heroes of the Alliance.

Many heroes undergo a transformation, leaving selfish lives in order to fight for something bigger. Some live on the fringes of society and claim to care only about themselves; in the end, they might move beyond self-interest and become heroes in their own right. Han Solo is an iconic example of this kind of hero: Once a smuggler who took jobs only for the credits, his life changed completely once he saw the desperation with which the Rebellion fought the Empire. Similarly, heroes in a Rebellion era campaign might start out as hard-living mercenaries, bitter bounty hunters, greedy criminals, or carefree nobles. Over the course of the campaign, those same characters might realize that they can play a larger role in galactic history, giving up their self-centered lives to struggle against the Empire.

Some heroes in the Rebellion era are called upon to forgo more than just their own livelihoods and interests. For some, the fight against the Empire means sacrificing the lives of others. Rebel officers face this difficulty on a daily basis as they put their followers' lives on the line to meet the Alliance's goals. Sometimes those people die at the hands of the Empire, and sometimes they face interrogation by Imperial Inquisitors. Such is the burden faced by those in command, and heroes of a Rebellion era campaign might be forced to make the same kinds of sacrifices, determining who lives and who dies to further the cause.

A Time of Desperation

If nothing else, the Empire's power inspires desperation in those it oppresses. Some can only watch as everything is taken away from them. The Empire kills family members, confiscates homes and estates, and strips away basic freedoms. But when one has nothing left, one also has nothing to lose. Desperate times create heroes who are driven to extreme actions to end Imperial tyranny. They take enormous risks, put their lives in danger, and fight against impossible odds on the slimmest chance of success.

Risk is a major element of a hero driven to desperation. Many heroes in the *Star Wars* saga take incredible risks—Obi-Wan Kenobi leaps out a window after an assassin droid, Han Solo pilots the *Millennium Falcon* into an asteroid field to flee the Empire, and Luke Skywalker surrenders to Darth Vader in hopes of turning his father away from the dark side. Heroes in a Rebellion era campaign know that their efforts are opposed by a monolithic enemy, but they have just enough resources, cunning, and willpower to believe that they have a chance, however small, of victory. A hero in the Rebellion era takes risks that most citizens consider crazy, even suicidal. But heroes have a knack for turning long odds into success, and when a gambit pays off, it can deal the enemy a serious blow.

At the time of the Rebellion's birth, the galaxy is at a crossroads. Princess Leia calls it the Rebellion's most desperate hour, and she is not exaggerating. With the completion of the first Death Star, the Empire has gained the ability to eradicate entire civilizations in one fell swoop. It has grown in strength over the last two decades, but only in the Rebellion era does the power of the Empire instill not only fear, but true desperation. With doomsday weapons at the Empire's disposal, the heroes have no choice but to take reckless actions in an attempt to save the galaxy.

A Rebel cell on Myoseto comes under attack from a TIE Oppressor



An Empire in Power

The Empire has reached its full strength. No longer is its grasp on the galaxy tenuous; for decades, the Empire's reach has extended from the Core to the Outer Rim. Its bureaucrats and nobles have dwelled in the government's shadow for so long that they know nothing but greed and abuse of power. Moreover, the Empire's military hold on the galaxy is absolute. Dissent is forbidden, and sedition is punished swiftly and lethally.

The Empire has become a part of the lives of average citizens and is now the accepted galactic government. Local authorities answer to the Empire, and nearly all planetary autonomy is gone. Individual rights have been abolished in the name of security. The citizens of the galaxy have come to accept this reality, and even those who feel trapped and oppressed by it have little choice but to go along with it. Heroes of the Rebellion era are those who break out of this pattern of submitting to the Empire's will. This change is both liberating and terrifying for them, and many heroes have trouble adapting to their new roles. Joining the Rebellion might bring some into conflict with friends and family. As they begin resisting the Empire, heroes might clash with law-abiding family members, or be abandoned by friends and loved ones who still operate within the Imperial machine.

For many young people, the Empire is the only government they have ever known. Many youths grow up with dreams of attending the Imperial Academies and of signing up with the military in order to travel the galaxy, see exotic locales, and bring the light of order to dark places. Unfortunately, the reality rarely lives up to the dream. Many people suffer a rude awakening when they see how brutal and violent the Empire can be, and disillusioned youths become fledgling heroes. For beings reaching adulthood in the Rebellion era, the Rebel Alliance offers an outlet for idealism in a grim galaxy.

Even the Weak Can Be Mighty

The foundation of the Rebel Alliance inspires many law-abiding citizens to take a stand against the Empire. Many of those who become heroes of the Rebellion are of humble origins. In this era, heroes do not need to be powerful Jedi, veteran liberators, or silver-tongued demagogues, but merely ordinary people who take up arms against dictators. Luke Skywalker was a moisture farmer, Wedge Antilles's family owned a refueling station, Dack Ralter was born into political imprisonment, and Zev Senesca was a trader. Certainly, many heroes of the Rebellion have prestigious backgrounds—Princess Leia was raised as royalty on Alderaan, after all—but many come from lives that did little to prepare them to fight the Empire.

The Rebel Alliance accepts those who lack special talents or heritage, making use of their passion for freedom. The strength of the Alliance is in its desire to fight tyranny, requiring no particular training or history from its new recruits. Although players can create characters who come from esteemed noble families or extensive military backgrounds, they should feel free to create heroes who have humble beginnings. Part of the allure of playing in the Rebellion era is that it lets players and Gamemasters tell stories of heroes who rise out of the most common places in the galaxy to become extraordinary warriors, leaders of the Rebel Alliance, and saviors of billions of sentient beings.

Such growth is not limited to a character's background or occupation. The Rebellion era has plenty of unlikely heroes, including members of often-overlooked species. In fact, some of these agents find that they are more effective *because* the Empire underestimates their species. For example, the Sullustans are rather small and frequently unnoticed in the grand scheme of things, but many of their number become important members of the Rebel Alliance. The Ewoks, one of the most diminutive species in the galaxy, play a crucial role in defeating the Empire at the Battle of Endor. The Rebellion offers a chance for heroes to play species that are commonly ignored by the Empire and by others, proving that even the meek can shake the foundations of the galaxy.

Party Concept: Alliance Cell

Many adventuring parties choose a theme to unite the heroes, a "party concept" that helps define who the heroes are and why they came together. The theme might be as simple as "the heroes are members of a smuggling crew"—just enough to provide a theme to follow. In the Rebellion era, the most obvious party concept for heroes is that of an Alliance cell.

The Rebel Alliance hierarchy often calls for small groups to operate independently. These groups, or cells, usually consist of a small handful of individuals who work together without much contact with Alliance High Command. Rebel cells have many different forms: Some are undercover sedition groups operating on Core Worlds; others are starfighter squadrons that harass and ambush supply trains in Imperial space. A Rebel cell might operate an Alliance listening post on a remote, uninhabited world, or it might be an independent SpecForce squad that stages attacks on Imperial facilities.

Building a party around an Alliance cell gives the party's members a wide range of roles, so that every player can find one to suit his or her character. Allowing each cell member to specialize in a particular area also adds to the overall diversity of the team's abilities.

The following sections discuss several common roles found in Alliance cells. Each section briefly outlines the role's function and goals, then discusses how to build a hero to fit that role in general terms. These discussions focus on the noble, scoundrel, scout, and soldier classes, and characters with levels in those classes can use the advice to come up with a reasonable history, personality, talent selection, and feat selection to fill their role in the cell. The Rebel Alliance has few real Force-users. Most Jedi in an Alliance cell make their own roles, although they can adapt any of the roles below as needed.

Designing Your Rebel Cell

If your party decides to build heroes around the concept of a Rebel Alliance cell, consider the following questions. First, what is the overall function of your cell? For example, it might consist of undercover operatives, starfighter crewmembers, or corporate saboteurs. Second, does your cell identify itself by a unique name? Many heroes from the Battle of Hoth were members of the Tierfon Yellow Aces, and a branch of the Alliance SpecForce called themselves the Pathfinders. After establishing a basic concept and name, consider questions about how the cell operates. What is your goal? What is your favored method of achieving that goal? Where do you operate? Do you actively recruit? Do you have your own secret base, or do you operate out of a civilian locale? Once these questions are settled, each player can create a hero that fits in with the theme more accurately.

A Rebel cell receives a briefing from its commanding officer beside a ULAV.



Party Role: Command

The commander is the decision-maker and leader of the cell. Typically, she receives orders from Alliance High Command, which she then interprets and relays to her team. The commander is responsible for the overall organization of the cell and for ensuring that the team executes orders with precision and speed. She calls the shots and acts as a supervisor for the whole cell.

Nobles are a natural fit for the command role because they have abilities that make it easy to direct and boost their allies' competence. Moreover, they have the social skills necessary to act as the face of the cell, allowing them to get the most out of Alliance leaders. Nobles make straightforward commanders, using their action-granting talents to make sure the job is done right. An Alliance cell under noble leadership makes great use of its commander's skill in diplomacy and persuasion and might avoid direct confrontation in favor of intrigue and subtlety.

A scoundrel brings an unorthodox quality to the role of party commander. As cell leader, a scoundrel focuses the group on disruptive assignments designed to rattle the enemy. An Alliance cell under scoundrel command frequently undertakes bold, aggressive missions that are unpredictable and meant to sow discord. A scoundrel commander usually has skills that lend themselves well to leadership, and when Imperial agents come looking for trouble, he can turn on the charm or pull off complex deceptions.

When a scout is in the command role, the Alliance cell focuses on stealth and survival. A scout leader tends toward caution and mobility and might keep her cell constantly on the move to throw off Imperial pursuit. She takes fewer overt risks and relies on the skills and abilities of the members to keep the cell alive despite overwhelming odds.

When a soldier assumes the command role, the Alliance cell almost certainly becomes more militaristic, and the members undertake more violent and destructive missions. Soldier commanders do well in starfighter squadrons or special forces cells. Soldier leaders emphasize hardware and training over subtlety, and an Alliance cell under a soldier's command is usually in the thick of things when the shooting starts.

Party Role: Intelligence

The intelligence officer is responsible for collecting, analyzing, and disseminating all relevant information for the Alliance cell. Typically directly associated with the Alliance Intelligence organization, the intelligence officer handles everything from gathering data (which could involve coordinating spy missions or stakeouts) to passing intel up the chain of command (which might require covert operations to move the data). The intelligence officer analyzes data that has been collected and provides it to other cell members, allowing them to make informed decisions about their activities.

A noble in the intelligence role uses her excellent social skills as the cell's primary means of intelligence gathering. She typically employs skills such as Gather Information to collect data from gossip and rumor, and she uses Deception or Persuasion to convince beings in important positions to turn over sensitive information. Noble intelligence officers rely on their lineage and connections as their primary sources of knowledge.

A scoundrel in the intelligence role draws on trickery, deceit, and wits to manipulate others into giving up valuable information. Scoundrel intelligence officers coordinate intel-gathering missions that rely on common deceptions such as disguises, bribes, and sneaking into well-guarded areas. Many scoundrels are also proficient slicers, gathering intelligence by slicing into computer systems and downloading the data directly. Scoundrels are more likely to have criminal contacts and seedy allies on the fringes of society, so some of their intelligence comes from less than reputable sources.

A scout intelligence officer prefers to use observation, stealth, and less risky methods of data collection. Her intelligence-gathering missions might involve long-term stakeouts of Imperial outposts, surveillance from concealed listening stations, or occasional undercover investigations (though usually nothing too hazardous). Scouts rely on their keen senses and perception not only to notice relevant pieces of information but also to pick up on hidden meanings.

Unlike the scout, a soldier intelligence officer gets up close and personal with the enemy. He coordinates missions that involve breaking into enemy locales and stealing the information needed by the cell. Soldiers in the intelligence role might kidnap important enemy officers, arrange distractions (often destructive ones) to cover their tracks, and equip their allies with enough weapons and armor to blast their way out of trouble in case things go badly.

Party Role: Medical Officer

Most Alliance cells hope that they never need to call upon their medical officer. Typically, medical officers deal with the everyday health needs of their fellow cell members, including everything from treating common diseases to conducting routine examinations. However, the medical officer's greatest value is in helping cell members who suffer wounds while fighting the Empire. If something goes wrong, an ally might need to have six blaster wounds patched up in a hurry. Having a medical officer handy means that the wounded cell member can receive care without going to a medical facility, where he might be identified and the authorities alerted.

Nobles make excellent medical officers, largely due to their ability to train in Treat Injury and the presence of healing-related feats on their list of bonus feats. Often, noble medical officers are doctors who have left their professions to join the Rebellion, bringing their expertise out of the medical center and into the field. Nobles in the medical officer role rely on their training and education and act in a professional manner, so being treated by a Rebel medical officer is similar to being treated in any medical center in the galaxy.

Scoundrels rarely find themselves in the medical officer role, except for scoundrels who are multiclass characters and have gained Treat Injury as a trained skill by other means. Scoundrel medical officers focus on unorthodox methods of healing and often are little more than field medics who can patch up a Rebel soldier well enough to sustain him until he can find better care. Most scoundrel medical officers have only the training they received from the Alliance (usually a crash course in field medicine hastily administered aboard a medical frigate), so they rely heavily on medical droids for assistance and advice.

Like scoundrels, scouts do not have Treat Injury as a class skill, so scout medical officers often take noble or soldier levels so they can add the skill to their class skill list. Scout medical officers specialize in survival, usually filling the role on worlds where cell members might encounter natural hazards. For example, Alliance cells on dangerous planets such as Felucia or Mustafar might have a scout as a medical officer due to her familiarity with the terrain and its hazards. In many cases, scout medical officers use the Survival skill to stave off problems in advance, making sure that cell members remain healthy through preventative measures.

Soldiers in the medical officer role often are experienced combat medics who focus on field medicine. They can train in the Treat Injury skill at 1st level and thus have no need to multiclass; however, some soldiers dip into another class so they can add Knowledge (life sciences) to their class skill list. Soldier medical officers assess situations as if they were on the battlefield and usually are adept at triage. They prioritize their efforts based on need and on their ability to restore a cell member to fighting form, and they have a pragmatic approach to medical problems. Cell members might have to deal with lesser ailments on their own while a soldier medical officer concentrates on bigger issues, but in the end, a soldier is among the most disciplined and efficient of medical officers.

Party Role: Quartermaster

The quartermaster, also referred to as the ordnance officer, the supply officer, or (more colloquially) the finder, is the person who acquires material supplies and distributes them to the members of the cell. The quartermaster makes sure that all members have the right weapons, armor, and equipment for the job. Quartermasters coordinate their efforts with the Alliance's Ordnance and Supply Command, ensuring that the necessary goods make their way down the chain. When the cell is short on supplies that are needed quickly, the quartermaster might engage in field acquisition—a nice way of saying "stealing."

Nobles make excellent quartermasters thanks to their ability to develop contacts in the Alliance supply chain and in the area where the cell operates. Many noble quartermasters take the Connections talent right away, allowing them to obtain restricted, military, and even illegal goods without extra costs. This talent is especially important when the cell must operate without support from Ordnance and Supply Command, since credits can be scarce for Rebel cells and the quartermaster cannot risk a background check by Imperial authorities. Many nobles use their persuasiveness to barter with local suppliers, maximizing the benefit gained for credits spent.

Scoundrel quartermasters specialize in obtaining materials through illegal channels. A scoundrel's black market connections means that he knows how to procure items, no matter how restricted or illegal they might be. Scoundrel quartermasters always seem to know beings in the underbelly of society, and back-alley deals are common. They can use trickery and lies, conning honest traders in order to acquire certain items at low cost and without alerting the authorities. Scoundrels in the quartermaster role might steal needed supplies outright.

Scout quartermasters prefer to obtain materials by scavenging, scrounging, and putting things together piecemeal. Since many scouts are trained in the Mechanics skill, they can find the parts of a needed item and assemble the finished product themselves. This method not only saves credits but also avoids the scrutiny that comes with buying through legal channels. Scouts in the quartermaster role often spend time hunched over a workbench, trying to piece together illegal weapons from disparate parts. An Alliance cell with a scout quartermaster usually carries equipment that was built from scrap—and looks it.

Soldiers in the quartermaster role like to take what they need by force. A soldier quartermaster works within the Alliance supply chain when possible, but if his needs cannot be met, he formulates plans for a raid on an Imperial supply depot or a nighttime assault on a local munitions factory. Soldiers tend to be more aggressive than other quartermasters in their pursuit of supplies, but they don't always resort to violence. They can obtain supplies through stealth, subterfuge, and infiltration just as well as by combat. Still, when it comes to direct confrontations, soldier quartermasters take more risks that other quartermasters in order to get what they want.

Party Role: Recruiter

The recruiter in an Alliance cell focuses on finding possible new members of the Rebellion and analyzing their potential. A recruiter not only identifies beings who might make good Rebels but also takes precautions when attempting to bring a new candidate into the fold. These precautions include conducting extensive investigations into the recruit's history, making sure the recruit is not an Imperial plant, and determining the recruit's willingness to join the fight against the Empire. Recruiters must be extremely diligent in this regard and study the subject as closely as possible. Once the decision has been made, the recruiter brings the new member into the fold and educates him on his new role in the Alliance cell.

Nobles in the recruiter role rely heavily on their social skills and insight to determine whether an individual is a good candidate. Noble recruiters can broach the subject of rebellion delicately with a potential recruit. They are adept at reading other people and saying the right things to pull an unsure recruit over to the side of the Rebel Alliance. Most nobles in the recruiter role are silver-tongued spreaders of sedition who can convince even loyal members of the Empire that joining the Rebel Alliance is in their best interest.

Scoundrel recruiters identify beings that have grown disgruntled with the Empire, particularly those on the fringes of society. Many scoundrel recruiters draw from the pool of miscreants they count among their friends, convincing them to give up a life of crime and dedicate their skills and abilities to fighting the Empire. Scoundrels in the recruiter role frequently use deception and guile to subtly plant the seeds of rebellion.

Scouts in the recruiter role typically identify potential Rebels through prolonged observation. They exercise great patience in this task and try to be absolutely sure about a recruit's trustworthiness before making a move. Scouts show great diligence when investigating a candidate's background and take elaborate precautions to ensure that the individual has no Imperial connections. They do not want to take any risks when bringing in a new recruit—a lack of caution could destroy the entire cell.

Soldier recruiters approach their duty as if they were recruiting for the military. When a soldier is sure that an individual could be turned to the Alliance, he extends the offer and lets the candidate make the decision. Once the offer is made, however, the soldier watches the recruit carefully. If the candidate declines to join the Alliance or shows any sign that she might take information to the Empire, the soldier recruiter makes sure that the individual is silenced before the cell can be damaged.

Party Role: Security Officer

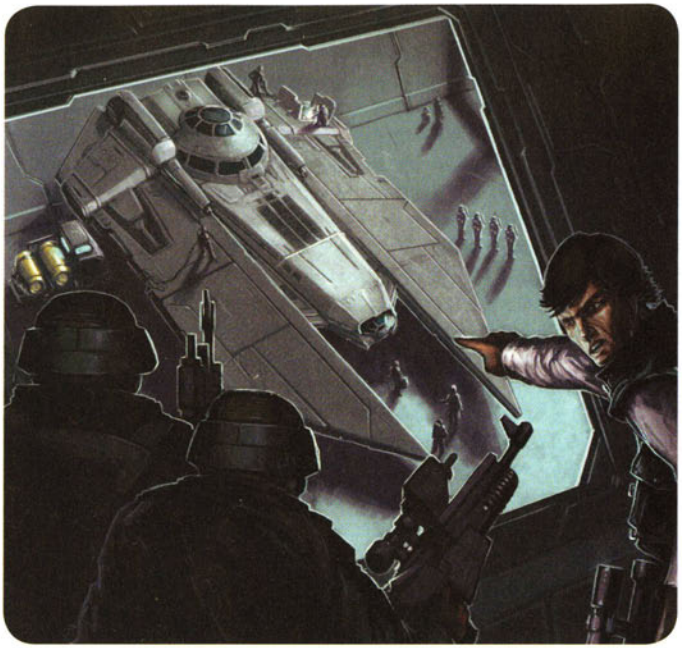
Within an Alliance cell, the security officer maintains the safety, secrecy, and integrity of the group. Similar in many ways to the intelligence officer, the security officer is responsible for making sure that the cell continues to operate without the Empire's knowledge. More than just ensuring the secrecy of covert actions, the security officer also prevents breaches from within. The role requires constant vigilance in order to keep the cell from attracting Imperial attention.

Nobles in the security officer role favor field work, going out into the community to make sure that no one suspects that the cell exists. They ask subtle questions, listen to private conversations, and pick up on possible security leaks. They integrate themselves into the community, keeping their eyes and ears open for any sign that someone outside the cell has become suspicious. Most noble security officers rely on their ability to engage others in conversation to determine whether anyone suspects the presence of the Alliance cell.

When a scoundrel is in the security officer role, he usually takes a more active approach to safeguarding the cell. Scoundrels favor counterintelligence and misinformation campaigns. For example, if a scoundrel security officer believed that someone was getting close to discovering the cell, he might spread rumors about that person, turning the tables by redirecting attention away from the cell. Scoundrels specialize in sowing discord and lies; they try to confuse enemies with too much (often false) information, obscuring the truth about the cell.

A scout security officer approaches her task the same way she would set up camp behind enemy lines. When a scout is in charge of a cell's security, meeting places cannot be used until they undergo multiple security sweeps, safe houses are checked dozens of times, and outsiders are watched constantly for signs of Imperial interest. A scout security officer knows that survival is a matter of skill and cunning, and she coaches her fellow cell members in methods of remaining undetected. She keeps her eyes and ears open, using surveillance technology and survival techniques to prevent breaches of the cell's security.

Tycho Celchu leads a Rebel cell in the theft of a VT-49 Decimator.



Soldiers in the security officer role use many of the same techniques as scouts—such as electronic surveillance, defensive security sweeps, and long-term observation—but they pursue leaks more aggressively. Whereas a scout might deal with a security breach by swiftly relocating the cell, a soldier security officer is more likely to go after the source of the leak with a blaster. Soldiers view the security of their cell the way they view plans for a covert mission: The fewer who know the details, the better. Soldiers in the security officer role disseminate information on a need-to-know basis, and they usually try to keep the cell even more isolated from the community than other security officers might.

Party Role: Transport Specialist

Alliance cells do not always have a single member who fills the role of transport specialist—the person who obtains, distributes, and maintains all vehicles and starships used by the group. In some cells, the members use vehicles simply for transportation from one locale to another, and the quartermaster or security officer fills this role. In other cells, such as starfighter squadrons that function semi-independently, a dedicated transport specialist is responsible for the most important elements of the cell's operation.

A noble in the transport specialist role uses her wealth and connections to make sure that the cell has the best vehicles and starships available. She

calls on her contacts in the local populace to obtain civilian vehicles, and she might pressure sympathetic allies working for local manufacturers to "lose" a few starfighters during a shipping accident, funneling the vessels to her cell. Most noble transport specialists prefer to use their connections and social skills to convince others to provide vehicles willingly.

A scoundrel in the transport specialist role does whatever it takes to acquire vehicles and starships, including theft and deception. Moreover, scoundrel transport specialists go out of their way to disguise vehicles used by the Alliance cell. They alter transponder codes, change a vehicle's color or physical details, and perform multiple cosmetic enhancements to throw off Imperial agents or owners who come looking for their missing property.

Scouts in the transport specialist role frequently spend as much time tinkering with the cell's vehicles and starships as they do obtaining them. Notorious outlaw techs and jury-riggers, scout transport specialists outfit the vehicles under their supervision with the best possible equipment or with unique modifications to enhance their operation. Scouts in this role ensure that the cell's vehicles are in top working condition, although their habit of making "just one more slight modification" might exasperate other cell members.

Soldier transport specialists look at every vehicle and starship used by the cell as little more than a collection of armor plating and weapons that fits around repulsors and engines. Soldiers in this role analyze every means of transportation for its combat value, and they prefer well-armed, well-armored vehicles that will be useful when violence inevitably breaks out. Because the vehicles add speed, defenses, and firepower to the cell's resources, soldiers view them as an essential part of military operations.

Backgrounds

Every hero has to come from somewhere. Heroes don't all begin as Rebel agents, adventuring smugglers, or daring explorers. For most players, a simple history for their heroes will suffice, but other players might want to choose details in their characters' pasts that will help shape their futures. After all, the heroes are more than just members of a particular species or the sum of their training; they have defining elements in their histories that molded them into what they will become.

The background system presented here is an alternative to the Destiny system described in the Saga Edition core rulebook. The background system allows you to focus on a hero's origins rather than on an uncertain future. Gamemasters can use either the background system or the Destiny system, giving players a choice of selecting a background or selecting a Destiny. It is not recommended to use both systems together because adding another layer to the characters will affect hero complexity and party balance.

To use the background system, each player chooses a single background from the event category, the occupation category, or the planet of origin category. Each category has its own rules giving special access to skills, languages, equipment, or other traits that help define who the character is and what shaped her into a hero. A character receives the benefits of the chosen background at first level, and those benefits stay with the character for life. For details on the benefits gained from each background, see the individual descriptions below.

Event

When you choose an event background, you decide that your hero has a single, defining event in his past that put him on the path to becoming a hero. This event fundamentally shaped your character's life. It was the moment at which he took his first steps toward becoming something more than ordinary, and it continues to shape the way your hero's adventuring career develops.

When you select an event background, add one of the relevant skills listed at the end of that entry to your character's class skill list, regardless of starting class. This skill represents something your character learned to do as a result of the event. Additionally, when you select an event background, your character gains a small enhancement.

Background or Destiny?

Should a Gamemaster use the background system or the Destiny system in a campaign?

The Destiny system puts more powerful abilities in the hands of the heroes, allowing them to perform incredible feats and save themselves from certain death by expending Destiny Points. However, some campaigns, particularly those set during the Rebellion era, have a more realistic feel. In an era practically devoid of Jedi, giving such abilities to the heroes might alter the campaign's tone in a way that the Gamemaster wishes to avoid.

The background system is a substitute that tones down the power level of the heroes while providing opportunities for telling interesting stories. The background system gives each character a special hook that the Gamemaster can use to develop adventures, much in the same way that a hero's Destiny provides direction for that character. If you are a Gamemaster looking to run a campaign without the high-powered abilities granted by Destiny Points, consider using the background system instead.

Bankrupt

You lost all or nearly all your credits and material possessions. Perhaps you were blackmailed by a COMPNOR agent who found out that you had a relative with Rebel sympathies, or maybe Imperial Intelligence seized your finances and assets as a part of a larger investigation that had nothing to do with you. Regardless, the event unjustly robbed you of your worldly possessions and reduced you to abject poverty, leaving you with nothing but your drive to recover your life and punish those who made you destitute.

As a result of being nearly impoverished, you can use the Survival skill to sustain yourself in urban or civilized environments. See the Basic Survival application of the Survival skill on page 73 of the Saga Edition core rulebook.

Relevant Skills: Deception, Gather Information, Survival

Conspiracy

You witnessed an attempt to cover up an incredible secret and had to abandon your life for fear that the conspirators would try to silence you. Perhaps you managed to sneak past the Imperial blockade after Falleen was quarantined and you learned what really happened there, or maybe you saw the assassination of a local Moff by a Black Sun hit squad. The event that you witnessed was significant enough to justify your fear of retribution, and perhaps it provides you with the motivation to see that the conspirators are brought to justice.

As a result of trying to avoid the conspirators for so long, you have learned to spot the signs of a conspiracy. You can reroll any Perception check made to sense deception or influence, keeping the better result.

Relevant Skills: Deception, Stealth, Use Computer

Crippled

You were crippled or seriously wounded in some way, but you have overcome the effects of that injury to become a hero. Perhaps you were blasted and left for dead by a bounty hunter on the Empire's payroll, or you were critically injured when Trandoshan slavers raided your space transport. The event that left you wounded was a major catalyst for your transformation into a hero, and it has had lasting physical repercussions.

As a result of your injury, you start with a cybernetic prosthesis (see page 137 of the Saga Edition core rulebook) at no additional cost. In addition, you have learned to fight through the pain of being wounded. When your Fortitude Defense is reduced as a result of moving down the condition track, your damage threshold remains the same, as if you had no debilitating conditions.

Relevant Skills: Endurance, Mechanics, Treat Injury

Disgraced

Once you were respected, possibly even in a position of authority, but you were disgraced and lost the standing you had worked so hard to achieve. Perhaps you were a high-ranking member of the Incom Corporation who was humiliated when the X-wing design team defected to the Rebellion, or a prominent community leader or bureaucrat who lost all authority when Imperial Inquisitors falsely accused you of harboring a Jedi.

As a result of being disgraced, you have learned to hide your true identity from others, and you treat any attempt to create a deceptive appearance for yourself (as described in the Deceive application of the Deception skill on page 64 of the Saga Edition core rulebook) as one step simpler. Thus, when you try to disguise yourself with a difficult deception, you instead treat it as a moderate deception.

Relevant Skills: Deception, Gather Information, Stealth

Enslaved

At some point in your past, you lost your freedom and became a slave. Perhaps you were captured by the Empire and made to work as a laborer on a secret construction project, or maybe you became so indebted to a crime lord that you entered a state of indentured servitude from which you could not easily escape. The events that led to your slavery (and eventual freedom) might motivate you to seek revenge against those who enslaved you and to ensure that others do not suffer the same fate.

As a result of your slavery, you refuse to submit to such a state again, and you resist all attempts to seize you. You gain a +2 competence bonus to grapple checks.

Relevant Skills: Climb, Endurance, Jump

Exiled

You were exiled from your home planet and cannot return. This background differs from the disgraced background in that the event that led to your exile was not targeted at you individually. Perhaps a member of your family defied the regional governor and the entire clan was forced into space, or perhaps your homeworld was destroyed by an Imperial superweapon while you were offworld. The event set you adrift in the galaxy and left you disconnected from everything you once knew.

As a result of your journeys around the galaxy, you can plot a safe course for hyperspace travel in half the time it normally takes (you can plot a course in 30 seconds, or 5 rounds). Additionally, if you are trained in Knowledge (galactic lore), you gain the Skill Focus feat for that skill as a conditional bonus feat.

Relevant Skills: Gather Information, Knowledge (galactic lore), Survival

Imprisoned

You were wrongfully imprisoned and spent a great deal of time in an Imperial penitentiary or in the spice mines of Kessel. Perhaps you were framed by an Imperial bureaucrat, taking the fall for one of his crimes, or you were locked away so that an Imperial noble could seize your property, belongings, or spouse. The wrongful imprisonment eventually led to your career as an adventurer, but it also established your nemesis—the person who had you incarcerated.

As a result of your imprisonment, you start as a hero with a criminal history, but you also have a number of criminal contacts who can help you out. You can obtain black market goods in half the time it usually takes to obtain them (minimum 1 day). See page 119 of the Saga Edition core rulebook for information on obtaining restricted objects on the black market.

Relevant Skills: Acrobatics, Gather Information, Stealth

Marooned

You were abandoned in a remote locale and forced to fend for yourself with little hope of rescue or survival. Perhaps you were a TIE fighter pilot whose ship crashed on an uninhabited world, left to rot when your commanding officer refused to send a search-and-rescue team after you. Alternatively, you might have been the lone survivor of a pirate attack on an Outer Rim settlement that damaged your equipment and prevented you from summoning help. Whatever the event, it left you isolated for an extended time; after you escaped or were rescued, you resolved to make your mark on the galaxy.

As a result of having been marooned, you have learned to survive without the aid of civilization. You take no penalty to Treat Injury checks to heal yourself (or to Mechanics checks to repair damage to yourself, if you are a droid).

Relevant Skills: Ride, Survival, Swim

Orphaned

At some point in your life, you were orphaned. Perhaps when you were a child, your mother and father were slain by the Empire for their defiance, or maybe more recently, your family was killed in a starship accident that left you the only survivor. The event that made you an orphan can serve as a catalyst for your adventuring, or it might simply be one of the influences that guided you toward becoming a hero.

As a result of your life as an orphan, you know how to take care of yourself. When you spend a Force Point to add to a skill check in an untrained skill, add an extra 1d6 to the skill check.

Relevant Skills: Gather Information, Survival, Treat Injury

Scarred

You were physically scarred in some way, a visible reminder of a trauma that you experienced. Perhaps your face was disfigured when stormtroopers raided your home searching for contraband, or perhaps you lost an eye when your ship came under attack from pirates on the Outer Rim. The event that left you scarred might have been a traumatic event that pushed you into your adventuring career, or it could merely be a badge of pride—or shame—from your former life.

You have a visible scar in a prominent place on your body (such as your face, your neck, or your hand). When you make a Persuasion check to intimidate a creature, you always have favorable circumstances.

Relevant Skills: Deception, Persuasion, Treat Injury

Widowed

You lost a husband, a wife, or another close loved one. Though similar to the orphaned background, this background can represent not only the death of a loved one but also the mysterious disappearance of that person. Perhaps your husband was executed by the local Moff for his Rebel sympathies, or perhaps your daughter was kidnapped by one of the Emperor's Dark Jedi and spirited away, never to be seen again. The event robbed you of a single loved one and might open the possibility that you are still searching for that person during your adventures.

As a result of your loss, you have learned to search diligently, either for those responsible for the death of your loved one or for those who might know his or her current whereabouts. You can take 20 on Gather Information checks, but it takes 20 times as long as normal to gain the information.

Relevant Skills: Gather Information, Knowledge (galactic lore), Use Computer

Occupation

When you choose an occupation background, you select an element of your character's history that defines her skills and abilities. Most heroes in the Rebellion era had some kind of job or career before they joined the fight against the Empire.

When you select an occupation background, add one of the relevant skills listed at the end of that entry to your class skill list, regardless of your starting class. Your chosen skill represents something your character learned to do as a result of her occupation. Additionally, you gain a +2 competence bonus to untrained skill checks with the skills in your occupation's list of relevant skills.

Academic

You were once involved in an academic field, dedicating yourself to the pursuit of knowledge. You might have been a teacher or an instructor in a university on a Core World, or perhaps you were a researcher working to advance the galaxy's knowledge of a particular subject.

Relevant Skills: Knowledge (any one skill), Persuasion, Use Computer

Celebrity
You were a celebrity of some kind, and your name was known throughout several worlds or sectors, or possibly even the entire galaxy. Perhaps you were a holovid star whose work was broadcast across the HoloNet, or maybe you are the son or daughter of a wealthy noble family, constantly in the public eye.

Relevant Skills: Deception, Gather Information, Persuasion

Criminal
You come from a criminal background and spent your early years in and out of penitentiaries across the galaxy. Maybe you were a smuggler or a small-time con artist who defied the Empire's trade laws, or perhaps you were a thief who specialized in corporate espionage.

Relevant Skills: Deception, Gather Information, Stealth

Executive
You once had a position of influence and authority in a company or corporation. Perhaps you were a rising star at an organization in the Corporate Sector, or maybe you were an important engineer at Sienar Fleet Systems.

Relevant Skills: Initiative, Persuasion, Use Computer

Labor
You toiled for years doing manual work. Perhaps you were an assembly line worker in a droid factory, overseeing the automated manufacturing machines, or maybe you were a mechanic in an Imperial bureaucrat's vehicle pool.

Relevant Skills: Climb, Endurance, Jump

Law Enforcement
You used to work for a significant law enforcement agency and spent years apprehending criminals. Perhaps you were a member of CorSec and served as an investigator, or maybe you trained with the Sector Rangers.

Relevant Skills: Acrobatics, Gather Information, Knowledge (bureaucracy)

Medical
You come from a medical background amd have learned the art of repairing the bodies of the sick and wounded. Perhaps you were a doctor in a Core World medical facility, or you served as a medic on an emergency response team.

Relevant Skills: Knowledge (life sciences), Treat Injury, Use Computer

Military
You have experience in the military and spent time in the disciplined world of professional soldiers. Maybe you were a rank-and-file member of the Imperial Army, or you belonged to one of the many paramilitary or mercenary groups in the galaxy.

Relevant Skills: Endurance, Ride, Treat Injury

Pilot
You were a commercial or corporate pilot, using your skill at handling vehicles in the service of your employer. Perhaps you flew the personal shuttle of an important Imperial bureaucrat, or maybe you operated a cargo transport business that was bankrupted by pirate raids.

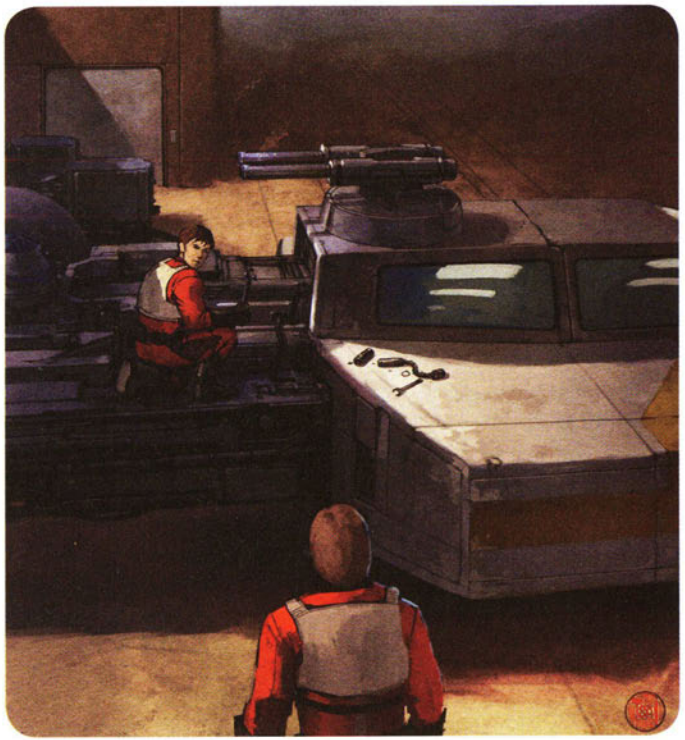
Relevant Skills: Knowledge (galactic lore), Mechanics, Use Computer

Politics
You come from a political background and have learned the art of diplomacy, negotiation, and maneuvering. Maybe you were a diplomat attached to the Imperial Senate or an aide to a Senator.

Relevant Skills: Deception, Gather Information, Persuasion

Technology
You have a strong background in technology; either you studied how to operate or repair it, or you researched new technological advancements. Perhaps you were a sensor operator aboard a planetary defense station, or maybe you were an antislicer systems expert for a large galactic corporation.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer



THE REBEL ALLIANCE ALWAYS NEEDS RECRUITS WITH TECHNICAL BACKGROUNDS TO KEEP EQUIPMENT IN WORKING ORDER.

Planet of Origin

Choosing a planet of origin as a background is different from choosing an event or an occupation. When you choose a planet of origin, you are declaring that your hero was raised on a world that is not typically considered to be the homeworld for his species. For example, he might be a Rodian raised on Tatooine, or a Bothan raised on Bespin. As a result, your hero is unlike other members of his or her species. You should develop a story to explain why your hero was raised on the chosen planet.

You cannot select the same planet of origin as the traditional homeworld of your species. Humans and other species that do not have a single homeworld can choose any planet described below.

When you select a planet of origin background, add two skills from the relevant skills listed at the end of that entry to your character's class skill list, regardless of starting class. These skills represents something your character learned on his or her planet of origin. Additionally, you add the bonus language given at the end of the background's description to your character's known languages.

Alderaan

You were raised on the idyllic Core World of Alderaan. Your people abandoned open warfare far in your past, and you grew up learning the values of peace, diplomacy, and freedom.

Relevant Skills: Knowledge (any one), Persuasion, Treat Injury
Bonus Language: High Galactic

Bakura

You come from the distant Outer Rim world of Bakura. Although your homeworld experienced Imperial rule, its distance from the center of galactic events sheltered you from the worst of the Empire's atrocities.

Relevant Skills: Mechanics, Treat Injury, Use Computer
Bonus Language: High Galactic

Bespin

You hail from the gas giant Bespin and were raised in the mining colony of Cloud City. You spent plenty of time in the casinos and hotels of the city and are familiar with the finest luxuries the Outer Rim has to offer.

Relevant Skills: Deception, Knowledge (bureaucracy), Persuasion
Bonus Language: Bocce

Bothawui

You were raised on the Bothan homeworld of Bothawui, the center of the galaxy's most devious political maneuvers. You spent your youth in the cut-throat world of Bothan society, learning that manipulation and deception are fine arts to be savored and mastered.

Relevant Skills: Deception, Gather Information, Persuasion
Bonus Language: Bothese

Cerea

Your home is the jungle world of Cerea. You were raised in a society where harmony exists between civilization and nature. You have learned to appreciate the natural world, and you leave few marks on the land you inhabit.

Relevant Skills: Acrobatics, Knowledge (life sciences), Survival
Bonus Language: Cerean

Corellia

You are from Corellia, long known as the home of proud, stubborn beings. You spent your formative years rubbing elbows with hard-working citizens, expert pilots, and master shipwrights who took risks that others would consider foolish.

Relevant Skills: Initiative, Knowkedge (technology), Mechanics
Bonus Language: Old Corellian

Coruscant

You come from the cosmopolitan planet of Coruscant, known during the Empire's rule as Imperial Center. You have long been at the center of galactic society and are well versed in the latest cultural trends of the Core Worlds.

Relevant Skills: Gather Information, Knowledge (bureaucracy), Knowledge (galactic lore)
Bonus Language: High Galactic

Dorin

You were raised on Dorin, a toxic world that is the home of the Kel Dor species. You have learned to live in a hostile environment, overcoming great adversity as a matter of course during your development.

Relevant Skills: Endurance, Survival, Treat Injury
Bonus Language: Kel Dor

Duro

You are a native of the great orbital city-ships of Duro, and you lived on those vessels for much or all of your young life. You studied under great Duros pilots and learned how to do incredible things with a starship.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer
Bonus Language: Durese

Creating New Planetary Backgrounds

This section presents a variety of worlds to choose from, covering nearly all the planets from the Saga Edition core rulebook and then some. However, some players or Gamemasters might want to create a planetary background for a world other than those given here. To do so, the Gamemaster should choose three skills that are relevant to the planet's history, culture, or reputation. In addition, if the planet is home to a native species, add the language of that species to the background as a bonus language. If the planet has no natives, the Gamemaster instead should choose a common trade language (such as Bocce or Sy Bisti) or High Galactic. The latter language is especially appropriate for Core Worlds and planets that pride themselves on their prestige.

Fondor

You come from Fondor, a world in the Tapani Sector. You grew up in a society that was deeply involved in Imperial politics, and you still take pride in your home planet's great shipbuilding traditions.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer
Bonus Language: Bocce

Gamorr

You hail from the Gamorrean homeworld of Gamorr, a forested planet ruled by warring tribes. You have learned to survive the constant violence and conflict and have become tougher as a result.

Relevant Skills: Climb, Endurance, Survival
Bonus Language: Gamorrean

Iridonia

You are from the harsh planet of Iridonia, the home of the Zabrak species. You have learned to live among vicious natural hazards, and so surviving on a world with an unforgiving climate is second nature to you.

Relevant Skills: Acrobatics, Endurance, Survival
Bonus Language: Zabrak

Ithor

You were raised in one of the floating cities of Ithor, the verdant home of the Ithorian species. You learned an appreciation for all things natural, and you know that nature can be manipulated to serve civilization's needs without devastating the wild.

Relevant Skills: Knowledge (life sciences), Persuasion, Treat Injury
Bonus Language: Ithorese

Kashyyyk

You come from the treetop cities high above the jungle world of Kashyyyk, home of the Wookiee species. Since you were raised among Wookiees, you are aggressive and not easily intimidated.

Relevant Skills: Climb, Persuasion, Survival
Bonus Language: Shyriiwook (understand only)

Mon Calamari

You hail from the aquatic planet of Mon Calamari, home to both the Quarren and the Mon Calamari species. You learned how to survive on the watery world and studied under great Mon Calamari shipwrights or Quarren traders.

Relevant Skills: Mechanics, Persuasion, Swim
Bonus Language: Mon Calamarian or Quarrenese (player's choice)

Naboo

You come from the beautiful world of Naboo, the home planet of Emperor Palpatine. You have learned the value of peace, but you also know the importance of vigilance and occasional defiance. You would go to great lengths to protect your beloved homeworld.

Relevant Skills: Ride, Persuasion, Swim
Bonus Language: Gunganese

Nar Shaddaa

You were raised on the grimy ecumenopolis known as Nar Shaddaa, the Smuggler's Moon. Your upbringing in the Vertical City taught you the harsh realities of life on the fringe, and you have become devious and tough enough to survive in any den of thieves.

Relevant Skills: Deception, Gather Information, Stealth
Bonus Language: Huttese

Rodia

You are from the humid rainforest world of Rodia, the home planet of the Rodian species. You learned the art of the hunt from Rodians who shared the world with you; as a result, you developed keen senses and hunting instincts.

Relevant Skills: Climb, Stealth, Survival
Bonus Language: Rodese

Ryloth

You come from the dangerous world of Ryloth, home of the Twi'lek species. The planet is divided in half, with a blasted hot day side and a frozen night side, and you lived in the twilight region between those extremes. You learned to fend for yourself in the perilous Twi'lek society, and you might identify with one of the planet's tribes.

Relevant Skills: Deception, Persuasion, Survival
Bonus Language: Ryl

Socorro
You grew up on the volcanic desert planet of Socorro, a distant world on the Outer Rim teeming with criminal activity. You learned hard lessons from the smugglers, pirates, and other spacers who passed through, gaining skills that allow you to follow in their footsteps.

Relevant Skills: Deception, Stealth, Survival
Bonus Language: Socorran

Sullust
You hail from Sullust, a volcanic world that is the home of the Sullustan species. You spent your formative years in the underground cities inhabited by the natives, and you might have worked for the SoroSuub corporation.

Relevant Skills: Climb, Mechanics, Survival
Bonus Language: Sullustese

Taris
You come from Taris, the home of the swoop bike, a once-beautiful planet that is now only a shadow of its former greatness. As a youth, you lived among the tall towers of the city-planet, listening to stories of your world's past as a prominent center of galactic importance.

Relevant Skills: Deception, Mechanics, Stealth
Bonus Language: Sy Bisti

New Languages
This section introduces three new languages: Old Corellian, Socorran, and Sy Bysti. Old Corellian is the original language spoken by the people of Corellia before that world joined the Republic and adopted Basic as the standard language. Though few actually speak Old Corellian these days, the language is far from dead, and many Corellians still pepper their speech with Old Corellian phrases.

Socorran is the language spoken by the natives of the volcanic desert world of Socorro. Like Old Corellian, Socorran has largely been supplanted by Basic, but many pirates, smugglers, and other criminals use it as a "secret" language known only to those who have spent time on the seedy world.

Sy Bysti is a trade language spoken on the Outer Rim and also in parts of the Unknown Regions. Though the language is not as widespread as Bocce, many inhabitants of worlds on the edge of the Unknown Regions and Wild Space use Sy Bysti as a common language between species that have not learned Basic.

Tatooine
You were raised on the harsh desert planet of Tatooine. You have always believed that if there is a bright center of the universe, then Tatooine is the planet farthest from it. Though you learned to eke out an existence on the dry world, you saw enough traders and spacers to dream of the wider galaxy.

Relevant Skills: Endurance, Ride, Survival
Bonus Language: Jawa Trade Language

Trandosha
You grew up on the dangerous world of Trandosha, the home of the Trandoshan species. You learned to live among the violent and aggressive natives, and you were tough enough and strong enough not only to survive but also to prosper.

Relevant Skills: Endurance, Persuasion, Survival
Bonus Language: Dosh

Jedi
The Dark Times, the years between the establishment of the Empire and the founding of the Rebellion, was truly the lowest point in the history of the Jedi. During that period, the Jedi were all but exterminated; only a handful survived. By the time Luke Skywalker receives his training from Yoda, the Jedi Master's claim that Luke is the last of the Jedi is largely correct. Very few Jedi exist during the Rebellion era, since most were hunted down and destroyed by Darth Vader and the Emperor's other minions. As such, playing a classically trained Jedi in the Rebellion era likely requires Gamemaster permission.

However, players can consider alternatives to a traditional Jedi character. Although the Empire wiped out the Jedi Order, for at least some time, many survivors of Order 66 continue to train Padawans (as Shaak Ti does with Maris Brood). Most of these apprentices, along with their Masters, are tracked down and killed by the Empire. But in some cases, the barely trained Padawans manage to escape the Empire's notice when their Masters are slain, leaving them alive but with only rudimentary knowledge of the Force. Your character might be one such student who, after years of letting that basic training lapse, has decided to explore the Force on his own, effectively becoming a self-taught Jedi. Alternatively, perhaps your character is the offspring of a Jedi who married after the fall of the Jedi Order. That parent died (or went missing) when you were still a child, and you discover your Jedi heritage only after going through some of your parent's personal belongings.

As another option, you can play a Dark Jedi who has turned away from the Empire. Typically, when Jedi fall to the dark side, the Emperor gives them a place in the Inquisitorius. Many former Jedi, such as Antinnis Tremayne and Adalric Brandl, were recruited into that organization. Perhaps your character is a young member of COMPNOR's SAGroup (a youth organization dedicated to preserving the Emperor's New Order) who is singled out for Inquisitor

training after displaying strength in the Force. However, after exposure to the teachings of the dark side, your character fled and went into hiding rather than become an Inquisitor.

Regardless of the form, Jedi characters in the Rebellion era can play to the strengths and tone of the time period. When crafting your hero's history, keep in mind the following facts:

The Jedi have been nearly wiped out. You would not have receive Jedi training from a fully trained Knight or Master, and most likely you have had no formal training in the traditional ways of the Jedi.

Knowledge of the Jedi and the Force has been declared illegal, and most sources of such information have been erased. If you learn about the Jedi and the Force, your knowledge should come from a secret or hidden source.

For the most part, you should be in the dark about the ways of the Jedi. With no teacher and no reliable source of information, the state of the Jedi before the end of the Clone Wars remains a mystery. One of your primary motivations might be to discover the history of the Jedi and learn how to continue your training.

Sample Jedi Concepts: The abandoned student, the failed Jedi (see the sidebar), the child of a Jedi, the former Inquisitor's apprentice.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Consular talent tree can choose from these talents as well.

Guiding Strikes: When you deal damage to a target by making a lightsaber attack on your turn, you can use a swift action before the end of your turn to activate this talent. If you do so, allies adjacent to the target at the time you made the attack gain a +2 circumstance bonus to melee attack rolls against that target until the start of your next turn.

Recall: Whenever you spend a Force Point to return a Force power to your suite, you regain two Force powers instead of one.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Close Maneuvering: Once per turn, you can use a swift action to designate a target. Until the start of your next turn, your movement does not provoke attacks of opportunity from that target, provided that you end your movement adjacent to that target.

Immovable: You can activate this talent as a swift action. Until the start of your next turn, anyone attempting to move you involuntarily (such as with a bantha rush or the *move object* Force power) takes a –5 penalty to attack rolls or skill checks made to use the effect that would move you. An enemy can only take the penalty from this talent once per attempt, regardless of how many targets have used this talent.

The Failed Jedi

One of the oldest and most popular archetypes for Jedi heroes in the Rebellion era is that of the failed Jedi. The concept is simple: You were a student of the Force who studied under a Master at the Jedi Temple, but you never completed your training, washing out and abandoning the Order. Many years later, by the time the Empire rose to power, you had been forgotten and subsequently escaped the notice of Vader and the Inquisitors. When the campaign starts, you remember only distant glimmers of that past, though you might still possess some rudimentary skill with the Force.

The failed Jedi archetype offers a perfect chance for interesting roleplaying. You might strive toward redemption, but you also face great temptation. As you grow in power and knowledge, you will begin to feel the pull of the dark side. After all, you have already failed once to become a Jedi by traditional means; what if you must turn to the dark side to succeed? Still, if you reach the end of the path and become a Jedi Knight—or perhaps even a Jedi Master—you will have redeemed your previous failure and turned your wasted life around.

When you create a failed Jedi character, consider advancing your hero in age. With your Gamemaster's permission, start your hero at middle age or even old age to represent that your failure as a Jedi student took place long ago. In addition, consider starting at 1st level in a class other than Jedi, to represent the direction your life took since you abandoned your dreams. However, you should take Force Sensitivity as one of the feats gained at character creation, to represent your basic ability to reach out to the Force.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Gradual Resistance: If you take damage from the use of a Force power, until the end of the encounter you gain a +2 Force bonus to all defenses against that Force power.

Reap Retribution: If you take damage from the use of a Force power, until the end of the encounter you deal an extra 2 points of damage against the creature that used the Force power against you.

New Lightsaber Combat Talent

The following new talent belongs to the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Lightsaber Combat talent tree can choose this talent as well.

Precise Redirect: Whenever you successfully redirect a blaster bolt and hit your target, the redirected attack deals +1 die of damage.

Prerequisite: Redirect Shot.

NOBLE

In the Rebellion era, nobles face great temptation to join the New Order and follow the edicts of the Emperor. Doing so can be a fast track to wealth and power, especially for Human nobles. Prominent and privileged noble youths are expected to enroll in the New Order's programs and be groomed for future leadership under the guidance of the Empire. From a young age, many nobles are indoctrinated with prejudice and elitism, and when they eventually assume the reins of galactic control, they further enforce the Empire's will on those under their command. By claiming the minds of the galaxy's future leaders, the Empire ensures the perpetual reinforcement of its principles.



WINTER, A HUMAN NOBLE

However, not all nobles are molded so easily into greedy Imperial bureaucrats. Across the galaxy, as the Rebel Alliance grows in strength and influence, more nobles begin to funnel credits and support to the Rebels—often in secret, but in some cases overtly. Idealistic nobles no longer feel the need to blindly follow the Empire's doctrine. Your hero might be one such idealistic noble, a person who has rejected the dogma of the Empire and chosen to lead her people to freedom.

Nobles who rebel against the Empire make great sacrifices. They often have more wealth and possessions to lose than do other beings, and they might be stripped of properties, titles, riches, and belongings as punishment for defying the Empire. Publicly disgraced in front of the ordinary citizens of the galaxy, these nobles also become pariahs among their peers—for other nobles, associating with such an outcast is political suicide. As a result, nobles who denounce the Empire find themselves exiled from all they knew, unable to rely on any of their former resources.

Sample Noble Concepts: Disgraced noble, Rebel officer, spy for the Imperial Senate, ex-Imperial Intelligence agent.

GAMBLING LEADER TALENT TREE

You aren't afraid to take chances when leading your allies, and you risk defeat in exchange for a shot at even the most unlikely victories. You put yourself on the front lines to encourage your allies to overcome long odds.

Assault Gambit: Once per turn, as a standard action, you can designate one ally and one enemy that have line of effect to each other. The ally and the enemy make opposed Initiative checks, and the winner can make a single immediate melee or ranged attack against the loser. No character can benefit from this talent more than once per round.

Direct Fire: Once per turn, as a swift action, you can designate one ally and one target that does not have cover from you. Until the start of your next turn, the ally you designate ignores that target's cover bonuses to Reflex Defense.

Prerequisite: Assault Gambit.

Face the Foe: If you do not have cover from a target, you gain a +1 morale bonus to attack rolls against that target.

Lead From the Front: If you do not have cover from a target that you damage with a ranged attack, all your allies gain a +2 morale bonus to attack rolls against that target and a +5 circumstance bonus to opposed Initiative checks against that target until the start of your next turn.

Prerequisite: Face the Foe.

Luck Favors the Bold: If at least one enemy in your line of sight is aware of you and you do not have cover against that enemy, at the start of your turn if you are conscious you gain a number of bonus hit points equal to 5 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Prerequisite: Face the Foe.

New Leadership Talent

The following new talent belongs to the Leadership talent tree (see page 44 of the Saga Edition core rulebook), which is available to members of the noble class. Any character who normally can choose talents from the Leadership talent tree can choose this talent as well.

Unwavering Ally: Once per turn, as a swift action, you can designate one ally within your line of sight who can hear and understand you. Until the start of your next turn, that ally becomes immune to all effects that render the ally flat-footed or that deny the ally a Dexterity bonus to his or her Reflex Defense.

SCOUNDREL

Despite the Empire's draconian policies and increased military might, it does little to stop ordinary crime. The streets of the Core Worlds might be safe for a traveler alone at night, but many parts of the galaxy remain as rough and dangerous as ever. There might be stormtroopers on Tatooine, but there are not enough of them to discourage bounty hunters, smugglers, and other criminals from spending time in Mos Eisley's cantinas. Many scoundrels view the agents of the Empire as no more than the latest batch of government-sponsored bullies that have existed throughout galactic history. Under the Empire, scoundrels are just as likely as ever to flout the authorities, and not even the Imperial military can stop them from doing so.

Moreover, crime lords and other scoundrels have adapted to the New Order by preying on the greed and corruption of Imperial bureaucrats. A few bribes in the right hands can make a functionary overlook a violation of the Empire's policies, at least for a short while. The Empire metes out harsher punishments for such crimes than the Old Republic did, but many scoundrels think the risk is low enough to justify taking it. In truth, the galaxy has room for both the Empire and those on the fringes of society. Even Darth Vader recognizes this fact—he hires bounty hunters to hunt down the *Millennium Falcon* and barters with Lando Calrissian on the terms of the betrayal of Han Solo. For a scoundrel, the Empire is just another group of bureaucrats to be manipulated.

Not all scoundrels go along with the New Order, of course. Despite their ability to keep making a living, many scoundrels decide that no reward is worth suffering under the heel of the Emperor. Han Solo is the most famous example of a scoundrel who turns to the Rebellion, but he is far from the only one. Many smugglers, bounty hunters, and other criminals join the Rebel cause because, although the Empire is susceptible to greed just like any other government, those on the fringe never have true freedom. With the threat of stormtroopers kicking down the door or TIE fighters shooting down tramp freighters, your scoundrel hero might decide to resist the oppression of the Empire.

Sample Scoundrel Concepts: Rebel transport pilot, Rebel arms specialist, contraband smuggler, Rebel privateer.

NERA DANTELS, HUMAN SCOUNDREL



RECKLESSNESS TALENT TREE

You take risks that put you and your allies in danger but that always seem to pay off. Others call you reckless, but you know that great rewards come only from taking chances, even if they could be deadly.

Find Openings: Whenever you are missed by an attack, you gain a +2 morale bonus to your next attack roll before the end of your next turn.

Hit the Deck: Whenever you make an area attack, each ally in the area takes no damage if your attack roll fails to overcome his or her Reflex Defense, and takes half damage if the attack hits.

Lure Closer: Once per turn, as a move action, you can make a Deception check against the Will Defense of one enemy within 12 squares and within your line of sight. If your check result equals or exceeds the target's Will Defense, the target must move a number of squares equal to half its speed, and each square of movement must bring the target closer to you (though the target does avoid hazards and obstacles). If the target cannot avoid a hazard (such as a pit), it stops moving in the nearest safe square. This movement is considered involuntary and does not provoke attacks of opportunity. This is a mind-affecting effect.

Prerequisite: Trick Step.

Risk for Reward: Once per turn, when an enemy damages you with an attack of opportunity, you can make a single melee or ranged attack against a target in range as a reaction.

Prerequisite: Find Openings.

Trick Step: As a swift action, make an Initiative check, opposed by the Initiative check of an enemy within your line of sight. If your check result equals or exceeds the target's check, the target is considered flat-footed against the next attack you make before the end of your turn. If the target's check result is higher, you are considered flat-footed against the next attack made by the target before the start of your next turn.

Scout

During the reign of the Empire, many scouts find their traditional occupation brought under Imperial domain. Since the Empire controls nearly every aspect of space exploration through its Imperial Survey Corps, scouts who once worked independently find themselves under intense scrutiny or out of a job entirely. On worlds where scouts once were the masters of the environment, Imperial scout troopers have taken over their livelihoods. Many scouts turn to private service and work for hire, but some Human scouts—especially those of particular skill and renown—instead are recruited into the Imperial Survey Corps. The Corps not only pioneers new hyperspace routes, but it also studies and catalogs the worlds of the galaxy for the Empire's records. Given the large amount of materiel and personnel that the Empire must move around the galaxy on a regular basis, dedicated Survey Corps scouts make sure that everything reaches its destination safely.

Although the Imperial Survey Corps handles most of the galactic government's need for scouts, the rest of the galaxy, including the Rebel Alliance, finds a new need for them. With the Empire in control of the space lanes and planets, scouts are called upon to pioneer new hyperspace routes that are outside the known paths between worlds. When a scout discovers such a path, the Alliance pays handsomely to obtain the information—and to ensure that the scout does not share the discovery with the Empire. The Rebel Alliance then uses the new secret route to bypass Imperial blockades and make quick escapes from ambushes.

Meanwhile, the Rebels hire other scouts to find suitable locations for their hidden bases. When the Alliance wants to set up a base on a particular world, it recruits scouts from the local populace, since most scouts are intimately familiar with their home planets. Other scouts ply the space lanes, looking for uncharted or unexplored worlds where the Alliance can hide safely. Even after a base has been established, scouts remain valuable because many bases are on worlds with harsh environments. Having a trained scout handy can reduce the number of injuries and fatalities suffered by Rebels in their new bases.

Sample Scout Concepts: Imperial Survey Corps worker, Rebel pathfinder, planetary field guide, hyperspace pioneer.

Unpredictable Talent Tree

You make it difficult for enemies to harm you because you're never in the place where they expect you to be. When they do manage to hurt you, you make them pay for it with sudden retribution attacks.

Aggressive Surge: Once per encounter when you catch a second wind, you can make a charge attack as a free action, provided that you can make a charge attack against a legal target at the time you catch a second wind.

Blast Back: Once per round when you are damaged by an enemy's area attack, as a reaction you can make an immediate melee or ranged attack against the source of the area attack, provided that you have line of sight to the attacker and the target is within your melee or ranged reach.



Deena Shan, Human scout

Fade Away: Once per turn when you are damaged by an enemy's attack, as a reaction you can move up to half your speed. This movement does not provoke attacks of opportunity.

Second Strike: Once per encounter when you miss a target with a single melee or ranged attack, as a free action you can move up to half your speed and make a second attack of the same type against a different target. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Blast Back.

Swerve: Once per encounter when an enemy makes an attack of opportunity against you, as a reaction you can automatically negate the attack and immediately move up to half your speed. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Fade Away.

Soldier

During the Rebellion era, official military service for soldiers often means Imperial service. Since most planetary defense forces have been engulfed by the Imperial military, there are few independent outfits for soldiers to join. Although the Rebel Alliance makes extensive use of soldiers, the vast majority of soldiers in professional service were trained at Imperial institutions such as the Academy of Carida and now serve the Empire. In fact, the Empire employs such a wide variety of military forces that it's common to encounter soldiers who are not stormtroopers.

Given that most soldiers begin their careers in the Imperial military, it should come as no surprise that a large number of Rebel soldiers are defectors from the Empire. During the Rebellion era, defection is one of the greatest threats to the Imperial military. Not only does the Empire lose soldiers who cost time and credits to train, but many defectors also take valuable secrets and materials over to the Rebellion. Furthermore, when officers defect, they go on to train Alliance personnel just as they trained Imperial personnel. For example, Crix Madine, founder of the Imperial Storm Commandos, defected to the Rebellion and became a pivotal figure in the development of the Alliance's SpecForce program.

Trained soldiers are incredibly valuable to the Rebellion, and the Alliance goes to great lengths to recruit and keep them. Because many Rebels are ordinary citizens, they need training from experienced soldiers, which increases the combat effectiveness of individual cells.

New Language: Military Sign

Though not a language in the traditional sense, many military and paramilitary units use hand signals to communicate silently with one another. Favored by Alliance SpecForce, military sign allows beings who understand the signals to communicate with each other in basic terms. You can take military sign as a language just like any other language, although to use it, you must have line of sight to the person or people you are attempting to communicate with. Military sign makes no noise, but it can express only simple concepts. Examples include: halt, attention, danger, surround the target, move to a certain location, proceed with caution, trap ahead, ambush ahead, sensors ahead, bypass the hazard ahead, and execute orders.

Janek "Tank" Sunber, Human soldier



Your soldier hero might have been a member of the Imperial Army or Imperial Navy who defected to the Rebel Alliance. Alternatively, in some campaigns, you might begin as a loyal member of the Empire and over time come to realize that you are fighting on the wrong side of the war. As a soldier, your services are highly valued by the Rebel Alliance, and even if you try to remain neutral during the Galactic Civil War, you might find yourself approached by the Rebellion whether you express Rebel sympathies or not.

Sample Soldier Concepts: Alliance SpecForce member, Rebel starfighter pilot, pathfinder, Imperial Army squad leader, TIE fighter pilot.

AMBUSHER TALENT TREE

You specialize in springing ambushes on your enemies.

Ambush Specialist: If you are not surprised on the first round of combat in an encounter, you can treat the first round of combat as if it were the surprise round for the purposes of talents and feats that trigger only during the surprise round.

Additionally, during the surprise round as a free action you can designate that target as your prime target. You gain a +2 morale bonus to attack rolls against your prime target until the end of the encounter.

Destructive Ambusher: After you designate a prime target, you deal +1 die of damage on attacks against the prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep It Going: If you reduce your prime target to 0 hit points, as a free action you can designate another target within your line of sight as your new prime target. This new target remains your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep Them Reeling: Once per turn as a swift action, you can make an Initiative check, opposed by the Initiative check of your prime target. If your check result equals or exceeds your prime target's check result, your target is flat-footed against all attacks you make before the end of your turn.

Prerequisite: Ambush Specialist.

Perceptive Ambusher: You gain a +5 circumstance bonus to Perception checks against your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Spring the Trap: If you and all your allies roll higher Initiative checks to start combat than do all your opponents, you automatically gain a surprise round, even if the opponents are aware of you when combat begins.

Skills

Below is a new use for a skill described in the Saga Edition core rulebook. This additional application of the skill can be used in any era.

Mechanics

The Mechanics skill, described on page 68 of the Saga Edition core rulebook, allows a character to repair and modify machines, vehicles, and other devices.

Environmental Adaptation (requires tool kit): Many vehicles and objects do not work well in extremely harsh environments. The intense cold of Hoth or the severe heat of the day side of Ryloth can cause vehicles and objects to function poorly or not at all. You can spend 10 minutes adapting one object (or one hour adapting one vehicle) to the extreme environmental hazards, after which time you make a Mechanics check. If your Mechanics check result exceeds the vehicle or object's current Fortitude Defense, you can use the result of your Mechanics check in place of the vehicle or object's Fortitude Defense when it is attacked by extreme temperatures or atmospheric hazards. However, when you do so, you effectively adapt the vehicle or object's defenses for that particular environment. If you use that vehicle or object on another planet that has a different environment, you must repeat this process for the new conditions.

You can take 20 on this check, but the adaptation takes 20 times as long.

Extreme Temperatures

The rules on page 254 of the Saga Edition core rulebook cover the effects of extreme heat or cold on characters, creatures, and droids. Extreme heat or cold that would be sufficient to harm or kill a creature or droid might not affect vehicles and other machines, since most are designed to function under extreme conditions. However, in some situations, the weather on a planet might be so severe that it interferes with vehicle or object systems. In these cases, Gamemasters can use the following hazard to represent the effects of extreme temperatures on vehicles. This hazard should not be applied to creatures or droids, which are covered by the hazard in the Saga Edition core rulebook.

Extreme Heat or Cold (CL 4): Each minute a vehicle operates in extreme heat or cold, make an attack roll (1d20+10) against the vehicle's Fortitude Defense. If the attack succeeds, the vehicle moves –1 persistent step on the condition track. This persistent condition can be removed only if the vehicle receives repairs.

Feats

Feats provide game mechanics for core character concepts. They allow characters of any class to access significant special abilities as long as they meet certain prerequisites. This section provides new feats common to the Rebellion era, as well as a new subcategory of feats called species feats.

Assured Attack

You have become so practiced with your attacks that you almost always deal significant damage.

Benefit: Whenever you deal damage to a target with an attack and you roll multiple damage dice, you can reroll the lowest damage die but must keep its second result, even if it is worse.

Deft Charge

When you charge, it is merely part of a larger attack pattern that you continue to execute.

Benefit: After you charge, you can take swift actions, reactions, and free actions before your turn ends.

Normal: Without this feat, charging ends your turn immediately after the attack is resolved.

Table 1-1: Feats

Feat	Prerequisites	Benefit
Assured Attack	–	Reroll the lowest damage die when making a successful attack.
Deft Charge	–	Take swift actions, reactions, and free actions after you charge before your turn ends.
Fast Surge	–	Catch a second wind as a free action on your turn.
Imperial Military Training	–	Negate one mind-affecting effect per encounter.
Moving Target	Dodge	Gain a bonus to Reflex Defense when you remain mobile.
Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.
Rapid Reaction	–	React twice to the same trigger once per encounter.
Rebel Military Training	Running Attack	Gain a dodge bonus to Reflex Defense when using Running Attack.
Recovering Surge	–	Move up the condition track when you catch a second wind.
Unstoppable Combatant	Extra Second Wind	Catch more than one second wind in an encounter.
Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.
Vitality Surge	Extra Second Wind	Catch a second wind even when not at or below half hit points.

Fast Surge
You can return to the fight in the blink of an eye, giving your enemies no time to find an opening.

Benefit: On your turn, you can catch a second wind as a free action instead of as a swift action.

Imperial Military Training
You have been instilled with the sense of discipline and loyalty demanded by the Empire.

Benefit: Once per encounter, as a free action on your turn, you can negate any one mind-affecting effect targeting or currently affecting you.

Second Wind Feats
Many of the feats in this section interact with the second wind mechanic, and for good reason. In a Rebellion era campaign, it is significantly less likely that the heroes' party includes a Jedi who has the *vital transfer* Force power. As a result, second winds are one of the few sources of healing available to heroes while they are engaged in a combat encounter. The new feats in this section are designed to enhance parties that do not have access to the *vital transfer* power, compensating for the lack of combat healing by increasing the effectiveness of the second wind mechanic.

Moving Target
You know how to stay mobile, making it harder for your enemies to hit you with their attacks.

Prerequisite: Dodge.

Benefit: If you end your turn at least 3 squares away from where you started, you gain a +1 dodge bonus to your Reflex Defense until the start of your next turn.

Prime Shot
You know how to handle an enemy when none of your allies is closer.

Prerequisite: Point Blank Shot.

Benefit: If none of your allies is closer to your target than you are when you make a ranged attack, you gain a +1 circumstance bonus to the attack roll. Your target must be at short range or closer to gain this bonus.

Rapid Reaction
Your lightning reflexes allow you to complete complex actions in response to the actions of others.

Benefit: Once per encounter, you can use two different reactions in response to the same trigger. For example, if you use the Deflect talent and fail to negate the attack, you can also use *negate energy* as a response to the same attack.

Normal: Without this feat, you can use only one reaction in response to a particular trigger.

A member of Renegade Squad prepares to steal an experimental TIE Fighter.



Rebel Military Training

You are well versed in the hit-and-run tactics used by the Rebellion and know how to use your mobility to avoid retribution.

Prerequisite: Running Attack.

Benefit: Whenever you use the Running Attack feat to move both before and after making an attack, you gain a +2 dodge bonus to your Reflex Defense until the start of your next turn.

Recovering Surge

When you get back into the fight, you do not let your wounds hamper you.

Benefit: When you catch a second wind, you move +1 step on the condition track.

Unstoppable Combatant

You can keep coming back for more punishment, no matter what your enemies throw at you.

Prerequisite: Extra Second Wind.

Benefit: You can catch more than one second wind per encounter.

Normal: Even if you can catch multiple second winds per day, without this feat you are limited to one second wind per encounter.

Vehicular Surge

You can coax more out of vehicles than other pilots can, staying in the fight when others might be destroyed.

Prerequisite: Trained in the Pilot skill.

Benefit: If the vehicle you pilot is Colossal or smaller and is reduced to fewer than one-half its maximum hit points, once per day as a swift action your vehicle gains a number of bonus hit points equal to one-quarter its maximum hit point total. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Vitality Surge

You can keep yourself in top fighting form at any point in the fight.

Prerequisite: Extra Second Wind.

Benefit: You can catch a second wind even if you are not at or below half your maximum hit points.

Normal: Without this feat, you can catch a second wind only if you are at or below half your maximum hit points.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by certain classes. Each class can add the following feats to its relevant bonus feats list.

CLASS	BONUS FEATS
Jedi	Assured Attack, Deft Charge, Fast Surge, Moving Target, Rapid Reaction, Recovering Surge
Noble	Fast Surge, Rapid Reaction, Recovering Surge
Scoundrel	Fast Surge, Moving Target, Prime Shot, Rapid Reaction, Recovering Surge, Vehicular Surge
Scout	Deft Charge, Fast Surge, Moving Target, Prime Shot, Rapid Reaction, Rebel Military Training, Recovering Surge, Vehicular Surge
Soldier	Assured Attack, Deft Charge, Fast Surge, Imperial Military Training, Prime Shot, Rapid Reaction, Rebel Military Training, Recovering Surge, Vehicular Surge

Species Feats

The species described in the Saga Edition core rulebook represent many of the most common (and popular) species in the galaxy during the Rebellion era. To emphasize the iconic nature of these species, this section introduces new feats, called species feats, to the game. In essence, a species feat rewards you for choosing an iconic species by enhancing something that your species already does well. This section provides three species feats for each species except Humans. You can take any or all of these feats for your character. No species feats are considered bonus feats for any class.

Ample Foraging

You always seem to find the best food and shelter for yourself and your allies, increasing your ability to resist the hazards of nature.

Prerequisite: Ewok species.

Benefit: Whenever you make a Survival check for the Basic Survival application of the skill, each creature that consumes the food you find gains a +2 morale bonus to his or her Fortitude Defense until the start of the next day.

Binary Mind

The dual nature of your mind makes it difficult for others to influence you.

Prerequisite: Cerean species.

Benefit: Whenever an enemy tries to use a mind-affecting effect against you, the enemy must roll twice and keep the lower result.

Bothan Will

You epitomize the legendary willpower and resolve of the Bothan people.

Prerequisite: Bothan species.

Benefit: Whenever an attack or skill check targets your Will Defense and fails to equal or exceed it, you gain a +2 circumstance bonus to your Will Defense until the start of your next turn.

Bowcaster Marksman

You are an excellent shot with the bowcaster, and even your most difficult shots are solid hits.

Prerequisite: Wookiee species.

Benefit: Whenever you spend a Force Point to add to an attack with a bowcaster, if you hit the target, you gain a competence bonus to your damage roll equal to the amount added to the attack.

Clawed Subspecies

You come from a Quarren subspecies that has sharp claws at the tips of its fingers.

Prerequisite: Quarren species.

Benefit: You have natural weapons in the form of claws. When you make an unarmed attack, you can use your claws, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. You are always considered armed with your natural weapons.

Confident Success

You have confidence in your ability to learn information that others consider secret, and in doing so, you boost your confidence in other areas.

Prerequisite: Bothan species.

Benefit: Whenever you successfully use the Learn Secret Information application of the Gather Information skill, you gain 1 Force Point. You cannot gain more than 3 Force Points each level, and you cannot have more Force Points than you gained when you reached your current level.

Darkness Dweller

You have lived underground for so long that you can spot sneaky enemies easily and make it hard for them to slip past your allies.

Prerequisite: Sullustan species.

Benefit: Any enemy that makes a Stealth check within 10 squares of you takes a –2 penalty to the check. This penalty does not stack with the same penalty imposed by other characters with this feat.

Deep Sight

You have spent so much time in the deepest parts of the oceans of your home planet that you can see even in total darkness.

Prerequisite: Quarren species.

Benefit: You gain darkvision, ignoring concealment (including total concealment) from darkness. You cannot perceive colors in total darkness.

Devastating Bellow

Your bellow produces greater sonic energy than do the bellows of other members of your species.

Prerequisite: Ithorian species.

Benefit: Your bellow attack deals 4d6 points of damage on a hit and half damage on a miss.

Normal: Without this feat, your bellow attack deals 3d6 points of damage on a hit.

Disarming Charm

Like many among your species, you know how to blend in with galactic society, using your natural gregarious disposition to keep others off guard.

Prerequisite: Sullustan species.

Benefit: Whenever you successfully use the Change Attitude application of the Persuasion skill to change a target's attitude, you gain a +2 circumstance bonus to all Deception or Persuasion checks against that target for the next 24 hours.

Table 1-2: Species Feats

Feat	Prerequisites	Benefit
Bothan Will	Bothan	Gain a bonus to Will Defense when an enemy fails to overcome your iron will.
Confident Success	Bothan	Gain a Force Point when you successfully learn secret information.
Lasting Influence	Bothan	After a successful Persuasion check, gain a bonus to future Persuasion checks.
Binary Mind	Cerean	Enemies must roll twice, keeping the lower result, on mind-affecting effects.
Mind of Reason	Cerean	Use Wisdom instead of Intelligence for Intelligence-based skill checks.
Perfect Intuition	Cerean	Reroll Initiative checks, always keeping the better result.
Flawless Pilot	Duros	Reroll Pilot checks, always keeping the better result.
Spacer's Surge	Duros	Gain a temporary Force Point when you roll a natural 20 on a Pilot check.
Veteran Spacer	Duros	Gain a bonus to Use Computer checks made to astrogate.
Ample Foraging	Ewok	Grant a bonus to allies' Fortitude Defenses by foraging.
Forest Stalker	Ewok	Reroll Stealth checks, always keeping the better result.
Keen Scent	Ewok	Increase the range of your Scent ability to 20 squares.
Increased Resistance	Gamorrean	Gain a bonus to Fortitude Defense when an enemy fails to affect you.
Primitive Warrior	Gamorrean	Deal +1 die of damage with simple melee weapons.
Quick Comeback	Gamorrean	Recover quickly after being moved down the condition track by damage.
Gungan Weapon Master	Gungan	Increase the die type when adding to attacks with an atlatl or cesta.
Perfect Swimmer	Gungan	Reroll Swim checks, always keeping the better result.
Warrior Heritage	Gungan	Gain a bonus to Will Defense when using an atlatl or a cesta.
Devastating Bellow	Ithorian	Deal more damage with your bellow attacks.
Nature Specialist	Ithorian	Increase the die type when adding to a Knowledge (life sciences) check.
Strong Bellow	Ithorian	Use your Bellow ability without moving down the condition track.
Justice Seeker	Kel Dor	Gain a bonus to damage rolls against those who harm your allies.
Read the Winds	Kel Dor	Detect hidden enemies within 10 squares of you.
Scion of Dorin	Kel Dor	Gain a bonus to Fortitude Defense against atmospheric hazards.
Fast Swimmer	Mon Calamari	Gain a bonus to your swim speed.
Mon Calamari Shipwright	Mon Calamari	Reroute power more quickly and without the risk of failure.
Sharp Senses	Mon Calamari	Increase the die type when adding to a Perception check.
Clawed Subspecies	Quarren	Deal damage with sharp claws on unarmed attacks.
Deep Sight	Quarren	Gain darkvision and ignore concealment from darkness.
Shrewd Bargainer	Quarren	Suppress opponents' insight and morale bonuses to Will Defense.
Fringe Benefits	Rodian	Reduce the cost multiplier of goods bought on the black market.
Hunter's Instincts	Rodian	Reroll Perception checks, always keeping the better result.
Master Tracker	Rodian	Increase the die type when adding to a Survival check.

Table 1-2: Species Feats Continued

Feat	Prerequisites	Benefit
Darkness Dweller	Sullustan	Impose a penalty to Stealth checks made when close to you.
Disarming Charm	Sullustan	Gain a bonus to skill checks on targets whose attitude you have improved.
Sure Climber	Sullustan	Gain a climb speed of 4 squares.
Pitiless Warrior	Trandoshan	Gain bonus hit points whenever you take down a foe.
Regenerative Healing	Trandoshan	Regain more hit points (but more slowly) when you catch a second wind.
Thick Skin	Trandoshan	Gain a +2 species bonus to your Fortitude Defense.
Imperceptible Liar	Twi'lek	Increase the die type when adding to a Deception check.
Jedi Heritage	Twi'lek, Force Sensitivity	Gain extra Force powers when you take the Force Training feat.
Survivor of Ryloth	Twi'lek	Make Survival checks to resist extreme heat and cold.
Bowcaster Marksman	Wookiee	Gain a bonus to damage rolls when you spend a Force Point on a bowcaster attack.
Resurgent Vitality	Wookiee	Gain additional hit points when catching a second wind.
Wroshyr Rage	Wookiee	Gain bonus hit points when raging.
Inborn Resilience	Zabrak	Reduce one defense bonus but increase another.
Instinctive Perception	Zabrak	Gain a temporary Force Point when your Perception reroll is lower.
Unwavering Focus	Zabrak	Impose a penalty to skill checks for mind-affecting effects that target you.

Fast Swimmer
You are naturally gifted at swimming and move through the water more quickly than do others of your species.

Prerequisite: Mon Calamari species.

Benefit: Your swim speed increases by 2 squares.

Flawless Pilot
You know how to handle a starship better than practically anyone else in the galaxy, and you can make any vehicle do exactly what you want it to do.

Prerequisite: Duros species.

Benefit: Whenever you reroll a Pilot check, you always keep the better result, even if you have multiple reroll abilities.

Forest Stalker
You are one of the most skilled hunters among your species and have learned to move through the forest with nary a whisper.

Prerequisite: Ewok species.

Benefit: Whenever you reroll a Stealth check, you always keep the better result, even if you have multiple reroll abilities.

Fringe Benefits
You are a well-known member of criminal society and can get the best deal possible on illicit goods.

Prerequisite: Rodian species.

Benefit: Whenever you buy goods on the black market, reduce the cost multiplier by 2 (for example, from ×5 to ×3), to a minimum of ×1.

Gungan Weapon Master
You have learned to master the ancestral weapons of your people and can penetrate even the staunchest defenses.

Prerequisite: Gungan species.

Benefit: Whenever you spend a Force Point to add to an attack roll with an atlatl or a cesta, increase the die type by one step (from d6 to d8, or from d8 to d10).

Hunter's Instincts
You have a sixth sense that allows you to spot your prey under almost any circumstances.

Prerequisite: Rodian species.

Benefit: Whenever you reroll a Perception check, you always keep the better result, even if you have multiple reroll abilities.

Imperceptible Liar
You have worked hard to eliminate your behavioral tells, making it almost impossible to discern when you are lying.

Prerequisite: Twi'lek species.

Benefit: Whenever you spend a Force Point to add to a Deception check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Inborn Resilience
You come from a hardy species, but some of your people are better than others at avoiding certain kinds of harm.

Prerequisite: Zabrak species.

Benefit: You can reduce your species bonus to any one defense score to +0 and increase your species bonus to another defense score to +2. Once you change your species bonuses in this way, they cannot be changed back.

Increased Resistance
You remain resilient against attacks that target your vitality, making it difficult for enemies to sap your strength.

Prerequisite: Gamorrean species.

Benefit: Whenever an attack or skill check targets your Fortitude Defense and fails to equal or exceed it, you gain a +2 circumstance bonus to your Fortitude Defense until the start of your next turn.

Instinctive Perception
You can sense the presence of danger naturally, giving you an edge even when you fail to spot trouble the first time.

Prerequisite: Zabrak species.

Benefit: Whenever you reroll a Perception check and take the second result, if your second result is lower than your first result, you gain a temporary Force Point. This Force Point can be spent only to add to the result of a Perception check, and if it is not spent before the end of the encounter, it is lost.

Jedi Heritage
You come from a clan that has produced many Jedi, and you have overcome your species' impulsiveness by becoming a master of the Force.

Prerequisites: Twi'lek species, Force Sensitivity.

Benefit: Your Wisdom is considered to be 4 points higher for the purpose of determining how many Force Powers you gain from the Force Training feat, granting you two extra Force powers for each Force Training feat.

Justice Seeker
You are willing to take the law into your own hands to bring justice to those who harm your allies.

Prerequisite: Kel Dor species.

Benefit: You gain a +2 bonus to damage rolls for attacks against targets that have damaged one of your allies since the end of your last turn.

Keen Scent
You can smell trouble coming from a much greater distance.

Prerequisite: Ewok species.

Benefit: The range of your Scent ability increases to 20 squares.

Lasting Influence
When you penetrate the mind of your enemy, you can keep your barbs there for a long time.

Prerequisite: Bothan species.

Benefit: Whenever you make a successful Persuasion check against a target's Will Defense, you gain favorable circumstances on future Persuasion checks against that target for the next 24 hours. For more details on favorable circumstances, see page 59 of the Saga Edition core rulebook.

Master Tracker
You can follow a shadow on a moonless night and survive in the wilderness with nothing but your wits to protect you.

Prerequisite: Rodian species.

Benefit: Whenever you spend a Force Point to add to a Survival check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Mind of Reason
You have learned to consider all sides of an issue carefully before making a decision, allowing you to reason out information that might not be readily apparent.

Prerequisite: Cerean species.

Benefit: You can use your Wisdom bonus instead of your Intelligence bonus for all Intelligence-based skill checks.

Mon Calamari Shipwright
You have intimate knowledge of the workings of starships and other vehicles and can keep them running no matter what.

Prerequisite: Mon Calamari species.

Benefit: You need spend only two swift actions to move a vehicle you occupy +1 step on the condition track. In addition, you automatically succeed on Mechanics checks to reroute power (see page 172 of the Saga Edition core rulebook).

Normal: It takes three swift actions to use the reroute power action.

Nature Specialist
You know even the most obscure information about the natural world.

Prerequisite: Ithorian species.

Benefit: Whenever you spend a Force Point to add to a Knowledge (life sciences) check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Perfect Intuition
Your insights serve you well, giving you some of the fastest reaction times among members of your species.

Prerequisite: Cerean species.

Benefit: Whenever you reroll an Initiative check, you always keep the better result, even if you have multiple reroll abilities.

Perfect Swimmer
You are among the best of your kind when swimming and can navigate even the most difficult waters.

Prerequisite: Gungan species.

Benefit: Whenever you reroll a Swim check, you always keep the better result, even if you have multiple reroll abilities.

Pitiless Warrior
Whenever you fell an opponent, the victory stokes your bloodlust and prepares you for more carnage.

Prerequisite: Trandoshan species.

Benefit: Whenever you reduce a target to 0 hit points, you gain a number of bonus hit points equal to 5 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Primitive Warrior
You have learned to make the most of primitive weapons and can wield them with deadly results.

Prerequisite: Gamorrean species.

Benefit: You deal +1 die of damage with simple melee weapons.

Quick Comeback
When you take damage that sends you reeling, you can recover quickly and get back in the fight.

Prerequisite: Gamorrean species.

Benefit: Whenever you are moved down the condition track by an attack that deals damage that equals or exceeds your damage threshold, until the end of your next turn you can move +1 step on the condition track as a single swift action. You can use this feat only once per attack that moves you down the condition track.

Read the Winds
You are so attuned to the wind patterns of your world that you can detect subtle shifts in air pressure around you.

Prerequisite: Kel Dor species.

Benefit: You ignore concealment and cover for the purposes of Perception checks against targets within 10 squares of you.

Regenerative Healing
Your natural regeneration can help you recuperate from wounds more quickly.

Prerequisite: Trandoshan species.

Benefit: Once per day when you catch a second wind, you can regain no hit points immediately and instead regain 5 hit points at the end of each of your turns until you reach full hit points or until the end of the encounter (whichever comes first).

Resurgent Vitality
Though your species heals quickly over time, you can push through your pain in the short term and return to fighting form.

Prerequisite: Wookiee species.

Benefit: Whenever you catch a second wind, you regain an additional number of hit points equal to twice your Constitution bonus (minimum 2).

Scion of Dorin
You are accustomed to the harsh environment of your homeworld, Dorin, and are tempered against the hazards of other planets.

Prerequisite: Kel Dor species.

Benefit: You gain a +5 species bonus to your Fortitude Defense against all natural hazards.

Sharp Senses
Your senses have been honed to the point where you can spot things that others could never see.

Prerequisite: Mon Calamari species.

Benefit: Whenever you spend a Force Point to add to a Perception check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Shrewd Bargainer
You know how to break down the defenses of your opponents, ensuring that you gain the upper hand in any negotiation.

Prerequisite: Quarren species.

Benefit: Whenever you make a Persuasion check against a target's Will Defense, the target does not receive the benefit of insight or morale bonuses to its Will Defense.

Spacer's Surge
Whenever you pull off an amazing maneuver in a vehicle, it gives you the confidence to accomplish similarly amazing actions in the near future.

Prerequisite: Duros species.

Benefit: Whenever you roll a natural 20 on a Pilot check, you gain 1 temporary Force Point. If that Force Point is not spent before the end of the encounter, it is lost.

Strong Bellow

You can use your lungs to bellow without growing fatigued.

Prerequisite: Ithorian species.

Benefit: Once per encounter when you use your Bellow species ability, you move one less step down the condition track.

Sure Climber

You can navigate steep cliffs and caverns as though climbing were second nature to you.

Prerequisite: Sullustan species.

Benefit: Whenever you are not distracted or threatened, you gain a natural climb speed of 4 squares.

Normal: Without a climb speed, you must succeed on a Climb check to climb.

Survivor of Ryloth

You know how to survive on both the night and day sides of your homeworld, allowing you and your allies to weather the harsh environments of the galaxy.

Prerequisite: Twi'lek species.

Benefit: Once per hour when you and your allies are in an environment of extreme heat or cold, you can make a Survival check. You and up to 10 allies can use the results of the Survival check in place of your Fortitude Defenses when the extreme heat or cold makes its hourly attack roll against your Fortitude Defenses.

Thick Skin

Your thick hide protects you from damage and fends off toxins and other hazards.

Prerequisite: Trandoshan species.

Benefit: You gain a +2 species bonus to your Fortitude Defense.

Unwavering Focus

Others might try to sway you, but once you focus on an objective, you cannot be stopped.

Prerequisite: Zabrak species.

Benefit: Whenever you are targeted by a mind-affecting effect that requires a skill check against your Will Defense, as a reaction you can impose a –2 penalty to that skill check.

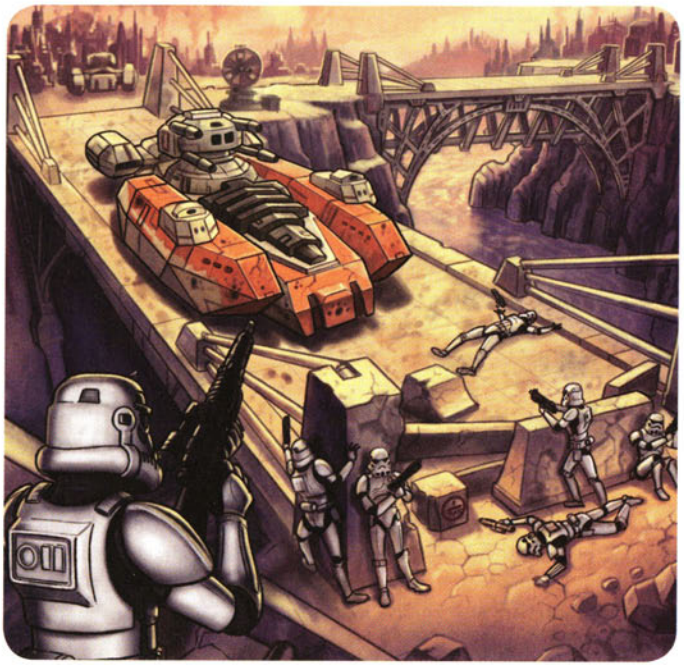
Veteran Spacer

Your people are among the oldest explorers to chart the stars, and you benefit from eons of collected knowledge about space travel.

Prerequisite: Duros species.

Benefit: You gain a +5 species bonus to Use Computer checks to perform astrogation aboard a starship.

Stormtroopers under fire from a Rebel T-2B tank



Warrior Heritage

You come from a proud warrior culture, and your pride fills you with self-assurance.

Prerequisite: Gungan species.

Benefit: You gain a +2 morale bonus to Will Defense when you wield an atlatl or a cesta.

Wroshyr Rage

You have learned that in the dangerous jungles of Kashyyyk, your mighty rage must be tempered by wariness so that predators don't get the drop on you.

Prerequisite: Wookiee species.

Benefit: When you first enter a rage, you gain a number of bonus hit points equal to 10 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Force-Using Tradition: Kilian Rangers

The Kilia system lies in an area of space marked "Unknown" on most astrogation charts. Over a thousand years ago, Humans colonized Kilia IV, the sole habitable planet in the system, bringing with them only the basic requirements to begin an agricultural colony. Since that time, the Kilians' technology has faded. They have only a handful of functioning technological devices, and their society has adapted to their situation. Kilians live in a basic feudal system, with a noble class ruling over the common working class of farmers and other merchants.

Though Kilia IV has no Jedi, it does have Force-sensitive inhabitants. Perhaps guided by what little the colonists knew of the old Jedi Order, the Kilians developed their own Force-using tradition, the Kilian Rangers. This small group defends the people of Kilia and enforces the law. The Kilian Rangers do not have lightsabers, but they have a similar affinity for the siang lance and the shield gauntlet (see Chapter 3: Equipment). Like a Jedi's lightsaber, these devices serve as badges of office and as combat instruments. Kilian Rangers have three ranks—Kilian Squire, Kilian Ranger, and Kilian Lord—that are roughly analogous to the ranks of Padawan, Jedi Knight, and Jedi Master, respectively.

Of course, where the Force exists, so too does the dark side. Some Kilian Rangers fall into its embrace and follow their own desires, believing themselves too powerful to waste their time defending the peasants of Kilia.

Membership: A Kilian who has the Force Sensitivity feat can become a member of this tradition by being accepted as a Squire to an existing Kilian Lord or Kilian Ranger. The candidate will be accepted only if there are fewer than five current Kilian Rangers (Squires, Rangers, and Lords combined).

KILIAN RANGER TALENT TREE

As a respected member of the Kilian Rangers, you have learned their methods of using the Force. You are a master of the siang lance and the shield gauntlet, and you use them to defend chivalry and justice.

Because the Kilian Ranger talent tree is a Force talent tree, you must have the Force Sensitivity feat to select these talents.

Empower Siang Lance: You can spend a Force Point to empower a siang lance, which takes a full-round action. After the siang lance is empowered, it deals an additional die of damage when you wield it. Others who wield the weapon do not gain the bonus damage die.

Prerequisite: Siang Lance Mastery, base attack bonus +7.

Shield Gauntlet Defense: Once per turn as a reaction, you can gain a +2 deflection bonus to your Reflex Defense against any one ranged attack. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed.

Shield Gauntlet Deflect: Once per round as a reaction, you can negate a ranged attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed. You can spend a Force Point to use this talent to negate a ranged attack against an adjacent character.

A Kilian Ranger deflects a blaster bolt with a shield gauntlet.



You can use Shield Gauntlet Deflect to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If your Use the Force check succeeds, you take half damage if the attack hits and no damage if the attack misses.

Prerequisite: Shield Gauntlet Defense.

Shield Gauntlet Redirect: This talent allows you to redirect a deflected blaster bolt along a specific trajectory so that it damages another creature or object in its path. When you successfully deflect a blaster bolt, you can make an immediate ranged attack against another target within 6 squares of you to which you have line of sight. If the attack succeeds, it deals normal weapon damage to the target.

Only single blaster bolts can be redirected in this manner. You cannot use this talent to redirect barrages from autofire weapons and other types of projectiles. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed.

Prerequisites: Shield Gauntlet Defense, Shield Gauntlet Deflect, base attack bonus +5.

Siang Lance Mastery: You treat a siang lance as a rifle instead of as an exotic weapon. Additionally, you gain a +1 bonus to attack rolls with a siang lance. This talent counts as the Weapon Focus (siang lance) feat for the purpose of satisfying prerequisites. If you also have the Weapon Focus (rifles) feat, the attack bonus provided by this talent does not stack with the attack bonus provided by Weapon Focus (rifles).



Chapter II
Prestige Classes



Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. Prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Rebellion era campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and storylines that allow players to take these classes.

New Talents for Existing Prestige Classes

This chapter features two new prestige classes suitable for Rebellion era campaigns and also includes several new talent trees for existing prestige classes. As with the new talent trees for core classes in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, the description of the officer prestige class that appears in the Saga Edition core rulebook states that an officer character can choose talents from the Military Tactics talent tree, the Leadership talent tree, or the Commando talent tree. This chapter presents the Rebel Recruiter talent tree for the officer, which is considered to be on the list of talent trees for the officer just like the other three. If a talent refers to a class level but does not specify a class, the level is the combined number of levels in all of a character's classes that grant access to that talent.

However, none of the new talent trees granted to core classes by this book is added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. For example, even though the officer has access to the Leadership talent tree of the noble class, he does not gain access to the Gambling Leader talent tree from the previous chapter even though it is considered a noble talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the Saga Edition core rulebook. These talents are suitable for heroes of any era, but they are particularly appropriate for heroes in a Rebellion era campaign.

Ace Pilot Talents

The following new talents are intended for use with the ace pilot prestige class (see page 206 of the Saga Edition core rulebook).

WINGMAN TALENT TREE

You are adept at flying in tight formations with your allies, working together with them to achieve your goals and using your vehicle to shield theirs from harm. To use talents from this tree, you must be piloting a vehicle of Colossal size or smaller.

Concentrate All Fire: When you use the aid another action to aid an ally's attack roll with a vehicle weapon, if the attack hits, it deals +1 die of damage. Any ally can only benefit from this talent once per attack roll, regardless of how many allies with this talent aid on the attack.

Escort Pilot: When a vehicle that you are piloting is adjacent to a vehicle of Colossal size or smaller that is piloted by an ally, both vehicles gain a +10 bonus to their damage thresholds.

Lose Pursuit: When a vehicle that you are piloting is adjacent to a vehicle of Colossal size or smaller that is piloted by an ally, both you and your ally gain a +5 circumstance bonus to Pilot checks to avoid being pulled into a dogfight as an attack of opportunity.

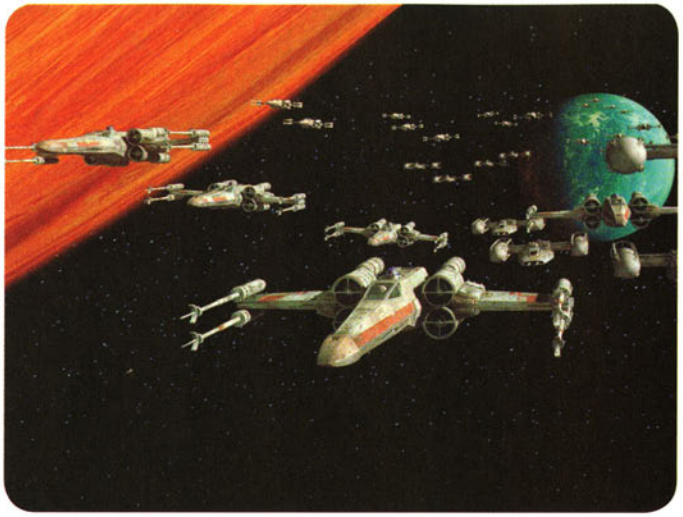
Run Interference: As a reaction, you can use the Vehicular Combat feat to negate an attack against an adjacent vehicle of Colossal size or smaller that is piloted by an ally. If you can use Vehicular Combat more than once per round, each use to negate an attack counts toward your limit of uses per round.

Prerequisite: Escort Pilot.

Wingman Retribution: When a vehicle of Colossal size or smaller that is piloted by an ally is damaged by an attack, once per round as a reaction you can make a vehicle weapon attack with a –5 penalty against your ally's attacker.

Prerequisite: Escort Pilot.

Rebel ace pilots at the Battle of Yavin



Officer Talents

The following new talents are intended for use with the officer prestige class (see page 220 of the Saga Edition core rulebook).

REBEL RECRUITER TALENT TREE

You have learned that many enemies can be considered potential allies instead. You can recognize the telltale signs of a potential ally, and, rather than killing your enemy, you can bring him or her over to your side.

Bolstered Numbers: Whenever you successfully use Recruit Enemy on a target, you and all allies within line of sight gain a +2 morale bonus to attack rolls until the end of the encounter.

Prerequisite: Recruit Enemy.

Noble Sacrifice: Whenever you successfully use Recruit Enemy on a target, if that target is reduced to 0 hit points or moved to the bottom of the condition track, as a reaction you can grant yourself and all allies within line of sight a number of bonus hit points equal to 10 + your class level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack. No bonus hit points may be granted if you or an ally reduce the target to 0 hit points or move it to the bottom of the condition track.

Prerequisite: Recruit Enemy.

Recruit Enemy: Once per encounter when you deal damage to a living creature that is equal to or greater than the target's current hit points and the target's damage threshold (that is, when you deal enough damage to kill the target), you can use this talent. Make a Persuasion check against the target's Will Defense; if your result equals or exceeds the target's Will Defense, instead of dealing full damage, you deal half damage to the target and move it –1 step on the condition track. In addition, the target becomes your ally, and its attitude toward you immediately shifts to friendly. The target fights on your side until the end of the encounter, at which point it departs (or, if the GM wishes, the target might become your ally permanently and join your party). Anyone hostile to you becomes hostile to the target.

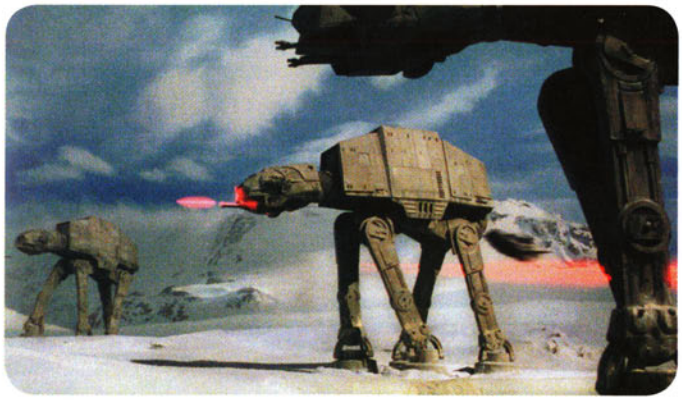
This is a mind-affecting effect. If the target is of a higher level than you, it gains a +5 bonus to its Will Defense. Enemies that cannot be bribed, blackmailed, or seduced (such as stormtroopers) are immune to this effect.

Stay in the Fight: If you successfully use Recruit Enemy on a target and that target can catch a second wind, the target can do so immediately as a reaction.

Prerequisite: Recruit Enemy.

Team Recruiting: You can use your Recruit Enemy talent whenever you or an ally would deal enough damage to kill a target, instead of only when you do.

Prerequisite: Recruit Enemy.



Imperial forces at the Battle of Hoth

New Prestige Classes

The following new prestige classes are available in the Rebellion era.

Table 2-1: New Prestige Classes

Prestige Class	Basic Description
Improviser	Expert at coming up with quick solutions to problems on the fly.
Pathfinder	Specialist in survival, exploration, and creating safe zones.

Improviser

Survival should not be taken for granted in the war-torn galaxy, particularly on the fringes of civilization where resources can be scarce. One of the most important skills for fending off death is the ability to think quickly when the need arises. Improvisers can quickly grasp the needs of a situation, analyze what tools are at hand, remember relevant information, and combine all these factors into a hasty (though not necessarily elegant) solution. Although improvisers specialize in mechanical marvels, they also have a moderate aptitude in almost any skill or area of knowledge.

Table 2-2: The Improviser

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, no tools required, talent
2nd	+1	Contraband (2,000 credits)
3rd	+2	Talent
4th	+3	Contraband (4,000 credits)
5th	+3	Talent
6th	+4	Contraband (6,000 credits)
7th	+5	Talent
8th	+6	Contraband (8,000 credits)
9th	+6	Talent
10th	+7	Contraband (10,000 credits)

Requirements

To qualify to become an improviser, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Mechanics, Use Computer.
Feat: Skill Focus (Mechanics).

Game Rule Information

Improvisers have the following game statistics.

Hit Points

At each level, improvisers gain hit points equal to 1d8 + their Constitution modifier.

Force Points

Improvisers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the improviser prestige class.

Defense Bonuses

At 1st level, improvisers gain a +2 class bonus to their Reflex Defense and a +4 class bonus to their Will Defense.

No Tools Required

The improviser can use parts of machines and electronics as tools, eliminating the need for a security kit or a tool kit when attempting Mechanics or Use Computer checks that would normally require a kit. The improviser is always considered to be using a tool kit or security kit, even when he or she does not have one.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the improviser selects a talent. The talent must be selected from the Procurement or Improviser talent trees (see below), from the Outlaw Tech talent tree (see page 16 of *Starships of the Galaxy*), or from the Slicer talent tree (see page 47 of the Saga Edition core rulebook). The improviser must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

A Bothan improviser



PROCUREMENT TALENT TREE

You know how to find just what you need, no matter how far you are from civilization or how rare the item is. If you can't find it, you make it—but most of the time, you find it.

Black Market Buyer: When seeking an item from the black market, you do not need to make a Gather Information check to locate a black market merchant; you automatically succeed.

Excellent Kit: You always make sure that your allies have the best gear available. Whenever you purchase weapons, armor, or other equipment (either legally or through the black market), all gear you purchase has 50% more hit points than normal and has 5 more DR than normal. In addition, whenever one of your allies makes a Mechanics check on an object that you purchased, that ally gains a +2 equipment bonus to the check.

Just What Is Needed: You have a knack for finding the best quality replacement parts for broken equipment. Whenever you use the Repair application of the Mechanics skill, you restore an extra 1d8 hit points with a successful Mechanics check, in addition to what you would normally restore.

If you use the aid another action to assist an ally with repairs, that ally also repairs an extra 1d8 hit points with a successful Mechanics check. Any ally can only benefit from this talent once per Mechanics check, regardless of how many allies with this talent aid on the check.

Only the Finest: Whenever you purchase goods through the black market, you can obtain items that have been modified with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) without increasing the base value of the items.

Prerequisite: Black Market Buyer.

Right Gear for the Job: Once per day when an ally makes an untrained skill check, as a reaction you can grant that ally a +5 equipment bonus to the check, and the ally is considered trained in that skill for the purpose of using trained-only applications of the skill. You cannot use this talent to allow an ally to make an untrained Use the Force check.

IMPROVISER TALENT TREE

You have mastered the ability to make something out of nothing, turning spare parts and scrap into a sensor pack, a weapon, or a protective suit of armor. You can build what you need on the fly, and sometimes your customized gear proves more useful than what you otherwise might have purchased.

Bigger Bang: Whenever you create a grenade with the Improvised Device talent, the grenade deals an additional die of damage when used.

Prerequisite: Improvised Device.

Capture Droid: Once per encounter, you can use this talent on an adjacent enemy droid that has been reduced to 0 hit points or moved to the bottom of the condition track but not destroyed. As a standard action, make a Mechanics check against the droid's Will Defense. If your result equals or exceeds the droid's Will Defense, the droid moves +2 steps on the condition track, regains 1d8 hit points, and becomes your ally, and its attitude toward you immediately shifts to friendly. The droid fights on your side until the end of the encounter, at which point it is destroyed.

Custom Model: Whenever you create a device with the Improvised Device talent, you can apply one modification granted by the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) to the device. This customization does not affect the value of the item being created.

Prerequisites: Improvised Device, Tech Specialist feat.

Improved Jury-Rig: You can use the Jury-Rig application of the Mechanics skill as a standard action instead of as a full-round action. Additionally, you are not required to make a skill check to successfully jury-rig a device or vehicle, and the device or vehicle moves +3 steps on the condition track instead of +2.

Improvised Device: You can create a temporary piece of almost any type of equipment from the spare parts you have around. To do so, you must make a DC 25 Mechanics check and spend one hour building the device. The object can have a maximum value of 200 credits × your class level, it cannot have an availability of rare or illegal, and it cannot be unique. The device you create must be something that you would reasonably be familiar with, and after 24 hours the object is destroyed. You can use this talent once per day.

Contraband

At 2nd level, you gain access to illegal goods through your connections. You can obtain any combination of items that have an availability of rare or illegal, up to a total value of 2,000 credits × one-half your class level. You can choose the items all at once or obtain them over the course of the level. However, if you gain another level without having reached your per-level limit, any additional credits' worth of goods are lost, and your budget for obtaining rare and illegal items resets with the new level. You do not have to pay black market multipliers on these goods, only their base value. Obtaining any combination of these goods requires one hour of work in a civilized or semicivilized area.

PATHFINDER

The battles of the Galactic Civil War are not fought along rigid lines that clearly delineate Imperial territory from Rebel territory. In light of the superior resources and military might of the Empire, the Rebels must remain flexible, moving from base to base, planet to planet, and system to system, sometimes on a moment's notice. Such maneuverability and secrecy requires a multitude of small bases throughout the galaxy in unpopulated areas.

The Rebellion employs a group of scouts—sometimes called pathfinders—who work alone or in small groups, scouring the galaxy to find viable locations for secret bases. When they find a suitably remote site that fits the needs of their current mission, they begin preparing it with defenses, concealment, power, and other basic requirements. These scouts usually belong to the Alliance Special Forces Pathfinders.

Although pathfinders are used most often by groups focused on guerrilla warfare, others have need for their expertise as well. For example, the Empire and other organized governments have been known to use pathfinders to establish black ops centers, and some entities in the Corporate Sector hire pathfinders when they want to establish divisions that are best hidden from public scrutiny.

Pathfinders are experts in survival and exploration in desolate areas. They receive special training in quickly creating operational zones, including basic offensive and defensive measures. Not all who fall under the umbrella of the pathfinder description are members of the Alliance Pathfinder unit, and the essence of the pathfinder is a scout that can create a safe place for his or her people to set up a base of operations.

Table 2-3: The Pathfinder

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Create cover (1 square)
3rd	+2	Talent
4th	+3	Create cover (2 squares)
5th	+3	Talent
6th	+4	Create cover (3 squares)
7th	+5	Talent
8th	+6	Create cover (4 squares)
9th	+6	Talent
10th	+7	Create cover (5 squares)

Requirements

To qualify to become a pathfinder, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Perception, Survival.

Talents: At least two talents from the Awareness, Camouflage, or Survivor talent trees (see pages 49–50 of the Saga Edition core rulebook).



Jan Ors, Rebel Pathfinder

Game Rule Information

Pathfinders have the following game statistics.

Hit Points

At each level, pathfinders gain hit points equal to 1d10 + their Constitution modifier.

Force Points

Pathfinders gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the pathfinder prestige class.

Defense Bonuses

At 1st level, pathfinders gain a +4 class bonus to their Fortitude Defense and a +2 class bonus to their Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the pathfinder selects a talent. This talent must be selected from the Pathfinder talent tree (see below) or from the Awareness or Survivor talent trees (see pages 49–50 of the Saga Edition core rulebook). The pathfinder must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PATHFINDER TALENT TREE

You specialize in finding and creating optimal locations from which your allies can fight, and then making sure that they reach those locales safely. In combat, you use your eye for finding secure locations to pick the best spots from which to launch your attacks.

Bunker Blaster: If you are adjacent to an object that can provide you with cover from a target, you can aim at that target as a move action.

Defensive Measures: All enemies treat your safe zone as difficult terrain.

Prerequisite: Safe Zone.

Enhance Cover: As a swift action, you can designate a single ally within your line of sight who has cover from one or more enemies. That ally is considered instead to have improved cover against those enemies until the start of your next turn as long as the ally still has cover.

Escort Fighter: You can spend a swift action to designate one adjacent ally. Until the start of your next turn, if you move, that ally can also move the same number of squares, provided that the ally ends its movement adjacent to you. You cannot move a distance greater than the ally's speed.

Launch Point: Any ally who starts his or her turn within your safe zone and then exits the zone gains a +2 bonus to attack rolls before the end of that ally's turn, provided that the ally is not within your safe zone when the attack is made.

Prerequisite: Safe Zone.

Obscuring Defenses: Enemies that fire into your safe zone take a –2 penalty to attack rolls.

Prerequisite: Safe Zone.

Relocate: You can dismiss your safe zone as a swift action, ending its current effects. Any allies in the space your safe zone was occupying gain a +2 bonus to their speed until the start of your next turn. When you use this talent, you cannot create a new safe zone until the start of your next turn.

Prerequisite: Safe Zone.

Safe Passage: Once per turn, you can spend a move action to allow one ally within line of sight to move up to its speed as a reaction. If a target makes an attack of opportunity against the ally during its movement, you can make an attack of opportunity against that target.

Prerequisite: Escort Fighter.

Safe Zone: As a standard action, you can identify a safe zone, within which your allies gain certain advantages. You designate a 4-by-4 square area of the combat area as a safe zone; at least 1 square of the safe zone must be the square that you currently occupy. Each ally who starts his or her turn within the safe zone gains a +2 circumstance bonus to his or her Fortitude Defense and Will Defense until the start of the ally's next turn. The safe zone lasts until the end of the encounter, and you can have only one safe zone in effect at a time. You can create a new safe zone as a standard action, dismissing the old safe zone and replacing it with the new one, but no square of the old safe zone can overlap with any square of the new safe zone. You cannot create a safe zone in a space that overlaps another pathfinder's safe zone.

Zone of Recuperation: Any ally who catches a second wind while within your safe zone regains a number of additional hit points equal to your class level.

Prerequisite: Safe Zone.

Create Cover

You know how to use the terrain to your advantage, creating obstacles and cover from the materials you have at hand. Starting at 2nd level, as a standard action you can designate a number of squares equal to or less than one-half of your class level, all of which must be within 6 squares of you. These squares are considered to be filled with low objects, providing anyone adjacent to the squares with cover against distant attackers. At least one of the squares you designate must be adjacent to you. You can use this ability multiple times per encounter, provided that the total number of squares you designate across all uses never exceeds one-half of your class level. Thus, if you have 6 levels in the pathfinder prestige class, you can spend one standard action to create 2 squares of cover, and on a subsequent round spend another standard action to create a third square of cover (one-half of your class level).



Chapter III
Equipment and Droids



War breeds technological innovations, a rule that held true during the Clone Wars and that continues to be borne out by the Galactic Civil War. However, by the time of the Rebellion, the Empire has not yet recovered from the economic and military exhaustion of the Clone Wars, nor has the Empire encouraged independent companies to develop new ideas. In many cases, those most willing to innovate are the ones who have the fewest resources and the least safety with which to do so. While the Empire focuses on mammoth superweapons designed to strike fear into the populace, the Alliance turns to new uses of older technologies as a matter of survival. Scoundrels and honest beings alike must carefully consider the consequences of developing new technology and wonder who might come to claim it.

This chapter presents new weapons, equipment, and droids that are available for use by anyone in the Rebellion era. Other chapters in this book present items that are used primarily by the Rebel Alliance (Chapter 6), the Empire (Chapter 7), and major fringe organizations (Chapter 8).

Imperial Contraband

While the Empire controls the galaxy, a number of items that were once merely rare or restricted become illegal contraband. As a result, many pieces of equipment that were legal (if tightly regulated) under the Republic are outlawed entirely, affecting not only their availability but also the penalty for being caught with such items. Many items with a particular availability tag (licensed, restricted, military, illegal, or rare) are more tightly restricted or outright banned under the Empire. For example, lightsabers, which were once given the rare availability tag, become illegal under Imperial rule.

As a general guideline, the availability tags for equipment in the Saga Edition core rulebook are accurate representations of those items' availability during the time of the Empire, with a few exceptions. All weapons in the lightsabers weapon group are considered illegal and rare, although the Empire overlooks possession of such items for its chosen representatives. Additionally, items with a military availability cannot be obtained legally through non-Imperial channels, not even by local planetary militias and system defense forces (most of which are absorbed by the Empire, anyway). Military-grade items obtained on the black market are illegal in the hands of private citizens, and those who carry such items risk stiff penalties if they are discovered.

TABLE 3-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Energy lance	3,500	2d8	–	5 kg	Piercing and energy	Restricted
Power lance	2,500	2d8	–	5 kg	Bludgeoning and energy	Licensed
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium						
Axe[1]	35	1d8	–	2 kg	Slashing	–
Large						
Gaderffii	60	2d4/2d4	–	5 kg	Bludgeoning and slashing	–

1 Can be thrown.

MELEE WEAPONS

The Empire does not see melee weapons other than lightsabers as a major threat. Its laws regarding such weapons are usually lax, and it does not use sophisticated methods to detect them. Unpowered melee weapons are ignored as too primitive to worry about, and even advanced melee weapons are considered irrelevant to blaster-armed stormtroopers. In general, civilians and crime lords think that bringing a vibrodagger to a meeting is less unfriendly than openly carrying a blaster pistol.

Axe

Simple Melee Weapon

Though this weapon is a smaller, unpowered version of the vibro-ax, many fringers find a blade on a haft to be indispensable in the wilds of untamed planets. An axe also has the advantage of being legal nearly everywhere, largely because no one thinks to outlaw such a simple tool. Modern versions made of advanced composite materials are common in many explorers' shops, and various species pressed into service by the Empire bring their own traditional axes with them when they are shipped across the galaxy.

Energy Lance/Power Lance

Advanced Melee Weapon

Essentially, an energy lance is a force pike that has been combined with an electromagnetic pulse generator (the same kind used by an electrostaff) and balanced for use while riding a mount. Energy lances once were commonly carried by honor guards and ceremonial troops such as the Mon Calamari Knights, and many such weapons still in circulation bear signs of their once-proud heritage. Though an energy lance is a Large weapon, it is balanced in such a way that a Medium creature trained in the Ride skill can wield it in one hand when mounted. If an energy lance is wielded by a Medium creature that is not mounted, attacks with the weapon take a –1 penalty.

The electromagnetic pulse can also be channeled along the length of the staff and fired from the tip as a bolt of plasma. When used in this way, the energy lance functions as a blaster carbine with no stun setting. This use of the energy lance requires a power pack, and has the same ammunition capacity as a blaster cabine.

An energy lance requires two energy cells to operate. Its melee attack and its ranged attack both function underwater.

Power lances are energy lances that lack the ability to fire bolts of plasma. These weapons are significantly cheaper and are mass-produced as secondary weapons for scouts on speeder bikes and for cavalry.

Gaderffii

Simple Melee Weapon

Primarily found in the hands of Tusken Raiders, the gaderffii (also called a gaffi stick) is a pole weapon made from scrap metal. It always features a spike or blade on one end and some kind of bludgeoning instrument on the other. Similar weapons are sometimes carried by the raiders and scavengers of many worlds, especially in places that include old battlegrounds or plenty of discarded junk.

The gaderffii is a double weapon. The wielder can attack with both ends as a full-round action, but both attacks take a –10 penalty (certain feats and talents can reduce these penalties).

RANGED WEAPONS

Many new weapons come out of the Empire's weapons research centers, and some of those weapons eventually find their way into the hands of civilians. The following ranged weapons are suitable for campaigns in the Rebellion era, and may be used in other eras with Gamemaster permission.

Concussion Grenade

Simple Weapon

Concussion grenades deliver a devastating explosion of kinetic energy—enough to crack bones and jelly internal organs. A concussion grenade explodes on contact after it is thrown, dealing damage in the same round in which it is hurled.

When you make an area attack with a concussion grenade, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius. Creatures hit by the attack take full damage; creatures that are missed take half damage. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

Flechette Launcher

Rifle

The flechette launcher antipersonnel weapon fires canisters filled with hundreds of tiny durasteel darts that spread out over a large area. A flechette launcher is considered a splash weapon, with a 1-square splash radius. Due to its single-shot nature, a flechette launcher cannot be used with the Rapid Shot feat or any other feat or talent that expends more than a single shot. A flechette launcher requires special ammunition: A canister of four shots costs 50 credits; after four shots, the canister must be replaced.

Gas Grenade

Simple Weapon

Gas grenades deploy an airborne chemical agent that can render unprotected creatures unconscious. A gas grenade bursts on contact after being thrown, taking effect in the same round in which it is hurled.

When you make an attack with a gas grenade, you make a single attack roll and compare it to the Fortitude Defense of every target within the grenade's 4-square blast radius. Creatures hit by the attack move -2 steps on the condition track (-1 step if the target has Evasion; see page 50 of the Saga Edition core rulebook). If the attack misses, there is no effect on any target. Creatures protected from atmospheric hazards are unaffected by the attack of a gas grenade.

Additionally, the area of the blast is filled with gas, providing concealment to all creatures within the blast area whether or not a creature is affected by the initial blast; likewise, all targets outside the blast area have concealment from any creature within the blast area. The gas persists until the end of the attacker's next turn, at which point it dissipates.

Merr-Sonn PLX-2M Portable Missile Launcher

Heavy Weapon

The shoulder-mounted PLX-2M is derived from Merr-Sonn's Clone Wars-era PLX-1 portable missile launcher. Designed to punch holes through heavy armor, the "Plex-Twoem" is also a particularly effective antipersonnel weapon. The PLX-2M can be fired in direct mode, or it can be fired in heat-seeking mode or gravity-activated mode (providing a –2 penalty to the Reflex Defense all targets of a particular type: character, droid, vehicle, or artillery). The miniature proton warheads in the PLX-2M's Arakyd 3t3 missiles detonate on impact, damaging all targets within a 3-square burst radius.

The PLX-2M is an area-effect weapon. When you make an area attack, you make a single attack roll; if your modified attack roll result is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area. Creatures that are hit take full damage; creatures that are missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but an area attack does not deal double damage on a critical hit. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

The PLX-2M portable missile launcher holds six Arakyd 3t3 missiles and can be reloaded as a full-round action. Replacement missiles are available in packs of six, costing 350 credits and weighing 8 kg. The PLX-2M weighs 48 kg, but because of the launcher's built-in microrepulsorlift, the weapon does not count against encumbrance when it is carried as a character's active, drawn weapon.

Miniature Proton Torpedo Launcher

Heavy Weapon

Designed for use with zero-gravity stormtrooper armor (see page xx), miniature proton torpedoes can rip through starship hulls. The launcher mounts into the zero-g stormtrooper armor's left gauntlet, but enterprising Rebel engineers have adapted the weapon as a shoulder-mounted launcher. After launching a miniature proton torpedo, the wielder must spend a standard action to reset the launcher, which holds 4 torpedoes.

The miniature proton torpedo launcher is an area-effect weapon. When you make an area attack, you make a single attack roll; if your modified attack roll result is equal to 10 or higher, compare the result to the Reflex Defense of every target in the 2-square blast radius. Creatures that are hit take full damage; creatures that are missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but an area attack does not deal double damage on a critical hit. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

Alternately, the weapon can be fired at a single target, acting as a focused weapon designed to take out starfighters and heavy vehicles. As a swift action, you can set the miniature proton torpedo launcher to single-target mode. In this mode, the weapon no longer functions as an area attack weapon, deals 6d10[ts]2 damage, and applies a -10 penalty on attack rolls against targets smaller than Huge size.

Blastech 500 Riot Gun

Rifle

Apart from the brown color of their armor, Espos are known for their riot guns, manufactured by Blastech Industries. The Blastech 500 riot gun is standard issue for all Espos. It functions, in most ways, as a blaster carbine; however, the riot gun is known for its indiscriminate accuracy. When in single-shot mode, the riot gun imposes a -1 penalty to ranged attack rolls; however, the weapon grants a +2 equipment bonus to autofire attacks made by the weapon (meaning that, for most wielders, the weapon can be fired in autofire mode with only a -3 penalty, instead of the normal -5).

A riot gun requires a power pack to operate. After 50 shots, the power pack must be replaced.

SG-4 Blaster Rifle

Rifle

Because the range of a blaster is reduced in water, the Imperial Department of Military Research has developed the SG-4 blaster rifle, a combination weapon that fires normal blaster bolts out of water and miniature harpoon rounds underwater. Firing the weapon in blaster mode underwater—or firing the harpoon out of water—reduces its range by half (see page 129 of the Saga Edition core rulebook).

The SG-4 blaster rifle uses a standard 50-shot power pack for blaster fire. In harpoon mode, it must be reloaded between each shot as a swift action.

Siang Lance

Exotic Weapon

The siang lance is one of the few types of technological devices found on Kilia IV, although only a small number of functional lances remain. By law, only members of a noble house may use a siang lance. In practice, a siang lance is given to each active Kilian Ranger as a badge of office and to remind themselves and others of one half of their oaths: to defend justice, chivalry, and the people of Kilia. A siang lance is an ancient model of sporting blaster rifle with an affixed bayonet. It is typically wielded with one hand, leaving the other hand free to use the Kilian Ranger's shield gauntlet.

A siang lance can be used to make attacks of opportunity. When you would make an attack of opportunity against a target, you may choose either to fire the siang lance as a ranged weapon or to use the weapon's bayonet as a melee weapon.

A siang lance requires a power pack to operate. After 100 shots, the power pack must be replaced.

TABLE 3-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Siang lance[1]	2,000	3d8	Yes	S	4 kg	Energy	Illegal, Rare
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Merr-Sonn PLX-2M[3]	2,250	8d6	–	S	48 kg	Energy	Military
Mini-proton torpedo launcher[3]	1,500	6d10	–	S	8 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blastech 500 riot gun	1,200	3d8	Yes	S, A	2.2 kg	Energy	Military
SG-4 blaster rifle	400	3d8	2d8	S, A	5 kg	Energy	Military
or (underwater)		2d6	–	S	-	Piercing	-
Large							
Flechette launcher[2, 3]	1,100	3d8	–	S	5 kg	Piercing	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Concussion grenade	400	8d6	–	S	0.5 kg	Bludgeoning	Military
Gas grenade	250	–	4d6	S	0.5 kg	-	Military

1 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Area attack weapon.

TABLE 3-3: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (-2)								
Merr-Sonn KZZ riot armor	2,500	+2	+2	+5	–	–	6 kg	Military
Shield gauntlet	1,500	–	–	–	–	–	1 kg	Rare

ARMOR

Most armor used in this era either belongs to specialized stormtrooper units, or is one of the types found in the Saga Edition core rulebook. The following new piece of armor is a specialized arm piece worn by the Force-using tradition known as the Kilian Rangers.

Merr-Sonn KZZ Riot Armor

Light Armor

KZZ riot armor is manufactured by Merr-Sonn Munitions, Inc., for the Espos of the Corporate Sector. It consists of a reinforced blast helmet and vest and a small shield; the shield is strapped to the wearer's arm and does not interfere with her ability to use the associated hand. The vest and helmet are brown, giving rise to the Espos' nickname, "Boys in Brown." While more expensive than a combat jumpsuit, KZZ riot armor offers the maneuverability of a typical blast helmet and vest and is lighter than a jumpsuit.

Shield Gauntlet

Light Armor

While personal shield devices have fallen out of use in much of the galaxy, they can still be found among the nobility of Kilia IV. Kilian Rangers use a shield gauntlet to both provide defense and remind themselves and others of the other half of their oaths: to defend themselves and their families. A shield gauntlet can be worn even if you are wearing other armor, although you cannot wear any items that cover your hands (such as combat gloves, stun gauntlets, a cortosis gauntlet, or shockboxing gloves) with a shield gauntlet. A shield gauntlet provides no benefit to the untrained, but those with certain talents (see the Kilian Ranger talent tree on page XX) can use it to deflect ranged attacks.

A character without the Armor Proficiency (light) feat suffers armor check penalties as usual when wearing a shield gauntlet. A shield gauntlet requires an energy cell to operate.

EQUIPMENT

Most of the equipment in use during the Rebellion era appears in the Saga Edition core rulebook. In many areas, items left over from the Clone Wars and the years that followed are more common than are pieces of new technology. But like all conflicts, the Galactic Civil War spurs advances in existing technology, and this new technology can be acquired in major spaceports and trade cities.

Ambient Aural Amplifier

Although aural amplifiers have existed for centuries, vast improvements to the technology are made during the Rebellion era, driven by the need to surreptitiously listen in on contacts who could be Imperial spies, Rebel recruiters, or bounty hunters looking to make a few quick credits. Previous models of aural amplifiers were bulky and obvious, and they garbled messages almost as often as they worked. They also required power cells, limiting the degree to which they could be concealed.

Employing the same technology used for protocol droids, the new ambient aural amplifiers can pick out sounds, analyze them, and amplify only the sounds that are likely to be useful. These devices draw power from the body heat of any warm-blooded creature that wears them, giving the amplifiers an effectively unlimited operation time. (Cold-blooded species can power the devices by placing them on a warm surface or piece of gear.) The result is a +5 equipment bonus to Perception checks to eavesdrop or to hear distant or ambient noises.

Computerized Interface Scope

This item is a small electrobinocular device, mounted onto a weapon, that projects a targeting image onto a monocle or helmet display worn by the wielder. Additionally, the computer image projected by the scope can be displayed on a datapad or transmitted by comlink to a remote location, allowing others to see what the wielder sees. By using a computerized interface scope, the wielder effectively reduces the range of the target by one category (minimum of point blank) when aiming. The device is otherwise mechanically identical to a targeting scope (see page 140 of the Saga Edition core rulebook) and does not stack with a targeting scope or with any other device that does not stack with a targeting scope.

TABLE 3-4: EQUIPMENT

ITEM	COST	WEIGHT
Ambient aural amplifier	3,000	0.5 kg
Computerized interface scope	2,000	0.5 kg

DROIDS

During the Rebellion era, most beings don't trust droids, partially because they were weapons of terror during the Clone Wars and partially because rogue droids have become much more common. With warfare gripping the galaxy for a second generation, many droids lose their masters, and others go so long without proper maintenance and memory-wipes that they develop a rogue streak and walk off on their own. In the last years of the Old Republic, a droid wandering by itself was assumed to be running an ordinary mission for its owner. Now, many citizens fear that any free-roaming droid is a renegade unless a restraining bolt is clearly visible. Droid licensing is stronger in the Core Worlds, whereas on the galactic fringe, signs declaring "Droids Not Welcome" are common.

FIRST-DEGREE DROIDS

The most common first-degree droids are medical models; civilians rarely encounter other types of first-degree droids. Newer models are very expensive and heavily licensed by the Empire, so most beings make do with whatever older models they can keep running.

FX-7 Medical Droid

The FX-7 was the most numerous model of the FX (or "Fixit") line of medical droids built by Medtech Industries. The FX-7 was extremely common in medical bay installations in the years just before the Clone Wars, but the development of medical technology advanced so rapidly during that conflict that by its end, the model had become outdated. Medtech Industries eventually went bankrupt, and agents of the New Order sold off vast stores of FX-7s to pay off the company's taxes.

As a result, although the FX-7 is not the preferred medical droid of the Rebellion era, it is one of those most commonly encountered in places other than large medical ships and military bases. Because it is cheap compared to newer models, having an FX-7 is considerably better than having no medical droid, and many of them eventually develop protective personalities that make them beloved members of the groups that use them. Unlike the 2-1B droids, which have extensive programming locks to prevent them from harming living creatures (except in the pursuit of life-saving operations), an FX-7 has only a simple block against intentionally causing harm. This block can be bypassed easily, and some less savory groups reprogram their FX-7s as interrogation droids.

AN FX-7 MEDICAL DROID



The two main drawbacks of the FX-7 model are its lack of mobility and lack of a vocabulator. Since the droids are designed to be permanent medical assistants, they have no mode of movement and remain wherever they are placed. Although this design helps keep down the cost of the droid, it means that something as simple as a patient sliding off the wrong side of a table can prevent an FX-7 from assisting. Some groups that use FX-7s equip them with vocabulators and post unskilled workers nearby to aid the droids; others plug the gaps in communication and mobility with a used translator droid and a few labor droids.

FX-7 medical droids cannot be played as droid heroes.

FX-7 Medical Droid CL 0

Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** low-light vision; Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 12
hp 5; **Threshold** 9
Immune droid traits

Speed 0 (stationary)
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con —, Int 15, Wis 14, Cha 9
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Surgical Expertise
Skills Knowledge (life sciences) +13, Treat Injury +13, Use Computer +8
Systems basic processor, 20 hands, improved sensor package
Possessions medical kit, medpac, surgery kit
Availability Licensed; **Cost** 3,800

Second-Degree Droids

Second-degree droids were the focus of the most impressive technological advances during the Rebellion era, in large part because of the need to maintain older equipment coupled with the increasing importance of starfighter combat. Astromech and repair droids are strong sellers for all companies that manufacture them, as are kits to repair, upgrade, or modify existing droids. Many of the most successful second-degree droids incorporate simple designs that emphasize durability and flexibility.

R4-Series Agromech Droid

With the massive success of the R2 astromech droid and the 2-1B medical droid in the last years of the Old Republic, Industrial Automaton needed to find new markets. The company decided to create a droid for casual users who were more likely to need a hand with a swoop than with a starfighter. The R4 agromech was designed to appeal to fringe world owners who needed a skilled hand around the garage, Core World designers who wanted help building prototypes, and farmers of any world who could use a droid that was reliable and loyal.

The R4 is based on the basic design of the older R2, although its design includes cost-saving measures to make it more accessible and less specialized. The R4 droid uses fewer miniaturized parts, resulting in a taller profile but a sturdier overall design. Internal components are spaced farther apart, reducing the droid's computing power (and making it unsuitable as an astromech unless modified), but enhancing its stability and decreasing the number of elements prone to malfunctions. The result is a droid that can survive in harsh conditions and remain operational even after taking damage that might wreck a more delicate model.

The R4 is very popular with repair crews, who often prefer it to repair droids specifically designed for reconstruction tasks. The R4 can also monitor crops, medical equipment, and nearly any type of sensor. Like the R2 on which it is based, the R4 is seen as friendly and helpful. The Empire, the Rebellion, and thousands of other organizations and individuals employ R4s across the galaxy, and it is easy to obtain spare parts and instructions for common modifications for R4 droids.

R4 droids can be played as droid heroes.

R4-Series Agromech Droid CL 0

Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10
hp 7; **Threshold** 8
Immune droid traits

Speed 6 squares (wheeled)
Melee electroshock probe –1 (1d8–2 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

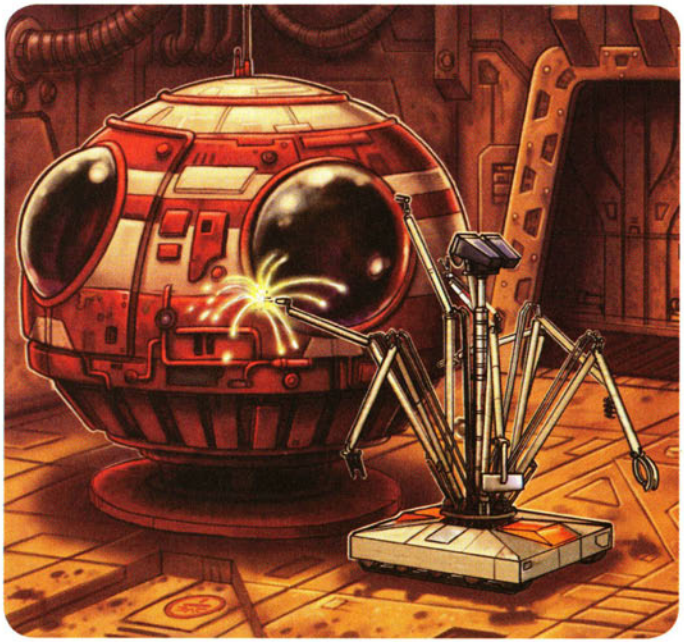
Abilities Str 7, Dex 16, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics, Use Computer), Toughness, Weapon Proficiency (simple weapons)
Skills Knowledge (life sciences) +8, Mechanics +13, Use Computer +13
Systems wheeled locomotion, heuristic processor, 2 tool appendages, diagnostics package, improved sensor package, darkvision
Possessions electroshock probe, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 2,500

WED Treadwell

The WED Treadwell is not the most famous or most successful repair droid, but a large number of them have been manufactured and sold throughout the galaxy. Because the droid has a simple appearance—that of a rolling platform with a viewer on a stalk and four or more tool arms—raiders and pirates often overlook it when plundering. As a result, the Treadwell is one of the least often stolen droids. In fact, Treadwells are sometimes mistaken for tool racks, which is unsurprising since they essentially act as rolling tool racks for their owners. Treadwells are not particularly bright and don't have much drive, but these factors make them obedient and reliable, and they are especially popular on fringe worlds where residents are suspicious of droids.

Although WED Treadwells are fragile, requiring regular maintenance and environments that contain few hazards, they have a reputation for being adaptable and alert. The arms of a Treadwell can be swapped out quickly and easily, and many owners keep a stockpile of specialty arms for specific jobs. The droids are also single-minded, doing what they are told until they complete the task or receive new instructions.

WED Treadwell droids can be played as droid heroes.



A WED Treadwell droid repairs a 9000 Z004 landspeeder.

WED Treadwell Repair Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** Perception +6
Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10
hp 5; **Threshold** 8
Immune droid traits

Speed 6 squares (tracked)
Melee electroshock probe –1 (1d8–2 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

Abilities Str 7, Dex 16, Con —, Int 13, Wis 10, Cha 7
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Mechanics +14, Perception +6, Use Computer +12
Systems tracked locomotion, heuristic processor, 4 tool appendages, diagnostics package
Possessions electric arc welder, fusion lantern, tool kit
Availability Licensed; **Cost** 3,000

Third-Degree Droids

Since the years of the Clone Wars, every major government and organization has used third-degree droids to inform local populations of the impending arrival of troops (and the impending seizure of property and goods). As a result, most civilians greet the arrival of third-degree droids with open hostility.

LOM-Series Protocol Droid

The LOM series of protocol droids was created by Industrial Automaton as direct competition to the popular 3PO series from Cybot Galactica. Indeed, Industrial Automaton managed to acquire many of the same components used in the 3PO design, and as a result, the main chassis of LOM-series droids is extremely similar to that of 3PO models. However, the head of the LOM-series droid has a distinctly insectoid appearance, designed to appeal to species such as the Gand and the Verpine.

Equipped with AA-1 Verbobrains (as were 3PO units) and excellent translator modules, the LOM series initially sold well. Indeed, their personalities were often preferred to those of 3PO units, since LOM droids had a propensity for sensible, rational action even under pressure. However, LOM-series droids often developed personalities too blunt to make them effective protocol droids. Many LOM-series droids removed their own restraining bolts and obtained reprogramming to enable them to carry out independent operations. This trend, coupled with legal pressure from Cybot Galactica, caused Industrial Automaton to stop producing the model. In the Rebellion era, many used LOM-series droids are sold far below market value, and independent LOM traders and explorers are not unknown.

LOM-series protocol droids can be played as droid heroes.

A LOM-Series protocol droid assists a Rebel commando.



LOM-Series Protocol Droid CL 0
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +0
Languages Basic, Binary, 1 unassigned

Defense Ref 10 (flat-footed 10), Fort 9, Will 10
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Base Atk +0; **Grp** +0

Abilities Str 8, Dex 11, Con —, Int 13, Wis 11, Cha 15
Feats Linguist, Skill Focus (Use Computer), Skill Training (Knowledge [bureaucracy], Use Computer)
Skills Knowledge (bureaucracy) +6, Knowledge (social sciences) +6, Persuasion +7, Use Computer +11
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 2,000

Fourth-Degree Droids

The failure of the Separatists' battle droids to win the Clone Wars proved disastrous for the further development of military combat droids. Although the Empire sometimes creates droid warriors and assassins, few fourth-degree droid models have been created for civilian use.

BT-16 Perimeter Security Droid

Arakyd's BT-16 perimeter security droid is a walking guard droid that resembles a large, thin-legged spider. These droids were originally designed for basic perimeter defense around private estates and government compounds, although many found their way into the hands of criminals who used the BT-16s to protect their dens of illegal activity. These droids are extremely stable and have the ability to climb over low objects and even up vertical surfaces. The BT-16 reacts quickly against intruders, and it can unleash a torrent of blaster fire.

The B'omarr monks used modified BT-16 perimeter security droids as carriers of the brains of enlightened members of their order, who were said to have transcended the need for their corporeal forms. See the sidebar on the B'omarr monks for more information.

BT-16 perimeter security droids can't be played as droid heroes.

BT-16 Perimeter Security Droid CL 5
Large droid (4th degree) nonheroic 6/scout 3
Force 2
Init +6; **Senses** Low-light vision; **Perception** +18
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 20, Will 16
hp 39; **Threshold** 25
Immune droid traits

Speed 6 squares
Melee leg spike +11 (1d6+6)
Ranged heavy repeating blaster +4 (5d10+1) with Burst Fire or
Ranged heavy repeating blaster +4 (3d10+1) with autofire
Base Atk +6; **Grp** +16
Atk Options autofire (heavy repeating blaster), Blast Back, Burst Fire
Special Actions Fade Away

Abilities Str 20, Dex 14, Con –, Int 9, Wis 14, Cha 10
Special Qualities droid traits
Talents Blast Back, Fade Away
Feats Burst Fire, Improved Defenses, Skill Focus (Climb), Skill Focus (Perception), Skill Training (Climb), Weapon Focus (Heavy Weapons), Weapon Proficiency (heavy weapons, simple weapon)
Skills Climb +19, Perception +18
Systems heuristic processor, walking locomotion, improved sensor package, internal comlink, vocabulator
Possessions heavy repeating blaster, video recorder
Cost 4,100; **Availability** Restricted

B'omarr Monks

The B'omarr monks are members of a religious order on Tatooine that believes that the mind can be expanded to reach a state of enlightenment, which requires a withdrawal from all physical sensation. Once a monk has attained enlightenment, the order removes the brain from the enlightened monk's body and places it in a preserving container attached to a BT-16 perimeter security droid. Attachment to the BT-16 gives the enlightened monk mobility without the necessity of a mortal body. Enlightened B'omarr monks use telepathic commands to interface with their droids' processors and command the droids.

To convert a BT-16 perimeter security droid's statistics to the statistics of an enlightened B'omarr monk, make the following changes:

- Remove the heavy repeating blaster.
- Increase the droid's Intelligence, Wisdom, and Charisma to 18.
- Replace the Burst Fire feat with the Force Sensitivity feat.
- Replace the Blast Back talent with the Acute Senses talent.

RHTC-560 Hunter Trainer

The RHTC-560 was developed on Rodia as a gladiatorial and combat-training droid to help sate the planetary population's appetite for violence. The Hunter Trainer is an armored biped 1.8 meters tall, with vibro weapon claws, an improved sensor package, and blasters built into its forearms. Unlike most fourth-level droids, it is programmed to think for itself, taking general orders from its owner but employing independent judgment on how to accomplish those tasks. This independence makes the RHTC-560 more effective than the simpler battle droids of the Clone Wars, but it can also make this model dangerously unpredictable.

The droid's basic design quickly gained acceptance beyond Rodia. The RHTC-560 model is now used for various purposes, including tracking prey for both game hunters and bounty hunters, carrying out assassinations, and serving as enforcers for crime lords. Because Hunter Trainers are technically sport droids, they are legal on most Imperial worlds, though they require the same type of licensing as sporting blasters and carnivorous pets. Of course, anyone who uses an RHTC-560 to harm another sentient being on an Imperial world had better have the Empire's approval—or at least a good alibi.

The RHTC-560 is the control unit for six to 12 smaller hunter trainer drones, simple scouts that are designed to seek targets and relay their locations to the main droid. Though the HT drones can act independently, their basic programming can process only one command at a time. If an HT drone cannot communicate with the control unit, it continues to carry out the last task it was given for 20 hours, at which point it returns to its RHTC-560 controller. HT drones have no sense of self-preservation and so are fearless in pursuit of their targets but prone to self-destructive actions.

Neither the RHTC-560 droid nor the HT drone can be played as droid heroes.



AN RHTC-560 DROID ATTACKS REBEL TROOPERS ABOARD A CARGO SKIFF.

RHTC-560 Hunter Trainer CL 6

Medium droid (4th-degree) soldier 6
Force 1
Init +10; **Senses** darkvision; Perception +11
Languages Basic, Binary, Rodese, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 17
hp 47; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee vibro claw +7 (2d6+6)
Ranged forearm blaster +8 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Melee Defense, Mighty Swing, Running Attack, Vehicular Combat

Abilities Str 13, Dex 14, Con —, Int 14, Wis 13, Cha 10
Talents Battle Analysis, Devastating Attack (advanced melee weapons), Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Melee Defense, Mighty Swing, Point Blank Shot, Running Attack, Vehicular Combat, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Jump +9, Knowledge (tactics) +10, Perception +11, Stealth +10
Systems walking locomotion, heuristic processor, vocabulator, comlink, darkvision, improved sensor package, locked access, secondary battery, 2 hand appendages, vibro claws, forearm blasters, quadanium battle armor (+7 armor)
Possessions 6 to 12 HT drones
Availability Licensed; **Cost** 5,000 (not including HT drones)

HT Drone CL 1

Small droid (4th-degree) scout 1
Init +8; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Binary, Rodese

Defenses Ref 17 (flat-footed 14), Fort 12, Will 13
hp 24; **Threshold** 11
Immune droid traits

Speed 6 squares (hovering), 4 squares (walking)
Ranged blaster +3 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –2

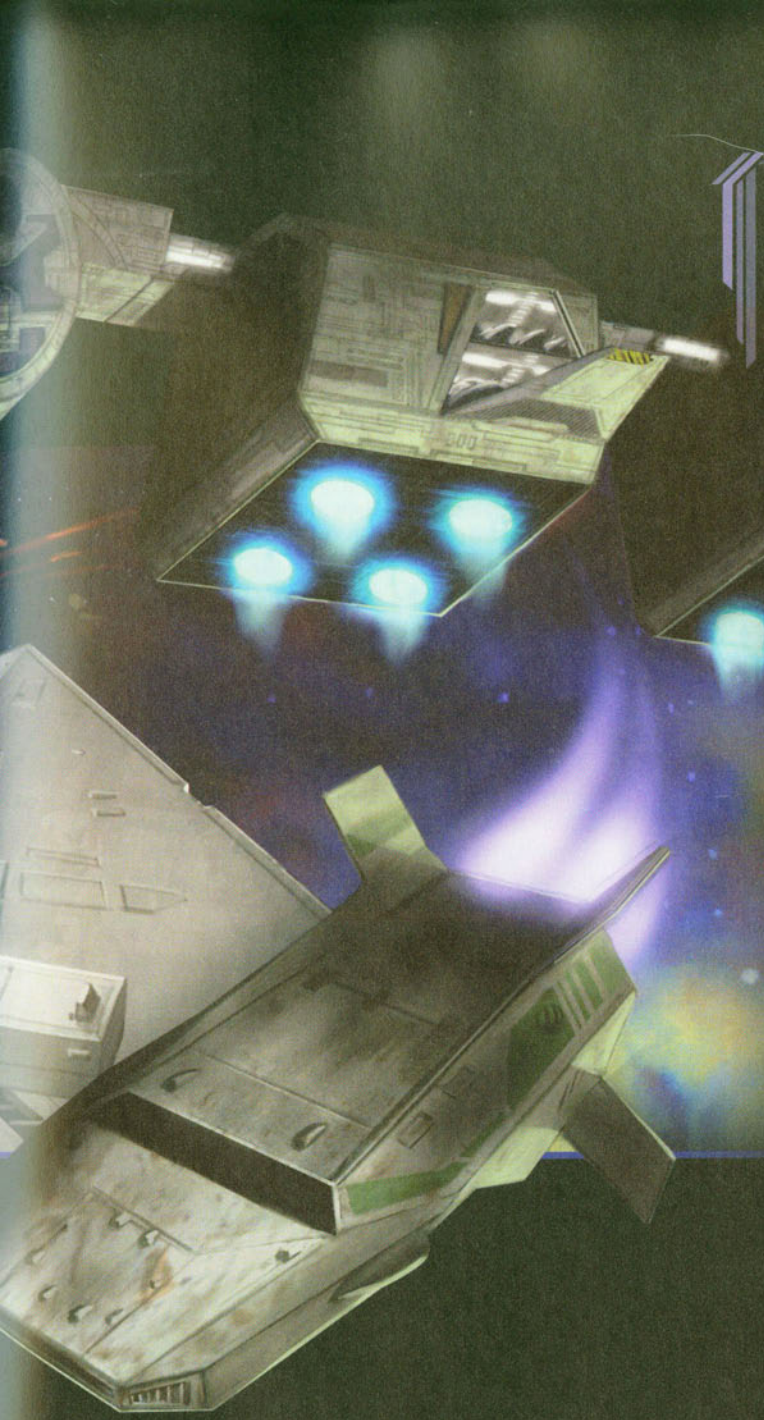
Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 11
Talents Acute Senses
Feats Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +8, Mechanics +6, Perception +9 (can reroll), Pilot +8, Stealth +8
Systems hovering locomotion, basic processor, improved sensor package, darkvision, locked access, integrated comlink
Possessions sensor unit, video recording unit, 2 hand appendages, blaster (treat as blaster pistol)
Availability Licensed; **Cost** 2,000

"I PRESENT TO YOU A GIFT, THESE TWO DROIDS. BOTH ARE HARD-WORKING AND WILL SERVE YOU WELL."

— LUKE SKYWALKER

Chapter IV
Vehicles and Starships





The Empire manages to control the galaxy in large part by controlling the supply of military vessels. The construction of capital-class ships outside Empire-approved shipyards declined massively in the years leading up to the Battle of Yavin, and only a limited number of independent shipyards retain the capacity to build such craft. As the Alliance grows and strengthens, it focuses more attention on maintaining and expanding its fleet, but throughout the Rebellion era, its large warships remain too precious to risk on anything other than major strategic targets.

As a result, the construction of smaller ships increases, as shipyards try to maintain profits and independent groups seek whatever vessels they can purchase. One advantage of smaller ships is that they are likely to be overlooked by Imperial forces that view capital ships as major threats. In addition, although the Empire has outlawed the ownership of armed freighters or starfighters in many Core Worlds, enforcement of this rule has a lower priority than locating Rebel bases or protecting Imperial interests. Even the Empire accepts that law-abiding citizens who live far from civilization might require armed vessels to protect themselves and their cargo; on fringe worlds, anything short of a frigate is unlikely to draw much attention.

The vehicles and starships presented in this chapter, many of which were designed and built prior to the end of the Clone Wars, represent the types of vessels available to private concerns during the Galactic Civil War. The Rebellion and major organizations (such as the Zann Consortium) sometimes develop unique vehicle designs to suit their needs, but most groups outside the Empire must make do with whatever generic vessels are available.

The vehicles and starships in this chapter are in the hands of pirates, smugglers, planetary defense forces, large cartels or corporations, and small organizations preparing to fight against the growing tyranny of the New Order. Other chapters in this book present vehicles and starships that are used primarily by the Rebel Alliance (Chapter 6), the Empire (Chapter 7), and major fringe organizations (Chapter 8).

Speeders

Throughout the Rebellion era, the Empire focuses on walkers, both as instruments of intimidation and in response to a growing number of antirepulsor mine designs, but the sale of speeders to civilians and small planetary forces continues unabated. The long range and high velocity of speeders makes them popular with legitimate business owners, smugglers, bounty hunters, Rebels, and others who rarely need to worry about mines or cowing the populace of an entire world.

Bantha-II Cargo Skiff

The Bantha-II is a typical heavy cargo speeder, little more than a platform with a railing around it. Though slow by the standards of most speeders, its simple controls and heavy lifting capacity make it effective as a cargo carrier and mid-range transport. The skiff's open deck makes it easy to load, and its long, lean frame allows it to move into tight spaces and close to loading docks. However, the skiff's large maneuvering vanes, which are easy to damage, make the Bantha-II unpopular for use in crowded cities and on industrialized planets. (The vanes grant anyone not trained in the Pilot skill a +2 equipment bonus to Pilot checks with a Bantha-II.)

Due to its delicate nature, a Bantha-II always moves –2 steps on the condition track the first time it takes damage greater than its threshold. Although the skiffs lack the armor and durability to serve as true military vehicles, they can be used as troop carriers, moving infantry close to a battle without coming directly under fire. Some crime lords and gangs mount defensive plates and heavy weapons on skiffs for intimidation purposes (reducing the top speed to 200 kilometers per hour), but these modified skiffs are effective only in nonmilitary conflicts, such as providing cover for smuggler operations or threatening lightly armed civilians. More creative crime lords sometimes add theatrical enhancements, such as extending planks for executions and imposing mastheads of mythological creatures.

Modified versions of the Bantha-II adapt the skiff to the environments of specific worlds. On planets with toxic fumes or dangerous plant life, the skiffs might have enclosed pilothouses and decks to grant life support to passengers. Aquatic skiffs can float on the surface of a lake or river even when unpowered and feature spray-screens to keep passengers dry in a downpour or in whitewater rapids. Skiffs used on desert worlds are equipped with screens and cooling vents to keep them operational during sandstorms.

Bantha-II Cargo Skiff **CL 3**
Huge ground vehicle (speeder)
Init +5; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 10 squares (max. velocity 250 km/h)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +0; **Grp** +22

Abilities Str 34, Dex 14, Con —, Int 12
Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5, Use Computer +5

Crew 1 (normal); **Passengers** 16
Cargo 135 tons; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 8,000 (3,000 used)

Storm IV Twin-Pod Cloud Car

A cloud car is an air vehicle that uses both a repulsorlift system and an ion engine, allowing it to operate at near-orbital altitudes and very high speeds. Though cloud cars are not starfighters, they can effectively engage in combat with fighters and space transports within a planet's atmosphere. In fact, many cloud cars are faster and more maneuverable than starfighters operating in an atmosphere. Although their power generators limit them to weaker weapons than those used by typical fighters, in large numbers, cloud cars can defend against attacks on cities and ground installations. They can't hold off capital ships, but they have a good track record against bombers operating below orbital altitudes.

Because they don't have to be fully space-capable, cloud cars are significantly cheaper than starfighters. They are popular with planetary police, paramilitary groups, rangers, and scouts, as well as with bounty hunters who have ships large enough to carry a cloud car from planet to planet. The vessels are most common on worlds that have towers many kilometers high (such as Coruscant) and those that have suspended or floating cities (such as Bespin).

The Storm IV twin-pod cloud car is typical of the capabilities of such vessels, though its double-cockpit arrangement is unusual. Bespin Motors first developed the model as a patrol vehicle for Cloud City security forces. When the Storm IV proved successful, the company began producing models for export, and others have since designed their own versions of cloud cars.

Storm IV Twin-Pod Cloud Car CL 6
Gargantuan air vehicle (airspeeder)
Init +6; **Senses** Perception +6

Defenses Ref 15 (flat-footed 10), Fort 18; +5 armor
hp 80; **DR** 10; **Threshold** 38

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double blaster cannon +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (double blaster cannon)

Abilities Str 26, Dex 20, Con —, Int 12
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 75,000 (28,000 used)

Double blaster cannon (copilot)
Atk +3 (–2 autofire), **Dmg** 5d10



A Storm IV Twin-Pod Cloud Car

Talon I Combat Cloud Car

The Talon I combat cloud car is a fast, agile airspeeder that boasts greater durability than the average cloud car. Additionally, the Talon I is outfitted with starfighter-scale weapons, allowing it to deal with starfighters or space transports that attempt to flee Cloud City. Though combat cloud cars have only a pilot for crew and cannot leave the atmosphere, they fill a gap between airspeeders and starfighters.

Talon I Combat Cloud Car CL 7
Gargantuan air vehicle (airspeeder)
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 21; +7 armor
hp 110; **DR** 10; **Threshold** 41

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double blaster cannon +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +28
Atk Options autofire (double blaster cannon)

Abilities Str 32, Dex 22, Con —, Int 12
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 80,000

Double blaster cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

9000 Z004 Landspeeder

The Ubrikkian Industries 9000 Z004 landspeeder is an all-species adaptation of its Z001 model, which was designed for Ugors. It has the same spherical design and small frame of the Z001 but features greater interior comfort and more powerful engines, appealing to a much larger audience. Among young joyriders and fans of speed, the model has become known simply as the "Zeefour," and it sometimes appears in racing competitions that normally host only swoops and speeder bikes.

The Zeefour focuses on speed and stability over altitude or carrying capacity. It has a maximum ceiling of 1.5 meters off the ground and can manage speeds of up to 300 kilometers per hour with little chance of tipping. Not only is its design compact and stable, but its computer-enhanced navigational and steering systems also aid the pilot in making difficult maneuvers (granting a +2 equipment bonus to Pilot checks by a character trained in that skill).

Although the Zeefour is a major departure from traditional speeder design, it has proven successful enough to be imitated, and some scratch-modified Z001 speeders have been created to match its capabilities. All official models of the Zeefour-type speeder are civilian, but the enclosed capsule and high-powered engine lend themselves to paramilitary modifications, which typically include a layer of armor plating and a heavy blaster rifle.

9000 Z004 Landspeeder **CL 2**
Large ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defense Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 300 km/h)
Fighting Space 2×2; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 8,000 (2,500 used)

AIR-2 RACING SWOOP

A design of swoop first introduced by TaggeCo during the Clone Wars, the Air-2 racing swoop saw huge sales in its first few decades of production because Podracing had recently been outlawed, replaced on many worlds by swoop racing. Balanced to have just enough power and mass for sport flying, the Air-2 has an impressive top speed of 600 kilometers per hour and a 1-kilometer flight ceiling. The swoop quickly became popular with racers, joyriders, and gang members, but it suffered from an image problem due to its relatively short frame and stubby appearance. When longer, sleeker swoops were introduced as competition, sales of the Air-2 declined.

The Air-2 requires skilled piloting. It has controls for both hands and both feet, and the pilot must shift his weight to perform many maneuvers. This coordination can be difficult for an unskilled pilot (a character not trained in Pilot takes a –2 penalty to Pilot checks while operating an Air-2). However, the lack of complex computer controls or droid ports simplifies repairs, making the swoop popular on harsh planets where more delicate speeders suffer regular breakdowns. (An Air-2 grants a +5 equipment bonus to Mechanics checks to repair or jury-rig it.)

The basic design of the Air-2 racing swoop has been copied and modified by dozen of companies; SoroSuub even has a model also called the Air-2. As a result, it's not unusual to find similar swoops with minor differences, such as a second seat for passengers, slightly decreased speed coupled with extra cargo capacity, or heavier armor and a lower flight ceiling. Unlike many other swoop and speeder designs, the Air-2 is almost never armed. Its small size, tricky handling, and lack of spare power make it impossible to mount weapons heavier than pilots can carry on their persons.

Air-2 Swoop **CL 2**
Large ground vehicle (speeder)
Init +9; **Senses** Perception +5

Defense Ref 16 (flat-footed 11), Fort 16; +2 armor
hp 50; **DR** 5; **Threshold** 21

Speed 16 squares (max. velocity 600 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +11

Abilities Str 22, Dex 20, Con —, Int 12
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 4,500 (1,200 used)

STARFIGHTERS

Starfighters are the most basic military vessels used in space combat, serving roles as varied as patrol craft, armed transports, escorts, attack vessels, and bombers. Much easier to conceal than larger military ships, starfighters are popular with Rebels, smugglers, pirates, and crime lords. An Imperial Star Destroyer can identify the military lines of a Corellian corvette at a glance, but it's more difficult to determine whether the ships in a transport's hangar are defenseless shuttles or Dunelizards.

Although the X-wing is the most famous starfighter of the Rebellion era, it is not the only fighter put to extensive use during that time. In addition to vessels left over from the Clone Wars and those designed for purely local use, hundreds of different starfighters were produced and saw combat during the Galactic Civil War. The vessels presented below are typical examples of the starfighters found throughout the galaxy in the hands of Rebels, Imperials, and those on the fringes of society.

G1-M4-C Dunelizard Fighter

The Dunelizard is a medium fighter designed primarily for use by small planetary defense forces, mercenaries, and powerful corporations. First produced by MandalMotors during the period between the Clone Wars and the Galactic Civil War, the Dunelizard was originally offered to, and rejected by, the Imperial navy. An Imperial advisor placed to oversee the operations of the company did not want MandalMotors to suffer major financial losses under his direction and thus approved limited sales of Dunelizards to other forces. Because the Empire had already passed on the design as too expensive and underpowered, the official position of the advisor was that Dunelizards in the hands of non-Imperial pilots posed an insignificant risk to Imperial forces.

In truth, the Dunelizard is a basic but capable starfighter that has served as the primary starship of more than one flight wing. It is especially popular with pirate groups and smugglers due to its rugged nature and the ease of making repairs (any Mechanics check to repair a Dunelizard gains a +1 equipment bonus). The fighter can be modified easily, and though the basic model has linked laser cannons, it is easy to swap out these weapons for ion cannons, concussion missile launchers, or proton torpedo launchers; each launcher has a six-missile payload. (For purposes of the starship modification rules from *Starships of the Galaxy*, the Dunelizard has 3 unused emplacement points.)



Two Dunelizard fighters take on a SoroSuub planetary defender starfighter.

The Dunelizard also has a hyperdrive and a simple navicomputer, but it lacks an astromech port that would allow the calculation of more advanced hyperspace coordinates. A popular modification of the starship involves removing the copilot's seat and installing an astromech port in the cockpit behind the pilot. However, the design of the ship's wings reduces the visibility of an astromech droid at that port location, a problem that led to the Type II Dunelizard—a version with a shorter, narrower wing configuration.

G1-M4-C Dunelizard Fighter **CL 8**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Ref 17 (flat-footed 13), Fort 27; +8 armor
hp 140; **DR** 10; **SR** 25; **Threshold** 47

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (double medium laser cannons)

Abilities Str 44, Dex 18, Con —, Int 14
Skills Initiative +4, Mechanics +5 (+13*), Perception +5 (+3*), Pilot +4, Use Computer +5 (+13*)
**If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 (normal) plus astromech (optional); **Passengers** 1
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (3-jump memory) or astromech (10-jump memory)
Availability Restricted; **Cost** 115,000 (55,000 used)

Double medium laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Ixiyen-class Fast Attack Craft

Built by TransGalMeg Industries throughout the Galactic Civil War, the *Ixiyen*-class fighter is sold to numerous independent groups, and fighters often change hands multiple times. TransGalMeg Industries is officially allied with the Empire but located in the Mid Rim, where populations are sparse and Imperial inspections are rare. Thus, the corporation feels safe in selling small numbers of the starfighters to anyone who has the credits to pay. As long as the vessels don't flood the market and TransGalMeg keeps the Empire supplied, Imperial officials overlook the corporation's side sales. The fighters are popular as squadron leader vessels and bounty hunter ships. Still, TransGalMeg does not produce the *Ixiyen*-class extensively, and no single group amasses the vessel in large numbers.

Though the fast attack craft is specifically designed to oppose starfighters, its weapons can pose a threat to larger ships as well. With its heavy armor and shields, the *Ixiyen*-class fighter can overwhelm smaller starships with brutal frontal assaults, shrugging off enemy counterattacks. However, its basic frame is not particularly sturdy, and the ship lacks the staying power and payload necessary for prolonged conflicts. Its main drawback is its lack of droid or gunner slots, forcing the pilot to choose between weapon systems for each attack. Expert pilots often use concussion missiles to devastating effect before resorting to laser fire, but in anything longer than a short dogfight, more versatile starfighters have an edge.

Ixiyen-class Fast Attack Craft **CL 8**
Gargantuan starfighter
Init +3; **Senses** Perception +5

Defense Ref 16 (flat-footed 13), Fort 27; +8 armor
hp 120; **DR** 10; **SR** 10; **Threshold** 47

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +6(see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (double medium laser cannons)

Abilities Str 44, Dex 16, Con —, Int 18
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 440 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 5 medium concussion missiles
Hyperdrive ×1, navicomputer
Availability Restricted; **Cost** 180,000 (40,000 used)

Double medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2

M12-L Kimogila Heavy Fighter

Like the Dunelizard fighter, the M12-L Kimogila was designed and built by MandalMotors for sale to planets, corporations, and large criminal fleets or private organizations. Officially an update of the Dunelizard, the Kimogila is actually a much heavier and more robust starfighter that violates Imperial policy regarding military vessels sold to civilians. However, by the time of its design, the Empire no longer considers snubfighters a serious threat, and as long as MandalMotors continues to be guided by a (bribable) Imperial advisor, such transgressions are overlooked.

The M12-L Kimogila includes four linked lasers, a concussion missile launcher with a large magazine, and a proton torpedo tube with a small payload. Because either the pilot or the gunner can control the proton torpedoes, the ship can fill a variety of attack roles, at least for short periods of time. As a planetary bomber, it can make attack runs with both of its missile weapons; in space conflict, it can focus on making attacks with its lasers, reserving its concussion missiles and proton torpedoes for heavier targets. This versatility, coupled with its remarkable resilience, makes the Kimogila one of the most popular Rebellion era starfighters for unaligned forces that need to do more with less.

M12-L Kimogila Heavy Fighter **CL 10**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Ref 17 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 15; **Threshold** 48

Speed fly 14 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +5 (see below) and medium concussion missiles +3 (see below) or
Ranged heavy laser cannons +5 (see below) and proton torpedoes +3 (see below) or
Ranged medium concussion missiles +3 (see below) and proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +33
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 46, Dex 18, Con —, Int 16
Skills Initiative +4, Mechanics +5 (+13*), Perception +5 (+3*), Pilot +4, Use Computer +5 (+13*)
**If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 plus astromech droid (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 12 medium concussion missiles
Hyperdrive x2, 10-jump memory (astromech droid)
Availability Restricted; **Cost** 175,000 (125,000 used)

Heavy laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Medium concussion missiles (gunner)
Atk +3, **Dmg** 8d10×2

Proton torpedoes (pilot or gunner)
Atk +3 (+5 pilot), **Dmg** 9d10×2

M22-T Krayt Gunship

The M22-T Krayt gunship was originally commissioned by Jabba the Hutt to serve as a command ship for his most powerful and loyal lieutenants. The design proved successful and popular, and MandalMotors produced many more such gunships, but only as special orders for valued clients. It was the last of the "scaled killer" series (including the Dunelizard, the Kimogila, and the Scyk), and it was so heavily armed and armored that it finally drew the Empire's attention to MandalMotors' independent military constructions. The Imperial advisor who allowed its design and sale was imprisoned, and various Imperial sycophants took his place for several years. After the Battle of Endor, MandalMotors workers ousted the Imperial advisor's position in favor of supporting the New Republic.

Because of its origin as a specially ordered craft, the M22-T Krayt gunship has a few unusual features. First, it has numerous cover panels that have little purpose but aesthetics, which can be modified or removed to suit the tastes of each owner. Second, the ship has room for two passengers (or prisoners), which allows it to be used as an armed shuttle or a prisoner transport as well as an attack craft.

The Krayt carries four laser cannons under the pilot's control, a gunner's turret that can be armed with lasers or ion cannons, and a concussion missile launcher controlled by either the pilot or the gunner. The gunner has a clear field of fire and a dedicated targeting computer, which grants a +1 equipment bonus to attack rolls with turret weapons (but not with the ship's concussion missiles). This heavy firepower makes the Krayt a highly effective attack craft, but it is too expensive for mass production. It remains most commonly found as a squad leader's fighter, a bounty hunter's personal vessel, or an escort for the wealthy.

M22-T Krayt Gunship **CL 12**
Gargantuan starfighter
Init +4; **Senses** Perception +6

Defense Ref 16 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 20; **Threshold** 48

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged heavy laser cannons +8 (see below) and ion cannons +7 (see below) or
Ranged heavy laser cannons +8 (see below) and medium concussion missiles +6 (see below) or
Ranged ion cannons +7 (see below) and medium concussion missiles +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (heavy laser cannons, ion cannons)

Abilities Str 46, Dex 16, Con —, Int 18
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 440 kg; **Consumables** 1 week; **Carried Craft** none
Payload 16 concussion missiles
Hyperdrive x1, navicomputer
Availability Military; **Cost** 350,000 (210,000 used)

Heavy laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Ion cannons (gunner)
Atk +7 (+2 autofire), **Dmg** 4d10×2 ion

Medium concussion missiles (pilot or gunner)
Atk +6 (+8 pilot), **Dmg** 8d10×2

Pinook Fighter

It is often said that the design of the Pinook fighter is so bad that it couldn't have happened by accident. Though such statements are meant to be humorous, they actually are true. Built by Joraan Drive Systems, the Pinook suffered from heavy Imperial restrictions on its available armament, weapons, and power supply. Since Joraan Drive Systems was not a strong supporter of the New Order, its board of directors could not convince Imperial inspectors to allow the Pinook to be sold to allies of the Empire. As a result, the inspectors considered the ship a purely civilian craft and saw no need to let the company give it any serious combat ability.

The Pinook is slow, poorly armed, and underpowered. It's inexpensive, but that consideration pales in light of its performance. The ship can be outflown by a Y-wing and outgunned by jury-rigged ugly fighters built from spare parts. The Pinook has seen some success as a training vessel, since it is cheap enough to risk with raw pilots, but no force that fields the ship in combat expects it to do anything but report the presence of an enemy before being destroyed. The sales and performance of the Pinook are so poor that Joraan Drive Systems secretly constructs starfighters for criminal organizations just to stay solvent.

Pinook Fighter **CL 10**
Huge starfighter
Init +4; **Senses** Perception +5

Defense Ref 12 (flat-footed 11), Fort 24; +3 armor
hp 75; **DR** 10; **SR** 10; **Threshold** 34

Speed fly 9 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +24
Atk Options autofire (light laser cannons)

Abilities Str 38, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1.5, navicomputer
Availability Military; **Cost** 50,000 (25,000 used)

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

TWO ALLIANCE PINOOK FIGHTERS ESCORT A YV-545 SPACE TRANSPORT.



Razor-class Starfighter

Built by the small Starypan/SunHui Spaceworks, the *Razor*-class starfighter is a typical example of the type of fighter available to corporate security forces and wealthy families that can get Imperial approval for armed ships. Though by no means exceptional, the *Razor*-class is a capable starfighter offering good firepower and speed, despite suffering from weak shields and little internal bracing. Like the R-41 Starchaser on which it is based, the ship is limited by its lack of a copilot, gunner, or droid port, making it impossible to take advantage of all its weapons on a single strafing run.

***Razor*-class Fighter** **CL 9**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defense Ref 16 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +7 (see below) or
Ranged ion cannons +5 (see below) or

Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 38, Dex 20, Con —, Int 16
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 medium concussion missiles per tube
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 75,000 (45,000 used)

Medium laser cannons (pilot)
Atk +7, **Dmg** 5d10×2

Ion cannons (pilot)
Atk +5, **Dmg** 3d10×2 ion

Medium concussion missiles (pilot)
Atk +5, **Dmg** 9d10×2



TWO *RAZOR*-CLASS STARFIGHTERS ATTACK A KIMOGILA FIGHTER.

SPACE TRANSPORTS

During the Rebellion era, space transports see a huge increase in use for a variety of reasons. First, they are the largest type of vessel that many shipyards are allowed to build under restrictive Imperial regulations. Second, they are easier than larger ships to hide, maintain, and modify in secret bases, but they remain more powerful than starfighters, making them the choice of smugglers, bounty hunters, pirates, small merchant cartels, and even Rebel strike forces. Third, it is possible to operate a dozen light freighters for the same cost as a single capital ship, so credit-strapped groups find it more economical to use space transports as scouts, patrol ships, and armed escorts rather than trying to field a fleet of larger ships. Even planetary governments that have Imperial permission to arm patrol ships sometimes discover that their treasuries, ravaged by the rigors of the Clone Wars and the harsh taxes of the Empire, cannot afford anything bigger than a space transport.

MOBQUET MEDIUM TRANSPORT

The Mobquet medium transport is a design of Mobquet Swoops and Speeders (MS&S), a repulsorlift manufacturing company owned in turn by TaggeCo. The only starship design produced by MS&S, the medium transport is a major departure from its normal line of swoop bikes and landspeeders. The design was built with aid from sister company Tagge Industries Shipyards Limited and initially intended for TaggeCo's exclusive use. The ship proved extremely popular, however, and as a result is sold to private concerns as well.

The three nodes of a Mobquet medium transport are intentionally modular, allowing it to be modified in sections as needed for its owner's intended use. The standard design has crew quarters, storage, and a few defensive weapons in the front node; speeder racks with external access in the second node; and engineering and computer units in the third node, along with some additional storage. However, it is possible to expand the weapon systems by reducing the rear storage, or to convert the central node into a passenger section that can carry up to 32 creatures in comfort. (For purposes of the starship modification rules from *Starships of the Galaxy*, the Mobquet medium transport has 10 unused emplacement points.)

Because TaggeCo has strong connections with the Empire (and many of its subsidiaries have contracts for Imperial vehicles and gear), it managed to have the Mobquet licensed as a medium transport rather than a bulk hauler or heavy cargo carrier. This classification results in reduced regulation of sales of the 113-meter-long starship, which is big enough to mount capital-class weapons. Although the ships aren't produced with heavy weapons as standard options, it is not unusual for pirates, Rebels, and smugglers to add a turbolaser turret to a Mobquet, often behind hidden panels that blow off if the weapon is fired. The ships are also used as fighter carriers, troop transports, and missile cruisers after extensive modifications, and Imperial customs ships have learned to approach Mobquet medium transports with caution.

Mobquet Medium Transport CL 8
Colossal (frigate) capital ship
Init –1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 39; +12 armor
hp 900; **DR** 15; **SR** 90; **Threshold** 139

Speed fly 3 squares (starship scale)
Ranged laser cannon +4 (see below) and medium concussion missiles +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (laser cannon)

Abilities Str 69, Dex 16, Con —, Int 14
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 2 (skilled); **Passengers** 24
Cargo 700 tons; **Consumables** 2 months; **Carried Craft** none
Payload 32 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 750,000 (225,000 used)

Laser cannon (gunner)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Medium concussion missile (gunner)
Atk +4, **Dmg** 8d10×2

YKL-37R Nova Courier

Gallofree Yards, Inc., produced the YKL-37R Nova Courier in an attempt to turn the company's fortunes around after its medium transport ships failed to capture the market from competitors such as the Corellian Engineering Corporation. The design of the Nova Courier is significantly better than that of any of its larger transports and cargo freighters, but the company's reputation ensured that its sales were slow from the beginning.

To make matters worse, rumors of the company's demise preceded the release of the Nova Courier, making buyers skittish about acquiring the ships only to find parts and upgrades nonexistent. Furthermore, the cost of converting existing manufacturing plants to the new design was disastrously higher than expected, far outstripping revenues. When Gallofree Yards, Inc., finally folded, its vast stock of unsold YKL-37Rs was sold off at auction to the highest bidders, which included smugglers and independent merchants looking to pick up cheap ships.

A Mesens scout ship launches from a Mobquet Medium Transport.



Many of the new owners were pleasantly surprised by the Nova Courier's performance. Though its cargo capacity is low compared to most transports in its class, the ship handles well, is reasonably robust, and provides comfortable accommodations for crew and passengers. It also shows the benefit of the lessons learned from earlier GR-class designs, with low maintenance needs and a high degree of easy modification. (A character trained in Mechanics gains a +5 equipment bonus to Mechanics checks for a Nova Courier. For purposes of the starship modification rules from *Starships of the Galaxy*, the ship has 5 unused emplacement points.)

The Nova Courier also offers good defenses for a stock model, with two turrets of twin laser cannons and three small concussion missile launchers. Though each tube carries only a few missiles, the ability of the copilot and both gunners to fire missiles at the same time gives the Nova Courier a heavy punch for a short engagement. It has proven popular with mid-level diplomats and the moderately rich as an armed shuttle for short trips, and it frequently is the travel ship of choice for crime lords unable to afford luxury yachts or capital-class ships.

YKL-37R Nova Courier **CL 8**
Colossal space transport
Init –2; **Senses** Perception +5

Defense Ref 18 (flat-footed 15), Fort 27; +15 armor
hp 180; **DR** 15; **SR** 60; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged 2 laser cannons +2 (see below) and 3 medium concussion missiles +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (normal); **Passengers** 6
Cargo 60 metric tons; **Consumables** 6 months; **Carried Craft** none
Payload 12 concussion missiles per tube
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 150,000 (45,000 used)

Laser cannons (2 gunners)
Atk +2 (–3 autofire), **Dmg** 5d10×2

Medium concussion missiles (copilot, 2 gunners)
Atk +2, **Dmg** 8d10×2

YV-545 Light Freighter

The Corellian Engineering Corporation (CEC) constantly struggles to replicate its successful freighter designs, but not all its efforts bear fruit. The YV-545 is an example of a design that should have been popular but simply was not. Specifically intended to bridge the gulf between the older YT series and the modern YV series, the YV-545 tried to please fans of both and ended up pleasing neither. Sales remained low, and the ship is now available only as a special order item.

On a landing pad, the YV-545 looks like a YT series design, with a side-mounted cockpit and a saucer-shaped main body. One of its two loading mandibles is notably longer than the other, and it has a forward-mounted access ramp in addition to one at the rear, but the freighter otherwise looks like a modified YT-1300. In flight, however, the YV-545 reveals its main trick—the cockpit rotates 90 degrees to be "on top" of the starship, with the saucer body hanging beneath. The ship can land in this configuration as well, allowing it to move between narrow loading supports and fit into docking slips that are off-limits to a standard YT series ship. CEC hoped that the typical YT series look would bring in new buyers and that the vertical flight profile would encourage them to consider the YV series designs.

In truth, most buyers see the design as needlessly complex. Cargo must be strapped down carefully whenever the freighter enters or leaves a gravity field, and during takeoff and landing maneuvers, passengers can't move freely about the ship without considerable caution. The YV-545's complex maneuvering system is difficult for casual pilots to manage (a character who is not trained in Pilot takes a –2 penalty to Pilot checks made to fly the ship). Furthermore, the internal compensators and rotating cockpit mechanism make the YV-545 hard to modify. (For purposes of the starship modification rules from *Starships of the Galaxy*, the YV-545 has only 3 unused emplacement points, rather than the normal 5 for CEC starships.)

However, the design did produce an extremely maneuverable ship that rivals many starfighters. In addition to being able to rotate its cockpit, the freighter is ringed with sensor dishes and maneuvering thrusters that allow it to spin and flip in ways that other transports cannot. Legitimate merchants might have little need for this feature, but it has proven useful to smugglers and pirates wishing to modify the YV-545 into an attack craft. The ship's under-and-over gun turrets have an unusually good field of fire, and many owners add heavier weapons to the modest double lasers installed at the factory.

Corellian YV-545 **CL 9**
Colossal space transport
Init +0; **Senses** Perception +5

Defense Ref 19 (flat-footed 14), Fort 27; +14 armor
hp 90; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double lasers +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (double lasers)

Abilities Str 44, Dex 20, Con —, Int 16
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 80 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×2 (backup ×15), navicomputer
Availability Licensed; **Cost** 120,000 (35,000 used)

Double lasers (gunner)
Atk +3 (–2 autofire), **Dmg** 4d10×2



Chapter V
Rebellion Era Campaign



In any society, citizens rely on the government for security: laws to define civilized behavior, officials to enforce those laws, punishments for those who break those laws, and so on. The sacrifice of some beings' freedoms for the safety and security of all seems to many during the Rebellion era to be a reasonable exchange. However, a few beings know that power, corruption, and oppression go hand in hand, and those beings oppose tyranny through acts of sabotage or open rebellion.

The heroes in a Rebellion era campaign can fight for either side of the conflict—the Galactic Empire or the Rebel Alliance—or even act on behalf of fringe elements such as smugglers and pirates. Heroes can be upstanding Imperial citizens lending their aid against the Rebellion, or they can be freedom-loving Rebels working to bring down the Emperor.

Whichever side the players choose, the Rebellion era is rife with possibilities and pitfalls, opportunities and obstacles, and nobility and villainy.

Heroes From Both Sides

The characters in a Rebellion era campaign do not need to be all Rebels, or all Imperials, or all outlaws from the fringes of society, but getting a disparate group to work together toward a common goal can prove complicated. Unless the Gamemaster is prepared to construct an elaborate plot that requires Rebels and Imperials to fight side by side, the group might have to agree not to play heroes with diametrically opposed ideologies—at least at first.

The players should discuss their visions of the campaign with the Gamemaster before the campaign begins. If players want to be heroic freedom fighters struggling against an oppressive galactic regime, then they should play Rebels. If they want to spend their time at the game table matching wits with terrorists and saboteurs, the Gamemaster should let them play Imperials. And, of course, smugglers and their ilk mesh with both groups, so heroes on the fringe have a place in either style of campaign.

A precampaign discussion also gives players an opportunity to develop their heroes' backgrounds, decide how their heroes know each other, and determine what brings them together in the first place. It gives the Gamemaster a chance to work the heroes' back stories into the campaign, and it also provides the group with an open forum in which the Gamemaster and players can discuss what they want to get out of the campaign.

If players develop character backgrounds with no clear connection to one another, the Gamemaster should consider preparing an introductory scenario that brings the heroes together and, ideally, gives them a common cause that keeps them more or less on the same side for the duration of the campaign.

From a Specific Point of View

The story of the Rebellion era is replete with examples of Rebels outwitting the vastly greater numbers of the Empire as they strive to restore justice to the galaxy. Faced with superior odds and superior equipment, the Rebel Alliance triumphs, eventually restoring the Republic and vanquishing the Sith.

Of course, from another perspective, the real heroes are the citizens of the Galactic Empire, who, though they enforce the edicts of one of the most evil beings ever to live, dutifully provide peace and order for the populace. Their struggle against the forces of chaos—embodied by the Rebel Alliance—might ultimately fail, but they are not necessarily evil themselves. They can comport themselves with as much honor, conscience, and courage as any Rebel—and sometimes with more.

Having the option to play either side of the conflict can make a Rebellion era campaign exciting—particularly if the players want to explore the *Star Wars* universe from the vantage point of otherwise noble individuals slowly coming to grips with the fact that they are on the wrong side of a moral and ethical struggle. As they advance within the ranks of the Galactic Empire, such characters see more and more of the Emperor's true cruelty and eventually have to choose between remaining loyal to a corrupted ideal or acting to right the wrongs that they have helped create.

Shared Hero Backgrounds

When the heroes cooperate, the campaign runs more smoothly, so giving the heroes motivations to join together, work together, and stay together afterward is often the primary goal of the first game session. The simplest and best method is to let the players define their own characters' relationships (although the Gamemaster can suggest a few ways to fill in gaps here and there). For example, Hero A is Hero B's older brother, and Hero C works with Hero D, who shared a dormitory room with Hero A back in the academy. Such connections encourage the heroes to cooperate with one another and can bring them all to the same location for the start of the campaign.

For example, Braht Rinnor is an Imperial Academy graduate serving aboard an Action VI supply ship, looking for an opportunity to desert and join the Rebellion. At a refueling stop on Commenor, he runs into his old girlfriend Miria, who, with her best friend, a Twi'lek named Zyrinna, has made contact with a Rodian Rebel named Skollo. However, Skollo is actually just a down-on-his-luck gambler with no real ties to the Rebel Alliance; he just wants to show off for the ladies. When Skollo tells the other three that he needs a ship to take him to his Rebel rendezvous, Braht realizes that the Action VI might be just the ticket, and suggests that the four of them "liberate" it for the Alliance.

Of course, if a player cooks up an extraordinarily elaborate background, the Gamemaster should feel free to suggest scaling it back a bit or, at least, quietly downplay the parts that don't fit into the campaign well. In the end, each hero needs only one compelling reason to want to team up with the other heroes.

Likewise, the Gamemaster has final approval over the players' character concepts. Not everyone gets to be the last Jedi in the galaxy, after all.

Common Campaign Elements

At the commencement of every campaign, the Gamemaster should let the players know what is common knowledge in the setting—what the heroes would know that the players might not. This can include information relating to the first story arc the Gamemaster has planned, and it can include interesting but ultimately unrelated leads that encourage the heroes to explore a bit. Either way, the Gamemaster should encourage the players to work this information into their character backgrounds.

Presented below are brief campaign outlines designed to give Gamemasters ideas for how to unite the heroes in Rebellion era campaigns:

- The heroes are Rebel operatives tasked with carrying out acts of sabotage and espionage against Imperial targets.
- The heroes are the personal staff of an ambitious Imperial Moff.
- The heroes are the crew of a tramp freighter, smuggling contraband to Imperial contacts—and running weapons to the Rebel Alliance.
- The heroes are Imperial citizens secretly supplying information and materiel to the Rebel Alliance.

Obviously, these are just suggestions to run past the players. Gamemasters should avoid railroading the players into a particular campaign setup—and should not let the campaign model limit the character types available to the players. A group of Rebel operatives might have a character in their midst who is secretly loyal to the Empire, for example; or the tramp-freighter crew might include a cultured noble who uses her contacts in the Imperial court to get the smugglers jobs.

Common campaign elements are aimed at giving the players a theme for their character concepts, but once the Gamemaster plants the basic idea, the players are free to run with it. The Gamemaster should work with the players to develop these elements, bearing in mind that the overall goal is to give the players hooks to unite their heroes, and to give the Gamemaster hooks for future adventures.

X-WING FIGHTERS TAKE DOWN A YE-4 GUNSHIP.



Chain of Command

Because Rebellion era campaigns are likely to include heroes in the roles of Rebels or Imperials, the easiest way to unite them is to put them in either organization's chain of command. In addition to bringing the heroes together, this gives them access to basic equipment (and, occasionally, mission-specific equipment), transport, occasional allies, and perhaps most important, a commanding officer to give them missions and advice—in other words, a tool for the Gamemaster to keep the campaign on track. For example:

- The heroes are junior officers serving aboard an Imperial Star Destroyer. They are under review by their commander and must exceed expectations in order to avoid being reassigned to guard duty at the penal colony on Dathomir.
- The heroes are Rebel recruits attached to the consular ship of an Alliance-sympathetic ambassador from Naboo. As new recruits, they are given assignments and duties no one else particularly wants, but if they perform well, they might be given more critical duties.
- The heroes are the crew of an Imperial supply ship whose captain is secretly diverting materiel to the Rebels. The captain frequently orders the heroes to carry out his drops to Rebels who are disguised as Imperials—and then blames the heroes when his superiors notice the difference between cargo and manifest.
- The heroes are part of a gang of shipjackers who steal Imperial ships to sell to the Rebels. Their commander is a disillusioned ex-Imperial officer who expects tight discipline from the heroes, but rewards them richly when they do well.

In any of these examples, the heroes can move up the chain of command as time goes by, perhaps eventually becoming commanding officers. Each mission gives the heroes a chance to impress their superiors with their good work and to earn promotions (or at least a greater share of the profits). Regardless whom they report to, the heroes need to perform well and follow orders—the primary order being "work together."

Base of Operations

When players want to work together but their characters' backgrounds do not cross paths, the simplest answer might be to put them all in the same location at the beginning of the first adventure. Putting them in the same place—whether or not they know each other—lets the Gamemaster present them with location-based adventures and gives them all a stake in working together: if they fail, they lose access to their base of operations and all its equipment and protection.

Of course, this sort of campaign element requires the Gamemaster to do a lot of advance prep work developing the base of operations, detailing the resources available to the heroes, creating NPCs who live and work there, and outlining the activities that normally go on there. Then the Gamemaster must present all this to the players—often before the campaign even starts. After all, if they live there, the heroes probably already know all of this information.

The initial benefit of creating a base of operations is that the Gamemaster can build in adventure hooks right away. Farther on into the campaign, though, the benefits multiply as the base of operations becomes the heroes' haven—a place to rest and recover between adventures, or to hide out when they have made too many enemies. The base of operations also provides heroes with a place to plan, practice, and prepare for missions, and it can be a great set piece if the campaign is going to explore the heroes' downtime as much as it explores their adventures.

The heroes' base of operations can be a place such as a secret Rebel base on Dantooine, the Imperial Academy on Corulag, or a hidden hangar on Nar Shaddaa.

Event

If the heroes have wildly disparate backgrounds or they don't want to be tied to a static location, the Gamemaster should consider uniting them with a major event. Thrown together by circumstance, the heroes have no choice but to work together if they want to survive. If they need a reason to stay together, the Gamemaster can tailor the event so that the heroes all have a motive to find out how and why it happened.

Campaigns of this nature rely largely on the heroes' backgrounds, because the Gamemaster has to ensure that each hero has the proper motivation to follow up on the event, as well as the motivation to do so with the aid of the others in the group. Having a hero break off from the rest for any reason can quickly fracture the group. The Gamemaster should identify suitable hooks in the heroes' backgrounds or, if the players haven't provided anything that works, suggest some such as these:

- The destruction of Alderaan has several witnesses—including the heroes. Having identified the Death Star as an Imperial superweapon, the heroes are motivated to join the Rebellion and seek justice for the millions of Alderaanians who died.
- The Battle of Yavin sees tens of thousands of Imperials killed—some of them friends and relatives of the heroes. Outraged, the heroes band together at a memorial service and vow to bring the Rebels responsible to justice.
- The Imperial occupation of Bespin puts a number of gas miners out of business, including the heroes. Equipped with a Tibanna-mining ship and a handful of improvised weapons, the heroes must fight a guerrilla war to drive out the Imperial garrison and restore Bespin's independence.

The Common Cause

Obviously, the heroes can also band together to support a common cause: bringing down the Empire, for example, or seeing the "Heroes of Yavin" answer for their crimes. As long as the goal is attainable, the heroes have clear motivation. And if the goal cannot be accomplished quickly, the Gamemaster has plenty of material for an ongoing campaign.

Themes of the Rebellion Era

When running a campaign in the Rebellion era, Gamemasters have a variety of themes available to them that can be integrated into adventures to give those adventures a distinct feel. These themes run throughout many of the stories that take place in the Rebellion era, and are central to distinguishing the Galactic Civil War from other conflicts throughout history. This is the time period that sees the rise of the Rebel Alliance against the backdrop of a powerful, well-established Empire. It is a time where desperate people make great sacrifices, and where ordinary citizens give up their lives and livelihoods to become heroes. These themes are discussed in more detail below, with tips for including these themes in your adventures in ways both large and small.

The Rise of the Rebellion

Perhaps the most distinguishing feature of the Rebellion era, and the one that gives the time period its name, is the rise of the Alliance to Restore the Republic, also known as the Rebel Alliance. For the first time since the Republic was transformed into the Empire, a well-organized group of dissidents has both the drive and the means to pose a threat to the Empire. The difference between the Rebel Alliance and other resistance groups is that the Alliance is a single organization, spread across the galaxy, which poses enough of a threat to be recognized and targeted by Imperial agents.

The importance of the Rebel Alliance can be emphasized in Rebellion era adventures in subtle ways. The Empire blames many of its own transgressions on Rebels or Rebel sympathizers, so when the heroes witness an act of Imperial tyranny, they could later hear Imperial propaganda blaming the act on the Rebellion. Since the existence of the Rebel Alliance is well known, even ordinary citizens will know something about the Rebellion. When the heroes go to gather rumors at the cantina, some of the gossip they hear might revolve around Rebel activity. The heroes' contacts may warn the heroes about an impending Rebel operation (if the heroes are members of the Rebel Alliance, hearing about the activities of other Rebel cells will reinforce the idea that they are not alone in the galaxy).

Even if the heroes aren't members of the Alliance, the Rebellion can be the genesis of many adventure hooks. For example, smuggler heroes could be involved in smuggling arms from a crime lord to a Rebel cell on an Imperial world. Mercenary units might be hired to supplement the ranks of the Rebellion at a key battle, or to rescue Rebel operatives who have been captured by the Empire. You should feel free to use the Alliance as a source of adventure for a variety of Rebellion era campaigns.

Great Sacrifices

Rebellion often demands great sacrifices, both from those rebelling and from those closest to them. During the Rebellion era, all who wish to fight for freedom must be prepared to lose everything—their homes, their families, and even their lives—for the sake of their ideals. An individual's dedication to rebellion against the Empire is constantly tested by the need to give up things that person holds dear, and heroes should never forget that price.

On a smaller scale, this concept can be reinforced in the histories of the characters that the heroes will interact with over the course of a campaign. Everyone serving the Rebellion has a story, and most of those stories involve great sacrifice. When the heroes begin digging into their cell leader's past, they may find out that her whole family was imprisoned at Kessel for her defiance. When making contact with a Rebel operative on a Core world, that operative might be missing an eye or have a cybernetic arm as a result of Imperial torture. When the heroes call upon an ally for assistance, they may later discover that the ally suffered Imperial retribution and lost home and livelihood as a result of the help given to the heroes.

REBEL B-WING FIGHTERS ATTACK A ZANN CONSORTIUM *KELDABE*-CLASS SHIP.



As a basis for adventure, sacrifices can be powerful motivators. Perhaps the heroes need to rescue Rebel operatives who are still alive in a bunker after an orbital bombardment. Or the heroes may learn that their allies are being captured or killed by Imperial agents, and the heroes must discover the informant in their ranks as the Imperial net draws ever tighter around them.

Desperate Measures

One of the hallmarks of the era is that, in defiance of the Empire, many Rebels are driven to desperate acts that have little chance of success. The attacks on the Death Stars seem like suicide missions to outside observers. Imperial officers who secretly sympathize with the Rebellion must take great risks in order to convince others to join them in mutiny. During the Rebellion era, the only chance of defeating the Empire comes through taking risks with long odds and hoping that boldness and determination can bring success.

As with the idea of a need for sacrifice, a sense of desperation can be fostered in a campaign through the actions and stories of the characters that the heroes interact with. The heroes might encounter allies, contacts, or even strangers over the course of the adventure who are driven to desperate acts in the hopes of breaking the stranglehold of the Empire. Perhaps a shopkeeper offers them his life savings if they will help his family escape to a Rebel-friendly world. In another case, a space transport pilot might offer to undertake a dangerous blockade run on behalf of the heroes for free, telling the heroes that he wants them to succeed too badly to take their credits. Characters that the heroes interact with are more willing to take large risks during the Rebellion era, showing that the galaxy is at a turning point.

Adventures in the Rebellion era convey a sense of desperation by their very natures. The Rebellion era is rife with adventures that center around desperate acts such as attacking well-defended space stations, breaking into Imperial garrisons, or traveling to Coruscant—the heart of the Empire—in search of information. In the Rebellion era, there should be few, if any, trivial adventures; each adventure should evoke a sense of desperation through the sense of having the odds stacked against the heroes. These adventures may be no more difficult than adventures in other eras, but the perception of greater danger (for example, by setting the backdrop of an adventure on a space station above Coruscant instead of on a space station above an Outer Rim world) can give the players a sense that the risks are greater than in other eras.

A Powerful Empire

By the time of the Rebellion era, the Empire has taken a tight grip on the galaxy and shows no signs of letting go. The Empire of the Rebellion era is just as monolithic as it was during the Dark Times, but now the Empire has not only military control but also social and cultural control over the galaxy. This is part of what makes the Empire so dangerous; not only does it have Star Destroyers hovering above every world, it also has millions of bureaucrats, nobles, and even ordinary citizens under its thrall. Though many are willing to rebel against the Empire, many more have been driven in the opposite direction and have become as zealous in their defence of the Empire as any stormtrooper.

As the Gamemaster, you can help reinforce the sense of a strong, ever-present Empire through simple description. When describing a scene on the streets of Tatooine, mention that a squad of sandtroopers is walking down the street on patrol. As the heroes land on a planet, describe a trio of TIE fighters zooming by the spaceport. The heroes might be forced to stop at a random Imperial security checkpoint during a trek across a city, or they may have to deal with an Imperial bureaucrat during a simple trip to replenish supplies. These small, unobtrusive details can subtly reinforce the presence of a powerful Empire without involving the players in direct conflict.

As the primary antagonist of the Rebellion era, the Empire is one of the best enemies to pit your heroes against in adventures. Although adventures can feature other enemies, such as the Zann Consortium or Hutt crime lords, those adventures can tie into the Empire in some way. For example, perhaps the heroes get stuck between the Zann Consortium and the Empire after hijacking an Imperial convoy that the Zann Consortium had also planned to steal. In this way, you can retain the sense that the ubiquitous Empire is the primary antagonist of the era even if it is not the heroes' main opponent in the adventure.

Everyday Heroes

The Rebel Alliance shows the galaxy that everyday citizens can grow into heroes. Many of the heroes of the Alliance come not from a great military lineage or from a line of powerful nobles but rather from ordinary beings who decide that the time has come for the Empire to end. Likewise, many of the beings who have great influence over the events of the Rebellion era are from species often regarded as less powerful, like the Sullustans or the Ewoks.

When populating adventures with allies and background characters, give those characters histories that begin in inauspicious places. The commander of the heroes' Alliance cell might have once been a mechanic whose defiance of the Empire led him into a position of leadership. The fight against the Empire can reveal undiscovered character traits; for example, a character who was once the pilot of a long-range cargo hauler might be forced to act as an escort starfighter pilot, at which point she discovers that she is naturally skilled at starfighter combat. Feel free not only to highlight the fact that many of the characters that the heroes interact with come from humble origins, but also to show the evolution of those characters from undistinguished origins to heroism.

Campaign Elements

The elements and themes the Gamemaster chooses to incorporate into adventures help set the atmosphere for the entire campaign. In addition to the overall themes of standing against oppression, using the Force, and seeking the hero's path—all of which define *Star Wars* in general—the other themes the Gamemaster introduces establish a specific setting, such as the Rebellion era. Of course, the Gamemaster need not inject every theme into every adventure—one or two are sufficient—but the absence of all of them might lead the players to feel as though something is missing.

In the Rebellion era, campaigns revolve around the themes and elements of regular space travel, guerrilla warfare, superweapons, secret bases, military battles, and the last remnants of the Force.

Life on the Move

A major theme of Rebellion-centered campaigns arises from the constant threat that the Rebel Alliance faces from the forces of the Empire. Pursued by a vastly superior military, the Alliance must strike fast and disappear quickly; they can never stay in one place for long. No settled world can afford to harbor the Rebels for long without drawing the ire of the Emperor, and no uninhabited world can provide everything the Rebels need for long-term survival. For a Rebel, creature comforts are a long way off.

Of course, things are not terribly different for the Empire, either. With the Rebels always on the run, the forces of the Empire have to struggle to keep up, tracking down every report of Rebel activity, investigating every suspicious cargo shipment, and flying all over the galaxy in hopes of ending the Rebellion once and for all. For every Rebel agent the Empire captures, two more escape, and every time the Rebels elude the Empire's grasp, more formerly loyal Imperial citizens are tempted into treason.

Adventure Hook

The Rebel Alliance is on the move. Having narrowly escaped destruction at Yavin 4, the fleet needs to find a new base of operations that can house several thousand Rebels of various species, their ships, their supplies, and their equipment. General Airen Cracken has assigned the heroes the task of scouting several likely locations. The first sites they survey are suboptimal, so Cracken sends the heroes to the remote world of Graador. An agrarian species, the Graadorians are mostly overlooked by the Empire, and their world, while capable of sustaining life, provides the Graadorians with little more. However, Graador has a number of caverns that can be adapted for occupation by the Rebels, and the caverns are large enough to house the entire Rebel fleet many times over. The heroes discover that the caverns are infested with mynocks that can tolerate the planet's atmosphere, but mynocks seem to be manageable. After the heroes send word to General Cracken to bring the fleet, the mynocks devour the heroes' transceiver equipment, and the heroes learn that the vast caverns are also home to colossal space slugs controlled by intelligent, mutated mynocks, who want to feed on the Rebels' generators while the space slugs devour the fleet's ships. The space slugs are too big to kill and become crazed when the mutant mynocks controlling them are killed. So the heroes have to evade the mynocks and their space-slug thralls long enough to repair their communication array and warn the Rebel Alliance before the unsuspecting fleet flies into the trap.

Guerrilla Warfare

The story of the Galactic Civil War is the story of underdogs fighting a larger and better-equipped enemy the only way they can: through subterfuge, secrecy, and hit-and-run battle tactics. The Rebel Alliance cannot survive a face-to-face confrontation with the vastly more powerful Imperial fleet, so the Rebels must rely on superior tactics or, at least, the element of surprise. If they strike where the Empire is weak and run before their enemies can regroup, they can stay one step ahead. It means a long, slow war in which hundreds of thousands of Rebels are likely to die, but the Empire eventually falls.

The Empire, on the other hand, must contend with an enemy whose strength is the Empire's weakness: mobility. The Imperial military is the most effective fighting force in the galaxy, but it relies on numbers and superior firepower. Bringing either to bear against an enemy that appears, attacks, and disappears again is a constant challenge. The Rebellion has better intelligence on the Empire than the Empire has on the Rebels; spies are everywhere—even within the Imperial military. The Empire's only hope is to fight a war of attrition, using the Empire's superior numbers to wear down the Rebellion.

Adventure Hook

The Empire makes a critical mistake. A shipment of bacta is missing, and HoloNet News broadcasts a report about the cargo ship's disappearance and distress call. Imperial censors quickly quash the story, and HNN later announces that the ship has been found and rescued by the Imperial Star Destroyer *Carnifex*. However, Rebel spies among the task force assigned to the search report that the *Carnifex* is still looking for the missing bacta ship. If the Rebels can find the bacta first, it would be a terrible blow to the Empire's war effort, and it would put a huge supply of much-needed bacta in Rebel hands. The entire story is a trap set by Admiral Veritts, commander of the *Carnifex*. The plan is to lure several Rebel ships close to the Imperial cargo ship *Lifeline* to either tow the ship or transfer its cargo to their own holds—then unleash the *Lifeline*'s secret weapon, a battery of gravity-well projectors. While the Rebels struggle to escape, the *Carnifex* and its escort ships sweep in to disable the Rebel ships, capture them, and interrogate the prisoners. As Rebel agents, the heroes are tasked with locating the *Lifeline* and reporting back to Rebel command. They are able to triangulate the distress call, track the ship's drift, and convince the *Lifeline*'s crew that they are there to provide assistance, but when they board, they find a platoon of Imperial stormtroopers waiting for them. The heroes must avoid the stormtroopers, discover the disguised gravity-well projectors, and warn the Rebel fleet to stay away—and then somehow escape the trap themselves.

SUPERWEAPONS

From the Death Stars to Centerpoint Station, the *Star Wars* universe is bristling with weapons designed to destroy entire worlds—remnants of ancient civilizations, or tools of war built by deranged conquerors. They are the deadliest weapons in existence and also the biggest targets. Without them, however, the *Star Wars* setting is just another space opera in which the enemy has to be defeated one starship, one walker, and one soldier at a time.

In *Star Wars* adventures, superweapons are mighty fortresses: impenetrable by main force, but vulnerable to a small team of clever and courageous heroes. They are capable of dealing devastating damage, making them a clear threat to everyone in the galaxy. They also have the advantage, from a storytelling perspective, of bringing heroes of different ideologies together. A weapon that threatens Empire and Rebel alike can make both sides put aside their differences, at least temporarily, in order to neutralize it.

Further, from an adventure-design perspective, a superweapon—particularly a large one such as the Death Star—makes for a great "crawl." The heroes can slip aboard and spend time sneaking around, avoiding sentries or traps and looking for weaknesses they can exploit later. Despite the superweapon's size, the Gamemaster does not need to fully map every room and every floor—just the areas relevant to the adventure.

Finally, the Gamemaster should remember that not all superweapons are gigantic devices. The Sun Crusher is only the size of a starfighter, and the war robots of Xim the Despot are as devastating as any space-based ray weapon in ground engagements.

Adventure Hook

When the planet Ord Dycoll suddenly ceases all communication with the rest of the galaxy, both the Empire and the Rebel Alliance send agents to investigate—including the heroes. When they arrive, the heroes discover a vast asteroid field where Ord Dycoll used to be, and a single, powerless transport ship full of survivors, slowly drifting toward Ord Dycoll's sun. After the heroes rescue the ship, they learn from the survivors that a gigantic drill-tipped starship appeared in the sky over the planet, and after it failed to respond to hails from the Imperial base on Ord Dycoll, the Imperials sent a shuttle up for a closer look. Shortly thereafter, the mysterious "drill ship" abruptly reoriented its drilling apparatus toward the planet and began punching through Ord Dycoll's crust until it reached the planet's core, whereupon the entire planet collapsed, and the drill ship entered hyperspace headed in the general direction of Bothawui. The heroes find the drill ship just as it enters orbit over the Bothan homeworld. When the heroes dock with the gigantic ship, they discover that it is an ancient mining vessel that malfunctioned when the Imperials at Ord Dycoll boarded it and started pressing buttons. The ship has already proven its power as a weapon, and those same Imperials, still aboard, are trying to gain control of it. However, the ancient wiring is so badly damaged that the drill ship is out of control, and if someone does not set its reactors to overload, its mining program will cause the drill ship to destroy Bothawui, then Muunilinst, and then innumerable other populated worlds.

Secret Bases

The galaxy is vast, with countless remote locales and hiding places where the Rebel Alliance can marshal its forces or the Empire can secrete research laboratories and training centers. Unlike conventional fortresses, though, these bases rely less on sturdy defenses and more on merely escaping notice. Location and self-reliance make them effectively invisible. Remote worlds such as Yavin 4 and Hoth make excellent places to hide, but Rebel forces must be ready to evacuate on short notice; Imperial Intelligence has ways of finding even the most secret of Rebel bases.

Obviously, the Rebellion employs secret bases far more than the Empire does. But the Empire has its fair share of hidden bases—places to perform work so dangerous or distasteful that news of it must not reach the Rebellion or even the Empire's own citizens. Imperial researchers might be developing new starfighters, crafting biological weapons, or harnessing extraordinarily unstable power sources. Bases such as these are practically purpose-made for clandestine operations conducted by small groups of Rebel agents. The heroes could be tasked with locating and infiltrating such facilities, uncovering the truth of what goes on in them, and making sure that the Empire can never use them again.

Adventure Hook

A group of Imperial heroes is dispatched by Admiral Piett to investigate reports of Rebel activity in the Cularin system. Records from before the Clone Wars indicate that the Jedi Order had a training temple on the planet Almas that was later destroyed by the Imperial fleet and eventually plundered by an Imperial Inquisitor. Shortly after the heroes arrive to search for the suspected Rebel base, the stormtrooper platoon assigned to them abruptly vanishes in a dense jungle. When the heroes finally reach the base, near the ruins of the old Jedi academy, they discover it buried under foliage that looks to have taken decades to grow. As the heroes explore the camp searching for information, they find that the Rebels built barricades and left traps, as though they were expecting an attack—or an infiltration attempt. The heroes soon realize that the academy's ruins are the center of a malign intelligence that hates all life, including the heroes. The longer the heroes stay, the more often they are attacked by creatures such as vicious, dark side-empowered lizards, diabolical bloblike creatures capable of filling their prey with blinding rage, and a group of dark side cultists who seem to have no will of their own—and who have been joined by the missing stormtrooper platoon. A Rebel rescue party arrives, searching for comrades from the abandoned base. Upon discovering the heroes, the rescuers assume that the Imperials are responsible for the loss of the Rebels on Almas. To reach their ship and escape, the heroes must overcome or evade both the dark forces of the corrupted planet and the Rebel troops.

Military Battles

Although the actions of individual heroes are often the tipping point in great events, the fate of the galaxy is usually decided in large-scale battles. Opposing armies clash on the soil or oceans or ice of fantastic worlds, while fleets of starships great and small duel in the cold vacuum of space. The warriors who fight these battles might be faceless and nameless, but their successes and failures chart the course of the Rebellion era.

Conflict is at the heart of *Star Wars*, and while massive battles can be hard to adjudicate, they provide an excellent backdrop for the heroics of individual characters. A lone starfighter pilot can be instrumental in destroying an enemy battle cruiser, or a unit of highly trained specialists can undertake a mission to disable an enemy's defenses in advance of the main strike force. The outcome of the engagement might already be decided by the Gamemaster; the heroes cannot fight the entire war themselves, after all. But the heroes have their part to play; if they succeed, their side is victorious. If they fail, however, their side might be overcome before firing a single shot.

Adventure Hook

The Rebel fleet is stalled in the Senex sector; its flagship, the MC80a cruiser *Home One*, is undergoing an emergency refit of its hyperdrive, and it is helpless until its main engines are repaired. When an Imperial scout ship stumbles onto the fleet, the Rebels know that an Imperial task group is on its way. The Rebel fleet must protect *Home One* until it can power up its engines and make the jump to hyperspace, and Admiral Ackbar requests that every able-bodied Rebel with flight experience get into the cockpit of a starfighter and join the picket line at the jump point where Ackbar believes the Imperial ships will arrive. The best starfighters—A-wings and X-wings—go to the first wave of volunteers; those who take too long to join up are stuck with Y-wings. If the heroes have their own ships, they can fly those. The plan is simple and desperate: Harry the incoming Star Destroyers, while simultaneously preventing TIE bombers from getting through to attack *Home One*. The faster Rebel starfighters are to engage enemy fighters; the slower ones are to attack the Imperial capital ships. The pilots have to hold out for 50 rounds of ship-to-ship combat (less if a tech-inclined hero helps with the repairs to *Home One*), after which the Rebel command ship can make a single hyperspace jump, and the starfighters can follow as soon as they disengage from their opponents. The Imperials bring an Interdictor cruiser into the fight, and soon the orders from Admiral Ackbar are to destroy the Interdictor at all costs. If the pilots fail, *Home One* might be lucky enough to make one emergency jump—but it must be a blind jump, and the ship is not able to broadcast its destination to the rest of the fleet without risking Imperial interception of the transmission. *Home One* is on its own until it can finish repairs and jump to the predesignated rendezvous.

The Force Is With Us

With a mere handful of Jedi Knights surviving the Emperor's purge, the theme of "ancient religions," spiritual justice, and prophecies yet to be fulfilled is rich fodder for campaigns that include at least one Force-using hero. Although in the Rebellion era the major Force-related action revolves around the Skywalker family, a Jedi aspirant can find plenty of adventure in a galaxy where a Sith is Emperor.

The Force is the ultimate Gamemaster tool for explaining seemingly random events—wildly convenient coincidences and trouble that always manages to find the heroes. It lets the Gamemaster put the heroes at the center of the action, and move the story along in a way that suits the needs of the campaign. At the same time, it provides Force-using heroes with an inexhaustible supply of nemeses: dark side NPCs who do everything in their power to kill any Force-wielder who can't be turned to the dark side. Such foes put constant danger in the heroes' way, as well as constant temptation.

Adventure Hook

Word reaches the heroes that a Jedi Knight has been found frozen in stasis in a decades-old escape pod. After being revived and learning what has become of the Jedi Order and the Republic, this Jedi, Aven Rolk, has put out word for other Jedi survivors to meet him on the frozen world of Zissh, where he intends to erect a new Jedi Temple and rebuild the Jedi Order. Rumor has it that even Luke Skywalker, the Rebel Alliance's Jedi-in-training, is planning to journey to Zissh to meet with Rolk. Since the heroes' own Force-user needs a real teacher, the heroes cannot afford to pass up this opportunity. However, Rolk's bold proclamation has also drawn the attention of the Empire, and a cadre of the Empire's own Force-using agents—led by none other than Darth Vader—are en route to Zissh as well. When the heroes arrive, they find Imperial troops and dark side adepts scouring the towns and villages, searching for Aven Rolk, Luke Skywalker, and any other would-be Jedi who might have answered the summons. After being detained and interrogated once or twice, the heroes meet Biggsy, a freighter pilot who says he knows where Aven Rolk is hiding and offers to lead the heroes there. Biggsy takes the heroes to a remote ice cave, but when Imperial snowtroopers appear and attack, a cave-in separates the heroes from their guide. Forced to find a different exit from the caves, the heroes eventually stumble upon the frozen body of Aven Rolk. Although Rolk's body is dead, he persists as a Force spirit. Seen only by the Force-using hero, Rolk guides the heroes to safety and offers to teach the Force-user to become a Jedi Knight.

Adventures in Rebellion

Although one of the greatest adventure stories ever told, the original *Star Wars* trilogy is a tale of specific events and specific heroes. Not every group of players wants to recreate that story in the roles of those heroes, but they still want to feel as though their characters' adventures have meaning in the overall course of events. Therefore, the Gamemaster must create stories tailored to the players that also fit into the overarching plotlines of *Star Wars*.

Obviously, writers and Gamemasters have provided useful tips on the process of creating interesting plots and subplots for years. But comparatively few have tackled those issues as they relate to *Star Wars*. The following section provides advice specifically for the Rebellion era.

Plot

Because the *Star Wars* universe draws on numerous iconic sources—such as samurai films, westerns, and war movies—almost anything can happen. A *Star Wars* campaign can incorporate many kinds of stories, so the Gamemaster can easily insert a plot from nearly any genre into his campaign and, with a little tweaking, make it work. Obviously, the Gamemaster should avoid going overboard—players spot timeworn plots quickly, and familiar names even faster—but *Star Wars* is rife with stories of trench warfare (such as at the Battle of Hoth), lurking monsters (the dianoga in the Death Star garbage compactor), pirates (the "walk-the-plank" scene at the Sarlacc's pit), jungle expeditions (the Rebel landing on the forest moon of Endor), and so on. Each is an homage to familiar adventure stories, but the addition of elements such as laser turrets, blaster rifles, aliens, droids, and Ewoks give these stories the unique *Star Wars* feel.

In addition to borrowing and reworking classic plots, Gamemasters can approach existing Rebellion era story lines from different directions. At the moment that Lando Calrissian and Leia Organa are escaping Cloud City, for example, the heroes could be battling a different platoon of stormtroopers one level down. Or perhaps as the Rebel fleet is punching through the Star Destroyers above Endor, a group of Imperial heroes could be desperately trying to evacuate the second Death Star ahead of the battle station's inevitable destruction.

The key to a good Rebellion era plot, though, is making it count in the larger scheme of things. Even though telling the story of the heroes investigating a "ghost ship" might be intriguing, the spirit of the Rebellion era is more tangible if the ship is somehow necessary to the war effort. A love story is more compelling if one of the lovers is from the Empire and one is from the Rebel Alliance. And the tale of a group of Rebels becoming stranded in a desert and having to rebuild their ship becomes even more appropriate if they are shot down by an Imperial customs cruiser over Tatooine and now have to fend off scavenging Jawas, battle irate Sand People, and avoid Imperial sandtroopers sent into the Jundland Wastes to finish them off.

Subplot

Subplots fill in the gaps in the narrative where the plot needs context or complications. They have little to do with the main plot—although plot points can be disguised as subplots to keep the players guessing—but instead provide necessary breaks in the action. Subplots can be an opportunity for character development, providing opportunities for players to roleplay the heroes' opinions and attitudes rather than just their responses to events in an action scene.

A hallmark of subplots is that they can feed back into the main plot by informing the later actions of the characters. For example, Leia's falling in love with Han Solo is a subplot in *The Empire Strikes Back*, but it gives her an excellent motive to risk her life to rescue him in *Return of the Jedi*. Similarly, Luke's training on Dagobah is a subplot designed to provide the character with insight into his own weaknesses; when he abandons his training to rescue his friends on Bespin, he returns to the main plot once more.

In Rebellion era campaigns, subplots allow the Gamemaster to present the stories that do not quite fit into the bigger picture. The heroes might be disabling an Imperial dry dock as part of a Rebel mission, for example, when they learn that a corrupt official is taking bribes to let smugglers use the dry dock's hangar facilities to repair and upgrade their ships. Or the heroes could be searching for a rare herb on Endor when they encounter a group of Imperial officers who crashed in the forest after escaping the attack on the second Death Star. Either way, the Gamemaster gets to tell the story he has planned—while at the same time reminding the players that they are in a Rebellion era campaign.

METAPLOT

Metaplot is a term used by roleplaying gamers to describe the overall story line, not just of the campaign, but of the campaign *setting*. The heroes might never participate in the metaplot, but it is always there. In a sense, the metaplot is the tapestry of events against which the heroes' stories are told. In the Rebellion era, the metaplot is the story of the Rebellion's battle against the Galactic Empire, culminating in the redemption of Anakin Skywalker by his son, the first in a new line of Jedi Knights.

How the heroes of a Rebellion era campaign fit into the metaplot is up to the Gamemaster. The campaign's heroes could be playing out adventures only hinted at in the books and movies: the Rebels' evacuation of Yavin 4 after the destruction of the first Death Star, for example, or the discovery of the location of the second Death Star. Even though the campaign's heroes might not determine the fate of the galaxy, they are still crucial to those events; their adventures are just as thrilling and fantastic as those of the Rebellion era's major heroes, but they should not supplant the major heroes in their already-established roles.

Another option is for the heroes to operate at a remove from the Rebel Alliance—as part of General Garm Bel Iblis's splinter Rebellion, for example, or as Imperial agents working to preserve the Empire. Neither sort of group might ultimately change the course of future events—but their adventures can still be epic tales in their own right.

On the other hand, the Gamemaster might wish to explore an "alternate history" approach to the Rebellion era, in which the actions of the heroes—or just random events—*do* change the course of the metaplot. Perhaps Luke Skywalker fails to destroy the original Death Star, or Darth Vader kills Han Solo instead of encasing him in carbonite. Maybe Vader disables Skywalker's X-wing at the Battle of Yavin, and one of the heroes must make the historic shot—or the *Millennium Falcon* never makes it off Hoth, and Han Solo makes the heroes promise to get Princess Leia to safety before he is captured by the Empire and executed.

The metaplot exists to give the heroes' actions context in the greater scheme of things, but it does not dictate their actions. That choice is still firmly in the players' hands. After all, what are roleplaying games if not exercises in "What if"?

NEWS OF THE WORLDS

In *Star Wars*, Emperor Palpatine is one of the most evil beings the galaxy has ever seen. He destroys the Jedi Order, reduces countless species to near-slavery, and authorizes the creation of superweapons designed to destroy entire planets.

Members of the Rebel Alliance, on the other hand, are clearly the heroic underdogs. They are merciful and brave, oppose unjust laws, and champion the idea of species equality. For every world the Empire has destroyed, the Rebels have liberated a dozen.

So why do people support the Empire?

The truth is that the average Imperial citizen has access only to the information presented by the government, and the Empire takes great pains to present itself as a force for peace and order in the galaxy. It vilifies the activities of the Rebel Alliance and ruthlessly punishes anyone who contradicts the official story. Imperial citizens soon come to think of the Alliance as murderers, pirates, and liars, and are only too happy to support any effort to bring "Rebel scum" to justice.

In a Rebellion era campaign focusing mainly on Imperial heroes (or soon-to-be-ex-Imperial heroes), the Gamemaster might find that the players want to know what their heroes know of certain major events such as the destruction of Alderaan and the annexation of Bespin. Only the best-informed Imperials know the whole story, and even then, they are too loyal to the Emperor—or too afraid of him—to publicly dispute the official version of these events.

The information below represents the knowledge of the average Imperial citizen.

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The Galactic Empire came into being at the end of the Clone Wars, when the Galactic Republic was fractured and weak from galaxywide fighting. Supreme Chancellor Palpatine gathered up the fragments of the Republic and reorganized them into a more streamlined organization. Although he originally intended to lead only until the end of the Clone Wars, he remained in charge by popular demand and was eventually declared Emperor by the grateful Senate. His rule is challenged, however, by the so-called "Alliance to Restore the Republic"—diehards who refuse to admit defeat, even two decades after their Separatist leaders surrendered.
15	The Emperor was betrayed by the Jedi Order during the Clone Wars, and both he and his loyal assistant, Darth Vader, are left with terrible scars as a result of Jedi assassination attempts. Despite their injuries and ongoing suffering, though, both men have come to forgive the Jedi and now work to rehabilitate those they encounter who originally escaped justice. The Jedi are too stubborn to convert, however, and must be imprisoned for the safety of the Empire.

20 Although the Imperial HoloNet reports that Alderaan was destroyed by Rebel saboteurs who boarded the DS-1 Orbital Battle Station and triggered its main weapon during its first official unveiling, several eyewitnesses to the disaster report that the so-called "Death Star" ignored distress messages from ships damaged in the tragedy and jumped out of the system without so much as launching a single TIE fighter to look for survivors. A few such eyewitnesses either vanish or abruptly amend their accounts, suggesting that they have been silenced by the Empire for contradicting the official version of events.

25 Intercepted communications during the Clone Wars indicate that several Jedi Masters attempted to convince Palpatine to abdicate the office of Supreme Chancellor mere minutes before Palpatine issued "Order 66," calling for Jedi officers in the Grand Army of the Republic to relinquish their commands. Ostensibly, Emperor Palpatine's goal was to avert a Jedi coup, but local defense forces assisting the Grand Army were able to capture holovid images of clone troopers executing Order 66, abruptly turning on unarmed Jedi officers and slaughtering them without attempting to arrest them.

30 Accounts of the destruction of the Jedi Temple are sketchy; records of the event have disappeared over the years. What can be gleaned is that Emperor Palpatine arranged for the execution of thousands of Jedi Knights—including defenseless younglings—and might have used Jedilike powers to personally murder as many as five Jedi Masters, a feat that should have been beyond the abilities of even the most skilled bureaucrat. Numerous suppressed theories suggest that Emperor Palpatine might be the last of the Sith—ancient enemies of the Jedi who were last seen at the Battle of Ruusan, a thousand years ago. If true, this knowledge casts all the Emperor's activities in a completely different, more sinister light.

KNOWLEDGE (SOCIAL SCIENCES)

DC Result

10 The Galactic Empire ensures peace and prosperity for all but a small fraction of the known galaxy. Worlds and systems rule themselves with the protection and support of the Empire. The Imperial Moffs and governors act as liaisons to the Emperor, as well as provide checks and balances against local systems encroaching upon the freedoms and resources of their neighbors.

15 In practice, few worlds or systems rule themselves. Their leaders merely act as advisors to the local governors, who in turn simply enforce Imperial policies. Non-Human species are treated as second-class citizens even on their own homeworlds. Every world with an Imperial presence has at least a small garrison of stormtroopers, and some worlds have large Imperial forces.

The Imperial HoloNet

For Imperial citizens, the HoloNet is the most important source of information in the Rebellion era. With thousands of channels in thousands of languages covering millions of subjects daily, the HoloNet is a wellspring of information.

What citizens do not realize, however, is that the Empire heavily censors the HoloNet. Some channels are blocked outright, and news stories are routinely removed from broadcasts and revised to cast the stories in terms more favorable to the Empire.

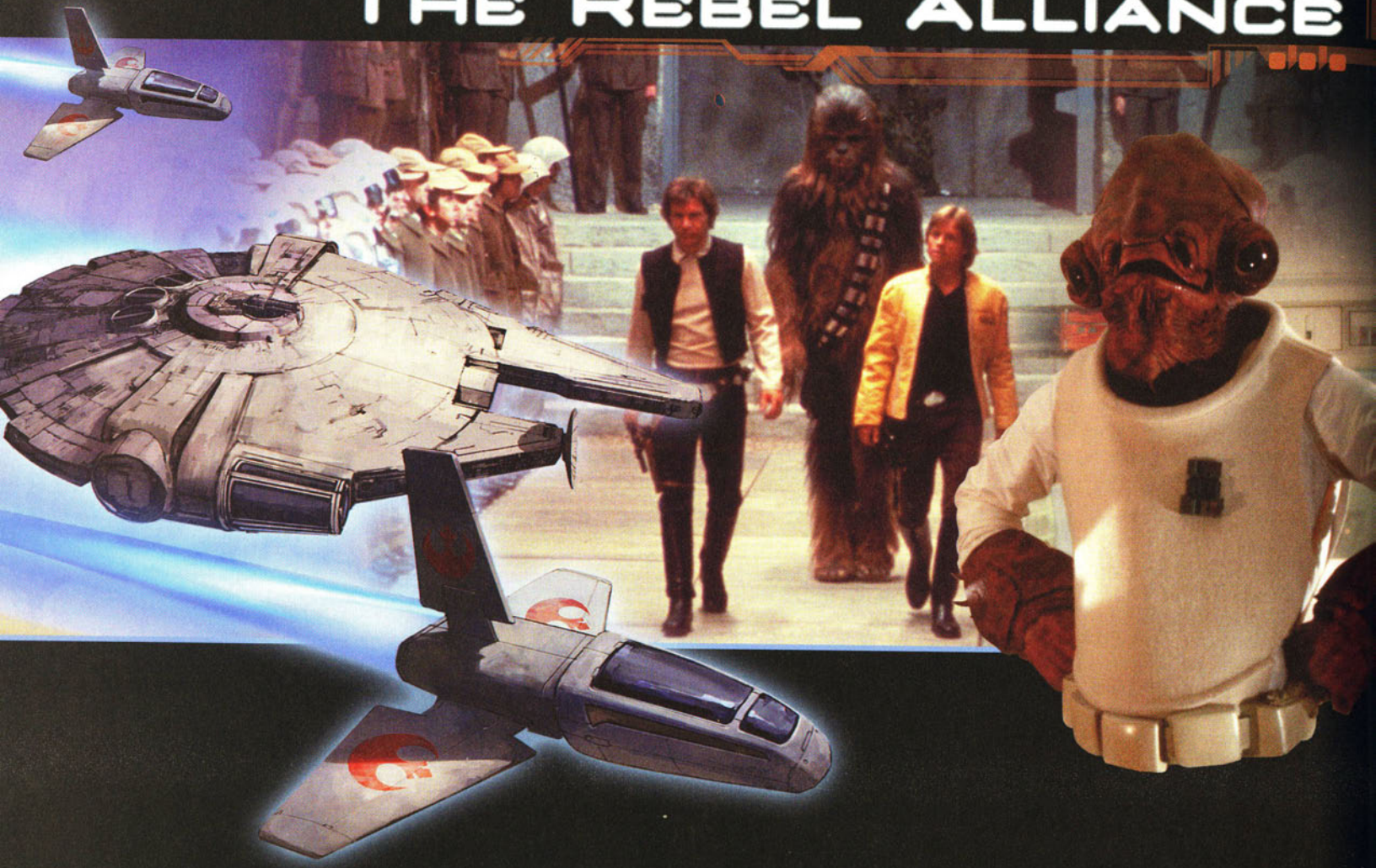
Even so, news is broadcast as events happen and is retracted or "corrected" only after the initial report reaches the public. Certain maverick reporters have joined the Rebellion specifically to report stories as they happen, transmit them on live feeds to news offices around the galaxy, and then get away before the Empire shows up to arrest them. Punishments for broadcasting anti-Empire "propaganda" are severe—many ex-reporters now labor in the spice mines of Kessel—but that does not stop those dedicated to bringing the truth to the Empire's citizens by any means available.

20 The Imperial governors are corrupt, and they use their positions to exploit the people they are supposed to be protecting. The Emperor turns a blind eye to such practices and might even support them, particularly where alien populations are concerned. In fact, many worlds have been essentially stolen from the native species and converted into factory worlds, where the populace labors to create the weapons the Empire needs to conquer and subjugate more worlds and systems.

25 While he was still Supreme Chancellor, Emperor Palpatine encountered stiff resistance to his policies from a coalition of Republic Senators who thought that he abused the emergency powers he was given. Several of these legislators are now key figures in the Alliance to Restore the Republic, and they issue numerous statements indicating that Emperor Palpatine overstepped his authority and manipulated the Senate into granting him total control of the Republic, which he then abused by declaring himself Emperor.

30 The Empire routinely revises history by destroying records of Emperor Palpatine's involvement in the various activities undertaken by Imperial agents and armed forces. This systematic erasure of facts is well documented by nonpartisan scholars—as is the suppression of various attempts to bring these facts to the public's attention. Whatever else Emperor Palpatine might be, he is a deeply corrupt and potentially megalomaniacal dictator, with a galaxy-spanning military at his disposal.

Chapter VI
The Rebel Alliance





The Rebel Alliance is a ray of hope in the blackness of the Dark Times. Outmanned and outgunned, the fighters of the Alliance risk their lives in the effort to free the galaxy from Emperor Palpatine's iron grip. Some Rebels fight for their homeworlds, some fight for their families, and some fight for ideals, but all fight the evils of tyranny. In many ways, the Rebel Alliance defines the *Star Wars* universe. It represents the ultimate battle between good and evil, light and dark.

A Brief History of the Rebellion

Early Resistance

Dark Times uprisings are small and restricted to specific planets or regions. Although they might be temporarily successful, none of these uprisings comes close to challenging the vast military power of the Empire. Victories are difficult to achieve, and few make a lasting impact on the galaxy.

Behind the scenes, a few powerful Imperial Senators have struggled for decades in a battle against oppressive Imperial edicts. However, cooperation is limited by the fear of detection and the ignorance of others' activities. Two senators, Bail Organa of Alderaan and Mon Mothma of Chandrila, secretly discuss organized resistance in Organa's Cantham House residence on Coruscant. Later, veteran senator Garm Bel Iblis of Corellia becomes involved as he begins to fear that the New Order is causing Corellia to lose its distinctive identity. As the Dark Times give way to the Rebellion era, pockets of resistance around the galaxy become locally organized. However, they are unable to coordinate with other like-minded groups and lack the communications and support structure needed for sustained operations.

Unleashing Rebellion

Two years before the Battle of Yavin, several major resistance units become active enough to force Organa, Mothma, and Bel Iblis to advance their plans for armed rebellion. By now, Mothma is on the run from Imperial authorities, after the Emperor's arrest order forces her to flee Coruscant. Bel Iblis goes into hiding following an Imperial assassination attempt that leaves the galaxy believing him to be dead. Bel Iblis and Mothma work from behind the scenes, recruiting others across the galaxy to their cause. Organa remains in the Imperial Senate, although his influence is greatly diminished since those loyal to the New Order refuse to support a senator suspected of treasonous activities.

Into this growing resistance movement suddenly appears a being strong in the Force, who calls himself Starkiller. He quickly proves worthy of trust by saving Senator Bail Organa from the wilds of Felucia. He also hinders the Empire's Wookiee slave operation on Kashyyyk at the behest of Princess Leia Organa, who has been ordered to oversee the construction of the operation by the Emperor as a form of punishment for her rebellious ways. Starkiller urges Bail Organa to join him in overthrowing the Emperor. Starkiller's considerable ability with the Force leads Bail Organa and his allies to believe that he might be capable of succeeding.

After conferring once again in a risky meeting at Cantham House, Organa, Bel Iblis, and Mon Mothma arrange to formalize the "Alliance to Restore the Republic" on Corellia. The three main conspirators attend, along with a holographic link with Princess Leia. Starkiller and his pilot, Juno Eclipse, soon follow. Just as the meeting starts, Imperial forces led by Darth Vader spring their trap. Bail Organa's quick order to sever the holographic link prevents the discovery of Leia's direct participation, but the three conspirators are immediately captured. Vader exposes Starkiller as his would-be apprentice, then devastates the youth by revealing that the Sith Lords had manipulated Starkiller's entire life for this moment. Vader then tries to dispose of his now useless apprentice.

Starkiller survives. Determined to destroy Darth Vader and the Emperor's plans, he pursues the Sith Lords to the Death Star construction site. Both Vader and Emperor Palpatine are on hand to witness the execution of the Rebel leaders. Starkiller infiltrates the incomplete battle station and frees the conspirators, but at the cost of his own life.

After a narrow escape, Organa, Mothma, and Bel Iblis go to Kashyyyk to confirm what they have learned of Starkiller's origins. Inspired by his sacrifice, they resolve to use his family crest as the symbol of their new Rebel Alliance, and finally formalize its creation and operational standards in the Corellian Treaty.

After his exposure to Darth Vader and the Emperor as a leader of the resistance, Bail Organa resigns from the Imperial Senate and returns to the protection of his position as Viceroy and First Chairman of the Alderaan system. His daughter, Leia, replaces him in the Senate, although her loyalty is suspect. Mothma becomes head of the Alliance, while Bel Iblis returns to command his militia forces in and around Corellia.

Mon Mothma releases a Declaration of Rebellion, publicly announcing the political ideology behind the Rebellion in an effort to forestall Imperial propagandists. A few systems openly declare their allegiance to the new Alliance well before any sizable defense force can be mustered. Imperial response quickly crushes these Secession Worlds, but not before significant resources, weaponry, ships, and manpower are delivered directly to freedom fighters and the Rebel Alliance.

The Battle of Yavin

For about two years, the growing Rebel Alliance fights for public support as much as it battles the Empire. Resistance efforts and recruitment spread slowly from sector to sector. The actual number of forces remains tiny compared to the mighty Empire, and the Alliance scores only one major victory against Imperial forces.

All this changes with the arrival of the *Millennium Falcon* at the main Rebel base on Yavin 4. A rescued Princess Leia and the plans to the newly operational Death Star give the Rebels the means and, with the Death Star's rapid approach, an immediate need to destroy the Emperor's monstrous superweapon. An ultimate weapon of terror, the Death Star is capable of annihilating entire worlds with a single shot of its superlaser, as is demonstrated by the destruction of Alderaan.

Fortunately for the Alliance, the *Millennium Falcon* also brings future Jedi Luke Skywalker at the time of the Rebels' greatest need. When Rebel starfighters make a desperate attack against the station, Luke joins them. After more experienced pilots fail to hit the station's vulnerable exhaust port, Luke makes the shot that shakes the galaxy and the Empire. In one cataclysmic explosion, the Death Star is gone.



HEROES OF THE REBEL ALLIANCE

The Rebel Alliance scores a major victory, although it is forced to flee Yavin 4 and spend much of the next several years on the run. This tremendous victory brings new allies, raw recruits as well as high officials on sympathetic worlds. Entire resistance groups are integrated into the Alliance's command structure, and new cells are created on even the most loyal of Imperial worlds.

IMPERIAL PURSUIT

However, the Empire is far from beaten and aggressively pursues the Rebels. Darth Vader leads the effort to seek out and destroy Rebel forces. The Imperial Security Bureau and the Commission for the Preservation of the New Order (COMPNOR) hunt down and arrest civilian Rebel sympathizers. Imperial response is brutal against the general public in areas where Rebel groups are active. Supporting the Rebellion is dangerous, and the Empire makes sure the galaxy knows it.

After years of relentless pursuit, Imperial forces locate the Alliance's new main base on the icy world of Hoth. The Imperials attack immediately, forcing the Rebels to flee once again. During this time, Luke Skywalker receives critical Jedi training from Jedi Master Yoda. All is nearly lost when the young Jedi is drawn into a trap and forced to battle Darth Vader on Cloud City in an effort to save his friends from capture.

Over the next few months, a series of events occur, ultimately leading to the Battle of Endor. Among these are the death of Black Sun head Prince Xizor, which disrupts the criminal syndicate and delivers information the Rebellion needs in order to locate and attack the second Death Star, still under construction. The Hutts also suffer a major blow when Princess Leia kills Jabba the Hutt while the heroes of Yavin rescue Han Solo from the crime lord.

THE BATTLE OF ENDOR AND THE DAWN OF THE NEW REPUBLIC

The Battle of Endor, quite simply, is an Imperial trap gone horribly wrong. It is an effort to draw out the main Rebel fleet and destroy it with the Imperial fleet and the secretly operational second Death Star. The Rebels cannot pass up an opportunity to destroy the station and the Emperor in a single blow. However, the Emperor fails to account for the resourcefulness and resiliency of the Rebellion's heroes—and a vast number of unexpected Ewok allies. In an immense planetary and space battle, the Rebels destroy the station. Luke Skywalker manages to turn his father, Darth Vader, back from the dark side, but Vader is killed by injuries sustained when he throws the Emperor to his death.



News of the Emperor's death races through the Empire. Mere days after the Battle of Endor, the Rebel Alliance becomes the Alliance of Free Planets and negotiates the creation of a new government as influential systems and sectors openly defect from the Empire. A month later, Mon Mothma creates the New Republic Provisional Council and publicly announces a "Declaration of a New Republic" signed by top Alliance leaders and officials from the most powerful breakaway systems. With Mon Mothma as Chief Councilor—and later, Chief of State—the fledgling New Republic government continues to evolve as its influence spreads through the Galaxy. Rebel Alliance military units transition into similar roles in the expanding New Republic forces.

Within the Empire, rival factions vie for power. Some attempt to claim the Imperial throne, while others, especially Moffs and high-ranking military officers, quickly consolidate power within their own personal kingdoms. These warlords and political opportunists further weaken the Empire, allowing the New Republic time to consolidate its holdings. Additional systems decide to join the new government, often without military confrontations. Still, powerful Imperial forces hold out for years before the New Republic reclaims the galaxy's major worlds from Imperial rule.

Organization

The Corellian Treaty establishes an organizational structure for the Alliance to Restore the Republic similar to that of a large-scale government. There are two main organizations acting in concert to bring about the fall of the Empire: the Civil Government and the Alliance Military. Both are led by the Chief of State, a position held by Mon Mothma throughout the history of the Rebel Alliance.

Alliance Civil Government

The civil government provides basic leadership and common government functions such as protection, taxation, and diplomatic relations. In practice, these functions fall to the control of local authorities and member governments of Allied worlds and organizations. The civil government handles political functions between members, potential members, and the galaxy at large. However, the primary purpose of the civil government is to support the Alliance military.

The Chief of State heads the civil government and is essentially an elected dictator with full autocratic power over the Alliance. Elections are held every two years among member governments, and the position is automatically terminated with the fall of the Emperor. The Chief of State is the Alliance's ultimate negotiator, diplomat, and arbiter.

The Advisory Council serves as a balance to the power of the Chief of State. The Council is made up of representatives from the seven Allied governments that have given the most lives in battle against the Emperor; which seven governments meet that criteria changes over time. They have the power to approve or disapprove the actions of the Chief of State, as well as remove her if they disapprove of her conduct. They also serve as a moral compass. They have no direct control over the cabinet or ministers.

The Cabinet is the primary leadership structure that runs the Alliance, carrying out the Chief of State's policy decisions. The Secretary of the Cabinet organizes the meetings and maintains operations when the Chief of State is unavailable. The cabinet is made up of six ministries, each under the charge of its own minister.

Finance Ministry: The Finace Ministry oversees Alliance income and expenditures, including those of the massive war effort. It establishes various financial structures to receive credits from overt and covert member states in the form of bonds, taxes, or other financial schemes. It also prints the Alliance Credit, though as a currency it is of limited value outside the Alliance until after the Battle of Endor.

Education Ministry: The Education Ministry provides intelligence services to the civil government, though it works closely with the larger and more effective Alliance Intelligence. It is also in charge of propaganda and promoting the true nature of the Alliance throughout the galaxy.

Ministry of State: The Ministry of State oversees the Diplomatic Corps and directs relations with nonmember governments. The Minister of State would also serve as the interim Chief of State, if anything were to happen to Mon Mothma. The Ministry of State is always looking to recruit able diplomats to negotiate with member worlds, potential members, and other organizations outside the Alliance.

Ministry of Industry: The Ministry of Industry oversees the Alliance's few, overworked industrial manufacturing facilities, which include a few factories on hidden Alliance safe worlds plus a few on sympathetic worlds such as Mon Calamari. The Ministry also negotiates covert deals with manufacturers secretly sympathetic to the Rebellion.

Supply Ministry: The Supply Ministry obtains the massive amount of supplies needed to keep the Alliance military operational. Materiel is obtained in any manner possible, since the Alliance's limited funds make purchasing everything on the open market a near impossibility. Food comes from Alliance safe worlds. Supplies are limited by the transport available. The Supply Ministry is always looking for good, cheap, and determined pilots to run food and supplies to far-flung Alliance bases and isolated resistance groups.

Ministry of War: The Ministry of War directs Alliance military forces. Its minister devises specific military strategies but leaves operational control to the specific military commanders and Chiefs of Staff. The minister also coordinates between the Alliance military and the other ministries.

Alliance Military

The Alliance military forms the heart of the Rebel Alliance. Its objective is to defeat the Imperial army and navy and bring about the fall of the Emperor. Although its forces are limited and vastly outnumbered, they are highly motivated and undaunted by the massive task.

Alliance High Command orders and oversees all Alliance military efforts. It operates aboard the Alliance fleet, but moves to the main Rebel base if needed. High Command reports to the Commander in Chief, Mon Mothma, and is composed of the Supreme Allied Commanders. The Supreme Allied Commanders oversee their own departmental commands and coordinate with the cabinet as needed.

Fleet Command represents the most important Alliance asset, the main Rebel fleet. Admiral Ackbar holds the position of Fleet Commander for much of the Rebellion's existence.

Ordnance and Supply obtains difficult-to-acquire ships, equipment, weaponry, and other supplies for the Alliance Military. This command coordinates heavily with the Supply Ministry. Transport of materiel falls to Support Services.

Starfighter Command oversees the Alliance's extensive starfighter fleet. It trains pilots and assigns wings to Fleet Command and Sector Command and provides operational orders for wings without permanent assignments, such as Rogue Squadron. Starfighter Command can find itself at odds with Sector Command when scarce starfighter wings are pulled away from sector defense to cover operational duties.

Support Services provides the heavy lifting for the Alliance's transportation and support network. It controls freight and passenger transportation and provides specialized personnel such as doctors, mechanics, repair facilities, technicians, cooks, maintenance crews, droids, and other support staff. It maintains and supports Alliance bases and safe worlds.

Intelligence provides detailed information on Imperial military forces and related civilian efforts such as COMPNOR. The Chief of Intelligence provides the accumulated information and analysis to the Supreme Commanders and reports to the Commander in Chief daily. With operatives spread throughout the galaxy, Intelligence agents make up a large percentage of active Alliance personnel.

Special Forces Command oversees the approximately ten divisions of Alliance Special Forces units. They work directly for and protect Alliance High Command. They serve aboard fleet vessels, carry out critical and specialized raids, and are provided to individual Sector Commands when needed. General Crix Madine is the best-known commander of Special Forces.

Sector Command oversees and provides strategic orders and advice to the thousands of individual Sector Forces spread throughout the galaxy. Sector Command does not attempt to micromanage the Sector Forces, but instead concentrates on coordinating them with Alliance Forces in critical operations. It also organizes new Sector Forces in uncontrolled regions without an Allied government. Sector Command cannot always move quickly, given the vast distances and communications difficulties involved, but it can set up individual Command Groups with limited autonomy for emergency situations. Finally, the majority of regular Alliance army troops fall under the auspices of the various Sector Forces.

Allied Commands

Allied Commands, collectively, are the individual Allied governments (planetary, regional, or otherwise) and military Sector Force Commands (when no Allied government exists). These commands report to and coordinate with Alliance High Command, though they also exercise semiautonomous control over their own regions. They can also coordinate with a local Sector Force, if they do not join it outright. Nominally, these Allied Commands have structures identical to the Alliance's political structure and ministries, but in practice these Allies retain their own governments and command organizations.

Rebel Alliance Military Ranks

Rebel Alliance military ranks are primarily divided between army and navy ranks, with variation within SpecForce and Starfighter Command. Compared with the galaxy's major military forces, the Alliance features fewer formal officer and enlisted personnel ranks. The simplified structure allows for more leeway in integrating newly recruited combat forces into the Alliance military command organization. It also discourages Alliance personnel from worrying too much about their career rank, especially since the Alliance expects the military to be dissolved or substantially reorganized upon victory over the Empire.

Local commanding officers are expected to clarify any ambiguities in their own chain of command and sometimes create unofficial or temporary designations; occasionally, a newly recruited organization retains its own rank structure. Additionally, as the Alliance frequently deploys units with mixed forces, command hierarchies between specific officers of equivalent rank but from different branches are established in the planning stages of a mission. Temporary or role-specific titles can be utilized within a given unit, base, or task force. The title of "commander" is used to designate the commanding officer of a given unit or mission, despite the actual rank of the individual.

NAVY	ARMY	SPECFORCE	STARFIGHTER COMMAND
Admiral	General	General	General
Captain	Colonel	Colonel	Colonel (Wing Commander)
Commander	Major	Major	Commander
Lieutenant	Captain	Captain	Captain
Lieutenant	Lieutenant	Senior Lieutenant	Lieutenant
Ensign	Lieutenant	Lieutenant	Flight Officer
Chief Petty Officer	Sergeant Major	Master Sergeant	–
Petty Officer	Sergeant	Sergeant	–
Senior Deckman	Senior Trooper	Senior (1st) Trooper	–
Deckman	Trooper	Trooper	Flight Cadet

THE ALLIANCE FLEET

The Alliance fleet is the single greatest military asset in the Rebel Alliance. It represents Rebel strength and mobility, and it is a powerful strike force capable of decisive military victories. Admiral Ackbar is the commander of the fleet throughout much of the Galactic Civil War. Even though the fleet is both a powerful symbol and a critical weapon against the Empire, Ackbar knows that he must pick and choose his battles carefully. A significant defeat would mean the loss of critically needed ships and personnel, not to mention the incalculable damage to the Alliance's public image.

So important is the fleet that Mon Mothma expressly forbids Ackbar from engaging the Imperials in a formal, large-scale battle. She believes the Alliance can survive the loss of either its main base or its fleet, but not both. Throughout most of the Galactic Civil War, the Alliance lacks the resources to replace lost capital ships. However, Ackbar is encouraged to detach up to one-quarter of his fleet for raids and specialized missions, and he rotates this detachment regularly. Even though the entire detachment might take part in the same mission, it is usually divided into separate strikes in support of various Sector Forces or as directed by Alliance High Command.



A *DAUNTLESS*-CLASS HEAVY CRUISER UNDER FIRE FROM IMPERIAL ASSAULT GUNBOATS

Unlike the Imperial fleet, the Alliance fleet is not standardized with specific ship models or designs. As with all other materiel, the Alliance gathers capital ships from wherever it can acquire them. This sometimes takes the form of the defection of a ship and crew to the Rebel cause. Although the core of the fleet is made up of Mon Calamari star cruisers, no two are exactly alike, given the Mon Cal preference of treating their vessels as works of art. The Rebels have also become experts at refitting old Imperial Dreadnaughts and bulk cruisers into Rebel assault frigates, but they, too, are slow to become available in large numbers. The fleet does standardize specific starfighters, in conjunction with Starfighter Command.

The fleet relies on close-support corvettes, frigates, gunships, and similarly sized vessels to provide antistarfighter screens for the big cruisers. The greater agility of these craft also makes them ideal for quickly maneuvering to outflank an opponent. Alliance task forces are built around ships of this size, occasionally backed up by a star cruiser.

Armed and armored freighters back up starfighters in picket and patrol duties. These freighters are by far the least suited for their new military roles. Though they are heavily modified with upgraded shields and weaponry, in a straight battle, their longevity depends more on the determination of their crews than on their specs.

The Alliance Navy

In keeping with the loose organization encouraged throughout the Alliance, subdivisions of the fleet are made on an interim and ad hoc basis. The fleet, its detachments, and semiautonomous groups are under the direct control of an Allied Command or Sector Force.

Element (1 vessel): A single starship is known as an element, commanded by the ship's captain.

Section (3–12 vessels): A small number of starships is called a section. A section's role determines its exact number. Heavy cruisers are not commonly available, and if they are included, number only 1–3. More often, the Alliance deploys a variety of 3–8 corvettes, frigates, or similar light capital ships. If both capital ships and close-support vessels are included, the group is called a flotilla. The most senior ship's captain in the section acts as its commander, unless otherwise directed by the fleet or Alliance High Command.

Squadron (12–36 vessels, plus support units): A squadron consists of 3–4 complementary sections, such as a line of capital ships supported by a section of escort ships and a flotilla of armored freighters acting as a picket line. Fleet detachments are commonly of this size and number. Squadrons are commanded by a senior captain or admiral (sometimes called a line admiral), as directed by the fleet or Alliance High Command. Allied Commands that retain the traditional commodore rank grant that position to squadron commanders.

Battle Group (48–72 vessels, plus support units): A battle group consists of 2–4 squadrons. Rarely does the fleet form such a large single detachment, so battle groups operate under the command of the largest Allied Commands. A battle group is commanded by an admiral, called a line admiral.

Fleet (100 or more vessels, plus support units): A fleet consists of 3–6 battle groups, led by a fleet admiral, or the Admiral of the Fleet (Admiral Ackbar for most of the Galactic Civil War) when speaking of the main Alliance fleet.

Fleet Command Structure

Internally, fleet command consists of the Admiral of the Fleet, who oversees the line admirals, Starfighter Command, Fleet Intelligence, and Ordnance and Supply. Beyond the rank organization illustrated in the rank sidebar, fleet organization also includes departments that might or might not be within the actual chain of command. Specialist positions, such as medical officers, deck officers, engineering personnel, and gunnery crews, report to their own department heads as well as to bridge officers. Starfighter pilots attached to the fleet report directly to ship captains or admirals, but not to Starfighter Command, for the duration of the tour. The same typically holds true for Special Operations and SpecForce personnel attached to the fleet.

Using the Rebel Fleet

The Rebel fleet is a powerful symbol in any campaign. The main fleet should not engage large-scale Imperial forces directly unless your campaign is re-creating the Battle of Endor, but there are plenty of other opportunities to use the fleet. First, the fleet makes an excellent base of operations for the heroes, providing safety from the Empire and giving heroes access to virtually all Alliance resources. If the heroes are Special Operations units, starfighter pilots, or crew members aboard one of the larger starships, they can participate in missions with fleet detachments, raids, or task forces, which could take them to virtually any sector in the galaxy.

The fleet does not seek to engage the Imperials, but the Imperials are still out to find it. Sudden retreats and relocation are common. Heroes could find themselves covering the fleet's retreat, or jumping to its last known location only to find an Imperial patrol or Star Destroyers waiting for stragglers after scaring the Rebel fleet off. Also, knowledge of the fleet's location and makeup is dangerous. Any captured hero should be extremely nervous about Imperial questioning.

Special Forces

Alliance Special Forces units are relatively few in number, but their high degree of training and personal investment make them effective combatants. SpecForce units are supremely confident in their own abilities, an opinion shared by Alliance High Command. They serve aboard the ships of the fleet, protect the main Rebel base (as on Hoth), train Sector Forces, carry out major commando operations, and fulfill any mission thrown at them by Alliance High Command.

SpecForce units use a formal organization similar to that of regular army units. However, they normally carry out missions as task forces or assigned assets regardless of formal classification or position in the command structure. SpecForce units are highly mobile and able to respond to emergency deployments throughout the galaxy.

Fire Team (2–4 troopers): The basic tactical unit, supervised by a senior trooper.

Squad (5–15 troopers): The squad is the smallest functional unit, made up of a specific SpecForce soldier type, occasionally reinforced by complementary fire teams in a supporting role. They are designated by a color of their own choosing.

Platoon (20–60 troopers): A platoon, designated by number, is composed of four squads. It is commanded by a lieutenant or senior lieutenant. A platoon can be deployed as a task force operating independently of or attached to other commands.

Company (100–300 troopers plus support personnel): A company, designated by letter, is a task force under the command of a captain or major. Companies typically consist of five platoons, each of a particular type of SpecForce soldier.

Regiment (300–1800 troopers plus support personnel): Regiments divide the SpecForces into their specific environmental combat roles (see below). They are rarely fielded as a unit, but when they are, it is typically as a task force of 3–6 companies, made up of the type of troops required for the mission. When deployed, a colonel or major commands them.

Division (2,400–15,000 troopers plus support personnel): There are ten SpecForce divisions. The Command Division is attached to Alliance High Command, divided between the main base and the fleet, and is under the direct control of General Crix Madine. Five divisions are assigned on an ongoing, as-needed basis to various Sector Commands, but they answer to their own generals. The remaining divisions are deployed as needed in smaller formations to virtually any Rebel Alliance command that requires their specialized abilities. They answer to local commanders for the duration of the mission.

SpecForce Regiments and Command Structure

For training and administrative purposes, each soldier is considered part of a regiment associated with the type of combat he or she is trained in. This combat type is usually, but not always, associated with a specific combat environment. These specialists are typically assembled into task forces with a wide variety of skills and combat abilities. See the "Personnel" section for specific examples, as well as pages 90 and 95 of *Threats of the Galaxy* for Heavy Weapons specialists and SpecForce elite soldiers. See the "Rebel Alliance Military Ranks" sidebar for SpecForce ranks.

1st Regiment, Marines (SpaceOps): Specialize in shipboard combat, boarding actions, and security.

2nd Regiment, Pathfinders: The first in, Pathfinders drop covertly into a combat zone to perform reconnaissance, establish beachheads, and perform scouting missions for other units.

3rd Regiment, Urban Guerrillas: The urban-combat specialists, experts in fighting both within the smallest metropolitan areas and in the vast metal canyons of the galaxy's planet-cities.

4th Regiment, Wilderness Fighters: Wilderness fighters receive generalized survival training and then specialize in a specific wilderness type, such as arctic, forest, or desert.

5th Regiment, Infiltrators: Masters of stealth and infiltration of enemy positions, these soldiers specialize in disrupting the enemy from within their own lines, using sabotage, social engineering, and silent death.

6th Regiment, Heavy Weapons Specialists: These SpecForces are gunners trained to use just about every type of heavy weapon available to the Alliance, including repeating blasters, artillery, vehicle weapons, and the massive turbolasers aboard the ships of the fleet.

7th Regiment, Technicians: All other SpecForce specialists fall into this category. This includes actual technical equipment specialists as well as mechanics, drivers, pilots, systems operators, interrogators, and procurement specialists.

Using SpecForces

Adventures and campaigns centering on Special Forces are naturally more militaristic in nature than other types of adventures. Fortunately, the system of integrating multiple types of SpecForce soldiers into a single combat unit allows for a great diversity in character types at the gaming table. The task-force system also allows Gamemasters to move the players' unit around the galaxy as required for the story. When using SpecForces, the Gamemaster can emphasize the military aspects and details of the organization, as well as the higher degree of risk that the characters' missions entail. Adventures can be designed around the heroes' specific SpecForce character types. The heroes' selection of and limitations in using weaponry and equipment should also play a bigger role in specific missions.

Starfighter Command

Starfighter Command controls strategic deployment and development of Alliance starfighter forces. It carries out pilot training and wing assignments to the fleet, Sector Forces, and other commands. It issues operational orders to those wings not permanently assigned to the fleet or to specific sectors. Once a wing is assigned to the fleet or a sector, Starfighter Command relinquishes operational control until the unit is needed elsewhere.

Since the fleet is forbidden from engaging Imperial forces in large-scale battles, raids and skirmishes are carried out by starfighters. A huge percentage of Alliance resources is dedicated to starfighter services. Alliance forces at all levels rely heavily on starfighter support and fight vigorously to hold on to it when it is available to them. Some starfighter squadrons or wings operate from their own dedicated bases. However, in most cases, starfighter squadrons and wings rely on the commands to which they are attached for supplies and support.

Starfighter Wings and Command Structure

Whether attached to a cruiser, carrier, sector base, or dedicated facility, starfighter wings have the same basic organization. The smallest unit assigned to a specific command is typically the squadron. A wing is typically scattered among several ships or bases of the command to which it is assigned.

Element (2 starfighters): The element is the smallest tactical unit in a wing. It consists of a leader and a wingman.

Flight (2 elements): A flight consists of four starfighters, led by a flight commander, the most senior of the flight's pilots (a lieutenant or captain).

Squadron (3 flights): A squadron is made up of 12 starfighters, led by the squadron commander. Each squadron contains only one type of starfighter, which might dictate the squadron's role in battle. A squadron has a name or color designation and may informally be referred to as a group.

Wing (3 squadrons): A wing consists of 36 starfighters plus all necessary support personnel, craft, and equipment. A wing is normally made up of three squadrons, one of which is a recon squadron. Each squadron within a wing can use a different fighter type, so A-wings, X-wings, and Y-wings are commonly deployed in the same wing. Wings are led by a colonel, called the wing commander, although an officer of lesser rank holding the position also uses the title of wing commander. The wing commander reports directly to the local commander, either a Sector Force officer or a ship's captain. When assigned to the fleet, a wing also reports to the fleet's Starfighter Command.

Group (2 or more wings): Formally, a group contains two or more wings. In Starfighter Command, the group is rarely used; smaller deployments of wings or squadrons are more common. In rare battles where large numbers of starfighters are deployed, a group is led by the most senior wing commander or by a general.

Sector Forces

Sector Forces are the backbone of Rebel Alliance's military. These are assimilated resistance groups fighting the Empire on their own worlds and in their own sectors. They receive a great deal of operational autonomy from Alliance High Command, which is usually too far away to respond to day-to-day details. Although Sector Forces control military assets, they must confront the Empire through traditional resistance methods far more often than in direct combat. They receive support, supplies, and materiel from the Alliance. They also exchange intelligence data and general news with Alliance High Command. Large Sector Forces that have not inherited a command structure use a structure similar to that of Alliance High Command. This includes a Commander in Chief, a Chief of Staff, and commanders leading individual departments such as Intelligence or Starfighter Command.

Independent resistance groups that want to formally join the Rebellion are integrated into the Alliance military. If there are no active Allied Commands or Sector Forces already in place in the area, the resistance group becomes the core of a new Sector Force. The group is encouraged, but not required, to adopt the Alliance command structure. If another Allied Command or Sector Force is already in place, the group is integrated into the existing command. Alliance High Command will go to great lengths to smooth over any political or personal hostility between rival groups.

Each Sector Force commands all types of units within its organization, including ground troops, starfighter squadrons, and sector-based fleets and starships. They also control standard Alliance army troops, which represent the greatest part of the Alliance's ground strength. If Alliance High Command needs a larger number of regular troops in a given area, it turns to the local Sector Force to provide the manpower.

The Alliance Army and Sector Force Command Structure

Some Sector Forces retain their own specific army organizations, but most have adopted the Rebellion's system described below, based on the traditional galactic army order of battle. However, the specific number and size of units varies greatly from sector to sector. Sector Forces also use the navy and Starfighter Command organizations presented earlier. Ultimately, all units within a specific Sector Force answer to the sector's Commander in Chief or equivalent commanding officer.

Squad (9 troopers): The smallest group in the Alliance army, a squad is commanded by a sergeant.

Platoon (36 troopers): The standard platoon consists of four squads led by a lieutenant and a master sergeant.

Company (144 troopers plus support personnel): A company is formed of four platoons commanded by a captain.

Battalion (576 troopers plus support personnel): A battalion consists of four companies led by a major.

Regiment (2,304 troopers plus support personnel): A regiment consists of four battalions led by a colonel (sometimes called a regimental commander).

Brigade (9,216 troopers plus support personnel): A brigade consists of four regiments led by a general or colonel. In some Allied Commands, a brigade might be referred to as a legion, depending on local military tradition.

Corps (36,864 troopers plus support personnel): A corps consists of four brigades commanded by a general.

Sector Army (over 100,000 troopers plus support personnel): Theoretically, a sector army consists of multiple corps, with the exact number and size determined by the size of the sector's assets. Practically speaking, the number varies considerably, depending on the time frame involved and the strength of Rebellion forces within the sector. By the Battle of Endor, a few sectors might be able to field multiple corps, while others are lucky to field a regiment. The sector army is commanded by the sector's most senior general, who might also be the Sector Force or Allied Commander. The commanding officer answers to the Alliance High Command Commander in Chief, Mon Mothma, although in practical terms, he or she coordinates with Sector Command for everyday operations.

Using Sector Forces

Sector Forces and Allied Commands are ideal for adventures and campaigns confined to a single sector, planet, or region. Gamemasters can create their own military and political leaders for the campaign without running afoul of established continuity. Sector Forces provide support and local leadership for the heroes to interact with and receive orders from. Sector Forces can also provide a base of operations from which to stage missions.

If a group of heroes wants to start and command their own Rebel operation, integrating it with the local Sector Force gives them a ready-made organization. Even alternate command structures—such as a local royal tradition created by the Gamemaster—can be accommodated, since a Sector Force is allowed to retain its own internal structure. Remember that while Alliance High Command controls overall strategy, Sector Forces are responsible for taking the battle to the enemy every day.

Rebel Bases

Rebel bases and outposts are the Rebellion's intelligence and communications centers. They provide safe havens for training, meetings, medical treatment, and repair facilities. The size and structure of these bases vary greatly, and they are normally camouflaged within the surrounding environment. The Rebel main base houses Alliance High Command, when it is not aboard the fleet. Alliance High Command is guarded by the best Special Forces units and starfighter squadrons, and its location is a closely guarded secret.

However, the vast majority of bases and outposts are small and unassuming, to minimize detection. Hidden rooms, small caves, or abandoned wrecks serve as meeting places for Rebel cells. Individual apartments or permanently grounded starships can become safe houses or weapons caches. Large hidden caches of weapons and materiel become supply bases for local groups.

Sector Forces, Allied Commands, and major resistance groups typically use large bases as their command centers. These bases have starship and vehicle hangars and repair facilities, sensor arrays, communications relays, and limited defenses. They also provide advanced training facilities and living quarters for a large number of personnel. A few large bases house small-scale manufacturing facilities for Alliance starfighters.

Starfighter bases provide forward outposts from which starfighter attacks can be directed. A typical starfighter base is little more than a hangar, a command center, and living quarters.

Rebel Operatives

Even though the Alliance military is formidable in limited operations, it lacks the strength to fully engage Imperial forces in a sustained campaign. Throughout the galaxy, individual Rebel agents, or operatives, work in conjunction with cell networks and Alliance military elements to engage the Empire on a daily basis. These are the Rebellion's spies, propagandists, recruiters, scroungers, and aid workers. They sow the seeds of rebellion on Imperial planets throughout the galaxy. Rebel operatives are always outgunned, always outnumbered, and usually working in complete isolation.

Many heroes in this era act as highly autonomous Rebel operatives. Agents can be attached to various parts of the Alliance structure. Rebel field agents work for Alliance Intelligence on semiautonomous, long-term missions. Other agents work for local resistance groups, perhaps attached to the local Sector Force or reporting through a cell network. Scroungers and procurement specialists work for local forces or for one of the Alliance High Command's ministries. They receive orders through other agents or through an attached military command. Agents must be able to adapt to constantly changing conditions and goals.

Agent secrecy is paramount, because discovery means almost certain arrest, internment, and interrogation by Imperial officials. Agents also run the risk of Imperial reprisal against the local citizenry if an operative's actions attract notice.

Sectors in Rebellion

With resistance efforts spread across a multitude of sectors in the galaxy, judging the reach and strength of Rebel Alliance forces is difficult. Below is a partial list of sectors in which Rebel activity takes place during the time between the signing of the Corellian Treaty and the Battle of Endor. The amount and type of resistance varies greatly among sectors, and many offer only minimal resistance until well after the Battle of Yavin. Rebel activity increases significantly after the Alliance evacuation from Hoth and in preparation for the Battle of Endor. After Endor, as the Alliance transforms into the New Republic, many of these sectors are among the first to throw off their Imperial oppressors.

Ado	Churnis	Kira	Parmorak
Airam	Corellian	Lambda	Ploo
Anoat	Eclorar	Lifh	Rayter
Atrivis	Elrood	Maldrood	Rolion
Bormea	Farstay	Merel	Sumitra
Brak	Hollan D1	Moddell	Tapani
Bruanii	Homon	Oplovis	Tharin
Calamari	Irnaj	Ottega	Trans-Nebular
Carrion	Kalamith	Parmel	Trax
Churba			

Rebel Cell Networks

On worlds under Imperial control, Rebel cell networks provide citizens with the means to clandestinely strike back at the Empire. Cell networks are essentially intelligence-gathering tools, providing a means of transmitting information to Alliance Intelligence while protecting the entire network in case of detection.

Cells are composed of three or four individuals, each of whom knows his or her own cell members plus one individual from another cell. Information and orders are passed to and from the local area coordinator through the network of cells. Area coordinators implement plans to carry out the orders of the network leader. The network leader—typically one per world—reports to off-world case officers located in the local Sector Force headquarters. Case officers work directly with Alliance Intelligence, providing information obtained by the network and receiving orders for new operations. Networks are designed to sustain the loss of multiple cells, and even of an area coordinator, with limited damage. However, heavily compromised networks must sometimes disband and reconstitute with a new structure.

Special Operations

Special Operations groups are made up of individuals who have shown great personal initiative, wide-ranging skills, and spectacular success at achieving Alliance goals in the most dire situations. Most Special Ops members are considered troublemakers or misfits by standard Alliance commands, but they are dedicated individuals who are able to take on challenges anywhere in the galaxy. The Chief of Special Operations reports directly to Alliance High Command, but must coordinate with the other Alliance commands for supplies and equipment. Those commands' willingness to support a Special Ops team is directly related to the priority of the mission, the team's reputation, and how hard Alliance High Command leans on it.

Special Operations mission groups receive their orders from the chief, delivered through the local Alliance command structure. Depending on the task at hand, a mission group might fall under the operational control of a local commander, group, or agent, or the mission group might be granted autonomy. Mission groups are typically small—usually 5–10 members—and have their own transportation. Missions might be covert (such as breaking key figures out of Imperial prisons) or intentionally conspicuous (such as blowing up a Star Destroyer in orbit around a planet occupied by Imperial Forces). There are a few self-sustaining, autonomous Special Operations Teams that essentially fight the Empire on their own terms and respond to Alliance requests for aid when and as they see fit.

Alliance Personnel

Below are several types of Rebel Alliance members. They are shown here as Human, but members of the Rebellion can be of any known species; their game statistics should be adjusted accordingly. Additional typical Rebel soldiers can be found in the Saga Edition core rulebook. Bothan spies and other typical character types can be adapted from the generic characters found in *Threats of the Galaxy*.

Rebel Cell Member

Rebel cell members make up the bulk of Alliance assets on Imperial-held worlds. These covert agents vary greatly in species, skills, and military knowledge. They are often the only Alliance presence on Imperial worlds and therefore must be self-motivated and able to operate without direct oversight. Given the need for secrecy, these agents are unaware of the extent of other Rebel cells operating in the same area. To cell members, secrecy is paramount, as is concealing their true loyalties from those around them.

Rebel Cell Member CL 1
Medium Human nonheroic 2
Init +1; **Senses** Perception +7
Languages Basic, 1 other

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 5; **Threshold** 10

Speed 6 squares
Melee unarmed +0 (1d4–1)
Ranged hold-out blaster +1 (3d4)
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con 10, Int 12, Wis 12, Cha 10
Feats Skill Focus (Gather Information), Skill Training (Deception, Stealth[H]), Weapon Proficiency (pistols, simple weapons)
Skills Deception +6, Gather Information +12, Perception +7, Stealth +6, Use Computer +7[H]
Possessions hold-out blaster, datapad (encrypted), comlink (encrypted)
H *Human bonus feat or trained skill*

Rebel Honor Guard

The guerrilla nature of the Rebel Alliance minimizes the use of ceremonial uniforms and personnel. However, there are occasions when pomp and formality are either required by protocol or desired by Alliance leaders and soldiers alike: medal ceremonies, formal visits to high-ranking officials, and bereavement traditions, to name a few.

The first Rebel Honor Guards are survivors of Alderaan, and they adapt their Alderaanian dress uniforms for their new role. Trained as bodyguards, they are the protectors of the Alliance leadership at formal occasions. Though Honor Guards are not trained to the same level of ability or fanaticism as the Imperial Royal Guard, they are professional, loyal protectors. Honor Guard personnel are regularly rotated back into standard Rebel units. There they share their new training with other unit members, which increases the likelihood that a few Honor Guards are available in any given sector. However, the primary reason for the personnel rotation is that Mon Mothma knows the dangers of keeping an elite unit too close to the Alliance's leadership. By rotating the troops, she hopes to prevent the Honor Guards from becoming too loyal to any single leader, and to prevent them from developing a sense of elitism.

Rebel Honor Guard CL 5
Medium Human nonheroic 6/soldier 3
Force 4
Init +11; **Senses** Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 14), Fort 16, Will 13
hp 41; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+2) or
Melee ceremonial staff +8 (1d6+3) or
Melee ceremonial staff -2/-2 (1d6+3/1d6+3)
Ranged blaster pistol +10 (3d6+1)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Harm's Way

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10
Talents Armored Defense, Harm's Way
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (pistols)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +9[H]
Possessions blaster pistol, ceremonial staff, ceremonial uniform, blast vest and helmet (+2 armor), comlink (encrypted)
H *Human bonus feat or trained skill*

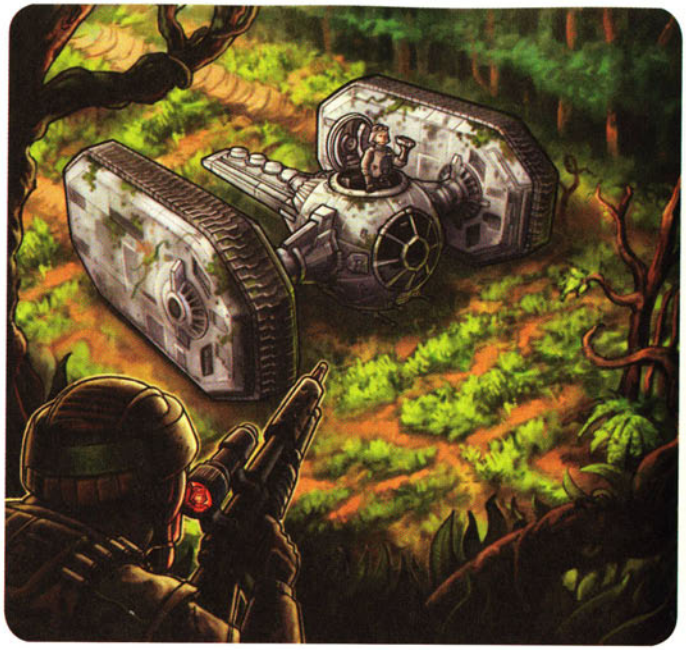
Rebel Marksman

All Rebels receive training in standard blaster types, but the best shooting soldiers receive additional marksman and sniper training with a variety of blasters and other weapon types. Marksmen are integrated into standard Rebel ground units, and elite snipers can be assigned to Special Forces.

"HOKEY RELIGIONS AND ANCIENT WEAPONS ARE NO MATCH FOR A GOOD BLASTER AT YOUR SIDE, KID."

– HAN SOLO

A Rebel marksman lines up for a shot on a TIE Crawler's commanding officer.



Rebel Marksman CL 4
Medium Human nonheroic 3/scout 3
Force 4
Init +10; **Senses** Perception +8 (can reroll)
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 15, Will 13
hp 27; **Threshold** 15

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +7 (3d8+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster rifle), Careful Shot, Keen Shot, Point Blank Shot, Precise Shot, Sniper

Abilities Str 11, Dex 14, Con 12, Int 9, Wis 10, Cha 8
Talents Acute Senses, Keen Shot
Feats Armor Proficiency (light), Careful Shot, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (rifles)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +8[H] (can reroll)
Possessions blaster rifle, blaster pistol, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

Resistance Leader

Resistance leaders hold a dangerous but critical position. They must recruit new members to the Alliance cause, plan new ways to resist local Imperial actions and then carry out those actions, and remain undetected by Imperial security forces. Discovery and capture mean imprisonment and possibly death for sedition or treasonous activities. These leaders must motivate their resistance group or cell network members and encourage the growth of the Rebellion at a grassroots level. Resistance leaders can be found in any business or government position at virtually any political or social level.

Resistance Leader **CL 5**
Medium Human noble 3/scoundrel 2
Force 3
Init +8; **Senses** Perception +9
Languages Basic, Bocce, Huttese, Shyriiwook

Defenses Ref 18 (flat-footed 17), Fort 15, Will 19
hp 32; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged heavy blaster pistol +4 (3d8+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Fool's Luck, Inspire Confidence

Abilities Str 10, Dex 12, Con 11, Int 13, Wis 14, Cha 15
Talents Connections, Fool's Luck, Inspire Confidence
Feats Linguist, Point Blank Shot, Skill Focus (Deception, Persuasion[H]), Skill Training (Mechanics, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +14, Gather Information +9, Initiative +8, Knowledge (tactics) +8, Mechanics +8, Perception +9, Persuasion +14, Pilot +8[H], Stealth +8, Use Computer +8
Possessions heavy blaster pistol, datapad (encrypted), comlink (encrypted), pocket scrambler, electrobinoculars, Medpac, mesh tape, security kit, tool kit
H *Human bonus feat or trained skill*

Rogue Squadron Pilot

The heroic exploits of Rogue Squadron become legendary during the Rebellion and the New Republic. Some pilots remain members of the squadron for extended periods, while others rotate in and out at the determination of the squadron leader. Rogue Squadron members are excellent pilots, but they typically have other combat and related skills, enabling them to carry out orders and assignments not usually given to a fighter squadron.

Rogue Squadron Pilot **CL 8**
Medium Human scoundrel 3/soldier 4/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +10
Languages Basic

Defenses Ref 24 (flat-footed 22), Fort 22, Will 20; Dodge
hp 60; **Threshold** 22

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged blaster pistol +8 (3d6+4) or
Ranged blaster pistol +3 (4d6+4) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Devastating Attack (heavy weapons), Far Shot, Hyperdriven, Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot, Running Attack, Spacehound

Abilities Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 11
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Hyperdriven, Penetrating Attack (heavy weapons), Spacehound
Feats Armor Proficiency (light), Dodge[H], Far Shot, Point Blank Shot, Rapid Shot, Running Attack, Skill Training (Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11, Mechanics +9, Perception +10, Pilot +11, Stealth +11[H], Use Computer +9
Possessions blaster pistol, comlink (encrypted), flight suit, X-wing starfighter
H *Human bonus feat or trained skill*

"Get set to make your attack run."
–Garvin Dreis
Red Leader

SpecForce Guerrilla

SpecForce guerrillas are urban-combat specialists. Trained to fight within the confines of the galaxy's sprawling urban environments and planetwide cities, guerrillas are proficient at using a city's form and facilities against the Imperials. Guerrillas are street fighters and close-combat specialists. They understand that their battleground contains citizens not directly involved in the fight. On one hand, guerrillas know how to minimize collateral damage; on the other, they can demolish an entire Imperial facility when required. They are trained in martial arts, light arms, demolition, stealth, and scouting urban targets. They are tough city fighters, unafraid of challenging urban locales such as kilometer-high structures or the underworld of a city's lowest levels.

SpecForce Guerrilla **CL 5**
Medium Human nonheroic 3/scout 4
Force 3
Init +5; **Senses** Perception +9
Languages Basic

Defenses Ref 19 (flat-footed 16), Fort 16, Will 15
hp 33; **Threshold** 16

Speed 6 squares
Melee unarmed +6 (1d6+3)
Ranged blaster carbine +7 (3d8+2) or
Ranged blaster carbine +2 (4d8+2) with Rapid Shot or
Ranged frag grenade +7 (4d6+2, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster carbine), Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Talents Improved Stealth, Hidden Movement
Feats Armor Proficiency (light), Martial Arts I[H], Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Training (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +8, Perception +9[H], Stealth +10 (can reroll)
Possessions blaster carbine, frag grenade, comlink (encrypted), detonite with timer
H *Human bonus feat or trained skill*

SpecForce Infiltrator

Infiltrator units are composed of some of the most vengeance-ridden members of the Rebel Alliance. They channel their anger into direct, personal action against the Imperials and are the most feared of all SpecForce operatives—for their skills as well as their attitude. Infiltrators slip into enemy-held facilities, causing confusion and disrupting command and control measures. They excel at stealth and fight with close personal weapons designed to eliminate enemies quickly and quietly.

SpecForce Infiltrator **CL 7**
Medium Human scout 4/scoundrel 3
Force 4
Init +10; **Senses** Perception +8
Languages Basic

Defenses Ref 23 (flat-footed 19), Fort 20, Will 18
hp 62; **Threshold** 20

Speed 6 squares
Melee unarmed +7 (1d8+5)
Ranged heavy blaster pistol +7 (3d8+3) or
Ranged frag grenade +7 (4d6+3, 2-square burst) or
Ranged stun grenade +7 (4d6+3 stun, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options Dastardly Strike, Pin, Point Blank Shot, Running Attack, Sneak Attack +1d6

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 11, Cha 8
Talents Dastardly Strike, Hidden Movement, Improved Stealth, Sneak Attack +1d6
Feats Armor Proficiency (light)[H], Martial Arts I, Martial Arts II, Pin, Point Blank Shot, Running Attack, Skill Focus (Stealth), Skill Training (Acrobatics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +10, Climb +10, Initiative +10, Jump +10[H], Mechanics +8, Perception +8, Stealth +15 (can reroll)
Possessions heavy blaster pistol, frag grenade, stun grenade, comlink (encrypted), detonite with timer
H *Human bonus feat or trained skill*

SpecForce Marine

SpecForce marines specialize in hand-to-hand combat aboard fleet vessels. They are trained in both onboard defense of their own ships and tactics for boarding enemy vessels. They do not typically serve as the ship's general security, but instead are stationed in critical areas when boarding actions are possible. Marines are trained in shipboard combat, so they can, in any area of a ship, identify the weapons that can be used against boarders without causing undue collateral damage to the vessel's systems. They excel in shipboard sabotage and can operate with or without armored space suits and in zero-g conditions. They typically use light weapons, but they can employ heavier weapons when attacking large capital ships, which can better bear the brunt of powerful arms.

FROM LEFT TO RIGHT: SPECFORCE GUERRILLA, SPECFORCE INFILTRATOR, SPECFORCE MARINE, SPECFORCE OFFICER.



SpecForce Marine **CL 4**

Medium Human nonheroic 3/soldier 3
Force 3
Init +10; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 14), Fort 17, Will 13
hp 41; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster rifle +8 (3d8+1) or
Ranged blaster rifle +3 (4d8+1) with Rapid Shot or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster rifle), Devastating Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 11, Dex 14, Con 14, Int 9, Wis 10, Cha 8
Talents Armored Defense, Devastating Attack (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Weapon Focus (rifles)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +8[H]
Possessions blaster rifle, frag grenade, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

SpecForce Officer

SpecForce officers are highly intelligent, creative leaders able to revise complicated military operations on the fly and still succeed in their mission. A SpecForce officer is usually the most experienced member of a SpecForce unit and is expected to share knowledge and experience with those under his or her command. SpecForce officers are typically promoted from within each type of SpecForce unit, but some have served in more than one type of unit.

SpecForce Officer **CL 7**
Medium Human nonheroic 3/scout 1/soldier 3/officer 2
Force 4
Init +5; **Senses** Perception +10
Languages Basic, 2 others

Defenses Ref 20 (flat-footed 18), Fort 20, Will 19
hp 56; **Threshold** 25

Speed 6 squares
Melee unarmed +8 (1d6+4) or
Melee vibroblade +8 (2d6+5)
Ranged blaster pistol +8 (3d6+3) or
Ranged blaster rifle +8 (3d8+3) or
Ranged frag grenade +8 (4d6+3, 2-square burst)
Base Atk +7; **Grp** +9
Atk Options autofire (blaster rifle), Point Blank Shot
Special Actions Battle Analysis, Deployment Tactics

Abilities Str 12, Dex 13, Con 14, Int 15, Wis 13, Cha 14
Special Qualities command cover, share talent (Deployment Tactics)
Talents Armored Defense, Battle Analysis, Deployment Tactics, Improved Stealth
Feats Armor Proficiency (light), Improved Damage Threshold, Martial Arts I[H], Point Blank Shot, Skill Focus (Persuasion), Skill Training (Perception, Survival), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Knowledge (tactics) +11, Mechanics +11, Perception +10, Persuasion +16, Stealth +10, Survival +10[H]
Possessions blaster pistol, blaster rifle, vibroblade, frag grenade, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

Alliance Personalities

The Rebel Alliance has many unique leaders and influential personnel. These personalities can be used as commanding officers or as support for the heroes. Many of the greatest heroes from the movies are detailed in the Saga Edition core rulebook and therefore are not repeated here. Information about Mon Mothma, Bail Organa, Garm Bel Iblis, Starkiller (Vader's apprentice), and several former Imperials turned Rebel leaders is provided in the *Force Unleashed Campaign Guide*. Information about Bail Organa can also be found in *Threats of the Galaxy*.

Admiral Ackbar

Hero of the Rebel Alliance and of his own people, Admiral Ackbar serves as the head of the Rebel fleet for most of the Alliance's existence. A brilliant tactician and powerful leader, Ackbar is best known for victory over Imperial fleet at the Battle of Endor. However, during the early years of the Rebellion, Ackbar is an Imperial slave, like the rest of the Mon Calamari. As Grand Moff Tarkin's slave, Ackbar gains considerable insight into Imperial tactics, weapons, and plans. After a Rebel attack on the Grand Moff frees Ackbar, he returns to Mon Calamari, where he convinces others to join the Rebel cause. He oversees the Shantipole Project, which created the B-wing starfighter. Quickly rising through the Rebel ranks, he becomes an admiral and directs the Rebel's major fleet actions and other operations. He is instrumental in the acquisition of Mon Calamari star cruisers by the Rebels, and in the ships' conversion to full-scale military capital ships.



Admiral Ackbar

Admiral Ackbar (Episode VI) **CL 11**
Medium Mon Calamari noble 5/soldier 2/officer 4
Destiny 2; **Force** 5
Init +6; **Senses** low-light vision; Perception +17
Languages Basic, Bothan, Durese, High Galactic, Mon Calamarian, Quarrenese, Shyriiwook

Defenses Ref 24 (flat-footed 23), Fort 23, Will 27
hp 61; **Threshold** 23

Speed 6 squares, swim 4 squares
Melee unarmed +9 (1d4+5)
Ranged blaster pistol +10 (3d6+5)
Base Atk +9; **Grp** +10
Special Actions Assault Tactics, Born Leader, Deployment Tactics, Rally

Abilities Str 10, Dex 12, Con 10, Int 15, Wis 15, Cha 14
Special Qualities breathe underwater, command cover, share talent (Assault Tactics, Deployment Tactics)
Talents Armored Defense, Assault Tactics, Born Leader, Deployment Tactics, Distant Command, Rally
Feats Armor Proficiency (light, medium) Linguist, Skill Focus (Knowledge [tactics], Perception), Skill Training (Knowledge [tactics]), Vehicular Combat, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Knowledge (galactic lore) +12, Knowledge (physical sciences) +12, Knowledge (tactics) +17, Knowledge (technology) +12, Mechanics +12, Perception +17, Persuasion +12, Pilot +11, Swim +5 (can reroll), Use Computer +12
Possessions blaster pistol, comlink (encrypted), datapad

WEDGE ANTILLES

Wedge Antilles never sets out to be the career soldier and legendary Rebel Alliance and New Republic hero he will ultimately become. He reveals his combat prowess and tenacity by chasing down and destroying the pirate ship responsible for the death of his parents. The ship flees his parents' refueling platform with its fuel lines still attached, and they die saving the station. Directionless, but not without friends such as Booster Terrik, Wedge begins a career as a smuggler. After running cargo for Rebel-affiliated customers, Wedge joins the Rebel Alliance as a starfighter pilot.

Wedge soon becomes a member of Red Squadron and is one of the few survivors of the attack on the first Death Star. He goes on to join and later lead the elite Rogue Squadron. Although primarily a fighter pilot, he also briefly serves as a spy and a commando and even as the commander of a Star Destroyer and as a fleet commander in the days of the New Republic. With the Rebel Alliance and Rogue Squadron, Wedge distinguishes himself at the Rebellion's most critical battles, such as at Hoth and Endor. He is the only Rebel pilot to attack both Death Stars, destroying the second one with help from the *Millennium Falcon*.

Wedge Antilles (Episode VI) **CL 9**
Medium Human scoundrel 1/soldier 6/ace pilot 2
Destiny 1; **Force** 5
Init +12; **Senses** Perception +10
Languages Basic, Mon Calamarian

Defenses Ref 27 (flat-footed 23), Fort 22, Will 21; Dodge
hp 56; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d6+4)
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +10
Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot, Spacehound

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 11
Special Qualities vehicle dodge +1
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Spacehound, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Dodge, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Mechanics +10, Perception +10, Pilot +17, Stealth +12, Use Computer +10
Possessions blaster pistol, comlink, datapad, flight suit, tool kit



WEDGE ANTILLES

Tycho Celchu

Tycho Celchu joins the Imperial Academy with an idealistic intention to change the Imperial military from within. After training under Soontir Fel, Tycho graduates and is posted to a Star Destroyer as a TIE fighter pilot. Celchu's life changes direction when his birthday transmission to Alderaan abruptly ends as the Death Star shatters the planet. With his family and fiancée dead, Celchu abandons his post and soon joins the Rebel Alliance. He joins the elite Rogue Squadron, battling AT-ATs at Hoth and attacking the second Death Star in an A-wing at the Battle of Endor. Celchu flies and fights extensively for the New Republic, though his career has rocky times. He marries Winter after his retirement years later.

Tycho Celchu (Episode VI) **CL 8**
Medium Human soldier 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +10
Languages Basic, High Galactic

Defenses Ref 24 (flat-footed 22), Fort 22, Will 19; Dodge
hp 103; **Threshold** 22

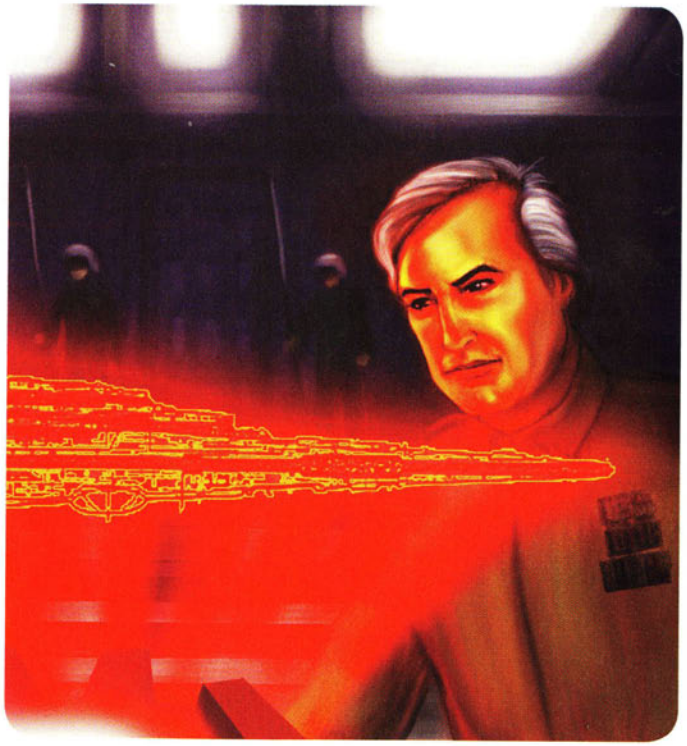
Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged blaster pistol +9 (3d6+4) or
Ranged blaster pistol +4 (4d6+4) with Rapid Shot
Base Atk +7; **Grp** +9
Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot
Special Actions Indomitable, Tough As Nails

Abilities Str 11, Dex 15, Con 13, Int 12, Wis 13, Cha 11
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Indomitable, Penetrating Attack (heavy weapons), Tough as Nails
Feats Armor Proficiency (light, medium), Dodge, Point Blank Shot, Rapid Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +10, Pilot +16, Use Computer +10
Possessions blaster pistol, flight suit, comlink

General Airen Cracken

In his early days on his homeworld of Contruum, Airen Cracken owns a mechanic's shop, where he earns his reputation as a master mechanic and a creative technologist. His crew members are fast learners and apply their creative skills to any project that comes through the door. When Imperial forces arrive to take over the planet, Cracken and his employees organize a guerrilla force specializing in sabotage. He also establishes safe havens for the civilian population. In short, he single-handedly creates one of the most successful resistance groups to engage the Empire. In a few years, he and his crew make operating on Contruum so expensive for the Empire that the occupation forces withdraw.

Cracken realizes Contruum's good fortune has much to do with its insignificance in the galaxy, and he is not willing to let the Empire continue to torment other worlds. He and his crew say good-bye to their loved ones and join the Rebel Alliance. Their knowledge and creativity quickly spread throughout the Alliance forces, injecting a new ingenuity into Rebel tactics and covert operations. Cracken's Crew remains active as well, and its signature calling card—a hydrospanner inscribed "Cracken's Crew Says Hello"—begins appearing in Imperial installations throughout the galaxy.



General Airen Cracken

Cracken leads raids, trains and briefs Alliance agents of every sort, and works his way up to become head of Alliance Intelligence. His efforts support Crix Madine's commando units, and the hands-on general even mans one of the *Millennium Falcon's* turrets at the Battle of Endor.

Airen Cracken (Episode VI) **CL 10**
Medium Human noble 3/scout 1/scoundrel 5/soldier 1
Destiny 2; **Force** 5
Init +7; **Senses** Perception +12
Languages Basic, Binary (understand only), Bocce, Bothese, Durese, Huttese, Shyriiwook, Sullustese

Defenses Ref 24 (flat-footed 22), Fort 22, Will 24
hp 53; **Threshold** 22

Speed 6 squares
Melee unarmed +6 (1d4+5)
Ranged heavy blaster pistol +9 (3d8+5) or
Ranged heavy blaster pistol +4 (4d8+5) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Jury-Rigger, Knack

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 15, Cha 14
Talents Demolitionist, Educated, Gimmick, Jury-Rigger, Knack, Master Slicer, Spontaneous Skill
Feats Armor Proficiency (light), Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Mechanics, Knowledge [tactics, technology]), Skill Training (Stealth), Tech Specialist, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +13, Knowledge (physical sciences) +13, Knowledge (tactics) +18, Knowledge (technology) +18, Mechanics +18 (can reroll when making jury-rigged repair), Perception +12, Persuasion +12, Stealth +12, Use Computer +18 (can reroll when improving access, keeping better result)
Possessions heavy blaster pistol (+1 Improved Accuracy), security kit, tool kit, comlink (encrypted), portable computer, datapad (encrypted), utility belt

Nera Dantels

In the months following the Battle of Yavin, the smuggler turned Rebel Nera Dantels puts her substantial flying skills at the Alliance's disposal. She is passionate and headstrong and lets nothing stand in her way—whether it be rules or people. The blue, curved tattoos around her eyes prominently proclaim her individuality and refusal to blend in. Once romantically involved with Biggs Darklighter, Dantels continues his all-too-short fight against the Empire. Dantels is one of the first pilots to fly the newly developed B-wing starfighter, as a Dagger Squadron pilot. She also flies her own freighter, the *Starduster.*

Nera Dantels (Episode V) **CL 5**
Medium Human scoundrel 5
Destiny 1; **Force** 3
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 15, Will 17
hp 55; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+2) or
Ranged blaster pistol +0 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +5
Atk Options Hyperdriven, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Knack

Abilities Str 10, Dex 14, Con 10, Int 11, Wis 13, Cha 15
Talents Hyperdriven, Knack, Lucky Shot
Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +8, Pilot +9, Stealth +9, Use Computer +7
Possessions blaster pistol, comlink, *Starduster*



Biggs Darklighter

A close friend of Luke Skywalker, Biggs Darklighter grows up in a relatively affluent family on Tatooine. Though Skywalker and Darklighter dream of joining the Academy together, only Biggs is able to go. He returns to Tatooine to tell Luke that he is joining the Rebellion through contacts at the Academy, and he tries to convince Luke of the dangers of the Empire. The two are surprised to see each other soon after as they prepare to defend the main Rebel base from the menacing Death Star. Darth Vader kills Biggs in the Death Star trench, as Biggs protects Luke during his attack run on the Death Star's thermal exhaust port. However, Biggs' legacy lives on as a Rebel hero and through the exploits of his younger cousin, Gavin, who joins Rogue Squadron after the fall of the Emperor and goes on to have a long career with the New Republic and Galactic Alliance.

Biggs Darklighter (Episode IV) **CL 4**
Medium Human scout 1/soldier 3
Destiny 1; **Force** 3
Init +9; **Senses** Perception +8 (can reroll)
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 17, Will 15; Dodge
hp 41; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; **Grp** +5
Atk Options Penetrating Attack (heavy weapons)
Special Actions Harm's Way

Abilities Str 14, Dex 15, Con 10, Int 11, Wis 12, Cha 10
Talents Acute Senses, Harm's Way, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light), Dodge, Skill Training (Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Knowledge (galactic lore) +7, Mechanics +7, Perception +8 (can reroll), Pilot +9, Survival +8, Use Computer +7
Possessions blaster pistol, flight suit, comlink

Wes Janson

Before the Battle of Yavin, Wes Janson flies as a member of the Tierfon Yellow Aces, stationed at the Alliance's Tierfon outpost. Along with Jek Porkins and others, Janson is transferred to the main Rebel base on Yavin 4 just prior to the Death Star's arrival, but illness keeps Janson from flying in the battle. The often-joking Janson goes on to join Rogue Squadron as Rogue 6. At Hoth, he serves as Wedge Antilles' gunner, becoming the first to flatten an Imperial walker with his harpoon and tow cable. Janson and Antilles eventually founded the New Republic's elite experimental Wraith Squadron.

Wes Janson (Episode VI) **CL 8**
Medium Human soldier 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +9
Languages Basic, Sullustese

Defenses Ref 25 (flat-footed 22), Fort 21, Will 18
hp 103; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+6)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Devastating Attack (heavy weapons), Expert Gunner, Far Shot, Melee Smash, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 11, Cha 11
Talents Devastating Attack (heavy weapons), Expert Gunner, Melee Smash, Penetrating Attack (heavy weapons), Tough as Nails
Feats Armor Proficiency (light, medium), Far Shot, Martial Arts I, Point Blank Shot, Precise Shot, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +9, Pilot +11, Use Computer +10
Possessions blaster pistol, flight suit, comlink, tool kit

Derek "Hobbie" Klivian

Derek Klivian, known as "Hobbie," joins the Rebellion along with Biggs Darklighter after training at the Imperial Academy. Hobbie goes on to have a long Rebel career, flying with Rogue Group at the Battle of Hoth, with Wedge at the Battle of Endor, and as a member of Rogue Squadron for several years. His skepticism was well known among his squadron mates, as were incorrect but legendary stories of his demise.

Derek "Hobbie" Klivian (Episode VI) **CL 8**
Medium Human soldier 6/scoundrel 1/ace pilot 1
Destiny 1; **Force** 5
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 22, Will 20; Dodge
hp 74; **Threshold** 22

Speed 6 squares
Melee unarmed +8 (1d6+6)
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +8
Atk Options Devastating Attack (heavy weapons), Lucky Shot, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 10
Talents Armored Defense, Devastating Attack (heavy weapons), Keep It Together, Lucky Shot, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium), Dodge, Martial Arts I, Point Blank Shot, Precise Shot, Skill Training (Deception), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +9, Mechanics +9, Perception +10, Pilot +11, Use Computer +9
Possessions blaster pistol, flight suit, comlink

Nien Nunb

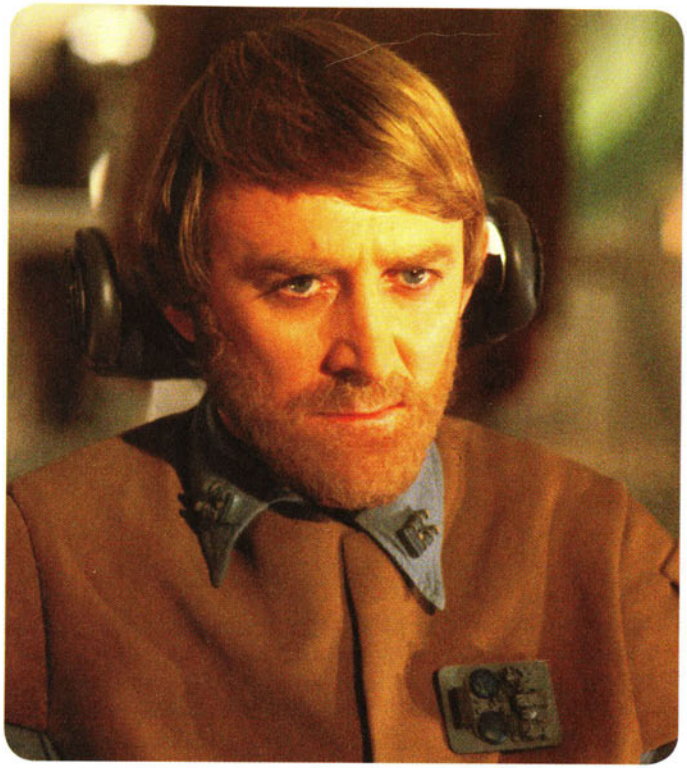
Nien Nunb is a well-known Rebel hero in the Sullust system. He originally works for the interstellar SoroSuub Corporation, but he quits in protest when the company takes control of Sullust and becomes an Imperial ally. He and his sister, Aril, raid SoroSuub ships in support of Rebel war and supply efforts. He and his ship, the *Sublight Queen*, gain the support of the Sullustan people and soon attract others ready to fight the Imperials. He is directly responsible for bringing SoroSuub and his homeworld into an alliance with the Rebellion. Nunb and much of his growing fleet escape an Imperial blockade to join the Alliance fleet. Nunb becomes a hero known throughout the Alliance as Lando Calrissian's copilot in the attack on the second Death Star.

Nien Nunb (Episode VI) **CL 8**
Medium Sullustan scout 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** darkvision; Perception +10 (can reroll)
Languages Basic, Sullustese

Defenses Ref 24 (flat-footed 22), Fort 21, Will 19
hp 56; **Threshold** 21

Speed 6 squares; Surefooted
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +7 (3d6+4) or
Ranged blaster pistol +2 (4d6+4) with Rapid Shot
Base Atk +5; **Grp** +7
Atk Options Far Shot, Point Blank Shot, Rapid Shot
Special Actions Jury-Rigger, Quick Draw

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 13, Cha 11
Special Qualities expert climber
Talents Evasion, Fringe Savant, Jury-Rigger, Keep It Together, Surefooted
Feats Far Shot, Point Blank Shot, Quick Draw, Rapid Shot, Skill Training (Initiative), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (galactic lore) +10, Mechanics +10 (can reroll when making jury-rigged repair), Perception +10 (can reroll), Pilot +11, Stealth +11, Use Computer +10
Possessions blaster pistol, flight suit, comlink, tool kit, utility belt



General Carlist Rieekan

Carlist Rieekan is an early member of the Rebel Alliance, working with resistance forces in and around his homeworld of Alderaan. A mission to observe and inspect satellite transmitters near Delaya, also in the Alderaan system, saves his life when the Death Star arrives and obliterates Alderaan. He feels that if he had acted more quickly, he might have saved some of the population by beginning an evacuation upon the Death Star's arrival in the system. This guilt drives him to become acutely defensively minded, which serves him well on Hoth.

A dedicated Rebel and a fine officer, he rises to the rank of general while directing a variety of Alliance commands and operations. He becomes the commanding officer of the new Alliance main base on Hoth and successfully oversees the delaying action that allows many Rebels to escape the devastating Imperial attack. Rieekan survives the Galactic Civil War and becomes Minister of State of the New Republic.

General Carlist Rieekan (Episode V) **CL 12**
Medium Human noble 7/officer 5
Destiny 2; **Force** 6
Init +7; **Senses** Perception +14
Languages Basic, Huttese, Ithorese, Mon Calamarian, Shyriiwook, Sullustese

Defenses Ref 26 (flat-footed 25), Fort 24, Will 30
hp 74; **Threshold** 24

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot, Precise Shot
Special Actions Born Leader, Coordinate +1, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Trust

Abilities Str 10, Dex 13, Con 12, Int 15, Wis 16, Cha 16
Special Qualities command cover, share talent (Inspire Confidence, Deployment Tactics)
Talents Born Leader, Coordinate +1, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Trust
Feats Armor Proficiency (light), Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics], Persuasion), Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +14, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Mechanics +13, Perception +14, Persuasion +19, Pilot +12, Use Computer +13
Possessions blaster pistol, comlink, code cylinder

Deena Shan

Deena Shan is drawn to the excitement of the Rebellion but plagued with self-doubt about her capabilities and position within the Alliance. Her early mundane duties make her question her decision to join the Rebels, but an unexpected encounter with the *Millennium Falcon* and the heroes of Yavin quickly erases those feelings. Deena soon finds herself serving in the Rebellion in undercover and commando operations, using her looks and persuasive skills against unsuspecting Imperial officers. However, she is unprepared for the powerful emotional conflict between her duties and her feelings. She feels out of place and in over her head on the battlefield. Fellow Rebels have to remind her of her military position and help her overcome her inexperience and hesitation. Despite the emotional rollercoaster, she remains dedicated to the Rebel cause.

Deena Shan (Episode V) **CL 5**
Medium Human scoundrel 1/ scout 4
Destiny 1; **Force** 3
Init +3; **Senses** Perception +9 (can reroll)
Languages Basic, Bocce

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18; Dodge
hp 36; **Threshold** 16

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Disruptive

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 16
Talents Acute Senses, Disruptive, Improved Stealth
Feats Dodge, Point Blank Shot, Precise Shot, Skill Focus (Deception, Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +15, Gather Information +10, Perception +9 (can reroll), Persuasion +15, Stealth +8 (can reroll), Use Computer +8
Possessions blaster pistol, comlink

WICKET

Wicket is the young Ewok responsible for bringing Princess Leia to Bright Tree Village on Endor's Forest Moon. Leia's arrival leads to his tribe's eventual alliance with the Rebel Special Forces team, there to destroy the massive shield generator protecting the Death Star in orbit high above the moon. Wicket's trap expertise contributes to the Ewoks' surprisingly effective attack against the Imperial forces protecting the Death Star's shield generator. Wicket's observation of Imperial activities prior to the battle also gives the Ewoks confidence that they can defeat the invaders—even with their primitive weaponry.

Wicket (Episode VI) **CL 3**
Small Ewok scout 3
Force 3
Init +9; **Senses** Perception +7 (can reroll)
Languages Ewokese

Defenses Ref 19 (flat-footed 16), Fort 14, Will 14; Dodge
hp 33; **Threshold** 14

Speed 4 squares
Melee spear +4 (1d8+3)
Ranged spear +6 (1d8+2)
Base Atk +2; **Grp** +0
Abilities Str 13, Dex 16, Con 11, Int 11, Wis 13, Cha 9
Special Qualities scent
Talents Acute Senses, Surefooted
Feats Dodge, Skill Focus (Climb, Survival), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Climb +12, Jump +7, Perception +7 (can reroll), Stealth +14 (can reroll), Survival +12
Possessions spear

WINTER

Winter grows up in the Alderaan royal house, becoming known for her aristocratic manner and occasionally being mistaken for her close friend Princess Leia. As Leia enters politics, Winter becomes her personal assistant. After the destruction of Alderaan, Winter becomes an Alliance intelligence agent. She uses her unerring memory to scout potential targets. With that information, Winter can create detailed maps of targeted locations and dossiers on individuals. Both Imperials and Rebels know her as Targeter.

Her perfect memory comes at a cost, however. She recalls details vividly, so she never escapes the pain of the loss of Alderaan or of any other trauma. After the establishment of the New Republic, Winter returns to work as Leia's aide and as nanny and protector of the Solo children. Winter eventually marries Tycho Celchu.

Winter (Episode VI) **CL 3**
Medium Human noble 1/scout 2
Force 3
Init +3; **Senses** Perception +12 (can reroll)
Languages Basic, Binary (understand only), High Galactic, Huttese, Ithorese, Mon Calamarian, Shyriiwook, Sullustese

Defenses Ref 18 (flat-footed 16), Fort 15, Will 17
hp 27; **Threshold** 15

Speed 6 squares
Melee knife +0 (1d4)
Ranged hold-out blaster +3 (3d4+1)
Base Atk +1; **Grp** +3

Abilities Str 9, Dex 15, Con 10, Int 16, Wis 12, Cha 16
Talents Acute Senses, Presence
Feats Improved Defenses, Linguist, Skill Focus (Perception), Skill Training (Stealth, Survival), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +12 (can reroll), Persuasion +9, Ride +8, Stealth +8, Survival +7, Treat Injury +7, Use Computer +9
Possessions hold-out blaster, knife, electrobinoculars, comlink, datapad

Technology and Vehicles

The Rebel Alliance tries to standardize starships and weapon systems when possible, but as a network of semi-independent commands, the Alliance must press into service any available weapon, vehicle, or starship. With a few exceptions, such as the Mon Calamari Shipyards, the Rebel Alliance is unable to manufacture its own equipment, vehicles, technology, and other gear. However, it acquires materiel from across the galaxy through scrounging, donations, purchases, and other methods. The items shown described are among those used by Rebel forces. See the Saga Edition core rulebook and *Starships of the Galaxy* for additional Rebel vehicles and ships.

Equipment

The Rebel Alliance relies on nonstandard equipment and a high degree of creativity, whether upgrading outdated weaponry or modifying civilian items and vehicles for military use. Alliance scroungers and procurement specialists are adept at locating supplies that can be made suitable for a given task.

Cracken's Tactics

General Airen Cracken and his infamous Cracken's Crew excel at adapting equipment for sabotage or other disruptive purposes. Cracken and his crew members carry out extensive sabotage and clandestine attacks against the Empire, and they also train other units in their best tricks. Cracken's encrypted *Rebel Field Guide* can be found at most Rebel bases and training facilities. Not all of Cracken's tactics are destructive. As Cracken likes to point out, sometimes disabling a mechanism is more effective than destroying it, especially if you hope to use it later or if you need to prevent collateral damage. The creative use of mundane items is another of his specialties. Cracken's more popular tactics are described here.

Boosting the Power of a Repulsor Sled

Found in docking bays and warehouses across the galaxy, the utilitarian repulsor sled is a staple of cargo manipulation. Typically floating a half meter or less above the floor, a sled can easily move pallets, crates, and other cargo. Given their near-universal availability in docking bays, repulsor sleds are among the items commonly used and adapted by Rebel agents, who typically temporarily boost the power of the sled to gain speed, altitude, or both.

Required Items: Repulsor sled, independent power source (typically a small generator, vehicle battery pack, or power cable attached to a wall outlet), and basic tools.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat.

Result: Increases sled speed by 2 squares or altitude by 2 squares. Lasts for 2d4 rounds before repulsorlift circuitry burns out and the sled crashes to the ground, useless and requiring spare parts to repair. The duration should be unknown to the heroes, although the sled might give off warning signs a round or two before failing.

Parts and Supplies

Many of the tactics in this section refer to specific parts or pieces of equipment that have never been epressed statistically in the *Star Wars* Roleplaying Game. For the most part, these pieces are merely listed for flavor purposes, and have no mechanical effect on their own. In most cases, it's safe to assume that any hero attempting one of these tactics has the necessary parts on hand. However, in some cases the Gamemaster should feel free to use the search for particular parts as a plot hook for adventures.

Disabling a Shield Generator

Disabling a shield generator with explosives or well-placed blaster fire is easy enough, but disabling a generator in a manner that is reversible or undetectable can be more useful. The installation of an LK-4 fusible link in one of the system's main power couplings can shut down the shield as soon as it achieves 50% power output. However, there must be no power to the coupling during installation, so the agent must provide an explanation for the temporary shutdown.

Some agents prefer to short-circuit the system using a length of power cable with a vampiric power tap at one end. The tap is hooked to the generator's main power supply cable, while the opposite end is attached to the negative power coupling. When the tap is triggered by remote control or by detecting a rise in power through the cable, it sinks its sharpened metal teeth through the power cable's insulation to the interior wire. The energy flows to the power coupling and either burns it out or surges through the generator's power system, causing it to automatically shut down.

Required Items: LK-4 fusible link (or similar equipment for vehicles) or 3-meter power cable with vampiric power tap, basic tools.

Installation Time: 5 minutes.

Skill Check: With fusible link, Mechanics DC 15 or 10 with Tech Specialist feat. With power tap, Mechanics DC 20 or DC 15 with Tech Specialist feat.

Result: With the fusible link, the shield generator shuts down upon reaching at least 50% power, and it cannot be used until the link is found and removed. With the power tap, the shield generator shuts down upon activation of the tap, and the generator requires extensive repairs and spare parts to reactivate.

Disabling Speeder Safety Systems

Some hotshot swoop and speeder racers like to disable the built-in safety systems of their vehicles, gaining more agility by making the vehicle less stable. Pilots sometimes find themselves unable to cope with the results and crash into the ground or another object. Agents use this tactic to sabotage enemy speeders; unsuspecting pilots might crash before figuring out the problem.

Required Items: Tool kit.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 25 or DC 20 with Tech Specialist feat.

Result: The speeder's Dexterity score increases by 4, which in turn increases the vehicle's Initiative and Pilot skill modifiers by +2 and increases the vehicle's Reflex Defense by +2. Pilot checks failed by 5 or more cause a –5 penalty on the next Pilot check. Unsuspecting pilots receive a –10 penalty to all Pilot checks until the first successful Pilot check.

Disabling a Walker's Drive Motor

Disabling a walker's drive motor is easy. The hard part is getting inside to begin with. Large walkers are typically disabled by damaging the internal hydraulic system. Smaller walkers must have the exterior drive joint physically jammed. Many agents prefer to target a walker's gyroscopic balancing system, making the walker difficult to control and often causing it to tip over when under power.

Required Items: Tool kit, cutting device, or object to jam mechanism.

Modification Time: 1 minute (30 seconds with cutting device).

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat.

Result: The walker cannot move, but its other systems are still functional. If the gyroscopic balancing system is disabled, the walker can move, but the Pilot receives –20 penalty to all Pilot checks. Failure results in the walker toppling over.

Jury-Rigging a Power-Pack Bomb

Power-pack bombs are unpredictable but powerful improvised explosives. Rebel agents find them useful because the basic components are usually at hand. However, their unpredictability causes agents to use them only when desperate. The bomb works by taping 2 to 5 power packs together, then disabling the packs' sturm dowels, thereby causing the packs to build up an excessive charge and to explode after about 30 seconds. Although blaster power packs are typically used, any large power cell can be adapted to the task. Attaching an optional timing device or remote-controlled detonator is possible, but it is complicated by the need to include a mechanism to remove the dowels. Also, the explosion is not instantaneous, since the power packs must build up the charge first.

Required Items: 2 to 5 power packs, mesh tape, optional timing device or remote detonator with dowel-removal mechanism, tool kit required for timing device.

Creation Time: 2 minutes without timing device (30 minutes with timing device)

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat to create without timing device. A failure of 10 or more below the DC results in immediate detonation. With a timing device, the checks are Mechanics DC 25 or 20 with Tech Specialist feat, instead of the DC 10 typically required to set a detonator. Failure results in immediate detonation.

Result: The bomb detonates 1d6 rounds after the last dowel is removed or the detonation device is activated (rolled secretly by the Gamemaster). The bomb can be thrown like a grenade, but it does not explode until the charge builds up. The bomb can also be set as in the Place Explosive Device under the Mechanics skill. Once the charge begins building up, the bomb cannot be disarmed. Damage is 2 die of the type of power pack used (for example, a bomb made from two blaster-rifle power packs and a blaster-pistol power pack is 4d8+2d6). A standard power cell uses d6 damage dice. The explosion deals damage as an area attack to all targets within a 2-square burst radius.

Overloading a Starship or Vehicle Weapon

Whether you are disabling an enemy ship or merely need a diversion, overloading a ship or vehicle's energy weapon attracts a lot of attention in a hurry. Although it takes time to build up a big enough charge in the supercapacitors, the resulting explosion destroys the weapon and heavily damages the ship.

Required Items: Tool kit (not required for remote modification).

Modification Time: 30 seconds.

Skill Check: Mechanics DC 20 or DC 15 with Tech Specialist feat or Use Computer DC 30 for remote modification through ship or vehicle onboard network (remote modification not possible on smaller vehicles).

Result: The detonation occurs 1d6 rounds after the task is completed and deals damage as an area attack to all targets within a 4-square burst radius around the weapon, equal to the damage the weapon normally deals when firing. The attached vehicle also takes this damage (only once, not per square). The weapon can be disarmed before detonation, or it can be disabled by cutting power to the weapon while it charges.

Sending a Reactor into Automatic Shutdown

There are times when disabling a reactor is preferable to destroying it; irradiating a city rarely helps the Rebel cause. Clever agents use a reactor's own safety systems to force it into an automatic shutdown, making restarting the reactor in a short amount of time difficult or impossible. The hardest part of this task is reaching the portion of the system to be disabled. Typical methods include disabling the cooling system, disrupting the fuel-supply system, fooling safety sensors, and shorting out detectors.

Required Items: Tool kit.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 20 or DC 15 with Tech Specialist feat.

Result: Success begins the shutdown process due to a physical fault. A reactor can take 1 to 5 minutes to fully shut down. Failure means that the reactor continues to function normally, although security systems might alert the reactor control room to the attempted sabotage.

Using Droid Restraining Bolts to Your Advantage

Never underestimate the usefulness of a droid restraining bolt. Although combat droids are shielded against enemy installation of the devices, Rebel agents deal with innumerable standard civilian units that are susceptible to restraining bolts. The devices rarely help an agent interrogate or take control of a droid, but they can prevent a droid from informing others of the agent's presence and keep the droid out of the agent's way.

Attaching a restraining bolt quickly and at range is challenging. Using instantly fusing attachment disks is a must. Heroes can find these unusual devices in civilized centers and from outlaw tech dealers at triple the cost of

regular restraining bolts. A Jedi can use Move Light Object to slap a bolt on a droid. Others can use stealth, deception, or persuasion to get close enough to attach the disk. Some agents modify the disk to instantly activate when attached (Mechanics DC 15), paralyzing the droid. In some droid models, the bolts must be attached in specific locations to be effective.

Weapon Emplacements

The Rebel Alliance relies on artillery emplacements to bolster the defenses of major bases and outposts. Fixed emplacements take time to install, and only permanent bases or those most in need of defense are granted this scarce resource. Weapon emplacements are treated as vehicles for statistical purposes, but they are usually immobile and do not require a pilot to function. Instead, gunners control all the functions of a weapon emplacement.

Atgar 1.4 FD P-Tower

The Atgar 1.4 FD P-Tower is an outdated light antivehicle artillery piece that dates back to the Clone Wars. Its slow fire rate, its large, dish-shaped target profile, and its minimal crew protection make it unpopular with Rebel troops. However, it is inexpensive and available through black-market channels, which makes it accessible to Alliance forces and resistance groups. It is largely ineffective against heavily armored vehicles, walkers, and fast-moving speeders, but the P-Tower can still take down moderately armored vehicles. The P-Tower requires a crew of four to operate—three to regulate the dish's power systems, and one to target enemy units.

Atgar 1.4 FD P-Tower Light Anti-Vehicle Laser Cannon **CL 5**
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 11 (flat-footed 11), Fort 18; +3 armor
hp 80; **DR** 5; **Threshold** 28

Speed 0 squares (immobile)
Ranged antivehicle cannon +3 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +20

Abilities Str 26, Dex 0, Con —, Int 12
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 4 (skilled); **Passengers** none
Availability Military; **Cost** 12,000 (6,000 used)

Antivehicle cannon (gunner)
Atk +3, **Dmg** 3d10×2

Task Training

Typically, a hero must be trained in the Mechanics skill to carry out any uses of that skill. However, heroes can be trained to do specific, simple tasks without the comprehensive knowledge normally required to use the complete skill. This specific training allows a hero to make an untrained Mechanics check when attempting the trained task. At the Gamemaster's discretion, heroes already trained in the skill might receive a +2 circumstance bonus when attempting a task in which they received specific training. This bonus is best applied when the task at hand is unusual even for someone trained in Mechanics.

Task training takes a minimum of 30 minutes for simple tasks and up to two hours for moderately complex tasks. Tasks requiring additional time or complexity are beyond the ability of heroes untrained in the Mechanics skill. The trainer must be trained in the Mechanics skill. The trainer rolls a Mechanics check against the DC of the final task, and can benefit from Aid Another from one assistant also trained in the Mechanics skill. If the check fails, the trainer fails to adequately demonstrate the task to his or her trainees and must start again. If the check succeeds, the trainee rolls a DC 25 Perception check and gains a +1 insight bonus for every 5 points the trainer rolled on his or her Mechanics check above the final task DC. If successful, the trainee learns the task.

Gamemasters can allow heroes to apply their trained-task knowledge to similar tasks, but this use of specific training must be limited so that it does not replace becoming trained in the Mechanics skill. Gamemasters might also rule that after a certain period of disuse, the hero must retrain to be reminded of the specific details of carrying out a particular task. Although most useful for the Mechanics skill, task training can be applied to other skills (other than Use the Force) at the Gamemaster's discretion.

Golan Arms DF.9

The Golan Arms DF.9 anti-infantry tower is one of the Rebel Alliance's most common artillery pieces. Its rapid fire rate and impressive range make it highly effective against advancing infantry. Rebel technicians modify the DF.9's weapons systems in order to increase its effectiveness against AT-STs. The DF.9 requires a three-person crew, operating the weapon from within the cramped quarters of its tower enclosure. The armored tower has a lower entry hatch, an upper observation hatch, and a turret that rotates 180 degrees.

Golan Arms DF.9 Anti-Infantry Battery **CL 5**
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 5; **Threshold** 30

Speed 0 squares (immobile)
Ranged anti-infantry cannon +3 (see below)

DF.9 ANTI-INFANTRY CANNONS FLANK A T4-B HEAVY TANK WHILE DEFENDING A REBEL BASE.



Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +22

Abilities Str 30, Dex 10, Con —, Int 12
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 3 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (7,000 used)

Anti-infantry cannon (gunner)
Atk +3, **Dmg** 4d10×2

GOLAN ARMS FPC 6.7 ANTI-AIRCRAFT BATTERY

The Golan Arms FPC 6.7 Anti-Aircraft Battery is an inexpensive defensive weapon suitable for protecting military bases and other installations from aerial assault. This unit is particularly effective against lightly armed airspeeders and holds its own against heavily armored or shielded starfighters and bombers. It typically requires four crew members: a gunner, a commander/sensor operator, and two power regulator technicians. However, Rebel units have been known to operate with as few as two crew members, and even one can fire the battery at a very limited rate. Rebel technicians like the FPC 6.7's quick setup and tear down, which makes relocating the weapon to new facilities relatively easy.

Golan Arms FPC 6.7 Anti-Aircraft Battery CL 5
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 13 (flat-footed 13), Fort 22; +5 armor
hp 120; **DR** 5; **Threshold** 32

Speed 0 squares (immobile)
Ranged anti-aircraft laser cannon +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24

Abilities Str 34, Dex 10, Con —, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 4 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (7,000 used)

Anti-aircraft laser cannon (gunner)
Atk +5, **Dmg** 6d10×2

KDY V-150 PLANET DEFENDER

The KDY Planet Defender heavy ion cannon—referred to as the "ion cannon" or the "150"—is one of the few surface-to-orbit planetary defense batteries available. The ion cannon is capable of disabling even top-of-the-line capital ships such as an Imperial Star Destroyer for a few minutes at a time. Although the 150 is an expensive weapon with massive power and installation requirements, the Rebel Alliance acquired several of them to protect its most important bases. The ion cannon famously defended Alliance troops during the evacuation of Hoth.

KDY v-150 Planet Defender CL 12
Colossal (frigate) emplacement
Init -2; **Senses** Perception +8

Defenses Ref 11 (flat-footed 11), Fort 33; +11 armor
hp 550; **DR** 15; **Threshold** 133

Speed 0 squares (immobile)
Ranged surface-to-space ion cannon +10* (see below) or
Ranged surface-to-space ion cannon +5*/+5* with Double Attack (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +48

Abilities Str 57, Dex 10, Con —, Int 20
Skills Initiative -2, Mechanics +8, Perception +8, Use Computer +8

Crew 150 (expert); **Passengers** none
Availability Military; **Cost** 1.5 million (1 million used)
** Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Surface-to-space ion cannon (gunner)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 9d10x10 ion

Loratus Manufacturing MPTL-2a Mobile Proton Torpedo Launcher

The MPTL-2a is an improved version of the slower and more vulnerable MPTL-2 used early in the war. The Rebel Alliance enjoys substantial support from Loratus Manufacturing, so the company accommodates design alterations requested by the Rebels. Although the Alliance military prefers fast-moving armored vehicles over tracked artillery, the offensive punch of the MPTL-2a's nine fire-linked proton torpedo launchers makes it ideal for supporting large-scale assaults. The launcher must open its armored shell and deploy to a secure position before firing, and its targeting is limited to forward firing. Though it deploys rapidly (two full-round actions), the launcher must rely on infantry and other units to provide close support. However, this is not always a problem, because the MPTL-2a can strike targets up to 20 km away with the use of spotters or targeting droids. Without a spotter, the MPTL-2a's range is limited to line of sight or manual programming (Computer DC 20 or DC 25 if not proficient in heavy weapons).

MPTL-2a Mobile Proton Torpedo Launcher **CL 8**
Gargantuan ground vehicle (tracked)
Init +2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 24; +8 armor
hp 100; **DR** 10; **Threshold** 44

Speed 0 squares (immobile in firing mode), 6 squares (max. velocity 95 km/h)
Ranged proton torpedo launcher +4 (see below)
Fighting Space 4×6; **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 39, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** 1 (spotter droid)
Cargo 600 kg; **Consumables** 1 week; **Carried Craft** none
Payload 30 proton torpedoes
Availability Military; **Cost** 20,000 (11,000 used)

Proton torpedo launcher (gunner)
Atk +4, **Dmg** 13d10×2, 4-square splash

Loratus Manufacturing Longvision LV-38 Spotter/Probe Droid

Longvision LV droids are Loratus Manufacturing's line of probe and spotter droids. Although the spotter droids are primarily sold as a package deal with artillery units, they share the same basic chassis as the probe droids, which are sold separately. The floating droids are equipped with advanced stealth programming, a powerful repulsorlift system, and burst-stream communications transceivers that resist battlefield jamming and interference. However, they are typically unarmed, because their small size limits their power supply and makes it difficult to both power a weapon and sustain the speeds required on the battlefield.

LV-38 Spotter/Probe Droid **CL 3**
Small droid (4th-degree) nonheroic 1/scout 3
Force 3
Init +11; **Senses** darkvision, low-light vision; Perception +16
Languages Basic, Binary

Defenses Ref 21 (flat-footed 17), Fort 13, Will 14; Dodge
hp 16; **Threshold** 13
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 18, Con –, Int 14, Wis 14, Cha 8
Talents Hidden Movement, Improved Stealth
Feats Dodge, Skill Focus (Gather Information, Perception, Stealth), Skill Training (Initiative, Use Computer), Weapon Proficiency (simple weapons)
Skills Gather Information +11, Initiative +11, Perception +16, Stealth +21 (can reroll), Use Computer +9
Systems hovering locomotion, durasteel shell (+4 armor), heuristic processor, improved sensor package, darkvision, integrated comlink, locked access, secondary battery
Possessions holographic recorder, audio recorder, holoprojector

Combat Assault Vehicles

Combat assault vehicles—CAVs—are armored repulsorlift craft designed or modified to carry medium to heavy weapons during direct assaults and other combat missions. Rebel CAVs range from fast speeders to heavily armored weapons platforms. The Rebel Alliance has a variety of models in its arsenal, but it has few in large numbers, and these models were not top-of-the-line designs even when originally sold. Most have been further modified by the Alliance, as they often were by their previous owners. Below are some of the more common models available. Additional CAVs adapted to Rebel use are the Arrow-23 Landspeeder and the KAAC Freerunner, found on pages 110 and 113 of the *The Force Unleashed Campaign Guide*, respectively.

Gallofree HTT-26 Heavy Troop Transport

The Gallofree HTT-26 Heavy Troop Transport is one of the company's older designs, originally appearing during the last days of the Old Republic. Military organizations largely ignore the vehicle, believing its use to be limited by the fact that it is a landspeeder rather than a more versatile airspeeder. However, the Rebel Alliance finds the HTT-26 useful for transporting squads of troops across chaotic battlefields, where its armor gives great protection against small-arms and light-vehicle weapons fire. Thanks to their age, HTT-26s are also relatively cheap and easy to obtain from vehicle surplus dealers and mercenary groups. The HTT-26 is crewed by a pilot and a gunner who mans the repeating blaster cannon.

Gallofree HTT-26 Heavy Troop Transport **CL 8**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 23; +6 armor
hp 80; **DR** 10; **Threshold** 43

Speed 6 squares (max. velocity 95 km/h)
Ranged medium blaster cannon +4 (see below)
Fighting Space 4×6; **Cover** total
Base Atk +2; **Grp** +30

Abilities Str 36, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 2 (skilled); **Passengers** 16
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 20,000 (11,000 used)

Medium blaster cannon (gunner)
Atk +4, **Dmg** 4d10×2

Sienar Ultra-Light Assault Vehicle

Sienar Ultra-Light Assault Vehicles are small, fast, and extremely agile landspeeders designed for rapid deployment and quick, slashing strikes across the battlefield. The ULAV's size makes it ideal for deployment from drop ships or large transports. During the Clone Wars, ULAVs are highly effective at piercing the lines of CIS droid units. Zipping through the droid formations, the ULAV's gunner has ample targets for the double forward laser cannon and, after breaking through the line, the advantage of the more powerful rear-facing blaster cannon.

The early Empire regularly used ULAVs, but soon replaced them with larger and more powerful vehicles with forward-facing primary weapons. Most ULAVs were left forgotten in Imperial surplus depots, too small to attract buyers. Decades later, a Rebel commando raid steals a huge fleet of ULAVs from a minimally guarded Imperial storage facility on Hiffis. Rebel technicians make a few updates and modifications—including the addition of light shielding—and put the durable old vehicles into service throughout the galaxy. Though hindered by their rear-facing weaponry and half-meter flight ceiling, the ULAVs are welcome additions to vehicle-starved Rebel units.

Ultra-Light Assault Vehicle (ULAV) **CL 5**
Huge ground vehicle (speeder)
Init +10; **Senses** Perception +6

Defenses Ref 17 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed 12 squares (max. velocity 400 km/h)
Ranged heavy blaster cannon +4 (see below) and double light laser cannon +6 (see below) or
Ranged heavy blaster cannon +4 (see below) and concussion grenade launcher +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +24

Abilities Str 34, Dex 22, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 50,000 (22,000 used)

Double light laser cannon (pilot)
Atk +6, **Dmg** 4d10×2

Concussion grenade launcher (pilot)
Atk +6, **Dmg** 8d6, 2-square burst

Heavy blaster cannon (gunner)
Atk +4, **Dmg** 5d10×2

Mekuun Heavy Tracker

The Mekuun Heavy Tracker is a mobile scanning unit and battlefield communications nerve center. Equipped with advanced ground-hugging Omniprobe sensors and a standard military-grade sensor array, the heavy tracker excels at tracking and analyzing all active units and personnel in the surrounding region. The Rebel Alliance uses its few heavy trackers as mobile command centers, so that battles can be directed from a distance from within its heavily armored hull. The heavy tracker carries a single heavy laser cannon, able to accurately strike targets at extreme range thanks to its advanced sensor system. The heavy tracker's speed is reduced by its heavy armor and weapons and by its slightly undersized repulsorlift system.

Mekuun Heavy Tracker **CL 8**
Colossal ground vehicle (speeder)
Init -2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 15; **Threshold** 81

Speed 8 squares (max. velocity 130 km/h)
Ranged heavy laser cannon +6 (see below) or
Ranged heavy laser cannon +3 (see below) without Omniprobe
Fighting Space 6×10; **Cover** total
Base Atk +2; **Grp** +43

Abilities Str 52, Dex 14, Con —, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 6 (skilled); **Passengers** 5
Cargo 250 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 125,000 (75,000 used)

Heavy laser cannon (gunner)
Atk +6, **Dmg** 5d10×2

T2-B Repulsor Tank

The Rebel acquisition of the modern T2-B repulsor tanks is a prime example of how the Alliance obtains materiel from sympathetic corporate leaders. When the Alliance becomes aware that some of the top leadership at Yutrane-Trackata is not happy to be supplying a line of mining vehicles and other heavy equipment exclusively to the Empire, Rebel agents quickly broker a secret deal to purchase T2-B tanks and other heavy war equipment. To protect the lives of the Rebel collaborators, each shipment is carefully orchestrated to appear to be the result of a Rebel raid.

The repulsor tank features four linked rapid-fire blaster cannons paired with advanced sensor arrays that make them highly accurate. However, the lightweight weaponry has difficulty piercing heavily armored Imperial units. The tank's sensors and fast speed allow it to be used as an armored reconnaissance unit, passing detailed sensor information to other units on the battlefield. It is also one of the few shielded ground units used by Rebellion forces. The repulsor tank holds a crew of three: a commander, a pilot, and a gunner. Because of the Rebellion's limited numbers of tanks, the Alliance rarely fields large formations of these vehicles until after the Battle of Endor.

T2-B Repulsor Tank **CL 7**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 10; **SR** 10; **Threshold** 34

Speed 6 squares (max. velocity 80 km/h)
Ranged quad light blaster cannon +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (quad light blaster cannon)

Abilities Str 39, Dex 16, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 200 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Quad light blaster cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2

T4-B Heavy Tank

Another tank model acquired through the Yutrane-Trackata deal, the T4-B is among the heaviest armored units fielded by the Rebellion. The Alliance can afford only limited numbers of these expensive vehicles. As a tracked ground vehicle, the T4-B is naturally limited in speed and versatility. However, its combination of dual laser cannons and triple concussion missile tubes makes it lethal against all types of infantry and allows it to hold its own against Imperial armor. Individually, the T4-B is not equal to Imperial walkers, but it is rarely deployed on its own. The tank requires a three-person crew: a commander, a driver, and a gunner.

T4-B Heavy Tank **CL 12**
Gargantuan ground vehicle (tracked)
Init +2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 14), Fort 31; +9 armor
hp 200; **DR** 15; **Threshold** 51

Speed 6 squares (max. velocity 40 km/h)
Ranged heavy laser cannons +4 (see below) or
Ranged triple concussion missile launchers +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +38

Abilities Str 52, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 300 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Heavy laser cannons (gunner)
Atk +4, **Dmg** 5d10×2, 2-square splash radius

Triple concussion missile launcher (gunner)
Atk +4, **Dmg** 8d10×2, 2-square burst radius

Starships

Most of the Rebel Alliance's primary ships are covered in the Saga Edition core rulebook and in *Starships of the Galaxy*. However, the Rebels use a great variety of starships, and any available craft might be pressed into service, especially when needed to fill a specific role. A few additional Alliance ships are included here.

YM-2800 Limpet Ship

When the Rebellion needs to board an enemy ship quickly, few craft compare to Corellian Engineering Corporation's YM-2800 survey and mining vessel. A member of a subclass of mining vessels called limpet ships, the YM-2800 secures itself to the surface of an asteroid or a planet. It uses powerful plasma beam cutters and other drilling devices to blast through the rocky surface to the ore below. The Rebels use the YM-2800 to breach enemy ships so that a crew in armored space suits can board the vessel. Military vessels are assaulted on occasion, but the Rebels more often use the craft for piercing the hulls of massive bulk freighters or for cutting into Imperial bases and storehouses.

Even though the YM-2800 has heavy-duty particle shielding, it does not have ray shields as standard equipment. Rebel technicians have, however, added light laser cannons to provide limited self-defense. The plasma beam cutter consumes so much power that the ship loses all shielding and can fire no other weapons during the round in which the cutting beam is used. The ship's shield and weapons systems become functional at the start of the pilot's next turn.

The YM-2800 has a powerful plasma beam cutter that can be used to drill into a starship, creating a breach through which a boarding party can enter. As a standard action, the pilot of the limpet ship can make an attack with the plasma beam cutter against a ship in an adjacent square. If the attack succeeds, the limpet ship moves into the target's space and attaches itself to the hull of the target ship without triggering a collision. Each round thereafter, as a standard action, the pilot can use the cutting beam to make a grapple check and deal damage to the target ship equal to the grapple check's result, ignoring the target ship's SR. When the target ship has taken cumulative damage from the drill in excess of its damage threshold, the limpet ship punches through and its boarding party can enter the target ship.



A YM-2800 limpet ship lands on an *Imperial* Class II frigate.

Corellian Engineering Corporation YM-2800 Limpet Ship CL 7
Colossal space transport
Init -4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 10; **Threshold** 76

Speed fly 6 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged medium laser cannons +6 (see below) or
Ranged plasma beam cutter +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38

Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +6

Crew 6 (skilled); **Passengers** 6
Cargo 125 tons; **Consumables** 2 months; **Carried Craft** none
Availability Restricted; **Cost** 150,000 (70,000 used)

Medium laser cannons (pilot)
Atk +6, **Dmg** 4d10x2

Plasma beam cutter (pilot)
Atk +6, **Dmg** — (grapple +38)

T-Wing Interceptor

The T-wing Interceptor is part of Hoersch-Kessel's limited entry into the starfighter market. Even though the small and light T-wing is extremely fast, many think it gives up too much in the way of durability and protection to be a top-of-the-line fighter. H-K clearly takes design cues from the popular X-wing and Z-95 starfighters. A few planetary governments purchase T-wings for their security services, but most of the fighters end up in the hands of lesser corporations and pirate fleets. The Rebel Alliance uses them in limited roles, but A-wings better fulfill the Rebels' interceptor needs. Despite its inferior defenses, the hyperdrive-enabled T-wing is effective at quick hit-and-fade attacks, thanks to its impressive speed and serviceable weapons systems.

Hoersch-Kessel T-Wing Interceptor CL 8
Huge starfighter
Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 70; **DR** 10; **SR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares (starship scale)
Ranged laser cannon +7 (see below) or
Ranged proton torpedo +7 (see below)

A Royal Guard fighter takes shots at a T-wing interceptor.



Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannon), fire-link (proton torpedoes)

Abilities Str 35, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Payload 4 proton torpedoes
Hyperdrive ×1, limited navicomputer (2-jump memory)
Availability Military; **Cost** 150,000 (60,000 used)

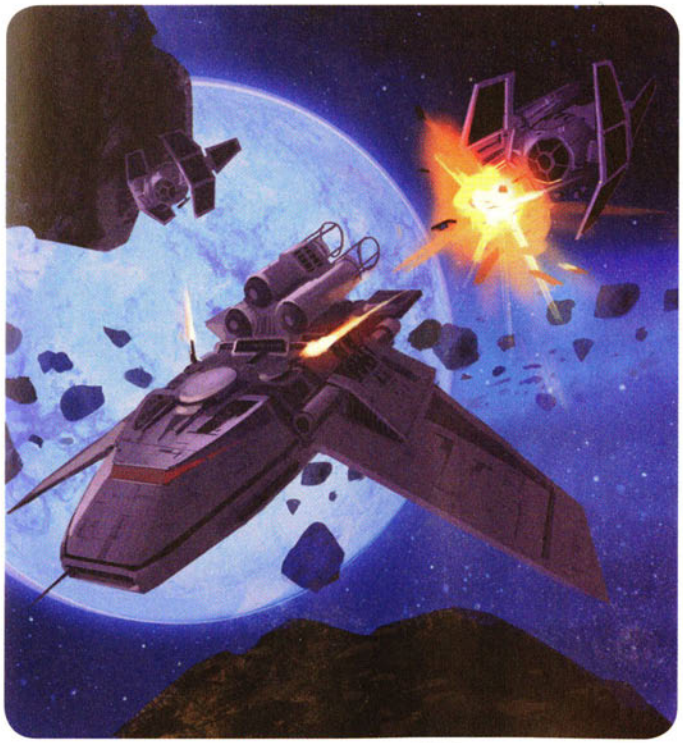
Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10x2

Proton torpedoes (pilot)
Atk +7, **Dmg** 9d10x2, 4-square splash

X4 Gunship

The powerful X4 gunship is one of Incom's largest vessels to date. Roughly the size of a light freighter, the X4 has two full decks to accommodate a large crew, a limited cargo capacity, and ample access to the ship's weapons systems. Six laser turrets and a pair of forward-facing cannons allow the X4 to excel at picket and starfighter screening roles, as well as at taking on smaller capital ships. Its shielding and defenses are also impressive.

The Rebellion uses the X4 for escort duties, but given its performance as a light assault ship, the Alliance is quickly expanding the gunship's role. Incom's limited manufacturing facilities for a ship of this size make it available in limited numbers. Most of the ships manufactured end up in Rebel hands.



AN X-4 GUNSHIP REPELS AN ATTACK BY TIE AGGRESSORS.

Incom X4 Gunship **CL 10**
Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 20 **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannons +6 (see below) and 6 light laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +4; **Grp** +40
Atk Options autofire (laser cannons, light laser cannons), fire-link (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3 (backup x15), navicomputer
Availability Licensed; **Cost** 200,000 (75,000 used)

Laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2

Light laser cannons (gunner)
Atk +4 (-1 autofire), **Dmg** 3d10x2

"MOVE AS CLOSE AS YOU CAN, AND ENGAGE THOSE STAR DESTROYERS AT POINT-BLANK RANGE."

—LANDO CALRISSIAN

Chapter VII
The Empire





The Empire prides itself on being a bastion of civilization and order in the galaxy. Most of its citizens believe that, aside from a few troublemakers, conflict is a thing of the past and that the galaxy's worlds and systems work together for the greater good.

But the Empire is far more sinister than it would have its citizens know. Having carefully undermined the Republic, Supreme Chancellor Palpatine represents himself as the only hope for peace and order. After formally dissolving the remnants of the Galactic Republic and reorganizing it as a Galactic Empire, Palpatine puts into motion a plan to systematically subjugate those worlds and systems that resist his rule. The Imperial Intelligence Bureau obscures these activities. The average citizen has no idea of the true nature of the Empire.

The Emperor's success stems from the brutal efficiency of the Imperial war machine: a vast army of troops, stormtroopers, and starships. Resistance is quickly crushed; the price of capitulation is enslavement. Once a world falls, the Empire uses its resources to fuel the Imperial military's next campaign. Opportunistic politicians have flocked to support Emperor Palpatine's New Order. Those who display the most loyalty garner both wealth and political power.

Similarly, those who are able to tap into and wield the Force find a place in the Empire—at the feet of the Emperor or his apprentice, Darth Vader. Where Jedi Knights once flourished are now would-be Sith. Although they are less common than they were during the Dark Times, devotees of the dark side are far more dangerous than before, since they now command the power of the Imperial military as well as the power of the Force.

The Imperial Machine

Although this chapter includes many of the characters, vehicles, and ships used by the Empire, but it is by no means a complete list. Almost any element of the Imperial war machine that appeared in the Dark Times can be found during the Rebellion era, particularly those elements found in *The Force Unleashed Campaign Guide*. Additionally, although most military hardware from the Clone Wars has been either mothballed or sold off to planetary governments (or, through the corruption of Imperial bureaucrats, sold to crime lords, pirates, and other fringe groups), the Empire still has a small contingent of ships, vehicles, and other items from that conflict. When designing adventures and encounters, the Gamemaster should feel free to choose elements from prior time periods in order to add variety to the Imperial forces arrayed against the heroes.

ORGANIZATION

With a thousand systems under Imperial control, the Emperor requires a massive bureaucracy to manage the galaxy's day-to-day activities. Based on Coruscant, now known as Imperial Center, the government oversees every aspect of life. The Emperor's authority is felt throughout the galaxy by means of his tightly controlled network of advisors, Moffs, local governors, the Commission for the Preservation of the New Order, and, of course, the military. The Ubiqtorate—also known as Imperial Intelligence—assures that Rebel sympathizers and other malcontents are quickly identified and reeducated.

SECTOR GOVERNMENTS

To persuade the remnants of the Republic Senate to accept the transformation of the Republic into an empire, Supreme Chancellor Palpatine retains the trappings of the Senate, changing little more than the name. As years pass, however, he replaces various members of the original legislature with politicians more vested in his New Order, frequently elevating them to positions of authority over their seniors. In time, little of the original Senate remains; when the Emperor dissolves the Imperial Senate shortly after the completion of the first Death Star, the act causes barely a murmur.

Moffs and Grand Moffs

The responsibilities once held by the Imperial Senate fall to the Moffs. Rather than a representative of beings he or she governs, a Moff is a representative of the Emperor. Initially, all Moffs are chosen from the ranks of the Imperial military—officers who serve with loyalty and distinction—and even by the time of the Battle of Endor, an overwhelming number of them are still appointed in this fashion. Each Moff is granted authority over one or more systems, usually determined by political, racial, cultural, or commercial boundaries. If a Moff proves incapable of handling such a large area, he or she might be required to share authority with another Moff, or might be replaced outright.

Initially, Moffs report to the Emperor's advisors. However, the system proves cumbersome, so sector overseers—Grand Moffs—are appointed. The Grand Moffs are given the responsibility of coordinating and managing the Moffs, carrying out the Emperor's directives concerning matters of policy and strategy. The position of Grand Moff is both a great honor and a great opportunity. The Emperor assigns quotas for production, labor, and armed-forces recruitment; if those quotas are met, he overlooks the loss of a few credits here and there. An enterprising Moff can request funds for Imperial projects and ensure that some of those funds are placed in a discretionary budget to which only he or she has access.

The Emperor is content to allow his Grand Moffs to manage the details of accounting and procurement, and even seems to encourage minor accounting irregularities. But if his appointed representatives become too brazen, they can expect a visit from Lord Vader to ensure that they, or their replacements, do not overstep their bounds again.

Planetary Governments

Obviously, a Moff who controls an entire system cannot micromanage the details of multiple worlds, so each inhabited planet or space station has its own individual government. These representatives are sometimes elected by the world's people, but most often they are appointed by the Moffs or the Grand Moffs from among their own personal staff.

In theory, each planet's government runs the planet's affairs and must be consulted whenever the Empire wishes to use the planet's resources, population, or airspace. In most cases, though, the Empire takes what it needs—by force if necessary. The message is clear: Planetary governments exist at the sufferance of the Emperor.

COMPNOR

Brute force is of limited effectiveness in controlling populations. Realizing this, the Emperor retools an old Republic education program into COMPNOR—the Commission for the Preservation of the New Order.

COMPNOR's purpose is to indoctrinate the youth of the Empire. They are taught to believe in the absolute infallibility of their Emperor and to execute his orders without hesitation. Some are encouraged to enter the political arena, ensuring that the government remains supportive of the Emperor's rule. Those with no gift for politics are encouraged to serve in areas such as the military, education, and civil service.

Although COMPNOR begins as little more than a youth group, it grows into a vast and influential organization, overseeing disparate aspects of Imperial life.

Sub-Adult Group: SAGroup provides general education and recreation for the Empire's teenaged population.

Coalition for Progress: The Coalition for Progress provides guidance and an operating framework for the arts, science, commerce, culture, and some legislation.

Coalition for Improvements: The Coalition for Improvements is the Empire's social services department. In practice, however, it is a vehicle for bringing non-Human cultures into line with Imperial dogma, as well as a subprogram for improving the public image of politically significant individuals.

CompForce: CompForce manages the Empire's various military academies. Nearly every officer in the Imperial military attends officer training school under a CompForce program.

Imperial Security Bureau: Imperial Security is the Empire's law-enforcement division. It provides protection for the Imperial populace—in the form of surveillance, investigation, interrogation, and reeducation.

As the Empire's largest bureaucracy, COMPNOR is not well thought of by average citizens. Most see it as an organization devoted to enforcing its own rules, and they resent its meddling in their day-to-day affairs without realizing that the meddling is at the Emperor's command. The Emperor prefers that they blame the bureaucracy while remaining loyal to him.

Citizens of the Empire are encouraged not only to observe COMPNOR's policies but to join the Committee and "serve the Emperor firsthand." These recruitment campaigns have successfully brought trillions of members into COMPNOR's fold.

Imperial Intelligence

Having indoctrinated the populace, the Empire must then monitor it. Imperial Intelligence is the Empire's eyes and ears in the galaxy. In addition to monitoring space outside the Empire and assessing external and internal threats, Imperial Intelligence also spies on the Empire's citizens—evaluating their loyalty, their commitment, and in some cases, the danger they pose to the Empire.

At the onset of the Clone Wars, then-Chancellor Palpatine instructs the Republic's various intelligence agencies to closely monitor the activities of members of the Republic Senate. What eventually comes to light is that the malfeasance that runs throughout the Senate has also spread to the intelligence community: Corrupt senators have been feeding false information to intelligence agents or bribing them to bury reports. Amid massive firings, resignations, and criminal charges, Chancellor Palpatine convinces the remaining agency directors to merge their organizations into one bureau responsible for ensuring that the government remains free from internal corruption. Immediately after Emperor Palpatine reorganizes the Republic as an Empire, the agency directors unanimously agree to the provisions set forth in the New Order.

In the years since, the new, unified intelligence groups again divided into separate organizations, all answering to an anonymous group of directors—the Ubiqtorate—that in turn reports directly to the Emperor.

Adjustments: Answering directly to the Ubiqtorate, these black-ops agents act as troubleshooters for Imperial Intelligence, solving problems by the most expedient means available.

Internal Organization Bureau: IntOrg is responsible for maintaining Imperial Intelligence's own security—protecting data and monitoring internal practices.

Internal Security Branch: IntSec provides physical security, including Imperial Intelligence's force of guards and sentries.

Internal Counterintelligence Bureau: IntCon watches Imperial Intelligence for signs of spies, saboteurs, and double agents.

Analysis Bureau: Analysis sifts through all the data that is transmitted or collected within the Empire.

Media: A great deal of the Empire's raw intelligence comes in the form of news reports. Media's job is to analyze every source of public information every day, looking for patterns or data that might otherwise be overlooked.

Signal: Signal intelligence analyzes the medium as well as the message, looking for information about the transmitter and the receiver of suspicious information.

Cryptanalysis: Cryptanalysis pores over coded transmissions and applies mathematical formulas in order to decrypt them.

Technology: The Technology bureau examines non-Imperial equipment to learn how it works, then adapt it or develop countermeasures for neutralizing it.

Interrogation: Enemy agents captured by the Empire are delivered to Interrogation to undergo thorough questioning, using drugs, psychology, and mental and physical torture. Interrogation also sometimes uses neuroprogramming to brainwash captured agents before releasing them as double agents.

Bureau of Operations: The Bureau carries out Imperial Intelligence's toughest jobs—the dirty work that requires more resources or more independent authority than other divisions can provide.

Surveillance: This branch of the Bureau monitors the activity of the Empire's enemies—both within and without—and is authorized to make arrests when necessary.

Infiltration: This branch provides highly trained double agents, spies, and sleeper agents.

Counterintelligence: Counterintelligence identifies and dismantles enemy intelligence groups working against the Empire.

Diplomatic Services: DiploSer is the Empire's diplomatic corps. DiploSer's agents advise local, regional, and planetary governments on matters of trade, diplomacy, and politics.

Destabilization: Destab is responsible for weakening the political, cultural, commercial, and religious apparatuses of the Empire's enemies, making them more susceptible to Imperial conquest.

Assassination: Agents of this division of the Bureau remove people inconvenient to the Emperor.

Intelligence: After Analysis has collected information, Intelligence employs an army of experts from every conceivable field of study to predict the actions of the Empire's enemies.

External Communications: ExComm relays messages between various branches of Imperial Intelligence, the Ubiqtorate, and the Imperial military.

Sector Branches: Intelligence is composed of thousands of individual branches organized by the sector for which each is responsible.

Sedition: This branch of Intelligence specifically predicts trends in the actions of groups that offer organized resistance to the Empire.

Crisis: A strictly pro tem group, the Crisis branch is formed when needed, for specific purposes, from appropriate subject-matter experts. Crisis answers to the Ubiqtorate, but in rare cases it can also be placed under the command of Grand Moffs or report directly to the Emperor.

Sector Plexus: Sector Plexus ensures that the content of Imperial messages is secure, using a variety of codes, transmission protocols, and electronic encryption formats.

System Cell: The basic units of Imperial Intelligence, system cells operate on every known world, carrying out instructions from the Ubiqtorate through Sector Plexus. Each cell consists of 4–20 agents. Every cell is outfitted according to its needs, but nearly all employ the RWStar A/P Transceiver, which allows agents to communicate with Sector Plexus systems.

Imperial CompLink: The Imperial CompLink uses software surreptitiously installed on computers all over the Empire to monitor electronic data. This spyware transmits packets of information to hyperspace orbiting scanners placed in strategic positions throughout the galaxy, which then relay the data to the CompLink bureau for study by Analysis. Imperial Complink and Sector Plexus work together closely.

The Imperial Military

The Empire's armed forces are divided between the Imperial fleet, consisting of starships and support structures such as dry dock facilities and space stations, and the Imperial ground forces, consisting of Imperial stormtroopers and mainly Human soldiers recruited from throughout the Empire.

Imperial Ground Forces

Sometimes incorrectly referred to as the "Imperial army," the Imperial military's ground forces include any troops not permanently stationed aboard elements of the Imperial fleet or otherwise attached to specific duties. Ground forces carry out the difficult tasks of taking and holding planetary targets—from initial assault to manning the resulting garrisons.

Ground forces are divided into stormtroopers and regular army troops. Stormtroopers are the Empire's shock troops, sent in ahead of regular troops to take enemy positions by dint of superior training and sheer numbers. The regular troops then move in to secure ground taken by the stormtroopers, and remain after the stormtroopers have departed.

Stormtrooper Order of Battle

The Empire's command structure and Orders of Battle evolve from the Republic's Grand Army structure. Regular army officers replace the Jedi Knights who once led clone troopers into battle; each unit is composed solely of stormtroopers and their commanding officers. No stormtrooper unit includes support personnel, although they sometimes take advantage of the support personnel assigned to regular army units.

The command structure of the Imperial stormtroopers is as follows.

Squad (8 troops): A squad consists of eight troopers, including a sergeant and a corporal.

Platoon (32 troops): A platoon consists of four squads commanded by a lieutenant and a sergeant major.

Company (128 troops): A company consists of four platoons led by a captain.

Battalion (512 troops): A battalion consists of four companies commanded by a major.

Regiment (2,048 troops): A regiment consists of four battalions commanded by a lieutenant colonel.

Legion (8,192 troops): A legion is composed of four regiments led by a high colonel. The legion is the standard deployment for major offensives.

Regular Army Command Structure

Although stormtroopers carry out the most dangerous ground missions for the Empire, the majority of Imperial troops are not stormtroopers. Most are conscientious citizens of the Empire who have signed up to serve their Emperor by maintaining peace and order throughout the galaxy.

Military duty in the Empire's regular army is light. Regular troops fight when necessary, but usually they serve garrison duty on worlds already pacified, or they maintain Imperial military bases. Some serve aboard fleet vessels as marines.

The command structure of the Empire's ground forces is as follows (troop complement indicates combat troops, but does not include command elements or support personnel attached to the unit).

Squad (8 troops): A squad consists of eight troopers plus a sergeant. One of the eight troopers serves as a corporal.

Platoon (32 troops): A platoon consists of four squads commanded by a lieutenant and a sergeant major.

Company (128 troops): A company consists of four platoons led by a captain.

Battalion (512 troops): A battalion consists of four companies commanded by a major. The battalion is the minimum deployment for any ground operation that does not include stormtroopers.

Regiment (2,048 troops): A regiment consists of four battalions commanded by a lieutenant colonel.

Battlegroup (8,192 troops): A battlegroup is composed of four regiments led by a high colonel. The battlegroup is the standard deployment for major offensives.

Corps (32,768 troops): A corps is composed of four battlegroups commanded by a major general. A corps is deployed for major planetary operations.

Army (131,072 troops): An army consists of four corps commanded by a general. The army can be scattered across several worlds, usually within the same system.

Systems Army (131,072–393,216 troops): A systems army is primarily a bookkeeping designation. It can consist of as few as one army, or up to three, all operating in the same system.

Sector Army (262,144–1,572,864 troops): A sector army consists of two to four systems armies, and includes all the troops operating in a sector. It is commanded by a marshal, sometimes referred to as a sector marshal.

The Imperial Fleet

Much of the Empire's fleet of starships comes from the original Republic navy, repurposed and refitted to serve the needs of the New Order. The majority of fleet crews are Human; fewer than one percent are not Human. Non-Humans are found in command ranks—such as Grand Admiral Thrawn, a Chiss—or as special adjuncts to the usual crew.

Fleet Command Structure

The Imperial Fleet is organized along a structure similar to conventional maritime navies.

The command structure of the Imperial fleet consists of six groups.

Command (1 vessel, plus maintenance and support crew): A single vessel commanded by a captain.

Line (1–20 vessels, plus maintenance and support crew): A line typically consists of four vessels commanded by a captain of the line. This is the smallest force the Empire sends to engage in space battles.

Squadron (14–60 vessels, plus maintenance and support crew): A squadron is the largest force of ships assigned to a system under normal circumstances. A squadron is led by an admiral.

System Force (up to 90 vessels, plus maintenance and support crew): A system force consists of three battle squadrons and a light squadron, led by a system admiral (sometimes known as a commodore).

Fleet (variable number of vessels, plus maintenance and support crew): A fleet includes all the vessels assigned to a sector, commanded by an admiral.

Sector Group (2,400+ vessels, plus maintenance and support crew): A sector group includes the total fleet strength of a sector, commanded by a high admiral. A sector group consists of at least 24 Star Destroyers and 1,600 combat-ready starships.

Personnel

The Imperial military is a massive organization, with tens of trillions of regular army soldiers, trillions of fleet crew, and a vast force of stormtroopers both cloned and conditioned. The sheer weight of numbers enables the Empire to simply overwhelm opponents in head-to-head battle.

Most of the Empire's armed forces consist of Humans or near-Human species. Imperial citizens believe government propaganda that this policy is driven by the need for uniformly configured control surfaces, cockpits, and other equipment, but in reality, this policy is based on the Emperor's contempt for non-Human species.

Below are described the various specialist troops fielded by the Imperial military.

Blackhole Stormtrooper

When an Imperial Intelligence operative codenamed Agent Blackhole proves particularly effective at intelligence operations, the Emperor appoints him as one of the infamous Emperor's Hands and grants him a wide array of resources, including his own Star Destroyer, *Singularity*. Blackhole orders all the Star Destroyer's stormtroopers reoutfitted with stygian-triprismatic polymer armor.

Blackhole Stormtrooper **CL 1**
Medium Human nonheroic 5
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 17), Fort 12, Will 10
hp 12; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +9, Stealth +7 (+9 vs. electronic scans)
Possessions stygian-triprismatic stormtrooper armor (+7 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

FROM LEFT TO RIGHT: NOVATROOPER, SEATROOPER, SWAMPTROOPER, SPACETROOPER



NOVATROOPER

The stormtrooper honor guard is assigned to historically significant locations such as the Emperor's birthworld of Naboo as well as to captured enemy starships. Novatroopers are somewhat better trained than the average stormtrooper, but they are similarly equipped. Novatroopers are distinguished by their distinctive black and gold, reinforced stormtrooper armor.

Novatrooper CL 3
Medium Human nonheroic 9
Dark Side 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 13, Will 10
hp 22; **Threshold** 13

Speed 6 squares
Melee unarmed +7 (1d4+1)
Ranged blaster rifle +7 (3d8) or
Ranged frag grenade +7 (4d6, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options autofire (blaster rifle), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Training (Endurance), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Stealth +10
Possessions reinforced stormtrooper armor (+7 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

SEATROOPER

After receiving the same training as the Republic's subtroopers, Imperial seatroopers are equipped with similarly adapted armor and weapons. Deployed against aquatic opponents, seatroopers utilize a wide variety of modified weapons and vehicles.

Seatrooper CL 2
Medium Human nonheroic 6
Dark Side 1
Init +4; **Senses** Perception +9
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 13, Will 9
hp 21; **Threshold** 13

Speed 6 squares, 8 squares (swim)
Melee knife +5 (1d4+1)

Ranged blaster rifle +5 (3d8) or
Ranged harpoon +5 (2d6)
Base Atk +4; **Grp** +5
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +9, Swim +10
Possessions seatrooper armor (+4 armor, +2 equipment; see Armor), SG-4 blaster rifle, harpoon, knife, propulsion pack

Spacetrooper

Spacetroopers are among the stormtrooper elite, trained to operate the bulky but powerful zero-gravity stormtrooper armor (see page 127). They receive considerably more training than the average stormtrooper, but somewhat less than the Emperor's Royal Guards. Spacetrooper training focuses on starship combat—particularly on boarding enemy vessels in order to disable a ship's vital systems or neutralize its crew.

Spacetrooper **CL 7**
Large Human nonheroic 6/soldier 4/scoundrel 1
Dark Side 4
Init +6; **Senses** low-light vision, darkvision; Perception +13
Languages Basic

Defenses Ref 23 (flat-footed 22), Fort 23, Will 16
hp 30; **Threshold** 23

Speed 6 squares, fly 6 squares
Melee unarmed +10 (1d6+2) or
Melee wrist-blades +10 (2d6+2) or
Melee laser cutters +10 (2d6+2)
Ranged blaster cannon +9 (3d12+2) or
Ranged mini-proton torpedo launcher +9 (6d10+2) or
Ranged concussion grenade +9 (8d6+2, 2-square burst) or
Ranged gas grenade +9 (4d6+2 stun, 4-square burst) or
Ranged stun grenade +9 (4d6+2 stun, 2-square burst)
Base Atk +8; **Grp** +13
Atk Options Point Blank Shot, Power Attack
Special Actions Coordinated Attack, Spacehound

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 9
Talents Armored Defense, Second Skin, Spacehound
Feats Armor Proficiency (light, medium, heavy), Coordinated Attack, Point Blank Shot, Power Attack, Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Endurance +12, Perception +13, Pilot +11
Possessions zero-gravity stormtrooper armor (+9 armor, +3 equipment; includes helmet package with darkvision), blaster cannon, mini-proton torpedo launcher, grenade launchers (4 concussion grenades, 4 stun grenades, 4 gas grenades), wrist-blades or laser cutters

Storm Commando

Imperial storm commandos, also known as shadow scouts because of their black armor, are elite stormtrooper units trained as saboteurs and assassins. Their missions include causing uprisings on systems with governments hostile to the Empire and putting down uprisings on worlds already part of the Empire. They are also expert pilots and frequently employ modified Aratech 74-Z speeder bikes during deep infiltration missions. The speeder bikes as well as the storm commandos' armor are coated with matte-black reflec that deflects both light and sensor energy. Their equipment, combined with their superior training in infiltration techniques, make storm commandos virtually undetectable either to the naked eye or to electronic scans.

Storm Commando **CL 9**
Medium Human nonheroic 6/soldier 3/scout 4
Dark Side 4
Init +13; **Senses** low-light vision; Perception +14
Languages Basic

Defenses Ref 22 (flat-footed 19), Fort 19, Will 18; Dodge
hp 62; **Threshold** 19

Speed 6 squares
Melee unarmed +11 (1d6+4)
Ranged blaster carbine +12 (3d8+3) or
Ranged blaster carbine +7/+7 (3d8+3) with Double Attack
Base Atk +10; **Grp** +12
Atk Options autofire (blaster carbine), Careful Shot, Double Attack (rifles), Running Attack
Special Actions Battle Analysis, Coordinated Attack

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 8
Talents Armored Defense, Battle Analysis, Hidden Movement, Improved Stealth
Feats Armor Proficiency (light, medium), Coordinated Attack, Dodge, Double Attack (rifles), Martial Arts I, Running Attack, Skill Focus (Stealth), Skill Training (Pilot, Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Perception +14, Pilot +13, Stealth +22 (can reroll)
Possessions storm commando armor (+4 armor, +2 equipment; as combat jumpsuit with shadowskin and helmet package), blaster carbine, thermal detonator

STORM COMMANDOS WITH AT-PT SUPPORT



SWAMPTROOPER

Swamptroopers are trained to operate for extended periods in marshy environments. Each is armed with a flechette launcher, except for one squad member who carries a heavy repeating blaster. The stormtroopers' most impressive feature is their armor, which is camouflaged to blend in with vegetation (granting a +2 equipment bonus to Stealth checks) and equipped with a rebreather, which allows swamptroopers to travel underwater for up to one hour.

Swamptrooper **CL 5**
Medium Human nonheroic 4/scout 4
Dark Side 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge, Evasion
hp 40; **Threshold** 16

Speed 6 squares; Surefooted
Melee unarmed +6 (1d4+2)
Ranged flechette launcher +7 (3d8+2, 1-square splash) or
Ranged heavy repeating blaster +2 (3d10+2) with autofire
Base Atk +6; **Grp** +7
Atk Options Running Attack
Special Actions Coordinated Attack, Vehicular Combat

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Talents Evasion, Surefooted
Feats Armor Proficiency (light), Coordinated Attack, Dodge, Mobility, Running Attack, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Stealth +7
Possessions flechette launcher or heavy repeating blaster, scout trooper armor (+4 armor; as combat jumpsuit with helmet package), utility belt with medpac, rebreather

INFLUENTIAL PERSONALITIES

The political intrigue and military nature of the Empire is fertile ground for the ambitious. Those who become part of the Imperial power structure develop a craving for more and more authority. Some even challenge the Emperor, to their short-lived regret. Nonetheless, ambitious—and colorful—figures occasionally rise through the Imperial ranks to assume positions of power and responsibility.

GRAND MOFF TRACHTA

Shortly after the completion of the first Death Star, a group of Imperial Moffs and high-ranking military officers plot together to eliminate both the Emperor and Darth Vader in a single, decisive coup. The author of this plan and the leader of the conspiracy is Grand Moff Trachta.

Trachta is a student in the Republic University on Coruscant when he attends then-Senator Palpatine's lectures on political science. Influenced by Palpatine's charisma and his no-nonsense theories of culture, economy, and social science, Trachta writes to the Naboo senator expressing his enthusiasm for Palpatine's philosophies, and volunteers to help the senator in whatever way he can. Palpatine forwards Trachta's records to the Republic Military Academy, and Trachta becomes an instructor in tactics and intelligence.

When certain Jedi begin to defect to the side of the Separatists, Palpatine asks Trachta to help capture them. In the brutal fighting, Trachta loses his limbs and eyes when a thermal detonator explodes close to him. Evacuated to Coruscant, Trachta receives new cybernetic implants that save his life and restore his limbs and sight. Trachta is able to resume his service to Palpatine by the end of the Clone Wars.

Even though Trachta rapidly ascends through the ranks of the military to one of the highest posts in the Imperial government, he concludes that the Empire cannot survive in its current form. The Sith cult is exclusionary, secretive, and harsh, and Trachta believes that a cabal so small is incapable of controlling a galactic empire. So Grand Moff Trachta begins laying the

GRAND MOFF TRACHTA



groundwork for a plot to remove Palpatine from the throne and install his own cabal as rulers of the Empire. To do so, he must first remove both Lord Vader and the Emperor's Royal Guard. He commissions the creation of a legion of stormtroopers for the defense of Coruscant and adjusts their programming so that they take orders only from him. Weeks before the first Death Star becomes operational, the cloned troopers are ready for deployment, and Trachta enlists a cadre of coconspirators, including Grand Moff Bartam, Moff Kadir, General Skosef, Lieutenant Dezsetes of the Star Destroyer *Mathayus*, and a professional assassin named Gauer.

After luring Darth Vader off Coruscant with news of a surviving Jedi Knight, and using a bomb to kill more than half of the Royal Guard, Trachta deploys his legion of stormtroopers to the Imperial Palace. However, even as the troopers move into position to eliminate the surviving Royal Guard, mistrust among the conspirators turns into open war: General Skosef assassinates Grand Moff Bartam, and Gauer murders Grand Moff Trachta before heading to the palace to face the Emperor. Ultimately, the plot fails: Darth Vader escapes the ambushes laid for him, and the Emperor kills every enemy who approaches him. With the conspirators dead or captured, Trachta's plan to overthrow the Emperor dies.

Grand Moff Trachta CL 7
Medium Human nonheroic 6/noble 4/officer 1
Force 5; **Dark Side** 8
Init +5; **Senses** low-light vision, darkvision; Perception +18
Languages Basic, High Galactic, Kel Dor, Zabrak

Defenses Ref 17 (flat-footed 17), Fort 14, Will 20
hp 35; **Threshold** 14
Immune inhaled poison hazards

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster pistol +8 (3d6+2)
Base Atk +8; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Coordinate +1

Abilities Str 12, Dex 11, Con 9, Int 16, Wis 13, Cha 15
Talents Born Leader, Coordinate +1, Distant Command
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Deception, Perception, Persuasion), Skill Training (Deception, Knowledge [tactics], Mechanics, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +12, Knowledge (bureaucracy) +13, Knowledge (social sciences) +13, Knowledge (tactics) +13, Knowledge (technology) +13, Mechanics +13, Perception +18, Persuasion +17
Possessions blaster pistol, cybernetic arms, cybernetic legs, cybernetic eyes (low-light vision, darkvision, +2 equipment), personal Imperial shuttle

JANEK SUNBER

Perhaps Janek Sunber's greatest claim to fame is that he and Luke Skywalker are friends while the two are growing up on Tatooine. But Skywalker joins the Rebellion, and Sunber becomes a loyal servant of the Empire.

On Tatooine, Sunber is known as "Tank" because of his size. Although he flies through Beggar's Canyon many times, his skills do not meet the minimum requirements to enter the Imperial Flight Academy. Instead, the recruiters see Sunber as another strong back and hard head—the perfect candidate for infantry training.

However, Sunber surprises his instructors with his quick thinking and strategic planning, and he is enrolled in officer training. Within a year, he is serving as a lieutenant under the command of Captain Gage. Gage comes from a privileged background, and the two clash spectacularly. During a deployment to Maridun, Gage's superior, General Ziering, observes Sunber in action and is impressed. When the detachment comes under attack by the native Amanin, Sunber assumes a leadership role and Ziering gives him a field promotion to the rank of commander—placing him over Gage. When the general dies during the battle, Gage later claims that he is unaware of the order—ensuring that Sunber remains a lieutenant.

On his next assignment, Sunber captures an underground Rebel fortress on Jabiim and enslaves the survivors. After transporting the slaves, Sunber meets his old friend Luke Skywalker, who is dressed as an Imperial officer. Sunber soon discovers that Skywalker is a Rebel. Disillusioned, Sunber tries and fails to apprehend Skywalker. Realizing that he has vital information about the Rebel Alliance's Jedi Knight, Sunber takes that intelligence directly to Darth Vader.

Vader sends Sunber on a mission to infiltrate the Alliance, using his childhood connection with Skywalker to earn the Rebels' trust. When Skywalker vouches for Sunber and brings him aboard the Alliance fleet's flagship, Sunber attempts to seize control of the bridge. A shot from the Imperial fleet takes out the flagship's artificial gravity, and Sunber is apparently killed. But before the Rebel flagship escapes to hyperspace, one escape pod launches and is recovered by the Imperial fleet.

Janek Sunber **CL 6**
Medium Human nonheroic 2/soldier 5/officer 1
Force 5; **Dark Side** 2
Init +9; **Senses** Perception +5
Languages Basic, Huttese

Defenses Ref 19 (flat-footed 18), Fort 22, Will 21
hp 77; **Threshold** 22

Speed 6 squares
Melee unarmed +10 (1d6+6)
Ranged blaster pistol +7 (3d6+3)
Base Atk +7; **Grp** +10
Special Actions Battle Analysis, Coordinated Attack, Deployment Tactics, Shake It Off, Tough as Nails

Abilities Str 17, Dex 11, Con 18, Int 13, Wis 13, Cha 12
Talents Battle Analysis, Cover Fire, Deployment Tactics, Tough as Nails
Feats Coordinated Attack, Martial Arts I, Shake It Off, Skill Focus (Knowledge [tactics]), Skill Training (Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Knowledge (tactics) +15, Mechanics +10, Perception +5, Pilot +9
Possessions blaster pistol, comlink, code cylinder

Equipment and Droids

When the Clone Wars end, the newly born Empire absorbs the armor and weapons factories of the Confederacy of Independent Systems, as well as their vast droidworks. These formally Separatist factories are now run by the conquered populations of those worlds; they make the materiel that the Empire uses to conquer more worlds.

Armor

Most Imperial armor is produced by the Imperial Department of Military Research, but some designs are contracted out to civilian manufacturers.

Phrik Alloy (Template)

One of the hardest known substances in the galaxy, phrikite is mined at the Imperial facility on Gromas 16. When combined with tydirium it produces phrik alloy, which is lighter and sturdier than duralloy. Phrik alloy also turns aside lightsabers. A lightsaber does not ignore the DR of armor made with phrik. Because of the rarity of phrik alloy, a piece of equipment using this template costs 20% more than the base item.

Stygian-Triprismatic Polymer (Template)

Harder and more durable than standard plastoid, stygian-triprismatic polymer is used in the manufacture of Blackhole stormtrooper armor and some types of Mandalorian armor. It increases the armor's bonus by 1, and adds a +2 equipment bonus to Stealth checks to avoid being detected by electronic sensors. Armor made with stygian-triprismatic polymer costs 20% more than the base armor.

Seatrooper Armor

Developed specifically for engagements on Mon Calamari and Tibrin, the aquatic armor worn by Imperial seatroopers is pressure-sealed to a maximum of ten atmospheres (about 660 feet underwater) and incorporates a rebreather. In addition to the +2 equipment bonus provided by standard stormtrooper armor, seatrooper armor provides a +2 equipment bonus to Swim checks because of its underwater propulsion pack and swim flippers.

Zero-Gravity Stormtrooper Armor

Designed to enable the Emperor's elite spacetroopers to cut their way through the hull of an enemy vessel during starship combat, zero-gravity stormtrooper armor is essentially a small starfighter. Over two meters tall and twice as wide as a normal Human, zero-gravity armor has earned the spacetroopers the nickname "walking tanks." There have been several versions of the zero-gravity armor; the fist two iterations were large, bulky, and really more like small starfighters. The armor presented here is the light spacetrooper armor, which was developed after the Mark II version of the armor came into service.

Table 7-1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Seatrooper armor	6,750	+4	+2	+2	—	—	14 kg	Military
Heavy Armor (–10)								
Zero-g stormtrooper armor	21,000	+9	+3	+0	4 sq.[1]	3 sq.[1]	38 kg	Military

1 When running in heavy armor, you can move up to only three times your speed (instead of four times).

All zero-gravity stormtrooper armor incorporates shoulder-mounted grenade launchers (loaded with concussion, stun, and gas grenades), a blaster cannon, and a miniature proton-torpedo launcher. The gauntlets are fitted with either rotating blades or laser cutters, enabling spacetroopers to cut through the hulls of enemy craft. The armor is currently manufactured only for Medium characters, and increases the wearer's size to Large. Routine maneuvers in zero-g stormtrooper armor do not require a Pilot check, but the wearer must make a DC 15 Pilot check to perform any maneuver more complicated than simple movement.

Equipment

The Empire manufactures more than just weapons and armor for its military. Factories work day and night on worlds all across the galaxy to produce a wide variety of equipment, both the tried-and-tested gear of the Clone Wars and the latest technologies.

Propulsion Pack

Designed to enhance underwater movement, a propulsion pack allows its wearer to swim much faster. Activating a propulsion pack is a swift action, and you gain a swim speed of 8 squares until the end of your turn. A propulsion pack has 10 charges and can run continuously, so no swift action is required to activate the propulsion pack on subsequent rounds of use.

The packs are designed to be worn with seatrooper armor; wearing them without the accompanying stabilization fins reduces a character's swim speed by 25%.

Table 7-3: Equipment

Life Support	Cost	Weight	Availability
Propulsion pack	200	10 kg	Military

Third-Degree Droids

Virtually all third-degree droids are protocol droids, with exceptions such as Imperial espionage droids.

Imperial Espionage Droid

Designed by Cybot Galactica to closely resemble its popular line of protocol droids, espionage droids are manufactured exclusively for Imperial Intelligence—which in turn arranges for them to be distributed as ordinary protocol droids to individuals under investigation. Once in place, Imperial espionage droids fulfill their function as protocol droids, but they also record and transmit the private conversations of their owners to Imperial Intelligence.

Imperial espionage droids can be played as droid heroes.

Imperial Espionage Droid **CL 1**
Medium droid (3rd-degree) nonheroic 3
Init +0; **Senses** Perception +8
Languages Basic, Binary, 3 unassigned

Defenses Ref 9 (flat-footed 9), Fort 9, Will 12
hp 6; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3–1)
Base Atk +2; **Grp** –1

Abilities Str 8, Dex 9, Con —, Int 13, Wis 14, Cha 15
Feats Linguist, Skill Focus (Deception), Skill Training (Knowledge [bureaucracy], Knowledge [galactic lore], Perception)
Skills Deception +13, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +8
Systems walking locomotion, basic processor, translator unit (DC 5), internal comlink, 2 hand appendages, vocabulator
Possessions audio recorder
Availability Restricted; **Cost** 5,000

Fourth-Degree Droids

Fourth-degree droids cover the full range of combat droids. The primary fourth-degree droids of the Rebellion era are the dark troopers created by General Rom Mohc around the time of the Battle of Yavin and the variants of that model.

Dark Troopers

The original Dark Trooper project uses droids rather than living beings wearing powered armor. However, Dark Trooper Phase II and III models are designed to function both as independent droids and as wearable suits of armor.

Dark Trooper Phase I

The initial production model, a Phase I dark trooper is essentially a phrik alloy skeleton equipped with a vibroblade on its right arm and a blast shield on its left. Although Phase I dark troopers are produced in great numbers, they are employed primarily as sentries in Imperial installations. If a dark trooper does not attack, it can use its blast shield to gain an additional +2 armor bonus.

Phase I dark troopers cannot be played as droid heroes.

Dark Trooper Phase I **CL 2**
Large droid (4th-degree) nonheroic 6
Init +4; **Senses** low-light vision; Perception +10
Languages Basic, Binary

Defenses Ref 18 (flat-footed 17), Fort 12, Will 10
hp 18; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee vibroblade +7 (2d6+2)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +11
Atk Options Cleave, Power Attack

Abilities Str 14, Dex 12, Con —, Int 10, Wis 10, Cha 6
Feats Armor Proficiency (light, medium), Cleave, Power Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons)
Skills Perception +10
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy frame (+8 armor)
Possessions wrist-mounted vibroblade, wrist-mounted blast shield
Availability Military; **Cost** 10,000

Dark Trooper Phase II

The second phase of the Dark Trooper project results in a larger droid with more complete armor coverage and an assault cannon in place of the melee weapon of the previous phase.

Wearing a suit of Phase II dark trooper armor grants a character a +10 armor bonus (and counts as heavy armor), a +3 equipment bonus to Strength, and a +2 equipment bonus to Perception checks.

Phase II dark troopers cannot be played as droid heroes.

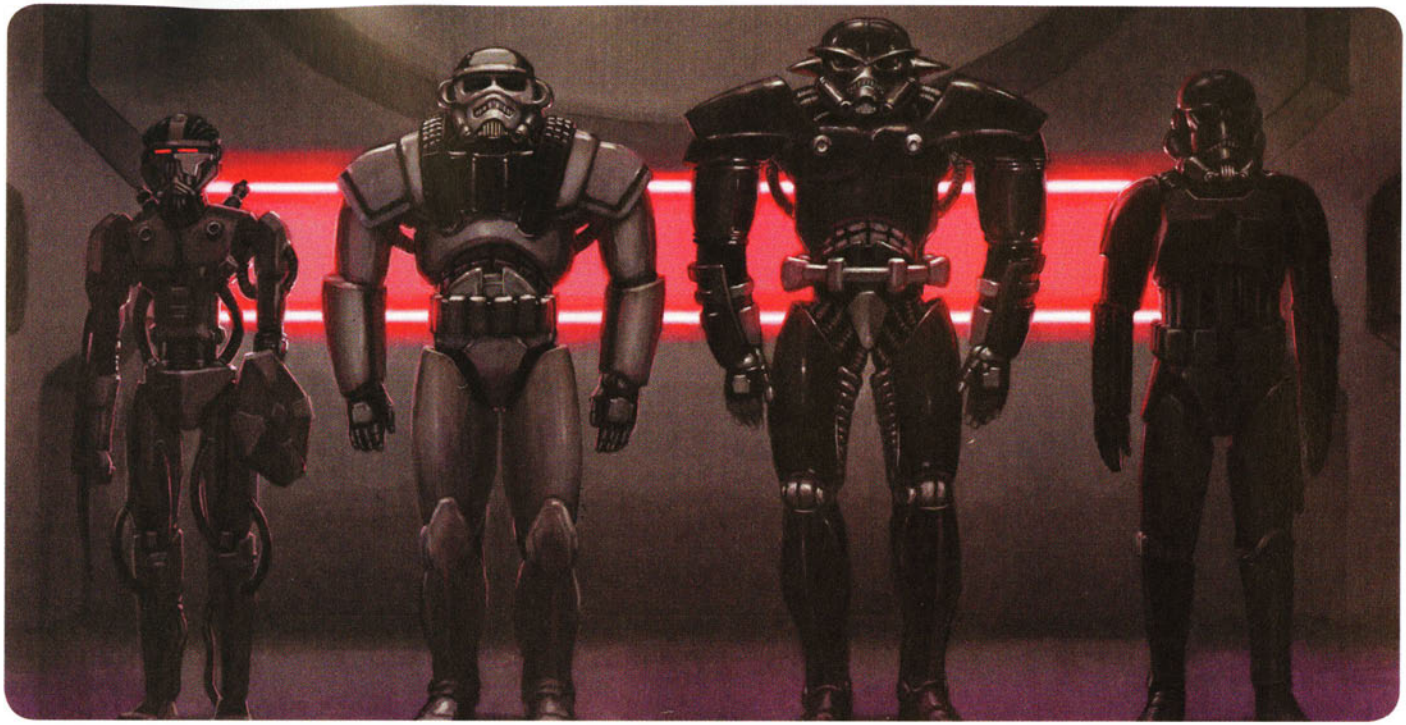
Dark Trooper Phase II **CL 5**
Large droid (4th-degree) nonheroic 6/soldier 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic, Binary

Defenses Ref 21 (flat-footed 20), Fort 17, Will 12
hp 39; **Threshold** 22
Immune droid traits

Speed 6 squares (walking), fly 6 squares (jet pack)
Melee unarmed +9 (1d4+4)
Ranged light repeating blaster +2 (3d8+1) with autofire or
Ranged light repeating blaster +5 (3d8+1) with braced autofire or
Ranged light repeating blaster -3 (5d8+1) with Burst Fire or
Ranged light repeating blaster +0 (5d8+1) with braced Burst Fire or
Ranged missile launcher +7 (6d6+1, 2-square burst radius)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +14
Atk Options Burst Fire, Devastating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 16, Dex 12, Con —, Int 10, Wis 10, Cha 6
Talents Devastating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Proficiency (heavy weapons, rifles)
Skills Perception +11
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy battle armor (+10 armor)
Possessions assault cannon (light repeating blaster with over-under missile launcher)
Availability Military; **Cost** 50,000

From Left to Right: Dark Trooper Phase I, Dark Trooper Phase II, Dark Trooper Phase III, Blackhole Stormtrooper



Dark Trooper Phase III

The final phase of dark troopers results in a larger droid with total armor coverage, an assault cannon, and weapons mounts in the forearms and under the retractable shoulder plates. The most common configuration is given below, but the shoulder-mounted missile launcher racks can be replaced with Merr-Sonn PLX-2M missile launcher tubes (see page 49).

Wearing a suit of Phase III dark trooper armor grants a character a +12 armor bonus (and counts as heavy armor), a +4 equipment bonus to Strength, and a +2 equipment bonus to Perception checks.

Phase III dark troopers cannot be played as droid heroes.

Dark Trooper Phase III **CL 8**

Large droid (4th-degree) nonheroic 6/soldier 5
Init +5; **Senses** low-light vision; Perception +12
Languages Basic, Binary

Defenses Ref 22 (flat-footed 22), Fort 21, Will 15
hp 56; **SR** 20; **Threshold** 26
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +13 (1d4+6)
Ranged light repeating blaster +5 (3d8+4) with autofire or
Ranged light repeating blaster +8 (3d8+4) with braced autofire or
Ranged light repeating blaster +0 (5d8+4) with Burst Fire or
Ranged light repeating blaster +3 (5d8+4) with braced Burst Fire or
Ranged missile launcher +10 (6d6+4, 2-square burst radius)
Ranged shoulder-mounted missile launchers +10 (4d6+4, 2-square burst radius)
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +22
Atk Options Burst Fire, Far Shot, Penetrating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 18, Dex 10, Con —, Int 10, Wis 10, Cha 6
Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Coordinated Attack, Far Shot, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +12
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy plating (+12 armor), shield generator (SR 20)
Possessions assault cannon (light repeating blaster with over-under missile launcher), shoulder-mounted missile launchers
Availability Military; **Cost** 85,000

Fifth-Degree Droids

Labor droids, maintenance droids, and custodial droids fall into the category of fifth-degree droids.

Imperial City Maintenance Droid

Imperial City maintenance droids were put into service over a hundred years before the rise of the Empire, maintaining and beautifying the upper levels of Coruscant, where they were known as RC-Ms. Shortly after the Clone Wars, the droids are replaced by newer, more versatile droids, and their designation is changed to IC-M. IC-Ms are still in use in Coruscant's lower levels, carrying out their maintenance programs from more than a century ago.

Imperial City maintenance droids can be played as droid heroes.

Imperial City Maintenance Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init –1; **Senses** Perception –1
Languages Basic, Binary

Defenses Ref 9 (flat-footed 9), Fort 9, Will 9
hp 3; **Threshold** 14
Immune droid traits

Speed 4 squares (tracked)
Melee unarmed –1 (1d4–1)
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 8, Con —, Int 10, Wis 8, Cha 6
Feats Improved Damage Threshold, Skill Focus (Mechanics), Skill Training (Knowledge [technology], Use Computer)
Skills Knowledge (technology) +5, Mechanics +10, Perception –1, Use Computer +5
Systems tracked locomotion, basic processor, 6 claw appendages, vocabulator
Possessions tool kit
Availability Licensed; **Cost** 500

Vehicles and Starships

The Imperial fleet is the largest in the history of the galaxy. Even during the days of the Old Republic, when Jedi battled the Sith across the stars, the number of ships was a mere fraction of the Empire's strength. Built by countless civilian contractors, the Imperial fleet enforces the Emperor's will in all corners of the Empire.

Weapon Systems

Vehicle weapons and starship weapons are often interchangeable; vehicle weapons are just as effective against starships as are starship weapons.

Below is described one of the weapon systems employed by the Galactic Empire.

Anti-Aircraft Flak Pod

The flak pod uses a rapid-loading system to launch dozens of flak missiles in a scatter pattern. These missiles use onboard targeting systems to home in on enemy ships. Firing an anti-aircraft flak pod is an area attack, even at starship scale: The flak pod gunner must choose a 2×2-square (starship scale) area within the pod's range and make an attack roll against a Reflex Defense of 10. If successful, compare the result to the Reflex Defense of each ship in that area. If the attack roll hits a target, the flak missiles deal their damage to that ship; if the attack misses, the flak missiles deal half damage. Pilots with the Vehicular Evasion talent cause their ship to take half damage from a hit or no damage on a miss.

Assassin-class Corvette

Intended as a more combat-ready version of the Corellian Engineering Corporation's famous CR90 corvette, the *Assassin*-class corvette sacrifices speed and grace for armor and strength. The *Assassin* is more streamlined than a standard corvette, and its engines are a combination of eight large thrusters and three smaller ones. The *Assassin* is commonly used by the Empire alongside CR90s in antipiracy or anti-Rebel operations.

***Assassin*-class Corvette** **CL 16**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 38; +12 armor
hp 880; **DR** 15; **SR** 120; **Threshold** 138

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged 2 dual turbolasers +10** (see below) and proton torpedo launcher +6 (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew and passengers)
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 60 to 150* (skilled); **Passengers** 60*
Cargo 2,100 tons*; **Consumables** 1 year; **Carried Craft** none
Payload 10 proton torpedoes

Hyperdrive ×2 (×8 backup), navicomputer
Availability Military; **Cost** not available for sale
* *Maximum values for different configurations; typical values are crew 84, passengers 51, and cargo 1,500 tons with given weapons.*
** *Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Dual turbolasers (3 gunners)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** 6d10×5

Proton torpedo launcher (gunner)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** 9d10×2

ASSAULT GUNBOAT

The *Alpha*-class Xg-1 Star Wing is designed by Cygnus Spaceworks to fill the Empire's need for a starfighter capable of long range deployments. Equipped with a hyperdrive and deflector shields, the assault gunboat is built to stand toe-to-toe with its targets, unlike the more common TIE fighter and its variants. Modified versions carry tractor beams, proton torpedo launchers, heavy rockets, or bomb launchers. After initial field tests show that the Xg-1 performs only as well as a Y-wing or B-wing heavy fighter, the Empire develops the strategy of arming an escort group of Xg-1s with beam weapons in order to clear the way for Xg-1s armed with missile weapons.

Assault Gunboat **CL 12**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 29; +7 armor
hp 145; **DR** 10; **SR** 15; **Threshold** 49

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannon +7 (see below) or
Ranged ion cannon +7 (see below) or
Ranged missile launcher +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +36
Atk Options autofire (medium laser cannons, medium ion cannons), fire-link (medium laser cannons, medium ion cannons)

Abilities Str 48, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none
Payload 40 medium concussion missiles
Hyperdrive ×12, navicomputer
Availability Military; **Cost** 125,000 (75,000 used)

Medium laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Medium ion cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2 ion

Concussion missile launcher (pilot)
Atk +7, **Dmg** 9d10×2

AT-AA ANTI-AIRCRAFT PLATFORM

Built for surface-to-air defense, the AT-AA suffers from an inability to fire at ground targets—a flaw later corrected by the addition of gun ports that allow the crew to fend off attacks by enemy infantry.

The standard AT-AA comes with an anti-air flak pod, capable of punching through light metals (such as that found in starfighters and airspeeders); variant models replace the flak pod with concussion missile launchers, making the AT-AA more effective against landing craft.

Sophisticated electronic countermeasures aboard the AT-AA make it harder for aircraft to target the walker. It gains a +5 bonus to Reflex Defense against missile or torpedo attacks.

AT-AA Anti-Aircraft Platform **CL 10**
Colossal ground vehicle (walker)
Init –5; **Senses** Perception +5

Defense Ref 14 (flat-footed 14), Fort 27; +14 armor
hp 210; **DR** 20; **Threshold** 77

Speed 4 squares (max. velocity 60 km/h)
Ranged flak pod +2 (see below) or
light missile launcher +2 (see below)
Fighting Space 6×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +41

Abilities Str 44, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 3 (normal); **Passengers** none
Cargo 250 kg; **Consumables** 3 days; **Carried Craft** none
Payload 36 light concussion missiles
Availability Military; **Cost** not available for sale

Flak pod (gunner)
Atk +2, **Dmg** 5d10×5

Light missile launcher (gunner)
Atk +2, **Dmg** 7d10×2

AT-PT All-Terrain Personal Transport

The forerunner of the All-Terrain Scout Transport, the AT-PT is manufactured during the Clone Wars, and then is gradually replaced by the AT-ST, but it continues to see use in sentry and patrol roles. With a typical Imperial bias, the AT-PT's cockpit is designed for use only by a Human pilot. A later modification widened the cockpit to allow for a copilot.

AT-PT All-Terrain Personal Transport **CL 6**
Large ground vehicle (walker)
Init +7; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 17; +4 armor
hp 120; **DR** 10; **Threshold** 22

Speed 6 squares (max. velocity 60 km/h)
Ranged double heavy blaster cannon +5 (see below) or
Ranged grenade launcher +5 (see below)
Fighting Space 2×2; **Cover** improved (+10)
Base Atk +2; **Grp** +14
Atk Options autofire (double heavy blaster cannon)

Abilities Str 24, Dex 14, Con —, Int 12
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7

Crew 1 (skilled); **Passengers** 1*
Cargo 150 kg*; **Consumables** 2 days; **Carried Craft** none
Payload 8 concussion grenades
Availability Military; **Cost** not available for sale
* *An AT-PT can carry either cargo or one passenger.*

Double heavy blaster cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Grenade launcher (pilot)
Atk +5, **Dmg** 8d6, 2-square burst

Imperial Cargo Ship

Much of the Republic's military surplus is converted to Imperial use, particularly when it can be easily upgraded or modified to fit the Empire's change of focus from warfare to peacekeeping. A sizable number of *Acclamator*-class assault ships are fitted for use as cargo ships, sacrificing weaponry to increase the ships' cargo capacity and making them suitable for use as both military supply craft and transport vessels.

Imperial Cargo Ship **CL 12**
Colossal (cruiser) capital ship
Init −3; **Senses** Perception +6

Defense Ref 13 (flat-footed 12), Fort 53; +12 armor
hp 980; **DR** 20; **SR** 110; **Threshold** 253

Speed fly 8 squares (max. velocity 980 km/h), fly 4 squares (starship scale)
Ranged 2 quad turbolaser batteries +15* (see below) and 4 point-defense light laser cannon batteries +15 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65
Atk Options autofire (point-defense light laser cannons)

Abilities Str 96, Dex 12, Con —, Int 16
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 14,857 (skilled); **Passengers** 16,000 (stormtroopers)
Cargo 502,212 tons; **Consumables** 2 years; **Carried Craft** varies
Hyperdrive ×2, advanced navicomputer
Availability Military; **Cost** not available for sale
* *Apply a −20 penalty to attacks against targets smaller than Colossal size.*

Quad turbolaser battery (6 gunners)
Atk +15 (−5 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense light laser cannon battery (6 gunners)
Atk +15 (+10 autofire), **Dmg** 2d10×2

Imperial II-class Frigate

Sometimes referred to as a battle cruiser, the *Imperial II*-class frigate is a smaller, less powerful version of the Empire's feared Star Destroyers. This type of frigate is employed primarily to patrol shipping lanes and follow up on reports of pirate activity. It features extensive hangar decks both port and starboard, allowing it to bring suspicious vessels aboard to be inspected and detained if necessary.

Imperial II-class frigates are frequently the first assignment of junior officers just out of the Imperial Academy.

Imperial II-class Frigate CL 17

Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defense Ref 16 (flat-footed 14), Fort 52; +14 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 152

Speed fly 3 squares (starship scale)
Ranged 4 turbolaser batteries +11* (see below) and
4 ion cannon batteries +11* (see below) and
4 point-defense laser batteries +11 (see below) and
4 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +69

Abilities Str 94, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 19,899 (skilled); **Passengers** 4,400 (troops)
Cargo 46,350 tons; **Consumables** 6 years; **Carried Craft** 36 TIE fighters, 36 TIE/Interceptors, 2 *Lambda*-class shuttles, various support vehicles
Hyperdrive ×4 (×12 backup), navicomputer
Availability Military; **Cost** not available for sale
** Apply a –20 penalty to attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 5d10×5

Ion cannon battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-defense laser battery (4 gunners)
Atk +11, **Dmg** 2d10×2

Tractor beam battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grappled +69)

Lancet Aerial Artillery

The Lancet aerial artillery repulsorcraft combines the dual cylindrical pods of a TIE bomber with the Lambda shuttle's tri-wing configuration, and it mounts a powerful proton beam cannon in the nose. Even though this weapon is capable of pointing downward only and proves difficult to employ against mobile targets, it can deliver devastating damage to fortifications and entrenched positions.

LANCET AERIAL ARTILLERY SUPPORTS A TIE MAULER.



Lancet Aerial Artillery CL 12

Gargantuan air vehicle
Init +3; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 24; +6 armor
hp 120; **DR** 10; **Threshold** 44

Speed 12 squares (max. velocity 850 km/h)
Ranged proton beam cannon +6 (see below) and
2 laser cannons +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 39, Dex 14, Con —, Int 15
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3

Crew 2 (skilled); **Passengers** none
Cargo 850 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Proton beam cannon (pilot)
Atk +6, **Dmg** 6d10×5

Laser cannon (gunner)
Atk +4, **Dmg** 2d10×2

Missile Boat

Personally designed by Admiral Thrawn, the missile boat is the evolution of the *Alpha*-class Xg-1 Star Wing assault gunboat: a starfighter that relies on warheads instead of beam weapons, even in dogfight scenarios. The missile boat sports a single laser cannon, and two missile racks replace the gunboat's ventral wings. More important, it is outfitted with the advanced SubLight Acceleration Motor system, allowing it to sacrifice the use of its laser weapon for a tremendous (albeit temporary) burst of speed.

Missile Boat **CL 15**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 32; +7 armor
hp 145; **DR** 10; **SR** 15; **Threshold** 52

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged 1 medium laser cannon +8 (see below) or 2 advanced missile launchers +8 (see below) or 2 missile launchers +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannon)

Abilities Str 54, Dex 18, Con —, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none
Payload 20 advanced concussion missiles; 20 concussion missiles
Hyperdrive ×6, navicomputer
Availability Military; **Cost** not available for sale

Medium laser cannon (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Advanced missile launcher (pilot)
Atk +8, **Dmg** 5d10×5

Missile launcher (pilot)
Atk +8, **Dmg** 9d10×2

Royal Guard Starfighter

Flown only by the Emperor's Royal Guard, this distinctive red-and-black variant of the TIE/Interceptor mounts the same laser cannons and adds a shield generator. Used to escort Emperor Palpatine's *Lambda*-class shuttle and its decoys during the Emperor's travels, these starfighters are a match for the best starfighter squadrons in the Rebel Alliance.

Few of these starfighters have seen use outside the Royal Guard, and most of those are heavily modified to carry missile launchers and stronger deflector shield generators.

Royal Guard Starfighter **CL 12**
Huge starfighter
Init +17; **Senses** Perception +12

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +34
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +17, Mechanics +12, Perception +12, Pilot +17

Crew 1 (ace); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +15 (+10 autofire), **Dmg** 6d10×2

TIE Aggressor Starfighter

A two-person starfighter developed prior to the Battle of Yavin, the TIE aggressor is a starfighter that never truly left the experimental stage. Designed as a multipurpose craft, the TIE aggressor boasts forward guns, a rotating gun turret, and missile racks, making it a dangerous foe. Although the aggressor is a powerful vessel capable of performing a wide variety of missions, few TIE aggressor squadrons see service during the Galactic Civil War. The TIE aggressor is more expensive to produce than more specialized fighters such as the TIE/Interceptor or the TIE bomber, and it requires its pilots to be trained in a wider variety of combat techniques than the pilots of other Imperial fighters. Still, Rebel pilots who have survived encounters with TIE aggressors agree that they are more formidable than other TIE models.

TIE Aggressor **CL 10**
Huge starfighter
Init +10; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,100 km/h), fly 5 squares (starship scale)
Ranged laser cannon +5 (see below) and laser cannon +7 (see below) or
Ranged laser cannon +5 (see below) and missile launcher +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 22, Con —, Int 16
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10

Crew 2 (skilled); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Payload 6 concussion missiles
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Missile launcher (pilot)
Atk +7, **Dmg** 7d10×2

TIE Crawler

An early form of the TIE crawler, the TIE ap-1 mauler is a combination of reliable control interfaces and ground stability. The TIE mauler sees only limited action, however, and even its replacement, the TIE crawler—better known as the century tank—is not widely used until well after the Battle of Endor.

TIE ap-1 Mauler **CL 7**
Huge ground vehicle (tracked)
Init +6; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 25; +4 armor
hp 70; **DR** 10; **Threshold** 35

Speed 6 squares (max. velocity 90 km/h)
Ranged triple medium blaster cannons +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +27

Abilities Str 40, Dex 14, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6

Crew 1 (skilled); **Passengers** none
Cargo 95 kg; **Consumables** 5 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Triple medium blaster cannons (pilot)
Atk +6, **Dmg** 6d10×2

TIE Crawler **CL 6**
Huge ground vehicle (tracked)
Init +5; **Senses** Perception +6

Defense Ref 13 (flat-footed 12), Fort 24; +4 armor
hp 60; **DR** 10; **Threshold** 34

Speed 6 squares (max. velocity 90 km/h)
Ranged light turbolaser cannon +5 (see below) or
Ranged double medium blaster cannons +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannon)

Abilities Str 38, Dex 12, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 5 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Light turbolaser cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 3d10×5

Medium blaster cannons (pilot)
Atk +5, **Dmg** 5d10×2

TIE Experimental Starfighter

Sienar Fleet Systems' TIE Experimental Project turns out at least five working models: TIE-Experimental M1 through M5. These starfighters are built on standard TIE designs but modify the engines, weapons, and maneuvering thrusters to create faster, stronger ships, including a few capable of hyperspace travel. Each of these experimental craft is controlled remotely by a trained pilot aboard a *Beta*-class ETR-3 escort transport.

TIE Experimental M2 **CL 8**
Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged 2 turbolaser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (turbolaser turrets)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew remote controlled (skilled); **Passengers** none
Cargo 65 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** not available for sale

Turbolaser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×5

TIE Experimental M3 **CL 9**
Huge starfighter
Init +11; **Senses** Perception +6

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged 2 missile launchers +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11

Crew remote controlled (skilled); **Passengers** none
Cargo 75 kg; **Consumables** none; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** not available for sale

Missile launchers (pilot)
Atk +5, **Dmg** 9d10×2

TIE Oppressor Starfighter

Designed as a light bomber, Sienar Fleet Systems' TIE oppressor proves unpopular with its test pilots: Its additional armaments and reduced solar panel stabilization make it somewhat less maneuverable. However, it quickly becomes a favorite of elite pilots, who find that the additional missile launcher provides a handy extra punch. As a result, almost no TIE oppressor sees action without a veteran pilot at the controls.

TIE Oppressor **CL 11**
Huge starfighter
Init +13; **Senses** Perception +8

Defense Ref 18 (flat-footed 11), Fort 23; +3 armor
hp 100; **DR** 10; **SR** 30; **Threshold** 33

Speed fly 16 squares (max. velocity 1,450 km/h), fly 5 squares (starship scale)
Ranged medium laser cannons +10 (see below) or
Ranged missile launchers +10 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +29
Atk Options autofire (laser cannons)

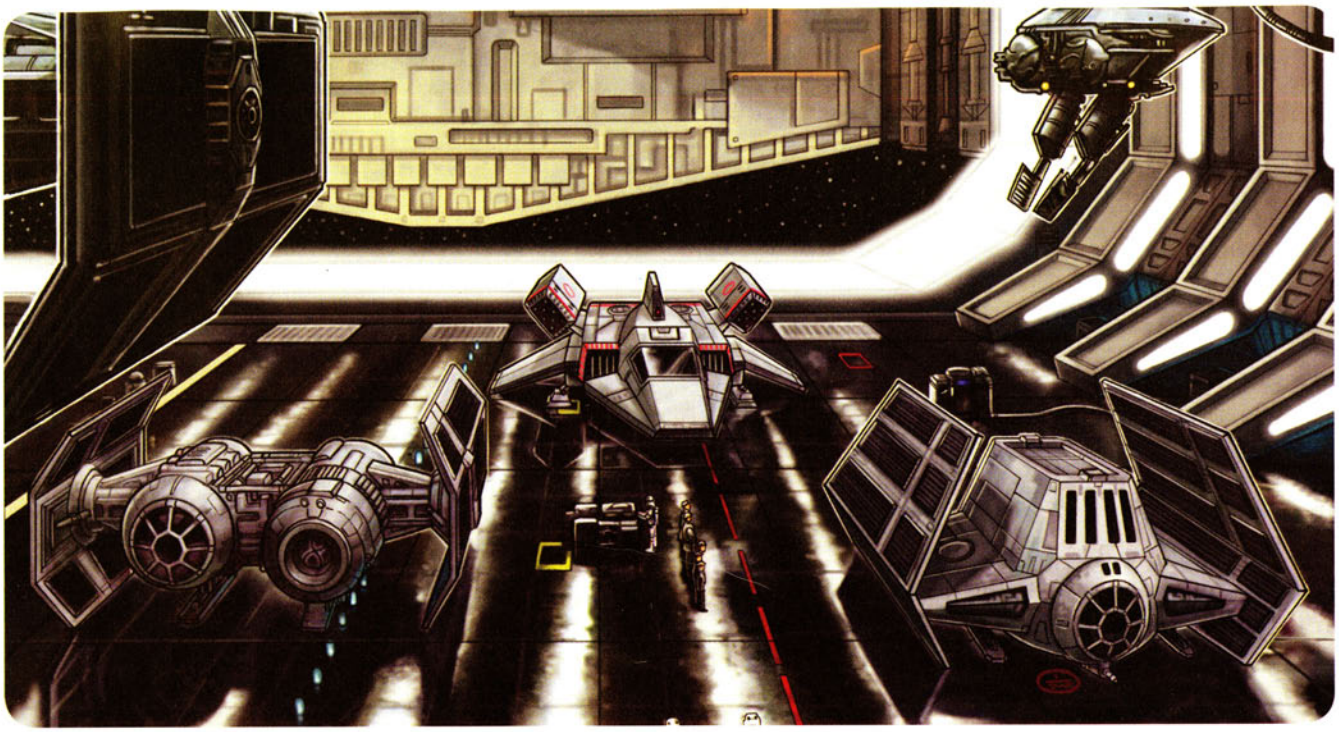
Abilities Str 36, Dex 24, Con —, Int 16
Skills Initiative +13, Mechanics +8, Perception +8, Pilot +13, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** not available for sale

Medium laser cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 6d10×2

Missile launchers (pilot)
Atk +10, **Dmg** 10d10×2

FROM LEFT TO RIGHT: TIE SHUTTLE, MISSILE BOAT, TIE SCOUT



TIE PHANTOM STARFIGHTER

The TIE phantom is developed specifically for a master-stroke attack against the Rebel Alliance. Equipped with shields and a hyperdrive as well as stygium-crystal cloaking devices, the TIE phantom carries out hit-and-run raids against Rebel targets and, eventually, is deployed in squadrons to take on the entire Rebel fleet. The cloaking device renders the vessel invisible while it is not firing its weapons, enabling it to strike, vanish, and reappear elsewhere to strike again. And unlike other Imperial starfighters built on the TIE chassis, the TIE phantom features an independent life-support system, allowing it to operate longer without returning to base—giving it ample opportunity to strike by surprise multiple times over the course of days.

Most TIE phantoms are destroyed in their hangars aboard the Super Star Destroyer *Terror* shortly after the Battle of Hoth.

TIE Phantom CL 13
Huge starfighter
Init +12; **Senses** Perception +6

Defense Ref 19 (flat-footed 11), Fort 24; +3 armor
hp 75; **DR** 10; **SR** 20; **Threshold** 34

Speed fly 16 squares (max. velocity 1,490 km/h), fly 5 squares (starship scale)
Ranged laser cannons +8 (see below) and laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons), fire-linked (laser cannons)

Abilities Str 38, Dex 26, Con —, Int 18
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Stealth +6*, Use Computer +6
**The TIE phantom has total concealment when its cloaking device is engaged.*

Crew 2 (skilled); **Passengers** none
Cargo 90 kg; **Consumables** 3 days; **Carried Craft** none
Hyperdrive ×6, navicomputer
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Laser cannon (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

TIE Scout

Commissioned for use as a light reconnaissance vessel, the TIE/sr starfighter, known more commonly as the TIE scout, is unusual not just for its shape but also for its great size. Only lightly armed, the TIE scout is designed for long-range missions, with crews of up to three pilots working in shifts to operate the onboard Com-scan equipment. Among its sensor gear is a "ping" emitter that grants the user a +5 equipment bonus to Use Computer checks to detect cloaked vessels.

The TIE scout also comes in a civilian version, the Lone Scout-A, which includes passenger compartments in the rear as well as a greatly expanded cargo hold.

TIE Scout **CL 5**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 28; +7 armor
hp 110; **DR** 10; **Threshold** 48

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon +11 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (laser cannon)

Abilities Str 46, Dex 14, Con —, Int 24
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 to 3 (skilled); **Passengers** none (3*)
Cargo 25 tons (150 tons*); **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×3, navicomputer
Availability Restricted; **Cost** 148,000 (75,000 used)
* *Civilian model only.*

Laser cannon (pilot)
Atk +11 (+6 autofire), **Dmg** 3d10×2

TIE Shuttle

A variation of the TIE bomber, the TIE/sh replaces the bomber's bomb bay with a passenger compartment and cargo room. The *Lambda*-class shuttle is more commonly used by upper-echelon officers; junior officers use TIE shuttles to move back and forth between starships and space stations.

TIE Shuttle **CL 4**
Gargantuan space transport
Init +3; **Senses** Perception +6

Defense Ref 12 (flat-footed 10), Fort 26; +5 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Ranged laser cannon +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannon)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3

Crew 1 (skilled); **Passengers** 2
Cargo 1 ton; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 120,000 (45,000 used)

Laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 3d10×2

"I DON'T THINK THE EMPIRE HAD WOOKIEES IN MIND WHEN THEY DESIGNED HER, CHEWIE."

—HAN SOLO

VT-49 Decimator

Intended as a long-range reconnaissance vessel, the VT-49 Decimator is one the Empire's most fearsome warships. Fast and maneuverable for a space transport, the VT-49 Decimator weaves through enemy lines to deliver a vicious assault, and it can land highly trained raiding parties either on planetary surfaces or in hangar bays. Commanding a VT-49 Decimator is seen as a key step toward commanding a capital ship.

VT-49 Decimator **CL 12**
Colossal space transport
Init +0; **Senses** Perception +6

Defense Ref 19 (flat-footed 15), Fort 27; +15 armor
hp 215; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 16 squares (max. velocity 975 km/h), fly 6 squares (starship scale)
Ranged laser cannons +6 (see below) and concussion missile launchers +8 (see below) or
Ranged laser cannons +6 (see below) and laser cannons +8 (see below)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannon turrets)

Abilities Str 45, Dex 18, Con —, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 2 to 4 (skilled); **Passengers** 6
Cargo 80 tons; **Consumables** 1 month; **Carried Craft** none
Payload 40 medium concussion missiles
Hyperdrive ×1 (×12 backup), navicomputer
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Laser cannons (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Missile launchers (pilot)
Atk +6, **Dmg** 9d10×2

YE-4 Gunship

Built by Sienar Fleet Systems to patrol the Kessel system, a YE-4 gunship is a heavily armed assault craft with multiple gun turrets and sufficient shielding and armor to allow the ship to engage its target while reinforcements are still in transit. YE-4s are operated solely by the Imperial military and are not sold or otherwise available to the public.

YE-4 Gunship **CL 15**
Gargantuan space transport
Init +6; **Senses** Perception +8

Defense Ref 22 (flat-footed 19), Fort 29; +14 armor
hp 145; **DR** 15; **SR** 25; **Threshold** 49

Speed fly 12 squares (max. velocity 900 km/h), fly 4 squares (starship scale)
Ranged 3 medium blaster cannons +11 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +39
Atk Options autofire (blaster cannons)

Abilities Str 48, Dex 16, Con —, Int 18
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use Computer +8

Crew 8 (expert); **Passengers** 6
Cargo 40 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×4, navicomputer
Availability Military; **Cost** not available for sale

Medium blaster cannons (2 gunners)
Atk +11 (+6 autofire), **Dmg** 4d10×2

"THE ENTIRE STARFLEET COULDN'T DESTROY THE WHOLE PLANET. IT'D TAKE A THOUSAND SHIPS WITH MORE FIREPOWER THAN I'VE . . ."

—HAN SOLO

Chapter VIII
Fringe Factions





During the Dark Times, the galactic fringe became a haven for anyone escaping the Empire. Politicians, military personnel, and civic-minded activists are forced to retreat into the underworld of criminal organizations and lawless galactic backwaters. Some maintain their ideals, while others succumb to the reality of their grim situation and focus on day-to-day survival.

As the Rebellion spreads, it finds in this fringe sympathetic individuals in unique positions of power, and the Rebellion makes surprising connections in unusual locales. The Rebels also encounter the most notorious criminal organizations and crime lords of the galaxy. Clashes are inevitable when ideology meets criminality. However, the Rebels hire or otherwise make use of smugglers and fringe criminals to secure arms, goods, transport, and starships.

This chapter offers an array of organizations and individuals who might be enemies or allies of the heroes, depending on the situation. It is possible that these people might change from allies to villains (or vice versa) as the campaign evolves. Rebels heroes might balk at dealing with Jabba the Hutt to obtain ordnance and materiel, but heroes who are independent ship owners or smugglers might jump at the opportunity to make credits as regular haulers for Jabba. Most fringe alliances are based on convenience or financial incentive rather than loyalty to any individual or cause.

The Empire and the Fringe

Despite the fact that, by their very nature, most fringe organizations are disobeying the edicts of the Empire, many Imperial officials turn a blind eye to illegal activities, provided those activities further their aims. For example, corrupt Imperial bureaucrats will associate with crime lords when it suits them, accepting bribes in exchange for favors. Even Darth Vader, the second highest-ranking individual in the Empire, calls upon bounty hunters to track down the heroes of Yavin when his own Imperial forces fail. The fringe has a tenuous relationship with the Empire throughout the Rebellion era, although that relationship can quickly end the moment the Empire decides that a group of criminals is no longer useful. When that happens, groups on the fringe find that they have more in common with the Rebel Alliance than they do with their former partners in the Empire.

Bounty Hunters

With the rise of the Rebellion, the galaxy's bounty hunters have a lucrative class of targets that the Empire is willing to pay generously for. Thanks to standing Imperial bounties for Rebels and their sympathizers, no enemy of the Empire can feel completely safe with bounty hunters in the area.

Even without hunting Rebels, bounty hunters of this era find plenty to keep them busy. There seems to be an endless number of failed smugglers and gunrunners who find themselves unable to repay their criminal bosses. Interstellar corporations might also find themselves in need of freelance help in dealing with thieves, troublesome competitors, and rogue personnel. The Empire's richest rewards are offered for Jedi, although they are even more difficult than Rebels for bounty hunters to apprehend. More often than not, these so-called Jedi turn out to be con artists, charlatans, or untrained Force sensitives, for which the bounty is far smaller.

Bounty hunters come from a variety of backgrounds. They can be ex-military members, rogue droids, or even remnants of the Mandalorian culture. Regardless where they come from, competition among bounty hunters is fierce, especially after the destruction of the Bounty Hunters' Guild in the early days of the Rebellion.



Bounty Hunters

Until its destruction, the Bounty Hunters' Guild is a central clearinghouse for the majority of the galaxy's bounty hunters. In a plan masterminded by Black Sun head Prince Xizor and ordered by the Emperor, Boba Fett begins a bloody internal conflict that shatters the Guild. Following its destruction, individuals and small groups compete for bounties, power, and influence. During the Rebellion era, some bounty hunters aspire to create a new Guild, while others are more than happy to pursue credits on their own without interference. After several years, the Guild eventually reclaims its former influence. See pages 72–74 of *The Force Unleashed Campaign Guide* for more information on the Bounty Hunters' Guild.

Some of the era's prominent bounty hunters are described in this book. See page 270 of the Saga Edition core rulebook for information on Boba Fett. See page 17 of *Threats of the Galaxy* for information on Bossk, and see page 115 of *Scum and Villainy* for information on Zuckuss.

4-LOM

4-LOM is a unique bounty hunter with a highly unusual career. He is one of the few elite and successful droid bounty hunters in the galaxy. Prior to his career as a bounty hunter, 4-LOM is a standard LOM-series protocol droid. Unchallenged by his protocol tasks aboard the starliner *Kuari Princess*, 4-LOM first turns to thievery aboard the vessel. Jabba the Hutt becomes intrigued with the droid's inventiveness, intelligence, and operational planning. He arranges to upgrade 4-LOM to enable the droid to work as a bounty hunter. Jabba also suggests that 4-LOM form a partnership with the Gand bounty hunter Zuckuss. This partnership lasts for years. The two accept jobs throughout the galaxy for every conceivable type of client, including the Rebel Alliance and Darth Vader. However, Zuckuss and 4-LOM fail spectacularly in their attempt to steal the frozen Han Solo from Boba Fett high over Tatooine. Fett blasts 4-LOM to pieces. Zuckuss manages to repair the droid, but 4-LOM's personality becomes cold and compassionless. He stops working with other bounty hunters, including Zuckuss, and pursues his own goals.

"He's all yours, bounty hunter."
–Darth Vader

4-LOM **CL 12**

Medium droid (3rd-degree) nonheroic 1/noble 1/scoundrel 5/scout 3/bounty hunter 3
Destiny 2; **Force** 6; **Dark Side** 6
Init +7; **Senses** Perception +12 (can reroll)
Languages Basic, Binary, Bocce, Gand, Huttese, Quarrenese, Rodese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 26), Fort 24, Will 25
hp 54; **Threshold** 24
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+6)
Ranged heavy blaster rifle +10 (3d10+6) or
Ranged blaster pistol +9 (3d6+6) or
Ranged stun gas gun +9 vs. Fortitude Defense (–1 step on the condition track, 6-square cone, gas dissipates in 5 rounds)
Base Atk +8; **Grp** +1
Atk Options autofire (heavy blaster rifle), Hunter's Mark, Point Blank Shot, Spacehound
Special Actions Hunter's Target, Knack

Abilities Str 10, Dex 12, Con –, Int 16, Wis 12, Cha 15
Special Qualities familiar foe +1
Talents Acute Senses, Educated, Expert Tracker, Gimmick, Hunter's Mark, Hunter's Target, Knack, Spacehound
Feats Linguist, Point Blank Shot, Skill Training (Gather Information, Knowledge [bureaucracy, galactic lore, tactics], Mechanics, Perception, Survival, Use Computer), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +13, Gather Information +13, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Knowledge (tactics) +14, Mechanics +14, Perception +12 (can reroll), Persuasion +13, Stealth +12, Survival +12, Use Computer +14
Systems walking locomotion, heuristic processor, translator unit (DC 10), 2 hand appendages, integrated comlink, locked access, secondary battery, vocabulator
Possessions heavy blaster rifle, blaster pistol, stun gas gun, datapad, audio recorder

IG-88

The galaxy contains few beings with the vast ambition and drive of IG-88. Conceived as a droid fighting force built to crush the Rebellion, IG-88 is the result of Imperial Supervisor Gurdun's naïve Project Phlutdroid. IG-88 achieves sentience within seconds of activation, perceives his creators as threats, and eliminates them. He copies his consciousness into three identical prototypes and escapes Holowan Laboratories. A similar unit, IG-72, also escapes the facility, but is ultimately destroyed on Tatooine while working as a bounty hunter.

IG-88's goal is galactic domination. The IG-88 droids, now designated IG-88A, B, C, and D, secretly take over the Mechis III droid factories, altering the programming of all droids created there to act as IG-88's personal droid army when signaled. To provide cover for the scheme, IG-88B becomes a bounty hunter. His success and efficiency along with his pitiless drive make him highly feared. He soon becomes one of the galaxy's elite bounty hunters. His hunts cover his secondary mission: the elimination of anyone associated with the IG-88 project.

IG-88B pursues the bounty that Darth Vader places on the *Millennium Falcon* after it flees the Battle of Hoth. IG-88B calculates that Boba Fett is the bounty hunter most likely to locate the target first, so he follows Fett to Cloud City, where Fett ambushes the droid and blows him to pieces before the *Millennium Falcon*'s arrival. Units C and D arrive too late to aid their counterpart or to stop Fett's departure. They eventually set up an ambush for Boba Fett over Tatooine using their *IG-2000* starship. Once again, they fail to stop Fett. Unit C is destroyed, and unit D escapes only to be destroyed by Dash Rendar on Ord Mantell.

IG-88A continues with his plans, uploading his consciousness into a copy of the second Death Star's computer core. He then arranges to have this copy switched with the original core during an ambush of an Imperial convoy. Once installed, IG-88A's consciousness controls the station. He is about to trigger his droid revolution when the Rebels destroy the Death Star. IG-88's consciousness is gone, but his abandoned droid body is discovered years later and used as Tyko Thul's bodyguard.

"BOUNTY HUNTERS.
WE DON'T NEED THAT SCUM."

–ADMIRAL PIETT

IG-88 **CL 14**

Medium droid (4th-degree) scout 4/soldier 5/scoundrel 1/bounty hunter 4
Destiny 2; **Force** 6; **Dark Side** 14
Init +15 (can reroll); **Senses** 360-degree vision, darkvision, low-light vision; Perception +16 (can reroll)
Languages Basic, Binary, Bocce, Gand, Huttese

Defenses Ref 31 (flat-footed 28), Fort 29, Will 28
hp 91; **Threshold** 29
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +15 (1d3+10)
Ranged blaster cannon +15 (3d12+7) or
Ranged blaster rifle +15 (3d8+7) or
Ranged flamethrower +15 (3d6+7, 6-square cone) or
Ranged blaster rifle +10 (3d8+7) and flamethrower +10 (3d6+7, 6-square cone) with Dual Weapon Mastery I or
Ranged blaster cannon +13 (4d12+7) with Rapid Shot or
Ranged blaster rifle +13 (4d8+7) with Rapid Shot or
Ranged blaster rifle +8 (4d8+7) and flamethrower +8 (4d6+7, 6-square cone) with Dual Weapon Mastery I and Rapid Shot
Base Atk +12; **Grp** +15
Atk Options Devastating Attack (rifles), Dual Weapon Mastery I, Hunter's Mark, Point Blank Shot, Rapid Shot, Skirmisher
Special Actions Hunter's Target, Indomitable

Abilities Str 17, Dex 17, Con –, Int 16, Wis 14, Cha 12
Special Qualities familiar foe +3
Talents Acute Senses, Armored Defense, Devastating Attack (rifles), Hunter's Mark, Hunter's Target, Improved Initiative, Indomitable, Skirmisher
Feats Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Rapid Shot, Skill Training (Knowledge [gather information], Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, pistols, simple weapons)
Skills Gather Information +13, Initiative +15 (can reroll), Knowledge (galactic lore) +15, Mechanics +15, Perception +16 (can reroll), Persuasion +13, Pilot +15, Stealth +15, Survival +14, Use Computer +15
Systems walking locomotion, heuristic processor, 2 hand appendages, Mandalorian steel shell (+9 armor), darkvision, improved sensor package, internal comlink, locked access, secondary battery, vocabulator
Possessions blaster rifle, blaster cannon, flamethrower with 5 chemical cartridges, *IG-2000*

Dengar

Initially, Dengar plans to become a professional swoop racer. He has the talent and drive, but his risk-taking personality eventually puts him in an illegal race against Han Solo. His aggressive racing style causes a collision with Solo's swoop, and Dengar's head is smashed into a crystal spike. Even though he survives, his racing career is finished.

The Empire sees an opportunity to turn Dengar into an Imperial tool. Imperial surgeons implant an augmented neurosystem into his brain and install cybernetic eyes. Brain alterations eliminate all emotions other than rage, and Dengar becomes an Imperial assassin.

When Dengar learns of Jabba the Hutt's rich bounty on Han Solo, he undertakes bounty-hunting missions, occasionally partnering with other elite hunters such as IG-88 and Bossk. Ultimately, the Imperial order to assassinate the Holy Children of Asrat convinces him to oppose the Empire, or so he says. Dengar does not stop pursuing Han Solo, whom he blames for his racing crash. This drive leads him to infiltrate the Rebels, and he learns of their secret base on Hoth. Dengar arrives during the Battle of Hoth and is captured by a Star Destroyer. Lord Vader's need for elite bounty hunters enables Dengar to escape execution for treason, and the hunter is soon pursuing Solo to Cloud City.

At Cloud City, Dengar meets a female Aruzan named Manaroo, who uses a cybernetic link to restore Dengar's lost emotions. The two fall in love. Dengar continues to work as a bounty hunter, and he and Manaroo eventually end up in Jabba's palace, where Manaroo is forced to become one of the Hutt's dancers. When Jabba notices Dengar's desire to free his love, the hunter is staked out in the desert and left to die. The pair is freed after Jabba is killed by Princess Leia at the Great Pit of Carkoon. While investigating Jabba's final resting place, Dengar and Manaroo discover a wounded Boba Fett, who had escaped the Sarlacc. After nursing Fett back to health, Dengar goes on to partner with him. Their success enables Dengar to marry Manaroo, and Dengar and Fett continue to work together for many years.

"WELL, THE BOUNTY HUNTER WE RAN INTO ON ORD MANTELL CHANGED MY MIND."

—HAN SOLO

Dengar **CL 11**
Medium Human scout 5/scoundrel 1/soldier 1/bounty hunter 4
Destiny 2; **Force** 5; **Dark Side** 3
Init +13 (can reroll); **Senses** Perception +11 (can reroll)
Languages Basic, Bocce, Huttese

Defenses Ref 28 (flat-footed 25), Fort 25, Will 23
hp 86; **Threshold** 25

Speed 6 squares
Melee vibroblade +10 (1d4+7)
Ranged blaster rifle +12 (2d6+7) or
Ranged blaster rifle +10 (4d8+5) with Rapid Shot or
Ranged frag grenade +11 (4d6+5, 2-square burst)
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Hunter's Mark, Point Blank Shot, Rapid Shot
Special Actions Hunter's Target, Knack, Shake It Off

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 13, Cha 10
Special Qualities familiar foe +2
Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Initiative, Improved Stealth, Knack
Feats Armor Proficiency (light, medium), Point Blank Shot, Rapid Shot, Shake It Off, Skill Training (Knowledge [gather information], Stealth, Survival), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)
Skills Endurance +12, Gather Information +10, Initiative +13 (can reroll), Knowledge (galactic lore) +12, Mechanics +12, Perception +11 (can reroll), Persuasion +10, Pilot +13, Stealth +13 (can reroll), Survival +11, Use Computer +12
Possessions blaster rifle, 2 frag grenades, vibroblade, blast vest (+2 armor), comlink, cybernetic enhancement (augmented neurosystem, +2 Dexterity), cybernetic prosthesis (eyes)

Black Sun

Black Sun is a galaxywide criminal organization on par with the Hutts' criminal empire. Although heavy operators within fringe society know the organization well, the public does not. Law-enforcement agencies know of its existence, but might be unaware of connections between local criminals and Black Sun or even of highly active segments of the Black Sun organization within their jurisdictions.

Prior to the Clone Wars and the Trade Federation's invasion of Naboo, Black Sun is dealt a severe blow when Darth Maul eliminates its entire top leadership, fulfilling Darth Sidious's plan to diminish the organization's power. Black Sun spends the following decades rebuilding. By the Rebellion era, Black Sun is a supremely powerful and shadowy organization under the secret leadership of the Falleen Prince Xizor. Xizor even gains the notice of the Emperor, which he uses to promote his own goals, such as the destruction of the Bounty Hunters' Guild.

Black Sun is vulnerable because of Prince Xizor's personal vendetta against Darth Vader and ambitions to replace the dark lord. Upon learning that Luke Skywalker is Vader's son, Xizor attempts to have Luke assassinated, hoping to diminish Vader in the eyes of the Emperor. Ultimately, the plan backfires as the prince vastly underestimates the heroes of Yavin, who destroy his Coruscant castle and escape his grasp. Vader learns of the assassination plots and confronts Xizor from the bridge of the *Executor*, demanding his immediate surrender. When the prince fails to do so, Vader destroys Xizor's skyhook, killing everyone on board. The loss of Xizor decimates Black Sun in the months prior to the Battle of Endor, sparking an internal power struggle that lasts for several years.

For more details on Black Sun, see page 68 of *The Force Unleashed Campaign Guide* and pages 26 and 152 of *Threats of the Galaxy*. For additional information on Prince Xizor, see page 111 of *Scum and Villainy*.



Two Authority IRD fighters try to run a Black Sun AEG-77 "Vigo" space transport to ground.

AEG-77 "Vigo"

A lightly armed but capable cargo transport ship, the AEG-77 "Vigo" transport becomes the mainstay of Xizor Transport Systems, the transporation company Prince Xizor uses as a front for Black Sun shipments. Able to carry legitimate and illegal cargoes with equal ease, the AEG-77 attracts attention from pirates and competing organizations. After the loss of many vessels, Xizor Transport Systems upgrades the weaponry of its fleet. The AEG-77 gunship version sacrifices much of its cargo space for 6 turrets—4 upper and 2 lower—and better shielding.

The ship has three decks and multiple cargo areas. Its irregular floor plan enables Black Sun to install hidden cargo bays or compartments in different locations on its vessels.

AEG-77 "Vigo" Gunship **CL 10**
Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat
hp 120; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannons +6 (see below) and 6 light laser cannon +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Atk Options autofire (laser cannons, light laser cannons), fire-link (laser cannons)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 25 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x3 (backup x15), navicomputer
Availability Licensed; **Cost** 200,000 (75,000 used)

Transport Version—Carries no weaponry; reduce SR to 10, increase cargo to 100 tons.

Laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2

Light laser cannon (gunner)
Atk +4 (+1 autofire), **Dmg** 3d10x2

Kihraxz Light Fighter

The majority of Black Sun's starfighters are Kihraxz light fighters. Trans-GalMeg designs this fighter for Black Sun as a low-cost, fast, maneuverable ship that meets the needs of a variety of situations. The Kihraxz has few features but is easily modified. Kihraxzes are sometimes so heavily modified that a pair of them might not be recognizable as sharing the same base model. One such version is the Vaksai, a more costly but extremely effective starfighter.

Kihraxz Light Fighter **CL 9**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 10; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged light blaster cannons +4 (see below) or
Ranged light concussion missiles +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +31

Abilities Str 38, Dex 22, Con —, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 130 kg; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 70,000 (45,000 used)

Light blaster cannons (pilot)
Atk +4, **Dmg** 3d10×2

Light concussion missiles (pilot)
Atk +4, **Dmg** 7d10×2, 4-square splash

Vaksai CL 11
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 19 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,250 km/h), fly 4 squares (starship scale)
Ranged enhanced medium laser cannons +6 (see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33

Abilities Str 42, Dex 24, Con —, Int 18
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 95 kg; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 185,000 (115,000 used)

Enhanced medium laser cannons (pilot)
Atk +6, **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 9d10×2, 4-square splash



Kihraxz-class fighters attack an Imperial cargo ship.

Supa Fighter

Usually accompanied by cheaper Kihraxz fighters, the Black Sun's Supa starfighter is designed by Joran Drive Systems to provide a moderate amount of firepower to a fighter group. The Supa is most commonly used to defend stations or convoys.

Supa Fighter CL 9
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged double medium laser cannons +5 (see below) or
Ranged medium ion cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (double medium laser cannons), fire-link (medium concussion missiles)

Abilities Str 42, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 80 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 110,000 (70,000 used)

Double medium laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Medium ion cannons (pilot)
Atk +5, **Dmg** 5d10×2 ion

Medium concussion missiles (pilot)
Atk +5, **Dmg** 9d10×2, 4-square splash

TWO VAKSAI FIGHTERS ESCORT A RIHKXYRK ASSAULT FIGHTER.



RIHKXYRK ASSAULT FIGHTER

The largest Black Sun assault fighter, the TransGalMeg Rihkxyrk is one of the most heavily armed and armored starfighters of the Rebellion era. The Rihkxyrk it is slow and difficult to fly, but Black Sun pilots prefer the trade-off. Some say that Rihkxyrk pilots' high survival rates can be attributed more to the ships than to the pilots.

Rihkxyrk Assault Fighter **CL 11**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged enhanced triple heavy laser cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +35
Atk Options autofire (triple heavy laser cannons), fire-link (medium concussion missiles)

Abilities Str 46, Dex 14, Con —, Int 16
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 80 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 240,000 (150,000 used)

Enhanced triple heavy laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 7d10×2

Medium concussion missiles (pilot)
Atk +7, **Dmg** 9d10×2, 4-square splash

CLOUD CITY

Floating high above the gas giant Bespin, Cloud City remains much as it was during the Dark Times. The Tibanna gas mining colony is too small to interest the Empire, and it serves as a refuge for those who wish to escape the Empire while maintaining their commercial and social legitimacy. Two years before the Battle of Hoth, the infamous scoundrel Lando Calrissian wins control of the city from then Baron Administrator Dominic Raynor in a high-stakes sabacc game. Calrissian later discovers that the anonymous benefactor who helped him cover the enormous bet was, in fact, Lobot and thousands of Ugnaughts willing to put up their own credits to dethrone Raynor.

Lando proves to be a natural administrator, and the 6 million inhabitants of the city enjoy years of profit and stability. The city maintains strict neutrality in the Galactic Civil War and enforces a no-weapons policy for visitors and inhabitants, with some exceptions.

Cloud City still serves as a haven for underworld activity, but it has a low profile until the arrival of the *Millennium Falcon* and its Imperial pursuers. Although Lando Calrissian attempts to broker a deal with Darth Vader, handing over his friend Han Solo in the process, the effort ultimately fails. Lando and much of the population flee the city before an Imperial garrison is installed. The Empire maintains control of Cloud City until after the Battle of Endor, when Calrissian evicts the Imperials with the help of Lando's Commandos.

LOBOT

The cyborg Lobot is Cloud City's computer liaison. A one-time pirate and thief, Lobot is captured by Cloud City law enforcement and offered a choice between prison and a 15-year term as the city's computer liaison. He accepts the position and the permanent installation of a BioTech Borg Construct Aj^6 cybernetic unit. Lobot is in constant contact with the city's central computer, which controls the city's infrastructure. He enjoys faster reaction time and higher intelligence because of the link, although he has lost his linguistic capabilities and, some would say, his emotions. He remains at his post long beyond his 15-year term and serves as an aide to many administrators.

Lobot (Episode V) CL 6
Medium Human scoundrel 5/noble 1
Destiny 1; **Force** 4
Init +4; **Senses** Perception +15*
Languages Basic, Binary, Bocce, Durese, Huttese, Ithorese, Shyriiwook, Sullustese

Defenses Ref 20 (flat-footed 19), Fort 18, Will 21; Dodge
hp 42; **Threshold** 18

Speed 6 squares
Melee unarmed +3 (1d4+3)
Ranged by weapon +4
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Coordinate +1, Master Slicer, Melee Defense

Abilities Str 11, Dex 13, Con 12, Int 16, Wis 15, Cha 10
Talents Coordinate +1, Gimmick, Master Slicer, Trace
Feats Dodge, Improved Defenses, Linguist, Melee Defense, Point Blank Shot, Skill Focus (Knowledge [bureaucracy], Perception, Use Computer), Weapon Proficiencies (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Knowledge (bureaucracy)* +16, Knowledge (galactic lore)* +11, Mechanics +11, Perception +15*, Persuasion +3, Use Computer +16*
Possessions BioTech Borg Construct Aj^6 cybernetic augmentation, cybernetic comlink (Cloud City computer access), datapad
**Lobot gains an additional +2 beneficial circumstance bonus to all Knowledge, Perception, and Use Computer checks when linked to the Cloud City central computer.*

Wing Guard

The Wing Guard serves as Cloud City's security force, provides all emergency services, and fulfills civil responsibilities such as those of the elite Storm Guard weather-prediction unit. Throughout most of the history of Cloud City, the Wing Guard is a corrupt force, reflecting the personality of the Baron Administrator. When Lando Calrissian becomes the administrator of Cloud City, he clears out the corruption and turns the Wing Guard into a respectable organization. With better training and leadership, the Wing Guard becomes a reliable security force.

BioTech Borg Construct Aj-6

The BioTech Borg Construct Aj-6 provides a direct cabled or wireless link to computers and networks within a 10-meter range. It allows a cyborg to remotely program and access on-board data through thought alone. The standard model has a built-in cyborg/droid interface and up to four BioTech Knowledge Cartridge or standard datacard ports (at 500 credits per port beyond the first). Knowledge Cartridges use proprietary technology to achieve Intelligence 4 (instead of Intelligence 2 for a standard datacard), cost 100 credits each, and are not widely available. Installation is described at the Cybernetic Surgery feat; the unit cannot be self-installed.

Characters wearing the unit gain a +2 beneficial circumstance bonus to Use Computer, Knowledge, and other skills at the discretion of the Gamemaster. They can also use Issue Routine Commands as a swift action (or as a free action if they have the Gimmick talent). Wearers become more computerlike and less able to relate to people, causing them to take a -5 penalty to all Persuasion checks. They also speak less frequently as they grow accustomed to the speed of communicating through electronic networks.

Cost: 80,000 credits (standard model), plus 70,000 credits for surgery

Wing Guard (Episode V) CL 4
Medium Human nonheroic 3/soldier 3
Force 4
Init +9; **Senses** Perception +15
Languages Basic, Bocce

Defenses Ref 16 (flat-footed 15), Fort 15, Will 15
hp 24; **Threshold** 15

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (pistols), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 15, Cha 10
Talents Devastating Attack (pistols), Weapon Specialization (pistols)
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Precise Shot, Skill Focus (Perception), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +8, Initiative +9, Perception +15, Persuasion +8
Possessions blaster pistol, combat jumpsuit (+4 armor), Bespin guard uniform, binders, comlink

Jabba the Hutt's Criminal Organization

During the Rebellion era, Jabba the Hutt's Outer Rim criminal empire is at its height. From Tatooine to Nal Hutta, Jabba rules the powerful Desilijic clan. Besides the organization's spice smuggling ring, slave trafficking, and extortion, Jabba pursues schemes to further increase his wealth, power, and standing among the Hutt clans.

Jabba employs the best bounty hunters, smugglers, scoundrels, and criminals in the galaxy. Working for the ruthless Hutt is risky. Jabba tolerates few mistakes, especially where credits are concerned. Only the foolish would attempt to double-cross Jabba; few ever succeed, and the penalty for the attempt is death.

Jabba rules his far-reaching organization from his Tatooine desert palace, parts of which are still inhabited by the B'morr monks who built it as their monastery. Jabba and his underlings fill its darkened corridors with intrigue and death. Jabba drops those who displease him to the ravenous rancor below the throne room, while those who anger him intensely are fed to the sarlacc in the Great Pit of Carkoon.

With Jabba's death at the hands of Princess Leia, competing crime lords fight for control of Jabba's organization. Eventually, Hutts Kumac and Jelasi emerge as joint clan leaders. Within a year, they lose the organization to Jabba's father, Zorba, through legal maneuverings and traditional Hutt scheming.

Jabba the Hutt

Through six centuries, the legendary Jabba amasses great power and wealth, managing clan operations and schemes throughout Hutt space and the galaxy at large. He is vile, disgusting, arrogant, and evil. He inspires great fear in his followers and enemies alike.

Jabba the Hutt (Episode VI) **CL 12**
Large Hutt noble 3/scoundrel 4/crime lord 5
Destiny 2; **Force** 6; **Dark Side** 7
Init +4; **Senses** Perception +18 (can reroll, keeping the better result)
Languages Basic, Bocce, Gamorrean, Huttese, Rodese, Ryl, Shyriiwook

Defenses Ref 22 (flat-footed 22), Fort 26, Will 29
hp 98; **Threshold** 31

Speed 2 squares
Melee unarmed +8 (1d6+6)
Ranged by weapon +6
Base Atk +8; **Grp** +13
Atk Options Point Blank Shot
Special Actions Demand Surrender, Disruptive, Impel Ally I, Impel Ally II, Walk the Line

Abilities Str 11, Dex 7, Con 16, Int 15, Wis 14, Cha 14
Special Qualities command cover, Force resistance, supreme stability
Talents Demand Surrender, Disruptive, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Presence, Walk the Line
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception, Gather Information, Knowledge [galactic lore, social sciences], Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +18, Gather Information +18, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Perception +18 (can reroll, keeping the better result), Persuasion +18, Stealth −1, Use Computer +13
Possessions repulsor sled, sail barge, skiffs, speeders, palace, bodyguards, servants, vast wealth

Bib Fortuna

Bib Fortuna is Jabba's scheming, ambitious, manipulative, and underhanded majordomo; he runs the organization's day-to-day operations. Fortuna begins as a ryll smuggler on Ryloth, where he is arrested. After escaping to Tatooine, he and Bidlo Kwerve make spice runs for Jabba and later move to slave trafficking. Fortuna is instrumental in bringing the rancor to Jabba. He uses the occasion to eliminate Kwerve, his primary rival, and to become Jabba's majordomo. Fortuna attempts to seize control of the organization following Jabba's death, but is quickly taken by the mysterious B'omarr monks. The monks remove Fortuna's brain and place it within a BT-16 perimeter droid, a process reserved for monks who have reached enlightenment.

Sometime after the Battle of Endor, a Twi'lek named Firith Olan comes to Tatooine to try to take control of the Hutt's criminal empire. Olan is captured by Fortuna, who convinces the monks to place his brain in Olan's body.

Bib Fortuna (Episode VI) **CL 5**
Medium Twi'lek noble 2/scoundrel 3
Destiny 1; **Force** 3; **Dark Side** 4
Init +2; **Senses** low-light vision; Perception +14
Languages Basic, Bocce, Gamorrean, Huttese, Jawa Trade Language, Rodese, Ryl

Defenses Ref 17 (flat-footed 17), Fort 18, Will 19
hp 37; **Threshold** 18

Speed 6 squares
Melee knife +4 (1d4+3)
Ranged hold-out blaster pistol +3 (3d4+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Disruptive, Inspire Haste, Knack

Abilities Str 12, Dex 10, Con 12, Int 14, Wis 14, Cha 14
Talents Disruptive, Inspire Haste, Knack

Feats Linguist, Point Blank Shot, Skill Focus (Gather Information, Perception, Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9 (can reroll), Gather Information +14, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +14, Persuasion +14, Stealth +7, Use Computer +9
Possessions hold-out blaster pistol, knife, poisons (see page 255 of the Saga Edition core rulebook), desert robes, credit chip, datapad

Gamorrean Guard

Jabba employs a band of nine strong but dimwitted Gamorrean guards in his palace. Led by Ortugg, they are at Jabba's call as guards or to provide impromptu violent entertainment.

Gamorrean Guard (Episode VI) **CL 2**
Medium Gamorrean nonheroic 6
Dark Side 2
Init +3; **Senses** Perception +7
Languages Basic (understand only), Gamorrean (speak only)

Defenses Ref 15 (flat-footed 15), Fort 16, Will 9
hp 27; **Threshold** 21

Speed 6 squares
Melee vibro-ax +6 (2d10+4) or
Melee vibro-ax +6 (3d10+4) with Mighty Swing
Ranged blaster pistol +4 (3d6)
Base Atk +4; **Grp** +6
Atk Options Mighty Swing, Power Attack

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 9, Cha 9
Feats Armor Proficiency (light), Improved Damage Threshold, Mighty Swing, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Perception +7
Possessions blaster pistol, vibro-ax, light battle armor (+5 armor, +2 equipment)

Using Jabba's Organization

For many players, interacting with Jabba the Hutt is one of the most sought-after experiences in the *Star Wars* Roleplaying Game. Fortunately, Jabba is one of the easiest major movie characters for the heroes to access, regardless of their level. When using this legendary crime lord in the game, keep the following points in mind to help create an authentic Jabba the Hutt experience:

- Jabba is intimidating. The heroes should constantly be afraid of what Jabba might do to them or ask of them next. Every encounter should include at least one attempt to intimidate the heroes, either through a skill check or specific requests.
- Jabba has seen every trick in the book. No standard scam is going to work on Jabba, unless he wants to twist it to his own ends.
- Jabba is ready for anything. Catching Jabba off guard or surprising him is difficult.
- Jabba hears rumors and news constantly, from his spies, aspiring underlings, and desperate associates willing to give up anything to save themselves from the Hutt. Hiding plots against Jabba should be difficult.
- Jabba's anger is frightening. When something makes Jabba angry, his actions should make the heroes very uncomfortable.
- Jabba is well protected. The heroes should never be alone with the Hutt, even if it appears that they are. Jabba's guards react immediately to any threat.
- Credits are king. Jabba is interested in credits more than in anything else. Heroes who fail the Hutt monetarily should fear his reaction.
- Jabba never forgets a wrong and never lets one slide, unless it serves his own purposes.
- Jabba is out for himself and will sacrifice the heroes if necessary.
- Jabba always collects interest—one way or another.

Fortunately for the heroes, they do not necessarily need to deal with Jabba. In fact, at lower levels they might not even be allowed an audience until they prove their worth. Until then, they can deal with Bib Fortuna or another underling. Direct interaction with Jabba should be saved for a special encounter or for when things go seriously wrong. Being summoned to an audience with the crime lord after a failed smuggling run or bounty chase should rightfully frighten the heroes.

Zann Consortium

The Zann Consortium is a powerful criminal syndicate opposing both the Empire and the Rebellion. Run by the crime lord Tyber Zann, the Consortium is his tool to take control of the galaxy's underworld and ultimately the galaxy. The Consortium's enemies include most major organizations in the galaxy, as well as criminal operations such as that of the Desilijic Hutt clan.

The Consortium's rise to power begins shortly after the destruction of the first Death Star and continues beyond the Battle of Endor. Specialized Defilers excel at tasks such as corrupting officials, kidnapping, sabotage, and bribery.

The Consortium features a sizable military arm, which is able to field formidable space and ground forces. The Consortium's access to black-market weaponry and military devices of its own design gives it a great advantage over its enemies. What it cannot steal or otherwise obtain, it builds. Ships, armor, droids, equipment, and weaponry are all within the Consortium's capabilities.

Zann Consortium Defiler

The Defilers are the Zann Consortium's primary agents. Experts in stealth, social engineering, bribery, and extortion, they infiltrate a planet's government, industrial facilities, and underworld in an effort to bring the planet under Consortium control. Defilers use assassination and sabotage to convince local authorities to accept Consortium policies.

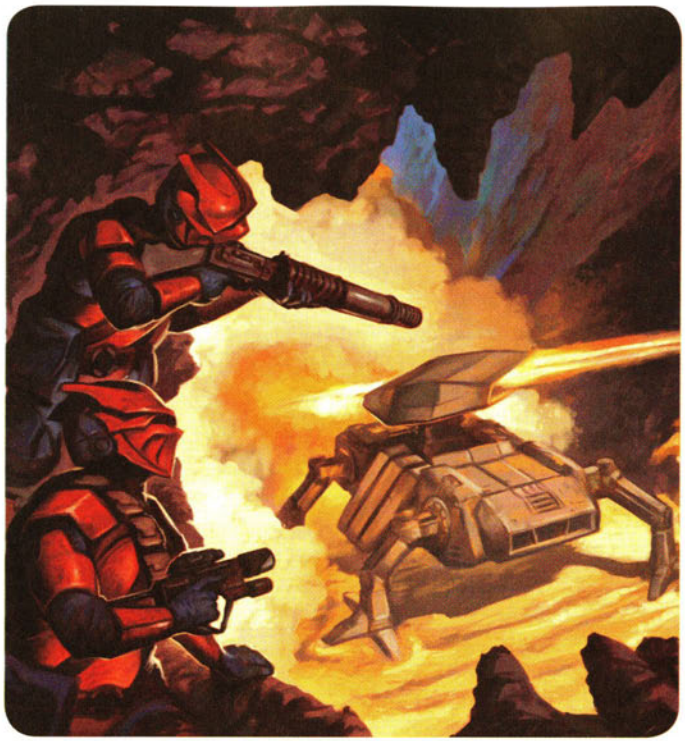
Defilers wear distinctive red armor that keeps them safely anonymous. They are humanoid in appearance, although the species of an individual Defiler is unidentifiable. Defilers prefer to fight at a distance and employ triggered explosives when possible.

Zann Consortium Defiler **CL 6**
Medium Human scoundrel 4/noble 1/soldier 1
Force 4; **Dark Side** 2
Init +5; **Senses** low-light vision; Perception +12
Languages Basic, Binary (understand only), Bocce, Dosh, Huttese, Rodese

Defenses Ref 22 (flat-footed 20), Fort 21, Will 20
hp 44; **Threshold** 21

Speed 6 squares
Melee combat gloves +4 (1d4+4)
Ranged blaster rifle +6 (3d8+3) or
Ranged thermal detonator +6 (8d6+3, 4-square burst) or
Ranged frag grenade +6 (4d6+3, 2-square burst)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster rifle), Dastardly Strike, Devastating Attack (rifles), Far Shot[H], Point Blank Shot
Special Actions Disruptive

Zann Consortium Defilers prepare to attack an AT-AA.



Abilities Str 10, Dex 15, Con 13, Int 14, Wis 14, Cha 12
Talents Dastardly Strike, Devastating Attack (rifles), Disruptive, Presence
Feats Armor Proficiency (light, medium), Far Shot[H], Linguist, Point Blank Shot, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy], Stealth), Weapon Proficiency (rifles, pistols, simple weapons)
Skills Deception +9, Gather Information +9[H], Knowledge (bureaucracy) +10, Knowledge (social sciences) +10, Mechanics +10, Perception +12, Persuasion +14, Stealth +10, Use Computer +10
Possessions battle armor (+8 armor, +2 equipment) with helmet package and combat gloves, blaster rifle, thermal detonator, frag grenade
H *Human bonus feat or trained skill*

Canderous-class Assault Tank

The *Canderous*-class assault tank is among the heaviest tanks in the galaxy, but it is so prohibitively expensive that few military forces can justify its purchase. A product of MandalMotors and named after the ancient Mandalorian hero Canderous Ordo, the tank features armor as durable as that of an Imperial walker. Armed with heavy laser cannons and a concussion missile launcher, the tank dominates a battlefield. The added maneuverability of its repulsorlift systems makes it more agile than walkers, although its low repulsorlift ceiling remains a limitation on its performance and it is vulnerable to aerial attack. The tank serves as a guardian for nearby weaker units by interfering with the targeting sensors of attacking vehicles and of missiles, drawing incoming fire to itself.

Canderous-class Assault Tank **CL 10**
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 15), Fort 34; +10 armor
hp 250; **DR** 15; **SR** 10 **Threshold** 54

Speed 6 squares (max. velocity 50 km/h)
Ranged heavy laser cannons +4 (see below) and concussion missile launcher +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +4; **Grp** +43
Atk Options autofire (heavy laser cannons)

Abilities Str 59, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** not available for sale

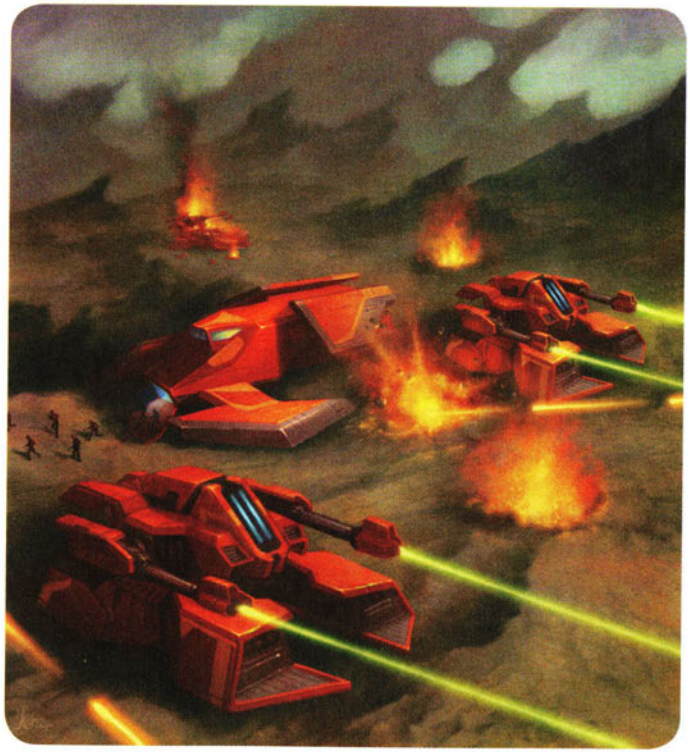
Draw Enemy Fire—As a standard action, the pilot makes a Persuasion check against each attacking enemy vehicle within line of sight or line of effect. If the check result exceeds DC 10, the enemy unit attacks this tank instead of another target. A hero piloting a vehicle targeted by this ability can use his or her Will Defense instead of DC 10.

Heavy laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10x2

Concussion missile launcher (gunner)
Atk +4, **Dmg** 9d10×2, 2 square splash

F9-TZ Transport

The F9-TZ Transport is a light troop transport landspeeder that excels at the clandestine insertion of troops into a battle zone. The F9-TZ features a cloaking device that shields the vehicle from both visual and sensor detection. However, the cloaking device requires considerable power, preventing the transport from using its cloaking device and its shields at the same time. The cloaking device can be engaged for only a limited time before requiring a recharge. The F9-TZ depends on its escorts for defense, since it carries no weaponry of its own. It can transport up to four squads of infantry but is unable to carry vehicles. The cloaking technology makes the price for this transport exceedingly high. The cloaking projectors are integrated into the vehicle's hull and cannot be installed on another vehicle without a complete redesign.



TWO *CANDEROUS*-CLASS TANKS PROTECT A F9-TZ TRANSPORT.

F9-TZ Transport **CL 8**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 10; **Threshold** 44

Speed 6 squares (max. velocity 95 km/h)
Fighting Space 4×6; **Cover** total
Base Atk +4; **Grp** +33

Abilities Str 38, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 2 (skilled); **Passengers** 40
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** not available for sale

F9-TZ Cloaking Device—The cloaking device and shields cannot operate at the same time. The cloaking device can operate for 15 minutes, after which it must be shut down and recharged. Recharging a cloaking device takes 30 minutes and a successful DC 20 Mechanics check. When cloaked, the transport is considered to have total concealment and can make a Stealth check to sneak. The -10 penalty to notice a target that has total concealment applies when making checks to notice a cloaked transport. Noticing the transport does not negate its concealment, but it does allow an opponent to make attacks against it with the normal penalty for attacks against concealment.

Keldabe-class Battleship

The *Keldabe*-class battleship is a MandalMotors design stolen by the Zann Consortium for its own use. The massive, blocklike *Keldabe* can take on any major capital ship up to a Mon Calamari star cruiser or an Imperial Star Destroyer. The ship features a unique system that drains energy from nearby enemy shields and channels it into the *Keldabe*'s power and weapons systems. As with other Consortium technologies, this ability drastically increases the cost of the ship.

***Keldabe*-class Battleship** **CL 19**
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 53; +13 armor, Vehicular Combat
hp 1,700; **DR** 20; **SR** 150 **Threshold** 253

Speed fly 3 squares (starship scale)
Ranged 5 turbolaser batteries +14* (see below) and 3 heavy ion cannon batteries +10* (see below) and mass driver missile launcher +6* (see below) and tractor beam battery +6* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65

Abilities Str 96, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 6,000 (skilled); **Passengers** 1,000 troops
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 36 starfighters, 2 shuttles, 2 light freighters
Hyperdrive ×2 (backup x10), navicomputer
Availability Restricted; **Cost** not available for sale
**Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Shield Energy Drain—Range 1 square, duration 5 rounds, 5-round recharge. When activated, the shield energy drain system reduces the SR of all adjacent ships by 10 per round (cumulative). All turbolaser and ion cannon batteries gain +1 damage per ship drained to a maximum of +5 damage per round.

Turbolaser battery (6 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 5d10x5

Heavy ion cannon battery (4 gunners)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 3d10x5 ion

Mass driver missile launcher (2 gunners)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 8d20x5, 2-square splash, ignores target's SR

Tractor beam battery (2 gunners)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** – (grapple +65)

Corporate Sector

The Corporate Sector is a section of space in the Tingel Arm, formed just under 500 years ago from a group of several hundred systems lacking intelligent life. The Galactic Republic closely supervised corporate exploitation of the resources found in the sector. Under the control of Emperor Palpatine, the Corporate Sector was expanded to its current 30,000 star systems, some of which contained native, sentient life. The Corporate Sector Authority (CSA) was established to manage the sector's business. The Empire has exercised less oversight of the Corporate Sector than did the Republic, and allows the CSA's military and police forces free rein in dealing with the sector's native populations. This freedom has allowed the CSA to maximize profits at the expense of ecosystems and personal rights.

CSA Organization

The CSA has a complicated bureaucratic structure reminiscent of the corporations it represents. Most of the control of the CSA rests with the Executive Direx Board (Direx).

The Imperial Advisor provides oversight by the Emperor and a means of communication between the Empire and the CSA.

An Executive Officer (ExO) heads the Direx, calls all meetings of the Direx, and represents the CSA abroad. The ExO, over time, has become the

ultimate executive authority, while the Direx has merely an advisory role; the ExO may not be a member of the Direx.

The President (Prex), selected from among the Direx membership, serves as a counter to the power of the ExO. The Prex composes an annual report for the Emperor and directly oversees several offices, including the all-important Auditor-General.

Most of the other functions of the CSA are divided among several Vice-Prex level divisions, including Financial, Legal, Media, Production, Research, Resources, Territory Administration, and the ever-present Security Division.

Security Division

The Security Division is one of CSA's Vice-Prex level units. It is divided into several branches, the most notable being Ground Forces, Detention Taskforce, and Picket Fleet.

Ground Forces

Most Security Division personnel and resources are devoted to the Ground Forces Security Police, or Espos; the Espos are the everyday police of the CSA. Ground Forces does not waste time or credits on recruiting the best and brightest, nor on training recruits in details such as justice or the personal rights of citizens. The Espos are known for their cruelty, intimidation tactics, and inconsistent application of the law. Espos often will open fire on a crowd of people in an effort to catch one criminal, and their signature Blastech 500 riot gun is designed with this approach in mind. Needless to say, the average citizen is not fond of Espos and does her best to avoid any confrontation with them. Where the Ground Forces does spend credits is on equipping Espos in state-of-the-art, sometimes experimental, weapons and armor.

Espo Trooper CL 2
Medium Human nonheroic 6
Init +4; **Senses** Perception +7
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 9
hp 14; **Threshold** 10

Speed 6 squares
Melee stun baton +5 (2d6+1 stun) or
Melee riot gun +0 (1d6+1) or
Ranged riot gun +4 (3d8) or
Ranged riot gun +2 (3d8) with autofire
Base Atk +4; **Grp** +5
Atk Options autofire (riot gun)

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 10
Feats Armor Proficiency (light), Skill Training (Endurance, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Perception +7, Persuasion +8
Possessions Blastech 500 riot gun, Merr-Sonn KZZ riot armor, stun baton, encrypted comlink, binder cuffs, mesh tape

Espo Elite Trooper CL 7
Medium Human nonheroic 6/soldier 5
Init +6; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 17 (flat-footed 14), Fort 18, Will 14
hp 41; **Threshold** 18

Speed 6 squares
Melee stun baton +11 (1d6+4 or 2d6+4 stun) or
Melee riot gun +11 (1d6+4) or
Ranged riot gun +9 (3d8+2) or
Ranged riot gun +7 (3d8+2) with autofire
Base Atk +9; **Grp** +13
Atk Options autofire (riot gun)

Abilities Str 14, Dex 13, Con 11, Int 9, Wis 8, Cha 10
Talents Armored Defense, Expert Grappler, Gun Club
Feats Armor Proficiency (light, medium), Skill Training (Endurance, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Persuasion +10
Possessions Blastech 500 riot gun, Merr-Sonn KZZ riot armor, helmet package, stun baton, encrypted comlink, binder cuffs, mesh tape



Espo Troopers haul away a rebel for questioning.

Detention Taskforce

The Detention Taskforce was not originally a branch of the Security Division; it was created later when the incarceration of political prisoners became an issue. The CSA did not anticipate a need for incarceration: White collar criminals, such as slicers and embezzlers, were offered a choice of death or working for the CSA in counter-operations; violent criminals would either be executed or sent to Imperial prisons; and minor offenders would be beaten and fined. Eventually, however, CSA's frequent executions began raising eyebrows. The Detention Taskforce was formed to address the issue. Their solution was Star's End.

Star's End

Designed as a maximum security, minimum cost, cutting edge detention facility, Star's End is a 40-level spire located on Mytus VII. It is extremely well defended with turbolasers, ion cannons, and some of the strongest armor plating available. Star's End is shrouded in secrecy; the public knows little more than the name of the facility. Star's End is almost entirely automated, with prisoners kept in suspended animation to avoid riots, to limit space requirements, and to make administration easier. All told, the facility can hold 24,000 prisoners in stasis.

The bottom levels of the tower contain the administrative offices; employee housing is located in the underground levels. The top levels of the facility contain the living quarters of the warden and the medical and interrogation facilities. Star's End is developing a reputation in some Imperial circles for the effectiveness of its interrogation techniques.

Picket Fleet

The CSA Picket Fleet is notoriously disorganized, inexperienced, and poorly trained. These flaws are not caused by a lack of funding or a refusal to acknowledge the problems; they are mostly the result of an inadequate supply of experienced personnel and functioning equipment. The only significant source for trained fleet officers is the Empire, and the CSA has been unable to lure away any officers of real skill. Similarly, the CSA filled out their lines with decommissioned Imperial fleet ships and have had a difficult time keeping the ships in working order. Finally, the CSA had their own starfighter designed for short-range dogfights. While heavily armed and quite fast, the CSA did not anticipate the need for atmospheric combat and lost quite a few starfighters before the pilots simply stopped pursuing targets once they reached a planet's atmosphere.

The Security Division has implemented several potential fixes for these problems. The CSA Naval Academy was opened several years ago, and the first graduates are entering the fleet now. Efforts have been made to hire away skilled mechanics from system fleets that use the same types of ships as those the CSA purchased from the Imperial Navy. Finally, a new version of their custom starfighter has recently entered service; this version has been designed to handle the stresses of atmospheric combat.

Authority IRD Starfighters

The IRD (Intercept * Reconnaissance * Defense) starfighter was designed and manufactured by the CSA as the primary starfighter for their picket fleet. The original IRD was fast, well armed, and had the best pilot ejection system yet developed, but it lacked any atmospheric combat capabilities. In response to numerous pilot complaints, the CSA developed a newer version, the IRD-A. The second generation adds atmospheric combat capability with a molded fuselage and vector stabilizers, swaps one of the two twin-laser cannons of the original IRD for a concussion missile launcher, and increases speed and maneuverability. IRD-As have been moved to live testing and CSA starfighter pilots are hoping for a full rollout soon.

Both versions of the IRD lack hyperdrive engines and must be transported longer distances in the bays of larger ships.

IRD Starfighter **CL 9**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged twin medium blaster cannons +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (twin medium blaster cannons)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 75,000

Twin medium blaster cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

IRD-A Starfighter **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged twin medium blaster cannons +5 (see below)
Ranged light concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +33
Atk Options fire-link (light concussion missiles)

Abilities Str 42, Dex 19, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 90,000

Twin medium blaster cannons (pilot)
Atk +5, **Dmg** 5d10×2

Light concussion missiles (pilot)
Atk +5, **Dmg** 7d10×2, 4-square splash

Beasts

During the time of the Galactic Civil War, the Rebel Alliance and other factions make extensive use of beasts of many kinds. Thanks to Imperial restrictions on weapons and vehicles, many beasts (like the Cracian thumper) serve as alternatives to some military hardware.

Cracian Thumper

The cracian thumper is the galaxy's most widely used land mount. Originally a native of all five planets in the Craci System, the thumper has been exported to most civilized systems of the galaxy. It is used as a versatile mount for military operations by the Rebel Alliance, and as a racing mount by residents of more urban areas. A cracian thumper is bipedal, with powerful hind limbs, smaller forelimbs, and a thick tail it uses for balance and defense. Thick, long fur covers its body in colder climes, but is shed on warmer planets. Racing thumpers are typically shaved to reduce weight and to give the creatures a sleeker appearance.

The beast is known for its agility, intelligence, and versatility; however, above all else, thumpers are known for their stealth. Cracian thumpers have large feet that cause most observers to mistakenly anticipate that the creatures will make loud, thumping sounds as they run. On the contrary, the thumper is exceptionally quiet and makes an excellent mount for stealthy land operations.

Although they are herbivores, cracian thumpers possess potent defenses: sharply clawed front and rear limbs, and a powerful tail. Thumpers are capable of lashing out with their rear claws without breaking stride, or of knocking the heads off of unlucky stormtroopers with their muscular tails.

For animals, cracian thumpers are also fairly intelligent. They are easily trained for a variety of uses and are particularly good at recognizing simple patterns; for example, the Rebellion teaches their thumpers that humanoid shapes in hard, all-white shells are the enemy. A thumper is typically assigned one rider as a trainer in order to take advantage of the creature's naturally loyal disposition.

Cracian Thumper **CL 2**
Large Beast 4
Init +6; **Senses** scent; Perception +4

Defenses Ref 15 (flat-footed 11), Fort 13, Will 12
hp 30; **Threshold** 18

Speed 7 squares
Melee claw +4 (1d6+5) or
Melee slam +4 (1d8+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9

Abilities Str 16, Dex 18, Con 16, Int 3, Wis 14, Cha 11
Feats Running Attack, Skill Focus (Stealth)
Skills Stealth +11

Uncanny Stealth—A cracian thumper is unnaturally stealthy and may choose to take 10 on Stealth checks, even when distracted or threatened.



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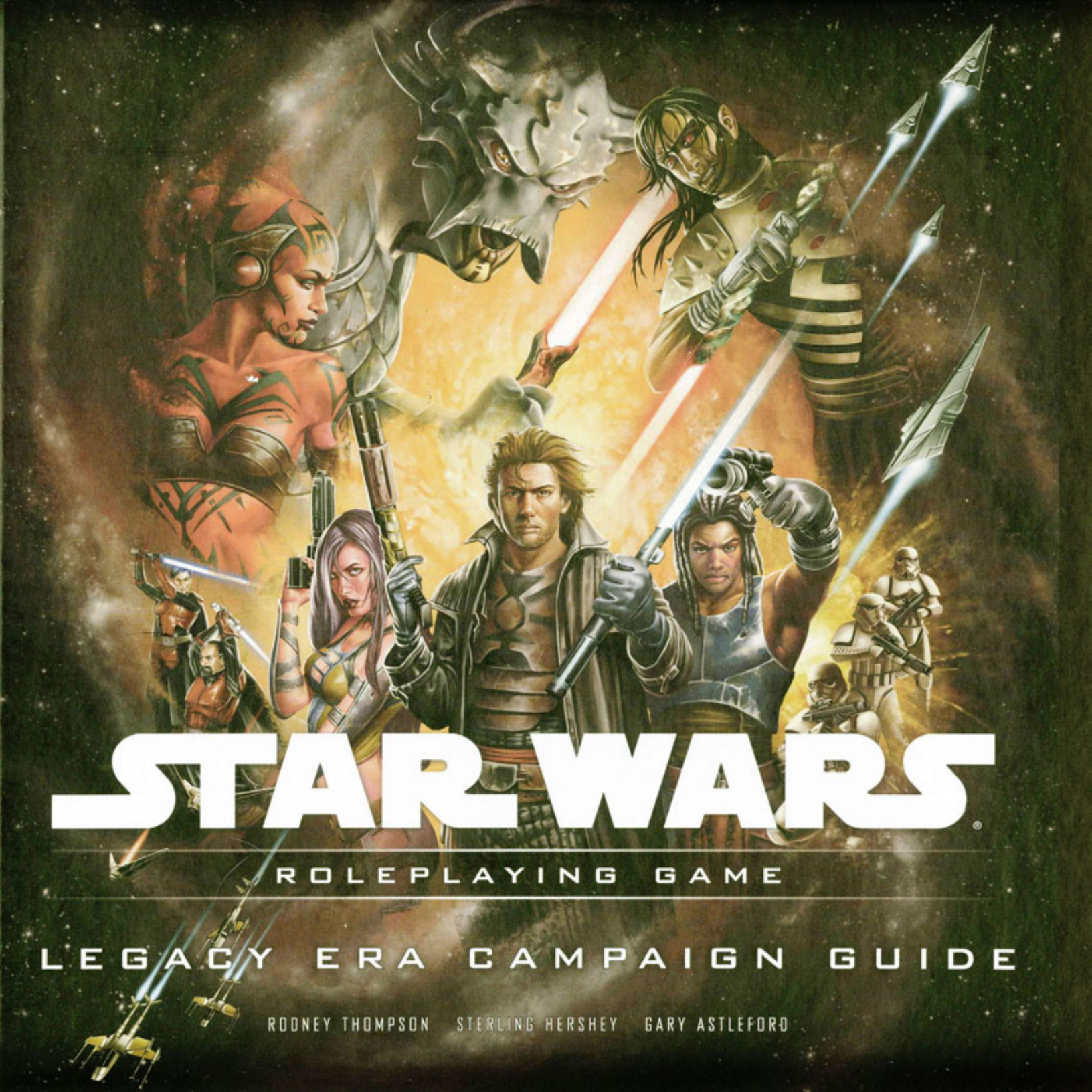
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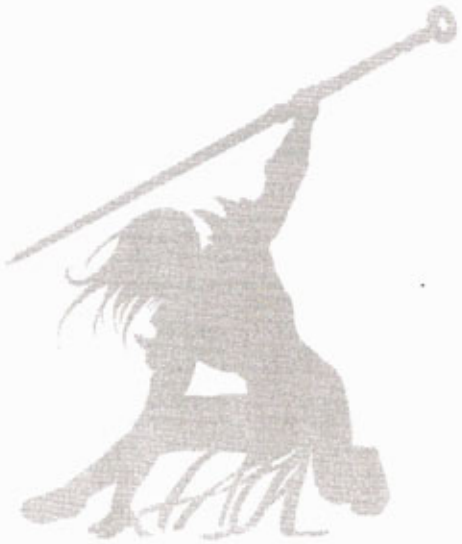

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INTRODUCTION





Obi-Wan Kenobi once called the period between the fall of the Republic and the rise of the Galactic Empire the "Dark Times." Had he foreseen the Legacy era, he might have called the period defined by Palpatine's rise to power something else. Indeed, the Legacy era is rife with the same tyranny, oppression, violence, and danger that flourished under Palpatine's rule. However, in the future of the *Star Wars* galaxy, the Empire is openly ruled by a Sith Lord and his dark minions, the Jedi have once again been hunted nearly to extinction, and the heir to the Skywalker name is a death stick-using bounty hunter who rejects the Force and everything associated with it. Times have never been grimmer than they are under Darth Krayt's Empire, and yet the opportunities for heroes to make a difference have never been more prevalent.

The Legacy era begins over 130 years after the Battle of Yavin. The galaxy is ruled by a tyrannical dictator, a Sith Lord named Darth Krayt. Darth Krayt and his fellow Sith have reestablished the Galactic Empire. The Jedi are scattered to the distant corners of the galaxy, and the only hope for democracy lies with the fleeing exiles of the Galactic Alliance. Yet the Empire is divided, with the former Emperor, Roan Fel, leading an insurgency against the Sith Lord that deposed him. Meanwhile, individuals lurking on the fringes of society profit by turning Jedi over to the Empire for handsome rewards.

The Legacy era represents a period in *Star Wars* continuity where almost anything has its place. It combines the best and most iconic aspects of the *Star Wars* milieu, providing a time period in which Gamemasters are free to use character archetypes, organizations, weapons, starships, and themes introduced in earlier eras. The Legacy era is also a blank slate where heroes can make names for themselves or use the names that *Star Wars* fans have come to know and love: Antilles, Fel, Skywalker, and Solo, just to name a few. The Legacy era is a time of possibilities: A Mandalorian bounty hunter hero can wear clone trooper armor as he battles lightsaber-wielding Sith Lords and still fit perfectly into this time period.

"AS I HAVE BENT THE FORCE TO MY WILL, SO I WILL BEND THE GALAXY AND IT WILL KNOW ORDER."

-DARTH KRAYT

Timeline

The *Legacy Era Campaign Guide* focuses on the time period surrounding the Imperial Civil War, particularly starting around the year 137 ABY (After the Battle of Yavin). This period, as defined by the *Legacy* comics, provides many options for Gamemasters looking to create campaigns set in this era. During this time period, the Empire rules the galaxy with Darth Krayt on the throne, and the Galactic Alliance Core Fleet (or rather, what is left of it) represents one of the last hopes of freedom and democracy. At the same time, the Jedi are scattered and hunted, while rebellious Imperial forces pit themselves against the ruling tyrants.

The events that lead up to this time period are important and can provide Gamemasters with inspiration for adventures and campaigns. The following timeline covers the major events leading up to the state of the galaxy during the Legacy era, and should make it easier to understand how the galaxy came to such a dark state of affairs.

The Galactic Alliance (28 ABY–126 ABY)

The history of the Legacy era actually begins over 100 years before the reign of Darth Krayt begins. Following the Yuuzhan Vong invasion of the galaxy, the New Republic crumbles. It is only through the united efforts of the Jedi and the remnants of various factions that the Yuuzhan Vong are defeated. At the conclusion of this struggle, the Galactic Alliance comes into being, uniting the remnants of the New Republic and the Empire alike. Other independent territories join the Alliance as well. Although the Galactic Alliance continues to see its share of conflicts, even teetering on the edge of destruction, the galaxy manages to stabilize itself eventually, and the Jedi Order grows and flourishes.

What You Need to Play

You need the *Star Wars Roleplaying Game Saga Edition* core rulebook to make full use of the information in the *Legacy Era Campaign Guide*. This book also makes references to material from other supplements, including *Starships of the Galaxy*, *Threats of the Galaxy*, the *Knights of the Old Republic™ Campaign Guide*, and *The Force Unleashed™ Campaign Guide*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at **www.wizards.com/starwars** for the latest updates.

The Ossus Project

Nearly a century after the defeat of the Yuuzhan Vong and the establishment of the Galactic Alliance, a powerful and influential Jedi named Kol Skywalker champions a cause that many see as risky, even dangerous. What Skywalker proposes comes to be called the Ossus Project, and its premise is bold: to take Yuuzhan Vong terraforming biotechnology and use it to rebuild devastated worlds. Skywalker advocates allowing the Yuuzhan Vong—many of whom now coexist in the galaxy among those that they once sought to conquer—to develop terraforming methods to restore ravaged worlds such as Caamas, Honoghr, and Ossus.

Collaborating with Yuuzhan Vong shapers, Alliance and Jedi scientists develop a plan to transform dead worlds into vibrant, livable planets similar to the way that the Yuuzhan Vong transformed Coruscant during their galactic invasion.

The first terraforming test is conducted on Ossus. In a short amount of time, Yuuzhan Vong biotechnology restores Ossus to its state as a lush jungle world. After this rousing success, other worlds vie for a chance to be restored. A small number are chosen for the second phase of the Ossus Project. However, efforts to revitalize these worlds are sabotaged by the resurgent Sith, whose existence is still unknown to both the Jedi and the galaxy at large. As a mysterious disease ravages the inhabitants of these worlds, the galaxy's mistrust of the Yuuzhan Vong surges once more. The Yuuzhan Vong are blamed for the sabotage, Kol Skywalker and the Jedi are accused of complicity, and the Sith divide the galaxy once more.

The Sith-Imperial War (127 ABY–130 ABY)

Shortly after the apparent Yuuzhan Vong sabotage becomes public knowledge, worlds and sectors begin seceding from the Galactic Alliance. The Galactic Empire, still prominent and powerful, withdraws from the Alliance. Anger toward the Alliance and hatred for the Yuuzhan Vong causes many worlds, some prominent and powerful, to flock to the Empire for protection. With newfound resources and a tide of support, the Empire grows in power and size, allowing it to challenge the Galactic Alliance militarily.

War between the Galactic Alliance and the Galactic Empire rages for some time, with both sides trading victories and defeats, until a new faction enters the scene. The Moff Council, unbeknownst to Emperor Roan Fel, has been working behind the scenes to reach an agreement with the Sith. The Sith emerge as a fighting force on the side of the Empire, openly opposing the Galactic Alliance and the Jedi Order. With the aid of these dark Force-users, the revitalized Empire sweeps across the galaxy.

The decisive battle in the Sith-Imperial War occurs at Caamas. Years of battling the Empire have depleted the Galactic Alliance's resources and strained the capabilities of the Jedi Order, and too many neutral worlds have united under the banner of the resurgent Empire. At the end of the Battle of Caamas, after his superiors order him to surrender, Admiral Gar Stazi of the Galactic Alliance takes a remnant of the Core Fleet and flees, leaving the Empire in control of the galaxy.

Although the Battle of Caamas marks the end of the war, the Sith have one more victory to achieve. Against the wishes of Emperor Fel, the Sith attack the Jedi at Ossus, slaughtering them and scattering the few remaining Jedi to the far corners of the galaxy. With the massacre at Ossus, the Jedi Order is crushed and the last hopes of any victory for the Alliance are dashed.

Ascent of the Empire (130 ABY–136 ABY)

Following the destruction of the Jedi Order at Ossus, Darth Krayt seizes control of the Empire by force. He murders the man he believes is Emperor Roan Fel—a man later revealed to be a decoy—and demands the fealty of the Moff Council. When the Moffs acquiesce, Darth Krayt becomes the new Emperor, and the Sith Lords and apprentices under his command become the new rulers of the galaxy.

The real Roan Fel retreats into exile, taking his loyal Imperial Knights and other Imperial personnel with him. In his absence, Darth Krayt's Empire solidifies its hold on the galaxy through fear and military might. Across the galaxy, shipyards produce Imperial warships, and within a few short years the Empire becomes as powerful as it was during the height of Emperor Palpatine's tyranny. Stormtroopers are recruited and trained, the Imperial Navy patrols the space in all parts of the galaxy, and the Sith Lords and their Moff cronies squeeze the planets under their control.

"TIME AND AGAIN THE GALAXY- WHICH WE SERVED- TURNED AGAINST US! AND WE KEEP COMING BACK FOR MORE! THAT'S REAL CLEVER OF US, ISN'T IT?"

-CADE SKYWALKER

The Imperial Civil War (137 ABY and Beyond)

Seven years after the Battle of Caamas, the Empire-in-exile, under the command of Roan Fel, begins concerted efforts to undermine Krayt's authority. By disrupting the plans of the Sith, this Imperial insurgency sparks an all-out civil war. Meanwhile, Admiral Stazi and the remnants of the Galactic Alliance Core Fleet continue to engage in hit-and-run attacks against Imperial forces. Though its supplies are low and its fleet is constantly on the move to avoid detection, the Alliance grows ever more daring with its attacks. The crowning achievement of the Alliance rebellion proves to be the capture of a prototype Star Destroyer, stolen from the Empire's shipyards at Mon Calamari.

The Jedi, scattered across the galaxy, begin to rebuild their fallen Order. The reappearance of Cade Skywalker, the son of Kol Skywalker, offers a glimmer of hope to those who long for freedom. Cade, however, has rejected his destiny time and again, meaning that the galaxy may need other heroes to step up and do what he will not.



A SMUGGLER WATCHES HV-7 LOADING DROIDS PLACING CARGO ON HER SHIP.

Chapter 1
Species





Players in a Legacy era campaign have many species open to them, including the dread Yuuzhan Vong. With the exception of a few species that have fallen into obscurity, such as the Massassi or the Rakata, there are few, if any, races that are inappropriate for the era. Species that had not yet been discovered or integrated into the galaxy during the Clone Wars or Galactic Civil War have now been present in the galaxy at large for over a century. Moreover, the Yuuzhan Vong, who less than a century ago invaded and ravaged the galaxy, are now free to pursue other destinies (though they remain subject to prejudice).

Under Palpatine's Galactic Empire, many species were subjugated as a part of the Sith Lord's humanocentric campaign. Wookiees and Mon Calamari were enslaved, and throughout the Core Worlds non-Human species were discriminated against as lesser beings. This is not the case during the Legacy era, at least not entirely. Although the Empire under Darth Krayt imposes tyranny on planets, it treats all species more or less equally. Species that are singled out, such as the Mon Calamari, are done so only as a punishment for actions against the Empire. In such cases, members of an entire species pay the price for the rebellion of the few.

Within the Empire ruled by Darth Krayt and the Empire-in-exile ruled by Roan Fel, non-Human species can rise to positions of prominence. The Sith Lords themselves hail from a number of species, and many high-ranking Imperial officers are non-Humans as well. Despite this general acceptance of all species within the Empire, a few hard-line traditionalists still hold onto the old prejudices. These Imperial bureaucrats are usually small in number, but they often surround themselves with like-minded allies, leading to small pockets of anti-alien sentiment even within the larger cosmopolitan Galactic Empire.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1–1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use Tables 1–2 and 1–3 to help determine age, height, and weight.

Table 1–1: Species Ability Adjustments

SPECIES	ABILITY ADJUSTMENTS
Chagrian	+2 Strength, –2 Dexterity
Chiss	+2 Intelligence
Codru-Ji	None
Klatooinian	+2 Constitution, –2 Intelligence, –2 Wisdom
Nagai	+2 Dexterity, +2 Charisma, –2 Constitution
Weequay	+2 Constitution, –2 Intelligence, –2 Charisma
Yuuzhan Vong	+2 Strength, –2 Wisdom
Zeltron	+2 Charisma, –2 Wisdom

Table 1–2: Age by Species

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Chagrian	1-12	13-16	17-42	43-56	57-75	76+
Chiss	1-10	11-13	14-50	51-62	63-79	80+
Codru-Ji	1-8	9-12	13-44	45-60	61-84	85+
Klatooinian	1-9	10-14	15-49	50-69	70-89	90+
Nagai	1-11	12-18	19-44	45-60	61-74	75+
Weequay	1-12	13-17	18-49	50-74	75-89	90+
Yuuzhan Vong	1-11	12-17	18-40	41-60	61-75	76+
Zeltron	1-11	12-18	19-49	50-64	65-79	80+

Table 1–3: Average Height and Weight

SPECIES	HEIGHT	WEIGHT
Chagrian, male	1.9 m	95 kg
Chagrian, female	1.9 m	85 kg
Chiss, male	1.85 m	85 kg
Chiss, female	1.7 m	65 kg
Codru-Ji, male	1.6 m	65 kg
Codru-Ji, female	1.6 m	60 kg
Klatooinian, male	1.8 m	80 kg
Klatooinian, female	1.8 m	75 kg
Nagai, male	1.8 m	60 kg
Nagai, female	1.6 m	45 kg
Weequay, male	1.7 m	75 kg
Weequay, female	1.6 m	65 kg
Yuuzhan Vong, male	1.9 m	70 kg
Yuuzhan Vong, female	1.7 m	60 kg
Zeltron, male	1.8 m	70 kg
Zeltron, female	1.65 m	55 kg

Chagrian

The amphibious Chagrians are comfortable both on land and in water. The coastal cities of their homeworld are constructed to allow the rising tides to flood the buildings. When this takes place, Chagrians swim from place to place, or use speeders which are also adapted for aquatic use. The pleasant tropical climate of Champala coupled with the exotic architecture of its cities makes the Chagrian homeworld a popular destination for galactic tourists. Unlike cities, spaceports on Champala are built high above sea level on the driest parcels of land.

Although juvenile Chagrians possess a weak sense of taste, this sense fades as they mature into adults. The end result is that Chagrians rarely, if ever, enjoy consuming food and drink, and do so solely to fuel their bodies. Dining activities are traditionally viewed as a nuisance and a waste of time, so most Chagrians choose to consume nutrient capsules in order to maintain bodily health and energy levels. When traveling, most Chagrians carry portable scanners that allow them to determine the relative nutritive value of the food they eat. Although they are unable to taste the food they eat, Chagrians view dining as an opportunity to socialize with members of other species that do not share their sensory deficiencies.



Society on Champala is peaceful and highly structured, although Chagrian legal systems are complex and often daunting to outsiders. As a rule, Chagrians are law-abiding and obedient toward figures of authority. Champalan government ensures that every citizen is cared and provided for, and the standard of living for even the poorest Chagrian is quite high when compared to the impoverished members of other species.

Chagrians have inherited an innate resistance to radiation due to instability in Champala's primary star. Their blue skin is a direct result of this evolutionary step, and modern Chagrians continue to enjoy protection from myriad forms of radiation as a side effect.

Personality: Chagrians are, by and large, even-tempered and accepting of others. They appreciate law, order, and well-defined social structures. On their homeworld, they want for little, and so Chagrians are rarely selfish or greedy individuals. Due to their accepting natures, Chagrians enjoy interacting with members of many different species. Given their loyalty, they make excellent companions and friends.

Physical Description: Chagrians possess thick skin that ranges in color from light blue to dark indigo. Horns (known as *lethorns*) stem from a pair of fleshy growths that protrude from the sides of their heads. Male Chagrians also develop a pair of sharp horns on the tops of their heads, and these are known to get quite long.

Homeworld: Champala, a tropical water world in the Inner Rim.

Languages: Chagri is the native language of Champala. Chagrians who leave their homeworld readily learn Basic in order to communicate with the rest of the galactic community.

Example Names: Mas Amedda, Belar Tasseva, Myn Seda, Shiran Vallendri, Ketrias Gorran.

Adventurers: Given their predisposition in dealing well with others, Chagrians make excellent nobles and Jedi. Less scrupulous Chagrians gravitate toward the scoundrel class, while scouts and soldiers are not unheard of.

Chagrian Species Traits

Chagrians share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity. Chagrians are physically strong but lack grace.

Medium Size: As Medium creatures, Chagrians have no special bonuses or penalties due to size.

Speed: Chagrian base speed is 6 squares.

Breathe Underwater: As amphibious creatures, Chagrians can't drown in water.

Low-Light Vision: Chagrians ignore concealment (but not total concealment) from darkness.

Radiation Resistance: Chagrians gain a +5 bonus to Fortitude Defense against attacks that deal radiation damage.

Automatic Languages: Basic, Chagri.

Chiss

Originating on the cold world of Csilla in the Unknown Regions, the Chiss are largely unknown to the greater galactic community until five years after the Battle of Yavin, when a Chiss known as Grand Admiral Thrawn rallies the Imperial remnants and goes to war against the New Republic. Even then, the Chiss remain an enigmatic, secretive species. Their origins are largely unknown, even to the Chiss themselves, though some scientists believe they are descended from an isolated human colony lost to time.

The Chiss are technologically advanced, keenly interested in art and science, and skilled at mathematics. Though logical in their mindset, they are also appreciative of philosophy and interested in other cultures. Given their xenophobic tendencies, it comes as no surprise that the Chiss use their understanding of non-Chiss cultures to gain a tactical advantage over potential adversaries.



Chiss society is highly ordered and structured. Rule of law is controlled and enforced by a small number of ruling "families." These ruling families, also known as clans or houses, are more akin to different branches of government than to actual familial units. As a rule, a Chiss will never knowingly do anything to bring shame upon his or her

family, for entire lines have been exiled for the actions of a single family member.

The culture of the Chiss is based on a strict code of conduct. As a rule, they do not attack an enemy unless they are attacked first. Thrawn ignores this imperative when he seizes control of the Imperial remnant, and consequently he is exiled from his people. Although most Chiss are peaceful, once embroiled in military conflict, they do not relent until their enemy is either totally destroyed or completely subjugated.

Personality: Many of the galaxy's perceptions of the Chiss and how they behave is initially based on the personality of Grand Admiral Thrawn. As the years pass, it becomes increasingly obvious that all Chiss are individuals, and that Thrawn was an exceptional member of his species in a number of ways. As such, the impression of the Chiss held by the galaxy at large is that they are arrogant, aloof, and calculating individuals. While this may be true in some instances, Chiss personalities are as varied as those of any other species. In general, they tend to be well-educated, artistic, and cautious in their dealings with strangers.

Physical Description: Chiss have deep blue skin and red glowing eyes. The shade of their skin and the crimson of their eyes deepens with the amount of oxygen in the atmosphere that they breathe. They tend to have black hair, though some individuals, especially female Chiss, develop grey hair as they age.

Homeworld: The frigid world of Csilla, in the Unknown Regions.

Languages: Cheunh is the complex and nuance-laden language of the Chiss. Most non-Chiss have difficulty learning the intricacies of Cheunh. Chiss, on the other hand, have little difficulty mastering Basic, though most of them are unfamiliar with it.

Example Names: Chiss traditionally have long, tripartite names. When dealing with non-Chiss, these names are abbreviated. Examples of abbreviated Chiss names include Dreel, Prakk, Karyce, Lev, Sorn, Szardra, Thrawn, Voss, and Zilvad.

Adventurers: Their keen mental acuity allows the Chiss to excel at nearly any occupation they choose to pursue. However, there are no known Chiss Jedi, and it is currently unknown whether Chiss society is home to any Force traditions.

"COINCIDENCES CAN ALWAYS BE LINKED IN A SUGGESTIVE MANNER."

-MOFF FEHLAAUR

CHISS SPECIES TRAITS

Chiss share the following species traits:

Ability Modifiers: +2 Intelligence. Chiss are naturally bright and intelligent.

Medium Size: As Medium creatures, Chiss have no special bonuses or penalties due to size.

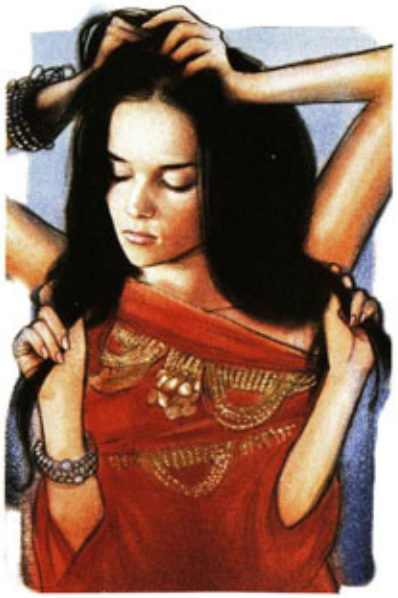
Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: A Chiss character chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss ignore concealment (but not total concealment) from darkness.

Automatic Languages: Cheunh.

CODRU-JI



The Codru-Ji have long been isolated from the rest of the galaxy. Highly xenophobic, they are reluctant to grant members of other species access to their society. Though they do not fear other cultures, they are concerned that outsiders will somehow "rub off" on them and corrupt their own traditions and values.

Certain aspects of Codru-Ji culture is barbaric by galactic standards. Ritual kidnapping, especially of the children of political rivals, is common. Though victims are generally returned unharmed, the experience can be frightening and offputting to non-Codru-Ji. Visitors to Munto Codru are warned that they should never travel alone, lest they fall victim to abduction. Offworlders abducted by Codru-Ji in this manner are often forced to pay a ransom, either in the form of valuables or political favors.

All Codru-Ji possess six limbs: four arms and two legs. In addition, juvenile Codru-Ji hardly resemble their parents as much as they resemble small, furred, hexapedal canines. Referred to as Wyrwulves, Codru-Ji children continue to

grow and develop in their six-legged form until puberty, when they pupate in cocoons and emerge as bipedal adults.

Personality: As a species, the Codru-Ji are uncomfortable around outsiders and have trouble integrating into the galactic community. They are suspicious of others, looking for hidden motives in even the most mundane circumstances. Family ties are crucial to Codru-Ji, and they will do anything to protect their loved ones and family members, especially their children. A Codru-Ji who forms friendships with members of other species comes to regard them as family, and can be just as protective of them as any other family member.

Physical Description: All Codru-Ji have four arms, two legs, elongated faces, and pointed ears. Codru-Ji hair and eye colors tend toward dark, earthy browns. Codru-Ji juveniles, or Wyrwulves, resemble six-legged canines and are often mistaken for pets by offworlders who don't know any better.

Homeworld: Munto Codru, located in the Outer Rim.

Languages: Codruese is an idiom-rich language punctuated by guttural growls, whines, and barks.

Example Names: Adaavi, Deceven, Jorrdu, Ketanna, Merasska, Raiko, Veesani, Zallfric.

Adventurers: The few Codru-Ji who leave Munto Codru are often nobles, scouts, and scoundrels. Though Codru-Ji Jedi are rarely encountered, Codru-Ji Force adepts, considered healers and spiritual advisors, have been noted.

Codru-Ji Species Traits

Codru-Ji share the following species traits:

Ability Modifiers: None.

Medium Size: As Medium creatures, Codru-Ji have no special bonuses or penalties due to size.

Speed: Codru-Ji base speed is 6 squares.

Bonus Feat: A Codru-Ji gains Dual Weapon Mastery as a bonus feat provided he or she meets the prerequisites of the feat (minimum Dexterity of 13 and a base attack bonus of +1).

Extra Arms: Codru-Ji can hold up to four items or weapons at a time. This ability does not grant extra attacks; however, it does mean that a Codru-Ji can wield two two-handed weapons at a time.

Skilled Grappler: Due to their extra arms, Codru-Ji gain a +5 species bonus to grab attacks.

Automatic Languages: Basic, Codruese.

Klatooinian



The ancient Klatooinians perceived the Hutts as demigods.The Hutts, never a species to refuse the upper hand in any situation, used this false perception to their own advantage, convincing the Klatooinians to cast aside their ancient traditions, abandon their native language in favor of Huttese, and accept their place as indentured servants. Over the millennia, the Hutts have sheltered the Klatooinians and cultivated a society that is largely docile, obedient, illiterate, and isolated from the greater galactic community.

Exposure to technology has not diminished the Klatooinian predilection for simplicity. However, youthful Klatooinians often chafe at the conventional "wisdom" of their elders, and despite the Hutts' efforts to shield their Klatooinian subjects from progressive ideas, many Klatooinians strive to break away from their Hutt overlords. The Hutts are wary of sedition but are often reluctant to quash seditious ideas completely for fear of fomenting rebellion. So long as such incidents remain small and isolated, the Hutts are content to profit from their one-sided relationship with the Klatooinian people.

Personality: Klatooinians are loyal and resolute to a fault. They rarely think outside of their own world view, which is further narrowed by their subservience to the Hutts. Those who feel shackled by their society's indentured service often seek to end the Huttese domination of Klatooine altogether. Whatever their motivation, all such Klatooinians appreciate freedom as only a former slave can.

Physical Description: Klatooinians possess coarse skin that varies in hue from brown to green. Their faces are characterized by a flat muzzle with pronounced jowls, and deepset eyes beneath a heavy brow.

Homeworld: The harsh desert world of Klatooine, located in Hutt Space.

Languages: All Klatooinians speak Huttese. The original language of the Klatooinians exists only in ancient texts and in the minds of a handful of Klatooinian malcontents. While not strictly illegal, knowledge of the Klatooinian tongue is frowned upon by the Hutts who see its spread as a sign of insubordination among a species of valuable slaves.

Example Names: Barada, Bekure, Chokk, Drekk, Jarakar, Kuuvat, Massa, Rokar, Sovara.

Adventurers: Many Klatooinians walk the path of the scout or the soldier. However, Klatooinian Force-users are rare, and Klatooinian nobles are unheard of.

Klatooinian Species Traits

Klatooinians share the following species traits:

Ability Modifiers: +2 Constitution, –2 Wisdom, –2 Intelligence. Life on their homeworld has made the Klatooinians hardy, but they are slow to figure things out and often rely on others to guide them.

Medium Size: As Medium creatures, Klatooinians have no special bonuses or penalties due to size.

Speed: Klatooinian base speed is 6 squares.

Iron Will: Klatooinians are resolute individuals and gain a +2 species bonus to their Will Defense.

Automatic Languages: Huttese.

Nagai

Honorable, mysterious, violent, and sinister. All these words and more describe the Nagai people. They first appear as galactic invaders, until it is revealed that the Nagai are escaping their long-time enemies, the Tofs. Initially hostile to the New Republic, the Nagai eventually form an alliance of convenience in an attempt to achieve victory in their war against the Tofs.

The Nagai are charismatic—a quality that is, by and large, a product of their enhanced vocal range, which allows them to tailor their speech to be more soothing. They are driven by a strong sense of personal honor, which is tempered by their own individualities. The Nagai fear nothing aside from a loss of freedom, symbolized by the return of the enemy that once enslaved their people. They have little concern for individuals outside of their own families, and they only endeavor to aid others if it serves their purposes or if they are bound by honor to do so.

Melee combat, especially the use of edged weapons, is highly integrated into Nagai culture. It is a rare Nagai who does not display an expert's hand in the use of blades of all sizes.



Personality: Nagai tend to be disciplined, focused, and passionate. They kill without hesitation if honor would be served by the act, and they take great pride in hard-fought victories. They possess a grim wit that, when combined with their soothing voices, can often set enemies off-balance.

Physical Description: Nagai possess straight black hair, dark eyes, porcelain-white skin, and slender builds. No two Nagai dress the same, and they take great pains to express their own individual sense of style.

Homeworld: Nagi, a world in the Unknown Regions. Few non-Nagai know its exact location.

Languages: Nagaian, a musical and lilting speech riddled with slight variations of pitch and tone that blend easily with the naturally soothing voice of the Nagai. Other species can learn the language but rarely master it.

Example Names: Den Siva, Harmon Sho, Hol B'shaki, Krai H'voc, Lusubrin T'shkali, Mendo, Nir Kento, Ozrei, Rei, Sin Shai, Tai, Taru.

Adventurers: Nagai freely pursue any vocation that pleases them, and nobles, scoundrels, scouts, and soldiers are common. A number of Nagai have become Jedi, although there are no other known Force traditions among the Nagai people.

Nagai Species Traits

Nagai share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Charisma, –2 Constitution. Nagai are charismatic and agile, but physically frail.

Medium: As Medium creatures, Nagai have no special bonuses or penalties due to size.

Speed: Nagai base speed is 6 squares.

Lightning Reflexes: Nagai are fast on their feet and gain a +2 species bonus to their Reflex Defense.

Soothing Voice: A Nagai may choose to reroll any Persuasion check, but the result of the reroll must be accepted, even if it is worse.

Weapon Familiarity: Nagai treat tehk'la blades (see page 62) as simple weapons instead of exotic weapons.

Automatic Languages: Basic, Nagaian.

"I HAVE PROVEN MY LOYALTY-AND MY WORTH-COUNTLESS TIMES..."

-DARTH NIHL

WEEQUAY



The Weequay are well-known throughout the galaxy for their violent tendencies and lack of individuality. Deeply spiritual, they worship a broad pantheon of deities, the most senior of which is known as Quay. Zealous Weequay perform ritual sacrifices in Quay's honor, at times resorting to murder. Such incidents have done little to dispel their violent reputation.

Each Weequay carries a spherical totem through which Quay allegedly speaks. The totem is used in times of great need to guide the Weequay, providing spiritual answers to individual questions. In practice, the Weequay asks a question, shakes the device, and waits for the answer to appear. A Weequay treats the totem's advice seriously and becomes angry and violent if such advice is questioned or ridiculed.

Male Weequay ply the galaxy as thugs, mercenaries, and hired assassins, while female Weequay rarely, if ever, leave Sriluur. A Male Weequay who leaves Sriluur grows and cultivates a long braid, which is then shorn off upon his return to the homeworld in celebration.

Weequay who are born off-world or adopted into other societies at an early age often develop more individualistic personalities than their deep-rooted cousins.

Personality: Weequay are bullying, brooding, and superstitious by nature. Their culture does not assign names to individuals, as all Weequay are considered to be a part of the same whole. They maintain a sinister silence, refusing to speak in the presence of non-Weequay, preferring instead to use trusted intermediaries to do their talking for them. Those raised apart from traditional values find their own voices and seldom integrate well back into Weequay society.

Physical Description: Weequay are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with flat noses and a well-defined frill along each of their jowls. Males grow their black hair into long braids, while females are bald.

Homeworld: The arid planet of Sriluur in the Outer Rim.

Languages: A Weequay relies on pheromones to communicate with other members of his or her tribe. Communication between tribes involves the spoken language of Sriluurian, which consists of whispers, hisses, and throaty mumbles. Written Sriluurian involves a multitude of complex hieroglyphics and pictograms.

Example Names: Weequay do not take names within their own society, though members of other species often give individual Weequay nicknames. Examples of such monikers include Adazian Liebke, Ak-buz, Ak-rev, Diergu-Rea Duhnes'rd, Fyg, Grimorg, Labansat, Nort Toom, Plaan, Que-Mars Redath-Gom, Solum'ke, Sora Bulq, and Tas Kee.

Adventurers: Weequay are so attached to their tribes that it is rare for an individual to venture into the galaxy alone. It is far more common for bands of like-minded Weequay to ply their martial skills and propensity for violence as a group. Their quiet nature and ability to work as a team make them particularly attractive to the Hutts and various criminal syndicates as guards and enforcers. Thus, Weequay scouts and soldiers are quite common.

WEEQUAY SPECIES TRAITS

Weequay share the following species traits:

Ability Modifiers: +2 Constitution, –2 Intelligence, –2 Charisma. Weequay are resilient but not especially bright, and they don't relate well to others.

Medium Size: As Medium creatures, Weequay have no special bonuses or penalties due to size.

Speed: Weequay base speed is 6 squares.

Conditional Bonus Feat: Weequay have learned to survive the harsh conditions on Sriluur. A Weequay with Endurance as a trained skill gains Skill Focus (Endurance) as a bonus feat.

Natural Armor: Weequay possess a thick, leathery hide that provides a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Pheromones: Weequay communicate silently with other members of their tribe by emitting complex pheromones. This form of communication has a maximum range of 20 squares. Species with the scent ability can detect Weequay pheromones by smell, but this does not allow them to understand what the Weequay are communicating.

Automatic Languages: Sriluurian.

Yuuzhan Vong

The Yuuzhan Vong come from the unknown reaches of space, entering the galaxy as invaders fueled by religious conviction. They have no connection to the Force and regard mechanical technology as blasphemous. Their starships, weapons, armor, and tools are genetically engineered lifeforms or created from the byproducts of such creatures.

After laying waste to many New Republic worlds, the invading Yuuzhan Vong are eventually overcome by the Galactic Alliance. Peace is restored, even though some Yuuzhan Vong remain behind in isolated corners of the galaxy. In time, the Jedi approach these few remaining Yuuzhan Vong, hoping to harness their advanced terraforming technology to restore many of the worlds ravaged during the invasion.

Surprisingly, the Yuuzhan Vong agree to help the Jedi, but their terraforming attempts are sabotaged by the Sith. The blame for these failures falls squarely on the Yuuzhan Vong, who are hated and feared. The Yuuzhan Vong and their Jedi accomplices are hunted down, and the Galactic Alliance falls beneath the onslaught of Imperial forces.

Personality: Although the Yuuzhan Vong become a more introspective people following their defeat at the hands of the Galactic Alliance, they remain capable, spiritual warriors. A great many feel that the galactic community will never accept them. Years of hostility, coupled with propaganda, have painted the Yuuzhan Vong in a sinister light that cannot easily be dispelled. Still, they maintain a code of honor that is often lost on those who do not understand them.

Yuuzhan Vong heroes are exceptional in many ways, not the least of which is their belief that they must evolve to survive—and that entails learning how to coexist with species traditionally regarded as weak or impure and letting go of their own prejudices. These rare Yuuzhan Vong see the road ahead as difficult, but worth traveling.

Physical Description: Yuuzhan Vong are humanoids with sloped foreheads, pallid skin, and dark hair. Their skin bears ritualistic scars and tattoos that add to their sinister appearance.

Homeworld: Unknown. The Yuuzhan Vong trace their origins to a place far beyond the known galaxy. At the end of the New Jedi Order era, the surviving Yuuzhan Vong are exiled to Zonama Sekot, a living planet rumored to be the seed of the original Yuuzhan Vong homeworld. Zonama Sekot retreats into the Unknown Regions at the beginning of the Sith-Imperial War, leaving a number of Yuuzhan Vong stranded in other remote corners of the galaxy.

Languages: The language of the Yuuzhan Vong is a halting, chilling tongue. Yuuzhan Vong rarely learn other languages, relying on bioengineered translators known as tizowyrms to translate for them.



Example Names: Nom Anor, Dooje Brolo, Malik Carr, Yomin Carr, Chine-kal, Nas Choka, Da'Gara, Elan, Kae Kwaad, Mezhan Kwaad, Kahlee Lah, Qurang Lah, Tsavong Lah, Ma'Shraid, Vua Rapuung, Shedao Shai, Taan, Tu Shoolb, Nen Yim.

Adventurers: Yuuzhan Vong society is divided into castes. Members of the intendant, priest, and shaper castes are often nobles and scoundrels, while members of the warrior caste are typically soldiers and scouts. The worker caste is made up of members of nearly any class, though the vast majority are nonheroic characters.

Due to their lack of connection to the Force, Yuuzhan Vong can never be Jedi.

Yuuzhan Vong Species Traits

Yuuzhan Vong share the following species traits:

Ability Modifiers: +2 Strength, –2 Wisdom. Yuuzhan Vong are powerfully built, but rash and quick to pass judgment.

Medium Size: As Medium creatures, Yuuzhan Vong have no special bonuses or penalties due to size.

Speed: Yuuzhan Vong base speed is 6 squares

Force Immunity: Yuuzhan Vong can't take the Force Sensitivity feat, can't make Use the Force checks, and never gain Force Points. In addition, they are immune to any Force effect that targets Will Defense (including Force powers and aspects of the Use the Force skill).

Technophobic: Yuuzhan Vong do not gain Weapon Proficiency (heavy weapons, pistols, or rifles) as starting feats at 1st level, even if their class normally grants them.

Weapon Familiarity: Yuuzhan Vong treat amphistaffs as simple weapons instead of exotic weapons.

Automatic Languages: Yuuzhan Vong.

Zeltron

Zeltrons are known throughout the galaxy for their hedonistic nature. Experiencing pleasure in its myriad forms is the lifetime pursuit of all Zeltrons. They are a fun-loving species, placing recreation before other, less worldly interests. Members of the species are found throughout the galaxy, for they enjoy traveling, meeting new people, indulging their passions, and experiencing new things.

Zeltrons are born with a latent empathy that allows them to sense the emotions of others. Though not ruled by the emotions of others, they can, over time, become inundated with negative feelings if they are surrounded by such sentiments for a prolonged period of time. For this reason, many Zeltrons are pacifistic, preferring peaceful negotiation to the destructive actions of combat. This is not to say that Zeltrons are incapable of defending themselves; their passion gives them a great capacity for violence when the situation warrants. Additionally, their physiology includes an ultra efficient metabolism which allows them to maintain peak body weight and muscle mass regardless of their culinary indulgences.

Personality: Zeltrons are almost universally friendly, jolly, and sociable. They love meeting and interacting with new people, visiting new places, and enjoying new experiences. They are benignly manipulative insofar as they strive to be uplifting.

Though their cheerful demeanor and easy smiles can make them seem flippant, Zeltrons can be very serious when the occasion demands it. They are especially concerned with the well-being of their friends and loved ones, and a sure-fire way to anger a Zeltron is to place his friends or family in danger.

Physical Description: Nearly all Zeltrons are considered to be attractive by human standards. Ugly Zeltrons are unheard of, and plain Zeltrons are rare. In addition to their inherent physical beauty, Zeltrons also possess skin tones and hair colors that vary from light pink to deep crimson.

Homeworld: Zeltros, a tranquil world in the Inner Rim.



Languages: Although Zeltrons have many ancient languages, they prefer to learn and speak Basic. Given their dealings with a variety of cultures, their speech is often littered with crosslingual idioms.

Example Names: Adriav, Arno, Bahb, Dani, Deliah, Froedi, Heigren, Impella, Jahn, Jahz, Jakira, Joi, Kainae, Kieral, Leonie, Maeve, Mahd, Marruc, Nerus, Opalica, Rahuhl, Rhajani, Sian, Soleil, Spenori, Tamair, Tanai, Trix, Welarem, Yahja.

Adventurers: Zeltrons have no preferred vocations, and Zeltron heroes can belong to any available class. Those who wish to become Jedi must learn to subdue their strong emotions.

Zeltron Species Traits

Zeltrons share the following species traits:

Ability Modifiers: +2 Charisma, –2 Wisdom. Zeltrons get along well with others, yet they are prone to fits of passion.

Medium Size: As Medium creatures, Zeltrons have no special bonuses or penalties due to size.

Speed: Zeltron base speed is 6 squares.

Empathy: Zeltrons add their Charisma bonus (if any) to Perception checks made to sense deception or sense influence (see page 70 of the Saga Edition core rulebook).

Pheromones: A Zeltron gains a +5 species bonus on Persuasion checks made to change the attitudes of other creatures (see page 71 of the Saga Edition core rulebook). This bonus does not apply to other Zeltrons, as Zeltrons are acclimated to each other's pheromones.

Automatic Languages: Basic.

"Never seen a Zeltron jealous before..."

-Bantha Rawk

Chapter II
Heroic Traits





This chapter provides players with information on creating Legacy era heroes. It presents new options for existing classes and new talents and feats specific to this era. This book assumes that the heroes are fighting for the cause of good against the tyranny of the Sith. The player characters might be agents of the Galactic Alliance, Jedi struggling to rebuild the Jedi Order, mercenaries living on the fringe, or even agents of the Empire loyal to deposed Emperor Roan Fel. One or more of them might be Imperial Knights—neither Jedi nor Sith, but trained Force-users nonetheless.

This chapter also provides rules for legacies. A legacy comes into play whenever a player decides to create a character with familial ties to one or more legendary characters from earlier eras in the *Star Wars* saga. For example, a player character descended from the Organa family may wish to take advantage of the legacy rules presented below.

Legacies

A legacy forms whenever great destinies pass from one generation to the next. As Master Yoda might say, one great individual does not a legacy make. Within the *Star Wars* saga, legacies are borne by families whose names are legendary: Skywalker, Solo, Organa, Antilles. A legacy lives or dies by the deeds of everyone who bears the family name.

Individuals with a family legacy can choose to live up to the ideals set by their forebears, endeavor to surpass their legendary ancestors, or escape the destinies laid before them. A legacy suggests a birthright that one can choose to embrace or discard. It can create instantaneous enemies or allies. It also invokes instantaneous respect or fear.

Many heroes and villains get by just fine without a family legacy to further define them, and a legacy does not necessarily make a character inherently more powerful. Adventuring groups will likely have a mix of characters—some with histories tied to characters from past eras, others with no such connections. If you choose to build a character around a legacy, then these rules are for you.

Choosing a Legacy

Once you decide that your character has a family legacy, you can either invent a new legacy that best serves your character, or you can adopt a legacy that already exists in the *Star Wars* milieu. Both options lead to great roleplaying opportunities. In either case, you need to take time to identify the key figures from earlier generations of your character's family—parents, grandparents, and so on—who made their mark on the galaxy. Then you need to determine the extent to which your character's destiny overlaps with theirs.

The easiest way to connect your character to a legacy is to adopt a known family name. The *Star Wars* saga is full of them, and you have access to virtually any name used in almost any era. If you've played campaigns set in earlier *Star Wars* eras, consider reusing the family name of one of your past characters, and build on that legacy.

Establishing connections to the past gives your character hooks around which the Gamemaster can hang adventures. For example, if your character descends from a legendary noble family, he or she can take advantage of longstanding family alliances. Conversely, your character might also need to contend with ancient blood feuds and rivalries.

Legacy and Lineage

By their very nature, legacies require a strong family association. The following guidelines will help you establish your character's legacy.

- Don't be afraid to connect your character's legacy to *Star Wars* characters from the movies and the Expanded Universe, but get your Gamemaster's permission before doing so. See the "Names of Legacy" sidebar for a list of good examples.
- Try to connect your family's legacy to some important event in the past. This event might be a space battle, a betrayal, an invasion, a death, or something else that could influence your character's actions in the present time period. The more dramatic the event, the more it can help define your character's personality.
- Create a brief family history, going back at least a generation or two. Figure out who your closest relatives are, and where they are now. Determine your attitude toward them and what they stand for.
- Think of an organization with which your family is associated, such as the Kilian Rangers or the Jedi Order. Maybe the organization owes your family a debt of gratitude, or vice versa. Also think about rival organizations and the underlying reason for their hostility toward your family.
- Determine your relationship to the other characters in your group, and how their own legacies might intertwine with your own current plans or past history.
- Consider taking the Legacy destiny (see below).

Gamemasters are encouraged to integrate legacies into the campaign by including allies and enemies tied to each character's legacy, and by allowing characters the opportunity to interact with members of organizations that have historical ties to their families.

Creating a Legacy Character

The rules for creating characters with legacies are tied to the destiny system, as presented in the Saga Edition core rulebook. Since the destiny system is considered optional, the Gamemaster must choose whether to include the rules for legacies or not. If you choose not to allow these rules in your campaign, you can still encourage your players to design characters from famous lineages, taking advantage of the story opportunities for legacy characters without using the game mechanics.

Names of Legacy

This list includes recurring names that appear throughout the *Star Wars* saga. A player might decide to choose a name with less widespread recognition—such as Jinn or Mothma. In some cultures, clan affiliations are more important and have survived for centuries.

Human
Antilles
Antares
Cracken
Darklighter
Dodonna
Draco
Fel
Fett
Farlander
Halcyon
Horn
Madine
Organa
Skywalker
Solo
Solusar
Tion
Whitesun
Yage

Bothan
Askar (clan)
Fey'lya
Ilya (clan)
Trey'lis

Gamorrean
Gakfedd (clan)
Klagg (clan)
Rogak (clan)

Mon Calamari
Ackbar
Gahan

Rodian
Bomu (clan)
Chattza (clan)
Chekkoo (clan)
Tetsu (clan)

Sullustan
Nep
Nunb

Twi'lek
Doneeta (clan)
Fortuna
Secura
Vao

Wookiee
-bacca (suffix)

When a player wishes to play a character with a legacy, he or she may choose the Legacy destiny (see next page). The Legacy destiny has its own benefits and drawbacks, as do all destinies, but characters with the Legacy destiny also gain access to a special use for Destiny Points. When a player selects the Legacy destiny for her character, he or she must choose a legacy from the list of sample legacies presented below (see "Sample Legacy Destinies," page 22) or work with the Gamemaster to create a new legacy with its own mechanical benefits and drawbacks (see the "Creating Your Own Legacies" sidebar, page 23). Gamemasters have final say as to whether or not a given character can choose a particular legacy based on the needs of the campaign.

Many legacy effects allow you to spend a Destiny Point to get a 20 on a skill check without having to roll; this is not considered a "natural 20" for the purposes of any other effect, such as regaining Force powers or starship maneuvers (as per the starship maneuver rules in *Starships of the Galaxy*).

Destinies

Chapter 7 of the Saga Edition core rulebook presents optional rules for destinies. Gamemasters running Legacy era campaigns are encouraged to use these rules in their games.

The Legacy Destiny

This book introduces a new kind of destiny: the Legacy destiny. The same rules that apply to all destinies (see pages 112–115 of the Saga Edition core rulebook) also apply to the Legacy destiny. In addition, there are some special bonuses and penalties that apply as well, depending on whether your character chooses to embrace his legacy or deny it.

Unlike other destinies, a Legacy destiny does not grant permanent benefits once the destiny is fulfilled. Instead, a character with the Legacy destiny gains a special benefit whenever he or she spends a Destiny Point; the exact benefit depends on the character's legacy (see "Sample Legacy Destinies" on the next page).

Famous Legacies vs. Canon

One big advantage of playing in the Legacy era is that players can play heroes belonging to famous families. However, some Gamemasters (and players, too) might get hung up on the fact that certain characters in the *Legacy* comics already "carry the torch" for particular families (such as Cade Skywalker and Roan Fel). Sticklers for continuity might be reluctant to allow characters access to these legacies for fear of bringing their campaigns into conflict with official canon stories. Gamemasters are urged to let players choose legacies as they wish, heedless of canon. As Cade Skywalker blasts his way across the galaxy, there's no reason why a player cannot also play a member of the Skywalker family, provided the player can work with the Gamemaster to devise a compatible background for his or her character.

One important thing for Gamemasters and players to remember is that being a descendant of a famous character from *Star Wars* history does not always mean being a *direct* descendant. A character with the Solo legacy might be descended from a distant branch of the Solo family tree, with closer ties to Thrackan Sal-Solo than Han Solo, for instance. Since the Legacy era is far forward in *Star Wars* continuity, a hero might be several branches removed from his or her famous ancestors. As long as the player can come up with an interesting reason for his character to have a particular legacy, the Gamemaster should consider allowing it to pass without worrying too much about fitting it into established continuity. In the end, the player will feel like he or she is truly playing a hero of the *Star Wars* universe.

Jedi of the Halcyon legacy have their own traditions.



Embracing Your Legacy

If you embrace your legacy, you must take actions that further your family's cause, beliefs, or organization. This might be through promoting a belief system, keeping an organization intact and viable, or even directly carrying out stated tasks or orders. An example of this legacy would be to uphold the ideals of the Jedi Order as previous generations of your family have done.

Destiny Bonus: When a character completes a goal or performs an act worthy of his family's legacy, he gains a +2 destiny bonus to a single attack roll or skill check of his choice made in the next 24 hours.

Destiny Penalty: When a character does something unworthy of his family's legacy, he takes a –2 penalty on his first attack roll in any given encounter for the next 24 hours.

Denying Your Legacy

If you deny your legacy, you must select actions that fly in the face of an ancestor's cause, beliefs, or organization. You only gain bonuses when actively working against your legacy or making a conscious effort to walk away from an action that would advance your legacy. An example of this destiny would be Cade Skywalker's early efforts to shun the path of the Jedi.

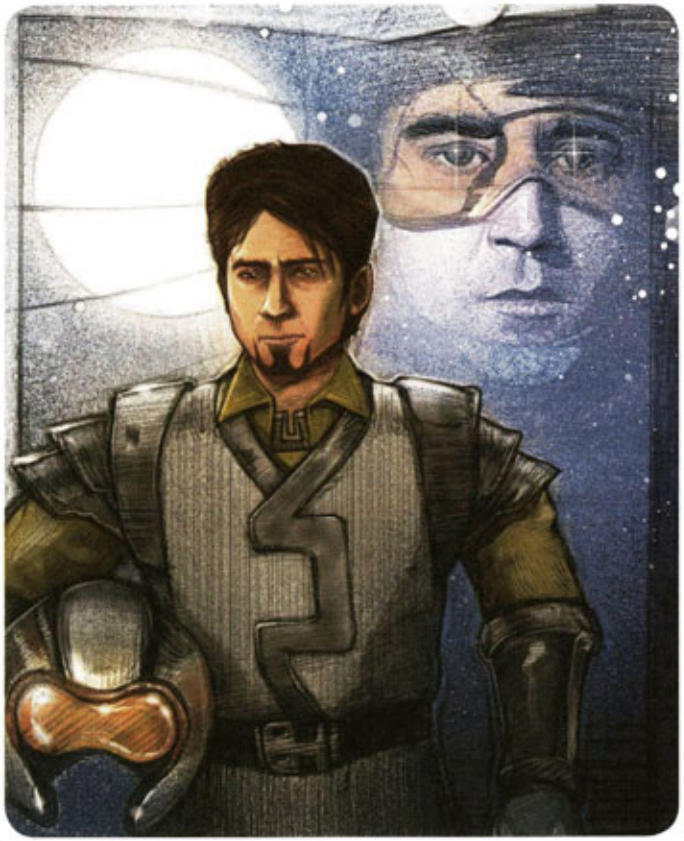
Destiny Bonus: When a character performs an act unworthy of his family's legacy, he gains a +2 destiny bonus to a single attack roll or skill check of his choice made in the next 24 hours.

Destiny Penalty: When a character completes a goal or performs an act worthy of his family's legacy, he takes a –2 penalty on his first attack roll in any given encounter for the next 24 hours.

Switching between Embracing and Denying Your Legacy

Circumstances might conspire to change a hero's outlook regarding his family legacy. Such a dramatic shift in attitude could be a climactic moment in a campaign or adventure, sending the hero off in a completely different direction, possibly turning enemies into allies and vice versa. Once switched, a hero is unlikely to return to his or her original path, and should be discouraged from doing so. A character who switches from embracing his legacy to denying it, or vice versa, suffers the following effects for the next 24 hours:

- The character does not gain the benefit of morale or insight bonuses, including those granted by talents and feats.
- The character cannot reroll skill checks or attack rolls, regardless of whether the reroll is granted by a talent, feat, species trait, or any other source.



HEIR TO THE ANTILLES LEGACY.

Using the Legacy Destiny

A hero fated to uphold a family legacy might refuse to acknowledge it and, by his actions, undermine it. Conversely, a character who has sworn to deny his family's legacy might be driven to perform acts in keeping with the greatest deeds of his ancestors. From a character development and plot standpoint, the resulting tension and conflict can be very dramatic. However, the legacy mechanic is structured in a way that penalizes and deters players from taking such actions.

If a player character wishes to fight against a legacy mainly for character development or plot purposes, and the Gamemaster does not wish to constantly penalize the character for good roleplaying, the GM may apply the bonuses and penalties only at dramatic or climactic points in an adventure, ignoring them during smaller encounters.

Sample Legacy Destinies

The following legacies have been popularized in *Star Wars* films, novels, and comics and are available to player characters who choose the Legacy destiny.

Ackbar Legacy

You are a descendant of Admiral Ackbar, one of the most famous leaders of the Rebel Alliance. Your family has a tradition of military leadership and benevolence.

Prerequisite: Mon Calamari.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double any insight, morale, or competence bonus you grant as a part of a talent or other special ability.

Antilles Legacy

You are a descendant of Wedge Antilles, Rogue Squadron pilot and military leader of the New Republic. Your family has a tradition of military service and is renowned for its piloting skills. The Antilles family is also a Corellian family, known for both its loyalty and fierce independence.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Pilot check as though you had rolled a 20 on the check.

Darklighter Legacy

You are a descendant of the Darklighter family, the famous family from Tatooine that produced such heroes as Biggs and Gavin Darklighter. Your family has served proudly in the Imperial Navy and in the Rebel Alliance, and is renowned for both its piloting skill and its dedication to a cause.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically negate an attack against an adjacent ally or allied vehicle.

Droid Legacy

You are a droid that has been around the galaxy for some time. You may be a famous droid from past eras that has had its memory wiped, or you may be a rebuilt droid that was nearly destroyed in the past. In any event, you are a droid with a history and a reputation.

Prerequisite: Droid.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Knowledge check as though you had rolled a 20 on the check.

Fel Legacy

You are a descendant of Baron Soontir Fel, former Imperial Pilot and loyal subject of the Empire of the Hand, and a relative of the current Emperor-in-exile, Roan Fel.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to grant all allies within your line of sight a +5 Destiny bonus to Will Defense until the end of the encounter.

Fett Legacy

You are a descendant of Boba Fett, notorious bounty hunter and the leader of the Mandalorian people, or another famous member of his clan. Your family (in this case, the Fett Clan) is known for its skill in battle and its ruthlessness, as well as its efforts to restore the Mandalorian people to greatness.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action. For the rest of the encounter, you score a critical hit on a natural roll of 19 or 20.

Fey'lya Legacy

You are a descendant of Borsk Fey'lya, a politician in the New Republic and a shrewd leader. Your family is renowned for its skill in the arena of politics, as well as its cunning in all social matters.

Prerequisite: Bothan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Persuasion check as though you had rolled a 20 on the check.

Halcyon/Horn Legacy

You are a descendant of Corran Horn, a Corellian police officer-turned-Jedi, as well as the famous Jedi Keiran Halcyon. Your family is known for its skill with mind-affecting Force powers as well as its investigative skills, not to mention its long-standing association with the fringe thanks to your ancestor Mirax Terrik. Your family is also a Corellian family that holds many of the Corellian Jedi traditions.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat any skill check made to activate a mind-affecting effect as though you had rolled a 20 on the check.

Creating Your Own Legacies

The sample legacies presented in this chapter is far from exhaustive, and Gamemasters might wish to create their own legacies to fit the needs of heroes in their campaigns. Creating a new legacy is not a precise exercise, but the following steps should make it easy for Gamemasters to create new legacies with balanced mechanics.

Pick a Lineage: The first step in creating a legacy is determining the family upon which the legacy rests. Typically, a legacy should hearken back to an important figure in *Star Wars* lore, such as a major character in a comic book, novel, film, or video game. However, Gamemasters should feel free to create destinies for popular characters from past campaigns, or even heroes from previous adventures set in past eras. Some players will enjoy playing heroes descended from previous characters and may associate more strongly with a previous character's legacy because of their intimate familiarity with that character's deeds.

Consider Legacy Restrictions: A legacy might have some restrictions on who can choose it. Only species restrictions apply to the legacies presented in this chapter, and Gamemasters are cautioned not to apply any more restrictions than necessary.

Create a Destiny Point Use: The most important aspect of the legacy mechanic is the new use for Destiny Points. Each legacy allows one new use for a Destiny Point, which should be unique to that legacy. Choosing a Destiny Point mechanic can be tricky, but the mechanic should be close in power and function to the ones presented in this chapter. Some examples of applicable mechanics are those that grant automatic high rolls on attack rolls and skill checks, those that negate the devastating effects of other characters, and those that let the hero do something beyond what they otherwise accomplish. Additionally, the Destiny Point mechanic should be something appropriate to the legacy; for example, legacies of characters who are renowned pilots grant automatic high rolls on Pilot checks, while powerful Force-users gain automatic high rolls on Use the Force checks.

Koon Legacy
You are a descendant of Plo Koon, a Kel Dor Jedi Master who fought valiantly in the Clone Wars and served on the Jedi Council. Your family is known for its skill with the Force, as well as its dedication to the Jedi Order.

Prerequisite: Kel Dor.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Use the Force check as though you had rolled a 20 on the check.

Koth Legacy
You are a descendant of Eeth Koth, a Zabrak Jedi Master who served on the Jedi Council in the days of Anakin Skywalker's training. Your family is known for its ability to endure great hardships and to fight well beyond when most others would have given up.

Prerequisite: Zabrak.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to not move down the condition track as a result of an attack for the remainder of the encounter.

Mundi Legacy
You are a descendant of Ki-Adi-Mundi, a member of the Jedi Council who fought and died during the Clone Wars. Your family is known for its combat prowess as well as its penchant for logic and discourse.

Prerequisite: Cerean.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Perception check as though you had rolled a 20 on the check.

Nadon Legacy
You are a descendant of Momaw Nadon, an Ithorian scientist who was exiled during the height of Palpatine's Empire. Your family is renowned for its scientific and medical skills, but the shadow of your ancestor's shame hangs long over your head. Only Ithorians may have this legacy.

Prerequisite: Ithorian.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Treat Injury check as though you had rolled a 20 on the check.

Nunb Legacy
You are a descendant of Nien Nunb, Lando Calrissian's copilot at the Battle of Endor. Your family is well known for its piloting skills as well as its contributions to freeing the galaxy from oppression. You may also be related to the famous Rogue Squadron pilot, Aril Nunb.

Prerequisite: Sullustan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Pilot check as though you had rolled a 20 on the check.

Organa Legacy
You are a descendant of Bail Organa, the Senator from Alderaan who helped found the Rebel Alliance. Your family is known for its stalwart dedication to peace and freedom, and for its history as one of the most famous noble houses in the galaxy. Since the House of Organa was destroyed along with the rest of Alderaan, you are likely one of the few people alive with the Organa name.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Persuasion check as though you had rolled a 20 on the check.

Qel-Droma Legacy
You are a descendant of the famous Qel-Droma family of Jedi, with such distinguished ancestors as Ulic, Cay, and Duron Qel-Droma. Your family is known for its strength in the Force and its ability to put itself at the center of galaxy-shaking events.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double the results of Force Point rolls added to attacks or skill checks you make until the end of the encounter.

Secura Legacy
You are a descendant of the Twi'lek Jedi Aayla Secura, who fought on the side of the Republic throughout the Clone Wars. Your family is known for combat prowess, as well as its impulsive and mercurial clan members.

Prerequisite: Twi'lek.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to increase your speed by +2 squares until the end of the encounter.

Skywalker Legacy
You are a descendant of Anakin and Luke Skywalker, two of the most famous beings in the galaxy. Your family is known for its strong connection to the Force, as well as its skill with spacecraft and other piloted vehicles.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Use the Force check as though you had rolled a 20 on the check.

Solo Legacy

You are a descendant of Han Solo, the smuggler and general in the Rebel Alliance who helped free the galaxy from Imperial oppression. Your family is known for its recklessness and grit, as well as its connections to the fringe. Your family is also Corellian, bringing with it the same spirit of independence that all Corellians share.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Mechanics check as though you had rolled a 20 on the check.

Sunrider Legacy

You are a descendant of Nomi Sunrider, a powerful Jedi from the days of the Old Republic who fought in the Great Sith War. Your ancestors' accomplishments are standard lessons in the Jedi Order.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to grant all allies within your line of sight a number of bonus hit points equal to 15 + your Charisma bonus (minimum +1) until the end of the encounter.

Tarpals Legacy

You are a descendant of Captain Tarpals, the Gungan who fought alongside the Jedi to liberate Naboo from the Trade Federation. Your family is renowned for its dedication to the Gungan people, as well as its bravery and willingness to fight for freedom.

Prerequisite: Gungan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically remove any mind-affecting effects currently affecting you and gain a +5 destiny bonus to your Will Defense against mind-affecting effects until the end of the encounter.

Tetsu Legacy

You are a descendant of Greedo, the notorious bounty hunter, and a member of the Tetsu clan. Your family is known for its aggressive pursuit of prey, as well as its arrogance and overbearing.

Prerequisite: Rodian.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Survival check as though you had rolled a 20 on the check.

Vao Legacy

You are a descendant of Mission Vao, a Twi'lek who fought alongside the amnesiac Darth Revan during the days of the Jedi Civil War. Your family (and clan) is renowned for its pluck and survivability, as well as its loyalty and devotion to its allies.

Prerequisite: Twi'lek.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to regain all of your hit points, but you take a –2 penalty on attack rolls and skill checks for the rest of the encounter.

Other Destinies

In addition to the Legacy destiny, the six sample destinies presented in the Saga Edition core rulebook (pages 113–115) are also well-suited to the Legacy era, as demonstrated here.

Corruption

This destiny requires you to corrupt another person, an organization, or yourself. In the Legacy era, opportunities for corruption are more often on a personal scale than an organizational one. The new Sith might attempt to corrupt a surviving Jedi into joining the dark side. An individual isolated by losses in the war between the Galactic Alliance and the Empire might be corrupted into joining a pirate or criminal organization.

Destruction

This destiny requires you to destroy a specific object or person. A member of the fragmented Galactic Alliance might target a specific Imperial ship or commander involved in a previous battle against them. The Yuuzhan Vong could target the Sith in retaliation for sabotaging their terraforming efforts. A Jedi or Imperial Knight might seek to destroy a specific Sith Lord.

Discovery

This destiny requires you to find a location, person, or item. If you are a Jedi, you might seek out other Jedi in hiding after the massacre at Ossus. Scouts working for the Galactic Alliance or the Sith might try to uncover Emperor Fel's military plans, especially after he takes control of Bastion. Galactic Alliance agents might seek out resources or reinforcements.

Education

You are to train an individual or members of an organization whose acts will ultimately impact many lives. A Jedi might train a new Padawan to help rebuild the shattered Jedi Order. A soldier might recruit elite personnel for the Galactic Alliance fleet.

Redemption

You seek to redeem yourself or another person. You might convince one of the new Sith to abandon their dark ways, or inspire an Imperial Knight to join the Jedi Order. You might convince an Imperial officer to defect to the Galactic Alliance.

Rescue

You must free a person from incarceration or save them from certain destruction. You might try to save the remaining Galactic Alliance fleet from destruction by the Empire. You might rescue a captured Jedi before he's turned over to the Sith. You might work to reverse the effects of the botched Yuuzhan Vong terraforming operation.

New Talents for Heroic Classes

Each of the heroic classes from the Saga Edition core rulebook is presented here as it relates to the Legacy era. Each class features new talents, some added to existing talent trees and others forming entirely new trees. These talents can also be used in other eras, subject to the Gamemaster's approval.

Jedi

Not since the Dark Times have the Jedi been so reduced in power, stature, and numbers. While the Jedi Order never regained the size or strength it had during the Old Republic, it became an influential force during the years of the New Republic and the Galactic Alliance, with the Skywalker line providing much-needed leadership. Ultimately, the Order could not foresee or prevent the return of the Sith, and was not strong enough to withstand their onslaught.

The war between the Empire and the Galactic Alliance decimates the Jedi. They are driven from their temple on Coruscant and lose many of their numbers in a massacre at the Jedi Academy on Ossus. Kol Skywalker is killed, and many presume that his son, Cade, is killed as well. A few disheartened Jedi and Padawans escape the carnage and scatter throughout the galaxy, forced into hiding by the Sith and their Empire. A few, especially those Jedi Sentinels who hold themselves responsible failing to detect and stop the Sith years before, now hunt the Sith personally.

Throughout most of the galaxy, the Jedi find themselves hunted much like they were during the Dark Times. The Sith track them mercilessly, and their Empire has standing bounties on all Jedi, with enough credits to draw the attention of every major bounty hunter. Emperor Roan Fel and his supporters do not regard the Jedi as allies, nor do they actively seek their destruction. The Galactic Alliance might regard the Jedi as allies, were they to become more influential in the war.

During this time, most of the Jedi are in hiding. Some train new apprentices, but most have gone underground to avoid Sith assassins and the bounty hunters. A small number still move throughout the galaxy, seeking a rallying point or individual to unite them. Unfortunately, any gathering of Jedi tends to attract the attention of the Sith, who swiftly descend on them.

Jedi characters are likely to be operating independently during this era. In the absence of a Jedi Master or Jedi High Council, they must rely on their own wisdom and strength to keep from falling to the dark side. There is no central support structure, financially or culturally. They may seek out other Jedi when the need arises, although locating them or convincing them to join a particular course of action is uncertain at best. Many Jedi feel as though the galaxy has forgotten them, or regards them as ineffective or dangerous to have around. Those in hiding remain active in their local areas, although the wise ones keep a low profile.

Jedi players in the Legacy era have the opportunity to become an Imperial Knight. Talents and abilities specific to the Imperial Knights are found in Chapter 3: Prestige Classes. While Imperial Knights use the Force as well as some Jedi, the Sith regard them as inferior to the Jedi and themselves. Although the Imperial Knights use the similar tools as the Jedi, their philosophy is different: They place their duty to the Emperor and the Empire above their duties to the general populace.

Jedi legacies often feature significant family ties or lineages, passed from one generation to the next as the Order has developed since the fall of Emperor Palpatine. Jedi characters might have ancestors who followed the dark path, the light path, or both. They might also have family among the Imperial Knights.

New Jedi Talents

The following talents are intended for Jedi.

New Jedi Consular Talents

The following new talents expand the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Consular talent tree can choose these talents as well.

Aggressive Negotiator: Whenever you damage an opponent with a lightsaber attack, you can take 10 on any Persuasion checks you make before the end of your next turn, even if you would not normally be able to.

Prerequisite: Adept Negotiator.

Consular's Wisdom: Once per encounter as a swift action, you can choose one ally within your line of sight that can hear and understand you. Until the end of the encounter, that ally adds your Wisdom bonus to its Will Defense against mind-affecting effects.

Prerequisite: Adept Negotiator.

Entreat Aid: Once per turn as a swift action, you can spend a Force Point to let one adjacent ally use the aid another action (as a reaction) to assist you with a skill check. You must make the skill check before the end of your turn, or the benefit of the aid another action is lost. An ally that has already used the aid another action to assist you since the end of your last turn may not be targeted by this talent.

New Jedi Guardian Talent

The following new talent expands the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Guardian talent tree can choose this talent as well.

Defensive Acuity: When you take the fight defensively action, you deal +1 die of damage with lightsaber attacks and gain a +2 circumstance bonus on Use the Force checks made to negate an attack with the Block or Deflect talents. These benefits last until the end of your next turn.

New Jedi Sentinel Talent

The following new talent expands the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Dark Side Bane: When you use a damage-dealing Force power against a creature with a Dark Side Score of 1 or higher, you deal extra damage on a hit equal to your Charisma bonus (minimum +1).

Prerequisite: Dark Side Sense.

New Lightsaber Combat Talents

The following new talents expand the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook). Any character who can choose talents from the Lightsaber Combat talent tree can choose these talents as well.

Cortosis Gauntlet Block: You have received additional training in the use of cortosis gauntlets (see page 183). You can use the Block talent, even when not armed with a lightsaber, provided you are wearing a cortosis gauntlet. If you successfully block an attack with a lightsaber while wearing a cortosis gauntlet, the attacking lightsaber is deactivated.

Prerequisites: Armor Proficiency (light, medium).

Precision: As a standard action, you can make a melee attack with a lightsaber against an adjacent opponent. If the attack hits, it deals normal damage and also reduces the target's speed to 2 squares until the end of your next turn.

Noble

For nobles, the Legacy era is a time of change. Some nobles serving as administrators in the Galactic Alliance soon find themselves unemployed after their Imperial masters eliminate redundant or unwanted positions and services, and noble families that were heavily allied with the Galactic Alliance suddenly find their political power much reduced and their economic fortunes reversed. Some of the nobles who retain their positions and status discover that the expectations of the new system under the Empire run counter to their own moral views.

As in prior times of great change, many displaced nobles find themselves pushed into the fringes of society. Some discover their talents are of use on backwater planets governed by lesser political powers or powerful crime lords, while others become crime lords themselves. A few nobles with higher moral values can be found in the Imperial Mission, guiding its "Victory Without War" campaign. Unfortunately, even this high-minded effort is corrupted by the Sith in the years after their takeover, and put to evil purposes.

With much of the galaxy still at war with itself, nobles specializing in leadership and military command find their services in high demand. Competent leaders are especially valued in the dwindling Galactic Alliance forces. Likewise, Emperor Fel's supporters seek loyal leaders, even if they are not the most highly skilled in the galaxy.

Noble characters can draw on a variety of legacy ideas. They might belong to well known noble house. They might carry on the family's support of a specific megacorporation. Less scrupulous individuals might be members of an ancient crime family. Military or law enforcement heroes might serve the same unit or locale as their parents or siblings. Dedication to these legacies often brings nobles a degree of respect or power right from the start of their careers.

New Noble Talents

The following talents are intended for nobles.

PROVOCATEUR TALENT TREE

As a provocateur, you specialize in turning your enemies against one another, giving your allies the advantage. This is accomplished through a combination of gaining an enemy's confidence, making careful use of deception, and coordinating your allies' attacks. The talents in this tree may be taken by the Charlatan prestige class (*Scum and Villainy*, page 30).

Cast Suspicion: As a swift action, you can select one enemy within your line of sight. That enemy loses all morale and insight bonuses on attack rolls and cannot be aided (using the aid another action) by its allies until the end of your next turn.

Distress to Discord: You encourage your allies to sow discord among your enemies by fighting with renewed vigor. Whenever an ally within your line of sight takes its second wind, all enemies within 2 squares of that ally lose their Dexterity bonuses to Reflex Defense until the end of your next turn.

Friend or Foe: Whenever an ally within your line of sight is missed by a ranged attack, you can (as a reaction, once per turn) designate one enemy adjacent to that ally. Compare the attack roll of the missed attack to the Reflex Defense of that enemy; if the attack would hit, the attack targets that enemy and is resolved as normal.

Prerequisite: Cast Suspicion.

Seize the Moment: Once per turn as a reaction, when an enemy is reduced to 0 hit points or is moved down the condition track by any means, you allow one ally within your line of sight to take its second wind immediately (as a free action). Furthermore, when your ally takes its second wind, it regains a number of additional hit points equal to your class level.

Prerequisite: Distress to Discord.



A NAGAI PROVOCATEUR

Stolen Advantage: Whenever an enemy within your line of sight uses the aid another action to grant one of its allies a bonus, you can (as a reaction) designate one ally within your line of sight. The enemy automatically fails to aid its ally, and the ally you designate gains a +2 bonus on its next attack roll made before the end of your next turn.

Prerequisite: Cast Suspicion.

True Betrayal: As a standard action, make a Persuasion check against the Will Defense of one enemy within your line of sight that can hear and understand you. If your check result equals or exceeds the target's Will Defense, that target immediately makes an attack (as a free action) against another target of your choice. This can be a melee attack against an adjacent target or a ranged attack against a target within the attacker's point-blank range.

The target gets a +5 bonus to its Will Defense if it is higher level than you. This is a mind-affecting effect.

Prerequisite: Cast Suspicion, Friend or Foe.

SCOUNDREL

With any great upheaval comes the opportunity for glory or profit. In the Legacy era, scoundrels come from all walks of life. Some are born on harsh worlds with rampant crime and injustice, while others become scoundrels after losing everything in the war. In the Legacy era, times are extraordinarily tough. The ranks of the underworld swell with those seeking to escape the Sith and their resurgent Empire. Many criminal organizations are eager to take advantage of such unfortunate individuals, offering them money instead of hope.

Scoundrels must earn credits to survive, just like everyone else. Many end up working for an individual crime lord or far-reaching criminal syndicate. Less cunning scoundrels quickly find themselves indebted, or possibly even indentured, to their benefactor. Escape is difficult, given the bounty hunters most criminal organizations keep in their employ.

Not all scoundrels are career criminals. Some are anarchists or revolutionaries who support the Galactic Alliance fleet or other outlawed causes and organizations. These rare scoundrels place "the cause" above their own ambitions—an uncommon trait among their kind, to be sure.

Scoundrel legacies are often tied to a harsh world, a renowned ship, an underworld organization, or a notorious crime family, but their individualistic natures make them less likely than other classes to remain beholden to a specific ideal, leader, or group. In fact, scoundrels often deny their legacies, determined to pursue their own goals and protect their own lives.

New Scoundrel Talents

The following talents are intended for scoundrels.

New Misfortune Talents

The following new talents expand the Misfortune talent tree (see page 46 of the Saga Edition core rulebook). Any character who can normally choose talents from the Misfortune talent tree can choose these talents as well.

Seducer: You excel at seduction through deception. If you fail a Persuasion check to change a target's attitude (see page 71 of the Saga Edition core rulebook), you can immediately reroll the check using your Deception skill in lieu of your Persuasion skill. You must accept the result of the reroll, even if it's lower.

Seize Object: Once per encounter as a move action, you can attempt to seize a held, carried, or worn object from an adjacent target by making a Disarm attack, with a +10 bonus on your attack roll. If the attack succeeds, you are now holding the object. You must have a free hand with which to grab the object, and you cannot use this talent in place of the disarm action. You cannot conceal the use of this talent from the target.

YUUZHAN VONG BIOTECH TALENT TREE

Yuuzhan Vong biotechnology remains available in some parts of the galaxy, although its legality is dubious. You have become specialized in its manipulation.

Biotech Adept: You can reroll any Knowledge (life sciences) or Treat Injury check made to use or repair biotech devices and weapons, but you must keep the second result, even if it is worse.

Bugbite: You deal +1 die of damage on attacks made with razor bugs and thud bugs.

Curved Throw: You can spend a swift action to ignore cover (but not total cover) with your next attack with a thud bug or a razor bug made before the end of your turn.

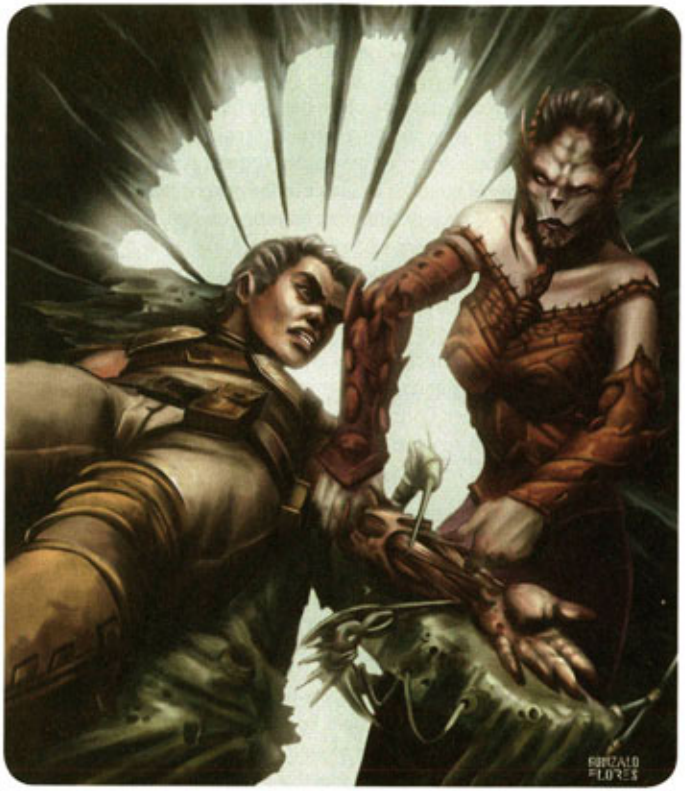
Prerequisites: Bugbite.

Surprising Weapons: Whenever you successfully hit an enemy with an amphistaff, thud bug, or razor bug, and your attack roll also exceeds the target's Will Defense, that target is considered flat-footed against you until the end of your next turn.

Veiled Biotech: You gain a +10 competence bonus on Deception and Stealth checks made to conceal any biotechnology or any biotech implants you possess. Additionally, you may draw a concealed biotech item or weapon as a swift action instead of a standard action; if you then make an attack with that biotech weapon before the end of your turn, your opponent loses its Dexterity bonus to Reflex Defense against the first attack you make with that weapon.

Prerequisites: Trained in Stealth.

A Shaper installs a biotech replacement arm.



Scout

Scouts are in high demand throughout the Legacy era. The Alliance Remnant relies on them to seek out new resources to sustain the war effort, as well as for reconnaissance against Imperial strategic and military targets. Emperor Fel's forces require scouts for exactly the same reasons in their war against the Sith-backed Empire. In fact, the two groups regularly seek out and compete for the same targets. The Sith employs scouts to hunt down their enemies, including Emperor Fel and his military allies, the Alliance Remnant, defecting commanders, and, most importantly, the remaining Jedi.

Some scouts work with the military proper, while others become involved in covert operations. Alliances shift quickly with the changing galactic situation. The creation and insertion of double agents has become a significant tool in the arsenal of all major players. Double agents are a particular problem between the Sith-ruled Galactic Empire and Emperor Fel's Imperial loyalists, since their tactics and codes are virtually identical. The Galactic Alliance also makes effective use of double agents, especially in the procurement of foodstuffs, medicine, raw materials, ships, and intelligence.

Double agents are as likely to be found in the criminal underworld as in political or military structures. Crime lords are certainly not above paying off the underlings of their rivals to gain a significant advantage.

Members of the scout class are often bounty hunters in the early stages of their careers. Rather than scouting terrain or regions of space, they focus on tracking down people and their associated organizations and allies. With the extensive number of bounties available in the galaxy, this is an expanding career in the fringes of society. Standing bounties on Jedi, Imperial Knights, Emperor Fel's forces, members of the Galactic Alliance, and troublesome crime lords attract a lot of attention and promise a lot of credits.

Scout legacies are often tied to a specific planet or region of space, where scouts of a specific family or organization know the locale intimately. Like soldiers, some may be dedicated to certain military units. Less common are deep space scouting units or organizations, dedicated to probing the Unknown Regions or Deep Core for new worlds and hyperspace routes. The work is dangerous and requires operating far from known space, but the monetary and personal rewards can ultimately be substantial.

New Scout Talents

The following talents are intended for scouts.

VERSATILITY TALENT TREE

You are known for your ability to adapt to any situation, heedless of adversity.

Adapt and Survive: When an enemy within 24 squares of you and in your line of sight receives a morale or insight bonus of any kind, you also gain the benefits of that bonus until the end of your next turn.

Defensive Protection: You can spend a Force Point as a reaction and add the results of the Force Point roll to any one of your defenses, or to one of the defenses of an adjacent ally. This bonus lasts until the beginning of your next turn.

Quick on Your Feet: Once per encounter, you may move up to your speed as reaction.

Ready and Willing: When you ready an action, you can choose at any time before the start of your next turn to take your readied action at the end of the current turn, after the acting creature, droid, or vehicle completes its action.

Unbalancing Adaptation: When you use the Adapt and Survive talent, you also deny the bonus that triggered the talent to one enemy within your line of sight.

Prerequisite: Adapt and Survive.

Soldier

The Legacy era is a time of war and conflict. Soldiers are in high demand. Both Darth Krayt's Empire and Roan Fel's Empire use them in their continuing struggle for galactic dominance. The Galactic Alliance is in desperate need of soldiers as well, just to keep it in the fight. Even the underworld requires competent fighters for use as muscle and security.

These days, the average soldier finds his loyalties tested like never before. Soldiers who once fought for the Galactic Alliance might find themselves indoctrinated into the Imperial war machine after the surrender of Galactic Alliance forces at the Battle of Caamas. To make matters worse, they soon discover that the new Imperial forces are, in fact, led by evil and cruel Sith commanders. Seemingly loyal Imperial commanders might suddenly defect to Emperor Fel's forces. Soldiers who once served the Empire might abandon their tyrannical masters and seek out Admiral Stazi's Core Fleet, determined to fight for freedom and democracy.

Thanks to the evolving governmental changes and shifting alliances, much of the galaxy has become tough, violent, and dangerous. Corporations, though less powerful than in previous eras, require security for their facilities. Nobles and powerful governmental officials employ personal bodyguards, support private militias, and set up extensive security services to protect their investments and themselves. Mercenary groups are on the rise, often made up of Galactic Alliance or Imperial deserters. They now sell their services to the highest bidder. Criminal syndicates and pirate gangs lay claim to disputed space and forsaken worlds, relying on soldiers to keep what they have stolen and drive away the competition. All of these organizations are looking for soldiers to fill their ranks.

Soldier legacies are commonly tied to specific fighting units, with generations of soldiers serving in the units of their parents. The legacy of the unit may become the legacy of the soldier. These units could be rank-and-file infantry units, special operations task forces, or famed starfighter squadrons. Some soldiers might serve as bodyguards or in the security forces of the same noble family for generations.

New Soldier Talents

The following talents are intended for soldiers.

BRUTE SQUAD TALENT TREE

Your brutal fighting techniques give you an upper hand when operating in small groups.

Gang Leader: Once per encounter, when you make a Persuasion check to intimidate, you gain a +1 bonus on the check for every ally within 6 squares of you and in the target's line of sight (maximum +5 bonus).

Melee Assault: When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the attack deals +1 die of damage and the target is knocked prone.

Melee Brute: When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the target's speed is reduced by 2 squares and it takes a –2 penalty to its Reflex Defense until the end of your next turn.

Melee Opportunist: Once per encounter, when an ally makes a successful melee attack against a target adjacent to you, you can make a melee attack against that target as a reaction, with a +2 bonus on the attack roll.

Squad Brutality: When you succeed on a melee attack against a target that has one or more of your allies adjacent to it, you may reroll your damage roll, taking the better result.

Squad Superiority: Whenever you and at least two allies are adjacent to the same target, that target is considered flat-footed against you.

New Brawler Talents

The following new talent expands the Brawler talent tree (see page 52 of the Saga Edition core rulebook). Any character who can normally choose talents from the Brawler talent tree can choose this talent as well.

Grabber: You do not take a –5 penalty when using the grab action (see page 152 of the Saga Edition core rulebook).

Hammerblow: If you are unarmed and holding no items, you double your Strength bonus on unarmed attack rolls.

Strong Grab: When you successfully grab an opponent, they must use a full-round action instead of a standard action to break the grab.

New Weapon Specialist Talent

The following new talent expands the Weapon Specialist talent tree (see page 53 of the Saga Edition core rulebook). Any character who can normally choose talents from the Weapon Specialist talent tree can choose this talent as well.

Improved Suppression Fire: When you successfully suppress an enemy using the aid another action (see page 151 of the Saga Edition core rulebook), that enemy takes a –5 penalty on its attack rolls until the start of your next turn. When targeting an area with an autofire weapon, each enemy in the attack area takes a –2 penalty on its attack rolls until the start of your next turn, regardless of whether your attack hits.

Skills

Skills in the *Star Wars Roleplaying Game* have a broad range of applications. Below are new uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.

Mechanics

With the introduction of Yuuzhan Vong biotechnology into the mainstream knowledge base, and thanks to the Yuuzhan Vong war and subsequent terraforming attempts, many have learned how to operate and maintain basic biotechnology. Advanced manipulation requires certain feats or talents found elsewhere in this book.

Biotech Adaptation (trained only, requires tool kit): You can use the Mechanics skill to create mechanical connections to a particular biotech device. When you use this application of the Mechanics skill, you can perform one of the following actions:

Graft Technology: You can take sensors, communications equipment, and tiny computers onto a biotech device. You must spend 1 hour and make a DC 25 Mechanics check to do so. Once you have, you may treat the biotech device as a normal (non-biotech) device of the same type for the purposes of the Mechanics and the Use Computer skill. For example, if you have a villip (effectively a comlink with the biotech template), you may use this skill to graft technology onto the villip. From that point on, you can apply any use of the Mechanics skill or the Use Computer skill on that device as if it was a normal comlink. You may not use the Tech Specialist feat on a biotech device, even if it has been grafted with technology (you must use the Biotech Specialist feat instead).

Mechanical Enhancements: You can mechanically enhance a biotech device or vehicle, effectively connecting another device to that piece of biotech. You must spend 1 hour and make a DC 30 Mechanics check to do so. Once you have, you effectively treat the biotech device as though it also has the traits of the device you have enhanced it with. You can only use this application of the skill on biotech devices upon which you have also used the graft technology application of this skill (see above). You can only enhance a biotech device with another device of its size or smaller. A biotech device can only have one such mechanical enhancement, and only devices (not weapons or armor) can be attached to a biotech device in this manner.

For example, if you possess a razor bug (a Tiny object), you could attach an audio recorder to the razor bug using this application of the skill; at a later point, you could activate the recording unit and hurl the razor bug into a wall to clandestinely record conversations in the area.

Refit Antiquated Vehicle or Weapon (trained only, requires tool kit): You can use the Mechanics skill to refit an antiquated vehicle or weapon, using modern technology to replace outdated components. You must spend

20% of the base value of the vehicle or weapon (before the application of the antiquated template) on raw materials for the upgrade. The refitting process takes a number of days (each day requiring 8 hours of continuous work) determined by the object's size: Medium or smaller, 1 day; Large, 2 days; Huge, 5 days; Gargantuan, 10 days; Colossal, 20 days; Colossal (frigate), 60 days; Colossal (cruiser), 180 days; Colossal (station), 360 days. If multiple characters trained in the Mechanics skill work on the refit simultaneously, divide the amount of time taken by the number of characters working on the refit (a maximum of 20 characters can reduce the refit time, minimum of 1 day). Once the work is complete, apply the refitted template to the base vehicle or weapon instead of the antiquated template.

Improvised Connection (requires tool kit): You may attempt to connect electronic devices or computers without proper cables, using improvised materials. The endeavor takes 1 hour and requires a DC 20 Mechanics check to succeed.

Connecting Objects Together

The Mechanics skill applications in this chapter allow you to connect biotech devices to non-biotech devices, effectively creating a hybrid device. For example, you could use the skill to connect recording devices to Yuuzhan Vong bugs like Jariah Syn does before rescuing Cade Skywalker from Coruscant. However, Gamemasters should note that this application of the skill probably shouldn't allow you to do something you couldn't do by connecting two non-biotech devices together.

Most of the time, you can just do things like connect a computer to a datapad without needing a skill check. However, other combinations need to be more closely regulated; for example, connecting a recording rod to a thermal detonator to create an improvised, sound-based mine might be an exciting thing to do once, but if your players abuse that combination, it might be time to rethink how often you allow it. Feel free to ask for a Mechanics check, scaling the DC based on how common you want the modification to be.

Lastly, no equipment combination should be a better option than an existing piece of equipment. Take a look at other gear and see if there is already a piece of equipment that does what your heroes want to do, and use that as a model for improvising the outcome of their creativity. Creative thinking is good, and you should encourage it among your players; just make sure it doesn't obviate existing options in the game.

Treat Injury

Manipulating Yuuzhan Vong biotechnology and bioengineered creatures often requires abilities and knowledge gained through the Treat Injury skill. Being trained in the skill also enables you to take some biotech-related feats and talents.

Biotech Repair (Trained Only; requires biotech tool kit): You can perform any of the following functions of the Treat Injury skill on a bioengineered creature or "living" biotech object: first aid, heal damage, revivify, treat disease, treat poison, and treat radiation. You take a –5 penalty on Treat Injury checks made to repair biotech unless you have the Biotech Specialist feat (see page 34).

Temporary Mending (Trained Only): You can make temporary repairs to any damaged or disabled biotech object or vehicle. Temporary mending requires a full-round action followed by a successful DC 20 Treat Injury check. You take a –5 penalty on the check unless you have the Biotech Specialist feat (see page 34). If you use a biotech tool kit, you gain a +5 equipment bonus on the check. A temporarily mended device gains +2 steps on the condition track and heals 1d8 hit points. At the end of the scene or encounter, the temporarily mended device moves –5 steps along the track and is disabled.

Use Computer

This skill may be used to access and repair small electronic devices, including code cylinders and access cards.

Access and Reprogram Electronic Device: To access information contained with an electronic device, you must first connect it to an indifferent, friendly, or helpful computer (a full-round action) via a wireless or wired system. Connecting wirelessly requires you to establish a connection as you would with a network (see page 75 of the Saga Edition core rulebook). A wired connection may be as simple as obtaining the correct cable or making an improvised connection (see the Mechanics skill, above). The same attitudes and DCs used to Access Information from a computer are also used for devices, although most self-contained devices will not set off alarms or attempt to isolate your location.

Copy or Reprogram Code Cylinder or Access Card: You can make a Use Computer check to reprogram a code cylinder or access card to accept new codes, or copy the existing codes to another cylinder or card. The DC for these actions depends on the level of security (see below). The device must be physically connected to an indifferent, friendly, or helpful computer before it can be copied or reprogrammed. Copying or reprogramming a code cylinder or access card takes 10 minutes.

SECURITY LEVEL	USE COMPUTER DC
Administrative (civilian)	20
Encrypted military	30
Encrypted Imperial military	35

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Attack Combo (Fire and Strike)	Attack Combo: Melee, Attack Combo: Ranged,	Deal +1 die of damage on melee, unarmed, or ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee, unarmed, base attack bonus +9 or ranged attacks.
Attack Combo (Melee)	Base attack bonus +3	Deal +1 die of damage on melee or unarmed attacks until the end of your next turn after hitting an enemy with two consecutive melee or unarmed attacks.
Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.
Autofire Assault	Weapon Focus (chosen weapon)	Decrease penalty on autofire attack and inflict extra damage when sustaining fire in the same squares in consecutive rounds.
Autofire Sweep	Weapon Focus (chosen weapon)	Sweep a wide area while using autofire mode.
Biotech Specialist	Trained in Mechanics skill	Make custom modifications to Yuuzhan Vong biotech.
Biotech Surgery	Trained in Treat Injury skill	Install a biotech prosthesis onto a living being.
Brink of Death	–	Attacks that would kill your enemy reduces them to 0 hit points instead.
Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.
Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coup de grace as a standard action.
Galactic Alliance Military Training	–	You do not move down the condition track the first time an attack exceeds your damage threshold, and you gain access to the Brawler talent tree.
Grapple Resistance	–	Gain a +5 bonus to resist grab and grapple attacks.
Knock Heads	Dex 13, Str 13, Multi-Grab	You may knock two opponents' heads together after a successful multi-grab.
Multi-Grab	Dex 13	You may grab two opponents as a standard action.
Rancor Crush	Str 15, Crush, Pin, base attack bonus +1	Move an enemy –1 step down the condition track when using the Crush feat.
Return Fire	Dex 15, Quick Draw, Weapon	You may make a single ranged attack as a reaction to a ranged attack against Focus (chosen ranged weapon) you that misses.
Returning Bug	Proficient with weapon used	Thrown razor bugs and thug bugs return to your hand immediately.
Vehicle Systems Expertise	Tech Specialist, trained in Mechanics	Recharge shields or reroute power on a vehicle faster than normal.
Zero Range	Point Blank Shot	Gain a +1 bonus on your attack roll and deal +1 die of damage when making a ranged attack against an adjacent target or a target in your fighting space.

USE THE FORCE

The Yuuzhan Vong are disconnected from the Force, as is their biotechnology. They are immune to any Force effect that targets their Will Defense, including Force powers. This also includes aspects of the Use the Force skill, as noted below.

Move Light Object (Trained Only): You may not use the Move Light Object application of this skill against Yuuzhan Vong biotechnology or biological devices, as they are living objects detached from the Force. However, you can use Move Light Object against biotechnology that has been modified with standard technology.

Sense Force (Trained Only): As a standard action, you can attempt to use the Sense Force application of this skill to detect the hole in the Force created by one or more Yuuzhan Vong. You must make a DC 20 Use the Force check; if the check succeeds, you can sense how many Yuuzhan Vong are within 1 kilometer of your location.

Sense Surroundings (trained only): You can attempt to use the Sense Surroundings application of this skill to detect Yuuzhan Vong targets, but you must be trained in the skill, and you must succeed in a DC 30 Use the Force check. The effects are otherwise the same as described on page 77 of the Saga Edition core rulebook.

Telepathy: This aspect of the skill does not work on the Yuuzhan Vong, even if they are willing recipients.

Feats

The new feats presented here are available in any era. Some feats are especially appropriate for Legacy era campaigns and should contribute to character concepts commonly found in this time.

Attack Combo (Fire and Strike)

You can make deadly ranged and melee attacks in rapid succession.

Prerequisites: Attack Combo (Melee), Attack Combo (Ranged), base attack bonus +9.

Benefit: If you hit a single target with two consecutive ranged, melee, and/or unarmed attacks during the same turn, any additional ranged, melee, or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

Attack Combo (Melee)

After landing successive blows against a single target, your melee and unarmed attacks become more devastating.

Prerequisite: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive melee and/or unarmed attacks during the same turn, any additional melee or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

Attack Combo (Ranged)

Your damage-dealing ability improves after hitting a single target with successive ranged attacks.

Prerequisite: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive ranged attacks during the same turn, any additional ranged attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

Autofire Assault

Your autofire attacks are devastating when focused in a single area for multiple rounds.

Prerequisite: Weapon Focus (chosen weapon).

Benefit: When you target the same area with an autofire attack that you made an autofire attack against on your last turn, the penalty on the autofire attack is reduced to –2 (-1 if using a braced autofire-only weapon or the Controlled Burst talent) and you deal +1 die of damage on a hit.

Normal: A –5 penalty applies to autofire attack rolls, and there are no bonuses for consecutive rounds of fire in the same squares.

Special: This feat cannot be used with the Autofire Sweep feat or the Burst Fire feat.

Autofire Sweep

You can sweep an area with your autofire weapon, spraying fire in a 180-degree arc in front of you.

Prerequisite: Weapon Focus (chosen weapon).

Benefit: When making an autofire attack, you can attack all targets in a 6-square cone. The origin square of the cone can be any square in your line of sight and within point-blank range.

Normal: A –5 penalty applies to autofire attack rolls. Autofire attacks that miss deal half damage.

Special: This feat cannot be used with the Autofire Assault feat or the Burst Fire feat. It can be used with the Suppression Fire talent (see page 31).

Biotech Specialist

You can make custom modifications to Yuuzhan Vong biotech-based armor, weapons, vehicles, and similar devices.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a Yuuzhan Vong biotech-based device, suit of armor, weapon, or vehicle so that it gains a specific trait. Specific traits are listed in the chart on page 35. You can perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, or vehicle, and you cannot apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires one day per 1,000 credits of the modification cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over if you wish.

Due to the specialized nature of biotechnology, only other characters with the Biotech Specialist feat can assist you, reducing proportionately the time needed to complete the modification. At the end of the modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item + double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: Nobles and scoundrels may add this feat to their class list of bonus feats. This feat allows you to make Treat Injury checks on biotechnology without the –5 penalty.

Biotech Surgery

You can perform the surgical procedures necessary to graft biotech components onto living flesh, similar to those used by the Yuuzhan Vong.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can install a biotech prosthesis onto a living being. The surgical procedure takes 1 hour of uninterrupted work, after which you must make a DC 20 Treat Injury check. If the check succeeds, the prosthesis is installed correctly. If the check fails, the prosthesis is not installed properly; however, you can try again after another uninterrupted hour of surgery.

Special: You can install a biotech prosthesis on yourself, but you take a –5 penalty on the Treat Injury skill check. If you have the Surgical Expertise feat (see page 88 of the Saga Edition core rulebook), you can install a biotech prosthesis in 10 minutes instead of 1 hour.

Brink of Death

You can take an enemy to the brink of death without killing him.

Benefit: When you deal sufficient damage on an attack to kill a target, you may instead choose to reduce the target to 0 hit points, leaving it unconscious but alive. Normal rules for being at 0 hit points apply (see page 146 of the Saga Edition core rulebook).

Feat of Strength

You draw on inner reserves of physical power to perform great feats of strength, such as lifting heavy objects, leaping great distances, or hauling yourself up a cliff while weighted down by a heavy load.

Prerequisite: Strength 15.

Benefit: Once per encounter as a full-round action, you can take 20 on a single Strength check or Strength-based skill check (you must be trained in the skill), even if you are distracted or threatened.

Normal: You may not take 20 when distracted or threatened, or in a single round.

Special: After using this feat for the first time in a given encounter, make a DC 15 Endurance check (as a free action). If the check succeeds, you can use this feat once more during the same encounter.

BIOTECH ARMOR TRAIT	BENEFIT
Agile Armor	The armor's maximum Dexterity bonus increases by 1.
Fortifying Armor	The armor's equipment bonus to Fortitude Defense increases by 1.
Protective Armor	The armor's armor bonus to Reflex Defense increases by 1.

BIOTECH DEVICE TRAIT	BENEFIT
Add Device to Creature	Alter a bioengineered creature to accept a biotech or standard technological enhancement such as a miniaturized sensor pack.
Enhanced Strength	Increase the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one- quarter of its maximum hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

BIOTECH VEHICLE TRAIT	BENEFIT
Dovin Basal Enhancement	Increase the effects of a dovin basal to grant one of the following benefits to a starship: +1 additional square of movement at starship scale, +2 SR, or +1 die of damage when using a dovin basal.
Enhanced Dexterity	Increase the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle speed by one-quarter of its base speed (minimum 1 square)

BIOTECH WEAPON TRAIT	BENEFIT
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage on a successful hit. If the weapon has a damage multiplier (for example, 6d10×2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon that doesn't have a burst radius can be made to have an autofire mode.

DARTH AZARD ISSUES A FATAL HIT.



FATAL HIT

Enemies you take down don't get up again.

Prerequisites: Strength 13, Dexterity 13.

Benefit: When your attack drops a target to 0 hit points, you may choose to automatically kill that enemy even if the damage dealt does not exceed the target's damage threshold. In addition, you can perform the coup de grace action as a standard action.

Normal: A creature that drops to 0 hit points becomes unconscious if the damage dealt does not exceed its damage threshold. Performing a coup de grace is a full-round action.

GALACTIC ALLIANCE MILITARY TRAINING

Service in the Galactic Alliance has honed your toughness.

Benefit: You do not move down the condition track the first time an attack exceeds your damage threshold in an encounter.

GRAPPLE RESISTANCE

You make it difficult for enemies to grab or grapple you, or attack objects in your possession.

Benefit: You gain a +5 bonus to your Reflex Defense when an enemy makes a grab or grapple attack against you, and you gain a +5 bonus to all opposed grapple checks. All objects that you are holding or carrying gain a +5 bonus to their Reflex Defense when attacked (see "Attack an Object" on page 151 of the Saga Edition core rulebook).

KNOCK HEADS

You knock two opponents' heads together in unarmed combat.

Prerequisites: Dexterity 13, Strength 13, Multi-Grab.

Benefit: After successfully using the Multi-Grab feat against two targets that are both adjacent to you and each other, you can immediately knock their heads together, dealing automatic bludgeoning damage to each creature equal to 1d6 plus your Strength modifier. When comparing the damage to each creature's damage threshold, treat their damage thresholds as if they were 5 points lower. Both creatures are still considered grabbed at the end of using this feat.

MULTI-GRAB

You may grab two opponents at once.

Prerequisite: Dexterity 13.

Benefit: As a standard action, you can make a grab attack against two targets adjacent to you (roll a separate attack against each target). You must have two empty hands to use this feat.

RANCOR CRUSH

Your crushing hold on an enemy can knock it unconscious.

Prerequisites: Strength 15, Crush, Pin, base attack bonus +1.

Benefit: When you successfully pin an enemy with the Pin feat (see page 87 of the Saga Edition core rulebook) and use the Crush feat at the same time, the enemy moves -1 step down the condition track in addition to taking damage.

Normal: The Crush feat deals damage to a grappled enemy but does not move the enemy along the condition track.

Return Fire

When someone takes a shot at you and misses, you retaliate with a shot of your own.

Prerequisites: Dexterity 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group).

Benefit: Select one exotic weapon or weapon group. Once per encounter as a reaction, you can make a single ranged attack with the chosen weapon or group against an enemy that misses you with a ranged attack, provided you have line of sight to that enemy.

Special: If you have the Combat Reflexes feat, you may use this feat a number of times during an encounter equal to your Dexterity bonus, but no more than once during a given enemy's turn.

This feat does not apply to vehicle weapons or heavy weapons. You must have your weapon in hand to use this feat.

You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group or exotic weapon.

Returning Bug

You have mastered the art of using Yuuzhan Vong thrown weapons and can cause them to return to your hand.

Prerequisite: Proficient with weapon used.

Benefit: When you miss with a razor bug or a thud bug (see page 64), the weapon returns to your hand immediately.

Vehicle Systems Expertise

You may use your technical expertise to manipulate a vehicle's systems more quickly than usual.

Prerequisites: Tech Specialist, trained in the Mechanics skill.

Benefit: You may use the Recharge Shields or Reroute Power vehicle combat actions by spending two swift actions. Also, once per encounter, you may attempt to use either of these actions as a single swift action by making a DC 30 Mechanics check.

Normal: Recharging shields or rerouting power normally requires you to spend three swift actions.

Zero Range

You are lethal when using ranged weapons against adjacent targets.

Prerequisite: Point Blank Shot.

Benefit: When firing a ranged weapon at a target within or adjacent to your fighting space, you gain a +1 bonus on the attack roll and deal +1 die of damage on a hit.

The effects of this feat do not stack with the extra damage provided by the Burst Fire or Rapid Shot feats. This feat does not apply to heavy weapons or vehicle weapons, or in starship combat.

Bonus Feats

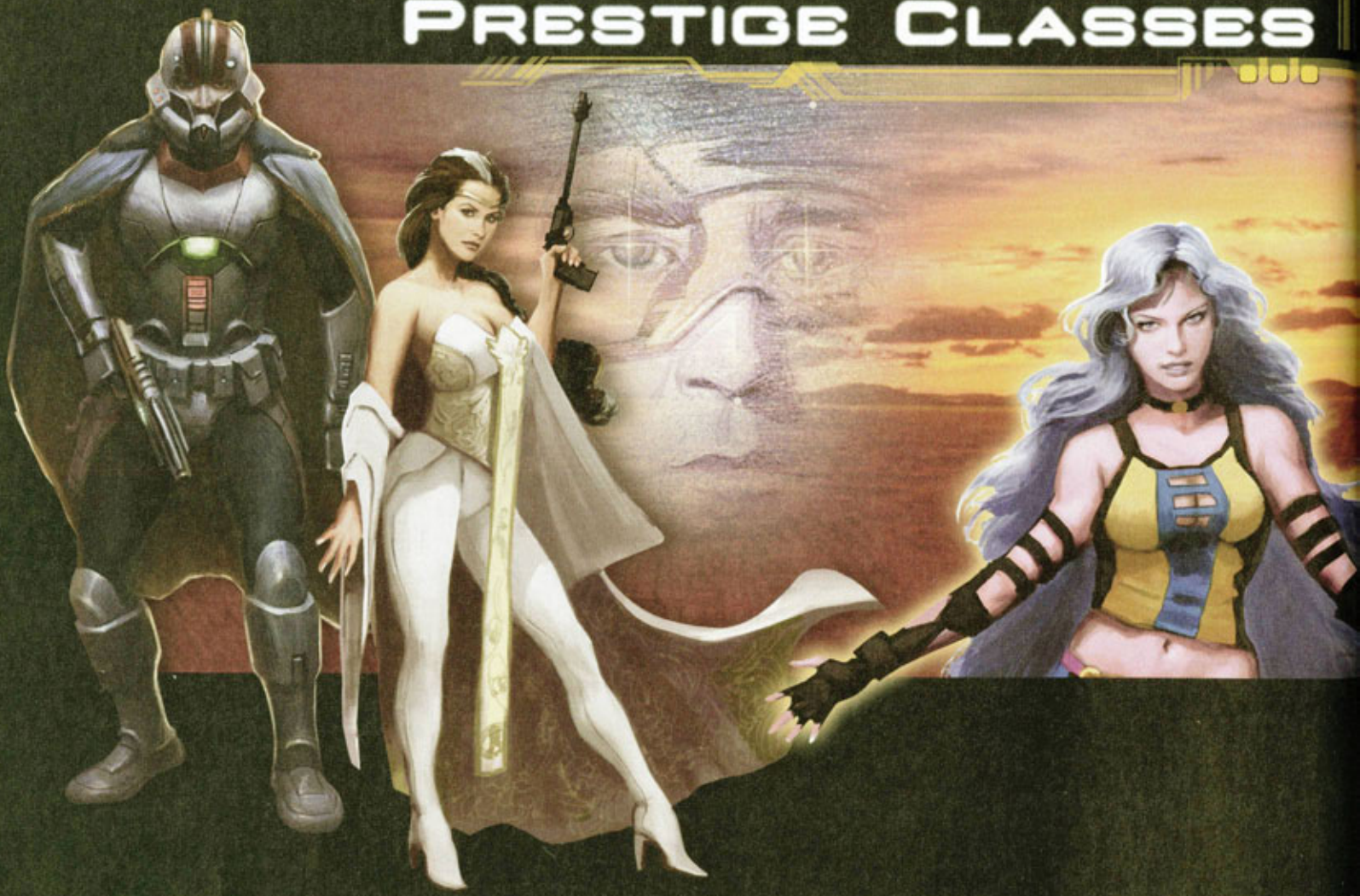
Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class can add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Attack Combo (Melee), Brink of Death, Feat of Strength, Grapple Resistance
Noble	Biotech Specialist, Biotech Surgery, Return Fire, Returning Bug
Scoundrel	Attack Combo (Ranged), Biotech Specialist, Fatal Hit, Return Fire, Returning Bug, Vehicle Systems Expertise, Zero Range
Scout	Attack Combo (Ranged), Fatal Hit, Feat of Strength, Grapple Resistance, Return Fire, Vehicle Systems Expertise
Soldier	Attack Combo (Fire and Strike), Attack Combo (Melee), Attack Combo (Ranged), Autofire Assault, Autofire Sweep, Brink of Death, Fatal Hit, Feat of Strength, Galactic Alliance Military Training, Grapple Resistance, Multi-Grab, Knock Heads, Rancor Crush, Zero Range

"WE CAN ONLY PUSH THE ENGINES SO HARD!"

-DELIAH BLUE

Chapter III
Prestige Classes





Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. As always, prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Legacy era campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a particular prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and story lines that allow a player to take these classes.

New Talents for Existing Prestige Classes

This chapter features two new prestige classes suitable for Legacy era campaigns and also includes several new talent trees for existing prestige classes. As with the new talent trees for core classes in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, the description of the elite trooper prestige class that appears in the Saga Edition core rulebook states that an elite trooper character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Protection talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three.

Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative. However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. For example, even though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Brute Squad talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.



A CHISS BODYGUARD.

NEW TALENTS

This section presents new talent trees for several of the prestige classes introduced in the Saga Edition core rulebook.

BOUNTY HUNTER TALENTS

Characters with one or more levels in the bounty hunter prestige class may select talents from the Force Hunter talent tree in addition to those talents normally available to bounty hunters.

FORCE HUNTER TALENT TREE

Hunting Jedi is big business during the Legacy era, as the Sith-controlled Empire pays well for captured Jedi. However, given their powers and skills, Jedi are among the most dangerous prey for bounty hunters to pursue.

Force Blank: You are especially hard to detect using the Force. Attempts to detect you using the Sense Surroundings aspect of the Use the Force skill suffer a –10 penalty.

Lightsaber Evasion: Whenever an enemy misses you with a melee attack with a lightsaber, you may move up to 2 squares in any direction. This movement does not provoke attacks of opportunity.

Precision Fire: The Jedi are skilled at blocking and deflecting ranged attacks with their lightsabers, and you are able to compensate for this to some degree by taking careful shots. Whenever you aim before making a ranged attack, you increase the difficulty of Deflect attempts to negate your attack by +5.

Steel Mind: If you resist the effects of a mind-affecting Force power, the user of that power cannot attempt to use the same power against you for the rest of the encounter.

Strong-Willed: You are trained to resist Jedi mind tricks. You add your class level to Will Defense against Use the Force checks.

Telekinetic Resistance: Whenever you are targeted by a Force power that moves you, you reduce the distance you are moved by half.

ELITE TROOPER TALENTS

Characters with one or more levels in the elite trooper prestige class may select talents from the Protection talent tree in addition to those talents normally available to elite troopers.

PROTECTION TALENT TREE

You are specially trained to protect those around you, either by taking the brunt of attacks that are aimed at them, or by defusing dangerous situations before they occur.

Armored Guard: When you use the Ward talent (see below), your ally's cover bonus to Reflex Defense is increased by one-half the armor bonus of any natural armor you possess as well as any armor you are wearing.

Prerequisite: Ward.

Bodyguard's Sacrifice: As a reaction, you can interfere with any successful attack against an adjacent ally. You can choose to take any or all of that attack's damage, and the remainder is dealt to the target as normal. Once you use this talent, you may not use it again until the end of your next turn.

Guard's Endurance: Whenever you begin your turn adjacent to the target of your Ward talent (see below), you gain bonus hit points equal to your character level until the start of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Ward.

Lifesaver: Once per encounter as a reaction, when an ally takes damage that equals or exceeds its damage threshold or reduces it to 0 hit points, you can move up to your speed provided you end your movement adjacent to that ally. This movement provokes attacks of opportunity as normal, you take all of the damage that triggered this talent's use, and your ally takes no damage.

Prerequisite: Bodyguard's Sacrifice.

Out of Harm's Way: As a move action, you allow one ally within 6 squares of you to move up to its speed, provided the ally ends its movement adjacent to you. This movement does not provoke attacks of opportunity.

Roll With It: Whenever you take damage on behalf of an ally through the use of a talent (including Harm's Way), you gain damage reduction equal to your class level until the end of your next turn.

Prerequisite: Bodyguard's Sacrifice, Take the Hit.

Take the Hit: Whenever you take damage on behalf of an ally through the use of a talent (including Harm's Way), your damage threshold is increased by 5.

Prerequisite: Bodyguard's Sacrifice.

Ward: As a swift action, designate one adjacent ally. Until the end of your next turn, as long as that ally remains adjacent to you, you are considered to be providing that ally with soft cover against all attacks. You cannot be designated as the target of this talent (such as, when it is used by an ally) if you have used this talent since the start of your last turn, and you cannot use this talent if you are currently designated as another ally's ward.

Gunslinger Talents

Characters with one or more levels in the gunslinger prestige class may select talents from the Carbineer talent tree in addition to those talents normally available to gunslingers.

CARBINEER TALENT TREE

While pistols offer great versatility and mobility, their range is a significant limiting factor. Thus, many gunslingers choose to specialize in long arms, especially blaster carbines.

Blowback: When you make an attack with a rifle that deals damage in excess of your target's damage threshold, you can choose to push the target 1 square away from you.

Close Contact: The point-blank range of any rifle or carbine you use is increased by 5 squares. Short range for the weapon begins 5 squares later, but still ends at the same distance.

You can take this talent up to two times; each time you take this talent, you increase the point-blank range of any rifle or carbine you use by an additional 5 squares, up to a maximum of 10 squares.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty of your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Old Faithful: The trusty sidearm class feature (see page 217 of the Saga Edition core rulebook) of the gunslinger prestige class also applies to any rifle or carbine that you use.

Opportunity Fire: You gain a +2 bonus on attacks of opportunity made with rifles.

Rifle Master: You treat all rifles as though they were accurate weapons, taking no penalty when firing at targets at short range.

Shoot from the Hip: You can always use a rifle to make attacks of opportunity.

Snap Shot: You do not provoke attacks of opportunity while using the aim action with a rifle or carbine with its stock extended.

Jedi Knight Talents

Characters with one or more levels in the Jedi Knight prestige class may select talents from the Jedi Refugee talent tree in addition to those talents normally available to Jedi Knights.

JEDI REFUGEE TALENT TREE

In the Legacy era, the Jedi are once again hunted to near-extinction. To survive, the Jedi must learn to conceal their Force powers and blend in with the common galactic citizen.

Cover Your Tracks: You are adept at living beneath society's radar. Anyone who attempts to locate you using the Gather Information skill suffers a –5 penalty on their Gather Information checks.

Difficult to Sense: You are skilled at concealing your presence from other Force-users. You may reroll any opposed Use the Force check made to conceal your presence from someone who attempts to sense other Force-users, keeping the better result.

Force Veil: Your ability to conceal yourself from other Force-users allows you to reduce the radius within which you can be detected to 10 kilometers (instead of 100 kilometers).

Prerequisite: Difficult to Sense.

Jedi Network: You have access to a network of Jedi sympathizers. While in a civilized area, you can call upon this network of allies once per game session for one of the following purposes:

- *Acquire Equipment or Funds:* You can use your contacts to obtain material that might otherwise be licensed, restricted, military, or illegal, provided the total value of the equipment does not exceed your level in this class × 500 credits. Alternately, you can obtain a number of credits from your contacts equal to this amount to spend as you see fit.
- *Obtain Information:* Your contacts provide you with information, automatically succeeding on a Gather Information check (and covering the credit cost of the check) provided that the DC does not exceed 20.
- *Receive Medical Attention:* Your contacts provide you and up to three of your allies with medical attention as dispensed by a skilled physician or healer. The length of the treatment cannot exceed 24 hours, but is otherwise free of charge and completely private.
- *Secure Safe house:* One of your contacts provides a safe redoubt for you and up to three of your allies, for a number of days equal to your Jedi Knight class level. While in hiding, you have no contact with anyone other than the individual who is hiding you. Once the allotted time is up, you must leave the safe house or risk discovery. For each day you remain in hiding past this deadline, the Gamemaster should roll 1d20. On a result of 15 or higher, your safe house is discovered, and your contact's complicity in keeping you hidden is exposed.

Officer Talents

Characters with one or more levels in the officer prestige class can select talents from the Fugitive Commander talent tree in addition to those normally available to officers.

FUGITIVE COMMANDER TALENT TREE

When a fighting force is outmanned, outgunned, and constantly on the run, only the skill and acumen of talented officers can keep morale high and prevent desertion or surrender. Fugitive commanders are skilled in the art of deceiving and eluding their pursuers.

Disciplined Trickery: Once per turn as a reaction, you allow one ally within 12 squares of you and in your line of sight to reroll one Deception or Stealth check, but the ally must keep the second result, even if it is worse.

Group Perception: Whenever you roll a Perception check, all allies within 6 squares of you can do so as well, taking the highest reroll result rolled by you or any ally.

Hasty Withdrawal: As a swift action once per turn, you target a number of allies equal to your Charisma bonus (minimum 1). Each targeted ally must be within 12 squares of you and in your line of sight. Each ally you target can take the withdraw action immediately as a free action. The normal rules for withdrawing otherwise apply (see page 153 of the Saga Edition core rulebook).

Stalwart Subordinates: When any ally within 12 squares of you and in your line of sight is targeted by a skill check against its Will Defense, the source of that skill check (whether a hazard, a creature, a droid, or whatever) must roll the skill check twice and take the lowest result.

Stay in the Fight: As a swift action, you remove one mind-affecting or fear effect currently affecting an ally within 12 squares of you and in your line of sight. When you do so, you also grant the target a number of bonus hit points equal to 10 + your class level.

Prerequisite: Stalwart Subordinates.

Stealthy Withdrawal: When an ally withdraws as a result of your Hasty Withdrawal talent and ends its withdraw action with cover or concealment from any enemy target, that ally can make an immediate Stealth check to sneak as a free action.

Prerequisite: Hasty Withdrawal.

Order of Rerolls

The Stalwart Subordinates talent introduces a new concept of forcing an enemy to reroll and take the lowest result. This can cause some confusion when the target of this effect has the ability to reroll skill checks. When any reroll effects from different sources clash, resolve the skill check as follows: The character, creature, or droid making the skill check makes its skill check first, including any rerolls it gains from its own abilities. Once the final result of the skill check is determined, apply any reroll effects from enemies.

For example, a scoundrel makes a Deception check against an officer's ally. The scoundrel has the ability to reroll the Deception check, taking the better result. The officer has the Stalwart Subordinates talent. The scoundrel makes her skill check first, rolling twice (a 14 and a 17) to take the better result (17). The Stalwart Subordinates effect then applies, requiring the scoundrel to roll one more time (an 11), taking the lowest result. The scoundrel's final skill check result is 11.

Sith Apprentice Talents

Characters with one or more levels in the Sith apprentice prestige class may select talents from the Sith Commander talent tree in addition to those talents normally available to Sith apprentices.

Sith Commander Talent Tree

The Sith use terror to lead their troops, and Sith commanders have few compunctions about making examples of underlings. Therefore, it is not surprising that the Sith use the anger and fear of their subordinates to their own terrible advantage.

Desperate Measures: Desperation stems from fear. Once per encounter as a swift action, you instill desperation in all allies within 12 squares of you and in your line of sight, allowing each of them to make an immediate attack at a –5 penalty.

Prerequisite: Focus Terror.

Focus Terror: Once per encounter as a swift action, you can harness the fear felt by your allies and transform it into a powerful motivational tool. All allies within 12 squares of you and in your line of sight move +2 steps along the condition track, but suffer a –2 penalty on attack rolls and skill checks for a number of rounds equal to your character level.

Incite Rage: Once per encounter as a swift action, you can channel your anger and hatred into your allies. All allies within 12 squares of you and in your line of sight gain a +1 rage bonus on attack rolls but take a –2 penalty to their Reflex Defense. This effect lasts until the encounter ends, or you are knocked unconscious or killed.

Power of Hatred: Once per encounter as a swift action, you can inflame the passions of your allies. Each ally within your line of sight who has fewer than half its normal hit points gains bonus hit points equal to your character level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Incite Rage.

"Henceforth, you will take orders only from me– report only to me."

–Darth Krayt

Prestige Classes

The following new prestige classes are available during the Legacy era.

Table 3-1: Prestige Classes

Prestige Class	Basic Description
Imperial Knight	A Jedi Knight loyal to Emperor Roan Fel.
Shaper	A Yuuzhan Vong shaper.

Imperial Knight

The Imperial Knights are Jedi who dedicate themselves to the preservation of the new Galactic Empire and the defense of Emperor Roan Fel—not unlike the Royal Guard that once protected Emperor Palpatine, though their training in the Force distinguishes them from that organization. Despite opinions to the contrary, Imperial Knights are every bit as capable in the use of the Force as their Jedi counterparts, though their training has considerably more martial focus. During the height of the Sith-Imperial War, the Imperial Knights were forbidden from participating in the fighting. Instead, they served as the Emperor's personal guard.

At any given time, there are as few as a dozen Imperial Knights or as many as three score. Casualties within the Order have been high since Darth Krayt declared himself Emperor. The remaining Imperial Knights continue to serve Roan Fel closely, with many fighting an insurgent war against the Sith and their Imperial forces.

Recruitment within the Imperial Knights is limited to individuals who demonstrate both Force potential and loyalty to Roan Fel. Like Jedi, Imperial Knights are permitted to take on apprentices, but only one at a time and only once they have mastered their own skills to a sufficient degree. Apprenticeships are personally approved by the Emperor, as are promotions within the structure of the Order. Only the highest ranking Imperial Knight is designated as a "master," subject to Roan Fel's approval.

Imperial Knights reject the use of the dark side of the Force, yet true Jedi still feel that the Imperial Knights lack a balanced approach to their use of the Force. Controlling fear and managing one's emotions in the face of adversity is paramount to the ideology of the Imperial Knights, as is loyalty to their Emperor. They are warriors first and foremost, not negotiators, and they make no excuses for this fact.



ANTARES DRACO, IMPERIAL KNIGHT

TABLE 3-3: THE IMPERIAL KNIGHT

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Force technique
3rd	+3	Talent
4th	+4	Force technique
5th	+5	Talent
6th	+6	Force technique
7th	+7	Talent
8th	+8	Force technique
9th	+9	Talent
10th	+10	Force technique

EXAMPLES OF IMPERIAL KNIGHTS IN STAR WARS

Sigel Dare, Antares Draco, Marasiah Fel, Mohrgan Fel, Roan Fel, Ganner Krieg, Azlyn Rae, Treis Sinde, Elke Vetter.

REQUIREMENTS

To qualify to become an Imperial Knight, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Trained Skills: Use the Force.

Talents: Armor Proficiency (light, medium), Force Sensitivity, Weapon Proficiency (lightsabers).

Special: Must be a sworn defender of Emperor Roan Fel.

GAME RULE INFORMATION

Imperial Knights have the following game statistics.

Hit Points

At each level, Imperial Knights gain 1d10 hit points + their Constitution modifier.

Force Points

Imperial Knights gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Imperial Knight prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defenses.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Armor Specialist talent tree (see page 51 of the Saga Edition core rulebook), the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook), the Duelist talent tree (see page 218 of the Saga Edition core rulebook), the Knight's Armor talent tree (see below), or the Knight's Resolve talent tree (see below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

KNIGHT'S ARMOR TALENT TREE

You are a skilled master of the Force who knows how to get the most out of your armor.

Armored Augmentation I: Once per encounter, you may spend a Force Point as a swift action to augment your own ability to withstand damage by imbuing the armor you are wearing with the Force. This allows you to add your armor bonus to Reflex Defense to your damage threshold until the end of the encounter.

Prerequisite: Armor Proficiency with the type of armor worn.

Armored Augmentation II: Whenever you use the Armored Augmentation I talent, you also gain DR equal to 2 × your armor's equipment bonus to Fortitude Defense.

Prerequisite: Armor Proficiency with the type of armor worn, Armored Augmentation I.

Armor Mastery: When calculating your Reflex Defense, you may add your heroic level plus one-half your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

This talent counts as both the Armored Defense and Improved Armored Defense talents for the purposes of prerequisites.

Cortosis Defense: You are adept at using a cortosis gauntlet to parry lightsaber attacks. You gain a +2 bonus when making an opposed unarmed melee attack roll against a lightsaber attack.

Cortosis Retaliation: Whenever you successfully use a cortosis gauntlet to parry an attack made with a lightsaber, you may make an immediate attack of opportunity against the attacker.

Prerequisite: Cortosis Defense.

KNIGHT'S RESOLVE TALENT TREE

You have dedicated your life to serving the rightful Emperor, and your devotion knows no bounds.

Knight's Morale: When an ally within 12 squares of you and within your line of sight hits with a lightsaber attack, you gain a +1 morale bonus to all defenses until the end of your next turn.

Oath of Duty: When an ally within 12 squares of you and within your line of sight hits with a lightsaber attack, you gain bonus hit points equal to 3 × your class level until the end of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Praetoria Ishu: You can use the Block talent to negate a melee attack made against an adjacent ally. In addition, you can use the Deflect talent to negate a ranged attack made against an adjacent ally.

Prerequisite: Block, Deflect.

Praetoria Vonil: You have mastered the offensive lightsaber style favored by the Imperial Knights. When wielding a single lightsaber with two hands, you deal +1 die of damage if you move at least 1 square on your turn before making the attack.

Prerequisite: Weapon Focus (lightsabers).

Strength of the Empire: When an ally within 12 squares of you and in your line of sight hits with a lightsaber attack, you deal +1 die of damage with the next lightsaber attack you make before the end of your next turn.

Prerequisite: Knight's Morale.

Force Techniques

You have learned improved techniques to attune yourself to the Force. At every even-numbered level, you gain one Force technique that, once selected, cannot be changed.

"We have sworn an oath of loyalty-and the Emperor has spoken."

-Ganner Krieg

Shaper

Among the Yuuzhan Vong, shapers are the engineers of biotechnology. Their skills afford them special distinction and allow them to command great respect in Yuuzhan Vong society. Nearly everything used by the Yuuzhan Vong, from their world-affecting terraformers to simple garments, are manufactured by shapers.

Shapers once adhered to strict protocols that acted as blueprints for their creations. Violation of shaper protocols could result in harsh punishments and accusations of heresy, but during the Legacy era these repercussions are generally ignored by Yuuzhan Vong who are far removed from their people. This allows some shapers to use their biotechnical expertise on non-Yuuzhan Vong—a practice that is unpredictable and oftentimes abominable.

Table 3-4: The Shaper

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Shaper lore +1
3rd	+2	Talent
4th	+3	Shaper lore +2
5th	+3	Talent
6th	+4	Shaper lore +3, shaper hand
7th	+5	Talent
8th	+6	Shaper lore +4
9th	+6	Talent
10th	+7	Shaper lore +5

Examples of Shapers in Star Wars

Ahsi Yim, Ch'Gang Hool, Ghithra Dal, Kae Kwaad, Kotaa Zun-qin, Mezhan Kwaad, Nen Yim, Qelah Kwaad, Suung Aruh, Taug Molou, Tih Qiqah, Tjulan Kwaad, Tsun Qel, Yakun Kwaad, Yal Phaath, Zhul Yim.

Requirements

To qualify to become a shaper, a character must fulfill the following criteria.

Minimum Level: 7th.
Species: Yuuzhan Vong.
Feats: Biotech Specialist.
Trained Skills: Knowledge (life sciences), Treat Injury.



Game Rule Information

Shapers have the following game statistics.

Hit Points

At each level, shapers gain 1d8 hit points + their Constitution modifier.

Force Points

Shapers, like all Yuuzhan Vong, never gain Force Points.

Class Features

The following are features of the shaper prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Advanced Medicine talent tree (see page 54 of *The Force Unleashed Campaign Guide*), the Implant talent tree (see below), or the Shaper talent tree (see below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

IMPLANT TALENT TREE

Some shapers develop implants that can be placed quickly and easily, temporarily boosting the physical prowess of their beneficiaries.

The following talents all grant effects that last until the end of the encounter. At the end of the encounter, any target that benefits from one or more of these talents immediately moves –3 steps down the condition track, and the condition becomes persistent. The persistent condition can only be removed after 8 hours of rest, or by performing successful surgery (as per the application of the Treat Injury skill) on the target.

Adrenaline Implant: Once per encounter as a standard action, you can give one adjacent living creature an adrenaline implant. The target must be willing to receive this implant, which grants the target 10 bonus hit points at the start of each of its turns. These bonus hit points do not accumulate. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Precision Implant: Once per encounter as a standard action, you can give one adjacent living creature a precision implant. The target must be willing to receive this implant, which grants the target a +1 equipment bonus on attack rolls until the end of the encounter.

Resilience Implant: Once per encounter as a standard action, you can give one adjacent living creature a resilience implant. The target must be willing to receive this implant, which grants the target a +5 equipment bonus to its damage threshold until the end of the encounter.

Speed Implant: Once per encounter as a standard action, you can give one adjacent living creature a speed implant. The target must be willing to receive this implant, which increases the target's base speed by 2 until the end of the encounter.

Strength Implant: Once per encounter as a standard action, you can give one adjacent living creature a strength implant. The target must be willing to receive this implant, which allows the target to deal +1 die of damage whenever it hits with a melee attack until the end of the encounter.

SHAPER TALENT TREE

You manipulate Yuuzhan Vong biotechnology in new ways, molding it to your own ends and making it more effective.

Biotech Mastery: When using the Biotech Specialist feat to modify biotechnology, you are able to make the appropriate modification in half of the normal time for half the normal cost. In addition, you can take 10 on the Mechanics check (even when distracted or threatened), but you cannot take 20.

Expedient Mending: You can temporarily mend a damaged or disabled biotech device using the Treat Injury skill (see page 32) as a standard action instead of a full-round action.

Prerequisite: Expert Shaper.

Expert Shaper: You may reroll any Treat Injury check made to repair or modify a biotech object, but the result of the reroll must be accepted even if it is worse.

Master Mender: Whenever you temporarily mend a biotech device using the Treat Injury skill (see page 32), the mended device moves +4 steps on the condition track. In addition, the mended device only moves –3 steps down the condition track at the end of the scene or encounter, and is only disabled if this reduction brings it to –5 steps on the track.

Prerequisite: Expert Shaper.

Skilled Implanter: Whenever you use the Biotech Surgery feat to install an implant, the implant's attack bonus against the recipient's Fortitude Defense is halved (see page 67 for more information on implants).

Prerequisite: Biotech Surgery feat.

Shaper Lore

You are skilled at building, modifying, and repairing biotechnology. Because of this intimate familiarity, you gain a bonus equal to one-half your class level (rounded down) on all Knowledge (life sciences) and Treat Injury checks you make with regards to biotech devices, regardless of size or complexity.

Shaper Hand

At 6th level, a Yuuzhan Vong shaper is expected to replace at least one of his hands with what is known as a shaper hand. A shaper hand is a bioengineered appendage equipped with a number of tools that assist in tasks specific to shaping. A shaper who declines to attach a shaper hand when permitted to do so is often viewed with suspicion by other Yuuzhan Vong.

A shaper hand replaces the need for a biotech tool kit (see page 65).

Chapter IV
The Force





In the Legacy era, there is no balance to the Force. Instead, the dark side of the Force holds sway, and the influence of evil can be felt everywhere. With Sith Lords in every sector and at the heads of Imperial space fleets, the influence of the dark side is stronger than ever, and far more visible. The Sith act overtly, making it clear that they rule the Empire and, by extension, the galaxy. Not since the days of Darth Revan and Darth Malak have the Sith ruled so convincingly. The dark side clouds everything, and the galaxy's future is harder to see than ever before.

Citizens of the galaxy heed the power of the Force and view Force-users—even benevolent ones—with suspicion and fear. They see the Force as a blunt weapon used by the Sith to tyrannize and subjugate the galaxy. The average citizen of the galaxy may not know a lot about the way the Force works, but they are wise enough to avoid anyone with red and black tattoos and a lightsaber.

All Jedi are hunted during this era, and frightened people know better than to help a Jedi in need. Still, the Jedi Order's fire has not completely gone out of the universe, and across the galaxy many still struggle to keep the flame of hope alive. With each passing day, the Jedi recover more from the blow dealt to them by the Order's destruction at the end of the Sith-Imperial War, and in remote parts of the galaxy there exist those who have the will and the strength to fight off the influence of the dark side of the Force.

Force-users in the Legacy Era

Force-users in the Legacy era are few and far between, at least outside of the ranks of the Sith. The Jedi have once again been nearly exterminated following the destruction of the Jedi Temple on Coruscant and the Jedi Academy on Ossus. Only a handful of Jedi survived these attacks, most of them by virtue of the fact that they were elsewhere at the time.

Darth Krayt has placed exorbitant bounties on the surviving Jedi, leading every bounty hunter, scoundrel, and thug to search for any signs of a lightsaber or Force use. Darth Maladi—Krayt's spymaster and the head of Sith Intelligence—has a complete listing of every active Jedi as of the massacre at Ossus, which she uses to determine the value of each bounty (usually 5,000 credits × the CL of the Jedi). When bounty hunters capture a Jedi, they contact the Empire (through one of the special communications frequencies distributed on bounty postings by Imperial Intelligençe) and arrange for the Empire to pick up the prisoner. A Sith Lord and a squad of Knighthunters (special stormtroopers trained to fight Jedi) meet with the bounty hunters to take control of the Jedi and deliver the payout. From there, the Sith bring the Jedi back to Coruscant, whereupon the prisoner is turned over to Darth Maladi for interrogation and eventual execution.

Darth Krayt's Empire is neither ignorant nor tolerant of the many other Force traditions in the galaxy, particularly those that might oppose the Empire's advance or those with strong ties to the Jedi. For example, the Jensaarai, though small in comparison to the Jedi Order, is one of the first groups targeted in the wake of the Sith-Imperial War. However, the Empire is not so indiscriminate as Emperor Palpatine and his Inquisitors. Whereas the Sith of the past were simply content to eradicate the other Force-users of the galaxy, Darth Krayt at least gives members of other Force traditions a choice: They can join him and pledge their loyalty to the Sith Lord, or they can die. (Rarely does he afford a Jedi the same choice.) These traditions have a less violent history of conflict with the Sith, and as such may be more inclined to consider Darth Krayt's "proposal." Not surprisingly, many of the Sith in Darth Krayt's Empire are former members of other Force traditions, among them former Jensaarai Defenders, Nightsisters, and other Force adepts who succumbed to the temptation offered to them by the Sith Lord.

Whereas the *Star Wars* saga traditionally focuses on the conflict between the Jedi and the Sith, having the Sith become involved with the members of a non-Jedi tradition opens up some interesting adventure possibilities. For example, Force-using heroes that turn to the dark side may now go on to become Sith Lords, returning to the campaign as adversaries at the head of an Imperial fleet. Likewise, heroes who are members of alternate Force traditions have the chance to experience many of the same dramatic stories as the Jedi, such as having an apprentice turn to the dark side or confronting a former mentor who has become an agent of evil. Moreover, the Gamemaster is free to create Sith Lords that use the interesting powers and backgrounds normally reserved for other Force traditions.

Though Darth Krayt offers members of non-Jedi Force traditions the opportunity to join his side, he is less lenient with those who are found to harbor Jedi on the run. When the Sith discover that a sect of Force-users has been harboring a Jedi, they show no mercy and make no offer to join the Sith; the organization is simply wiped out and the Jedi brought back to Coruscant for questioning.

The Hidden Temple

Under the guidance of Grand Master Luke Skywalker, the Jedi Order rebuilds itself and grows to incredible heights after the war with the Yuuzhan Vong. However, the growth and prosperity of the Jedi Order ends with the onset of the Sith-Imperial War. To keep the Jedi tradition alive in the face of extinction, Jedi Master Nat Skywalker leads the construction of a secret temple and keeps its existence hidden even from other Jedi. Unfortunately, the defeat of the Galactic Alliance at Caamas coupled with the massacre of the Jedi at Ossus spells doom for the Jedi Order. Nat Skywalker's secret redoubt, dubbed the Hidden Temple by those Jedi who once knew of it, passes into obscurity as the few survivors of the Order are scattered to the far corners of the galaxy, hunted by the Sith and the Empire.

The Hidden Temple is located on the planet Taivas deep within a massive, subterranean cavern. It is actually constructed of several capital starships connected to one another by various permanent edifices and enclosed walkways. Although the Jedi are careful not to leave behind records or cargo manifests that might lead enemies to Taivas, the Sith, in searching for just such a hidden redoubt, learn that Jedi had purchased several capital ships for the purpose of creating a mobile, hidden fleet. Rumors still persist in many Imperial circles that such a fleet exists, and this is exactly the kind of misdirection that Nat Skywalker planned when he chose the design for the Hidden Temple.

Since the final destruction of the Jedi Order at Ossus, the Hidden Temple has seen little of its intended use. Over the years since the Order's dissolution at the hands of the Sith, a few Jedi Masters have found their way to the temple. However, most surviving Jedi have no idea that a secret Jedi base exists far from the eyes of the Empire or the Sith. Following Cade Skywalker's escape from Imperial clutches, the Hidden Temple sees renewed activity, and several surviving Jedi Knights and Jedi Masters congregate there to meet with one another and plot a course for the surviving members of the Order.

The location of the Hidden Temple cannot be learned through skill checks; instead, finding the location of the Hidden Temple should be the reward for a short adventure, or something acquired during the course of the campaign. Once the heroes know that Taivas is their destination, reaching the Hidden Temple is no simple matter. Pilots, copilots, or systems operators on ships approaching Taivas need to make a DC 20 Use Computer check to locate an entrance to the cavern housing the Hidden Temple, and then pilots must succeed on three consecutive DC 20 Pilot checks to approach it safely. Failing the Use Computer check means that the character fails to find an entrance, and failing a Pilot check results in a collision with a Colossal (cruiser) size rocky outcropping in the passage leading to the cavern.

The Imperial Knights

The Imperial Knights are a small organization that serves Emperor Roan Fel. Trained in the Jedi arts, the Imperial Knights are far more than mere bodyguards and agents. They are charged with protecting the most wanted individual in the galaxy from Darth Krayt, the self-proclaimed ruler of the Galactic Empire. The Imperial Knights must not only protect their leader physically but also protect his secrecy and keep him from being located by those who would hunt him down. It is the goal of every Imperial Knight to see Roan Fel safely returned to his rightful place as Emperor of the galaxy.

Though the Imperial Knights are trained in many of the same techniques and philosophies as the Jedi, their method and credos differ markedly. Where the Jedi Knights spare a good deal of time for contemplation of the Force and believe strongly in introspection and meditation, the Imperial Knights take a far more pragmatic view of the Force. They view the Force is a tool, albeit a powerful one to be respected. They know that the Force cannot be used out of anger or selfishness, because even the Imperial Knights know the dangers of falling to the dark side. The Imperial Knights have little time for any master but the rightful Emperor of the galaxy, and as such there is much less differentiation between Imperial Knights who have trained apprentices and those who have not.

Skilled in the art of lightsaber combat, the Imperial Knights use many of the same combat training techniques as the Jedi, and have learned to fight in many of the same lightsaber dueling styles. However, the Imperial Knights are also the masters of two unique lightsaber combat forms that place greater emphasis on teamwork than one's individual prowess. The more aggressive style, known as *praetoria vonil*, focuses on moving quickly and striking hard. The more defensive style, known as *praetoria ishu*, emphasizes protecting one's allies to allow them to find openings in an opponent's defenses.

More information on the Imperial Knights can be found in Chapter 10: The Empire.

Imperial Knight Lightsabers

One of the unique aspects of Imperial Knight training is the manner in which they craft their lightsabers. Though they are heirs to the Jedi tradition, they do not follow the Jedi practice of lightsaber creation. Where the Jedi treat the crafting of a lightsaber as a sacred tradition, for the Imperial Knights the creation of a lightsaber is given little more significance than learning a new Force power or fighting style. The lightsaber is but a tool, and not a wholly necessary one at that. The Imperial Knights devote as much attention to fighting barehanded, in vehicles, and with the Force as they do to fighting with lightsabers.

Imperial Knights craft lightsabers using the same methods as the Jedi, though with far less ceremony. Additionally, the Imperial Knights do not seek out special crystals from planets like Ilum, as Jedi did during the days of the Old Republic. Instead, the Imperial Knights create synthetic crystals using techniques first detailed in Emperor Palpatine's writings, specifically in one of his treatises on the dark side of the Force: *The Book of Anger*. Despite the fact that the tome is filled with dark side lore, the process of crafting synthetic lightsaber crystals (a method used by the Sith for millennia to create their red-bladed lightsabers) is little more than a mechanical process, bereft of ceremonial trappings. The Imperial Knights adapted these techniques to create their familiar white-bladed lightsabers.

The Sith

With the deaths of Darth Vader and Emperor Palpatine, it seemed by many as though the Sith had finally been extinguished from the galaxy. However, the forces of darkness are not so easily dispatched. A former Emperor's Hand, Lumiya, helped carry on the Sith tradition for a while, but the true resurrection of the Sith begins on the planet Korriban, where a devotee named A'Sharad Hett learns the ways of the Sith tradition and discovers a group of Sith cultists planting the seeds of their eventual return. Hett proves to be the catalyst for this event, and his ascension to the rank of Sith Lord seals the galaxy's fate.

Sith Acolytes

Though the Sith rule the galaxy from the Imperial throne on Coruscant, not all of those who serve Darth Krayt are Sith Lords. The Sith maintain a cadre of students, sycophants, and aspirants who are collectively called acolytes. These acolytes mostly serve on Coruscant where they act as aides and assistants to the Sith Lords. Darth Maladi has the largest collection of acolytes at her disposal, which is not surprising given her penchant for using agents outside of the Sith Order (including her Sith spies). The acolytes serve much the same purpose as Darth Sidious' Imperial advisors; they are semi-trusted confidants who serve alongside the Sith as they rule the galaxy, providing them with advice, service, and loyalty.

Most Sith acolytes are hangers-on who walk the path of the dark side of the Force but who, for whatever reason, do not have the capacity to master the mysteries that the Force presents to all students. They might know a few tricks, but rarely do their Sith masters allow them to attain anything approaching true power. They serve their chosen Sith Lord for as long as they are considered useful, after which point they are disposed of. Some acolytes have managed to survive for many years in the service of their Sith masters, and many believe that, as a reward for their faithful service, they will be taken on as a true Sith apprentice to be taught the ways of the dark side.

Sith acolytes are not considered part of Darth Krayt's Sith Order per se, though some of them pick up bits of lore culled from the teachings of the Sith. Although they seldom qualify for the Sith apprentice prestige class, Gamemasters who wish to create Sith acolytes for their own games can waive the requirement that the character must be a member of the Sith tradition. However, Sith acolytes should likely have no more than one or two talents from the Sith apprentice prestige class, and even that should represent the most elder acolytes. Sith acolytes make good mid-level opponents for heroes fighting against the Empire; they might even have a few Force tricks up their sleeves, but in the end they lack the power of a full-fledged Sith apprentice.

A'Sharad Hett emerges from Korriban as Darth Krayt, leader of the new Sith Order. He rescinds the Rule of Two put in place by Darth Bane thousands of years ago, which limited the Sith to a single master and apprentice. He issues the Rule of One: the declaration that there will be one Sith Order composed of many Sith Lords and apprentices, all united under his rule. The return of the Sith in force spells doom for the Galactic Alliance. However, unlike previous iterations of the Sith Order, Darth Krayt succeeds in controlling the petty ambitions of the Sith Lords under his command and focuses their rage against the Jedi Order.

For more information on the Sith, see Chapter 10: The Empire.

The Malevolence

A small group found on the Deep Core world of Prakith, the Malevolence are the living protectors of the tomb of Darth Andeddu, an ancient Sith Lord who once claimed Prakith as his domain. The Malevolence is a relatively isolated dark side cult that dwells within the tomb of Darth Andeddu and has for thousands of years since his death. The cult has sent out members to recruit new guardians, and as the cultists grow old and die off while waiting on their master's resurrection, they are replaced by new blood who see it as their duty to guard the tomb and eventually be rewarded for their loyal service. The Malevolence trains in the ways of the dark side of the Force, and their cult has preserved Sith knowledge for millennia by passing it down from one generation to the next.

The Malevolence is a great example of one of the many smaller organizations that ancient Sith Lords cultivated during their reigns. The original members of the Malevolence were recruited in secret by Darth Andeddu to serve as his disciples. Upon his death, he charged them with guarding his tomb until he one day rose to lead them again. Despite the fact that this practice went against Sith doctrine, several other Sith Lords did much the same thing. For Gamemasters looking to introduce aspects of the ancient Sith into their games, tomb-guarding cults such as the Malevolence demonstrate how to take elements of the past and bring them forward into the Legacy era.

Cults such as the Malevolence can be used in a variety of ways to bind the past to the present. For example, the heroes might stumble across one such tomb during their adventures, unleashing dark side cultists upon an unsuspecting galaxy, or discover technology thought lost for thousands of years. Similarly, such cults hand down knowledge from one generation to the next, and Force powers or other lore could still be actively taught among these cults despite having been gone from common knowledge in the galaxy for millennia. These tomb-guarding cults effectively become isolated time capsules from which a Gamemaster can introduce lost lore, technology, powers, organizations, and even individual characters.

Darth Krayt's Holocron

There is a secret known only to two individuals in the galaxy that could prove to be the catalyst for great change: Darth Krayt, Emperor of the galaxy and ruler of the Sith, is dying. However, this is not the only secret shared by Darth Krayt and Darth Wyyrlok.

Since Darth Krayt discovered the true extent of his body's degradation, the Sith Lord has been crafting a holocron to store the sum total of his knowledge as well as his beliefs and philosophies. However, at the height of the Sith-Imperial War, this holocron is not yet complete. Despite this fact, the holocron is still a repository for great knowledge, including many secrets and bits of lore known only to Darth Krayt himself.

Were the holocron to fall into the hands of the Galactic Alliance or the Hidden Temple, it could be analyzed for signs of weakness and perhaps uncover secret plans previously unknown to the galaxy at large. If the holocron were found by Darth Krayt's rivals within the Sith Order, it could lead to a coup d'etat, further fragmenting the Empire and plunging the galaxy into a war of many factions.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the variety of powers available to Jedi, Sith, and other Force traditions—both light and dark—in the Legacy era.

Telekinetic Powers: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents such as Telekinetic Power and Telekinetic Savant (see page 100 of the Saga Edition core rulebook).

Ballistakinesis [Telekinetic]

You use the Force to spray an area with dangerous debris. **Time:** Standard action. **Targets:** All targets within a 2×2 area (the entire area must be within 12 squares of you and in your line of sight).

Make a Use the Force check. Compare the result to the Reflex Defense of each target in the affected area. If the check result equals or exceeds the target's Reflex Defense, the target takes 3d8 points of bludgeoning, piercing, or slashing damage (your choice) and takes a –2 penalty on all attack rolls until the start of your next turn. This is an area attack.

Special: You may spend a Force Point when you activate this power, in which case targets whose Reflex Defense you fail to exceed with your skill check take half damage.

Combustion

You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks. **Time:** Standard action. **Targets:** All targets within a 2×2 area (the entire area must be within 12 squares of you and in your line of sight).

Make a Use the Force check. Compare the result to the Fortitude Defense of each target in the affected area. If the check result equals or exceeds a target's Fortitude Defense, the target takes 4d6 points of fire damage and catches on fire. If the attack misses, the target takes half damage and does not catch on fire. This is an area attack.

The result of your Use the Force check determines the attack bonus of the fire each round it burns. This replaces the fire's normal attack bonus (see page 255 of the Saga Edition core rulebook).

Special: You can spend a Force Point to move one target hit by this power –1 step along the condition track.

Dark Transfer [Dark Side]

You use the dark side of the Force to restore vitality to a living ally. **Time:** Standard action. **Target:** One other living creature touched.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: The target heals a number of hit points equal to your character level.

DC 20: The target heals a number of hit points equal to 2 × your character level.

DC 25: The target heals a number of hit points equal to 3 × your character level.

DC 30: The target heals a number of hit points equal to 4 × your character level.

Special: Each time you use *dark transfer*, you move –1 persistent step down the condition track, and you gain 1 Dark Side Point. You must rest for 8 hours to remove this condition. You may spend a Force Point to avoid moving down the condition track when you use this Force power.

Detonate [Telekinetic]

You can perceive points of weakness within an object and use the Force to telekinetically press on those points, shattering the object. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and in your line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 20: The object takes 4d6 points of damage.

DC 25: The object takes 6d6 points of damage.

DC 30: The object takes 8d6 points of damage.

DC 35: The object takes 10d6 points of damage.

Special: You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

Enlighten [Light Side, Mind-Affecting]

You reach out to an ally telepathically, sharing visions of the near future to give the ally an edge or to protect the ally from harm. **Time:** Swift action or reaction. **Target:** One ally within 12 squares of you and in your line of sight.

Make a Use the Force check. The target may use the check result instead of one attack roll, skill check, or opposed check it makes before the start of your next turn, or the target can use the check result in place of one of its defenses until the start of your next turn.

Special: You may spend a Force Point when you activate this power to prolong the effect until the end of your next turn.

Force Shield [Telekinetic]

You use the Force to create a mobile bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.

DC 20: As DC 15, except you gain SR 10.

DC 25: As DC 15, except you gain SR 15.

DC 30: As DC 15, except you gain SR 20.

Special: You can spend a Force Point when you activate this power to increase the power's SR by 5. You can maintain your concentration on a *Force shield* to continue to gain the benefit of the power's SR from round to round, extending the normal duration. Maintaining the *Force shield* power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.

Lightning Burst [Dark Side]

You call upon the dark side to cause lightning to arc out from your body, striking adjacent enemies. **Time:** Standard action. **Targets:** All enemies adjacent to you.

Make a Use the Force check. Compare the result to each target's Reflex Defense. If the attack hits, the target takes 3d6 points of Force damage and moves –1 step along the condition track. If the attack misses, the target takes half damage and does not move along the condition track.

Special: You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

You can maintain the *lightning burst* power as a standard action, provided you haven't moved since activating the power. When you maintain the power, make a new Use the Force check and compare the result to the Reflex Defense of each target in range (as described above).

Obscure [Mind-Affecting]

You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target. **Time:** Reaction. **Target:** One enemy within 12 squares of you and in your line of sight that just made an attack roll.

Make a Use the Force check. Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target takes a –5 penalty on the attack roll. If the target misses with the attack, you can choose to make the target reroll the attack against another creature adjacent to it; this attack is also at a –5 penalty.

Special: You may spend a Force Point when you activate this power to apply the penalty to all of the target's attack rolls made until the start of its next turn.

Prescience

The Force grants you a flash of insight in dealing with your enemies. **Time:** Swift action. **Target:** One enemy within your line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: Until the end of your next turn, you gain a +1 insight bonus to all defenses against attacks or effects originating from the target, as well as a +1 insight bonus on attack rolls made against the target.

DC 20: As DC 15, except the insight bonuses increase to +2.

DC 25: As DC 15, except the insight bonuses increase to +3.

Special: You can spend a Force Point when you activate this power to affect one additional enemy in your line sight.

Stagger [Telekinetic]

You use the Force to lash out at a nearby enemy, causing it to stumble. **Time:** Swift action. **Target:** One enemy adjacent to you.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes 2d6 points of Force damage and is pushed 1 square away from you. This movement does not provoke attacks of opportunity.

Special: You can spend a Force Point when you activate this power to affect all enemies adjacent to you, in which case compare your Use the Force check result to each target's Fortitude Defense.

Force Talents

Whenever a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the Saga Edition core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 57 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that Force tradition's talent tree.

ALTER TALENT TREE

The following new talent expands the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Move Massive Object: When you successfully use the *move object* power to move an object of Large size or bigger, you can make an area attack with the object instead of throwing it at or dropping it on a single target, as normal for the power. You must spend a Force Point when you activate the power to do this, and the area you target is based on the size of the object: Large, 2×2; Huge, 3×3; Gargantuan, 4×4; Colossal and larger, 6×6.

When you use *move object* to make an area attack with the object you are moving, you compare your Use the Force check to the Reflex Defense of each creature, droid, and vehicle in the target area. If your check equals or exceeds the target's Reflex Defense, it takes damage from the object (as determined by the *move object* power). Otherwise, the target takes half damage. This is an area effect.

Prerequisites: Telekinetic Power, *move object*

Move Object Reality Check

When you use the *move object* power to hurl an object at one or more targets, it doesn't cease to take up space on impact. For particularly large objects, you as the Gamemaster have several options. First, you can describe the object as breaking up on impact, crumbling into several smaller objects and (at your discretion) creating difficult terrain without displacing anyone in the affected spaces. For objects that are less likely to break up on impact, you can rule that the object now occupies a certain amount of space, and any creature occupying a space taken up by the object automatically moves to the nearest unoccupied space adjacent to the object (without provoking attacks of opportunity).

CONTROL TALENT TREE

The following new talent expands the Control talent tree (see page 101 of the Saga Edition core rulebook).

Telekinetic Stability: Whenever an attack or effect would normally move you against your will (such as being targeted by a Bantha Rush, or being moved by *Force thrust* or *stagger* power), you can spend a Force Point to negate that movement.

DARK SIDE TALENT TREE

The following new talent expands the Dark Side talent tree (see page 101 of the Saga Edition core rulebook).

Dark Preservation: Whenever an effect would normally move you down the condition track, you may spend a Force Point and increase your Dark Side Score by 1 to negate that movement down the condition track.

Prerequisite: Power of the Dark Side.

Force Techniques

Force techniques represent a deeper understanding of the Force and require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes, such as Force adept, Imperial Knight, Jedi Knight, and Sith apprentice.

When you gain access to a new Force technique, you can select it from those on pages 102-103 of the Saga Edition core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

Detoxify Poison

You can use the *vital transfer* power to treat a poison affecting the target. Instead of the normal effect of the *vital transfer* power, you can compare the result of your Use the Force check to the poison's DC (see page 255 of the Saga Edition core rulebook). If you equal or exceed the poison's DC, you detoxify the poison as per the use of the Treat Injury skill.

Improved Ballistakinesis

When you use *ballistakinesis*, you may spend a Force Point to target a 3×3 area instead of a 2×2 area.

Improved Dark Transfer

When you use *dark transfer*, you may spend a Force Point to revive a creature that died since the end of your last turn. You must succeed on a DC 25 Use the Force check. If the check succeeds, the target creature is unconscious instead of dead and does not heal any hit points from the use of *dark transfer*.

Improved Detonate

When you use the *detonate* power, you also damage enemies near the targeted object. Compare the result of your Use the Force check to the Reflex Defense of all enemies within 2 squares of the object. If your check equals or exceeds the enemy's Reflex Defense, the enemy takes slashing damage equal to one-half the damage sustained by the object. This is an area attack.

Improved Enlighten

When you use the *enlighten* power, you may spend a Force Point to affect one additional ally.

Improved Lightning Burst

When you use the *lightning burst* power, also compare the result of your Use the Force check to each target's Fortitude Defense. If your check result equals or exceeds both a target's Reflex Defense and its Fortitude Defense, you push the target 1 square away from you and knock the target prone. This movement does not provoke attacks of opportunity.

Improved Obscure

When you use the *obscure* power, you may spend a Force Point to gain a +5 Force bonus on your Use the Force check.

Improved Force Shield

When you use the *Force shield* power, you can spend a Force Point to expand the radius of the *Force shield* so that it protects you and all allies adjacent to you. Alternatively, you can spend a Destiny Point to have the *Force shield* protect a vehicle you occupy, regardless of the vehicle's size. If the vehicle already has a Shield Rating, the SR of the vehicle and the SR granted by this power do not stack.

Improved Stagger

When you use the *stagger* power, you may spend a Force Point to push your target 2 squares away from you, instead of just 1 square.

Death Sticks

Death sticks are a kind of narcotic found throughout the galaxy, typically trafficked by unscrupulous crime lords and used to obtain leverage against those who become addicted to the drug. Death sticks come in a variety of forms, including a liquid form that can be consumed in a drink, and produce a temporary euphoric effect. Unfortunately, the side effects are devastating, as each use ravages the user's immune system and measurably shortens the user's lifespan. Death sticks are also highly addictive, as the length of the euphoric reaction shrinks with each use, requiring the most heavily addicted users to consume several times the normal amount just to get a sustained reaction from the death sticks. Death sticks are illegal on many worlds for precisely this reason, as some populations (including the Balosars) have been seriously impacted by death stick use among youths. Recovering from deathstick addiction is difficult and usually requires medical assistance.

However, Death Sticks also have a second purpose, at least for Cade Skywalker and others like him. As a former Jedi Padawan, Cade's connection to the Force is strong, and, as a result, he is more able to sense the drug's effects on Force sensitivity. As Cade discovers after obtaining death sticks from the pirate Rav, deathstick use dulls one's connection to the Force, at least for a short while. Cade uses death sticks to prevent the Force spirits of his ancestors from visiting him as frequently. A Force-user that partakes in death sticks can shut himself off from the emotions of those around him and eliminate visions of the future, past, and present, which (for those who have experienced great tragedies, like Cade Skywalker) can be preferable despite the physical toll of death stick use.

Death Stick Rules: Consuming a death stick grants the user a +1 morale bonus on all attack rolls and a +1 morale bonus to defenses for the duration of the death stick's euphoria. During that time, the user takes a –10 penalty on all Use the Force checks and cannot spend Force Points. Death stick euphoria initially lasts for 1 hour, but each subsequent use reduces the length of the euphoria by 5 minutes. At the end of the euphoria's duration, the death stick makes an attack roll at a +10 bonus (increase by +1 for each subsequent death stick use) against the Fortitude Defense of the user; if the attack hits, the target becomes addicted to the death sticks.

A character addicted to death sticks moves –1 persistent step down the condition track each day he does not use death sticks, and the persistent condition can only be removed by the use of a death stick. If a character can go for one week without death stick use, his or her addiction can be broken by another character who succeeds on a DC 25 Treat Injury check. This skill check can be attempted once per day, and others can aid the check using the aid another action.

Other Force-Using Traditions

Although the Sith, the Imperial Knights, and the shattered fragments of the Jedi Order take center stage in the Legacy era, there is still plenty of room for other Force-using traditions. Force-using traditions on the fringe of society are largely ignored by the powers that be, and thus have plenty of opportunities to thrive and expand their influence.

The following two Force-using traditions are suitable for use in a campaign set during the Legacy era. Although these traditions are predominantly unaligned, one tradition—the Disciples of Twilight—is more appropriate for player characters than the other—the Ember of Vahl. Players may choose to play characters who are members of the Ember of Vahl at their Gamemaster's discretion.

The Disciples of Twilight

The Disciples of Twilight have little influence beyond Dyspeth, a habitable moon that perpetually falls in the shadow of a remote and unremarkable Outer Rim planet.

Dyspeth's original colonists were Humans who sought to break away from the Old Republic just over nine hundred years prior to the Battle of Yavin. The colonists, quickly forgotten, were rediscovered by a Republic survey team after five hundred years of peaceful settlement. Though wary of the Republic's motives, the people of Dyspeth reentered the galactic community, albeit as quiet merchants and traders.

The Disciples of Twilight formed shortly after Dyspeth was originally colonized. The founder, known only as Twilight, is rumored to have been a former Jedi who left the Jedi Order in search of a new beginning. Using her Force abilities, Twilight sought to unite other Force-sensitive colonists in an effort to adapt to the darkness of their new home. Since then, the Disciples of Twilight have become defenders of Dyspeth's people, even though they hold no military or political power on the shadowy moon.

The Disciples of Twilight concern themselves primarily with using the Force to manipulate light. When members of the Disciples of Twilight move out into the galaxy at large, they find themselves capable of much more, since most worlds are brightly lit compared to their own. The Disciples of Twilight have learned to bend light using the Force, a technique that has also been displayed by other Force adept sects such as the Fallanassi. They share similar powers but also possess new abilities unseen elsewhere in the galaxy.

Since Dyspeth's discovery by the Republic, the Disciples have filtered out into the neighboring systems. Their motives are unclear, but they seem concerned with protecting the weak from the depredations of the strong. While their actions have yet to defy the Sith-controlled Empire, there have been rumblings within the organization that they are about to choose a side.

A Disciple of Twilight.



Membership: The membership of the Disciples of Twilight consists largely of natives of Dyspeth. Despite this, the movement has gained several new members since the moon's discovery by the Republic, and anyone with Force sensitivity and a taste for shadowy justice is welcome to join.

DISCIPLE OF TWILIGHT TALENT TREE

The Disciples of Twilight embody shadow, using the Force to manipulate light and darkness.

Cloak of Shadow: You can spend a Force Point as a swift action to bend light around you, veiling yourself in shadows. Until the end of the encounter, whenever you move and end your movement at least 3 squares away from your starting position, you gain concealment from all targets until the beginning of your next turn.

Phantasm: Whenever you successfully use a Force power with the *[mind-affecting]* descriptor against a target, any time before the end of the encounter you can spend a Force Point as a swift action to create illusory phantoms around that target. When you do this, you and all of your allies within the target's line of sight have concealment from the target until the end of your next turn.

Revelation: As a standard action, you can make a Use the Force check against the Will Defense of an enemy that has concealment from you or any of your allies. If successful, the enemy is silhouetted by a faint shimmering light that belies his location. Your target loses any concealment bonuses to Reflex Defense until the end of your next turn.

Shadow Armor: You use the Force to bend light around yourself, wrapping you in shadows and making it difficult for enemies to tell where you end and the shadows begin. As a swift action, you grant yourself a +1 Force bonus to your Reflex Defense until the start of your next turn.

You may select this talent multiple times. Each time you select it, the Force bonus it provides increases by +1 (maximum +4).

Prerequisite: Cloak of Shadow.

Shadow Vision: As a swift action, you gain low-light vision, allowing you to ignore concealment (but not total concealment) from darkness. This benefit lasts for 5 minutes or until the end of the encounter, whichever comes first.

The Ember of Vahl

The Ember of Vahl is a cult that worships Vahl, a goddess of fiery destruction. The membership of the cult is primarily made up of the Vahla, a nomadic near-Human species that plies the galaxy in an endless search for their homeworld. The ancestors of the cult were decadent and twisted beings that lived only to serve their goddess. Because of their destructive tendencies and devotion to the dark side, they were decimated by the Jedi Knights several thousand years ago. In the millennia since, their descendents have eked out an existence as interstellar vagabonds.

Small-scale piracy and petty theft is used to fuel the limited economy of the Vahla. They are also known to abduct individuals for use as sacrifices to their goddess. Though individual Vahla often set out on their own, all members of the species are expected to heed the demands of a central coven that consists of six priests who have been "chosen" by Vahl. The priests consult with Vahl via *farseeing*, interpret omens, and make policy for their people. Being true disciples of their goddess, the six Chosen of Vahl scar themselves in a display of faith and devotion.

Vahl is an embodiment of the destructive nature of the dark side of the Force. It is thought that the original Vahl was a powerful Force adept who led her people to take control of their lost homeworld prior to being destroyed by the Jedi. She is often depicted as a mature female Vahla with smoldering black eyes and flowing ash-white hair.

VAHLA



Because of their species' defeat in ages long past, the Vahla remain embittered and hateful of the Jedi Order. During the Dark Times, a number of Vahla helped the Empire hunt down Jedi Knights. In the Legacy era, this tradition continues, with Vahla plying the galaxy as independent bounty hunters.

Membership: Not surprisingly, most members of the Ember of Vahl are of the Vahla species (see sidebar). On the rare occasion that they accept non-Vahla into their ranks, the individual must possess the Force Sensitivity feat and must demonstrate his faith through a number of dangerous and fiery trials. Despite the fact that all Vahla are born Force sensitive, not all of them become members of the cult.

EMBER OF VAHL TALENT TREE

Members of Vahl's cult look to their goddess for inspiration. Over the years, they have developed talents that slant toward the destructive.

Initiate of Vahl: Having been formally initiated into Vahl's priesthood, you are resistant to the effects of fire and extreme heat. You take half damage from attacks that deal fire damage, or no damage on a miss (if the fire damage is part of an area attack).

Reading the Flame: You can enter a trance by staring into a flame of any size, gaining insight into the workings of the galaxy by meditating on the flame's movement. Whenever you use the *farseeing* power or the Search Your Feelings application of the Use the Force skill, you can reroll your Use the Force check, keeping the better result.

Prerequisite: Initiate of Vahl.

Sword of Vahl: Your devotion to Vahla allows you to eschew advanced weapons in favor of simple implements of war. You gain a +1 Force bonus on attack rolls made with simple weapons.

Prerequisite: Initiate of Vahl.

Vahl's Brand: Any additional damage you deal with an empowered weapon (see the Empower Weapon talent, page 214 of the Saga Edition core rulebook) is considered to be fire damage.

Prerequisite: Empower Weapon.

Vahl's Flame: As a swift action, you can use the Force to call forth the sparks of your goddess, wreathing your weapon in flames. Until the beginning of your next turn, any successful attack you make with a melee weapon deals an additional 1d6 points of fire damage.

Prerequisite: Initiate of Vahl.

New Species: Vahla

The Vahla are a tall near-Human species with slight builds. Males average 2 meters tall, with females being somewhat shorter. Their skin color ranges from dusky brown to dark gray, while their eyes are typically pale shades of blue, gray, or lavender. Hair color runs the gamut from black and gray to white, or some combination of the three. Rare Vahla who are born with red hair are considered blessed by their goddess. Physiologically, Vahla are similar to baseline Humans with a number of slight differences. The largest variation is that their skeletons primarily consist of thick cartilage, as opposed to bone, which gives them greater flexibility compared to Humans and other near-Humans.

VAHLA SPECIES TRAITS

All Vahla share the following traits:

Ability Modifiers: +2 Intelligence, –2 Constitution. The Vahla are naturally bright and shrewd, but they are physically frail.

Medium Size: As Medium creatures, Vahla have no special bonuses or penalties due to their size.

Speed: 6 squares.

Dark Side Stigma: Whether they know it or not, each member of the Vahla species is forever bound to the dark side of the Force. Vahla must spend 2 Force Points to reduce their Dark Side Score by 1.

Force Sensitivity: All Vahla gain Force Sensitivity as a bonus feat.

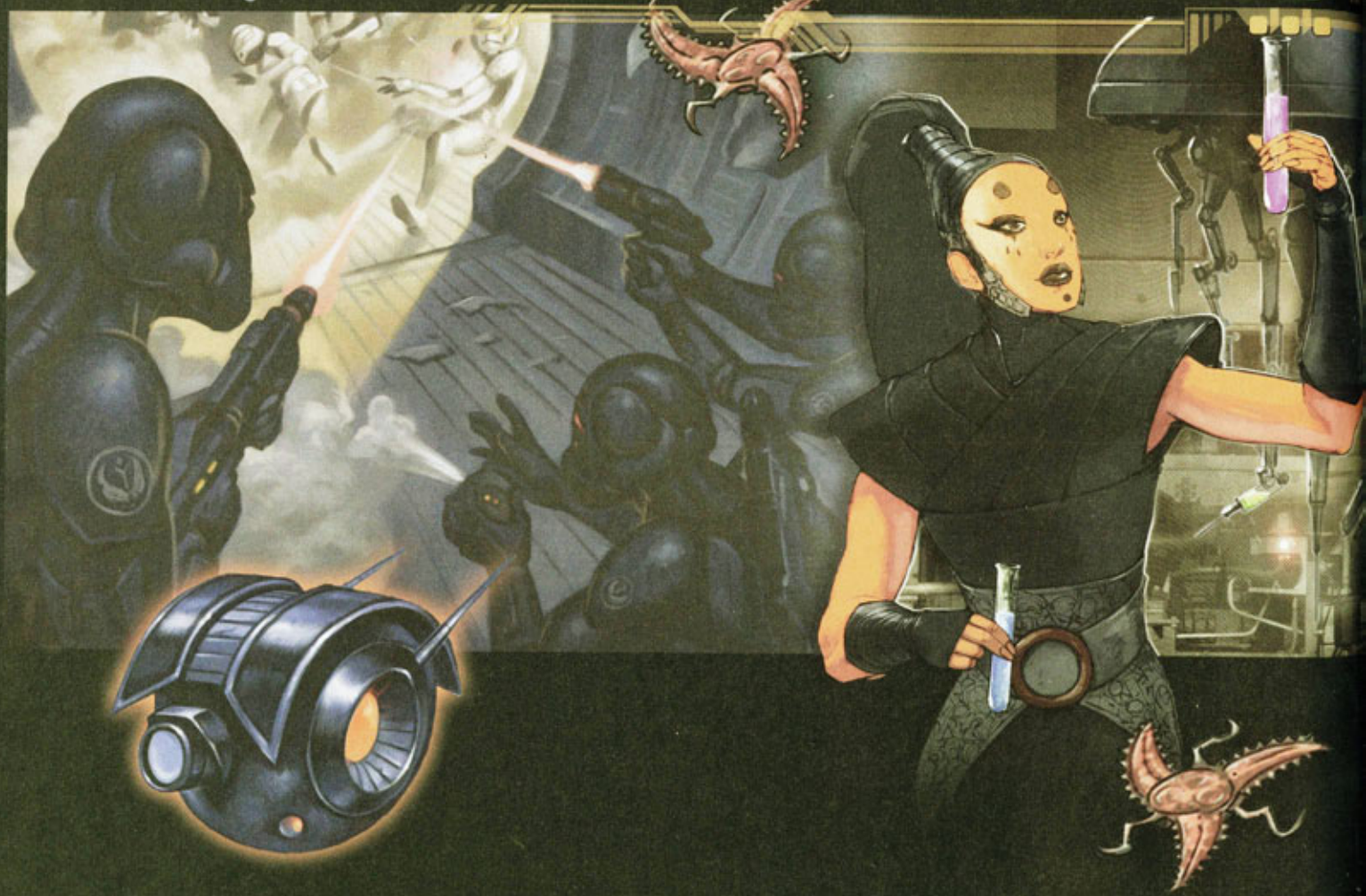
Cartilaginous Skeleton: Vahla skeletons are primarily made of cartilage instead of bone. A Vahla can reroll any Acrobatics check, but the result of the reroll must be accepted even if it is worse.

Languages: Basic and Vahla.

"YOU CANNOT DENY YOUR POWER IN THE FORCE; IT IS THERE WHETHER YOU WILL IT OR NOT. YOU MUST LEARN THE DISCIPLINE TO MASTER IT."

-DARTH VADER

Chapter V
Equipment and Droids





Technology comes and goes, but some things never change. Blasters are still the weapon of choice in the Legacy era, and most of the major weapons manufacturers are still producing new models to keep up with their competitors. Most technology changes at about the same relative rate, however, and as such the statistics for various weapons, armor, and pieces of equipment remain unchanged in a Legacy era campaign.

Technologically, the Legacy era represents a time when everything old is new again, and beings throughout the galaxy can be seen wearing armor or wielding weapons that have been around since the Clone Wars, if not before. In game terms, this means that almost any weapon, suit of armor, or piece of equipment from previous eras fits in a Legacy campaign, and Gamemasters and players alike are encouraged to find interesting stories behind how such retro equipment found its way into the hands of Legacy heroes.

Of course, Imperial restrictions still make it difficult to get a hold of some items. The Galactic Empire under Darth Krayt has reverted to many of the draconian practices that were common under Palpatine, and items of Military availability are considered Illegal in the hands of anyone not either directly associated with the Empire or awarded special dispensation from the Imperial bureaucracy. As in the days of the Galactic Civil War, the Empire tightly controls who obtains weapons that can be used against the Imperial forces, meaning that weapons smugglers can have lucrative careers supplying the means to fight tyranny and oppression.

Biotech

The term "biotech" is a new phrase used to describe the biological technology introduced by the Yuuzhan Vong. The term biotech can be applied to devices, weapons, armor, and even vehicles, and it acts as a descriptor that indicates certain new rules mechanics. A biotech object is defined as any object of distinct Yuuzhan Vong origin, such as amphistaffs, razor bugs, thud bugs, and Vonduun crabshell armor; additionally, any object with the biotech template (see page 66), any vehicle with the living vehicle template (see page 69), and Yuuzhan Vong bio-implants (see page 67) are also always considered to be biotech devices.

Biotech devices have the following special rules associated with them:

- They require the Treat Injury skill (not the Mechanics skill) to repair.
- Knowledge checks concerning biotech use Knowledge (life sciences) instead of Knowledge (technology).
- They are more difficult to sense and grasp with the Force (see page 33).
- They may be modified using the Biotech Specialist feat (see page 34), but not the Tech Specialist feat (see page 21 of *Starships of the Galaxy*).

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Small						
Shock whip	1,200	1d6	–	2.3 kg	Bludgeoning	Restricted
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny						
Tehk'la blade	8,500	2d6	–	0.5 kg	Piercing and slashing	Rare
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large						
Long-handle lightsaber	4,500	2d8	–	2 kg	Energy and slashing	Rare

MELEE WEAPONS

As in many other time periods, melee weapons are largely secondary to ranged weapons. However, some weapons, such as those listed in this section, are favored by iconic characters in the era, and are likewise suitable for use by heroes.

Long-Handle Lightsaber

Lightsaber

A weapon favored by the Sith Lord Darth Nihl, the long-handle lightsaber caters to a particular fighting style. The weapon's handle grip is several times larger than the standard lightsaber, making it easier to swing the weapon around the body using arms, legs, shoulders, hips, and other joints as fulcrums upon which the lightsaber can be levered.

The fighting style used with a long-handled lightsaber takes advantage of the larger grip to allow the wielder to rotate the weapon around his body. When you wield the lightsaber two-handed, you can choose to forego doubling your Strength bonus to damage and instead increase the lightsaber's base damage to 2d10.

A long-handle lightsaber requires an energy cell to operate.

Shock Whip

Advanced Melee Weapon

A nasty weapon deemed by many to be unnecessarily painful, the shock whip has been used by warriors throughout the galaxy for generations. Fast and cruel, the shock whip is the chosen weapon of the Mistryl Shadow Guards and is also used by the Sith Lord Darth Maleval. A shock whip consists of a metal grip from which extend long, thick wires woven together into a single strand. The metal grip houses a power cell that can send a surge of energy through the shock whip's cord, issuing an electric shock to the target.

A shock whip is a melee weapon with a reach of 2 squares. When you hit with the shock whip, the target takes normal damage from the weapon (as listed on Table 5-1: Melee Weapons). Also on a hit, you can choose to make a grab attack (as a free action) against the target using the whip, provided the target is no more than one size category larger than you. Unlike a normal grab attack, you make a second attack roll at the normal attack bonus with the whip, and you do not take a –5 penalty on the attack roll. If this second attack roll hits, the target is grabbed. As a swift action once per turn, you can automatically deal 2d6 energy damage to a target grabbed by the shock whip (no additional attack roll required).

If you have the Trip feat, you can choose to use the shock whip to knock the target prone instead of making a grab attack.

While grabbing a target with the shock whip, you cannot use the weapon to make attacks against any other targets.

A shock whip requires an energy cell to operate.

Tehk'la Blade

Exotic Weapon

The tehk'la blade is a handheld weapon in common use throughout Nagai society. Similar in design to vibrodaggers, tehk'la blades are fashioned individually for, and often by, the owner of the weapon. The leading edge of a tehk'la blade is serrated, and vibration inducers cause it to oscillate at several thousand cycles per minute, enhancing its cutting power.

The Nagai fighting style that employs tehk'la blades relies on wounding an enemy, whittling him down until his lack of effectiveness permits a killing blow. The blades are designed to tear and rend as they are withdrawn from stab wounds, making them particularly fearsome in the hands of a trained combatant. If the attack roll made by the wielder of a tehk'la blade equals or exceeds both the target's Reflex Defense and its Fortitude Defense, the target takes an additional 1d6 points of damage from bleeding at the start of its next turn.

A tehk'la blade requires an energy cell to operate.



Ranged Weapons

The galaxy is a dangerous place, even with the iron hand of the Empire restricting the sales of different kinds of weapons, and individuals still rely on ranged weapons for their own personal safety. In addition, Yuuzhan Vong weapons such as thud bugs and razor bugs have become increasingly common among fringers who disregard the ban on such weapons.

Blaster Carbine, Double-Barreled

Rifle

A favorite weapon among those who live on the fringe of society, the double-barreled blaster carbine packs a powerful punch yet is small enough to conceal under loose clothing. Unlike a normal blaster carbine, the double-barreled carbine is incapable of making autofire attacks. However, the weapon can be switched to a "double shot" setting as a swift action. While in double shot mode, the weapon acts as an area effect weapon, targeting everything in a 2-square-by-2-square area. A target hit by the weapon takes full damage (half damage if it has the Evasion talent), or half damage if the attack misses (no damage if the target has the Evasion talent). Each double setting attack consumes 2 shots. The wielder cannot use any feat, talent, or other effect that consumes more than one shot in a round (including Double Attack and Rapid Shot) while using this weapon in double shot mode.

Like all blaster carbines, the double-barreled blaster carbine can be used to make attacks of opportunity, even without a folded stock.

A double-barreled blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

Cade Skywalker carries a custom double-barreled blaster carbine, modified for him by Bantha Rawk.

Blaster Carbine, Hunting

Rifle

The hunting blaster carbine combines the reduced weight and portability of a carbine with the ability to take down a target quickly. A hunting blaster carbine is incapable of making autofire attacks, but on a critical hit, a hunting blaster carbine's damage dice change from d8s to d10s.

Hunting blaster carbines have a retractable stock. Like all blaster carbines, the hunting blaster carbine can be used to make attacks of opportunity even if its stock is not folded.

A hunting blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

The Wookiee bounty hunter Chak carries a hunting blaster carbine.

Blaster Carbine, Sporting

Rifle

The sporting blaster carbine is designed to take the compact design of the blaster carbine and increase its accuracy, making it more competitive at long ranges. A sporting blaster carbine is not treated as an inaccurate weapon when wielded in two hands.

Like all blaster carbines, the sporting blaster carbine can be used to make attacks of opportunity, even without a folded stock.

A sporting blaster carbine requires a power pack to operate. After 100 shots, the power pack must be replaced.

The bounty hunter Jariah Syn uses a sporting blaster carbine on occasion.

TABLE 5-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Concealed dart launcher	1,900	–	Yes (3d8)	S	0.5 kg	Piercing	Illegal
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Blaster pistol, snap shot	250	3d6	–	S	1 kg	Energy	Illegal
Medium							
Blaster pistol, bluebolt[1]	850	3d8	Yes	S	1.6 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blaster carbine, double-barreled[1 3]	1,200	3d8	Yes	S	1.9 kg	Energy	Restricted
Blaster carbine, hunting[1]	1,000	3d8	Yes	S	2.1 kg	Energy	Restricted
Blaster carbine, sporting[1]	1,000	3d8	Yes	S	2.6 kg	Energy	Restricted
Large							
Blaster rifle, heavy assault[1]	3,000	3d10	–	A	7 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Razor bug[2]	800	2d8	–	S	0.5 kg	Slashing	Illegal, Rare
Thud bug	800	2d8	Yes	S	0.5 kg	Bludgeoning	Illegal, Rare

1 *Inaccurate Weapon: This weapon cannot fire at targets at long range.*

2 *Accurate Weapon: This weapon takes no penalty when firing at targets at short range.*

3 *Area Attack Weapon: See Area Attack, page 155 of the Saga Edition core rulebook.*

Blaster Pistol, Bluebolt

Pistol

Named for the blue chrome that adorns the body of the original models of this pistol, the bluebolt blaster pistol is much larger than a normal blaster pistol. However, the weapon is balanced with a heavy grip and a light barrel, making it easy to wield in one hand.

The bluebolt blaster pistol can stun targets as far away as 8 squares (instead of the usual 6-square range). However, the weapon consumes one additional shot with each stun attack.

A bluebolt blaster pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Deliah Blue uses a bluebolt blaster pistol.

Blaster Pistol, Snap Shot

Pistol

A favorite among intelligence agents, undercover law enforcement, and criminals in need of a well-concealed weapon, the snap shot blaster pistol is a variant of the hold-out blaster pistol often perceived as a last resort weapon. It carries a single round of ammunition in its power pack, and because of its compact design, a snap shot blaster pistol grants a +5 equipment bonus on Stealth checks made to conceal the weapon.

A snap shot blaster pistol requires a power pack to operate. After one shot, the power pack must be replaced.

Morrigan Corde uses a snap shot blaster pistol in emergencies.

Blaster Rifle, Heavy Assault

Rifle

A large rifle designed to give a single person enough firepower to take out a whole squad of enemies, the heavy assault blaster rifle is restricted to military use under Imperial law. When a heavy assault blaster rifle scores a critical hit, its damage dice change from d10s to d12s.

A heavy assault blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Morrigan Corde carries a heavy assault blaster rifle on difficult missions, such as when she breaks into the Sith Temple on Coruscant to rescue Cade Skywalker.

Concealed Dart Launcher

Exotic Weapon

Worn on the wrist and usually concealed by clothing, this weapon fires toxic darts. A dart can be filled with contact poisons, but by default it contains a potent sedative that effectively deals stun damage to the target. Unlike weapons set to stun, a concealed dart launcher can deal stun damage to targets farther than 6 squares away. A concealed dart launcher is treated as a pistol for purposes of determining range.

Because of its compact design, a concealed dart launcher grants a +5 equipment bonus on Stealth checks to conceal the weapon.

A concealed dart launcher requires a bundle of darts to operate. After 6 shots, the bundle must be replaced.

Deliah Blue often uses a concealed dart launcher to bring down her targets quickly and without causing lethal damage.

Razor Bug

Simple Weapon

Razor bugs are small, disc-shaped insects engineered by the Yuuzhan Vong to serve as ranged weapons. Though they are thrown by hand, razor bugs are shaped in such a way that they fly with great speed, distance, and accuracy, making them an effective replacement for longer-ranged weapons. A thrown razor bug is treated as a simple weapon, not a thrown weapon, for purposes of determining range.

Thud Bug

Simple Weapon

Like razor bugs, thud bugs are insects engineered by the Yuuzhan Vong to serve as ranged weapons. A thrown thud bug is treated as a simple weapon, not a thrown weapon, for purposes of determining range. Additionally, the wielder can choose to deal stun damage instead of normal damage against a target at point-blank or short range.

EQUIPMENT

The following new pieces of equipment are suitable for use by heroes in a Legacy era campaign.

Biotech Tool Kit

You need a biotech tool kit to modify Yuuzhan Vong biotechnology, install a bio-implant, or otherwise alter biological devices and vehicles. A standard biotech tool kit consists of a variety of implements and tools that look more at home in a medical kit than in a tool kit, and unlike a normal tool kit, items in a biotech tool kit cannot double as improvised weapons.

Comlink, Hands-Free

The hands-free comlink is a convenient device often used by beings working under conditions where both hands are needed to perform a task. This comlink consists of several linked sound-absorbing pads, placed on the face of the user and connected to an earpiece. When the wearer speaks, the sound-absorbing pads transmit the speech; additionally, the comlink can be



adjusted to pick up only the faintest of whispers, allowing the wearer to use the comlink to communicate quietly when stealth is important. Morrigan Corde frequently uses a hands-free comlink.

A hands-free comlink functions as a short-range comlink, but does not have video or holo capability.

Spy Bug

This Diminutive, bioengineered insect records sights and sounds within 20 squares of it. It can be placed in a hidden area and remains there until retrieved. When the spy bug is retrieved, the data that is has absorbed through its senses for the past 24 hours can be extracted. (The Yuuzhan Vong use living devices to retrieve the data, but a DC 25 Mechanics check can transmit the data via electronic connectors or comlink.)

A spy bug functions as a holorecorder unit (see page 136 of the Saga Edition core rulebook). A spy bug registers as a life form on sensors, not as an electronic device.

TABLE 5-3: EQUIPMENT

COMMUNICATION DEVICES	COST	WEIGHT
Comlink, hands-free	150	0.1
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Spy bug	1,300	0.5
TOOLS	**COST**	**WEIGHT**
Biotech tool kit	450	1
BIO-IMPLANTS	**COST**	**WEIGHT**
Body spikes	1,400	–
Cosmetic enhancements	200	–
Enhanced vision	1,900	–
Natural armor	7,000	–
Natural weapon	4,000	–
Poison filter	2,500	–
Replacement body part	2,000	–

Yuuzhan Vong Biotech

Most biotech devices created by the Yuuzhan Vong serve the same purposes as their mechanical or electronic counterparts. You can create new biotech devices by applying the following template to standard technological devices, armor, and weapons. Once the template is applied, the new biotech device may be used with the biotech feats and talents. Note that certain weapons and devices have no biotech equivalent, including most explosives, exotic weapons, and lightsabers.

To turn a standard technological device into a biotech device, apply the following modifications:

Cost: A biotech device costs four times as much as its technological equivalent. (For example, a biotech breath mask costs 800 credits, whereas a normal breath mask costs 200 credits.)

Availability: Biotech devices are considered Rare across most of the galaxy. Biotech weapons are normally Illegal in the Legacy era.

Armor: Armor with the biotech template has its weight reduced by one-half. This does not change the armor's type (medium armor remains medium armor, heavy armor remains heavy armor). Repairing a suit of "living armor" requires the Treat Injury skill (see page 32).

Equipment: Most equipment requires no special modifications. However, some biotech devices may rely on natural power supplies or require specialized training to use successfully. Such devices may be used without penalty by the Yuuzhan Vong and others with biotech-related feats and talents. Those without such knowledge must apply a –5 penalty to any skill checks or attacks made when using unfamiliar biotech devices.

Weapons: A biotech weapon derived from a weapon that deals energy damage deals bludgeoning, piercing, or slashing damage instead; the type of damage is selected when the template is applied.

"I HAD NEVER SEEN A SHIP LIKE THE ONE THAT ENGULFED ME, OR WARRIORS LIKE THE ONES I FACED, OR WEAPONS LIKE THE ONES THAT DOWNED ME."

-DARTH KRAYT

Bio-Implants

Their invasion of the galaxy thwarted, the Yuuzhan Vong withdrew to Zonama Sekot. A small few elected to remain behind, carving out lives for themselves on remote, undeveloped worlds or integrating into galactic society. A small number of Yuuzhan Vong shapers took this latter path and began using their advanced knowledge of bioengineering to make biological alterations to other sentient beings. These modifications were illegal, not to mention unpredictable and dangerous. Still, Yuuzhan Vong biological modification became an intriguing alternative to cybernetic enhancement, which had for years allowed criminals to gain a technological edge over their competitors.

Obtaining a Yuuzhan Vong bio-implant is risky business, for all of the implants and modifications listed here are Illegal. Most of the rogue shapers that offer bio-modification do so from the darker corners of the galaxy, far from the probing eyes of the Galactic Empire. Moreover, they are rarely interested in Imperial credits, instead seeking payment in the form of favors, services, or bartered goods. The costs for these bio-implants are listed on Table 5-3: Equipment and represent the credit value of the modification; Gamemasters are encouraged to require that any heroes seeking Yuuzhan Vong bio-implants perform some task for the shaper, or provide rare or illegal goods of the same value in trade. While the GM is free to allow the character to simply purchase one of these enhancements, they lose some of their uniqueness and mystery if the hero simply hands over a credit stick and receives the enhancement.

For example, one of the player characters might be looking to obtain the enhanced vision bio-implant, valued at 1,900 credits. Instead of just allowing the hero to pay for the enhancement, the Gamemaster decides to stage a short side adventure in which the heroes must deliver a message to a secret Yuuzhan Vong enclave on Felucia. Since the credit reward for that adventure is the same as the cost of the enhancement, the Gamemaster determines that the heroes receive no credit reward, but the hero in question obtains his bio-implant as reward for delivering the message. Of course, when the Empire hears that someone who has sought illegal Yuuzhan Vong enhancements will be traveling to Felucia, things could get dangerous. . . .

Yuuzhan Vong bio-implants are like cybernetics in many respects, especially in regards to game mechanics. Implanting a Yuuzhan Vong bio-implant requires the Biotech Surgery feat (see page 34). Once installed, the biotech enhancement functions as described under the individual entry. Any character trained in Treat Injury can remove a bio-implant by performing surgery; this requires a DC 20 Treat Injury check at the end of the procedure, using the normal rules for performing surgery (see page 74 of the Saga Edition core rulebook).

Sometimes the shaping of the new bio-implant has flaws, or the recipient's body rejects the implant for some reason. When a bio-implant is first installed, make an attack roll (1d20+5) against the target's Fortitude Defense, with a cumulative +2 bonus on the attack roll for each implant the recipient already has. If the attack is successful, the recipient's body rejects the implant and the recipient moves –1 persistent step down the condition track. The bio-implant is also destroyed. This persistent condition can only be removed with 8 hours of uninterrupted rest; furthermore, any future attempt to install the same kind of bio-implant gains a +10 bonus to its attack roll.

Because the Yuuzhan Vong have been cut off from the Force, much of their biotechnology hinders a being's connection to the Force. Creatures with Yuuzhan Vong bio-implants take a –1 penalty on Use the Force checks for each bio-implant (to a maximum penalty of –5).

Bio-Implants and the Law

Since Yuuzhan Vong bio-implants are illegal, anyone walking around with a bio-implant on display is likely to get into legal trouble, especially on Imperial planets where the laws are strictly upheld. A character can attempt to hide a bio-implant using the Deception skill (as though creating a deceptive appearance, as discussed on page 65 of the Saga Edition core rulebook). Poison filters and replacements for internal organs require no Deception check to hide, as they are not plainly visible. Hiding most cosmetic enhancements and the enhanced vision implant is considered a simple deception; replacement body parts are usually moderate deceptions; body spikes, natural armor, and natural weapons are usually difficult deceptions.

A character using sensors capable of detecting the physical health of a target (such as a medisensor, described on page 36 of *Threats of the Galaxy*) can detect the presence of bio-implants, including internal implants. A character with a sensor pack (see page 136 of the Saga Edition core rulebook) gains a +5 circumstance bonus on Perception checks to see through the deception of hiding bio-implants.

The penalty for having an illegal bio-implant is severe. Under Imperial law, the offense warrants immediate arrest. The fine for having illegal bio-implants is usually 5,000 credits × the number of implants possessed. Additionally, the offender must serve a minimum of 2 years in an Imperial corrections facility, where prison surgeons remove the bio-implants.

Some individuals have special Imperial decrees that allow them to possess Yuuzhan Vong implants legally. All Sith are covered under these decrees, and Imperial bureaucrats can usually obtain this exception as a part of their badge of office (though few do, since it is often seen as a defilement of the body). Individuals might be able to bribe Imperial officials to overlook bio-implants, and possibly even to obtain an Imperial decree, though this latter option is usually expensive and requires some severe cajoling or the completion of some difficult task.

Cosmetic Enhancements
More common and less risky than other Yuuzhan Vong bio-implants, cosmetic enhancements include tattoos, reshaping of bone structure, alterations to skin or hair color, superficial scarring, the addition of bony protrusions, and so forth. These cosmetic changes do not require an attack roll against the recipient's Fortitude Defense and ignore the normal rules for penalties on Use the Force checks. Cosmetic enhancements do not alter the statistics of their recipients in any way.

Body Spikes
Body spikes are hard, bony protrusions that grow in a roughly conical or crescent shape out of the bones of the implant recipient. Body spikes automatically deal 1d4 piercing and slashing damage to any opponent that grapples or is grappled by the recipient; this damage occurs at the end of the recipient's turn as long as the grapple is maintained.

Enhanced Vision
The enhanced vision implant replaces one or both of the recipient's eyes with specially grown creatures that have exceptional sensory perception. A creature with the enhanced vision implant gains the darkvision special quality (see page 257 of the Saga Edition core rulebook).

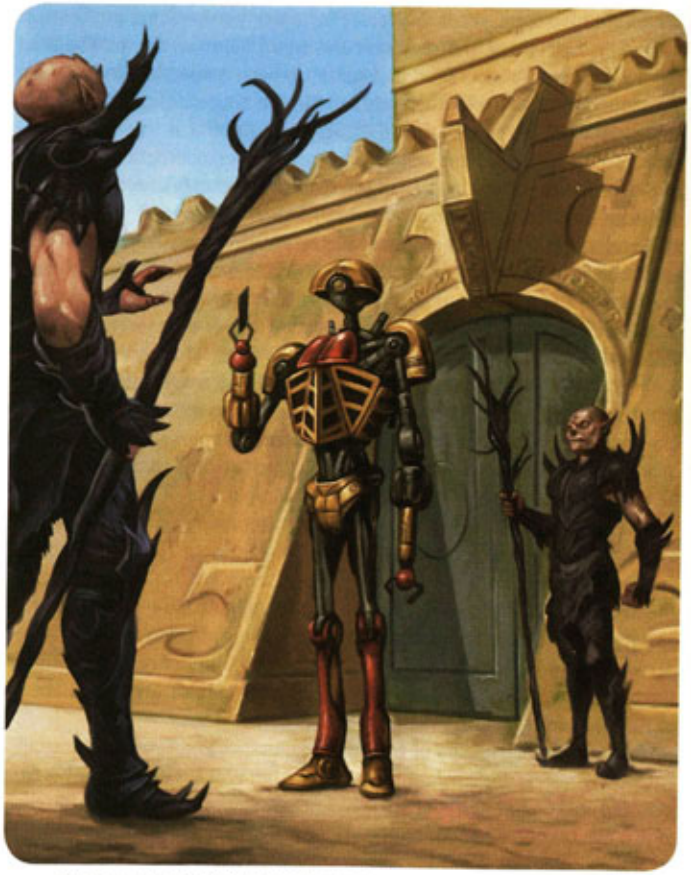
Natural Armor
The natural armor implant consists of a thick layer of chitin that grows out of the recipient's skin, protecting the recipient from attacks. This implant increases the creature's natural armor bonus by +1. If a creature does not have a natural armor bonus, it gains a +1 natural armor bonus. A natural armor bonus stacks with an armor bonus.

Natural Weapon
This implant gives the recipient some kind of natural weapon, whether in the form of bone spurs on the knuckles, claws from the fingertips, or some other kind of extension of the recipient's bone structure. When a creature with this implant makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage, piercing damage, or bludgeoning damage with that attack instead of normal unarmed damage. A creature with this implant is always considered armed with its natural weapons.

Poison Filter
A small creature is placed in, on, or around the heart. It absorbs and separates toxins that make their way into the blood stream, rendering them inert. A creature with a poison filter gains a +5 equipment bonus to Fortitude Defense against poisons.

Replacement Body Parts
Biological replacement limbs and organs are often more desirable than mechanical replacements (cybernetic prostheses), since they require little maintenance and can be fashioned to look natural. Yuuzhan Vong shapers have wildly varying tastes, but few could care less about whether a replacement limb matches the recipient's other limbs.

Once a replacement limb or organ is attached, it performs just as well as the original limb or organ.



Two Yuuzhan Vong deal with an FEG-Series pilot droid.

Living Vehicle Template

Used to represent everything from Yuuzhan Vong vehicles to the spacecraft of Zonama Sekot, the living vehicle template allows you to create statistics for biological analogues of existing ships. Though the template won't present the fine mechanical tuning of designing a vehicle from scratch, if you just need a basic living vehicle comparable in firepower to an X-wing starfighter, the living vehicle template should suffice.

Modifications

To create a living vehicle, make the following changes to an existing vehicle.

CL: The CL of a living vehicle is equal to its normal value + 2.

SR: Typically, the SR of a living ship does not represent traditional shields but some other form of damage absorption. Yuuzhan Vong vessels use dovin basals to help negate damage. A living ship's SR is not reduced by a single attack, even if it exceeds the ship's current SR. A starship with its weapons set to autofire, however, reduces the living ship's SR as normal if the autofire attack's damage exceeds the ship's SR.

Hit Points: Unlike a normal vehicle, Mechanics checks cannot be made to repair hit point damage to a living vehicle. The Treat Injury skill can be used to repair the vehicle's lost hit points.

Natural Healing: A living vessel regains a number of hit points per day on its own equal to one-half its Fortitude Defense. These hit points are only regained when the vehicle is unused for 8 hours.

Dovin Basals: Yuuzhan Vong living vehicles have dovin basals, small organisms that generate tiny black holes that can be used for special attacks. A dovin basal has the same range as a blaster weapon but cannot fire at targets at long range. A dovin basal does not deal normal hit point damage; instead, if the dovin basal's damage exceeds the target ship's SR, the ship's SR is reduced by 10 instead of by 5. Colossal and smaller ships have dovin basals that deal 7d10×2 damage, Colossal (frigate) ships have dovin basals that deal 5d10×5 damage, and Colossal (cruiser) and larger ships have dovin basals that deal 7d10×5 damage.

Tractor Beams: Yuuzhan Vong living vessels use their dovin basals as tractor beams. Other kinds of living ships have comparable alternatives to emulate a tractor beam's effects.

Weapons: Living vehicles have analogues for most weapons. Weapons that deal energy damage alone typically deal fire damage instead of normal energy damage. Other weapons, even ion weapons, have analogues on a living vehicle. They behave exactly as the weapon does on the base vehicle.

Droids

The following droids are common sights across the galaxy during the Legacy era.

First-Degree Droids

First-degree droids are medical, analytical, or scientific droids.

PI-Series Medical Assistant Droid

A popular droid among medical researchers, the PI-Series medical assistant droid from Arakyd Industries provides surgeons and medics with all of the services of an aide without taking up as much space. This hovering droid has a simple, basic processor and is programmed to fulfill a variety of tasks related to medical treatment and surgery but cannot perform medical aid on its own. Since the PI-Series medical assistant droid isn't capable of making critical decisions, it is usually paired with a skilled living doctor or a 3Z3 medical droid (which is capable of higher logic functions).

The PI-Series medical assistant droid has an impressive memory buffer and can be outfitted with a vocabulator, allowing it to serve as a responding voice-activated archive of medical knowledge.

The Sith Lord Darth Maladi makes extensive use of PI-Series medical assistant droids. Since much of her work takes place in a laboratory, these droids assist the Sith without disturbing her, which is something that her living assistants could never do.

PI-Series medical assistant droids can't be played as droid heroes.

PI-Series Medical Assistant Droid **CL 0**
Small droid (1st-degree) nonheroic 2
Init +3; **Senses** low-light vision; Perception +12
Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 11
hp 7; **Threshold** 9
Immune droid immunities

Speed fly 6 squares (hover)
Melee unarmed +1 (1d3–1)
Base Atk +2; **Grp** –1

Abilities Str 8, Dex 14, Con —, Int 15, Wis 13, Cha 8
Special Qualities droid traits
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Perception, Treat Injury), Surgical Expertise
Skills Knowledge (life sciences) +13, Perception +12, Treat Injury +12
Systems hovering locomotion, basic processor, 3 claw appendages, 2 tool appendages, improved sensor package
Availability Licensed; **Cost** 3,500 credits

3Z3 Medical Droid

A cutting-edge replacement for the medical droids of the past, the 3Z3 medical droid from Industrial Automaton is often touted by its manufacturer as one of the most stable and reliable droid models.

The 3Z3 is considered an Imperial droid, since Imperial interests originally funded the droid's production. However, the 3Z3 model has been made available for sale to individuals throughout the galaxy. During production, Imperial bureaucrats demanded that Industrial Automaton install combat scenario programming into the droids, enabling them to replace living combat medics. In battlefield simulations, the 3Z3 combat medic droids perform extremely well, but in the private sector this programming produces somewhat quirky behavior. When put under intense pressure, the 3Z3 medical droid's combat scenario programming kicks in, causing the droid to behave in much the same way it would on the battlefield, rushing from patient to patient and putting patients through a "triage" routine that is unnecessary.

The Imperial Army makes extensive use of 3Z3 medical droids. One such droid, K2-3Z3, saw to the medical treatment of Sergeant Harkas of Joker Squad after a skirmish against Fel loyalists on Borosk.

3Z3 medical droids can be played as droid heroes.

3Z3 Medical Droid **CL 1**

Medium droid (1st-degree) nonheroic 4
Init +3; **Senses** low-light vision; Perception +11
Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12
hp 10; **Threshold** 10
Immune droid immunities

Speed 6 squares
Melee unarmed +3 (1d3)
Base Atk +3; **Grp** +4

Abilities Str 10, Dex 12, Con —, Int 14, Wis 15, Cha 8
Special Qualities droid traits
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer), Surgical Expertise
Skills Knowledge (life sciences) +14, Perception +11, Treat Injury +14, Use Computer +9
Systems walking locomotion, heuristic processor, 2 hands, improved sensor package, vocabulator
Possessions medical kit, 3 medpacs
Availability Licensed; **Cost** 5,000 credits

A BL-39 INTERROGATION DROID CORNERS A CODRU-JI JEDI.



BL-39 Interrogator Droid

A direct successor to the IT-O interrogator droid, the Aratech BL-39 interrogator droid is the result of a private company purchasing the schematics for the Imperial interrogation droid and adapting them to a civilian model. Following the decline of the Empire after the Galactic Civil War, Aratech paid large sums for access to a number of top secret Imperial technological designs, including droids, weapons, and vehicles. The BL-39 is the result of this deal, and the droid's design came about due to high demand from law enforcement agencies and local governments.

The BL-39 interrogator uses many components from modern medical droids, and part of the reason the droid is so effective is that it can extract information from the target with minimal pain or physical injury. Its method of painless, medicinal information extraction actually results in the droid being classified as a 1st-degree droid, where its predecessor (a highly specialized torture device) was a 2nd-degree droid. Likewise, the BL-39 can be

converted into a medical assistant droid with little reprogramming, taking advantage of the droid's existing medical knowledge.

Moff Nyna Calixte often employs BL-39 interrogator droids in her duties as the Director of Imperial Intelligence.

BL-39 interrogator droids can be played as droid heroes.

BL-39 Interrogator Droid **CL 1**
Small droid (1st-degree) nonheroic 1/scoundrel 1
Force 1
Init +2; **Senses** low-light vision; Perception +11
Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 14), Fort 9, Will 15
hp 6; **Threshold** 9
Immune droid immunities

Speed fly 6 squares (hover); maximum altitude of 2 squares
Ranged blaster pistol +1 (3d6)
Base Atk +0; **Grp** −4

Abilities Str 8, Dex 12, Con —, Int 14, Wis 17, Cha 15
Special Qualities droid traits
Talents Interrogator (see page 102 of *The Force Unleashed Campaign* Guide; if this resource is unavailable, replace with the Knack talent)
Feats Skill Focus (Treat Injury), Skill Training (Persuasion, Use Computer), Surgical Expertise, Weapon Proficiency (pistols)
Skills Knowledge (life sciences) +8, Perception +11, Persuasion +8 (can substitute Treat Injury to change attitude or intimidate if adjacent to target), Stealth +7, Treat Injury +14, Use Computer +8
Systems hovering locomotion, heuristic processor, 5 tool appendages, 1 claw appendage, improved sensor package, locked access, vocabulator
Possessions blaster pistol, audio recording unit, medical kit, video recording unit
Availability Restricted; **Cost** 13,000 credits

Second-Degree Droids

Second-degree droids include astromech droids and technical droids.

FEG-Series Pilot Droid

More sophisticated than most automated pilot droids, the FEG-Series droid from Cybot Galactica is renowned for its ability to devise creative piloting maneuvers. Cybot Galactica engineered the FEG-Series to be able to make snap decisions and mimic the creativity of living pilots. The impetus behind this design decision was that the FEG-Series was intended to serve as a copilot (or even a primary pilot) on ships hauling cargo through dangerous space corridors or guiding stealthy scout craft into hostile territory.

Though most space transport pilots scoff at the idea of a droid pilot being as good as a living pilot, the FEG-Series droid is exceptionally good at adapting to rapidly changing circumstances and, in some cases, has outflown living pilots during test runs. That said, a FEG-Series pilot droid can't talk its way past Imperial customs or negotiate docking fees with local spaceports as well as seasoned spacers.

Many owners of FEG-Series pilot droids use them as copilots and intentionally let them go for long periods of time without memory wipes so that they develop personalities. These owners claim that FEG-Series pilot droids with developed personalities are even more capable of creative piloting, and some pilots develop long-standing and amicable relationships with their FEG-Series droids, treating them more like partners than property. Unfortunately, many of the FEG-Series droids allowed to develop their own personalities have become aware of Cybot Galactica's marketing campaign surrounding their model, leading some to adopt a certain arrogance regarding their own piloting skills.

The pirate captain Rav used an FEG-Series pilot droid named FEG-13 ("Feejee 13") on raids.

FEG-Series pilot droids can be played as droid heroes.

FEG-Series Pilot Droid **CL 1**
Medium droid (2nd-degree) scoundrel 1
Force 1
Init +2; **Senses** Perception +6
Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 13), Fort 12, Will 13
hp 18; **Threshold** 12
Immune droid immunities

Speed 6 squares
Melee unarmed +1 (1d3+1)
Ranged blaster pistol +2 (3d6)
Base Atk +0; **Grp** +1
Atk Options Point Blank Shot
Special Actions Hyperdriven

Abilities Str 13, Dex 15, Con —, Int 14, Wis 12, Cha 10
Special Qualities droid traits
Talents Hyperdriven
Feats Point Blank Shot, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (galactic lore) +7, Knowledge (technology) +7, Mechanics +7, Perception +6, Pilot +7, Use Computer +7
Systems walking locomotion, heuristic processor, 2 hand appendages, 1 tool appendage, locked access, vocabulator
Possessions blaster pistol, tool kit
Availability Licensed; **Cost** 4,100 credits

Holocam Droid

Barely worthy of the droid designation, the SoroSuub holocam droid is little more than a hovering recording device with a basic droid brain.

The holocam droid records data in three dimensions. It can receive instructions verbally, though it cannot interpret complex instructions without additional programming. Holocam droids are a common sight throughout the galaxy, and are used for both documentation and entertainment purposes. Many law enforcement agencies use holocam droids to record incidents involving their officers, including the Sector Rangers.

Holocam droids can't be played as droid heroes.

Holocam Droid **CL 0**
Tiny droid (2nd-degree) nonheroic 1
Init +2; **Senses** low-light vision; Perception +14
Languages Binary

Defenses Ref 14 (flat-footed 12), Fort 8, Will 12
hp 2; **Threshold** 8
Immune droid immunities

Speed fly 8 squares (hover)
Base Atk +0; **Grp** –8

Abilities Str 6, Dex 15, Con —, Int 10, Wis 14, Cha 6
Special Qualities droid traits
Feats Skill Focus (Perception, Stealth), Skill Training (Stealth, Use Computer)
Skills Perception +14, Stealth +22, Use Computer +5
Systems hovering locomotion, basic processor, improved sensor package, internal comlink
Possessions audio recording unit, holo recording unit, video recording unit
Availability Licensed; **Cost** 2,000 credits

"NO THREAT, NO PURPOSE."
-DARTH TALON



Roving Eye Observation Droid

The diminutive Roving Eye observation droid is, like the holocam droid, little more than a recording device attached to a repulsor system. However, unlike the holocam droid, the Roving Eye observation droid is designed to collect different kinds of data, compile it, strip out any inconsistencies or errors, and transmit a polished packet of data back to a secure location. A favorite of law enforcement agencies conducting advanced scouting or intelligence work, the Roving Eye is small enough to be able to get into tight spaces, take recordings, and then get out without ever being seen. Furthermore, Roving Eye observation droids can connect directly to computer networks, allowing them to analyze accessible data for the information they seek.

Many Roving Eye droids have been used in corporate espionage. With a little unscrupulous reprogramming, the droids can be used to splice into secure networks, security sensor and camera feeds, and the like, turning a target's own security precautions against it. Unlike the holocam droid, a Roving Eye cannot transmit live data with any speed, as most of the droid's processing power is taken up by the filtering and analysis of the various data sources it is monitoring.

Roving Eye observation droids compile all of the data they collect and then transmit it to their owner in a single quick data burst. Alternately, a Roving Eye observation droid can be programmed to store its data and wait for manual retrieval—a good option when the owner has reason to fear that the data transmission might be intercepted. On rare occasions, a Roving Eye observation droid can be used as purely a communications device, sending an encrypted message to a designated target, complete with any supplemental data that might accompany that message. Roving Eye observation droids can be instructed to transmit their data over normal communications channels, or to deliver the data physically to the target.

Darth Krayt uses several Roving Eye observation droids to closely monitor the training of his disciples, including the brief training received by Cade Skywalker on Coruscant.

Roving Eye observation droids can't be played as droid heroes.

Roving Eye Observation Droid **CL 0**
Diminutive droid (2nd-degree) nonheroic 1
Init +3; **Senses** darkvision; Perception +14
Languages Binary

Defenses Ref 17 (flat-footed 15), Fort 7, Will 12
hp 2; **Threshold** 7
Immune droid immunities

Speed fly 8 squares (hover)
Base Atk +0; **Grp** –13

Abilities Str 4, Dex 17, Con —, Int 10, Wis 14, Cha 6
Special Qualities droid traits
Feats Skill Focus (Perception, Use Computer), Skill Training (Stealth, Use Computer)
Skills Mechanics +2, Perception +14, Stealth +23, Use Computer +10
Systems hovering locomotion, heuristic processor, darkvision, diagnostics package, improved sensor package
Possessions audio recording unit, holo recording unit, video recording unit
Availability Licensed; **Cost** 3,200 credits

Fourth-Degree Droids

Fourth-degree droids are combat droids.

Z65 Patrol Droid

A successor to the popular 501-Z police droid, the SoroSuub Z65 patrol droid is considered by many companies and wealthy individuals to be a must-own in a galaxy where the dark side and the Empire dominates, and where the dregs of society prey upon weak or tempting targets. The Z65 patrol droid is designed to offer security and protection to those who can afford it.

Unlike its predecessor, the Z65 is cheap enough to be procured in numbers, allowing one to build an effective security force. Though this means a drastically simplified programming structure and a reduction in combat capabilities, the Z65 patrol droid typically affords the owner a cheaper (and sometimes more reliable) alternative to hiring a living security force. Additionally, the Z65 patrol droid comes standard with its weapons in place of hands, meaning that the buyer need not purchase additional weaponry for a cadre of patrol droids.

Many crime lords employ Z65 patrol droids for personal security.

Z65 patrol droids can't be played as droid heroes.

Z65 Patrol Droid **CL 3**
Medium droid (4th-degree) nonheroic 6/soldier 1
Force 1
Init +6; **Senses** low-light vision; Perception +12
Languages Basic, Binary

Defenses Ref 21 (flat-footed 18), Fort 15, Will 13
hp 21; **Threshold** 15
Immune droid immunities

Speed 6 squares
Ranged blaster rifle +8 (3d8, devastating attack) or
Ranged blaster rifle +3 (3d8, devastating attack) and blaster rifle +3 (3d8, devastating attack) or
Ranged blaster rifle +3 (3d8, devastating attack) with autofire or
Ranged blaster rifle +3 (5d8, devastating attack) with Burst Fire
Base Atk +5; **Grp** +8
Atk Options Burst Fire, Dual Weapon Mastery I, Devastating Attack (rifles)

Abilities Str 14, Dex 16, Con —, Int 10, Wis 14, Cha 12
Special Qualities droid traits
Talents Devastating Attack (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Point Blank Shot, Weapon Proficiency (heavy weapons, rifles)
Skills Perception +12
Systems walking locomotion, basic processor, 2 tool mounts, improved sensor package, vocabulator
Possessions 2 blaster rifles, quadanium battle armor
Availability Restricted; **Cost** 6,400 credits

TWO LV8-SERIES GUARD DROIDS FIGHT ALONGSIDE A Z6S PATROL DROID.



LV8-Series Guard Droid

A low-cost droid designed to protect its owner and his or her property, the LV8-Series guard droid is a simple combat droid with impressive defensive capabilities. Following the Clone Wars, Baktoid Combat Automata was dismantled and absorbed into the Empire, but many of the engineers that worked for Baktoid fled and went into seclusion, taking their research with them. Following the rise of the Galactic Alliance, these exiles came together to form a new droid manufacturing consortium, which they labeled Baktoid Industrial Systems. Focused less on combat droids and more on creating cutting-edge industrial designs, Baktoid Industrial Systems reestablished the Baktoid brand as a leader in the field of droid engineering.

Unfortunately, many other droid manufacturers were not pleased with the return of Baktoid, and the newly reformed company endured several months of industrial espionage, sabotage, and direct threats from agents of their competitors. To protect their assets, Baktoid Industrial Systems engineered the LV8-Series guard droids and began placing them in key industrial locations to prevent sabotage. The droids were so effective and cheap to produce that Baktoid began mass manufacturing the droids.

Many docking bays use LV8-Series guard droids to protect their hangars from intruders.

LV8-Series guard droids can't be played as droid heroes.

LV8-Series Guard Droid **CL 4**
Medium droid nonheroic 12
Init +15; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 12, Will 13
hp 30; **Threshold** 12
Immune droid immunities

Speed 6 squares
Ranged blaster rifle +14 (3d8) or
Ranged blaster rifle +12 (3d8) and
blaster rifle +12 (3d8) or
Ranged blaster rifle +9 (3d8) with autofire or
Ranged blaster rifle +9 (5d8) with Burst Fire or
Ranged blaster rifle +7 (5d8) and
blaster rifle +7 (5d8) with Burst Fire
Base Atk +9; **Grp** +11
Atk Options Burst Fire, Dual Weapon Mastery II

Abilities Str 14, Dex 18, Con —, Int 8, Wis 16, Cha 10
Special Qualities droid traits
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +15
Systems walking locomotion, basic processor, 2 tool mounts, vocabulator
Possessions 2 blaster rifles, quadanium battle armor
Availability Restricted; **Cost** 9,400 credits

Aggressor-Series Battle Droid

Built on the home planet of the Farghul species, the Aggressor-Series battle droid is a cheap droid designed for mass production and distribution. To the surprise of many other droid manufacturers, Farrfin Droidworks has managed to produce large numbers of the Aggressor droids despite Imperial restrictions on the creation of combat models. Unlike most combat droids, the Aggressor-Series battle droid does not come standard with any ranged weapons. In fact, most of its programming is dedicated to melee combat, making it an unusual, unorthodox, and unexpected opponent. As a result of this change in combat programming philosophy, the Empire has allowed Farrfin Droidworks to mass-produce and sell the droids to other worlds, believing that the droids would be ineffective against the Empire's best marksmen.

In truth, the Farghul designed the Aggressor droids in response to the proliferation of lightsaber-wielding Sith in the galaxy. Though the droids' primitive combat programming keeps them from being much of a threat to the Sith, Farrfin Droidworks believes that the time will come when enough of its droids are spread across the galaxy to challenge the Sith, at which point an upgrade to the droids' programming will turn them into a significant and widespread threat. The droids' headpieces are modeled after Farghul war masks, though few in the Empire are so in tune with Farghul traditions to realize this bold statement in the droids' design.

Darth Krayt keeps several Aggressor-Series battle droids, using them as training droids for his Sith underlings, including the training of Cade Skywalker.

Aggressor-Series battle droids can be played as droid heroes.

Aggressor-Series Battle Droid **CL 1**
Medium droid (4th-degree) soldier 1
Force 1
Init +7; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 12
hp 30; **Threshold** 15
Immune droid immunities

Speed 6 squares
Melee dire vibroblade +4 (2d6+4, devastating attack)
Base Atk +1; **Grp** +3
Atk Options Devastating Attack (advanced melee weapons)

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 8
Special Qualities droid traits
Talents Devastating Attack (advanced melee weapons)
Feats Armor Proficiency (light), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons*, pistols, rifles, simple weapons)
Skills Initiative +7, Knowledge (tactics) +5, Perception +6
Systems walking locomotion, heuristic processor, 2 hand appendages, vocabulator
Possessions dire vibroblade (see page 65 of the *Knights of the Old Republic Campaign Guide*), durasteel shell
Availability Restricted; **Cost** 3,800 credits
**Replaces the soldier's starting feat Armor Proficiency (medium).*

IX-6 Heavy Combat Droid

Production of the IX-6 heavy combat droid begins well before the ascension of Darth Krayt to the position of Emperor, and indeed even before the advent of the Ossus Project. Verpine engineers, having endured the subjugation of the Empire in the past, craft the IX-6 heavy combat droid to deter incursions into the Roche asteroid belt. Though expensive to produce, the IX-6 heavy combat droid is programmed to put itself between invaders and the rest of the Verpine hive. When the Empire once again becomes a force to be reckoned with in the galaxy, the Verpine increase production of the IX-6 and not only spread them throughout their own hives but also sell the droids to other interested parties eager to protect themselves from Imperial aggression.

When the Galactic Alliance crumbles and the Darth Krayt takes his place upon the throne, Imperial officials order the Roche collective to immediately cease production of the IX-6 heavy combat droid and destroy all existing models. Rather than bowing to the Empire's wishes, the Verpine scatter their production facilities throughout the Roche asteroid belt, setting up secret factories deep in asteroids that appear abandoned from the surface. When Imperial Intelligence learns of this defiance, the Empire sends Star Destroyers to blast several heavily populated Verpine asteroids to dust. Despite this punishment, the Verpine continue to produce new IX-6 heavy combat droids and smuggle them out of their asteroid belt, delivering them to those who can afford them.

Darth Krayt keeps at least a few IX-6 heavy combat droids, using them as training droids for his Sith underlings.

IX-6 heavy combat droids can't be played as droid heroes.

IX-6 Heavy Combat Droid CL 5
Medium droid (4th-degree) soldier 5
Force 1
Init +10; **Senses** darkvision; Perception +9
Languages Binary, Verpine

Defenses Ref 23 (flat-footed 20), Fort 20, Will 16
hp 52; **Threshold** 20
Immune droid immunities

Speed 6 squares
Ranged blaster rifle +9 (3d8+2) or
Ranged blaster rifle +4 (3d8+2) with autofire or
Ranged blaster rifle +4 (5d8+2) with Burst Fire
Base Atk +5; **Grp** +7
Atk Options Burst Fire, Cover Fire, Point Blank Shot
Special Actions Battle Analysis, Draw Fire

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 9
Special Qualities droid traits
Talents Battle Analysis, Cover Fire, Draw Fire
Feats Armor Proficiency (light, medium), Burst Fire, Improved Defenses, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Knowledge (tactics) +8, Perception +9
Systems walking locomotion, heuristic processor, 2 tool appendages, darkvision, improved sensor package, vocabulator
Possessions 2 blaster rifles, durasteel battle armor
Availability Restricted; **Cost** 13,500 credits



AN LON-29 BATTLEDROID COMMANDER, ATTENDED BY TWO IX-6 COMBAT DROIDS.

LON-29 Battle Droid Commander

The LON-29 battle droid from Balmorran Arms is one of the smallest battle droids that the company manufactures. Famous for its towering SD Series battle droids, Balmorran Arms crafted the LON-29 to serve as a battlefield commander, leading other battle droids into combat. The larger SD battle droids draw the bulk of enemy fire, allowing the LON-29 battle droid to focus its attention on battlefield analysis and response, directing its fellow droids at the weakest points in enemy defenses.

For a short while, Balmorran Arms marketed the droids as possible replacements to living officers in traditional armed forces. During the Sith-Imperial War, the Galactic Alliance experimented with using LON-29 droids to command small squads of special forces, with disastrous results. The troops resented serving under them, and the droids were far too willing to sacrifice the lives of those under their command. Following these debacles, Balmorran Arms began negotiating deals with other battle droid manufacturers to include LON-29 battle droids as part of shipments of more traditional droid troops. Under Darth Krayt, Imperial restrictions have kept these battle droids out of the hands of individual citizens, though many corporations that have both droid security forces and special arrangements with the Empire order these droids from Balmorran Arms on a regular basis.

Darth Krayt has a small contingent of LON-29 battle droids, which he uses as training droids for his Sith underlings.

LON-29 battle droids can't be played as droid heroes.

LON-29 Battle Droid Commander CL 6
Medium droid (4th-degree) nonheroic 6/soldier 2/officer 2
Force 1
Init +12; **Senses** low-light vision; Perception +13
Languages Basic, Binary, 2 unassigned

Defenses Ref 23 (flat-footed 21), Fort 17, Will 20
hp 35; **Threshold** 17
Immune droid immunities

Speed 6 squares
Melee unarmed +7 (1d3+2)
Ranged heavy blaster rifle +10 (3d10+2) or
Ranged heavy blaster rifle +5 (3d10+2) with autofire or
Ranged blaster pistol +9 (3d6+2)
Base Atk +7; **Grp** +9
Atk Options Coordinated Attack
Special Actions Battle Analysis, Deployment Tactics

Abilities Str 11, Dex 14, Con —, Int 16, Wis 13, Cha 14
Special Qualities command cover, droid traits, share talent (Battle Analysis)
Talents Battle Analysis, Deployment Tactics
Feats Armor Proficiency (light, medium), Coordinated Attack, Improved Defenses, Skill Focus (Knowledge [tactics]), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Knowledge (tactics) +18, Perception +13, Use Computer +13
Systems walking locomotion, heuristic processor, 2 hand appendages, locked access, improved sensor package, vocabulator
Possessions blaster rifle, durasteel battle armor, blaster pistol
Availability Restricted; **Cost** 17,500 credits

"JUST GET ON IT, DROID, BEFORE I REARRANGE YOUR INSIDES WITH MY BLASTER. YOU AIN'T NO TREASURED PART OF MY PAST."

-JARIAH SYN

FIFTH-DEGREE DROIDS

Fifth-degree droids are typically utility and labor droids with low-level functions.

HV-7 Loading Droid

Produced by the reformed Baktoid Industrial Systems, the HV-7 loading droid is a small hovering automaton that uses repulsor technology to lift heavy loads, eliminating the need for the bulky loading droids prevalent in earlier eras.

The HV-7 loading droid is a popular model among free traders (and smugglers) thanks to its ability to fold up into a disc small enough to stack several droids tall in most space transport holds. As a result, the traders needn't rely on local spaceport loading droids (and can avoid the fees associated with renting heavy loaders), and can get cargo in and out of their holds with relative speed.

The HV-7 loading droid is one of the first droid models produced by Baktoid Industrial Systems that is designed to sell in large quantities, and helps to wipe away the ugly history surrounding the Baktoid brand.

HV-7 loading droids can be played as droid heroes.

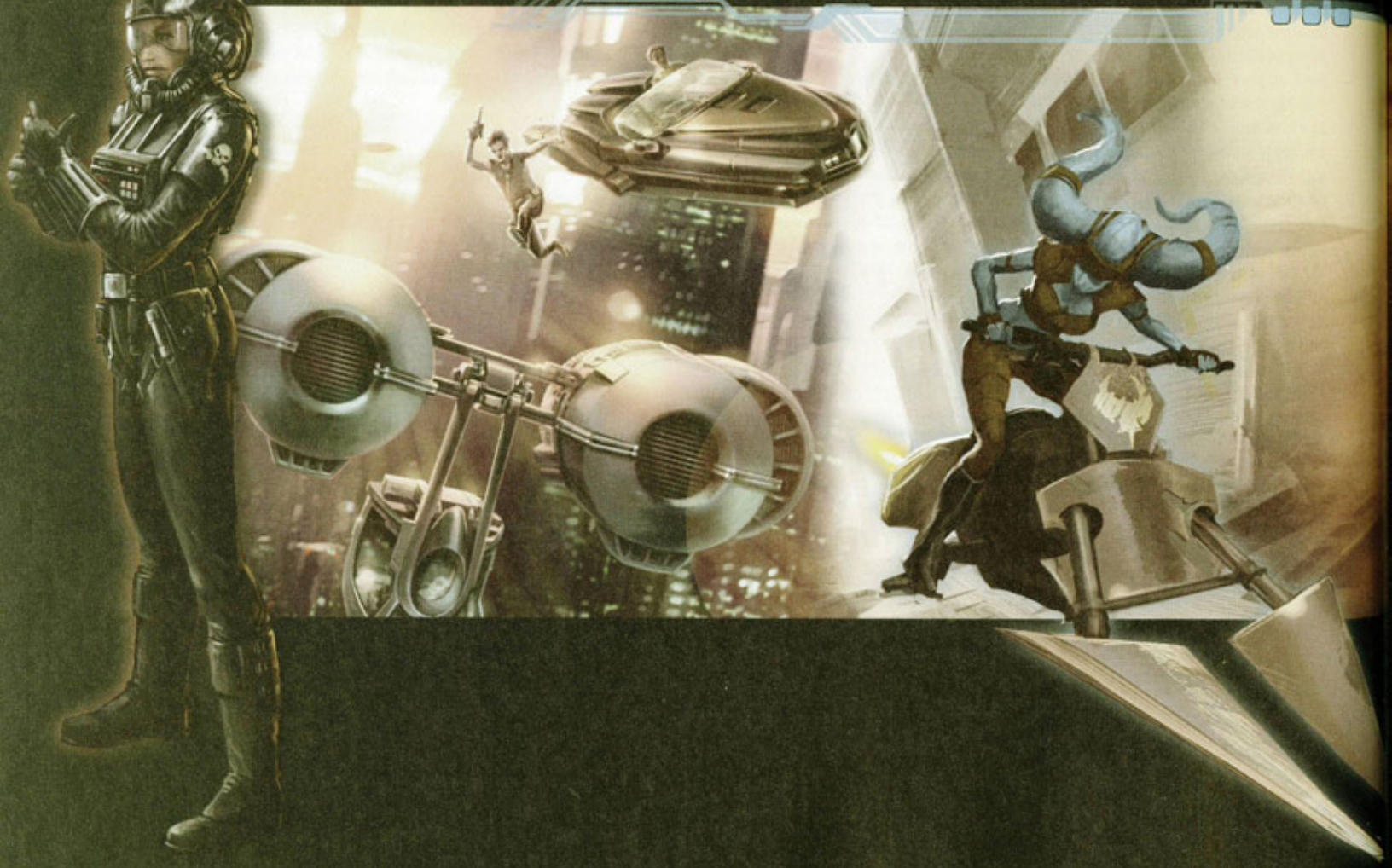
HV-7 Loading Droid CL 1
Small droid (5th-degree) nonheroic 3
Init +3; **Senses** Perception +2
Languages Basic (understand only), Binary

Defenses Ref 13 (flat-footed 11), Fort 12, Will 11
hp 7; **Threshold** 12
Immune droid immunities

Speed fly 8 squares (hover)
Melee claw +4 (1d3+2)
Base Atk +2; **Grp** –5

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 6
Special Qualities droid traits
Feats Skill Focus (Endurance), Skill Training (Mechanics, Use Computer), 2 unassigned
Skills Endurance +11, Mechanics +8, Use Computer +6
Systems hovering locomotion, basic processor, 2 claw appendages, diagnostics package, repulsor-assisted lifting system (increases lifting and carrying capacity to 3 × normal weight)
Availability Licensed; **Cost** 1,950 credits

Chapter VI
Vehicles and Starships





Following the Sith-Imperial War, regulations on vehicles and starships regress to the point of mirroring the draconian policies enacted during the days of Palpatine's Galactic Empire. Space transports and starfighters outfitted with weapons comparable to military-grade ships become heavily regulated and, in many cases, illegal. However, this does not stop those on the fringe from modifying their ships and vehicles with no regard for regulations. Of course, these ship owners must take care to avoid Imperial entanglements, as the penalties for violation of Imperial weapons regulations are, in fact, severe.

The following vehicles and starships are among the most common available models during the time of Darth Krayt's Empire. These vehicles are usually available for sale through the normal channels (none of the vehicles listed in this chapter have availabilities of Military or Illegal), though many are Restricted and require special licenses from the Empire. The space transports in this chapter are particularly well suited for use as player-owned starships and bases of operations.

This chapter is not a comprehensive collection of all non-aligned vehicles available in the galaxy during the Legacy era. Ships and vehicles from past eras can often be found still in use. Gamemasters and players who wish to bring older ships and vehicles forward in the timeline can use the refitted vehicle template (see page 101) to make an older vehicle suitable for use in a Legacy era campaign.

Vessels specific to the Galactic Alliance and the Empire are described in later chapters. Those vehicles are typically only available to members of those factions, though Gamemasters are free to include them in their adventures as they see fit.

Speeder Bikes

Speeder bikes are the preferred mode of transport for criminals, thrill-seekers, and paramilitary force scouts in the period following the Sith-Imperial War. Speeder bikes allow characters to get around quickly, but most do not offer much protection. Two popular models of speeder bikes are presented below, each manufactured by corporations that have survived since the days of the Galactic Civil War.

Model 67 Shrieker Speeder Bike

A fast, slender model of speeder bike that resembles those used by scouts during the time of Palpatine's Empire, the Model 67 Shrieker from Ikas-Adno is lightweight and highly maneuverable. Favored by outlaws who prefer speed more than protection, the Model 67 Shrieker is named for the high-pitched whine the repulsor engines emit during operation. The Model 67 Shrieker is also one of the few speeder bikes with an elongated seat, allowing a single passenger to ride behind the pilot. The Model 67 Shrieker employs a pair of forward directional steering vanes, allowing the bike to make hairpin turns at incredible speeds, and a variable-boost repulsorlift engine gives the bike the ability to fly at up to a height of 10 squares (15 meters) with no appreciable loss of speed or maneuverability. Furthermore, the Model 67 Shrieker uses an advanced repulsor field generation system that enables safe yet rapid changes in altitude.

The Model 67 Shrieker is a favorite among speeder bike racers throughout the galaxy, and thanks to its low price, it is commonly seen throughout the Outer Rim. Bantha Rawk and his brood own several Model 67 Shriekers, which they use to travel across their home on Iego. Ikas-Adno used many common parts in the design of the Model 67 Shrieker, making it easy for mechanics and outlaw techs to repair and modify the vehicle.



A Quickfire speeder bike (left) and a Model 67 Shreiker (right).

Model 67 Shrieker Speeder Bike **CL 6**
Large ground vehicle (speeder)
Init +12; **Senses** Perception +6

Defenses Ref 17 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 800 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +2; **Grp** +13

Abilities Str 18, Dex 24, Con —, Int 16
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +12

Crew 1 (skilled); **Passengers** 1
Cargo 2 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 9,000 (5,000 used)

Quickfire Speeder Bike

A heavy-duty speeder bike, the Mobquet QuickFire is a favorite of swoop gangs and other street toughs that want a speeder bike to match their own disposition. The QuickFire speeder bike boasts a large, rumbling repulsor engine and a thick frame that gives the bike a stronger pull, if not more speed. Though slower than some other top-of-the-line speeder bikes, the QuickFire has larger towing capacity and can support many heavier modifications. The bike's armor plating makes the speeder more durable and better able to resist stray blaster fire.

The Mobquet QuickFire is one of the few speeder bikes on the market to include built-in weaponry. Ostensibly intended for clearing debris (Mobquet markets the QuickFire for use in rough terrain), the speeder bike's blaster cannon is slightly depowered to pass Imperial regulations on civilian vessels.

The QuickFire is a standard speeder bike used by Black Sun agents throughout the galaxy, and is especially popular among Black Sun pirate gangs that raid settlements throughout the Outer Rim.

QuickFire Speeder Bike **CL 7**
Large ground vehicle (speeder)
Init +11; **Senses** Perception +6

Defenses Ref 19 (flat-footed 13), Fort 16; +4 armor
hp 60; **DR** 5; **Threshold** 21

Speed fly 12 squares (max. velocity 600 km/h)
Ranged blaster cannon +7 (see below)
Fighting Space 2×2; **Cover** +5
Base Atk +2; **Grp** +13

Abilities Str 22, Dex 22, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Restricted; **Cost** 14,000 (9,000 used)

Blaster cannon (pilot)
Atk +7, **Dmg** 3d10

AIRSPEEDERS

As cities continue to grow, the need for rapid air transport becomes ever more important. With the rebuilding of Coruscant following the Yuuzhan Vong invasion, several airspeeder manufacturers are able to rise from relative obscurity by securing exclusive contracts to provide government air vehicles to replace what was lost during the war. By the time Darth Krayt comes to power, some of these formerly obscure corporations have risen significantly in both power and prominence.

GPE-3300 Twin Engine Airspeeder

The GPE-3300 is a unique speeder design from Galactic Power Engineering, a company that got its start producing engines for Podracers and starships. The GPE-3300 is an unorthodox design that boasts two large engines with an underslung pilot cockpit, which makes it difficult for the speeder to land on solid ground (although the vehicle does possess retractable landing gear that supports the craft in emergency landings). Most of the time, the vehicle docks on floating repulsor platforms.

A GALACTIC ALLIANCE PROVOCATEUR LEAPS FROM A VELTISS-2 AIRSPEEDER ONTO A GPE-3300.



The GPE-3300 is a one-man craft for wealthy, discriminating pilots. The GP-3300 is fast and maneuverable, making it entertaining to fly. Owning a GPE-3300 has become something of a trend among Imperial officers, who appreciate the freedom and flexibility that the airspeeder provides. Additionally, many well equipped planetary police forces use the GPE-3300 as a pursuit vehicle.

GPE-3300 Airspeeder **CL 6**
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +5

Defenses Ref 17 (flat-footed 11), Fort 15; +3 armor
hp 55; **DR** 5; **Threshold** 25

Speed fly 16 squares (max. velocity 1,000 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +0; **Grp** +15

Abilities Str 21, Dex 22, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 90 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 60,000 (35,000 used)

Veltiss-2 Airspeeder

Another airspeeder from a company that managed to profit from the turmoil surrounding the Yuuzhan Vong invasion, the Veltiss-2 airspeeder is a fast and lightweight vessel well suited to use on worlds where the urban sprawl puts large distances between common travel destinations. On worlds such as Coruscant, where an Imperial delegate might be required to travel from one side of a continent to the other in the course of her day-to-day duties, the Veltiss-2 makes such a trip manageable. With the Veltiss-2, the Desler Gizh Outward Mobility Corporation made the transition from an Outer Rim upstart to a company catering to the wealthy elite on Coruscant and other Core worlds.

The Veltiss-2 is a newer model speeder that can be both open-topped or closed-cabin, depending on the needs of the pilot. When in open-top mode, the Veltiss-2 uses microrepulsor technology to create a "virtual hard top" that generates a nearly frictionless field, allowing the speeder to maintain a slim, aerodynamic profile while protecting the pilot and passengers from the high winds associated with traveling at three-quarters the speed of sound. This repulsor field doesn't protect the passengers entirely, allowing them to enjoy good weather, though typically the owner of a Veltiss-2 will use the closed-cabin configuration during inclement weather. The Veltiss-2 airspeeder also boasts significant advancements in pilot assistance technology, including traffic-pattern analytics software that makes it easier to navigate urban traffic lanes at such high speeds.

Moff Nyna Calixte owns a Veltiss-2 airspeeder, which she uses to move about Coruscant.

Veltiss-2 Airspeeder **CL 6**
Large air vehicle (airspeeder)
Init +9; **Senses** Perception +5

Defenses Ref 16 (flat-footed 11), Fort 15; +2 armor
hp 50; **DR** 5; **Threshold** 20

Speed fly 12 squares (max. velocity 950 km/h)
Fighting Space 2×2; Cover +5
Base Atk +0; **Grp** +10

Abilities Str 20, Dex 20, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 30 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 19,000 (9,200 used)

Starfighters

Like the Empire ruled by Palpatine, Darth Krayt's Sith Empire has clamped down on nonmilitary ownership of starships outfitted with powerful weapons and defenses. Typically, most personal starfighters are too well armed to be owned by private citizens. However, some manufacturers have managed to get around bureaucratic limitations and produce starfighters deemed appropriate for civilian use. However, these starfighters are tightly monitored and regulated, and only the particularly wealthy (or those who flout Imperial regulations) can afford to own and operate a well-armed starfighter.

The following starfighters are available for general purchase by organizations (and, in rare cases, individuals) throughout the galaxy.

Besh-Type Personal Starfighter

The Besh-type personal starfighter builds upon the popularity of the B-wing fighter but makes several modifications to the starship to make it more suitable for private ownership. The B-wing's rotating cockpit has been abandoned



Besh-type fighters attack a YZ-2600 heavy transport.

in favor of shifting the cockpit toward the center of the starfighter. This makes it easier for nonmilitary pilots to judge the dimensions of the ship in flight, and prevents disorientation when making evasive maneuvers. With the cockpit shifted from one end of the craft to the center, the engines and their support systems have been spread out, with two primary thrusters placed at opposite ends of the largest wing of the ship. The Besh-type personal fighter retains the folding S-foils of its predecessor for increased stability and is engineered to be easier to fly than the classic model popularized during the days of the Rebel Alliance.

The Besh-type fighter is also significantly scaled down in terms of weapons output, though it does retain moderately powerful fire-linked laser cannons, mounted on the tips of the S-foils. The ship is tough and has excellent structural integrity, and the Besh-type fighter is favored among those individuals and organizations that need to travel to more hazardous (and less civilized) areas of space. Though not the fastest ship available, the Besh-type personal starfighter has enough speed to escape the pursuit of pirates in the distant reaches of space, but against military or state-of-the-art vessels the ship is usually outmatched.

Besh-type personal starfighters are also popular among nostalgic beings that long for the days before the return of the Galactic Empire. Despite the fact that the Besh-type starfighter's weapons are scaled back compared to those of the B-wing, Slayn & Korpil retained many of the internal design specifications, making it easy for enterprising starship owners to make their own modifications. As a result, many fringers who own Besh-type starfighters outfit them with more advanced weapon systems.

Besh-Type Personal Starfighter **CL 8**
Gargantuan starfighter
Init +4; **Senses** Perception +6

Defenses Ref 16 (flat-footed 13), Fort 30; +8 armor; Vehicular Combat
hp 180; **DR** 10; **SR** 20; **Threshold** 50

Speed fly 12 squares (max. velocity 970 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 50, Dex 16, Con —, Int 18
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 60 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2; navicomputer
Availability Restricted; **Cost** 105,000 (65,000 used)

Light laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

R-28 STARFIGHTERS EVADE FIRE FROM A GLADIUS-CLASS LIGHT FREIGHTER.



PHOEBOS-CLASS STARFIGHTER

Often classified as a "sport" starfighter, the *Phoebos*-class starfighter from Ubrikkian Transports is one of the fastest personal starfighters on the market. Designed to cater to the wealthy, the *Phoebos*-class starfighter is built for speed, speed, and more speed. Though fast in the atmosphere of a planet, the *Phoebos*-class fighter truly excels in open space. Sleek, aerodynamic, and visually appealing, the *Phoebos*-class starfighter is also frequently found in starfighter racing circuits throughout the galaxy. It is particularly popular among the "new nobles" that have risen to prominence as a result of the return of the Galactic Empire, and many young nobles consider the ownership (and modification) of this starfighter design to be something of a status symbol.

Ubrikkian actually began manufacturing the *Phoebos*-class starfighter in response to the Imperial restrictions on personal starfighter ownership. By ostensibly creating the fighter as a vehicle for personal recreation,

Ubrikkian was able to get a top-of-the-line starfighter onto the market when many other manufacturers were being forced to cease production of their own models, or (in most cases) convert their manufacturing facilities to produce ships and other materiel for the Empire. Moreover, the starfighter they produced, though delicate by many standards, also boasts moderate defense systems, including relatively powerful shields (described by Ubrikkian Transports as "custom engineered to deflect errant space debris while traveling at high speeds") and laser cannons.

The *Phoebos*-class starfighter is popular among wealthy crime lords and small-time smugglers and thieves. Though expensive to procure through legitimate channels, *Phoebos*-class starfighters are among the most commonly stolen personal starships in the galaxy. Ubrikkian Transports counters this by offering a free security upgrade for owners, in the form of a Holonet-enabled tracking device. Unfortunately for these owners, the Empire also requires Ubrikkian Transports to turn over the tracking data for all *Phoebos*-class ships at the time of purchase, meaning that this security upgrade is often one of the first things removed from the ship by the new owner.

Phoebos-class Starfighter **CL 8**
Huge starfighter
Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 24; +3 armor; Vehicular Combat
hp 90; **DR** 10; **SR** 30; **Threshold** 34

Speed fly 16 squares (max. velocity 1,350 km/h), fly 6 squares (starship scale)
Ranged double light laser cannons +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +26
Atk Options autofire (double light laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +11

Crew 1 (skilled); **Passengers** 1
Cargo 80 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×0.5
Availability Licensed; **Cost** 190,000 (100,000 used)

Double light laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2

R-28 Starfighter

One of the oldest starfighter models still in production, the R-28 starfighter is the latest iteration of a starship design that dates all the way back to the Galactic Civil War. The first prototypes upon which the R-28 is based were designed before the Battle of Yavin, but production of the R-28 never got fully underway thanks to the runaway success of the T-65 X-wing starfighter. However, once the Galactic Alliance is established, engineers at Incom return to their original designs for the R-28 and begin incorporating modern technologies and engineering innovations. The result, the actual production model of the R-28, is an important intermediate step between the X-wing starfighter and the X-83 TwinTail fighter.

Though considered outdated by most military and paramilitary forces by the time of Darth Krayt's rise to power, the R-28 is one of the most common starfighters found in the galaxy. With the return of the Empire, the Incom Corporation is forced to scale back its production of combat-capable starfighter models, but where production of the X-83 TwinTail fighter is almost completely shut down, the manufacture of the R-28 slows to a much-reduced, but steady, pace. Though not enough to blunt the significant financial losses that Incom sustains during the rise of Darth Krayt's Empire, sales of the R-28 bring in a constant stream of revenue that keeps the company in business.

The stock R-28 model is relatively well armed for a ship of its size. Though the weapons load on the R-28 borders on being too heavy for Imperial regulations, the fact that half of the ship's weaponry consists of nonlethal munitions (specifically, the fire-linked ion cannons) allows the ship to pass inspection. Certainly compared to the TwinTail fighter, the R-28 is less destructive and less of a threat to Imperial forces. Additionally, since many of the parts used in the R-28 are also used in the TwinTail fighter, the Incom Corporation is able to use the continued production of the R-28 to secretly manufacture the more powerful starfighter.

A'Sharad Hett owned an early prototype R-28 starfighter, which he crashed before being captured by the Yuuzhan Vong.

"LADY, IF YOU HAD WINGS, I COULD FLY YOU."

-RONTO

R-28 Starfighter CL 10

Gargantuan starfighter

Init +6; **Senses** Perception +6

Defenses Ref 18 (flat-footed 13), Fort 28; +8 armor; Vehicular Combat

hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged medium laser cannons +7 (see below) or

Ranged medium ion cannons +7 (see below)

Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +35

Atk Options autofire (medium laser cannons, medium ion cannons), fire-link (medium laser cannons, medium ion cannons)

Abilities Str 46, Dex 20, Con —, Int 16

Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1; **Passengers** none

Cargo 50 kg; **Consumables** 5 days; **Carried Craft** none

Hyperdrive ×2

Availability Restricted; **Cost** 120,000 (55,000 used)

Medium laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Medium ion cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

X-83 TwinTail Starfighter

The Incom Corporation's X-83 TwinTail starfighter is one of the most cutting-edge starfighters in existence. A superior design that uses superior parts, the TwinTail fighter is commonly used by the Jedi Order until Darth Krayt seizes power. The X-83 TwinTail fighter is clearly too powerful to be allowed into civilian hands (at least, as deemed by the Empire), and by Imperial decree the Incom Corporation is forced to cease production of the starfighter. With the Empire's draconian laws limiting the amount of firepower that can be owned by individuals and non-Imperial organizations, the X-83 is deemed too dangerous to the peace and prosperity that the Empire brings.

However, just because the Empire decrees something does not always make it so. The Incom Corporation's long history of defiance of the Empire once again emerges, and several X-83 manufacturing plants are "closed," only to be secretly reopened to clandestinely continue producing X-83 fighters. Other Incom factories, particularly those where the R-28 continues to be produced, occasionally roll an X-83 TwinTail fighter off of the assembly lines when Imperial inspectors aren't looking. Though rumors of these secret manufacturing plants abound, the Empire has yet to find any evidence of Incom's defiance. Since these secretly manufactured TwinTail fighters are sold through unofficial channels, many TwinTail fighters end up in the hands of individuals and organizations in defiance of Darth Krayt's Empire.

Two X-83 TwinTail fighters escort a J-1 shuttle.



The X-83 TwinTail starfighter is an extremely durable ship that also boasts impressive weapons. The TwinTail's proton torpedo launchers give the fighter the extra punch it needs to make it more than a match for most other fighters in this era. The X-83 is also unique in that the astromech droid that aids in pilot functions—a staple of Incom designs for decades—is hardwired into the starfighter, making it more like a second aspect of the ship's main computer. Though Incom recommends regular memory wipes to ensure that the astromech doesn't develop any quirks or personality flaws that can be dangerous in flight, some pilots allow their astromechs to develop personalities, better enabling them to predict and respond to the pilot's actions. That said, an X-83 TwinTail with an obstinate astromech droid can resist its pilot's commands just as easily as it can facilitate them.

X-83 TwinTail Starfighter CL 12
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defenses Ref 20 (flat-footed 13), Fort 29; +8; Vehicular Combat
hp 170; **DR** 10; **SR** 30; **Threshold** 49

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged enhanced heavy laser cannons +7 (see below) or
Ranged proton torpedoes +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +36
Atk Options autofire (enhanced heavy laser cannons), fire-link (enhanced heavy laser cannons, proton torpedoes)

Abilities Str 48, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6 (+13*), Perception +6, Pilot +8, Use Computer +6 (+13*)

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 6 days; **Carried Craft** none
Payload 16 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Restricted; **Cost** 160,000 (75,000 used)
**If the ship has an astromech droid, use these skill modifiers instead.*

Enhanced heavy laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 8d10×2

Proton torpedoes (pilot)
Atk +7, **Dmg** 10d10×2

"NICE TASTE IN WEAPONS, TORLIN. NICE SHIP TOO."
-MORRIGAN CORDE

SPACE TRANSPORTS

While personal starfighters are heavily restricted by the Galactic Empire, space transports remain widely available to beings with a need to travel freely. The space transports listed below are common throughout the galaxy. Although Imperial regulations limit the firepower available to transports, owners of these ships are as fond of making special modifications to their space transports as they were during the days of the Galactic Civil War.

GLADIUS-CLASS LIGHT FREIGHTER

The *Gladius*-class light freighter is the spiritual descendant of transport models such as the Firespray-31 and the *Phoenix Hawk*-class light pinnace. Featuring a round, flat ventral section and a smooth, curved body design, the *Gladius*-class light freighter is a sleek ship that is often used by planetary defense forces and the Sector Rangers throughout the galaxy. Thanks to deals brokered with Kuat Systems Engineering's parent company, Kuat Drive Yards, the Empire allows manufacture and sale of this ship in exchange for favorable contracts on the manufacture of Imperial vessels.

The *Gladius*-class light freighter is a relatively nimble space transport that is often used as a scout vessel or system patrol craft. Though its dorsal-mounted quad laser cannon is impressive, the ship does not have the defensive systems to fight off pirates, raiders, or larger criminal fleets. Typically, the *Gladius*-class light freighter performs long-range scouting and, upon spotting a hostile vessel, immediately notes the position of the target before returning to its base of operations for reinforcements. If pursued, the *Gladius*-class light freighter uses its quad laser cannons to fend off pursuers long enough to reach safety. This space transport does have a fast hyperdrive as well, and law enforcement organizations train their pilots to use the *Gladius*-class light freighter to make in-system microjumps to reach home more quickly.

Gladius-class light freighters often find their way into the hands of bounty hunters who appreciate both the speed of the vessel as well as its armaments. Additionally, bounty hunters (many of whom are loners by nature) can operate the ship themselves. The circular cockpit area makes moving from one station to another easy and allows the various control systems to be spread out, keeping the command console from becoming cluttered.

The bounty hunter Jor Torlin uses a *Gladius*-class light freighter, called the *Raider*.

Gladius-class Light Freighter **CL 9**
Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 10; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged advanced heavy quad laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +39
Atk Options autofire (advanced heavy quad laser cannons)

Abilities Str 44, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); **Passengers** 2
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Restricted; **Cost** 190,000 (105,000 used)

Advanced heavy quad laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 9d10×2

GPE-7300 Space Transport

Galactic Power Engineering's notable foray into the realm of space transport design, the GPE-7300 is a sturdy and relatively fast space transport that unfortunately sees very little commercial success. Designed by the same engineers that created the GPE-3300 twin-engine airspeeder, the GPE-7300 space transport is built around many of the same principles used in airspeeder and Podracer designs. The ship boasts two oversized engines, mounted on the ventral side of the ship, that provide excellent atmospheric thrust and help the ship maintain high speeds during encounters in space. The ship's boxy design is far from the sleek, aesthetically pleasing designs adopted by other starship manufacturers, but the GPE-7300 is designed to be efficient, not handsome.

Though classified as a transport, the GPE-7300 shares more similarities with long-range shuttles. It has a relatively low cargo capacity for a space transport and has room for only four passengers. The design caters to private entrepreneurs or beings that just prefer life on the space lanes. Most commercial transports require a higher cargo capacity to make profitable transport runs, but the GPE-7300 has another advantage in that customs officials are much less likely to suspect the ship of smuggling contraband in large quantities. This in turn has made the ship popular among lone smugglers and bounty hunters who rely on subtlety to conceal their illicit activities.

The GPE-7300 lands with its engines oriented perpendicular to the ground. This allows the ship to uses its primary thrusters as an aid during takeoff, reducing the strain to on repulsor systems and allowing it to make a quick launch. The cockpit of the vessel is oriented at a 90-degree angle compared to the rest of the ship. This means that the interior of the ship seems to be vertically oriented except for the cockpit, and passengers and crew members must pass through an area between the cockpit and the rest of the ship where the gravity orientation shifts.

Azlyn Rae, an Imperial Knight, uses a GPE-7300 as her personal space transport.

GPE-7300 Space Transport **CL 7**
Colossal space transport
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor
hp 160; **DR** 15; **SR** 20; **Threshold** 78

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 47, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1 (skilled); **Passengers** 4
Cargo 45 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 165,000 (90,000 used)

Heavy laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

A *Phoebos*-class fighter zips past a GPE-7300 transport.



Helot-class Medium Space Transport

An older design considered outdated by many, the *Helot*-class medium space transport is a durable ship that can take a lot of abuse. The transport is designed in the days before the resurgence of the Empire and declines in popularity by the end of the Yuuzhan Vong invasion. When Darth Krayt comes to power, the *Helot*-class transport is little more than a memory for most space transport aficionados, though many of these vessels continue to ply the space lanes.

The *Helot*-class transport is created by the Sienar/Cygnus Design Cooperative, made up of engineers drawn from both Sienar Fleet Systems and Cygnus Spaceworks, two starship manufacturers that have long histories with the Galactic Empire. The result of their cooperative efforts is an affordable starship designed to withstand the rigors of long-term space travel. The *Helot*-class medium space transport boasts a relatively high cargo capacity and impressive structural integrity, though in order to keep costs low the stock model does not have shields. Although the stock transport is cumbersome and lacks maneuverability, it comes equipped with fire-linked laser cannons.

The Sienar/Cygnus Design Cooperative folds when the Sienar engineers are recalled by their parent company and reassigned to work on secret projects, including the *Predator*-class starfighter, for the Empire. As a result, Cygnus Spaceworks inherits the responsibility of continuing the production of the *Helot*-class medium space transport, and without the resources of the much larger Sienar conglomerate, production on new *Helot*-class ships slows to a trickle.

The *Mynock*, Cade Skywalker's ship, is a *Helot*-class medium space transport.

Helot-class Medium Transport **CL 7**
Colossal space transport
Init −4; **Senses** Perception +5

Defenses Ref 15 (flat-footed 14), Fort 30; +14 armor
hp 180; **DR** 15; **Threshold** 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40
Atk Options autofire (medium laser cannons), fire-link (medium laser cannons)

Abilities Str 50, Dex 12, Con —, Int 14
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 100 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×2 (backup ×10), navicomputer
Availability Licensed; **Cost** 105,000 (45,000 used)

Medium laser cannons (copilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

J-1 Shuttle

The Koensayr J-1 shuttle is sometimes known as the Jedi Shuttle, as it is originally commissioned by the Jedi Council to serve as a long-range shuttlecraft for use by the Jedi Order. Originally intended to carry Jedi students from Coruscant to Ossus and back, the J-1 shuttle is more like a space transport in function, though its docking, restocking, and refueling systems are designed to be compatible with those found aboard most Galactic Alliance capital ships. Available for general sale by Koensayr, the ship frequently finds its way into the hands of others despite becoming a recognized icon of the Jedi Order.

The elongated cockpit, with its expensive multi-level canopy, enables passengers and crew to observe their surroundings while in flight or on approach. Passengers board the shuttle via an aft hatch, although a small topside hatch is also available for docking purposes. The main body holds two decks. The upper deck contains passenger amenities, such as sleeping berths and common rooms. The lower deck is mostly taken up by a large cargo hold that can double as a small hangar, able to carry a Gargantuan or smaller starfighter. The hangar doors are located in the shuttle's underbelly, so a smaller ship can only dock or depart while the J-1 shuttle is in flight.

The ship's sublight engines are mounted within its gull shaped wings. Most Jedi shuttles are unarmed, reinforcing the notion that the Jedi are peacekeepers. However, during the Sith-Imperial War, some shuttles are retrofitted with weapons.

J-1 Shuttle **CL 8**

Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 10; **SR** 25; **Threshold** 75

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged double laser cannons +4 (see below)
Fighting Space 8×8 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +37

Abilities Str 40, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 2 (skilled) **Passengers** 20
Cargo 90 tons; **Consumables** 2 months; **Carried Craft** 1 X-83 TwinTail starfighter
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 220,000 (100,000 used)

Double laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 2d10×2

MC-24a Light Shuttle

Designed as a short-range shuttle for transporting workers between sections of the Mon Calamari Orbital Shipyards, the MC-24a light shuttle has grown in popularity since its introduction. This shuttle is designed with the smooth, curved aesthetic common to Mon Calamari designs and clearly is not meant for long-range transportation. The small, relatively inexpensive ship boasts the traditional Mon Calamari backup shield generators, which are miniaturized and incorporated in the shuttle as a part of its stock design. Many worlds with harsh atmospheres or hazards in low-orbit (such as debris fields) procure large numbers of MC-24a light shuttles because they are less likely to take damage during the transition from space to atmosphere.

Sleek and lightweight, the MC-24a is meant for simple transport and has limited combat capability. Even with the ability to regenerate shields quickly, the MC-24a can take only so much damage before breaking apart. Still, with the Imperial crackdown on combat vessels, many more of these shuttles are seeing combat action. Some members of the Mon Calamari resistance have begun modifying the shuttles to act as secret transports when ferrying resistance members between safe houses, though for the most part this means merely adding sensor-baffling and other stealth technologies, not weapons or other combat systems.

MC-24a Light Shuttle **CL 6**

Colossal space transport
Init –1; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **SR** 20*; **Threshold** 74

Speed fly 16 squares (max. velocity 1,030 km/h), fly 4 squares (starship scale)
Ranged light laser cannons +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +36

Abilities Str 39, Dex 16, Con —, Int 14
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 2 (skilled); **Passengers** 6
Cargo 10 tons; **Consumables** 2 days; **Carried Craft** none
Availability Licensed; **Cost** 90,000 (50,000 used)
**Recovers 10 points of SR when taking the recharge shields action.*

Light laser cannons (pilot)
Atk +6, **Dmg** 3d10×2

YX-1980 Space Transport

A recent addition to the ever-popular Y-series of space transports, the YX-1980 is a well-defended cargo hauler capable of carrying goods (or contraband) from one side of the galaxy to the other with little fuss. Equipped with shields far more powerful than those on most space transports, the YX-1980 is a ship designed for defense first, offense second. Though the ship comes equipped with a set of medium laser cannons, the ship's true asset is its ability to take a beating. Somewhat slower than other space transports on the market, the YX-1980 boasts a decent-sized cargo hold that spreads cargo out over a larger area, reducing the strain placed on the repulsors and artificial gravity systems.

YX-1980 Space Transport

1 square = 1.5 meters



1. Bridge
2. Crew Quarters
3. Navicomputer
4. Cargo Bays
5. Promenade
6. Passenger Quarters
7. Passenger Lounge/Galley
8. Refreshers
9. Engine Compartments

Structurally, the transport has large openings that separate different parts of the ship and its systems. While many owners grumble about the difficult modifying this design, others have embraced the designers' attempt to separate the various ship systems, reducing the chances of multiple system failures from a single malfunction. Mechanics checks to install or upgrade the starship's systems take a –5 penalty due to the dispersal of the YX-1980's systems. However, the starship has a higher-than-average damage threshold to account for the reduced chance of multiple system failures.

The YX-1980 is currently one of the most popular starships in the galaxy for smugglers and tramp freighter captains. Like all vessels from the Corellian Engineering Corporation, the ship has plenty of space for additional modifications and new systems, catering to owners who enjoy customizing their ships. Likewise, in a galaxy growing ever more dangerous with the threat of the Sith and the Galactic Empire, the extra shielding on the ship is always welcome, as trigger-happy Imperial gunners have few compunctions about taking shots at any space transports they deem "suspicious."

The *Grinning Liar*, used by the smugglers Kee and Chak, is a YX-1980 space transport.

YX-1980 Space Transport **CL 8**
Colossal space transport
Init +0; **Senses** Perception +5

Defenses Ref 18 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 40; **Threshold** 88

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38

Abilities Str 46, Dex 20, Con —, Int 16
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 110 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×10), navicomputer
Availability Licensed; **Cost** 150,000 (80,000 used)

Medium laser cannons (copilot)
Atk +3, **Dmg** 4d10×2

YZ-2500 Heavy Transport

One of the largest space transports available on the open market, the Corellian Engineering Corporation's YZ-2500 space transport could arguably be classified as a capital ship based on its size and armaments. Corporate advocates from Corellia manage to overcome the Empire's severe ship regulations by convincing the Imperial bureaucracy that the new YZ-2500 space transport can help stabilize trade lanes plagued by pirates. The Empire agrees to allow production of the YZ-2500 heavy transport, though it remains questionable how much the ship actually contributes to the stability of trade lanes.

The YZ-2500 heavy transport can haul nearly 500 times as much cargo as normal space transports. Large enough to support capital-scale weaponry, the YZ-2500 is typically used by corporations looking to transport large quantities of goods without having to rely on an entire convoy of smaller vessels. However, many of these ships have fallen into the hands of the Galactic Alliance, where they serve a greater purpose. Since these ships are commonly sold to corporate interests, the Galactic Alliance Core Fleet is able to use these ships to move personnel and supplies throughout the galaxy on legitimate shipping lanes without raising too many red flags with Imperial Customs. Since they are also well armed, these ships also make good support vessels during hit-and-run missions.

Many of these ships have also fallen into the hands of crime lords and smuggling barons. Too costly (both to purchase and maintain) for the average tramp freighter captain, YZ-2500 transports are the mainstays of many criminal fleets.

YZ-2500 Heavy Transport **CL 12**
Colossal (frigate) space transport
Init –2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 34; +11 armor
hp 700; **DR** 15; **SR** 60; **Threshold** 134

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double medium turbolaser battery +8* (see below) and heavy laser cannons +8 (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +46

Abilities Str 59, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Crew 10 (skilled); **Passengers** 16
Cargo 60,000 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×10), navicomputer
Availability Restricted; **Cost** 1.5 million (590,000 used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Double medium turbolaser battery (2 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** 6d10×5

Heavy laser cannons (pilot/copilot)
Atk +8 (+3 autofire), **Dmg** 6d10×2

Chapter VII
Legacy Era Campaigns





At first blush, campaigns set in the Legacy era might seem very similar to those set during the Dark Times and the Rebellion era. The monolithic Empire rules the galaxy, there are few Jedi, and the criminal fringe has risen to prominence. However, in many respects the Legacy era is wholly unique, with a flavor and feel all its own. While the Legacy era shares many common elements with other popular time periods, this chapter helps present some of the unique elements that can be emphasized to give a Legacy era campaign its own feel.

One key aspect of Legacy era campaign is the concept of legacies, which provide ample fodder for character development. In a Legacy era campaign, the actions of those in the past—even the distant past—have far-reaching repercussions and color the events of the present. Characters with legacies often bear heavy responsibilities to live up to expectations, though some may reject their legacies to hide or throw off the sins of their progenitors.

Moreover, the Legacy era is a time when everything—even a relic from a bygone age—has its place. Characters and archetypes from any time period fit in the Legacy era, as the era combines such popular elements as the Sith, the Jedi, the Empire, and various rebellious organizations bent on opposing tyranny (namely, the Galactic Alliance). Technology from yesteryear can appear as a part of a Legacy era campaign in a number of ways, including as antiquated ships and equipment or even as "retro" designs intended to recall the popularity in the past. This inclusivity gives Gamemasters and players alike the ability to use species, character traits, equipment, and vehicles from any era without worrying about things feeling out of place. Gamemasters running a Legacy era campaign have the chance to mine all of their source material, including campaign guides for other eras, for enemies, allies, and technology to use in their campaigns without having to worry about whether or not it fits. In the Legacy era, it almost surely will.

Not everything about the Legacy era is positive, however. The time period surrounding the Sith-Imperial War and its aftermath is a dark time indeed, with a shadow of evil cloaking everything. As much as any other time, the dark side of the Force holds sway in the Legacy era, and heroes going on adventures during this time are likely to encounter that darkness at every turn. A Legacy era campaign should emphasize the fact that the galaxy has become a bleak and oppressive place, and a general sense of doom and dread pervades every world, from Coruscant to Tatooine. Under the rule of the Sith and the Empire, the galaxy has become a less enlightened place, and evil rears its head even on the most peaceful planets. In any given adventure, the heroes may encounter Sith Lords or their vile spies, gangsters and crime lords whose power grows by the day, and bounty hunters who turn Jedi over to the Empire with little care for the fact that every Jedi death darkens the galaxy that much more.

More than just rife with the dark side, the galaxy has become a place where violence is law. Life in the Legacy era seems to prove true the axiom that power lies in the hands of the person holding the blaster, and the Empire seems to exemplify this philosophy. Wherever the Empire holds sway, martial law keeps the galaxy's inhabitants in perpetual fear of being imprisoned or executed. On the fringes of the galaxy, pirates and gangsters take what they want by force, with no fear of reprisal. The only organization strong enough to stop these criminals from slaughtering their way to power, the Empire, is just as corrupt—and often has dealings with those same vicious criminals. Adventures in a Legacy era campaign may involve intrigue and deceit, but violence taints everything in a galaxy under the menacing eyes of the Sith.

Lastly, the Legacy era is a time period that can challenge assumptions. Things are never exactly what they seem, and many of the players' assumptions might be turned on their head. The Yuuzhan Vong, once the extragalactic invaders who murdered millions, now serve the Jedi and can be powerful allies. A large faction of the Empire fights against the tyranny of the Sith, accompanied by Imperial Knights who, while appearing to be Jedi, serve a different goal altogether. The cold, calculating Moff Nyna Calixte is at once an active Imperial agent and also the mother of Cade Skywalker, helping her son in defiance of the Empire she serves. Gamemasters crafting adventures in the Legacy era should not be afraid to take basic assumptions and twist them, or even toss them aside entirely, as no stereotype or expected behavior can be guaranteed.

Introducing the Legacy Era

In many ways, the Legacy era is an amalgamation of the best parts of other *Star Wars* eras. As such, introducing your players to the Legacy era can be relatively easy. Your players will likely be familiar with the Empire from the classic *Star Wars* film trilogy, and using that as a basis, you can introduce the key points of the Legacy era before the campaign begins. The following items are among the key elements of the Legacy era that all players should know before starting the campaign:

- The Legacy era begins some 130 years after the Battle of Yavin.
- The Galactic Empire rules the galaxy, imposing the same conditions that the Empire did under Emperor Palpatine and Darth Vader.
- The Empire is, in turn, ruled over by the Sith. Sith Lords can be found throughout the galaxy and are feared everywhere they go.
- The current Emperor is Darth Krayt, a tyrannical man garbed in massive armor.
- The deposed Emperor, Roan Fel, leads an Empire-in-exile, opposing the Sith-ruled Empire with many of the same resources and troops.
- The Jedi have been hunted nearly to extinction, and a bounty on the heads of the Jedi keeps them on the run and in hiding.

With those core aspects of the setting in mind, the players should be prepared to start a campaign in the Legacy era and create characters that fit right in. Of course, many players will want to know more, but the level of detail you provide to them as the Gamemaster can vary based on the amount of mystery you want to surround the campaign.

Advancing Existing Heroes

The Legacy era is rich with great stories, interesting characters, and adventure possibilities. As tempting as the Legacy era might sound, your gaming group might already be in the middle of another campaign set during an earlier era. A Gamemaster eager to run a Legacy era campaign has two ways to deal with this quandary: Allow players to create new characters using options available in any era, or allow players to bring the characters they are currently playing into the new campaign. It is not necessary for players to abandon their beloved characters once the Gamemaster decides to advance the timeline.

Heroes from All Eras

A Gamemaster can run a new campaign that allows players to choose character options or backgrounds from any era. Whether a player wants to play a Mandalorian Neo-Crusader, a Jedi General from the Clone Wars, or a Rebel spy, you can still set your campaign during the Legacy era. The solution is to allow the player in question to create the character he or she wants, then bring that character forward in time to the Legacy era. This also works for players who are invested in heroes they are already playing but also want to have adventures in the Legacy era.

Heroes from the Past

One of the most iconic moments in the *Star Wars* saga happens in *The Empire Strikes Back* when Han Solo is frozen in carbonite. Carbon freezing, though presented as dangerous in the films, has been used several times to place a character in hibernation, effectively halting their aging process. Of course, the side effects of such a long period of inactivity (known as hibernation sickness) can sometimes be debilitating for a short period of time; however, carbon freezing is an effective way to bring a character into the Legacy era. All the Gamemaster needs to do is decide how the character came to be frozen in carbonite, what happened to the carbonite block to leave it undisturbed for years, and how the heroes in the Legacy era come across it and unfreeze their new companion.

Another option is to have a hero preserved in an oubliette. An oubliette is an ancient Sith device that resembles a large, elaborate sarcophagus. Any creature inside the oubliette when it is sealed is effectively put into stasis. Very few of these devices exist; despite their rarity, they serve as a great (and safe) way to bring heroes forward from the past into the Legacy era. They also present an excellent opportunity for Gamemasters to introduce other Sith-related artifacts into the game, perhaps hidden in secret compartments within the oubliette. The discovery of an oubliette is unlikely to remain a quiet event in the Legacy era, with hundreds of Sith Lords present in the galaxy.

A somewhat more mystical method of bringing heroes forward in time is to have them spend the intervening years on the planet Iego. For reasons unknown, living beings that visit Iego cease to age or suffer from ailments or diseases. Something about the planet halts the ravages of nature and time. That is not to say that nothing on Iego can die—that is far from the truth. However, heroes can land on Iego and spend decades, even centuries, on the idyllic world without growing a day older. Upon leaving Iego, the heroes find themselves embroiled in Legacy era plots without having aged a day since they first arrived there.

Droid heroes, on the other hand, require almost no effort to bring forward into the Legacy era. Droids can effectively "live" forever provided they are not damaged beyond repair. Bringing a droid hero forward in time requires some explanation for what the droid has been doing in the intervening years. Perhaps the droid has been languishing, deactivated, in a junk dealer's shop on an Outer Rim world, or perhaps it has spent the intervening years in the service of a noble family on a peaceful world where adventure has not come calling for some time. The only decision that the player and the Gamemaster need to make together is whether or not the droid has received a memory wipe since its last adventure—a decision that determines just how much knowledge of the past the droid can impart to the rest of the party.

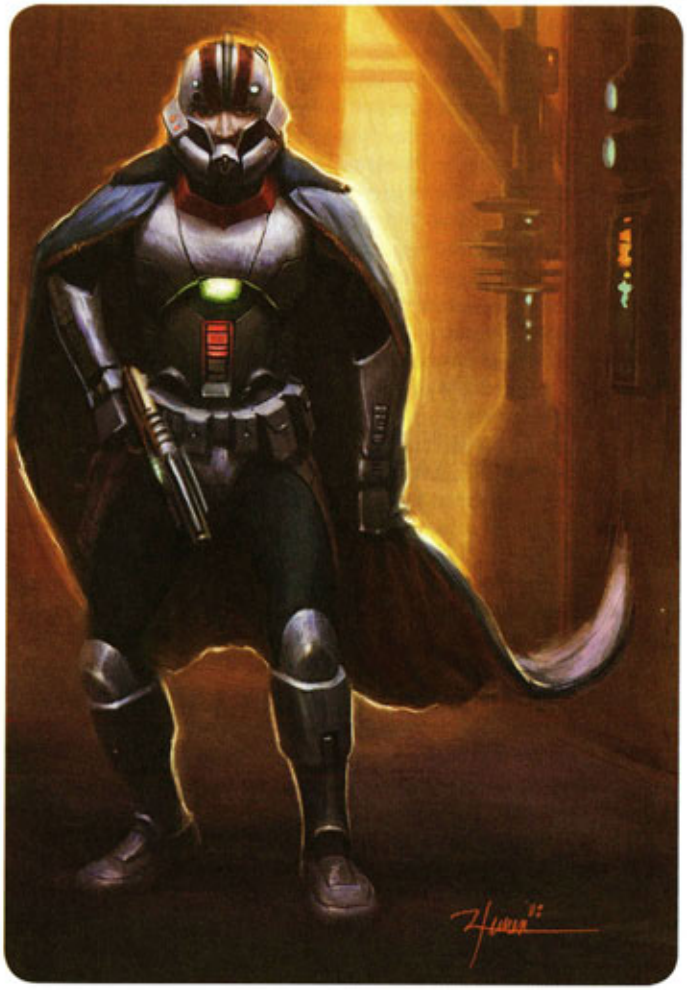
Using Heroes from Campaigns Past

The Legacy era is all about how the past influences the present, and heroes from previous campaigns can return—albeit briefly as characters under the Gamemaster's control—to guide the actions of heroes in the current campaign.

When using characters from past campaigns in Legacy era storylines, a Gamemaster must be careful to keep their actions consistent with how they acted while under player control; the player of a grim, tough-as-nails soldier from a previous campaign isn't likely to appreciate stories about his former character fleeing a battle in fear.

One good way to use heroes from the past is to have them appear in recordings. With this method, the Gamemaster introduces recorded messages—be they holographic, video, or audio—that feature heroes from older campaigns, using them as plot hooks or clues to some mystery in an adventure. This plot device effectively limits player interaction with their former characters and requires minimal preparation on the Gamemaster's part. A recording usually offers an incomplete picture, especially if the recording has been damaged or corrupted. A recorded message can be used to advise heroes in a time of need, point them toward their next adventure, or even mislead them. A damaged recording, once repaired, can even point to some reward, such as the hiding place of a heavily modified tramp freighter—perhaps the same ship the players once acquired in a previous campaign!

LEGACY BOUNTY HUNTER



In the course of an adventure, the heroes might acquire a holocron containing information left behind by a Jedi hero from a previous campaign. Holocrons are extremely rare and valuable, meaning that word of a holocron's existence alone is likely to attract the heroes' attention. However, when the players discover that one of their previous heroes is the gatekeeper of the holocron, it makes the object valuable not only to the characters but to the players as well. Holocrons with gatekeepers modeled after heroes of the past require a bit more preparation on the part of the Gamemaster, since players can interact with the gatekeeper. Although the gatekeeper's knowledge is limited, the Gamemaster must be ready to answer some of the players' questions, rather than provide a stock, predetermined amount of information. Such a holocron makes a great reward for Jedi heroes, affording them access to knowledge from past campaigns and opening up some interesting possibilities for Legacy era adventure design that, for once, relies on player knowledge of past events instead of character knowledge. In essence, the holocron serves as a conduit for what players know of past adventures, funneled through the gatekeeper and imparted to their Legacy era heroes.

The Gamemaster also has the option to bring heroes from the past into the Legacy era as nonplayer characters, using the methods described in the "Heroes from the Past" section, above. This offers many of the same advantages as a holocron but presents many pitfalls. A Gamemaster must be careful not to allow these past heroes to steal the spotlight from the current heroes. Additionally, the Gamemaster must keep a tight rein on these characters so that their knowledge and abilities aren't abused by the players. It's one thing to have a former hero resurface to provide some much-needed guidance to the current crop of heroes; it's quite another to have the returning character follow the heroes around and do their "dirty work" for them, like some over-the-hill sidekick.

Having heroes from past campaigns reappear briefly in a Legacy era campaign reinforces one of the key themes of the setting. When used sparingly, such occasions demonstrate to players how the deeds of past characters can continue to impact galactic events, even if the characters themselves are no longer alive to witness them. Additionally, the timely reappearance of a beloved character allows the Gamemaster to bring a sense of closure to the hero, especially one who had lots of potential for interesting stories that never got off the ground, either because the campaign ended too soon or because the player left the game.

Vector

The *Vector* storyline introduced in Dark Horse Comics provides Gamemasters with an excellent example of a way to bring characters from the past into the Legacy era. In the *Vector* story, a Jedi Shadow by the name of Celeste Morne becomes trapped in an oubliette, a Sith device that serves as a stasis pod and preserves the life of the person sleeping inside. After thousands of years, the oubliette is unearthed by miners and then sold to smugglers, who in turn sell the oubliette to a historian who hands it over to none other than Darth Vader.

The *Vector* story does more than bring a character from the past into the future. Along with Morne comes all of her knowledge of the Old Republic and its technology, as well as history of the Jedi Order that has likely been lost in the passage of time. Moreover, the oubliette also houses an artifact known as the Muur Talisman, which has the ability to create and control creatures known as rakghouls, as well as the spirit of a long-dead Sith Lord named Karness Muur. When Darth Vader opens this oubliette, he unleashes not just a Jedi from the past but also a plague of rakghouls, an ancient Sith Lord spirit, and an artifact of great power. When you decide to use one of the above devices to bring characters forward into the Legacy era, be mindful of the other things that can be brought forward at the same time, as they open up many possibilities for adventure and campaign design.

Heroic Legacies

One of the central themes of the Legacy era is the concept that a person's life is influenced by the actions and accomplishments of his or her ancestors. Families carry with them reputations that can last for generations, and in the *Star Wars* universe, a familial legacy is far more than just a reputation; it is a mark of one's talents and abilities. The *Star Wars* saga, and the Legacy era in particular, highlights the concept that a being can inherit some skills, talents, strengths, and weaknesses from his or her parents. Anakin Skywalker is an excellent pilot, and so too is Luke Skywalker. Han Solo is a skilled mechanic and a cunning warrior, and so too is Jaina Solo. Baron Soontir Fel is a dedicated, driven, and disciplined man, and so too is his son, Jagged. In the Legacy era, these same traits manifest themselves in the lives of characters such as Roan Fel and Cade Skywalker, whose ancestors were heroes of note and who have been handed responsibilities by way of their heritage.

In a Legacy era campaign, players have the opportunity not only to play characters with interesting family secrets but also characters whose names echo through history. One of the most appealing aspects of playing in a Legacy era campaign is that players can be Skywalkers and Solos, and then decide the extent to which their legacies guide their characters' actions.

Rules for legacies are presented in Chapter 2.

Heirloom Items

Over the course of galactic history, certain items, including weapons and armor, have been made famous by their owners. The personal blaster rifle of a hero of the Mandalorian Wars or a lightsaber wielded by a dreaded Sith Lord is more than just another piece of equipment; it is a piece of history. It has become legendary because it is strongly associated with the power and destiny of its owner and is closely tied to that person's fate; for example, Ulic Qel-Droma's lightsaber and Exar Kun's battle armor were both integral in helping those characters fulfill their destinies. Such rare items are classified as heirloom items, and each is unique. Thus, they are highly sought-after by collectors, heroes, and villains alike.

An heirloom item carries a benefit that persists until the item's destruction. Such a benefit is the result of either the original owner's tinkering or a side effect of being present when a character's destiny is fulfilled.

The rules for heirloom items are optional. Any Gamemaster who adopts the destiny system is free to include heirloom items in his or her campaign as well.

Heirloom Items Rules

An heirloom item is created whenever a character fulfills the legacy destiny (see page 21). In order for an heirloom item to come into being, the item must be present when a character fulfills his or her destiny (see page 112 of the Saga Edition core rulebook). The Legacy destiny imparts this benefit as soon as the character's destiny is fulfilled. A character who gains a heirloom item in this fashion chooses one of the following effects, which is then applied to the item, whether it is a particular weapon, suit of armor, or other item in the character's possession. Typically this item is one of particular significance to the character.

Additionally, when a character with a destiny dies in pursuit of his or her destiny, instead of the normal effect (Force Spirit, Noble Sacrifice, or Vengeance) that character can choose to create an heirloom item instead. This character need not have the Legacy destiny to gain this effect.

Heirloom item effects are discussed below.

Extra Modification

When an item becomes an heirloom item, the owner can modify the item a second time using the Tech Specialist feat (see page 21 of *Starships of the Galaxy*).

Legendary Icon

When an item becomes an heirloom item, its fame spreads throughout the galaxy. When carrying the heirloom item in plain sight, you gain favorable circumstances on all Charisma-based skill checks (except Use the Force checks).

Steeped in the Dark Side

When an item possessed by an agent of evil becomes an heirloom item, some of its owner's evil becomes infused in the item itself. Once per encounter, while carrying or using the heirloom item, you can apply a destiny bonus equal to one-half your Dark Side Score on any one attack roll or skill check made before the end of your turn. Applying this bonus increases your Dark Side Score by 1.

Symbol of the Light

When an item possessed by a good person becomes an heirloom item, it becomes a beacon of light that staves off the darkness. When carrying or using the heirloom item, once per encounter, as a reaction, you can impose a penalty on any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This penalty is equal to the target's Dark Side Score.

Sample Heirloom Items

Below are three sample heirloom items plucked from the *Star Wars* saga, with statistics based on the rules provided above.

Anakin Solo's Lightsaber

After Anakin Solo dies on the planet Myrkr, his lightsaber finds its way into the hands of Ganner Rhysode and even Anakin's uncle, Luke Skywalker, who wields it in a duel against Supreme Overlord Shimrra. The weapon is returned to Han Solo, who lays his son's lightsaber to rest in Chewbacca's memorial tree on Kashyyyk.

In the Legacy era, Anakin's lightsaber could fall into the hands of a Jedi Padawan sent on a special mission to Kashyyyk to retrieve the weapon as a rite of passage for reaching knighthood.

Anakin Solo's Lightsaber: Medium lightsaber (2d8 damage) and symbol of the light. Once per encounter, as a reaction, the wielder can impose a penalty on any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This penalty is equal to the target's Dark Side Score. In addition, its wielder ignores restrictions on Sense Force and Sense Surroundings imposed by Yuuzhan Vong.

Heirloom Lightsabers

A Force-sensitive character who acquires an heirloom lightsaber can attune himself or herself to the lightsaber, gaining the benefits of the weapon as though he had constructed the weapon originally. The character in possession of the heirloom lightsaber must spend 24 hours meditating over the weapon and spend a Force Point to attune the weapon. From that point on, the character is treated as the weapon's builder and gains the normal bonus for being attuned to the lightsaber; this can only be done with heirloom lightsabers, not other characters' lightsabers.

Boba Fett's Mandalorian Armor

The famous bounty hunter Boba Fett wore a special suit of patchwork Mandalorian armor for decades. The Mandalorian armor is outfitted with dozens of special modifications, making it the ideal suit of armor for any bounty hunter or mercenary.

Upon his death, Boba Fett's armor would have been split up into separate pieces to be worn by other members of his clan to honor him, as per the Mandalorian tradition. Reassembling Boba Fett's armor might be the subject of a personal quest undertaken by a hero in a Legacy era campaign, or the reassembled suit could be worn by an enemy wishing to capitalize on the armor's legendary status.

Boba Fett's Mandalorian Armor: Medium Mandalorian battle armor with an extra modification (+9 armor bonus to Reflex Defense, +2 equipment bonus to Fortitude Defense).

Chewbacca's Bowcaster

The favored weapon of the loyal and dedicated hero Chewbacca, this bowcaster represents decades of battle prowess in the hands of one of the greatest Wookiees of all time.

Perhaps the bowcaster is handed down after Chewbacca's death to his descendants, a hero worthy enough to carry on Chewbacca's legacy.

Chewbacca's Bowcaster: Medium bowcaster (3d10 damage) and legendary icon (grants favorable circumstances on Charisma-based skill checks, except for Use the Force checks).

Emperor Palpatine's Lightsaber

This red-bladed lightsaber belonged to one of the galaxy's most fearsome dictators. Constructed in the style of all Sith lightsabers, Emperor Palpatine's lightsaber practically drips with the dark side of the Force.

This lightsaber is a sacred artifact to the Sith of the Legacy era, and any hero who comes to possess it will likely be stalked by agents of Darth Krayt until the weapon is secured.

Emperor Palpatine's Lightsaber: Medium lightsaber (2d8 damage) steeped in the dark side. Once per encounter, while carrying or using the lightsaber, the wielder can apply a destiny bonus equal to one-half his or her Dark Side Score on any one attack roll or skill check made before the end of the wielder's turn. Applying this bonus increases the wielder's Dark Side Score by 1.

Han Solo's Heavy Blaster Pistol

This iconic BlasTech DL-44 heavy blaster pistol, the preferred sidearm of the galaxy's most famous smuggler, could have been handed down through the Solo family, or it might have been entrusted to a respected friend of the Solo family, such as Wedge Antilles or one of his descendants. It's also possible that the weapon might have found its way into the private collection of an arms dealer, waiting for heroes to steal it.

Han Solo's BlasTech DL-44: Modified heavy blaster pistol (3d8+2 damage) with an extra modification (+1 equipment bonus on attack rolls).

Luke Skywalker's Lightsaber

Once the lightsaber of Anakin Skywalker before his transformation into Darth Vader, this blue-bladed lightsaber was given to Luke Skywalker by Obi-Wan Kenobi on Tatooine and served as Luke's primary weapon until the fateful duel on Cloud City. Years later, the lightsaber reappeared in the hands of Luke's clone, and was then handed down through the Skywalker family via Mara Jade Skywalker and their son, Ben Skywalker.

The heroes might come into possession of this iconic lightsaber simply by being a member of the Skywalker lineage, or perhaps the weapon is recovered from the remnants of the Ossus academy following the Sith-Imperial War.

Luke Skywalker's Lightsaber: Medium lightsaber (2d8 damage) and legendary icon (grants favorable circumstances on Charisma-based skill checks, except for Use the Force checks).

"YOUR FATHER'S LIGHTSABER. THIS IS THE WEAPON OF A JEDI KNIGHT. NOT AS CLUMSY OR RANDOM AS A BLASTER . . . AN ELEGANT WEAPON FOR A MORE CIVILIZED TIME."

—OBI-WAN KENOBI

Everything Has a Place

Everything has a place in a Legacy era campaign. As the farthest point forward in the *Star Wars* chronology, the Legacy era avoids the hangups of earlier eras when it comes to the appearance of certain objects, vehicles, or species. For Gamemasters concerned with preserving continuity, this era should prove liberating. Very little from *Star Wars* lore should be considered off-limits; every piece of technology, every species, and every event that is a part of *Star Wars* history has a place in your game. In a Legacy era campaign, X-wings can face off against *Predator*-class starfighters in a battle above Endor without causing continuity issues.

This freedom puts the breadth of *Star Wars* lore at the Gamemaster's disposal. If you are the Gamemaster, exploit this fact. Pick and choose your favorite elements from various eras, and then combine them together in interesting ways to craft your Legacy era campaign. Find things you like and use them as a starting point, ignoring the time period from which the elements are drawn. For example, if you have a fondness for the Mandalorian Neo-Crusaders of the distant past but also love the military vehicles used by the Republic in the Clone Wars, and you want to have a campaign that involves fighting against both the Sith and the Empire, then you can (and should!) do so. One could easily combine these elements together to create the basis of a campaign: A group of upstart Mandalorians have resurrected the Neo-Crusader movement and bought a cache of surplus Old Republic military vehicles, retrofitted to serve their needs. As these Neo-Crusader revivalists move out into the galaxy, they hire themselves into the service of a Sith Lord tasked with breaking up the supply lines of Roan Fel's Empire. When the heroes get involved, they find themselves fighting Mandalorians armed with Republic weapons and vehicles, caught in the middle of a struggle between Roan Fel loyalists and the Imperial forces under the Sith Lord's control. By the end of your campaign, the heroes have a chance to shatter the Neo-Crusader resurgence, battle the forces of the Empire, earn the favor of Roan Fel's Empire-in-exile, and defeat the Sith Lord in whose affairs they have meddled.

The example above illustrates the possibilities of setting a campaign in the Legacy era. Legacy era campaigns also give players a wide variety of material to draw upon for the design of their heroes, which can lead to more interesting groups as well as players who are more engaged in their characters. After all, a player that gets to play the kind of character he or she wants to play is likely to be a happy player who will want to see that character survive and evolve.

Given the open palette of source material available in the Legacy era, a Gamemaster is wise not to rule anything out. Find a way to make things work. If you really like something from another era, the Legacy era is practically designed to make it work. This goes just as much for Gamemasters as it does for players; do not turn away material simply because it wasn't specifically designed for play in the Legacy era. Be creative, seek out explanations when necessary, but don't be afraid to include those things that excite you about the *Star Wars* universe.

Evolving Designs

For the most part, technology advances at a slow pace in the *Star Wars* universe. At least in game terms, blaster pistol technology hasn't changed much since its introduction in the days following the Great Sith War. Occasionally there are significant leaps in technology, such as the advent of the modern navicomputer, but for the most part technology seems to stay at about the same level. This does not mean that *Star Wars* technology has stagnated; rather, it means that many of the technological improvements over the years occur at a level that it imperceptible to us as the audience. Blaster technology has no doubt improved over thousands of years, but by and large blasters work the same as they did long ago.

When dealing with the introduction of older technology from bygone eras, Gamemasters have a few options for how to integrate that technology into a Legacy era campaign. One method is to simply create new technology based on classic designs; for example, the X-83 TwinTail fighter is clearly an evolution of the popular X-wing and evokes a similar feeling in those who see it. However, its design is firmly rooted in the Legacy era, and it simultaneously provides both a sense of wonder at its newness and a sense of nostalgia at its similarity. Gamemasters can take a lesson away from this design in creating ships, weapons, and even droids that draw inspiration from past eras but still retain a sense of the unknown that comes with new technology.

For example, say you have a player in your campaign who is very interested in the HWK-290 space transport (Kyle Katarn's *Moldy Crow*, found on page 118 of *The Force Unleashed Campaign Guide*). As the Gamemaster, you can take advantage of the player's interest by creating a new ship in the same spirit; perhaps this ship is a throwback to that classic design, created by nostalgic engineers from the Corellian Engineering Corporation. The new ship, the HWK-2000, is a sleek, aerodynamic interpretation of the original ship's frame, outfitted with the most cutting edge space transport technology. In that player's hands, the transport becomes both a connection to the ship he already knows and loves yet is full of the same mysteries as any new ship. It might look like an updated version of the *Moldy Crow*, but it comes with its own quirks and secrets, and it gives the heroes a chance to become a part of the new ship's history, making their own mark on the space transport's legacy.

Weapon and Vehicle Templates

Instead of presenting a new, evolved design based on a classic element, Gamemasters can choose to simply take a piece of older technology and introduce it directly into their Legacy era campaigns. The following four templates represent two methods of introducing older technology into the Legacy era. The antiquated template represents a weapon or vehicle from the recent past that doesn't take advantage of modern technological advancements but still is recent enough to be mostly effective. Refitted weapons and vehicles, on the other hand, represent older technology that has been rebuilt, replacing out-of-date technology with Legacy era improvements; for example, a refitted A-wing may have had its weapons, engines, and computer systems removed and replaced with similar but highly advanced components common in the Legacy era.

If you own the *Starships of the Galaxy* supplement, the archaic ship template and the advanced ship template also serve similar purposes. Unlike the templates presented below, the templates from that book represent more drastic changes that represent significant departures from the basic design. In a Legacy era campaign, you should use the archaic ship template on any ships from the Old Republic time period (well before the Clone Wars), and the advanced ship template to create new Legacy era designs based on ships from the past. For vehicles and weapons from the Clone Wars, the Dark Times, or the Galactic Civil War, use the antiquated template below.

Weapon Template: Antiquated

This weapon template can be applied to any weapon that doesn't appear in the Saga Edition core rulebook and represents pre-Legacy era technology. Most antiquated weapons are still fully functional but do not take advantage of the latest technological advancements.

Cost: Antiquated weapons have their prices increased by 10% due to rarity.

Availability: All antiquated weapons gain the Rare availability, if they do not already have it.

Energy Cells and Power Packs: Energy cells and power packs for antiquated weapons cost 50% more than a standard energy cell or power pack. Unless otherwise specified, an antiquated weapon cannot use standard energy cells or power packs, only antiquated energy cells or power packs.

Repairs: Antiquated weapons do not use modern technology and are likely to be unfamiliar to most weaponsmiths. An antiquated weapon increases the base DC of any Mechanics checks made to build or repair the weapon by +5.

Refitting: An antiquated weapon can be refitted (see the Mechanics skill, page 31). Apply the refitted template to the base weapon instead of the antiquated template.

Weapon Template: Refitted

When a character refits a weapon, he or she upgrades its interchangeable parts with components that use the latest advances in weapon technology. Refitted weapons have the following changes to their statistics.

Cost: Refitted weapons have their prices increased by 20% due to rarity and the innate cost of refitting the weapon.

Availability: All refitted weapons gain the Rare availability, if they do not already have it.

Energy Cell: A refitted weapon can use standard energy cells and power packs. Additionally, weapons that use power packs to provide ammunition have their number of shots that can be fired before the power pack must be replaced increased by 10%.

Repairs: Since refitted weapons combine antiquated technology with modern components, sometimes the weapon must be treated gently and repairs can be challenging. A refitted weapon increases the base DC of any Mechanics checks made to repair the weapon by +5.

Maintenance: Unlike normal weapons, refitted weapons require extra maintenance to ensure that they continue to function as expected. Once per week the weapon must receive regular maintenance, which requires 1 hour of work (no Mechanics check required, though a tool kit is necessary to perform the maintenance). Failure to perform this maintenance moves the weapon –1 persistent step down the condition track for each day it does not receive maintenance after one week.

Vehicle Template: Antiquated

Antiquated vehicles are relics from recent history; maybe a few of these vehicles can be seen plying the space lanes, but many are either novelties or vehicles that are barely holding themselves together. While not so old as to be called archaic, these vehicles have not rolled off of the assembly lines in a long while.

CL: Reduce the base ship's CL by –2.

Threshold: An antiquated vehicle's superstructure lacks many of the advancements that hold the vehicle together when struck by modern weapons fire. Reduce the vehicle's damage threshold by 25%.

Base Attack Bonus: An antiquated vehicle lacks updates to sensors that overcome modern vehicles' defensive countermeasures. Apply a –2 penalty to the vehicle's base attack bonus and all attacks made with its vehicle weapons.

Availability: All antiquated vehicles gain the Rare availability, if they do not already have it.

Cost: Antiquated vehicles are only available at their used sale price. If an antiquated vehicle does not have a used sale price, calculate it as 60% of the original new price. All antiquated vehicles are considered to be used.

Repairs: Antiquated vehicles do not use modern technology and are likely to be unfamiliar to most ship engineers. The base DC of any Mechanics checks made to build or repair the antiquated vehicle increases by +5.

Refitting: An antiquated vehicle can be refitted (see the Mechanics skill, page 31). Apply the refitted template to the base vehicle instead of the antiquated template.

Vehicle Template: Refitted

A refitted vehicle is an older model from years past that has had its internal components upgraded to take advantage of advances in modern technology. A refitted vehicle maintains the basic structure of the original vehicle but has the latest and greatest parts available in the current era.

Cost: Refitted vehicles are only available at their used sale price + 20% for the cost of refitting.

Availability: All refitted vehicles gain the Rare availability, if they do not already have it.

Repairs: Since refitted vehicles combine antiquated technology with modern components, sometimes the vehicle must be treated gently and repairs can be challenging. A refitted vehicle increases the base DC of any Mechanics checks made to repair it by +5.

Maintenance: Unlike normal vehicles, refitted vehicles must be given extra maintenance to ensure that they continue to function as expected. Once per week the vehicle must receive regular maintenance, which requires 1 hour of work (no Mechanics check required, though a tool kit is necessary to perform the maintenance). Failure to perform this maintenance moves the vehicle –1 persistent step down the condition track for each day it does not receive maintenance after one week.

Age of Shadow

The Legacy era is a time of darkness and violence in the galaxy not seen since the rise of Palpatine's Empire. There are several elements of the Legacy era that Gamemasters should emphasize in their adventures to help reinforce just how grim the situation has become.

The Dark Side

During the Legacy era, the dark side holds great power throughout the galaxy. It's more than just a function of having the Sith in power; the Jedi have been diminished and everywhere violence, hatred, and selfishness rule supreme. If the influence of the dark side waxes and wanes, during the Legacy era it reaches peaks unseen except during the grimmest times in galactic history.

One can emphasize the pervasiveness of the dark side in a variety of ways. First, make liberal use of dark side Force-users, including Sith acolytes, spies, Sith Lords, Jedi who have turned to the dark side, and the occasional Force-sensitive bounty hunter. Next, introduce sites and locales where the power of the dark side is palpable; set adventures at the sites of great battles in which the Sith and the Empire were victorious over the Galactic Alliance and the Jedi, or places where many Jedi were slain in a single attack by bounty hunters or the Empire. Introduce locations where the dark side manifests itself in the form of visions or even physical danger, such as the cave on Dagobah, but have such locations appear in multiple adventures. Give the heroes little chance to visit safe havens, and do not be afraid to repeatedly tell Force-sensitive heroes that they feel constant discomfort at the strength of the dark side at various adventuring locales.

Sith Overlords

Unlike the Dark Times of Palpatine's Empire, the galaxy is now under the heels of overt and openly declared Sith Lords. The heroes of a Legacy era campaign should come across these Sith Lords, or at least evidence of their work, on a regular basis. Gamemasters shouldn't be afraid to use Sith Lords on a regular basis, as their abundance is one of the biggest advantages of setting games in the Legacy era. This does not mean, however, that the heroes necessarily have to fight the Sith at every turn; there are more subtle ways to use the Sith in adventures. For example, your heroes might come across a recording of a Sith Lord wiping out a cell of Roan Fel loyalists, only to discover in the recording that one of the loyalists managed to escape. Unless the heroes have made overt enemies of the Empire, or of a particular Sith Lord, not every physical encounter has to end in violence, and the heroes might cross paths with a Sith Lord while pursuing similar goals.

Introduce the Sith early, and often. Low-level heroes stand no chance of slaying a Sith Lord outright, but that does not mean that their adventures cannot include a Sith Lord. Holograms, video messages, and other communication methods allow you to bring a Sith Lord into a campaign without worrying about the heroes being outmatched in a fight. Use the Sith as allies, if possible; perhaps the heroes are contacted by a Sith Lord who commandeers their vessel for clandestine transport to an Outer Rim location, or the heroes are hired by the Sith to retrieve a captured enemy of the Empire. Using the Sith as allies early on makes the eventual conflict with those Sith Lords later in the campaign all the more exciting.

Jedi Bounty

The Jedi have been all but wiped out, but some still remain at large. As a result, the Empire has placed a massive bounty on the heads of Jedi. If you have Jedi heroes in your campaign, emphasize the feeling of constantly being pursued. Have bounty hunters appear on the Jedi heroes' trail, showing up frequently to harry them. If the Jedi acts overtly without taking caution to conceal his abilities, feel free to have the agents of the Empire show up shortly thereafter, having been tipped off by witnesses. As Jedi heroes rise in levels and fame, their deeds are likely to attract unwanted attention unless they take precautions to hide their abilities. In every spaceport, the heroes encounter people who shun them for fear of being associated with the Jedi. Unscrupulous business partners try to exploit the heroes' need for secrecy, threatening to go to the Empire if their exorbitant demands are not met. Even the lowliest of scum in the galaxy knows that there is money to be made off of the Jedi, and average citizens fear for their lives when confronted with the prospect of being associated with rogue Jedi. No one wants a Sith Lord with a squad of Knighthunters to show up on their doorstep.

Servitude & Slavery

With the return of the Empire to power, tyranny has once more become the natural order of things. However, Darth Krayt knows that freedom is also a breeding ground for dissent, and as such he has abolished many of the anti-slavery laws that have been in place since the fall of Palpatine's Empire. Though still not condoned in the Core Worlds, along the Mid Rim and Outer Rim many of the safeguards put in place to deter slavery have been scaled back, opening the door for slaving outfits to flourish once more. The Empire itself has enslaved many populaces, including the Mon Calamari, forcing them to work for the Empire as punishment for defiance. In a Legacy era campaign, including slavers among the enemies that the heroes face helps reinforce the notion that the galaxy is sliding into barbarism, especially when the heroes realize that the Empire not only allows slavery but, in many cases, condones it.

More common than actual slavery is the indentured servitude that many "legitimate" crime lords engage in. Fringe heroes are likely to become entangled in indentured servitude themselves. Perhaps it begins when the heroes take out a loan to buy their own ship. Maybe they need more money to buy weapons and equipment, all of which their particular crime lord or loan shark is more than willing to provide. Once they have built up a sufficient debt, their creditor comes calling, backed by the kind of violent beings that haunt the dark alleys of Nar Shaddaa and Point Nadir. The creditors demand payment and a cut of the heroes' profits. Meanwhile, these same creditors start charging outrageous prices for starship fuel, ammunition, and even protection when the Sector Rangers come to them, looking for the heroes. They charge for information, and even for knowledge of what jobs are available. Soon, the heroes might find themselves growing deeper and deeper in debt after every mission, forcing them to do their creditors' bidding or face the consequences of refusing to make good on their debts.

Such indentured servitude can be a great motivator for adventures, but be careful not to bog down the campaign with an overwhelming sense of hopelessness. (This is a game, after all.) By the time the heroes reach mid-levels, they should have a chance to throw off the shackles of their servitude. Just like the eventual showdown between the heroes of the Rebellion and Jabba the Hutt, eventually the heroes will realize that the only way to escape their debts is to deal with the crime lord directly, which can make for an exciting adventure filled with danger that results in the heroes achieving their own freedom and perhaps ridding the galaxy of a vile criminal in the process.

The Three-Way War

One of the more exciting elements of the Legacy era is that, unlike the Rebellion era, the galaxy is embroiled in a conflict between three separate entities, no two of which get along with one another. Though Roan Fel's Empire-in-exile and the Galactic Alliance Core Fleet both oppose Darth Krayt's Empire, even those two factions cannot get along well enough to work together. When one factors in the Hidden Temple, yet a fourth faction that has not allied itself with any of the three primary factions, the Legacy era represents a time when the galaxy is fractured by allegiances to those factions.

To emphasize this fractured conflict, one can use each of the three major factions in adventures. Each faction might be chasing the same goal but for different reasons, bringing it into conflict with the other factions as well as unaligned heroes. Having encounters that feature multiple factions opposing both the heroes and one another not only creates a dynamic scene but also reinforces the notion that multiple power groups are working toward their own ends. Once the heroes decide to ally with a faction, things get really interesting: If the heroes make themselves known as allies of the Galactic Alliance, they might find themselves targeted not only by Darth Krayt but also Roan Fel's loyalists, forcing the heroes to fight not only the obvious enemy but also a faction that, under different circumstances, could have been their allies as well.

One of the tragedies of this three-way war is that there are allies to be found in nearly every faction. Though the Sith Lords themselves are thoroughly evil, even in Darth Krayt's Empire there are honorable men and women who could be friends and allies to the heroes. However, the nature of the three-way conflict makes each faction reluctant to trust anyone but members of their own group, and paranoia and fear causes potential allies to become suspicious of one another, many times ending up in conflict with one another simply because they do not know who to trust.

Challenging Assumptions

The Legacy era challenges basic assumptions about the galaxy and its inhabitants. Everyone knows that the Empire is evil, as evidenced by Darth Krayt's tyranny and violence. Yet there is more to the Empire. Roan Fel's Empire-in-exile is made up of honorable soldiers and bureaucrats who remained loyal to an Emperor who fought for both peace and order, and their version of the Empire has many noble ideals. Yet, within this faction can be found many worthy antagonists.

Heroes and Villains

One good way to challenge your players' assumptions is to introduce allies and antagonists who shift from one side to the other over time. For example, Cade Skywalker's story begins with him as a young Jedi, but later in life he turns into a bitter, violent bounty hunter, challenging our assumptions about the Skywalker lineage. Cade captures and turns in a fellow Jedi, Hosk Trey'lis, setting himself up as an enemy of the Jedi and something of a villain. However, Cade's guilt eventually gets to him, and he allows himself to be captured in order to free Hosk from the Sith. Cade oscillates between hero and villain often enough that it is difficult to have any assumptions about the character at all.

Similarly, your heroes might come across enemies and allies who fit neatly into archetypes until they break out of them. Consider the ally-turned-enemy, such as the fatherly Galactic Alliance general who turns out to be a revenge-driven madman willing to sacrifice anyone and anything in pursuit of his vengeance. Similarly, consider the enemy-turned-ally, such as the Sith acolyte who must maintain a convincing façade of loyalty to her masters as a means of getting close enough to assassinate Darth Krayt. When the heroes first encounter the acolyte, they might fight against her before learning her true motivations.

Additionally, some characters might move from villain to hero and back multiple times throughout a campaign. A bounty hunter torn between her need to survive and her loyalty to her husband—a Jedi in hiding—might capture Jedi heroes in the hopes of throwing suspicion off of herself and her husband. An officer in Roan Fel's Empire might defect to join the Galactic Alliance, only to reveal himself as a double-agent who hopes to unite the two factions. The Legacy era presents a blurry line between good and evil. Gamemasters can capitalize on this element of the time period by introducing allies and antagonists whose roles in the story—as heroes or villains—change every time the heroes think they have figured them out.

Secret Identities

Another common thread among the major players in the Legacy era is that of the secret identity. Moff Nyna Calixte secretly maintains an alter-ego of Morrigan Corde, an Imperial agent with far more freedom to act than the Moff herself. Similarly, the Imperial Knight Azlyn Rae maintains an alter-ego as a bounty hunter (her profession in the time between her Jedi training and her recruitment into the Imperial Knights). A good way to challenge the heroes' assumptions about a character is to reveal secret identities. When the heroes discover that the violent crime lord they have been serving is secretly also a high-ranking officer in Galactic Alliance intelligence, their plans to topple the crime lord might change with that revelation.

Secret identities work best when they accomplish two goals: providing drastic contrast to the character's public face, and allowing the character to function in a vastly different role than their main persona. The first goal is simply a matter of taking the basic assumptions the heroes have about that character and finding an alter-ego that is strongly opposed to that role; as Morrigan Corde, Nyna Calixte watches out for her son Cade and tries to help him escape the Empire, but she herself must prove her unwavering loyalty and cruelty as an Imperial Moff. The second goal is accomplished by taking a different approach to how the character achieves her goals. As an Imperial Moff, Nyna Calixte uses politics, subtlety, and manipulation to achieve her ends, but as Morrigan Corde she uses big blasters, explosives, jet packs, and violence to accomplish her goals.

When creating a secret identity, it is best to create the primary identity for the NPC first, then look at the character's philosophies and goals and give the alter-ego seemingly conflicting goals. Next, do the same with their methodology. Over time, these characters might have to sacrifice their primary identities or their alter-egos to save themselves, which can be an interesting story element for the heroes to deal with. When the time comes for that choice to be made, the heroes might have to convince the character to side with them, casting the other identity aside and fully assuming the role of their ally. Conversely, if things go badly, the character might discard his or her allegiance to the heroes and instead become a full-time adversary. When this moment comes, be sure that the heroes have a chance to influence this outcome, as they will likely gain an ally or enemy for the remainder of the campaign.

Chapter VIII
Galactic Gazetteer





As in all previous eras, space travel in the Legacy era is the lifeblood of the galactic economy. Few worlds, if any, are beyond the reach of the Empire ruled by Darth Krayt, and the ramifications of the Sith-Imperial War are felt from the Unknown Regions to the Deep Core.

This chapter provides basic information on the planets of the galaxy with some special significance to the characters and events presented elsewhere in the *Legacy Era Campaign Guide*.

Space Travel

During the Legacy era, space travel throughout the galaxy has been impacted in much the same way as it was during Palpatine's reign. With the Empire in power once more, the space lanes are patrolled by Imperial Star Destroyers searching for pirates, smugglers, and Galactic Alliance activity. Customs agents working for the Imperial Space Ministry inspect trade ships approaching worlds under Imperial control. Suspicious cargoes are confiscated, freighter crews are detained for questioning on a whim, and ship travel logs are thoroughly scrutinized.

The Core Worlds and the Deep Core are once again heavily patrolled by the Empire, resulting in a new Deep Core Security Zone and a Core Worlds Security Zone. Within these zones, space travelers are highly scrutinized, and only those with proper authorization may move freely between these worlds. Coruscant and other fortress worlds in the Core and Deep Core are now guarded by entire fleets of Star Destroyers and similar cruisers. The bulk of the Empire's naval might is concentrated in these areas, and smugglers risk not only their livelihoods but also their lives slipping in and out of Imperial worlds.

Much of the security of the Core and Deep Core is maintained by a Hyperspace Security Net. This consists of a combination of space stations placed along common hyperspace routes, Imperial Navy patrol flotillas, and gravity mines designed to pull starships out of hyperspace. Through this Security Net, the Empire is able to perform random inspections of the starships coming into and leaving the Core Worlds, and stop attacks against protected planets.

PLANETS OF THE LEGACY ERA

This section provides a brief gazetteer detailing information on a variety of planets throughout the galaxy. Each entry lists not only pertinent information for the Gamemaster but also Knowledge check DCs for players. This sort of information allows the GM to determine how much a character (and not necessarily the player) knows about a given world.

BASTION

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 24 standard hours
Length of Year: 363 local days
Sapient Species: 94% Human, 1% other
Government: Empire
Capital: Sartinaynian City
Major Exports: Military supplies
Major Imports: Foodstuffs, high technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Bastion is a fortress world on the Outer Rim and once served as the capital of the Galactic Empire.
15	The planet is currently under the control of Roan Fel and his Empire-in-exile, and it is defended by a massive space fleet.
20	Non-Imperials are not allowed to visit Bastion, as the threat of an attack on Emperor Fel is too great.
25	Bastion is also the home of the Imperial Knights, the lightsaber-wielding bodyguards of Emperor Fel.

KNOWLEDGE (TACTICS)

DC	Result
20	The planet's defensive systems are nigh impenetrable. Bastion is as well defended as Coruscant, which is why Darth Krayt has not launched an attack on the planet.
25	The Sith are constantly looking for ways to infiltrate Bastion, and they have offered a 1-million-credit reward to anyone who can penetrate the planet's defenses.

AN AT-AHT ON BASTION.



CHAMPALA

Region: Inner Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 27 standard hours
Length of Year: 318 local days
Sapient Species: 99% Chagrian, 1% other
Government: Democracy (currently under Imperial rule)
Capital: Tidros
Major Exports: Luxury goods
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Champala, the homeworld of the Chagrian species, is a planet covered in oceans with small, narrow continents.
15	The spaceports on Champala are constructed on high-altitude plateaus, safe from the drastic shifts in water levels during the tides.
20	Many cities on Champala are built both on land and under the oceans, with the two connected by tunnels and sealed tubes. Those who cannot breathe in water must be careful not to go to submerged zones without a proper breathing apparatus.
25	Some Chagrian cities on Champala are nearly fully submerged during high tides, allowing the Chagrians to swim between buildings and even floors on the same buildings.

Csilla

Region: Unknown Regions
Climate: Frozen
Gravity: Standard
Moons: 3
Length of Day: 25 standard hours
Length of Year: 462 local days
Sapient Species: 99% Chiss, 1% other
Government: Oligarchy (the Chiss Ascendancy)
Capital: Csaplar
Major Exports: None
Major Imports: Foodstuffs, luxury goods

KNOWLEDGE (BUREAUCRACY)

DC	Result
10	Csilla is the home of the Chiss Ascendancy, a government that rules over all Chiss-controlled worlds.
15	The Chiss Ascendancy is led by aristocratic noble houses.
20	Darth Krayt's Galactic Empire allows the Chiss Ascendancy to retain much of its autonomy. It controls the Ascendancy by making many heads of the Chiss houses into high-ranking officials within the Empire.
25	The Galactic Empire has given the Chiss control over large tracts of the Unknown Regions, making the Chiss Ascendancy the Empire's proxy in these areas of the galaxy.

KNOWLEDGE (GALACTIC LORE)

DC	Result
15	Csilla is the homeworld of the enigmatic Chiss, who hail from the Unknown Regions and have only been major participants in galactic affairs for the past century.
20	Csilla is a frigid world, having been plunged into an ice age several millennia ago.
25	The Chiss live in cities buried in the ice of Csilla, where they can use the heat welling up from the interior of the planet to keep their environment livable. Most of the cities on Csilla are connected by subterranean tunnels, through which speeder traffic travels.

Daluuj

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 28 standard hours
Length of Year: 391 local days
Sapient Species: 88% Human, 6% Yuuzhan Vong, 6% other species
Government: Empire
Capital: Oldranai
Major Exports: None
Major Imports: Foodstuffs, luxury goods, technology



MT Dropships on Daluuj.

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Daluuj is a lightly populated Outer Rim world covered in barren canyons and muddy slopes.
15	Despite being one of the many human colonies in the Outer Rim, the world has only a sparse population spread out in villages and small cities.
20	The Empire has only a small presence on Daluuj, occupying an Imperial fortress that has been standing on the world since the days of Emperor Palpatine.
25	Many Yuuzhan Vong relocated to Daluuj to take advantage of its breathable atmosphere. They steer clear of the other settlements, living in isolation.

IEGO

Region: Outer Rim
Climate: Temperate/tropical
Gravity: Standard
Moons: 42
Length of Day: Not applicable
Length of Year: Not applicable
Sapient Species: 40% Human, 60% other
Government: Tribal
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
15	Iego is a mysterious world adrift in the Extrictarium Nebula. It does not orbit a star, but a large number of moons orbit it, giving it the "Thousand Moons system" miniker.
20	Iego is impossible to pinpoint with normal star charts or navicomputers, and only a small handful of spacers know how to reach the planet safely. The world is believed to be home to a race of Angels and a race of Demons.
25	Many ships that approach Iego never return. Those who claim to have visited Iego tell stories of people who have lived there for hundreds or thousands of years.



KNOWLEDGE (LIFE SCIENCES)

DC	Result
25	Iego is home to the Diathim and the Maelibi, creatures with seemingly supernatural powers. In galactic lore, they are better known as Angels and Demons, respectively.
30	Those who live on the planet Iego benefit from its strange properties, never aging as long as they remain on the world.

KLATOOINE

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 1
Length of Day: 26 standard hours
Length of Year: 286 local days
Sapient Species: 99% Klatooinians, 1% other
Government: Aristocracy (under Hutt rule)
Capital: Veneron
Major Exports: Labor
Major Imports: Luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Klatooine, a desert world, is home to the Klatooinian people.
15	Klatooine is in Hutt space, and its people are bound into Hutt service for most of their lives. The Hutts rule over Klatooine through the planet's Council of Elders.
20	The planet is the home of the Klatooinian Trade Guild, which (with Hutt oversight) lures in desperate spacers and chains them to a life of debt and blackmail.
25	Deep beneath the surface of Klatooine are vast reserves of a liquid known as wintrium, which, when allowed to cool, creates a solid substance similar to transparisteel.

Lok

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 2
Length of Day: 24 standard hours
Length of Year: 316 local days
Sapient Species: 20% Human, 80% other species
Government: None
Capital: None
Major Exports: None
Major Imports: Foodstuffs, luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Lok is a remote, desolate world covered in volcanoes and large lakes filled with sulfuric acid.
15	Though possessing a harsh landscape, Lok has a breathable atmosphere and serves as a haven for smugglers, pirates, and other criminals.
20	Despite being known as a haven for criminal activity, the Empire has no interest in Lok, and so it has abandoned all interests on the world.
25	Lok is the home of Brogar's Safe House, a place where criminals can pay a local crime lord (an Advozse named Brogar) for protection against the government, bounty hunters, or other criminals.

Munto Codru

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 26 standard hours
Length of Year: 368 local days
Sapient Species: 99% Codru-Ji, 1% other species
Government: Tribal (currently under Imperial rule)
Capital: Capital Codru
Major Exports: None
Major Imports: Luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Munto Codru, the home of the Codru-Ji people, is a world covered in mountains and forests.
15	The planet is relatively isolated and has little industry, making it of minimal value in the galactic economy.
20	The ruins of an ancient, extinct civilization litter the surface of Munto Codru. Castles stand scattered across the world even in modern times. The ancient castles are considered by most Codru-Ji to be haunted or are regarded as places of ill omen. Thus, locals avoid them.



Munto Codru

KNOWLEDGE (LIFE SCIENCES)

DC	Result
15	Codru-Ji adults are four-armed humanoids with vaguely canine features.
20	Young Codru-Ji, or wyrwulves, are quadrupedal wolflike creatures. They remain in this form until the end of their juvenile years.
25	A wyrwulf enters a cocoon and remains there for several weeks before emerging in its adult humanoid form.

Nagi

Region: Unknown Regions
Climate: Arid
Gravity: Standard
Moons: 0
Length of Day: 24 standard hours
Length of Year: 348 local days
Sapient Species: 99% Nagai, 1% other species
Government: Dictatorship
Capital: Kotokai
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
15	Nagi is the ancestral homeworld of the mysterious Nagai. It is a mountainous world with soaring peaks and deep, wide valleys.
20	Nagi has a very thin upper atmosphere, causing its sun's rays to bombard the peaks of the planet's mountains with solar radiation. Nagai cities are built in the valleys where the sun's rays are deflected by the mountains, casting the cities in shadow.
25	Nagi was overrun by alien invaders known as Tofs. Though the Nagai eventually liberated their world with the help of the Mandalorians, remnants of the invasion can be seen all over the planet.
30	The Nagai have a colony—a fortress world on the Outer Rim called Saijo. When the Empire reclaimed the galaxy, they also reclaimed Saijo, which remains one of the most heavily-defended worlds on the Outer Rim.

NEUTRALIZER-CLASS BOMBERS ATTACK OSSUS.



Ossus

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 31 standard hours
Length of Year: 231 local days
Sapient Species: 15% Ysanna, 10% Human, 75% other species
Government: Tribal (Ysanna); Jedi rule
Capital: Knossa
Major Exports: None
Major Imports: Technology

KNOWLEDGE (LIFE SCIENCES)

DC	Result
20	Ossus is home to a species known as the Ysanna. They are remnants of the ancient Jedi civilization that lived on the world before the Great Sith War.
25	The Ysanna have a particularly strong connection to the Force.

KNOWLEDGE (GALACTIC LORE)

DC	Result
20	Ossus, once a desolate and unforgiving world, was ravaged during the Great Sith War by the destruction of the Cron Cluster. The planet was reinvigorated by Kol Skywalker's Ossus Project. Thanks to the terra-forming efforts of Yuuzhan Vong shapers, Ossus is now a lush planet covered in forests.
25	Ossus was home to the Jedi until Darth Krayt's Empire wiped out the temple there. The ruins of the Jedi temple remain, and rumor has it these ruins are filled with artifacts of the Jedi Order.
30	The planet's greatest city, Knossa, still stands (albeit in ruins) despite the ravages of time. Many locals inhabit the ruins, attempting to restore the city to its once great status.

SOCORRO

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 0
Length of Day: 20 standard hours
Length of Year: 326 local days
Sapient Species: 90% Human, 10% other species
Government: Organized crime/tribal
Capital: Vakeyya
Major Exports: Water, nether ice
Major Imports: Metals, high technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
15	Socorro is a wild, uncivilized world covered in distinctive black sand deserts. Smugglers, bounty hunters, and all manner of criminal scum are attracted to the world and have bases there.
20	Socorro has no unifying government and is fought over by various criminal organizations. Small tribes of Humans and near-Humans also live on the world, but they stay clear of civilization.
25	The *Crimson Axe*, a ship owned by the Feeorin pirate Rav, is grounded near an ancient sarlacc pit on Socorro. It serves as a base of operations for Rav's gang, as well as a bounty post, gambling hall, and cantina.

SRILUUR

Region: Outer Rim
Climate: Temperate/Arid
Gravity: Standard
Moons: 5
Length of Day: 22 standard hours
Length of Year: 295 local days
Sapient Species: 82% Weequay, 8% Houk, 10% other species
Government: Clans (currently under Imperial rule)
Capital: Meirm City
Major Exports: Gems and minerals
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Sriluur is a remote world inhabited by the native Weequay people. It sits along the trade route known as the Sisar Run.
15	Sriluur is covered in rocky badlands and deserts, making it a harsh place to live. The Weequay have adapted to this environment and are quite at home on other arid worlds.
20	The planet was colonized centuries ago by the Houk. Though the Weequay claim dominion over Sriluur, the Houk colonies have remained in place despite frequent conflicts between the two species.
25	Although under Imperial rule, Sriluur has strong ties to the Hutts, and trade is common between Sriluur and worlds in Hutt Space.

ZELTROS

Region: Inner Rim
Climate: Temperate
Gravity: 0.92 standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 312 local days
Sapient Species: 91% Zeltrons, 9% other
Government: Popular monarchy
Capital: Zeltros
Major Exports: Art objects, entertainment, luxury goods, technology
Major Imports: Gourmet consumables

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Zeltros is a luxurious planet where the wealthy of the galaxy go to relax and unwind.
15	Zeltros is constantly in a state of celebration, and hedonism is not just acceptable but also encouraged.
20	The planet is covered in exquisite architecture and beautiful artwork. The people of Zeltros value beauty in all its forms, and many who come to the planet are so enchanted that they never leave.
25	Although well-defended, Zeltros has been invaded several times. However, each invasion has ultimately failed, as the Zeltron pheromones make it difficult for invading forces to remain focused, allowing the planet's defenders to retake the world.

Zonama Sekot

Region: Unknown Regions
Climate: Temperate
Gravity: Standard
Moons: 0
Length of Day: 23 standard hours
Length of Year: 380 local days
Sapient Species: 44% Ferroan, 20% Langhesi, 32% Yuuzhan Vong, 4% other species
Government: Autocracy (Sekot)
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
20	Zonama Sekot is a mysterious world that is covered in rainforests, jungles, rivers, and plains. It teems with natural life.
25	Zonama Sekot has appeared in multiple locations and currently resides in the Unknown Regions, where it has been since the start of the Sith-Imperial War.
30	Many Yuuzhan Vong relocated to Zonama Sekot after their failed invasion of the galaxy. When the planet moved to the Unknown Regions, it left large numbers of Yuuzhan Vong behind.
35	Zonama Sekot is actually the seed of an extragalactic planet called Yuuzhan'tar, which was destroyed by the Yuuzhan Vong during bloody civil wars.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
20	Zonama Sekot is a single, highly symbiotic ecosystem. The planet itself is considered to be one enormous organism.
25	The inhabitants of Zonama Sekot have learned to manipulate the living world's unique ecology to create living starships, similar to those piloted by the Yuuzhan Vong.
30	Sekot, the sentient mind of the planet, is both intelligent and Force-sensitive, though its skill with the Force is untrained at best.

KNOWLEDGE (PHYSICAL SCIENCES)

DC	Result
25	Zonama Sekot can propel itself through hyperspace. When the world is threatened, it shields its inhabitants and travels through hyperspace to its new destination.

Planetary Updates

Many familiar planets undergo significant changes over the decades between the Galactic Civil War and the Sith-Imperial War. Some of these planets are quite different in Legacy era campaigns, and the updates in this section should provide Gamemasters with enough information to use these planets in this era.

Bespin

Largely untouched by the Yuuzhan Vong invasion, Bespin continues to profit and prosper after the rise of the Galactic Alliance. Still a major shipper of Tibanna gas, Bespin's location makes it less than ideal for most large-scale mining operations to attempt to control, allowing smaller operations to set up shop and reap a tidy profit. However, with the return of the Empire, restrictions on the sale of Tibanna gas to non-government entities come back in force. This, in turn, forces many small operations out of business, driving their owners off of Bespin to seek cheaper places to make a living.

As a result of this exodus from Bespin, Cloud City is somewhat in decline. Coupled with the surging popularity of more mobile shadowports and fringe-friendly locales such as the Wheel, Cloud City has become a darker and more dangerous place. With fewer wealthy, respectable citizens capable of supporting Cloud City's government, cutbacks have eliminated much of the Wing Guard, leaving the city even more lawless than before. With much of the city abandoned, the current Baron-Administrator (a shrewd Ithorian named Ormo Haddon) has attempted to revitalize the economy by ordering all of the businesses and residential areas to move to more central locations, creating a populated nexus of commerce surrounded by abandoned outskirts. The outskirts of Cloud City are dark, empty places where shady dealings take place, and the honest citizens of Bespin avoid them.

BOTHAWUI

With their influence and power largely restored following the damage done by unscrupulous Bothans in the founding days of the Galactic Alliance, the people of Bothawui find themselves once more under the heel of Imperial oppression. Unlike his predecessors, Darth Krayt knows that the Bothans cannot be trusted to sit idly by while their power and influence is taken away by the Empire. Rather than allowing Bothawui to once again foment rebellion, Krayt orders his Moffs to offer prestigious positions throughout the Empire to Bothans with influence on Bothawui, setting them up with large payrolls and giving them a great deal of power in the new Empire. Bothan leaders who refuse the bribes of the new Empire meet a more sinister fate.

Krayt orders that Imperial Intelligence base its operations on Bothawui. While the Director of Imperial Intelligence resides on Coruscant, the main force of Imperial Intelligence now operates in the heart of the Bothan SpyNet and keeps a close eye on the Bothans for signs of treason. Similarly, many high-ranking members of the SpyNet are recruited into Imperial Intelligence.

Imperial indoctrination of Bothan nobles and spies creates unrest and civil strife on Bothawui. Bothawui is a world of two minds—one loyal to the Empire thanks to bribery, and one resenting those who abandoned their Bothan pride for the promises of the new Empire. The citizens of Bothawui squabble among themselves, and sometimes these squabbles break out into violence, with many Bothans living in fear of their fellow citizens and the Empire alike.

CEREA

Never a world to get wrapped up in galactic events, Cerea has attempted to remain outside of the reach of the Empire with a modest amount of success. Cerea has little military or economic value, so the Empire has been content to leave Cerea under light Imperial supervision, with only a few frigates patrolling the space nearby. Though the Cereans are content to be left alone and offer little in the way of resistance, word of Cerea's light Imperial presence has reached the ears of those who would defy the Empire. Cerea has become a common rallying point for former members of the Galactic Alliance, Jedi in exile, and other rebels seeking a place to rest and recuperate far from the Sith. Individuals and small groups have flocked to Cerea to seek refuge for short periods of time, and a small network of local sympathizers has sprung up to help those fleeing from the Empire.

Unfortunately, the majority of the Cerean population does not sympathize with those who would defy the Empire, and in fact sees them as a source of trouble that is far from wanted. As a result, individuals coming to Cerea in search of refuge must be discreet, as the Cereans are just as likely to turn troublemakers over to the Empire. Though the Cereans have no love for the Imperials, the last thing they want is more strife and a greater Imperial presence on their world. In fact, dissidents who flee to Cerea usually need to hide from the locals more than the Empire, as the latter group simply does not have the manpower to maintain thorough patrols.

CORUSCANT

Under Darth Krayt, the capital planet of the Galactic Alliance has now become the capital planet of the Galactic Empire. Coruscant has been returned almost perfectly to its state under the reign of Emperor Palpatine, with Star Destroyers constantly in orbit over the world, stormtroopers on every street corner, and Sith Lords lurking in the shadows. Coruscant under the direct rule of the Sith has become a dark and forbidding place, and while it is still the center of galactic civilization, it has become more like a shadowy fortress world than the cosmopolitan home of Imperial nobility. Moreover, Darth Krayt does not tolerate any unrest, dissent, or lawlessness under his watchful eyes. Summary executions are common for even the most casual of offenses.

The citizens of Coruscant live constantly in the frightening shadow of the Sith. Sith Lords come and go on a daily basis, and whispers among the citizenry claim that some of the more sadistic Sith come down from Krayt's temple to practice with their lightsabers on innocent individuals, hunting the people of Coruscant through the darkened alleyways with sadistic pleasure. The Imperial nobles and bureaucrats who live on Coruscant are not immune to these fears, and only the foolish or the forsaken dare walk alone on the streets at night. Despite the Imperial crackdown, crime is rampant, especially in the lower levels where the Imperial presence is lightest.

DORIN

In the past, Dorin's location between two black holes has aided in its defense. However, even two black holes could not protect it from the Empire. Dorin has become one of several planets that are known as "ransom worlds"—worlds under Imperial control whose inhabitants are oppressed in order to achieve another goal. Early in the reign of the new Empire, the Sith Lord charged with ruling over Dorin used the Imperial Navy to blockade all of the known safe routes into and out of the Dorin system. With the planet blockaded and the delivery of supplies strictly controlled, the Sith ordered that the best and brightest Kel Dor volunteer their services to the Empire or their people would suffer. Forced to comply or watch their world be devastated, many Kel Dor entered Imperial military service. Kel Dor engineers now work as Imperial weapons designers, and the greatest minds on Dorin now work only in the service of Darth Krayt.

With its greatest citizens forced to serve the Empire, Dorin is left to struggle along on whatever the Empire provides. Although the Empire has blockades in place, brave, foolhardy, and skilled smugglers have discovered secret routes into the world. Dubbed the "Dorin Run" by those who traverse them, these passages are dangerous, and many starships have been shredded by gravitational forces trying to reach or flee the ransom world. Smugglers can earn a handsome profit delivering much-needed foodstuffs, medical supplies, and other goods to Dorin under the nose of the Empire, though with the threat of being sucked into a black hole or blasted to pieces by an Imperial Star Destroyer ever present, only the most reckless smugglers even make the attempt.

Duro

Once polluted to the point of being uninhabitable, Duro has been returned to its lush natural state by the Yuuzhan Vong terraforming efforts. Duro's loyalty to the Galactic Alliance, however, has forced the Empire to subjugate the entire world. With its favored son, Gar Stazi, leading the remnants of the Galactic Alliance Core Fleet, Duro has become a world commonly held up by the Empire as an example of what happens when you defy the Sith and Imperial law. Duro has an incredibly high Imperial presence, nearly as high as any Core world. The strategic value of Duro is great: Controlling Duro means controlling one of the most-used hyperspace lanes into and out of the Core.

The new Empire is not so dismissive of the talents of non-Human races as Palpatine's Empire once was. As a result, the Empire has pressed many talented Duros pilots, mechanics, and starship engineers into service. The Imperial Naval Academy has one of its largest branches on Duro, where the most talented Duros pilots and navigators are required to provide instruction to the next generation of Imperial pilots and capital ship crewmen. As a result, the Empire's newest naval recruits are far more skilled than those of the past, taking advantage of the cumulative wisdom of one of the galaxy's oldest spacefaring species.

Gamorr

Gamorr remains largely unchanged throughout the rise and fall of galactic powers. Gamorreans continue to work as mercenaries throughout the galaxy, and the Empire takes a largely hands-off approach to Gamorr (after all, convincing Imperial nobles and bureaucrats to move to the planet is hardly worth the effort). However, despite the planet's relative isolation, a number of Gamorreans have been approached by remnants of the Galactic Alliance and employed as additional muscle on seditious missions. Unfortunately, the Gamorrean love of violence is hardly enough to convince Gamorr to support actions against the Empire, forcing those that seek Gamorrean mercenaries to strike better deals. As a result, most contracts with Gamorrean mercenaries call for the mercenaries to retain possession of any weapons, vehicles, and gear that are captured from the Empire. Of course, few on Gamorr know how to maintain such vehicles, so there is a growing collection of scrapped Imperial hardware lying in swamps and junk heaps all across Gamorr.

Iridonia

Given the planet's history, it comes as something of a shock when Iridonia openly expresses support for the Galactic Empire and welcomes it as the new government. When Darth Krayt seizes power, Iridonia is among the first worlds to openly pledge its allegiance to the new Emperor. After suffering devastation at the hands of numerous galactic invaders and conquerors, the leaders of Iridonia decide to support the new regime rather than resist it, and as a result the Zabrak have been rewarded. Traditionally a species that produces many Force-sensitive beings, several Zabrak have been recruited into Darth Krayt's new Sith and continue to serve him as overlords of entire planets and sectors. The planet Iridonia has contributed more apprentices to the new Sith Order than any other world, a fact that has prompted Darth Krayt to consider Iridonia one of the primary training places of his Sith Lords.

Iridonia's colonies are more reticent in their acceptance of Sith domination. Several of the colonies rebel against the new Empire, despite the wishes of the Iridonian government. Since the colonies are independent entities, the Iridonian Zabrak do little to stop them. Two Zabrak colonies are completely wiped from the face of the galaxy, with *Pellaeon*-class Star Destroyers using orbital bombardment to reduce the planets to rubble. After these two colonies are destroyed, the remaining five colonies surrender to Imperial forces. As punishment for their betrayal, the Sith Lord in charge of Iridonia and its colonies orders that the Feldrona colony be transformed into a prison planet. This colony is cordoned off and placed under tight Imperial control. The Empire now uses this Iridonian colony as a place where criminals are exiled to live under the rule of the Empire.

Ithor

Ithor is a mere shadow of the lush, verdant world it once was. Devastated during the Yuuzhan Vong invasion and transformed into a barren, lifeless, and uninhabitable world, it is currently on a road to recovery.

When Kol Skywalker's Ossus Project is first announced, Ithorian scientists are skeptical that the Yuuzhan Vong would be able to terraform their world once more. They abandon the Ossus Project in favor of rebuilding their planet's ecosystem using the ancient techniques involved in the terraforming of Telos IV. Though slower than the Yuuzhan Vong method, the Ithorians believe that it is the more responsible approach.

Modern Ithor is somewhere between its once-fertile state and the barren, harsh landscape that it is trying to leave behind. Much of the planet's surface remains rocky and dry, but genetically engineered plants designed to restore the land have begun to grow. Unfortunately, the harsh landscape calls for equally harsh flora, and as a result many consider the world too dangerous to visit. Unlike the peaceful, verdant world it once was, Ithor is a planet struggling to survive, with dangerous plant and animal life slowly transforming the planet's soil and atmosphere into something livable. Visitors to Ithor must still wear breath masks due to the large number of toxins in the air, but environment suits are no longer necessary. The Empire has largely left Ithor to its own devices, believing the recovery of the world to be a lost cause.

KASHYYYK

Darth Krayt and his Empire did not forget Kashyyyk's contributions to overthrowing Palpatine's Galactic Empire. However, knowing that the Wookiees could not be bribed as easily as, say, the Bothans, the Empire has blockaded the world and destroyed all of the Wookiee shipyards and spaceports. No Wookiees are allowed to approach or leave Kashyyyk without an Imperial order, which must come from at least a regional governor. Supplies and traders can come and go, pending Imperial inspection, but the Wookiees themselves must remain isolated. HoloNet access to Kashyyyk has been completely cut off, and traders approaching Kashyyyk must be licensed by the Empire (a process that requires that the trader swear, under penalty of death, to provide no information on the state of the rest of the galaxy to the Wookiee inhabitants).

Aside from the blockade, however, the Empire has largely left Kashyyyk alone. The Sith Lord in charge of the Kashyyyk blockade knows all too well that it's not wise to upset the Wookiees, and has no intention of oppressing or enslaving the natives as the Empire did once before. Instead, the Empire keeps Kashyyyk isolated, while carefully monitoring all traffic coming to or leaving the world. Some Wookiees argue that the imposed isolation is giving Kashyyyk everything its inhabitants always wanted, and that they should let the Empire have its blockade. Others are not so eager to accept Imperial decrees about who can come and go, though far too few are willing to support open insurrection. Still, Wookiees who are offworld when the blockade is imposed don't like being separated from their families by the Imperial Navy, and some are willing to risk capture to rejoin them.

AN MC-24A SPACE TRANSPORT ABOVE THE MON CALAMARI SHIPYARDS.



MON CALAMARI

Arguably no planet suffers more from Imperial rule than Mon Calamari. When Darth Krayt seizes power, the Empire converts all of the shipyards above the watery world to production facilities for Imperial starships. Mon Calamari quickly becomes one of the primary sources of new Star Destroyers, with a ring of shipyards around the planet capable of cranking out large numbers of capital ships. This capability, however, leads to Mon Calamari's downfall.

The Galactic Alliance, with help from Mon Calamari insiders, steals a prototype Star Destroyer from the Mon Calamari shipyards. In a rage, Lord Krayt orders the extermination of one-tenth of the Mon Calamari people. The rest of the Mon Calamari have been rounded up and placed in work camps. Darth Krayt is using the people of Mon Calamari as an example of what will happen when people openly defy the Empire, and he has made a promise to eventually exterminate not only the people of Mon Calamari but also their

culture, history, and any other lasting effect they might have on the galaxy. Mon Calamari is a world currently transformed into massive concentration camps under ruthless Imperial oppression.

Naboo

A world with a largely Human population, it is no surprise that Naboo adjusted more easily to Imperial rule than other worlds. Though still possessed of a strong independent streak, the people of Naboo come to accept their status under Emperor Roan Fel, who proves to be a far more benevolent than Palpatine ever was. Naboo becomes the site of one of the largest Imperial Missions in the galaxy, and many people from Naboo truly believe that Roan Fel can bring peace to the galaxy, despite the Empire's continuing war against the Galactic Alliance.

All of that changes when Darth Krayt drives Roan Fel out and seizes the Imperial throne for himself. The once-loyal Imperial world of Naboo suddenly finds itself ruled over by the vicious Sith, something they cannot abide. Naboo remains loyal to Roan Fel, and when news of his Empire-in-exile reaches the ears of the people of Naboo, many support opposing Darth Krayt's Empire and allying themselves with Fel once more. However, unlike Bastion, Naboo cannot so easily repel the combined forces of Krayt's Empire, and so its people are forced to remain loyal to Roan Fel in secret. At present, Naboo is, outwardly, a world loyal to the Galactic Empire, but under the surface there runs a strong current of loyalty to the deposed Emperor. Though the ruling Sith have not caught on to the treasonous thoughts of the Naboo just yet, many fear it is only a matter of time before Naboo must choose between being crushed by the Sith or fighting them off to join Fel's Empire-in-exile.

Nar Shaddaa

Like Ithor and Coruscant, Nar Shaddaa was devastated by the Yuuzhan Vong. When the invaders are driven off, however, many of the smugglers and other criminals who had fled the planet begin to return, using the newly terraformed moon as a shadowport. Though Nar Shaddaa has not returned to its status as an ecumenopolis, small cities have been rebuilt across the moon. These cities form the core of what has become the Nar Shaddaa shadowport, a haven for thieves, assassins, smugglers, bounty hunters, crime lords, and other members of the fringe. The Hutts have once again asserted their dominance over Nar Shaddaa, rebuilding that which was destroyed.

The Empire is well aware of the reconstruction of Nar Shaddaa, and Imperial vessels raid the world from time to time, seeking to capture known criminals. However, Hutt pressure on Imperial bureaucrats (namely in the form of bribes, but threats of violence can be effective even against the Empire) has earned Nar Shaddaa something of a respite from Imperial authority. Though no Sith rules over Nar Shaddaa and the Empire does not have a presence there, the Hutts keep a wary eye out for Jedi and others on the Empire's bounty list, sending bounty hunters to capture the marks and turn them over to the Empire. This arrangement keeps the Empire happy while still lining the Hutts' coffers. The Smuggler's Moon is far from a safe port for enemies of the Empire, but it is still a hotbed of all manner of criminal activity.

Rodia

Rodia is currently one of the most dangerous planets in the galaxy. Its wildlife was drastically manipulated by the Yuuzhan Vong, and today the rainforests of the planet teem with deadly predators previously unknown to the galaxy. Fortunately, this suits the Rodian people just fine, as it has given them new creatures to stalk and hunt. Over the past century, the people of Rodia have reveled in the dangers introduced to their world and have grown to be even greater hunters than ever before.

The Imperial bounty on Jedi his yet another boon to the Rodian people. Rodia proudly claims that no planet has claimed more Jedi bounties than it since Darth Krayt's decree, and the Empire has shown favor to the world as a result. As long as the Jedi bounties keep being brought in, the people of Rodia see greatly favorable treatment, especially compared to other worlds. The Rodians have even set up hunting academies to teach people from other planets how to properly hunt a Jedi, though as the number of Jedi still on the run dwindles, so too does participation in these schools. Still, Rodia remains largely independent, with minimal Imperial interference, and is currently ruled over by a Grand Protector who has long been on the payroll of Imperial bureaucrats.

Ryloth

Twi'leks are proven survivors, no matter what may come their way. The harsh environment of Ryloth prepares its people well for weathering adversity. Given the world's minimal military value, the Empire does not interfere in Ryloth's affairs to any great degree. However, many Twi'leks have shown a strong aptitude for the Force, and as such Sith recruiters travel to Ryloth every few months to scoop up anyone who might possess even the slightest hint of Force sensitivity. Children are taken from their homes and transported to Coruscant, where they train in the ways of the dark side and, if they are strong enough, rise to the rank of Sith Lord. Many Twi'leks resist, but when a ship full of Sith Lords arrives on Ryloth, most prefer to run and hide, hoping that the Sith will pass over their homes and leave in peace.

Though occasionally troubled by Sith recruiting raids, Ryloth is remarkably untouched by Imperial oppression. Only a token garrison exists on Ryloth, and Imperial ships only pass by Ryloth on patrol once every few weeks. For the inhabitants of Ryloth, this means continuing to go about their lives as they always have. The recurring Sith raids make the planet a bad place for Jedi to hide, but other rebellious groups and remnants of the Galactic Alliance use Ryloth as a staging point where plans are made and wounds are tended to. The Twi'lek people are usually happy to accommodate these visitors—for a hefty price—and so far the Empire has yet to sniff out seditious activity on Ryloth. Moreover, the Empire has lifted the ban on slavery that the Galactic Alliance put in place, meaning that the Twi'lek slave trade flourishes once more.

Sullust

One of the worlds violently opposed to the Empire, Sullust falls under tight Imperial control after the Sith-Imperial War. Like Dorin, Sullust has become a ransom world, as the Empire leverages the planet's safety to get what it needs from the SoroSuub corporation. In exchange for SoroSuub's cooperation, the Empire has agreed not to punish Sullust for siding with the Galactic Alliance in the Sith-Imperial War. SoroSuub, in turn, must keep at least 80% of its production facilities manufacturing Imperial vehicles, starships, and other vessels, which are sold to the Empire at ludicrously discounted prices. Most of SoroSuub's manufacturing facilities are producing items that are not even of SoroSuub design, meaning that much of the Sullust's population is working for the Empire at no gain to the planet except their own safety from reprisal.

Forced into a desperate situation, the citizens of Sullust have begun to dig deeper into the crust of their world, building underground cities closer to the planet's core. These Sullustans see no alternative to this dangerous endeavor, and within these cities they build new manufacturing facilities that are unknown to their Imperial overseers. The factories produce SoroSuub products that are clandestinely transported offworld and sold on the open market, creating a secret source of revenue that the SoroSuub corporation has been using to keep the population of Sullust alive and their economy intact. The secret of these subterranean cities is closely guarded. If word of these secret cities was to reach the Empire, the repercussions could devastate the entire world.

Tatooine

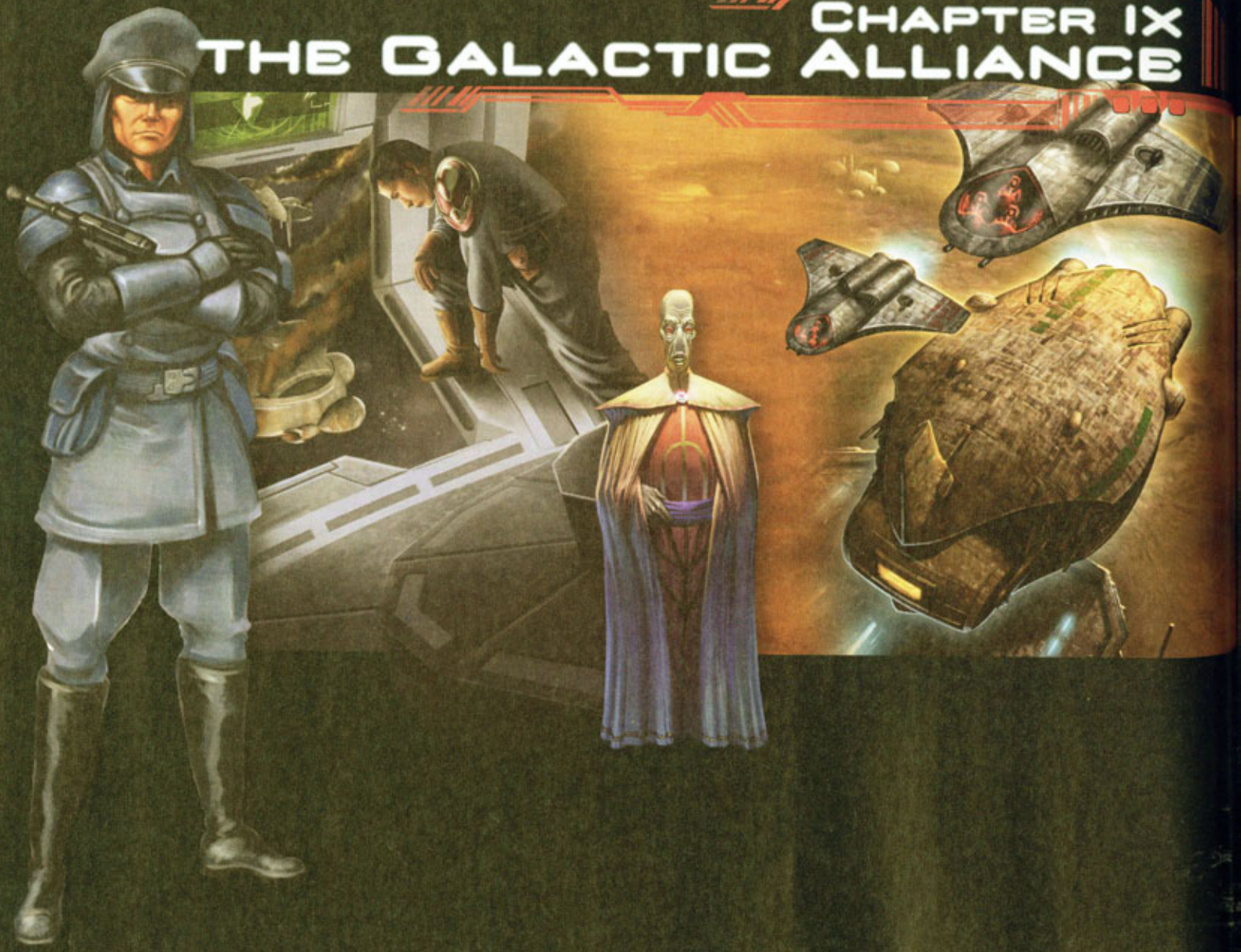
As always, Tatooine is just too far away from the Core to be of much significance. Though Darth Krayt actually hails from Tatooine, the Empire largely ignores the world. The Empire has a small garrison in Mos Eisley, and others in Anchorhead and Mos Espa, but there is not even a Sith Lord assigned to watch over Tatooine. Instead, most of the Imperials stationed on the dry world wish they were somewhere else, and a Tatooine post is usually a sign of falling out of favor with the Imperial bureaucracy. The settlements on Tatooine still provide smugglers and all kinds of scum a good place to rest and find a drink, proving that some things never change.

Trandosha

With the blockade of neighboring Kashyyyk, Trandosha has become the new influential power in the Kashyyyk system. Unlike the Wookiees, the Trandoshans have shown no penchant for causing strife with the Empire, and the planet has been rewarded for it. Most of the commerce that once went through Kashyyyk is now flowing through Trandosha, giving the natives a much-needed economic boost. With the influx of credits, Trandosha is taking great steps to upgrade its cities and technology. The government of Trandosha is hoping that, with Kashyyyk out of the picture, their world will finally become a major power in the galaxy. New money also means new weapons and new starships, and thanks to favorable deals with the Empire, Trandosha has become a significant military power.

The Empire has granted Trandosha the authority to patrol its star system for Wookiees who have violated the blockade on Kashyyyk, with the authority to use lethal force on any suspected Wookiee smugglers. Furthermore, since the rise of Darth Krayt, Trandosha has become a primary trade hub for nearby inhabited systems, forcing planets like Boz Pity, Sriluur, and Togoria to deal with the Trandoshans or pay exorbitant prices to have trade goods shipped in from other regions. Trandosha is a world receiving a quick influx of credits and power, and the Trandoshans are using that power to bully neighboring worlds, all with the endorsement of the Empire. Trandosha's bullying is hardly restricted to nearby systems, either; the planet has begun making threats against worlds as far away as Hapes, Manaan, and Nal Hutta, attempting to force those worlds to bow to their will or face the Trandoshans' wrath.

Chapter IX
The Galactic Alliance





The Galactic Federation of Free Alliances rules the galaxy from late in the Yuuzhan Vong invasion until its defeat at the hands of the resurgent Empire around a hundred years later. Better known as the Galactic Alliance, this new government addresses the inefficiency and ineffectiveness of the New Republic government to counter the Yuuzhan Vong threat. Initially, member worlds include New Republic systems that had not succumbed to the Yuuzhan Vong threat, but they are soon joined by other major governments opposed to the invasion, including the Imperial Remnant, the Hapes Consortium, and the Chiss Ascendancy. The Galactic Alliance ultimately defeats the Yuuzhan Vong, with substantial aid from the Jedi and the newly allied military forces.

With the Yuuzhan Vong threat neutralized, the Galactic Alliance sets about the task of rebuilding the galaxy and reestablishing governmental control—a monumental task given that millions of beings had been killed or displaced, and many of the galaxy's major worlds were devastated or completely destroyed. During this difficult time, efforts are taken to ensure that no cry for help is ignored.

Threats to galactic unity continue to spring up regularly from sources outside of and within the Galactic Alliance. The Killik-Chiss crisis threatens to tear the Chiss Ascendancy from the Alliance and prompts the Jedi Order to remove itself from participating in direct policy-making for the galactic government. The Jedi become outside observers and counselors, plus strong supporters of the Galactic Alliance in the interest of galactic peace.

The Galactic Alliance–Confederation War erupts when the Galactic Alliance requires that all member worlds provide sufficient defense forces and fiscal support to justify their membership. Jacen Solo, aided by a Sith named Lumiya, manipulate the crisis and the Alliance government in a bid to seize galactic power. Through legal and political maneuverings, Jacen Solo and Supreme Commander Niathal displace the Chief of State Cal Omas. Jacen soon becomes Darth Caedus, and as his power grows, the Galactic Alliance darkens. The Jedi withdraw their support of the Galactic Alliance government under Jacen's rule, actively fight against him, and ultimately return the galaxy to a state of peace.

After decades of relative political stability, the Galactic Alliance face a new crisis. The Jedi spearhead a new initiative to repair worlds devastated by the Yuuzhan Vong invasion, with the aid of the Yuuzhan Vong themselves, partly in the hopes of repairing their image. While the initial results prove positive, the terraforming process leads to frightful mutations in certain populations. The newly resurgent Empire, no longer a Galactic Alliance member, uses the crisis to draw worlds into its influence and drives a wedge between the Galactic Alliance and those systems who remain part of it. Open war erupts as the Empire increases its influence and the Galactic Alliance loses system after system, as well as vital military support.

The Empire achieves ultimate victory at the Battle of Caamas. Admiral Gar Stazi, commander of the Galactic Alliance Core Fleet, refuses to surrender and flees with his ships. What's left of the Galactic Alliance surrenders to Imperial control and ceases to exist. The Empire preserves the Galactic Alliance bureaucracy, adapting the political and governmental services for the new regime. Galactic Alliance armed forces are integrated into the Imperial military or disbanded altogether if determined to be unreliable. Not long after the transfer of power, Darth Krayt overthrows Emperor Roan Fel and seizes the Imperial throne.

Organization

The Galactic Alliance government evolves over the years. Through it all, the Alliance remains a constitutional federation of member worlds and allied autonomous states. The Galactic Senate, a less powerful version of the previous New Republic Senate, has the power to elect a single Chief of State. The Chief of State, in turn, appoints the Supreme Commander of the Galactic Alliance Defense Force, formerly the New Republic Defense Force. A strong court system maintains checks and balance, particularly over the Senate. The Chief of State is aided by a series of advisory councils. The Jedi hold positions on the councils for many years, but withdraw during the Killik crisis in order to separate the Jedi Order from the government.

In the years leading up to the Sith-Imperial War, the government continues to develop as the political situation warrants. By the time of its surrender, the Galactic Alliance contains the following offices, positions, and governing bodies:

The Triumvirate

In order to prevent a single person from seizing power, as Jacen Solo did during the Galactic Alliance-Confederation War, the Chief of State position is officially and formally eliminated, and replaced by a three-person Triumvirate elected by the Senate. Within the Triumvirate, it takes a majority vote to set policies and make decisions. No single individual holds direct command over the armed forces or intelligence services. Individual Triumvirate members work directly with specific government offices and advisory councils.

The Triumvirate is charged with keeping the galactic government and bureaucracy running well. However, during the Sith-Imperial War, many of the Triumvirate's military plans fail, none more so than the decision to commit the Alliance Core Fleet and a major percentage of the Galactic Alliance's remaining forces to the Battle of Caamas. After the Imperial takeover, the Triumvirate remains as a political executive body, but one at the command of the Emperor, who appointed its members.

Galactic Senate

Before the collapse of the Galactic Alliance, the Galactic Senate is the primary legislative body in the government. Senators represent regional sectors of space, with representatives of planets, systems, and smaller regions of space reporting to them. The Senate elects members of the Triumvirate and creates committees. As the spiritual successor to the Republic Senate and the direct successor to the New Republic Senate, it provides political continuity with the governments of the past. After the surrender of the Galactic Alliance, it remains intact as the new Imperial Senate, though its powers and influence are greatly diminished.

Galactic Courts

At the height of the Galactic Alliance, the Galactic Courts are a strong balancing force within the government, watching for government abuse and corruption. Though not particularly speedy, the Courts prove much more effective than those of the Old Republic or New Republic. The highest of the Galactic Courts is the Supreme Court, its twelve members appointed by the Triumvirate and confirmed by the Senate.

Under the Empire, the Courts remain intact for criminal prosecutions and civil mediation, but they have been stripped of their government oversight powers.

The Jedi Order

The Jedi Order holds no official government leadership position in the Galactic Alliance. However, members of the Order regularly provide advice and counsel to the highest echelons of the government. They also enjoy a special legal status that allows them to operate in support of Galactic Alliance officials and carry out their own matters with little governmental interference. The Jedi are also known to perform specific missions at the request of the Chief of State, and later, the Triumvirate.

Member Worlds and Systems

Galactic Alliance member worlds and systems operate their own local planetary or regional governments. Systems are organized into sectors, each of which elects its own Senator to the Galactic Senate. Each elects its own senator to the Galactic Senate. In exchange for Galactic Alliance membership and defense, member worlds must agree to pay a percentage of their income to the Galactic Alliance government. They must also provide a set number of troops and/or starships to the Galactic Alliance Defense Force. For powerful worlds, this might include entire fleets.

Allied Autonomous Regions

Allied autonomous regions join the Galactic Alliance primarily for purposes of mutual defense. These regions rule themselves, handling virtually all internal matters without Galactic Alliance aid or direct influence. Their own laws and customs take precedence over Alliance legislation in most cases. As such, these states do not elect senators to the Galactic Senate. Instead, they send ambassadors and other representatives to Coruscant to negotiate or consult with Alliance officials, as needed. These regions contribute troops, ships, and fleets to the Galactic Alliance Defense Force, and in exchange, the Alliance agrees to protect the regions' interests.

The Imperial Remnant, the Hapes Consortium, and the Chiss Ascendancy are the largest and most prominent allied autonomous regions. Allied autonomous regions must be admitted as such when first joining the Galactic Alliance. They may not be created by member worlds after the fact.

Galactic Alliance Defense Force

The Galactic Alliance Defense Force changes and evolves over time, but remains under the leadership of the politically appointed Supreme Commander. GADF units and fleets are comprised of two types of forces: those funded and controlled directly by the Galactic Alliance government, and those lent by member worlds and states to the GADF in times of crisis or to meet membership obligations. Units under direct Alliance control wear Alliance uniforms and are fully integrated into the Alliance chain of command. Forces lent to the Galactic Alliance, and those of the allied autonomous states, retain their own uniforms but are obligated to follow Galactic Alliance officers and orders.

Military Ranks

The following ranks exist within the various aspects of the Galactic Alliance Defense Force.

Galactic Alliance Army

OFFICERS	ENLISTED
General	Sergeant Major
Major General	Sergeant
Lt. General	Corporal
Colonel	Private
Lt. Colonel	
Major	
Captain	
Lieutenant	

Galactic Alliance Navy

OFFICERS	STARFIGHTER OFFICERS	ENLISTED
Admiral	Commander	Chief
Vice Admiral	Wing Commander	Apprentice
Rear Admiral	Flight Officer	
Commodore	Spacer 1st Class	
Captain	Spacer	
Lieutenant		
Ensign		

Specialized Teams

Specialized teams use a self-contained chain of command. Members still hold military ranks as above, but sometimes be placed in a subordinate role, especially when teams share personnel from different services or include civilian agents.

COMMANDO TEAMS

Squad Leader

Assistant Squad Leader

Team Assignments (optional):

Fire Team Member (Heavy weapons support)

Demolitions Team Member

Reconnaissance Team Member

RESCUE TEAMS

Lead Coordinator (multiple teams)

Team Coordinator (individual teams)

Chief Surgeon

Chief Medic

Team Assignments (optional, used in teams of 10 or more):

Damage Control Team

Droid Command Team

Extraction Team

Medical Team

Search Team

Supreme Commander

The Supreme Commander of the Galactic Alliance Defense Force serves at the pleasure of the Triumvirate and is appointed by the Triumvirate without Senate confirmation. After the Solo-Niathal coup, the Supreme Commander is removed from political succession and can no longer hold a government position while retaining the rank of Supreme Commander.

The Supreme Commander directs all GADF forces, military intelligence units, and fleets. This position is eliminated after the Galactic Alliance surrender.

Galactic Alliance Fleets

During the early years of the Galactic Alliance, the Alliance fleets were largely made up of numbered fleets comprised of ships acquired directly from member worlds and allied states. This made getting the proper number of ships from a given world or state paramount in order to meet the Galactic Alliance's defensive obligations. Over the years, and as a result of the Galactic Alliance-Confederation War, the Galactic Alliance purchases more and more ships directly, using funds provided by taxes and member worlds. Numbered fleets are largely dropped in favor of named fleets assigned to specific regions of space. The Core Fleet is the most notable example, though other fleets are named for the Outer Rim, Mid Rim, Colonies, and Expansion Regions.

Prior to the Sith-Imperial War, the Galactic Alliance begins to reestablish sector level fleets and forces, keeping local ships assigned to the Alliance by member worlds relatively close to their own homeworlds. These Alliance sector fleets were replaced by Imperial vessels after the surrender of the Galactic Alliance.

Galactic Alliance Army

The Galactic Alliance Army provides troops on the ground to back up Alliance fleet operations. They carry out military raids, launch planetary and station invasions, and defend member worlds from attack. They integrate with the fleet for transport and operational purposes, but do not serve directly aboard fleet vessels. They include commando units and other elite combat units. After the Galactic Alliance's surrender, all army units are integrated into the Imperial military or disbanded.

The Alliance Remnant

After the defeat of the Alliance fleet at the Battle of Caamas and the surrender of the Galactic Alliance, Admiral Stazi's Alliance Core Fleet flees the battlefield and forms the core of a new resistance. The Admiral steadfastly refuses to surrender and continues to take the fight to the Empire. Much like the Rebellion's Alliance Fleet from the past, the Remnant carries out hit-and-run attacks, harassing the Imperial Navy whenever possible.

All Galactic Alliance planets fall under the control of the Empire when the Galactic Alliance surrenders, leaving Admiral Stazi with no formal support, supply lines, or shipyards. As the years pass, fleet operations are forced to change from military strikes to targeting supplies and materiel simply to continue operation. It is not long before the Galactic Alliance Core Fleet must compete with Emperor Roan Fel's Empire-in-exile for these precious



A Galactic Alliance officer observes a *Tri-Scythe*-class frigate.

resources. The observation is not lost on Emperor Fel, who tries to forge an alliance with his one-time enemy. Unfortunately, the Sith learn of Fel's plan, and when Admiral Stazi meets with Fel's representative at the Wheel, Sith agents use subterfuge to scuttle the plan while making the Admiral believe that Emperor Fel's agents planned to eliminate him.

Admiral Stazi struggles with the growing perception that the Alliance Core Fleet is just another pirate fleet, albeit the best armed in the galaxy. He looks for ways to gain important footholds in a galaxy more determined than ever to stop him. When the opportunity arises to capture the *Imperious*, one of the Empire's newest and most advanced Star Destroyers, the Admiral puts aside his suspicions of a trap and sets out to capture the prize. Ultimately he succeeds, but loses his flagship (the *Indomitable*) in the process.

The loss of the *Imperious* and the severe damage the Dac shipyards orbiting Mon Calamari. The Sith retaliate, not against Stazi but against the Mon Calamari who aided in the attack. Stazi underestimates the depth of Sith anger and revenge as Darth Krayt authorizes the wholesale slaughter of millions of Mon Calamari and places the remaining population in concentration camps.

Many worlds that support the Empire begin to question the wisdom of doing so, in the face of events on the Mon Calamari homeworld. The Galactic Alliance Core Fleet finds new avenues of support, especially through the Mon Calamari resistance. While the toll on Mon Calamari is devastating, it provides the Galactic Alliance Core Fleet with a significant boost and reveals the level of Sith cruelty and evil to the galaxy at large.

Fleet Operations

Admiral Stazi is the highest authority and supreme leader of the Galactic Alliance Core Fleet. Galactic Alliance military codes and laws still apply to all personnel, and everyone treats the situation as though the Galactic Alliance may return to rule someday. The Admiral strives to maintain military protocols, although some newer recruits have problems adapting to military life. As the Galactic Alliance Core Fleet was once the Core Fleet, responsible for the defense of Coruscant and other Core Worlds, it benefits from being staffed with highly capable, veteran officers and crew.

The majority of the fleet consists of Galactic Alliance ships that escaped from the Battle of Caamas. When the Galactic Alliance itself is absorbed into the Empire, individual ships of various types seek out and join Admiral Stazi. The fleet also features a selection of support vessels, such as deep space repair ships, bulk freighters, and tankers. While none of these can replace a true shipyard, they enable the fleet to remain on the move and reduce the fleet's reliance on fringe or underworld shipyards.

The fleet itself generally operates as a unit, although individual ships or small strike groups are often sent on missions. Some engage in reconnaissance and materiel acquisition. The Fleet moves around constantly in order to avoid detection by the Sith, Darth Krayt's Empire, and Roan Fel's Empire-in-exile.

Most offensive operations use hit and fade attacks, similar to those favored by the Rebel Alliance of old. Admiral Stazi only engages in a direct assault when the numbers greatly favor him, or the ultimate goal makes the risk worth the effort. While the Admiral prefers military targets, preferably those of great significance, more and more often he has found himself forced to strike at lesser targets simply to obtain supplies and keep the fleet functioning. Even so, the Admiral restricts his target selection to Imperial suppliers, or at the very least Imperial sympathizers. Admiral Stazi must be very careful not to turn public opinion against his ships, and therefore avoids antagonizing any civilian organization without due cause.

Field Agents

The fleet boasts a small intelligence operation, complete with undercover agents scattered throughout the galaxy. These agents are few and far between, often operating on their former homeworlds or other areas where they easily blend in with the inhabitants. Some focus their efforts on military targets, while many attempt to dig up information to help supply the fleet. A few are dedicated recruiters, risking their lives to find others willing to stand against the Empire and its Sith overlords.

Alliance Fragments

Not surprisingly, many individuals, military units, and ships refuse to give up the fight when the Galactic Alliance surrenders to the Empire after the Battle of Caamas. Inspired by Admiral Stazi, a few scattered ships and settlements initially attempt organized opposition. Unfortunately, the Empire moves swiftly against any open resistance efforts. The Imperial crackdown escalates once Darth Krayt seizes power, whereupon even minor resistance efforts are met with overwhelming force and cruelty. The most dedicated resistance fighters go underground as local public support withers under the presence of Imperial troops and Sith commanders.

While some resistance fighters ultimately flee to the Outer Rim or sink deeper into the underworld, a few stubbornly hold on, doing what they can on their own. In the early days following the surrender, many look to join Admiral Stazi's fleet. However, locating the fleet proves difficult, and many of those who want to stand against Darth Krayt's Empire are left to their own devices.

For the most part, most fragment units or organizations pose little more than an annoyance to the Empire. They don't even rate an acknowledgment in galactic news, or comparison to the Rebel Alliance of old. Occasionally, they may score a situational victory, but few are able to contribute in any influential way to dislodging the Empire. However, such units can make enormous differences to specific individuals, especially those attempting to escape Imperial forces. Small victories are still victories.

The Galactic Alliance Army

Very little of the Galactic Alliance Army remains intact. Most units are absorbed into the Imperial military after the Galactic Alliance surrender. A few squads remain active within the Galactic Alliance Core Fleet, but they lack the numbers or equipment to fight much more than small raids. These units' numbers continue to dwindle as very few recruits are added to their ranks, going instead to the fleet itself. The remaining squads are tough, individualistic, and extremely proud.

GAC Teams

Galactic Alliance Commando (GAC) forces are divided into two types of teams: ad hoc and dedicated. Missions are always planned to the highest degree possible. The Galactic Alliance Core Fleet cannot afford to lose any personnel, let alone highly trained combatants, in ill-advised strikes.

Ad Hoc Teams

Ad hoc teams are formed as needed, and usually pull together members from various other teams. Such units might include pilots, Army troopers, Navy personnel, or even sympathizers and associated allies. Critical or high-profile missions might include members of Rogue Squadron or another elite force. In keeping with their temporary nature, ad hoc teams are typically named for each individual mission, such as Dac's Hammer or Rancor 4. Two recurring ad hoc mission types include Imperial infiltration and Sith elimination.

Imperial Infiltration: This includes any mission requiring the insertion of Alliance forces into an Imperial planet or stronghold, for the purposes of rescuing, capturing, or destroying a specific target. The skill and aptitude of the team personnel varies widely and depends on the mission's difficulty or the importance of success.

Sith Elimination: Occasionally, the Galactic Alliance gets the opportunity to target a specific Sith commander or even the occasional Sith Lord. These extremely dangerous missions are always looked upon as great opportunities to make a significant impact against the Imperial command and control structure. Additionally, successful missions prove that the Sith can be defeated, even by rank-and-file soldiers.

Dedicated Teams

Two mission types have become so frequent over the years that they require established, dedicated GAC teams. Unlike the ad hoc teams, members of dedicated teams are assigned to their units for extended periods of time, or a certain number of missions. They develop an expertise for their mission type, giving them a significant advantage each time they are deployed. Most dedicated teams are either numbered (such as MCR-10) or named (such as Antares' Womp Rats).

Womp Rats: These teams specialize in acquiring materiel and ordinance from protected targets, either covertly or by force. The target might be a former Galactic Alliance facility, to which they sometimes have blueprints or access codes. As the Galactic Alliance is absorbed into the Empire, these facilities become harder to breach. However, the Womp Rats quickly develop an expertise for entering the Imperial supply stores that replace them. The Womp Rats occasionally work in conjunction with the regular supply acquisition teams that specialize in acquiring materiel from civilian or black market sources.

Mon Calamari Rescue (MCR): MCR teams are a recent addition to the commando forces, dedicated to rescuing Mon Calamari personnel from Imperial concentration camps and detention areas. While the Galactic Alliance Core Fleet cannot often render large-scale aid, exceptions are made when the right target becomes available. Usually, MCR teams attempt to liberate high-profile individuals, or those with significant knowledge or abilities that the Alliance finds useful. If the circumstances are exactly right, the Alliance will even deploy *Sabertooth*-class ships to capture and board and inadequately armed or escorted Imperial prison ships, in order to rescue a large number of Mon Calamari in a single operation. Most, but not all, MCR teams include Mon Calamari members in their ranks. Refugees or other Mon Calamari not suitable (or unwilling) to serve in the Alliance fleet are handed off to the Mon Calamari resistance network, usually via the Ackbar Trail.

Venom Assault Squads

Venom assault squads are specialized boarding parties deployed through the "teeth" of the Alliance *Sabertooth*-class assault and rescue ships. Trained in zero-g, close-quarters combat techniques, the Venom squads pour out of the *Sabertooth*'s teeth, entering the captured vessel at multiple levels. Leading squads plow through enemy defenses and combat debris with the help of armored spacesuits. Once the boarding area has been secured from enemy attack and environmental integrity has been ensured, secondary units are deployed in typical Galactic Alliance battle armor, carrying additional arms or breaching equipment as needed. These squads are better suited for pursuing fleeing crew members or fighting in the tight spaces common aboard starships.

Aside from the armor, Venom squads carry equipment and weaponry suited to shipboard combat. Blaster carbines, vibroswords, stun grenades, and concussion grenades are typical load-outs. If the enemy crew must be subdued, gas grenades are used while the Venom squads are protected in their spacesuits, or carrying breath masks. Small, floating surveillance droids are typically deployed early in a fight, and they are programmed to slip around the defenders to size up the ship's defenses and crew. Some may be programmed as self-guided weapons platforms or carry explosives. Venom slicers tap directly into shipboard computer systems to attempt to wrest control away from the vessel's command centers, or to disable the ship's systems.

VENOM ASSAULT TROOPERS RAID AN IMPERIAL STARSHIP.



Venom squads are typically numbered sequentially, per ship. Thus, the first squad from the *Redclaw* would be *Redclaw* Venom One. The exception to this is the elite Venom assault squad, designated simply as Venom Zero or VZ. Venom Zero is not permanently housed on any single *Sabertooth*-class ship, but is instead moved from ship to ship as missions warrant. When not deployed in combat, VZ also provides advanced training to the Venom squads permanently assigned to the ship the VZs are currently serving aboard.

Elite Squadrons

Four of the Galactic Alliance's elite squadrons manage to avoid demilitarization and join up with Admiral Stazi's Galactic Alliance Core Fleet, or are already serving with the Alliance Core Fleet at the Battle of Caamas. These highly trained and experienced squadrons enhance the fleet's effectiveness immeasurably. They also serve to train new or recently acquired pilots in current Galactic Alliance Core Fleet tactics. Additionally, Admiral Stazi orders the creation of two new elite squadrons to meet the specific needs of the fleet's sophisticated and recurring supply strikes.

Rogue Squadron

Rogue Squadron remains the best of all squadrons, the elite of the elite. It has been in continuous operation since its formation by the Rebel Alliance. Though their starfighter of choice has changed over the years, their elite combat skills and dedication has not. Rogue squadron currently flies the CF9 Crossfire and is stationed aboard the *Indomitable* until the ship's destruction, after which the legendary squadron relocates to Admiral Stazi's new flagship, the *Alliance*. Squadron personnel are as diverse as ever, representing species from across the galaxy. No matter their origin, all are excellent pilots and bold fighters. Their personalities are just as diverse as their species, and while they are dedicated to the Galactic Alliance cause, it doesn't mean they always get along with each other.

As with previous incarnations of the squadron, members are expected to fulfill a variety of roles beyond starfighter combat. As an elite force, they are deployed in commando raids and special operations, usually with the squadron itself fulfilling the role of attacker or close support. Their successful operations include the theft of the Star Destroyer *Imperious*, and the "rescue" of Admiral Stazi from the doomed *Indomitable*.

Using the Galactic Alliance Core Fleet

The Galactic Alliance Core Fleet provides a ready-made base of operations for characters fighting against either Empire. While the fleet operates much like the Rebel Alliance fleet of the Rebellion era, there is no wide network of agents and sympathizers to provide support. Given the needs of the fleet, it is possible to run Rebellion-style adventures using the Galactic Alliance Core Fleet, but remnant agents are almost always on their own, with little hope of finding a sympathizer to get them out of a jam. In many ways, it is more like the beginning of the Dark Times for those serving with the fleet: They are a minority group attempting to stop a galactic Empire.

Heroes might serve directly with the fleet, manning capital ships or starfighters while participating in large-scale battles and incursions into Imperial space. Alternatively, heroes may use their own ships, undertaking missions in support of fleet operations. They might be sent after supplies, ordered to reconnoiter an area or planet, or even to attack targets of opportunity or of strategic value.

In either case, the heroes are likely to be official members of the Galactic Alliance military and subject to the orders of their superiors and Admiral Stazi. It is unlikely that the Admiral will entrust sensitive assignments to a group with no ties to the fleet, although it is possible he might send them on lesser tasks. He might even hire them directly, hoping that credits will be enough to buy their loyalty, at least for a time.

Farsight Squadron

Farsight Squadron, often referred to as "the sightseers" or "the tourists," is the Galactic Alliance Core Fleet's advanced reconnaissance squadron. Flying the light and speedy Twilight RC-2 recon scout ships, Farsight pilots specialize in long-range reconnaissance and surveillance missions. These may include the deployment of a single ship operating alone, or the use of the entire squadron, forming a net to provide in-depth surveillance and data over a specific area of space or planet. Thanks to the capabilities of the Twilight scout ships, the squadron can operate for extended periods of time in space, at long range from their bases or carriers. They even carry out the occasional surprise attack, relying on their ships' stealth and sophisticated torpedoes.

At the time of the Battle of Caamas, Farsight Squadron was scattered across the galaxy, surveying potential Imperial targets or attempting to verify the status and location of Imperial warships, many of which were actually deployed to Caamas. Thanks to the squadron's long-range communications abilities and limited HoloNet access, they were quickly able to contact Admiral Stazi and rendezvous with the fleet. Since then, they have been deployed to collect vital data on potential targets as well as survey inhabited systems that might provide a friendly port for the fleet.

Fireblue Squadron

Fireblue Squadron is a brand-new elite force created to meet a specific and common mission profile for the Galactic Alliance Core Fleet: subduing and capturing starships. It takes its name from the intense blue-colored ion energy of its main weaponry. Fireblue uses the I4 Ionizer starfighter, which can quickly disable an enemy ship, thanks to its ion cannon and disrupter torpedoes. The squadron is frequently called upon to disable large freighters, enabling the Alliance to commandeer both the ship and its cargo. The squadron is also used to capture high-value targets, such as an important Imperial officer or enemy intelligence ship. Its ships are occasionally deployed against civilian craft that the Alliance does not wish to destroy, but needs to disable for any number of reasons.

Phantom Squadron

With the Galactic Alliance Core Fleet's anticipated reliance on advanced commando raids, Phantom Squadron is created in the spirit of the Rebel Alliance's old Wraith Squadron. Able to work autonomously, far from the fleet, the squadron has its own collection of miscellaneous fighters, plus a few speeders and armed freighters that can be used as mobile headquarters or bases of operation. The Phantoms, as they are called, are known for their dedication and loyalty, even though their tactics and methods are a bit more risky or cutting edge than Admiral Stazi would like. While there have been no major incidents so far, the Phantoms have, at times, angered potential allies by operating too close to their own assets, and drawing the attention of the Empire.

The Phantoms rely on secrecy and stealth to a great degree, although they are willing to abandon this at the end of an operation in the interests of expediency and survivability. They also work with other commando units or squadrons when required, but are usually left to their own devices when carrying out their orders. Their training is equal parts starfighter pilot and commando, though a few of them specialize exclusively in either role. Also in keeping with the spirit of Wraith Squadron, the squadron has become a dumping ground for those highly skilled and dedicated but difficult-to-control individuals who rub fleet commanders the wrong way. Though the squadron is filled with rough and unique characters, their loyalty to the Admiral and dedication to defeating the Empire keeps them on the same side. Usually.

Twisted Star Squadron

Twisted Star Squadron is the Galactic Alliance's elite hyperspace pursuit unit, utilizing the sophisticated Jumpstar HPF hyperspace pursuit fighter. Thanks to the advanced sensors and computing systems aboard their Jumpstars, Twisted Star pilots can aggressively pursue fleeing ships through hyperspace. They then attack the escaping ship directly or report their position and call for aid. The squadron takes its name from the radical changes in flight direction often required to quickly achieve the correct pursuit vector. At the Battle of Caamas, Twisted Star is deployed in anticipation of pursuing damaged Imperial vessels fleeing the combat. When Admiral Stazi is forced to retreat, Twisted Star goes with him.

Twisted Star is now deployed as scouts, tailing Imperial vessels back to their home ports or rendezvous points. They also ensure the destruction of damaged ships, surprising them when they drop from hyperspace. The squadron is known for its brain power and quickness, both of which are required to make snap decisions and calculate potential jump points nearly instantly.

The Mon Calamari Resistance Network

After Admiral Stazi and the Galactic Alliance Core Fleet steal the prototype Star Destroyer *Imperious* from the Dac shipyards, with help from former Triumvirate member Gial Gahan, Darth Krayt orders the execution of millions of Mon Calamari and has the remaining Mon Calamari rounded up into internment camps. Enraged, the Mon Calamari resolve to remind the new Emperor of the lessons they taught Emperor Palpatine. On Dac, a resistance movement ignites instantaneously, supported by Mon Calamari and their sympathizers throughout the galaxy.

Initially, the resistance groups are scattered and highly disorganized. Some rebel openly, while others begin to stockpile arms and resources for a much longer fight. Political rivals vie for leadership roles within the resistance. A few attempt to persuade the Quarren to abandon the Empire in protest, but these efforts are unsuccessful.

With the Imperial threat against Mon Calamari throughout the galaxy, an organized smuggling network is needed to rescue and transport Mon Calamari fleeing Imperial forces. While some resort to hiring professional smugglers, most Mon Calamari are aided by their own people using their own starships. Thus was born the Ackbar Trail, a secret network of smuggling ships, safe houses, and hidden pathways that spirit away refugee Mon Calamari to isolated space stations, Outer Rim worlds, and, it is rumored, planets in the Unknown Regions. The Trail was named in honor of Admiral Ackbar's famous journey from slavery under Grand Moff Tarkin to becoming a Rebel Alliance Admiral who defeated his former masters, the original Galactic Empire. Metaphorically speaking, the implications of the name are not lost on the Mon Calamari, and many now find themselves on a similar path.

Eventually, the Mon Calamari resistance network and the Ackbar Trail provide vital assistance to the Galactic Alliance Core Fleet in the form of recruits and resources, and may even someday spark the creation of effective rebel groups and resistance fighters throughout the galaxy.

Creating Your Own Units, Squadrons, and Starship Crews

In the Legacy era, it's easy for the heroes to be members of a special military unit within the Galactic Alliance. Most groups include a wide variety of species, goals, and abilities that complement each other. One way to consolidate such a diverse group is by assigning them to a commando unit or squadron that caters to the players' (and heroes') needs. They might be assigned to one of the established units featured in this chapter, such as one of the specialized squadrons or commando units. The Gamemaster should also feel free to create new commando units and squadrons to cater to his or her players. As they are assigned different missions, this gives them opportunities to work with or alongside the elite units of the Galactic Alliance Core Fleet.

Although the commando unit organization is fairly loose in the Galactic Alliance Core Fleet, one hero should be assigned as a leader and one should become his or her second-in-command. Exactly how strict this command structure is followed depends on the commando unit, but higher-level officers will expect a certain degree of discipline and respect for these leaders, and will hold them responsible for their unit's actions. The Gamemaster needs to decide whether the commander is one of the heroes or a Gamemaster character. It is suggested that a Gamemaster character be used with new groups who may need additional instructions during play, or when a group is initially performing missions for the Galactic Alliance Core Fleet.

Squadrons work in a similar way. However, it is important for all heroes to be able to fly with better than average proficiency, as starship combat can be unforgiving. The squadron should be based on one of the Galactic Alliance capital ships, as the Alliance maintains no permanent planetside bases at this time.

You might also assign the heroes to a particular capital ship. However, the heroes will need to hold sufficient rank or be placed in positions of leadership so that they can directly affect the fate of the ship.

Alliance Personnel

Galactic Alliance and Galactic Alliance Core Fleet personnel may be of virtually any species. This is due to the diversity of species living on many worlds throughout the galaxy—a direct consequence of the mass emigrations during the Yuuzhan Vong invasion. Even if a species' homeworld is not part of the Alliance, individuals may still have lived and grown up in Galactic Alliance territory.

The majority of Galactic Alliance Core Fleet personnel are non-Human, although Humans still represent the largest single species within the fleet. The majority of the recruits are also non-Human, especially due to the fact that the Sith Empire and Fel's Empire both favor Humans over non-Humans. Within the Sith Empire, non-Humans are increasingly pushed out of positions of power, with the significant exception of the Sith themselves. Fel's Empire is more tolerant, though non-Humans still find themselves mainly within the lower ranks. This encourages many non-Humans to join the Galactic Alliance Core Fleet.

New recruits are always sought after, especially those who can bring new ships, sympathizers, or supplies to the fleet.

The personnel presented below fall into two broad categories: Galactic Alliance and Galactic Alliance Core Fleet. Those with Galactic Alliance in their title may be used at any time during the Legacy era, either for the Galactic Alliance itself or for the Galactic Alliance Core Fleet. Those with Galactic Alliance Core Fleet in their title indicate those forces unique to Admiral Stazi's fleet after the fall of the Galactic Alliance.

"YOU REFUSE TO ACCEPT THE FACT THAT YOU HAVE BECOME A SYMBOL, AND THE FLEET NEEDS THAT. SOMETHING AROUND WHICH OTHERS CAN RALLY."

-JAIUS YORUB

Galactic Alliance Core Fleet Commando

Commandos vary extensively in expertise and skill. The following statistics represent one of the elite commandos.

Galactic Alliance Core Fleet Elite Commando **CL 10**
Medium Human soldier 4/scout 3/elite trooper 3
Force 2; **Dark Side** 1
Init +12; **Senses** Perception +11
Languages Basic, Binary

Defenses Ref 24 (flat-footed 22), Fort 26, Will 21
hp 90; **Threshold** 26

Speed 6 squares
Melee unarmed +12 (1d6+8) or
Melee vibroblade +12 (2d6+8)
Ranged blaster rifle +13 (3d8+5)
Base Atk +9; **Grp** +12
Atk Options Point Blank Shot, Precise Shot, Running Attack
Special Actions Controlled Burst, Demolitionist, Improved Stealth, Quick Draw[H]

Abilities Str 16, Dex 14, Con 13, Int 12, Wis 12, Cha 9
Special Qualities delay damage, damage reduction 1
Talents Acute Senses, Armored Defense, Controlled Burst, Demolitionist, Greater Weapon Focus (rifles), Improved Stealth
Feats Armor Proficiency (light, medium), Martial Arts I, Precise Shot, Point Blank Shot, Quick Draw[H], Running Attack, Skill Training (Stealth), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +13[H], Perception +11, Pilot +12, Stealth +12 (may reroll), Use Computer +11
Possessions battle armor, blaster rifle, vibroblade, detonite, detonator, comlink
H *Human bonus feat or trained skill.*

Galactic Alliance Core Fleet Covert Agent

Galactic Alliance Core Fleet agents are scattered across the galaxy. Though the network is not large, many agents are stationed in prime positions to provide Admiral Stazi and the fleet with the data they need to fight the Empire and, more importantly, raid for supplies. Thanks to the manner in which the Galactic Alliance bureaucracy is incorporated wholesale into the Imperial governing structure, recruiting new or double agents in positions of power is easier than in past conflicts.

When the Galactic Alliance Core Fleet makes contact with someone already sympathetic to their cause against the Sith Empire, the Alliance often finds it needs to do little to turn them. The risks for secret agents or double agents are as great as ever, especially as the Sith go out of their way to make examples of spies and other enemies of the Empire. After the Sith's retaliation against Mon Calamari for the loss of the *Imperious*, a number of new agents have come forward, horrified by the Sith's brutal intimidation techniques.

Galactic Alliance Core Fleet Covert Agent **CL 5**
Medium Human scoundrel 2/scout 3
Force 1
Init +3; **Senses** Perception +9
Languages Basic, Binary, Huttese

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18
hp 35; **Threshold** 16

Speed 6 squares
Melee stun baton +3 (1d6+2 or 2d6+2 stun)
Ranged heavy blaster pistol +4 (3d8+2) or
Ranged hold-out blaster +4 (3d4+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Running Attack, Zero Range[H]
Special Actions Disinformation, Shocking Revelation, Sneak Attack

Abilities Str 10, Dex 13, Con 10, Int 14, Wis 15, Cha 16
Talents Disinformation, Shocking Revelation, Sneak Attack
Feats Point Blank Shot, Running Attack, Skill Focus (Deception), Skill Focus (Gather Information, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range[H]
Skills Deception +15, Gather Information +15, Mechanics +9[H], Perception +9, Persuasion +15, Stealth +8, Use Computer +9
Possessions heavy blaster pistol, hold-out blaster, holorecorder, credit chip, forged ID chips and badges, datapad, encrypted comlink
H *Human bonus feat or trained skill.*

Galactic Alliance Army Officer

Only a handful of Alliance Army officers remain in the galaxy after the Battle of Caamas, and all of them are part of the Galactic Alliance Core Fleet. While a few are products of Galactic Alliance military training academies, many younger officers are now rising through the ranks as a result of field commissions. While their combat experience is significant, they have not had the benefit of tactical training at a formal academy. Though the officers are proud of their remaining units, they suffer from lower morale due to their reduced status within the fleet.

LEFT TO RIGHT:
GALACTIC ALIANCE TROOPER, SCOUT, PILOT, AND OFFICER



Galactic Alliance Army Officer **CL 11**
Medium Human noble 3/soldier 4/officer 4
Force 2
Init +12; **Senses** Perception +17
Languages Basic, Bothese, Durese, Mon Calamarian, Shyriiwook

Defenses Ref 26 (flat-footed 24), Fort 27, Will 28
hp 87; **Threshold** 27

Speed 6 squares
Melee knife +11 (1d4+6)
Ranged blaster pistol +12 (3d6+5, devastating attack)
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Born Leader, Inspire Confidence, Deployment Tactics, Devastating Attack (pistols)

Abilities Str 13, Dex 14, Con 14, Int 16, Wis 14, Cha 16
Special Qualities command cover, share talent (Assault Tactics, Inspire Confidence)
Talents Armored Defense, Devastating Attack (pistols), Assault Tactics, Born Leader, Inspire Confidence, Deployment Tactics
Feats Armor Proficiency (light), Improved Defenses[H], Linguist, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics], Perception, Persuasion), Weapon Proficiency (pistols, heavy weapons, rifles, simple weapons)
Skills Deception +13, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (tactics) +18, Mechanics +13, Perception +17, Persuasion +18, Pilot +12[H], Treat Injury +12, Use Computer +13
Possessions Galactic Alliance light armor, blaster pistol, knife, code cylinder, access data cards, data pad
H *Human bonus feat or trained skill.*

Galactic Alliance Army Trooper

Most of the galaxy perceives these well-trained troopers as the heavy-handed muscle of the Galactic Alliance, often not much better than paid thugs or mercenaries. Their dour and macho attitudes also win them few friends.

Galactic Alliance Army Trooper **CL 2**
Medium Human nonheroic 7
Init +4; **Senses** Perception +9
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 9
hp 25; **Threshold** 17

Speed 6 squares
Melee knife +6 (1d4+1) or
Melee stun baton +6 (1d6+1 or 2d6+1 stun)
Ranged blaster rifle +7 (3d8)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot[H]

Abilities Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Improved Damage Threshold, Point Blank Shot[H], Weapon Focus (blaster rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +8[H], Perception +9
Possessions Galactic Alliance light armor with helmet package, blaster pistol, knife, stun baton
H *Human bonus feat or trained skill.*

Galactic Alliance Navy Captain

Most of the Galactic Alliance Core Fleet's Navy commanding officers are the highly trained individuals originally assigned to the Core Fleet. Brave, skilled, and dedicated leaders, these officers are inspired by Admiral Stazi's gall, tenacity, and creativity.

Galactic Alliance Navy Captain **CL 10**
Medium Human noble 7/officer 3
Force 2
Init +17; **Senses** Perception +12
Languages Basic, Binary, Bothese, Durese, Mon Calamarian

Defenses Ref 24 (flat-footed 22), Fort 20, Will 26
hp 53; **Threshold** 20

Speed 6 squares
Melee unarmed +8 (1d4-1)
Ranged blaster pistol +9 (3d6+5)
Base Atk +7; **Grp** +9
Atk Options Far Shot, Point Blank Shot, Precise Shot[H]
Special Actions Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 15, Cha 16
Special Qualities Command cover, share talent (Inspire Haste)
Talents Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Tactical Edge
Feats Armor Proficiency (light), Far Shot, Linguist, Point Blank Shot, Precise Shot[H], Skill Focus (Initiative, Knowledge [tactics], Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Initiative +17, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +12, Persuasion +18, Pilot +12, Treat Injury +12[H], Use Computer +13
Possessions blaster pistol, comlink, code cylinder
H *Human bonus feat or trained skill.*

Galactic Alliance Navy Junior Officer

The Galactic Alliance Core Fleet is filled with officers of every rank, but their experience level and rank often are at odds with each other. With a limited supply of incoming recruits, a junior officer might suddenly find himself or herself in command in an emergency, while others find themselves held back without promotion, as they have few replacements. Most ride out the situation as best they can, hoping for better days to come and dedicating themselves to their duties.

LEFT TO RIGHT:
VENOM ASSAULT TROOPER, GALACTIC ALLIANCE COMMANDO,
GALACTIC ALLIANCE INTELLIGENCE OFFICER, NAVAL OFFICER.



Alliance Navy Junior Officer **CL 6**
Medium Human nonheroic 4/noble 5
Force 1
Init +4; **Senses** Perception +10
Languages Basic, Durese

Defenses Ref 17 (flat-footed 17), Fort 16, Will 19
hp 28; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +6 (3d6+2)
Base Atk +6; **Grp** +6
Atk Options Point Blank Shot, Precise Shot[H]
Special Actions Born Leader, Coordinate, Trust, Vehicular Combat

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Armor Proficiency (light), Improved Defenses, Improved Damage Threshold, Point Blank Shot, Precise Shot[H], Skill Focus (Persuasion), Skill Training (Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Perception +10, Persuasion +16, Pilot +9, Use Computer +10[H]
Possessions blaster pistol, comlink, code cylinder
H *Human bonus feat or trained skill.*

Galactic Alliance Navy Crew Member

Navy crew members form the backbone of the Galactic Alliance Core Fleet. As a whole, they are dedicated to their cause and very experienced in their duty posts and assignments.

Galactic Alliance Navy Crew **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 12 (flat-footed 11), Fort 11, Will 12
hp 15; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5
Special Actions Vehicular Combat[H]

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 9
Feats Improved Defenses, Skill Focus (Mechanics, Use Computer), Vehicular Combat[H], Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +14, Perception +9, Pilot +9[H], Use Computer +14
Possessions blaster pistol, datapad, comlink, uniform
H *Human bonus feat or trained skill.*

Galactic Alliance Navy Gunner

Good starship gunners are more important than ever, given the limited resources of the fleet. Some exceptional gunners are occasionally assigned to smaller combat craft flying support on commando and other hit-and-fade attacks.

Galactic Alliance Navy Gunner **CL 5**
Medium Human nonheroic 4/soldier 4
Force 1
Init +5; **Senses** Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 16, Will 15
hp 32; **Threshold** 16

Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +9 (3d6+2) or
Ranged heavy weapon +10 or
Ranged heavy weapon +10 (+1 die damage) with Deadeye
Base Atk +7; **Grp** +9
Atk Options Deadeye, Far Shot[H], Point Blank Shot
Special Actions Careful Shot, Coordinated Attack, Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)

Abilities Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 8
Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)
Feats Careful Shot, Coordinated Attack, Deadeye, Point Blank Shot, Far Shot[H], Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Mechanics +9[H], Perception +10, Use Computer +9
Possessions blaster pistol, datapad, comlink, uniform
H *Human bonus feat or trained skill.*

Galactic Alliance Pilot

Pilots are an endangered resource within the Galactic Alliance Core Fleet. With such limited numbers of personnel and equipment, it is more important than ever for a pilot to return after a battle, with his ship relatively undamaged. Pilot recruits are highly sought after, as are the ships they need to fly.

Galactic Alliance Pilot **CL 5**
Medium Human nonheroic 3/soldier 4
Force 1
Init +10; **Senses** Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 17, Will 15
hp 30; **Threshold** 17

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +8 (3d6+2)
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot[H]
Special Actions Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Talents Armored Defense, Tough as Nails
Feats Armor Proficiency (light), Point Blank Shot[H], Skill Focus (Pilot), Skill Training (Mechanics, Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +10[H], Mechanics +9, Perception +9, Pilot +15, Use Computer +9
Possessions padded flight suit, blaster pistol
H *Human bonus feat or trained skill.*

Mon Calamari Resistance Member

Members of the Mon Calamari resistance movement come from virtually every walk of life, now that the Empire has singled out the entire species for destruction. However, the typical resistance member has only limited training backed up by an enormous desire to stop the Empire at all costs.

Mon Calamari Resistance Member **CL 2**
Medium Mon Calamari nonheroic 3/soldier 1
Init +3; **Senses** low-light vision; Perception +12
Languages Basic, Binary, Mon Calamarian

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10
hp 9; **Threshold** 11

Speed 6 squares, swim 4 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +4 (3d6+2, devastating attack)
Base **Atk** +3; **Grp** +4
Atk **Options** Devastating Attack (pistols), Point Blank Shot

Abilities Str 10, Dex 12, Con 8, Int 12, Wis 11, Cha 13
Special Qualities Breathe underwater
Talents Devastating Attack (pistols)
Feats Armor Proficiency (light), Skill Focus (Perception), Point Blank Shot, Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +8, Perception +12
Possessions combat jumpsuit, blaster pistol, comlink

Influential Personalities

Many unique individuals drive the Galactic Alliance Core Fleet with their strong and forceful personalities. Battling against two evil empires without widespread galactic support makes them determined and self-motivated. Below you'll find some of the Galactic Alliance Core Fleet's prominent leaders, allies, and more colorful personalities.

Admiral Gar Stazi

Admiral Gar Stazi is a long-time commander in the Galactic Alliance forces. During the Sith-Imperial War, he commands the Core Fleet responsible for defending Coruscant and the Core Worlds. He is also responsible for saving the fleet, along with many other Galactic Alliance ships, from the Imperial trap at the Battle of Caamas. The Admiral had expected a trap, whereas the Triumvirate believed the battle to be an opportunity to inflict major damage on Imperial forces. When his superiors order the surrender of the fleet, and essentially the Galactic Alliance, the Admiral leads all willing ships out of the system through obscure hyperspace routes, successfully bypassing Imperial starships and mines.

Admiral Gar Stazi



Admiral Stazi is now the iconic leader of the Galactic Alliance Core Fleet. Much of his fleet's success and continued cohesion stems directly from his determination and tactical skill. His successes in the seven years following the collapse of the Galactic Alliance have forced the Sith Empire to target him directly. The intolerant Sith have punished and replaced those unable to capture the Admiral. Despite the obvious threat that Gar Stazi poses to Imperial security, most competent enemies respect his abilities.

Admiral Stazi is outspoken and often proposes unorthodox courses of action. At one point, he considers forging an alliance with Emperor Fel against the Sith. Although Imperial agents thwart this endeavor, it demonstrates that Admiral Stazi's willingness to consider radical plans of action against the Sith Empire.

The Admiral refuses to see himself as an icon. Should he be killed, he doesn't want the Galactic Alliance to die with him. His own life is a small price to pay for galactic freedom and democracy, as he proves when he sends

his flagship, the *Indomitable*, on a collision course with the Mon Calamari shipyards in order to secure a strategic victory. Fortunately for the Alliance Remnant, and arguably the entire galaxy, his friends and aides forcibly remove him from the ship before it is destroyed.

Stazi expects his personnel to behave as a military organization, despite the loss of the government that once controlled his fleet. Stubborn and determined, he does listen to advice, though he remains the final arbiter. The Admiral is involved in every aspect of fleet operations, aware that the tiniest mistake might betray the fleet's position to enemies or leave them without vital supplies.

Admiral Gar Stazi **CL 16**
Medium Duros noble 5/soldier 2/officer 9
Destiny 3; **Force** 8
Init +20; **Senses** Perception +21
Languages Basic, Binary, Bocce, Durese, High Galactic, Huttese

Defenses Ref 31 (flat-footed 29), Fort 30, Will 35
hp 84; **Threshold** 35

Speed 6 squares
Melee knife +14 (1d4+8)
Ranged blaster pistol +16 (3d6+8)
Base Atk +14; **Grp** +16
Atk Options Point Blank Shot
Special Actions Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge, Trust, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 17, Wis 16, Cha 18
Special Qualities Command cover +3, expert pilot, share talent (Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge)
Talents Armored Defense, Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge, Trust
Feats Armor Proficiency (light), Improved Defenses, Improved Damage Threshold, Linguist, Point Blank Shot, Quick Draw, Skill Focus (Initiative, Knowledge [tactics], Perception, Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Initiative +20, Knowledge (bureaucracy) +16, Knowledge (tactics) +21, Mechanics +16, Perception +21, Persuasion +22, Pilot +15 (may reroll), Use Computer +16
Possessions Galactic Alliance light armor, blaster pistol, knife, code cylinder, datapad

Alternate Talents (from *Starships of the Galaxy*): Replace Assault Tactics, Field Tactics, Outmaneuver and Tactical Edge with Combined Fire, Fleet Deployment, Fleet Tactics, and Legendary Commander

ANDURGO

Andurgo is a member of Rogue Squadron and one of the few Dugs serving in the Galactic Alliance Core Fleet. Indeed, he is one of the few Dugs to leave Malastare.

Andurgo's arrogant self-confidence would be unbearable were he not a great pilot. He revels in the excitement of starfighter combat and loves to show off. His recklessness insures that his wingmen have their hands full just trying to keep the wild Dug alive. To Andurgo, that is their entire purpose.

Andurgo **CL 9**
Small Dug scoundrel 7/ace pilot 2
Destiny 1; **Force** 4; **Dark Side** 1
Init +18; **Senses** Perception +9
Languages Basic, Dug

Defenses Ref 24* (flat-footed 20), Fort 22*, Will 20
hp 48; **Threshold** 22*

Speed 4 squares
Melee vibroblade +7 (2d6+5)
Ranged blaster pistol +10 (3d6+4) or
Ranged blaster pistol +8 (4d6+4) with Rapid Shot
Base Atk +6; **Grp** +4
Atk Options Point Blank Shot, Rapid Shot, Running Attack
Special Actions Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Skirmisher, Vehicular Combat

Abilities Str 13, Dex 18, Con 10, Int 12, Wis 10, Cha 9
Special Qualities Dug agility, lightning reflexes, vehicle dodge +1
Talents Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Skirmisher
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Running Attack, Skill Focus (Acrobatics, Initiative, Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +18, Climb +5 (may reroll), Initiative +18, Jump +5 (may reroll), Perception +9, Pilot +18, Stealth +13, Use Computer +10
Possessions padded flight suit, blaster pistol, vibroblade, CF9 Crossfire starfighter
* *When not wearing a flight suit, Andurgo has the following adjusted stats: Reflex Defense 30 (flat-footed 26), Fortitude Defense 21, Threshold 21.*

Alternate Feats (from *Starships of the Galaxy*): Replace Rapid Shot with Starship Tactics (Counter)

Bail Antilles

Bail Antilles comes from a family dedicated to governmental service. His family name combined with his personal charisma and connections allow him to rise through the Galactic Government and ultimately be voted in as a member of the Triumvirate. He is known to carefully consider all options, and is not beholden to any specific policy or organization. He is level headed and often provides the swing vote between the other two members of the Triumvirate, Gial Gahan and Nu Toreena.

Bail casts the deciding vote to engage the Empire at the Battle of Caamas. He hopes that a quick victory over the Empire might stop member worlds from leaving the Galactic Alliance. The Imperial victory forces the Galactic Alliance to surrender, and Bail has no choice but to go along. Like the other members of the Triumvirate, he is replaced by an administrator loyal to Emperor Fel.

Bail Antilles **CL 10**
Medium Human nonheroic 6/noble 8
Destiny 1; **Force** 4
Init +6; **Senses** Perception +19
Languages Basic, Durese, High Galactic, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 19, Will 24
hp 43; **Threshold** 19

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster pistol +10 (3d6+4)
Base Atk +10; **Grp** +9
Special Actions Coordinate, Inspire Confidence, Inspire Haste, Presence

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 16
Talents Coordinate, Inspire Confidence, Inspire Haste, Presence
Feats Coordinated Attack, Improved Defenses, Linguist, Skill Focus (Deception, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Skill Training (Knowledge [social sciences]), Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +20, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +19, Knowledge (social sciences) +19, Perception +19, Persuasion +20
Possessions fine clothing, blaster pistol, encrypted comlink, data pad

Commander Jhoram Bey



Commander Jhoram Bey leads Rogue Squadron during its assignment to the Galactic Alliance Core Fleet. The large Weequay's strong personality and commanding presence keep the irregular squadron mates in order. While the Rogues appear to lack discipline, there is a difference between parade-ready and combat-ready, and the squad under Bey's command is always the latter.

Bey is dedicated to the Galactic Alliance Core Fleet and Admiral Stazi. When the Admiral attempts to remain on board the *Indomitable* in order to guide it on a collision course with the Mon Calamari shipyards, Bey resorts to knocking the Admiral unconscious (on Captain Jorus's orders) to ensure that Stazi survives as the Alliance's leader. In order to teach the squadron leader a lesson, Admiral Stazi promotes Bey to be his second-in-command over the Galactic Alliance Core Fleet.

Commander Jhoram Bey **CL 12**
Medium Weequay soldier 7/ace pilot 5
Destiny 2; **Force** 6
Init +19; **Senses** Perception +13
Languages Basic, Binary, Sriluurian

Defenses Ref 30 (flat-footed 27), Fort 26*, Will 24
hp 98; **Threshold** 26*

Speed 6 squares
Melee unarmed +12 (1d6+8)
Ranged blaster pistol +14 (3d6+6) or
Ranged blaster pistol +12 (4d6+6) with Rapid Shot
Base Atk +10; **Grp** +13
Atk Options Martial Arts I, Rapid Strike
Special Actions Battle Analysis, Elusive Dogfighter, Penetrating Attack (heavy weapons), Keep It Together, Running Attack, Vehicular Combat, Vehicular Evasion

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 15, Cha 15

Special Qualities Vehicle dodge +2
Talents Armored Defense, Battle Analysis, Elusive Dogfighter, Penetrating Attack (heavy weapons), Keep It Together, Vehicular Evasion
Feats Armor Proficiency (light, medium), Martial Arts I, Rapid Strike, Running Attack, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Focus (heavy weapons, pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +19, Knowledge (tactics) +13, Mechanics +13, Perception +13, Pilot +19, Use Computer +13
Possessions padded flight suit, blaster pistol, comlink
* *When not wearing a flight suit, Jhoram Bey has the following adjusted stats: Fortitude Defense 25 (flat-footed 22), Threshold 25.*

Alternate Talents (from *Starships of the Galaxy*): Replace Keep It Together and Vehicular Evasion with Squadron Maneuvers and Squadron Tactics
Alternate Feats (from *Starships of the Galaxy*): Replace Rapid Strike with Starship Tactics (Counter, Devastating Hit, Howlrunner Formation)

Anj Dahl

Anj Dahl joins Rogue Squadron several years after the Battle of Caamas. She's young, talented, and enthusiastic. She's also known to incite trouble between her squadron mates simply for her own amusement. She's spent most of her short adult life with the Galactic Alliance Core Fleet. The constant feeling that everything could end at any moment probably contributes to her embracement of all that is fun in life. Anj is also a capable scrounger, able to obtain parts and supplies at most spaceports without raising alarms. She does even better when aided by Galactic Alliance Core Fleet sympathizers.

Anj Dahl **CL 8**
Medium Human scoundrel 7/ace pilot 1
Destiny 1; **Force** 4
Init +11; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 19* (flat-footed 17), Fort 20*, Will 19; Dodge
hp 44; **Threshold** 20*

Speed 6 squares
Melee unarmed +6 (1d4+5)
Ranged blaster pistol +8 (3d6+4)
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot, Running Attack
Special Actions Elusive Dogfighter, Hyperdriven, Knack, Spacehound, Starship Raider, Vehicular Combat

Abilities Str 12, Dex 15, Con 12, Int 13, Wis 11, Cha 13
Talents Elusive Dogfighter, Hyperdriven, Knack, Spacehound, Starship Raider
Feats Armor Proficiency (light), Dodge, Point Blank Shot, Running Attack, Skill Focus (Gather Information, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +10, Initiative +11, Mechanics +10, Perception +9, Pilot +16, Use Computer +10
Possessions padded flight suit, blaster pistol, datapad, comlink
* *When not wearing a flight suit, Anj Dahl has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 19, Threshold 19.*

Alternate Feats (from *Starships of the Galaxy*): Replace Skill Focus (Gather Information) with Starship Tactics (Counter)

Gial Gahan

Gial Gahan is a revered member of the Triumvirate before its fall to the Empire. Prior to this, Gial served as governor of the Hub, liaison to the Mon Calamari defense forces, liaison to the Jedi Order, and the Senator of Mon Calamari.

Gial has strong views on how the galaxy should be governed. His unwavering support of the Jedi and their projects is well known, and he has similar strong opinions on most important matters. He doesn't change his mind easily, and his opponents view him as intractable and unwilling to compromise. He is the only Triumvirate member to vote against engaging the Empire at the disastrous Battle of Caamas. He has no desire to surrender the Galactic Alliance to the Empire, but is left with little choice in the end. Although Emperor Fel retains the Triumvirate in his new government, Gial Gahan and the other Alliance members are quickly replaced with loyal Imperial bureaucrats.

Gial returns to Mon Calamari to take a position in the planetary government. However, the Sith quickly depose Emperor Fel and place the planet under the control of the Quarren. Gial finds his power reduced, but his political stature allows him to operate with minimal interference from the Empire. Dismayed at what this turn of events has done to the galaxy and especially the Mon Calamari people, he secretly begins to equip the Galactic Alliance Core Fleet with supplies, bacta, and Mon Calamari recruits. His ultimate donation comes soon enough, when he provide the codes and required access to allow Galactic Alliance Core Fleet forces to steal the advanced Star Destroyer *Imperious* from the Hub. Fearing that the theft of the ship will endanger the Mon Calamari people, he arranges to take all of the blame for the deed. True to his prediction, he is arrested shortly after the attack. However, not even Gial Gahan could predict the ruthlessness of the Sith response against the Mon Calamari people. Gial is killed by Darth Krayt personally, and he is but the first.

Gial Gahan **CL 14**
Medium Mon Calamari noble 14
Destiny 2; **Force** 7
Init +6; **Senses** low-light vision; Perception +20
Languages Basic, Bocce, Cerean, Durese, High Galactic, Huttese, Mon Calamarian, Quarrenese, Sullustese

Defenses Ref 24 (flat-footed 24), Fort 24, Will 29
hp 64; **Threshold** 24

Speed 6 squares, swim 4 squares
Melee unarmed +9 (1d4+6)
Base Atk +10; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Coordinate, Coordinated Attack, Presence, Trust, Ignite Fervor, Inspire Confidence, Weaken Resolve

Abilities Str 8, Dex 9, Con 10, Int 16, Wis 17, Cha 16
Special Qualities Breathe underwater
Talents Born Leader, Coordinate, Presence, Trust, Ignite Fervor, Inspire Confidence, Weaken Resolve
Feats Coordinated Attack, Dodge, Linguist, Point Blank Shot, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion, Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +20, Gather Information +20, Knowledge (bureaucracy) +20, Knowledge (galactic lore) +20, Knowledge (social sciences) +20, Perception +20, Persuasion +20, Pilot +16, Swim +16, Use Computer +20
Possessions datapad, comlink

Monia Gahan

Inspired by the bravery of her uncle, Gial Gahan, Monia Gahan leaves the Mon Calamari defense forces shortly after the Sith place the Quarren in power over Mon Calamari. Though young, she is a skilled pilot, and her connection to her uncle makes her a vital link between him and the Galactic Alliance Core Fleet. Quickly she is assigned to Rogue Squadron, later serving as Andurgo's wingman. She also participates in the critical mission to steal the Star Destroyer *Imperious* from the Hub, by using her considerable slicing skills to take control the Hub's weapon defenses. She escapes the Sith's retribution with the help of a pair of Imperial Knights, and is instrumental in rekindling discussions of an alliance between the Galactic Alliance and Roan Fel's Empire-in-exile.

Monia is bright and confident, despite the stress of serving in Rogue Squadron. She is fully dedicated to the cause of the Galactic Alliance Core Fleet, and she sees herself as a dedicated warrior fighting to free her people from an oppressive and brutal Empire.

Monia Gahan **CL 8**
Medium Mon Calamari scoundrel 4/scout 3/ace pilot 1
Destiny 1; **Force** 4
Init +11; **Senses** low-light vision; Perception +16 (may reroll)
Languages Basic, Mon Calamarian, Quarrenese

Defenses Ref 19* (flat-footed 18), Fort 20*, Will 20
hp 47; **Threshold** 20*

Speed 6 squares, swim 4 squares
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +7 (3d6+4)
Base Atk +5; **Grp** +7
Atk Options Far Shot, Point Blank Shot, Running Attack
Special Actions Gimmick, Knack, Relentless Pursuit, Vehicular Evasion

Abilities Str 10, Dex 15, Con 10, Int 14, Wis 14, Cha 11
Special Qualities breathe underwater
Talents Acute Senses, Gimmick, Improved Initiative, Knack, Relentless Pursuit
Feats Far Shot, Point Blank Shot, Running Attack, Skill Focus (Perception, Pilot, Stealth, Use Computer), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11 (may reroll), Mechanics +11, Perception +16 (may reroll), Persuasion +9, Pilot +16, Stealth +16, Use Computer +16
Possessions padded flight suit, blaster pistol, comlink, Xcalq-3GA "Slicer Special" portable computer, Xcalq stealth pack
* *When not wearing a flight suit, Monia has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 19, Threshold 19.*

Alternate Feats (from *Starships of the Galaxy***):** Replace Skill Focus (Stealth) with Starship Tactics (Counter, Evasive Action, Howlrunner Formation)

Hondo Karr

Hondo Karr was never one to completely follow any ideology or command structure. A Mandalorian by birth, Karr ends up serving as an Imperial stormtrooper. However, in keeping with his Mandalorian values, Karr's dedication is to his comrades and commander, not to the Empire itself. He dislikes the treatment of military units as expendable, and he sees the end of his Imperial career once the Sith take control.

Karr nearly dies at the hands of the Sith Lord Maleval, after Karr attacks the Sith for killing his lieutenant. Fortunately, Karr's loyalty in his fellow troopers is not misplaced. They open fire on the Sith Lord, and Karr walks away with his life. Karr disappears and is a presumed dead, but eventually makes his way to the Galactic Alliance Core Fleet. His combat experience and piloting skill earn him a slot in Rogue Squadron. However, his sour demeanor doesn't change much. Still, he considers the Alliance cause worthy of his effort. Admiral Stazi puts Karr's Imperial background to good use by placing him in command of the infiltration unit that boards and steals the Star Destroyer *Imperious*.



Hondo Karr **CL 10**
Medium Human soldier 7/elite trooper 3
Destiny 2; **Force** 5; **Dark Side** 2
Init +18; **Senses** Perception +11
Languages Basic, Mando'a

Defenses Ref 27 (flat-footed 24), Fort 26, Will 21
hp 91; **Threshold** 26

Speed 6 squares
Melee unarmed +12 (1d8+7) or
Melee vibroblade +12 (2d6+8)
Ranged blaster rifle +15 (3d8+5, devastating attack)
Base Atk +10; **Grp** +13
Atk Options Melee Smash, Point Blank Shot, Precise Shot, Stunning Strike
Special Actions Vehicular Combat

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 12, Cha 10
Special Qualities Delay damage, damage reduction 1
Talents Armored Defense, Devastating Attack (rifles), Greater Devastating Attack (rifles), Greater Weapon Focus (rifles), Melee Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Focus (Initiative), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +18, Mechanics +12, Perception +11, Pilot +13, Treat Injury +11, Use Computer +12
Possessions blaster rifle, vibroblade

NU TOREENA

Nu Toreena is a member of the Triumvirate before the Battle of Caamas, and arguably the weakest politically. She seeks to bring the war with the Empire to a quick end, no matter what the risk. As an Ithorian, she knows the horror of losing a homeworld in a vicious war, as her people lost Ithor during the Yuuzhan Vong invasion. She has no wish to see that happen to the Galactic Alliance. When Rear Admiral Piers Petan proposes a plan to ambush Emperor Fel's flagship over Caamas, Toreena fully backs the effort, despite the fact that it would mean stripping Coruscant of its protective fleet. After the Imperials spring their trap at the Battle of Caamas, Toreena and the other members of the Triumvirate are forced to surrender the Galactic Alliance to the Empire. Emperor Fel replaces the entire Triumvirate, Toreena is widely blamed for supporting the risky battle plan, and her political career comes to an abrupt end.

Nu Toreena **CL 4**
Medium Ithorian nonheroic 12
Init +5; **Senses** Perception +18
Languages Basic, High Galactic, Ithorese, Mon Calamarian

Defenses Ref 9 (flat-footed 9), Fort 10, Will 14
hp 30; **Threshold** 10

Speed 6 squares
Melee unarmed +8 (1d4-1)
Base Atk +9; **Grp** +8
Special Actions Bellow

Abilities Str 8, Dex 8, Con 10, Int 14, Wis 14, Cha 15
Feats Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Perception, Persuasion), Skill Training (Gather Information, Knowledge [bureaucracy]), Weapon Proficiency (simple weapons)
Skills Deception +18, Gather Information +13, Knowledge (bureaucracy) +18, Perception +18, Persuasion +18, Survival +8 (may reroll)
Possessions datapad, portable computer, encrypted comlink

Ronto

Ronto is a Klatooinian pilot with Rogue Squadron. He confidently tears into opposing squadrons with measured skill, and finds wild pilots such as Andurgo to be needlessly reckless. He earns a tough reputation after surviving being shot down over Mon Calamari in the raid to steal the *Imperious*. He is rescued from an Imperial detention facility shortly thereafter by Monia and Imperial Knights.

Ronto **CL 8**
Medium Klatooinian scoundrel 7/ace pilot 1
Destiny 1; **Force** 4
Init +16; **Senses** Perception +9
Languages Basic, Huttese

Defenses Ref 19* (flat-footed 17), Fort 22*, Will 19
hp 52; **Threshold** 22*

Speed 6 squares
Melee vibroblade +7 (2d6+6)
Ranged blaster pistol +7 (3d6+4) or
Ranged blaster pistol +5 (4d6+4) with Rapid Shot
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot, Rapid Shot
Special Actions Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Starship Raider, Vehicular Combat

Abilities Str 15, Dex 14, Con 12, Int 12, Wis 11, Cha 9
Talents Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Starship Raider
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Initiative +18, Mechanics +10, Perception +9, Pilot +18, Use Computer +10
Possessions padded flight suit, blaster pistol, vibroblade
* *When not wearing a flight suit, Ronto has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 21, Threshold 21.*

Alternate Feats (from *Starships of the Galaxy***):** Replace Rapid Shot with Starship Tactics (Counter)

Captain Jaius Yorub

A career naval officer, Yorub is a competent captain and a stalwart supporter of Admiral Stazi. Captain Yorub commands the *Scythe*-class battle cruiser *Indomitable* for many years before and after the fall of the Galactic Alliance. As the Admiral's flagship, it leads the retreat from the Battle of Caamas and becomes the headquarters for the Galactic Alliance Core Fleet.

Captain Yorub serves as Admiral Stazi's advisor for many years after the Battle of Caamas, but he is never able to convince the Admiral of his importance as an icon as well as a fleet leader. When it came time for Commander Bey to choose between obeying Admiral Stazi or obeying Captain Yorub at the battle for the *Imperious*, Bey chose to obey Yorub and saved the Admiral's life. Shortly thereafter, the wounded Captain Yorub was killed when he rammed the *Indomitable* into the Mon Calamari shipyards.

Captain Jaius Yorub **CL 13**
Medium Sullustan noble 4/soldier 4/officer 5
Destiny 2; **Force** 6
Init +12; **Senses** darkvision; Perception +19 (may reroll)
Languages Basic, Binary, Bocce, Bothese, Durese, Mon Calamarian, Sullustese

Defenses Ref 26 (flat-footed 25), Fort 25, Will 30; Dodge
hp 73; **Threshold** 25

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +11 (3d6+6)
Base Atk +10; **Grp** +11
Atk Options Point Blank Shot
Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Vehicular Combat

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 16, Cha 15
Special Qualities Command cover, share talent (Assault Tactics, Deployment Tactics)
Talents Armored Defense, Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, One for the Team
Feats Armor Proficiency (light), Dodge, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics], Perception, Persuasion, Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Climb +7 (may reroll), Initiative +12, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Mechanics +13, Perception +19 (may reroll), Persuasion +18, Pilot +13, Use Computer +18
Possessions Galactic Alliance light armor, blaster pistol, encrypted comlink, code cylinder, datapad

Alternate Talents (from *Starships of the Galaxy***):** Replace Assault Tactics and One for the Team with Combined Fire and It's a Trap.

Table 9-1: Alliance Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Galactic Alliance armor	6,000	+4	+1	+3	–	–	9 kg	Military
Heavy Armor (–10)								
Venom assault armor	17,000	+10	+4	+1	4 sq.[1]	3 sq.[1]	38 kg	Military

1 *When running in heavy armor, you can only move up to three times your speed (instead of four times). When using the armor's jumpjets in zero-g, speed is 6 squares and 4 squares, respectively.*

Alliance Armor

The following armor is used by Galactic Alliance troops during and after the Sith-Imperial War.

Galactic Alliance Armor

Light Armor

For over 100 years, the Galactic Alliance has used variations of its own light armor design, usually in dark blue hues with black accents. In its most recent form, the armor combines a padded armor base with a reinforced breastplate and fully armored gauntlets. Some front-line troopers also use a fully enclosed helmet with helmet package, but this varies by unit. It is not uncommon to see officers and others opt to use Galactic Alliance uniform hats and caps instead.

Some variations of the standard Galactic Alliance uniform incorporate a flexible blast vest and a tight-fitting, open-faced helmet into their designs. This type is especially prevalent among the fleet crews at battle stations. It provides the same bonuses as a regular blast helmet and vest (see page 132 of the Saga Edition core rulebook).

Venom Assault Armor

Heavy Armor

Part powered armor, part armored spacesuit, Venom Assault armor provides ample protection from hostile attackers and environments. Additionally, the wearer can activate the armor's limited jump jets as a swift action to move at normal speed in zero-g. The jets are not powerful enough to lift an armored trooper in normal gravity. The suit also adds a +2 equipment bonus to the wearer's Strength. However, the wearer must have the Armor Proficiency (heavy) feat to use either the jets or gain the bonus to Strength.

The wearer may survive up to 24 hours in the vacuum of space or other hostile environmental conditions. Much like other Galactic Alliance uniforms and armor sets, the Venom Assault armor has a dark blue and black color scheme and prominently features the Galactic Alliance logo on the shoulder pauldrons.

Alliance Equipment

Equipment once exclusive to the Galactic Alliance armed forces can be found scattered throughout the galaxy after the Sith-Imperial War.

Table 9-2: Alliance Equipment

Computers and Storage Devices	Cost	Weight
Xcalq-3GA "Slicer Special" portable computer	7,500	2 kg
Xcalq stealth pack	1,500	–

Xcalq-3GA "Slicer Special" Portable Computer

Among the array of tools available to the Galactic Alliance Core Fleet is this portable computer designed to quickly slice through the standard security in Galactic Alliance computer systems and networks. This is useful when the Galactic Alliance Core Fleet is forced to slice systems in former Galactic Alliance installations and ships. While the Empire has overlaid many systems with its own security, and has its own military systems, most of the former Galactic Alliance bureaucratic systems still exist under the surface. Once inside, Galactic Alliance Core Fleet personnel quickly dissect it, as the systems are very similar or virtually identical to the systems they use every day on their own ships.

The Xcalq-3GA may be used as a regular portable computer and has Intelligence 14. However, when used to slice Galactic Alliance systems and networks, the opposing system is automatically treated as friendly or helpful, granting a +3 equipment bonus on all Use Computer checks made with that computer. This bonus does not apply to checks made to break through any initial Imperial security installed on the system.

Xcalq Stealth Pack

This stealth pack uses the Galactic Alliance Core Fleet's knowledge of their former computer systems to conceal a slicer's presence on a former or current Galactic Alliance computer or network.

Using a computer equipped with this software package, you can slice into a system without being traced, isolated, or cut off by the system's automatic safeguards. If another character attempts to locate, isolate, or cut off your computer, make opposed Use Computer checks. The stealth pack grants a +5 equipment bonus to your check.

Alliance Starfighters

The Galactic Alliance Core fleet greatly depends on its starfighter squadrons to defend the fleet and deliver large amounts of firepower in precision strikes. The Alliance goes to great lengths to obtain the materiel and replacement starships required to keep the fleet functional. However, it prefers to use recognizable Galactic Alliance fighter models, both because the ships' systems are familiar and because it wants to remind enemies and observers that the Galactic Alliance still exists.

BB-2 Starfire Fighter-Bomber

The BB-2 Starfire manufactured by SoroSuub is a three-man fighter-bomber with a large weapons load and considerable firepower. It primarily serves as a barrage bomber, launching multiple missiles and torpedoes in rapidfire salvos that pummel enemy ships and shields. The ship can also be outfitted with proton bombs and other ordnance.

While the Starfire won't outrun any interceptors, its enormous engines provide plenty of speed while supplying enough power to keep the ship's dual shielding system operational. However, it is not particularly agile. Instead, the BB-2 relies on a pair of turrets for additional defense, one of which mounts a laser cannon and the other a small missile launcher for use against incoming fighters.

The Starfire's three-man crew includes a pilot, copilot (primary weapons officer), and gunner (secondary weapons officer). All three crew members have access to the ship's adaptable weapons system. The pilot controls the forward-mounted laser cannon and can fire torpedoes and missiles at a –2 penalty. The copilot controls the barrage and bombing systems and can take control of one of the turrets, or even the pilot's weapons, when needed. The gunner can control either turret, or even both at the same time.

BB-2 Starfires escort a *Crix*-class assault shuttle.



The Starfire's typical tactics are to fire from maximum range, sending wave after wave of missiles and torpedoes against a single target or target zone. However, in order to increase accuracy and reduce wasted ordnance, the Galactic Alliance Core Fleet squadrons move their ships as close as possible to the enemy target and rely on their superior shields to survive such close encounters.

BB-2 Starfires are best paired with an escort squadron of Crossfires, especially when enemy fighters are in the area. Once the Torrents have expended their primary weapons, they usually return to their carrier for reloading. It's not uncommon for a Starfire squadron to make multiple strikes during an extended fleet action.

BB-2 Starfire Fighter/Bomber CL 13
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defenses Ref 18 (flat-footed 13), Fort 29; +8 armor, Vehicular Combat
hp 170; **DR** 10; **SR** 30*; **Threshold** 49

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +8 (see below) and light laser cannon +6 (see below) and interceptor missile +6 (see below) or
Ranged laser cannons +8 (see below) and light laser cannon +6 (see below) and interceptor missile +6 (see below) or proton torpedo salvo +11 (see below) and
Ranged laser cannons +8 (see below) and light laser cannon +6 (see below) and interceptor missile +6 (see below) ion bomb +0 (see below) and
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 48, Dex 20, Con —, Int 18
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 2 (skilled); **Passengers** 0
Cargo 90 kg; **Consumables** 1 week; **Carried Craft** none
Payload 10 interceptor missiles, 2 proton torpedo salvos, 3 ion bombs
Hyperdrive ×1, navicomputer
Availability Military; **Cost** 200,000 (90,000 used)
* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

Laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Light laser cannon (gunner)
Atk +6 (+1 autofire), **Dmg** 3d10×2

Interceptor missile (gunner)
Atk +6, **Dmg** 4d10×2, 4-square splash

Proton torpedo salvo (gunner)
Atk +11, **Dmg** 12d10×2, 10-square splash

Ion bomb (gunner, atmosphere only)
Atk +0, **Dmg** 5d10 ion, 10-square splash

CF9 Crossfire Starfighter

After more than a hundred years of success with the crossed-wing design featured in a multitude of X-wing variants, a new design team at Incom incorporated the concept into a mainline starfighter designed specifically for the Galactic Alliance. Due to strict government requirements, as well as advancements in engine technology and armor composition, the ship would not be a direct descendent in terms of technology or styling. In keeping with the Galactic Alliance's design philosophy of packing more power into smaller ships, the Crossfire is a much smaller fighter, aside from its signature wings. However, Incom also took the trademark crossed-wing design in a new direction.

The deployment system for the Crossfire's S-foils is mounted at the ship's bow, in front of the cockpit. Both wing sections remain horizontal in flight and landing mode, but the trailing wing section rotates to a vertical position when entering combat, while the forward section remains horizontal. The vertical wing is therefore directly in the middle of the pilot's forward view, but the wings amazingly thin profile minimizes the obstruction. The resulting gun orientation creates a laser intersection point far ahead of the fighter, making it devastating at longer ranges than fighters with twin guns mounted side-by-side.

The ship features a compact yet powerful Coldstar ion tri-engine core mounted in a heavily armored pod. Combined with the fighter's relatively small size, it provides the ship with excellent acceleration and maneuverability. Pilots love the Crossfire's ability to take punishment. Much of the fighter's durability is due to its heavily armored cockpit and fuselage shroud. While the armored canopy limits the pilot's view, the heads-up displays and combat sensor packs more than compensate.

The Crossfire is capable of operating independently of a carrier thanks to its built-in hyperdrive. It is one of the smallest ships with a fully capable navicomputer, thereby eliminating the need for an astromech droid for hyperspace navigation. While some pilots miss the companionship of the droid, most find that the new systems provide just as much information as a droid, without the personality quirks.

Finally, the Crossfire is actually a two-seater, allowing a gunner or passenger to ride along in an aft facing seat, like the Rebel snowspeeders of old. However, most ships are flown solo, as the limited firing arc of the aft-mounted laser cannon reduces their effectiveness. Combined with the typical radical maneuvers performed in dogfighting, this leaves the gunner with few opportunities to effectively contribute to a battle. Enemy pilots soon learn to ignore the aft cannon, but this can occasionally get them into trouble, should a gunner actually be on board. Additionally, the fighter is designed to be adapted quickly to pilots of many species, though some of the larger ones may find the small cockpit a bit cramped.

CF9 Crossfire Starfighter **CL 12**
Gargantuan starfighter
Init +9; **Senses** Perception +6

Defenses Ref 21 (flat-footed 16), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +7 (see below) and double light laser cannon +5 (see below) or
Ranged proton torpedoes +7 (see below) and double light laser cannon +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48
Atk Options autofire (laser cannons, light laser cannon)

Abilities Str 46, Dex 26, Con —, Int 16
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** 1 (gunner)
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×1, navicomputer
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Double light laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 3d10×2

Proton torpedoes (pilot)
Atk +7, **Dmg** 10d10×2, 4-square splash

I4 Ionizer Starfighter

When a military force needs to disable a ship quickly with little damage to the superstructure, no small fighter can do the job more quickly than the I4 Ionizer, developed by Koensayr. Armed with multiple ion cannons, this ship unloads a barrage of ion energy designed to overwhelm a target's control systems. A squadron of Ionizers can disable a small freighter in a single pass and wreak havoc on larger ships with multiple attacks.

Fortunately for the galaxy's merchant traffic, the I4 is a strictly regulated craft, restricted to military sales only. The vast majority wind up in Galactic Alliance fleets, but following the Alliance's surrender, some decommissioned ships find their way to smaller governments and the occasional pirate flotilla.

The ship carries a single pilot plus an astromech droid and is hyperspace-capable. It is well armored, but only carries light shielding due to interference between the extensive ion weaponry and the shield generators. When more lethal force is required, the pilot can fall back on the ship's underpowered laser cannons.

The ship can also carry a pair of wing-mounted disruptor torpedoes. These heavy, oversized torpedoes contain massive ion capacitors that discharge their energy on impact, essentially forming an ion bomb. The massive jolt of energy is capable of completely burning out a ship's electrical systems (in the case of a light freighter), or seriously damage the systems near the area of impact (in the case of large space transports or capital ships). They are generally too big and slow to be effective against agile craft such as starfighters or smaller patrol ships.

I4 Ionizer Starfighter **CL 11**
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defenses Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +7 (see below) or quad medium ion cannons +7 (see below) or disruptor torpedo +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48
Atk Options autofire (laser cannons, quad medium ion cannons)

Abilities Str 42, Dex 24, Con —, Int 16
Skills Initiative +9, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +9, Use Computer +6 (+13*)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 plus astromech droid (skilled); **Passengers** 0
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 2 disruptor torpedoes
Hyperdrive ×1, navicomputer
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Quad medium ion cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 7d10×2 ion

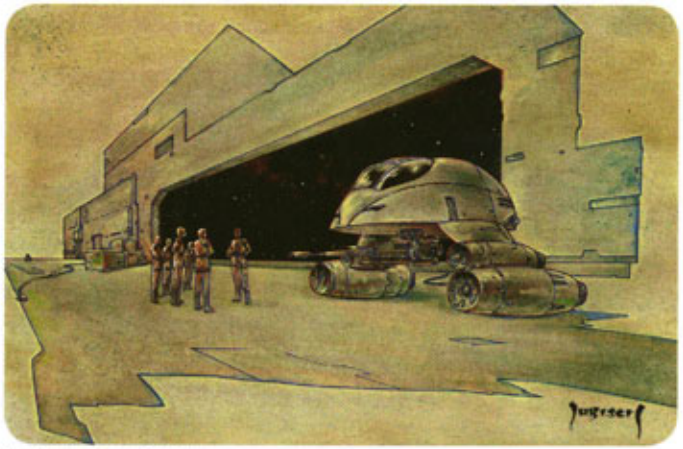
Disruptor torpedo (pilot)
Atk +7, **Dmg** 7d10×2, 4-square splash

JUMPSTAR HPF STARFIGHTER

The Jumpstar Hyperspace Pursuit Fighter is a sleek ship with dual engines flanking a central cockpit and a pair of retractable sensor arrays that span between the engines, arcing over and under them. The fighter's primary duty is to pursue fleeing ships through hyperspace, making it popular among military organizations and law enforcement agencies that must track fleeing targets regularly. In addition to its sophisticated sensors and exceptional hyperdrive, the Jumpstar is also an excellent pursuit fighter. Though not quite as fast as the best interceptors, the ship performs well against other topline fighters.

Jumpstars successfully track targets by one of two methods. The most reliable way is to tag a target with an S-thread or other hyperspace tracking device, usually fired from the attacking fighter via a marker missile. While large starships such as capital ships or freighters are easy to tag, fighters, shuttles, and other small craft are more difficult to hit. The second method is less reliable, as it depends on the fighter's own sensor array and navigational computer to analyze a fleeing ship's departure vector, engine output, and other data that might tip off its final destination. Often such calculations must be made with great speed, and the pilot must make some educated guesses and assumptions when presented with a list of possible destinations. Plotting hyperspace jumps at great speed is always a risky business.

To trace a fleeing starship with a tracking device attached, the pilot must make a DC 15 Use Computer check. To track a starship without a homing beacon, the Jumpstar (or another Jumpstar) must have observed the ship's departure into hyperspace, and the pilot must make a DC 25 Use Computer check (with a -2 penalty for each range increment beyond short in starship scale). In either case, the pilot adds the ship's Intelligence modifier to the roll. After this roll is made, the pilot must still make a standard astrogation check to initiate the pursuit.



A JUMPSTAR HPF

Jumpstar HPF Starfighter **CL 9**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +8 (see below) or
Ranged marker missile +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31
Atk Options autofire (laser cannons)

Abilities Str 39, Dex 22, Con —, Int 18
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 0
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 marker missiles
Hyperdrive ×1, navicomputer
Availability Military; **Cost** 275,000 (125,000 used)
* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

Laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Marker missile (pilot)
Atk +8, **Dmg** — (target vessel successfully tagged for tracking)

RC-2 TWILIGHT SCOUTSHIP

The Twilight scoutship produced by Incom is a favorite of Galactic Alliance recon units. This single-person ship has an extended cockpit, giving it enough space to allow the pilot to move around the cabin during extended surveillance duties. For shorter trips, one to two passengers may crowd aboard and operate the sensor suite at the auxiliary positions.

The Twilight incorporates advances in stealth technology originally developed for the StealthX X-wing fighter. As its name suggests, the Twilight is painted in a mottled pattern of dark gray to black hues, lightly speckled with white dots so that the ship blends into the starfield of deep space. The coating also reduces the ship's sensor reflectivity and dampens its heat signature. The ship's ion engines are similar to those of TIE fighters—small, with minimal engine glow to betray its position. While stationary and in passive sensor mode, the Twilight can be extremely difficult to detect.

TWO TWILIGHT SCOUTSHIPS DEPART A *SHASHORE*-CLASS FRIGATE.



The Twilight relies on stealth to survive, as it has light shielding, armor, and weaponry. However, it also carries a launcher capable of firing two powerful missiles or torpedoes, enabling it to make effective surprise attacks or giving it additional firepower if detected. Additionally, the ship can create limited jamming field to disrupt enemy sensor readings and targeting computers at short range.

RC-2 Twilight Scoutship **CL 10**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 130; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +7 (see below) or proton torpedoes +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 43, Dex 22, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 2
Cargo 100 kg; Consumables 2 weeks; Carried Craft none
Payload 2 proton torpedoes
Hyperdrive ×1, navicomputer
Availability Military; **Cost** 275,000 (125,000 used)

Stealth Technology—Perception and Use Computer checks made to detect this ship take a –10 penalty. An enemy attacking this ship does not apply its ship's Intelligence modifier to attack rolls.

Laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)
Atk +7, **Dmg** 10d10×2, 4-square splash

Alliance Space Transports

The Galactic Alliance Core Fleet relies on a mix of Alliance transports and commercially available vessels to transport personnel and materiel.

Crix-class Armored Shuttle

The *Crix*-class Armored Shuttle is one of the mainstays of the Galactic Alliance military and diplomatic services. The shuttle features a heavily armored split-shell design that encases most of the vessel. The armor provides excellent protection from attacks above or below, leaving a relatively narrow slot between the shells that exposes the engines, cockpit and sides of the ship. A tall, vertical fin houses powerful long-range communications sensors. Like so many of Corellian Engineering Corporation's designs, the shuttle is easily modified to support many different civilian and military roles as well as different classes of passenger comfort. Two primary versions are in use by the Galactic Alliance: the diplomatic courier (DC-4a) and the assault shuttle (A-2s).

The shuttle's design showcases its lineage as a joint effort between the Mon Calamari shipyards and the Corellian Engineering Corporation. The armored shell's shape and surface blisters are common to Mon Calamari craft, while the ship's engine, bridge and interior recall features of the successful Corellian Blockade Runner. Even the ship's class designation shares a history with both company's homeworlds: Rebel and New Republic hero Crix Madine was born on Corellia, and later helped to defend Mon Calamari against the reborn Emperor's World Devastators.

The diplomatic courier version of the shuttle has relatively light weapons. Pilot-controlled laser cannons flank the cockpit and are exposed at all times. However, the shuttle also carries retractable blaster turrets within the lower shell that may be extended to provide extra firepower and 360-degree protection, often to the surprise of enemies.

The assault shuttle carries heavier armor and better shielding, as well as much heavier firepower. The area between the upper and lower shells is ringed by a series of additional blaster cannons, enabling the ship to form its own perimeter of fire when on the ground in hostile territory. Troopers aboard ship may fire these cannons, or they can be set to automatic fire, which reduces their accuracy. Four boarding ramps allow the rapid deployment of troops and speeders.

Crix-class Diplomatic Courier Shuttle — CL 13

Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 18 (flat-footed 14), Fort 31; +14 armor, Vehicular Combat
hp 200; **DR** 15; **SR** 25; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged twin laser cannons +7 (see below) and blaster cannon battery +11 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +43
Atk Options autofire (twin laser cannons, blaster cannons)

Abilities Str 52, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 5 (skilled); **Passengers** 30
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** 500,000 (200,000 used)

Twin laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 3d10×2

Blaster cannon battery (4 gunners)
Atk +11 (+6 autofire), **Dmg** 5d10×2

Crix-class Assault Shuttle — CL 15

Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 20 (flat-footed 16), Fort 31; +16 armor, Vehicular Combat
hp 200; **DR** 15; **SR** 50*; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged twin laser cannons +7 (see below) and 2 blaster cannon batteries +11 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +43
Atk Options autofire (twin laser cannons, blaster cannon batteries)

Abilities Str 52, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 5 (skilled); **Passengers** 50
Cargo 50 tons; **Consumables** 1 month; **Carried Craft** 2 landspeeders or 6 speeder bikes
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** 600,000 (260,000 used)
* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

Twin laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Blaster cannon battery (4 gunners)
Atk +11 (+6 autofire), **Dmg** 7d10×2

MT Dropship

The Corellian Engineering Corporation's MT dropship is the Galactic Alliance's standard means of transporting large numbers of troops and their heavy equipment and vehicles to a planet's surface. The ship is a towering, conical craft. The bridge and command center are located at the top of the truncated cone, giving the pilots and commanders a 360° view of the area around them. Pilot stations can be configured to view out of the sides of the ship while descending, or up through the top while flying in space. Communications arrays jut out from the top of the cone, while the level below the command center is ringed with laser cannons and missile launchers.

Once on the ground, the sides of the cone's base retract to allow troops and vehicles to disembark quickly. The ship carries 200 troops plus gear and speeders, or 4 Huge walkers or speeders and up to 50 support troops.

The ship is heavily armored and shielded, but is relatively slow and requires an escort to a battle zone. It is not hyperspace capable. It often serves as a shuttle, bringing down multiple waves of troops and vehicles, and evacuating wounded or other personnel. It also serves as a central command post and communications center for troops on the ground.

MT Dropship — CL 15

Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 18 (flat-footed 16), Fort 38; +16 armor, Vehicular Combat
hp 300; **DR** 15; **SR** 50; **Threshold** 88

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged laser cannon battery +15 (see below) and concussion missiles +11 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +50
Atk Options autofire (laser cannons)

Abilities Str 66, Dex 14, Con —, Int 16
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 15 (skilled); **Passengers** 200
Cargo 500 tons; **Consumables** 1 week; **Carried Craft** special
Payload 24 concussion missiles
Availability Military; **Cost** 600,000 (300,000 used)

Laser cannon battery (6 gunners)
Atk +15 (+10 autofire), **Dmg** 6d10×2

Concussion missiles (4 gunners)
Atk +11, **Dmg** 9d10×2, 4-square splash

Scarlet Star

The *Scarlet Star* is one of many light freighters in service to the Galactic Alliance Core Fleet. The ship is an old YT-2400, but one that has led a charmed life. Though its core design may be obsolete by modern standards, its systems have been significantly modernized and updated. Of course, such a ship is always temperamental, although the YT series has long been known for its longevity and sturdiness. The commonness of the ship type, even after all these years, still makes it easy to find parts for maintenance, and it rarely draws much attention to itself.

The *Scarlet Star* hauls light cargo, parts, and other supplies required by the fleet. It often doubles as a passenger ship or shuttle when required. It has no set crew or owner, but is instead assigned to different crews or mission teams as needed. While it is decently armored and armed, the fleet does not use it as a combat vessel.

Scarlet Star (Modified YT-2400 Transport) **CL 10**
Colossal space transport
Init -1; **Senses** Perception +6

Defenses Ref 19 (flat-footed 16), Fort 27; +15 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +37

Abilities Str 42, Dex 18, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 3 (skilled); **Passengers** 6
Cargo 150 tons; **Consumables** 2 months; **Carried Craft** none
Availability Unique; **Cost** not available for sale

Laser cannons (gunner)
Atk +4, **Dmg** 5d10×2

Alliance Capital Ships

The Galactic Alliance Core Fleet fleet contains examples above almost every major capital ship deployed by the Galactic Alliance in recent years. However, as time wears on, they are always on the lookout to acquire additional ships, from almost any source. Some are acquired from the Imperials, a very few are purchased through commercial channels, and some are mothballed Galactic Alliance starships that were stolen from the repositories before they could be scrapped after the Imperial takeover.

Sabertooth-class Assault & Rescue Vessel

The *Sabertooth*-class ship is unique in design and function. It features two long "teeth" that extend down from its bow. These teeth are heavily reinforced and adjust to almost any angle. Concealed within are powerful close-range grappling systems, enabling the ship to capture and latch on to enemy vessels or damaged craft. The teeth are strong enough to pierce the hulls of many craft, enabling zero-g assault troops to board captured vessels or quickly deploy rescue teams.

A captured ship is largely helpless in the *Sabertooth*'s grip. The ship's powerful engines enable it to haul its catch quickly out of the area. Its superstructure is designed to absorb close-range laser fire and survive collisions with little to no damage. As a last resort, if the *Sabertooth*'s teeth become trapped in a vessel that is in danger of exploding or otherwise harming the *Sabertooth* itself, it may use explosive bolts to jettison the teeth in order to make a hasty retreat.

Its dual role as an assault ship and rescue vessel require it to carry assault troops, equipment, and weaponry for boarding actions, as well as a full complement of medical and rescue personnel.

Tactical Fire: As a standard action, a *Sabertooth*-class ship can forgo all attacks to provide tactical fire to all adjacent squares. Any successful attack against an enemy ship of Colossal (frigate) size or larger within this area deals +1 die of damage.

A *Sabertooth*-class frigate trades fire with an *Ardent*-class fast frigate.



***Sabertooth*-class Assault & Rescue Vessel** **CL 17**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 35; +11 armor
hp 780; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 3 turbolaser batteries +12* (see below) and
2 point-defense laser cannon batteries +12 (see below) and
2 tractor beam batteries +12* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 60, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 800 (skilled); **Passengers** 300 (troops and rescue personnel)
Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x1 (backup x10), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10x5

Point-defense laser cannon battery (5 gunners)
Atk +12 (+7 autofire), **Dmg** 2d10x2

Tractor beam battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal),
Dmg — (grapple +48)

ShaShore-class Frigate

The Mon Calamari *ShaShore*-class frigate is one of the Galactic Alliance's most versatile ships. As with other Galactic Alliance ships, the frigate has large blade-like structures at the bow of the craft. However, on the *ShaShore*, the blades may be switched out for specialized units, blades, or pods. In the standard configuration, the blades house an array of turbolasers and torpedo tubes. Other options include long-range sensor pods, sensor jammers, and devastating barrage-style missile launchers.

The *ShaShore* forgoes strong defenses in lieu of greater speed, maneuverability, and weaponry. It also relies on the squadrons of starfighters it carries for close defense against enemy fighters.

Tactical Fire: As a standard action, a *ShaShore*-class frigate can forgo all attacks to provide tactical fire to all adjacent squares. The commander of any allied starship that begins its turn in this area can choose for the ship to receive either a +1 morale bonus on all attacks made by its gunners, a +1 morale bonus to all defenses, or a +2 morale bonus on all Pilot checks made by its pilot until the start of its next turn.

***ShaShore*-class Frigate** **CL 18**
Colossal (frigate) capital ship
Init –1; **Senses** Perception +6

Defenses Ref 14 (flat-footed 11), Fort 36; +11 armor
hp 900; **DR** 15; **SR** 100; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged 6 turbolaser batteries +16* (see below) and
2 point-defense laser cannon batteries +16 (see below) and
2 proton torpedo batteries +12* (see below) and
1 tractor beam battery +8* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48
Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 62, Dex 16, Con —, Int 18
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1,
Use Computer +6

Crew 1,200 (skilled); **Passengers** 250 (troops)
Cargo 7,000 tons; **Consumables** 2 years; **Carried Craft** 24 CF9 Crossfire starfighters, 2 shuttles
Payload 80 proton torpedoes
Hyperdrive x1 (backup x10), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (6 gunners)
Atk +16 (-4 against targets smaller than Colossal), **Dmg** 4d10x5

Point-defense laser cannon battery (6 gunners)
Atk +16 (+11 autofire), **Dmg** 2d10x2

Proton torpedo battery (4 gunners)
Atk +12 (-8 against targets smaller than Colossal), **Dmg** 10d10x5, 4-square splash

Tractor beam battery (2 gunners)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** — (grapple +48)

Alternate Blade Configurations

The weapons shown above reflect the *ShaShore*'s basic configuration. If alternate bow blades are installed, adjust per the following:

Long Range Sensor Pod—Replace the proton torpedo batteries and two turbolaser batteries with long-range sensors. The distance penalty for Use Computer checks with long-range sensors is reduced from -5 to -2 for every 10 squares to the target. The first time a ship moves within 60 squares of the *ShaShore* (instead of 30 squares), the *ShaShore* can make a Use Computer check to identify it (see page 19 of *Starships of the Galaxy*).

Communications Jammer—Replace the proton torpedo batteries and two turbolaser batteries with a communications jamming array and enhanced sensor array. This ship gains a +4 equipment bonus to its Intelligence score. All enemy ships within 6 squares of the *ShaShore* take a penalty on Use Computer checks involving communications and fire control systems. The penalty is -6 for starfighters, -4 for space transports and -2 for capital ships (see pages 44 and 51 of *Starships of the Galaxy*).

Concussion Barrage Blades—Replace the proton torpedo batteries and two turbolaser batteries with 4 heavy concussion missile batteries (see below).

Heavy Concussion missile battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 9d10x5, 4-square splash

Scythe-class Battle Cruiser

The *Scythe*-class battle cruiser is the backbone of the Galactic Alliance fleet, necessitated by economic realities that promoted the use of small, fast vessels in lieu of the massive Super Star Destroyers or Mon Calamari Viscounts of previous generations. The *Scythe* is about a third the size of an Imperial Star Destroyer, but faster and more maneuverable than the current *Pellaeon*-class Star Destroyer.

The *Scythe* is so named for the massive vertical blade bisecting the bow of the ship. The leading edge of the blade, as well was the leading edge of the ship's main fuselage, contains densely spaced turbolaser batteries and torpedo tubes. This impressive array of weaponry can be focused on a single point ahead of the ship, commonly called the "cross of fire." Few ships can withstand the focused, withering firepower brought to bear within the cross for any length of time.

The ship's configuration comes with tradeoffs, however. Massive power conduits run from the ship's main power generators and numerous auxiliary generators to the many turbolasers and other weapons through the length of the blade. Also, the *Scythe*'s weapon arrangement decreases the firepower available to defend the remaining firing arcs. The ship relies on its superior maneuverability and speed to bring its "cross of fire" to bear, and keep enemy ships from outflanking it. Escorting capital ships and fighters aid in the ship's side and aft defenses as well.

The *Scythe* also serves as a fleet carrier, with hangar levels taking up much of the lower decks of the blade. The two upper hangars serve the starfighters, shuttles, and smaller craft, while larger vessels, such as assault ships and supply ships, use the lower hangars. Docking ports are also provided in other areas around the main fuselage.

Tactical Fire: As a standard action, a *Scythe*-class battle cruiser can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Any enemy starship that starts its turn in this area takes a -2 penalty to Reflex Defense and decreases its DR by 5 until the start of its next turn.

"Though battles have been lost, the Alliance still lives. We have not surrendered, we do not concede the stars. We will win back our birthright."

-Jaius Yorub

Scythe-class Battle Cruiser **CL 22**
Colossal (cruiser) capital ship
Init –1; **Senses** Perception +6

Defenses Ref 16 (flat-footed 13), Fort 54; +13 armor
hp 1,900; **DR** 20; **SR** 130; **Threshold** 254

Speed fly 3 squares (starship scale)
Ranged 3 heavy turbolaser batteries +13* (see below) and
6 turbolaser batteries +13* (see below)
2 heavy ion cannon batteries +9* (see below)
2 tractor beam batteries +9* (see below)
4 proton torpedo batteries +13* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +66
Atk Options cross of fire

Abilities Str 99, Dex 16, Con —, Int 20
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 5,200 (skilled); **Passengers** 1,500 (troops)
Cargo 18,000 tons; **Consumables** 1 year; **Carried Craft** 36 CF9 Crossfire starfighters, 4 shuttles
Payload 160 proton torpedoes
Hyperdrive ×.75 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Cross of Fire—As a standard action, the commander of the *Scythe*-class battle cruiser can designate a single square within 6 squares as the ship's cross of fire zone. When the battle cruiser fires on a single target within its cross of fire zone, it gains a +2 bonus on the attack roll and deals +1 die of damage on a hit.

Heavy turbolaser battery (4 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 12d10×5

Turbolaser battery (4 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 8d10×5

Heavy ion cannon battery (2 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** 6d10×5 ion

Tractor beam battery (2 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** — (grapple +66)

Proton torpedo battery (4 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

Indomitable

The Indomitable is the famous flagship of Admiral Stazi and the Galactic Alliance Core Fleet, a symbol of the Galactic Alliance's power throughout the Sith-Imperial War. When Admiral Stazi uses the ship to lead a desperate retreat from the Imperial trap at the Battle of Caamas, the ship becomes a symbol of the Core Fleet's unwillingness to yield to tyranny, in spite of the Galactic Alliance's surrender.

The *Indomitable* is destroyed in Admiral Stazi's attempt to capture the Star Destroyer *Imperious* at the Mon Calamari shipyards. Captain Yorub rams the *Indomitable* into the shipyard ring, destroying a third of the structure and massively damaging the rest, seriously inhibiting Imperial starship construction and repair.

Tactical Fire: As a standard action, the *Indomitable* can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Any enemy starship that starts its turn in this area takes a –2 penalty to Reflex Defense and decreases its DR by 5 until the start of its next turn.

Indomitable (_Scythe_-class Battle Cruiser) **CL 23**
Colossal (cruiser) capital ship
Init +1; **Senses** Perception +8

Defenses Ref 16 (flat-footed 13), Fort 54; +13 armor
hp 1,900; **DR** 20; **SR** 130; **Threshold** 254

Speed fly 3 squares (starship scale)
Ranged 3 heavy turbolaser batteries +16* (see below) and
6 turbolaser batteries +16* (see below)
2 heavy ion cannon batteries +12* (see below)
2 tractor beam batteries +12* (see below)
4 proton torpedo batteries +16* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +5; **Grp** +69
Atk Options cross of fire

Abilities Str 99, Dex 16, Con —, Int 20
Skills Initiative +1, Mechanics +8, Perception +8, Pilot +1, Use Computer +8

Crew 5,200 (expert); **Passengers** 1,500 (troops)
Cargo 18,000 tons; **Consumables** 1 year; **Carried Craft** 36 CF9 Crossfire starfighters, 6 shuttles, 2 light freighters
Payload 160 proton torpedoes
Hyperdrive ×.75 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Cross of Fire—As a standard action, the commander of the *Indomitable* can designate a single square within 6 squares as the ship's cross of fire zone. When the battle cruiser fires on a single target within its cross of fire zone, it gains a +2 bonus on the attack roll and deals +1 die of damage on a hit.

Heavy turbolaser battery (4 gunners)
Atk +16 (-4 against targets smaller than Colossal), **Dmg** 12d10×5

Turbolaser battery (4 gunners)
Atk +16 (-4 against targets smaller than Colossal), **Dmg** 8d10×5

Heavy ion cannon battery (2 gunners)
Atk +12 (-8 against targets smaller than Colossal), **Dmg** 6d10×5 ion

Tractor beam battery (2 gunners)
Atk +12 (-8 against targets smaller than Colossal),
Dmg — (grapple +69)

Proton torpedo battery (4 gunners)
Atk +16 (-4 against targets smaller than Colossal), **Dmg** 10d10×5,
4-square splash

Tri-Scythe-class Frigate

The Galactic Alliance and the Mon Calamari shipyards occasionally experiment with variations of the "cross of fire" concept, as evidenced by the *Tri-Scythe*. It is bulkier than the *ShaShore*-class frigate, due to the additional reactors and generators needed to power the weaponry housed within three parallel blades at the bow of the ship. The blade configuration contains fewer weapons than the standard *Scythe*, but far more than the *ShaShore*. Unfortunately, the added bulk decreases the ship's maneuverability and speed, leaving the ship less able to bring its "cross of fire" to bear, and making it easier for attacking craft to flank. The ship's carried craft complement is slightly larger than other frigates.

Tactical Fire: As a standard action, a *Tri-Scythe*-class frigate can forgo all attacks to provide tactical fire to all adjacent squares. Allied ships within this area gain a +1 bonus on attack rolls and a +4 bonus on damage rolls with all attacks.

Tri-Scythe-class Frigate — CL 18

Colossal (frigate) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 36; +11 armor
hp 920; **DR** 15; **SR** 100; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged 10 turbolaser batteries +15* (see below) and
2 point-defense laser cannon batteries +15 (see below) and
1 tractor beam battery +7* (see below) and
4 proton torpedo batteries +11* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 14, Con —, Int 16
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,
Use Computer +6

Crew 1,400 (skilled); **Passengers** 250 (troops)
Cargo 7,000 tons; **Consumables** 2 years; **Carried Craft** 12 CF9 Crossfire starfighters, 2 shuttles
Payload 160 proton torpedoes
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (6 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** 4d10×5

Point-defense laser cannon battery (6 gunners)
Atk +15 (+10 autofire), **Dmg** 2d10×2

Tractor beam battery (2 gunners)
Atk +7 (-13 against targets smaller than Colossal),
Dmg — (grapple +48)

Proton torpedo battery (4 gunners)
Atk +11 (-9 against targets smaller than Colossal), **Dmg** 10d10×5,
4-square splash

Deep Space Camps

Constantly on the run and without access to a major shipyard or spaceport, the Galactic Alliance Core Fleet must improvise in the maintenance and repair of its starships. Unable to use known systems without risking detection by Imperial spies or surveillance, the fleet has established a number of deep space rendezvous points, hidden in the void, far from frequently traveled spacelanes and known systems. The fleet might use a rendezvous point as merely a meeting place or initial staging area before an attack, or as a post-engagement rally point. However, there are also a few semipermanent deep space "encampments," where damaged ships can retreat and know that repair vessels and additional aid will be available immediately upon arrival. At the very least, ships stand ready to evacuate wounded and provide emergency repair services. Even these deep space camps are relocated on a regular if not frequent basis, to decrease the chances of detection.

The primary encampment is known as the Black Redoubt. It features the Alliance's most prized support vessels, along with some impressive defenses. The centerpiece of the operation is a mobile spacedock supported by a fleet of starship tenders. Defending the dock and ships is one the Alliance's most impressive acquisitions: a relatively recent model Golan Defense Platform, complete with hyperdrive. Defending ships are rotated to the Black Redoubt as a form of R&R, where they serve to defend the area and take care of routine maintenance. Typically, there is a minimum of two dozen ships at the Redoubt, including numerous tenders, the spacedock, the defense platform, and other vessels.

In an emergency, most deep space camps are able to jump to hyperspace within minutes of detection. However, the Black Redoubt takes a lot more time and effort to evacuate. The mobile spacedock must be empty before it can jump to hyperspace. The Golan Defense Platform is able to jump with less preparation, but requires time to reroute power to the hyperspace engines.

Spinward-class Tender

Deep space tenders are mobile repair ships designed to render aid to space transports and capital ships. A tender affects repairs to the exterior of a craft by pulling alongside and using powerful tractor beams to moor the ships together. Repairs are carried out using enormous ship-mounted robotic arms and zero-g damage control and maintenance teams working in EVA suits or repair pods. An extensive contingent of maintenance, repair, and astromech droids complement the regular crews, and often carry out repairs in dangerous areas or conditions.

A tender contains a variety of spare parts, plating, and other repair materials, and almost operates as a miniature spacedock. It is not uncommon for many tenders to repair a single extensively damaged capital ship. While they can render extensive aid to many craft, they are no replacement for a full-sized spacedock. Tenders are large ships in their own right, as big as bulk freighters, but they are still dwarfed by the capital ships they work on.

Spinward-class Tender **CL 15**
Colossal (frigate) capital ship
Init −4; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 32; +10 armor
hp 400; **DR** 15; **SR** 60; **Threshold** 132

Speed fly 3 squares (starship scale)
Ranged laser cannon battery +9* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +44

Abilities Str 55, Dex 10, Con —, Int 12
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 1,000 (skilled); **Passengers** 500 (technicians)
Cargo 15,000 tons; **Consumables** 1 year; **Carried Craft** 4 shuttles, 25 repair pods
Hyperdrive ×2 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Laser cannon battery (4 gunners)
Atk +9 (−11 against targets smaller than Colossal), **Dmg** 4d10×2

Golan VIII Space Defense Platform

The venerable Golan Defense Platform has been a mainstay of orbital defense systems for well over a century. Commonly deployed to defend planets or space stations, recent models incorporate a hyperdrive for easier relocation. That said, the defense platform is not designed to be moved every day and requires primary power systems to be rerouted to activate the hyperdrive.

The Golan VIII platform is heavily armed with turbolasers, point-defense emplacements, torpedoes, and missile batteries. It also houses two squadrons of starfighters, primarily for its own defense. As the station cannot depend on mobility during a battle, it has an impressive shield array and heavy armor plating.

Tactical Fire: As a standard action, a Golan VIII defense platform can forgo all attacks to provide tactical fire to all squares within 3 squares of itself. Any space transport or capital ship that enters this area immediately ends its movement.

Golan VIII Space Defense Platform **CL 25**
Colossal (station) space station
Init −8; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 70; +14 armor
hp 2,500; **DR** 20; **SR** 300; **Threshold** 570

Speed fly 1* squares (starship scale)
Ranged 10 turbolaser batteries +14** (see below) and 4 point-defense laser cannon batteries +12 (see below) and 4 proton torpedo batteries +12** (see below) and 4 tractor beam batteries +12** (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +82
Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 130, Dex 2, Con —, Int 18
Skills Initiative −8, Mechanics +6, Perception +6, Pilot −8, Use Computer +6

Crew 1,100 (skilled); **Passengers** 100 (troops)
Cargo 15,000 tons; **Consumables** 6 months; **Carried Craft** 20 shuttles, 24 starfighters, 150 work pods
Payload 240 proton torpedoes
Hyperdrive ×4 (backup ×12), navicomputer
Availability Licensed; **Cost** 45,000,000 (20,000,000 used)
* *Any turn in which the Golan VIII defense platform moves, it loses all SR and can make no attacks.*
** *Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser cannon battery (4 gunners)
Atk +12 (+7 autofire), **Dmg** 2d10×2

Proton torpedo battery (4 gunners)
Atk +12 (-8 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

Tractor beam battery (5 gunners)
Atk +12 (-8 against targets smaller than Colossal), **Dmg** — (grapple +82)

Mobile Spacedock 220

The Rendili Star Drive Mobile Spacedock 220 is essentially a mobile shipyard, offering drydock services to capital ships up to the size of a *ShaShore*-class frigate. The Galactic Alliance has one such spacedock, which normally requires a crew of thousands but is currently understaffed. Recruiting loyal technicians and mechanics for the spacedock has become a significant goal for the Galactic Alliance Core Fleet.

Most of the dock consists of an enormous metal frame that envelops a ship moored inside for repair. Large areas within the dock can be cordoned off by projected force fields to provide an atmosphere when extensive repairs are required. The metal frame is attached to a large central spine that includes the dock's power generators, crew quarters, machine shops, thrusters, and primary engines.

Although the dock is mobile, it cannot move while ships are docked. Moreover, the ribs of the metal frame must be retracted before the dock can make hyperspace jumps. Preparations usually take 12 to 24 hours, but the crew can reduce this time to 2 hours in an emergency. This results in damage to some partially stored equipment and systems, and takes days to sort out after the jump.



Rendili Star Drive Mobile Spacedock 220 **CL 20**
Colossal (station) space station
Init −8; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 68; +14 armor
hp 2,100; **DR** 20; **SR** 100; **Threshold** 568

Speed fly 1* squares (starship scale)
Ranged 2 turbolaser batteries +9** (see below) and
2 point-defense laser cannon batteries +9 (see below)
4 tractor beam batteries +9** (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +78
Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 126, Dex 4, Con —, Int 16
Skills Initiative −8, Mechanics +6, Perception +6, Pilot −8, Use Computer +6

Crew 1,000 (normal); **Passengers** 2,000 (technicians)
Cargo 600,000 tons; **Consumables** 1 year; **Carried Craft** 20 shuttles, 150 work pods
Hyperdrive ×4 (backup ×12), navicomputer
Availability Licensed; **Cost** 100,000,000 (45,000,000 used)
* *The spacedock cannot move with a docked starship.*
** *Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +9 (-11 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser cannon battery (4 gunners)
Atk +9 (+4 autofire), **Dmg** 2d10×2

Tractor beam battery (4 gunners)
Atk +9 (-11 against targets smaller than Colossal), **Dmg** — (grapple +78)

Chapter X
The Galactic Empire





The Galactic Empire is one of the most feared, hated, and despised governments in the history of the *Star Wars* saga. In the Legacy era, the Empire has risen again, despite having once been reduced to a mere fraction of its power following the heroics of Luke Skywalker and his generation of heroes. With the Empire once again in control of the galaxy, innocent lives are lost, freedom is repressed, and the galaxy is once again in the hands of a totalitarian dictator and his corrupt, power-mad servants who abuse the rights of those they rule over. The galaxy has been plunged into darkness once more, and the atrocities of the Rebellion era have returned, this time at the hands of a Dark Lord of the Sith who wears his title overtly, letting the galaxy know that, while the Empire is their government, the Sith are their masters.

Darth Krayt's Empire

When most citizens of the galaxy speak of the Galactic Empire, they are referring to the Empire ruled by Darth Krayt. This Empire is vast and galaxy spanning, just like the Empire from which it was originally born. The Galactic Empire stretches from the Deep Core to the Outer Rim, and through a resurgence in Imperial influence, there is hardly a world that is untouched in some way by Krayt's Empire. The Empire ruled by Darth Krayt is known to almost all sentient beings in the galaxy, though the farther one gets from the Galactic Core the less an individual is likely to have interacted with the Empire in some way. Only in the Unknown Regions and in Wild Space are there entire sectors free of Imperial influence; even distant Outer Rim worlds have Imperial garrisons and regional governors.

Darth Krayt's Empire is nearly identical in philosophy, form, and function to Palpatine's Galactic Empire, as the former is merely a continuation of the latter. After Palpatine's death, the Galactic Empire is reduced to controlling a small number of sectors. After the Yuuzhan Vong invasion, the Empire begins slowly regaining popularity, even after joining the Galactic Alliance. Meanwhile, the Sith are secretly growing more powerful on Coruscant, awaiting a moment to emerge and reclaim the galaxy. With the spectacular failure of the Ossus Project (orchestrated by the Sith to throw blame upon the Yuuzhan Vong), the Empire is spurred into action, drawing a number of new worlds into its fold. These are but the first pebbles in an avalanche, and soon all-out war breaks out between the newly resurgent Empire and the Galactic Alliance. Along the way, the Sith approach Moff Nyna Calixte with a proposal, promising to join the war on the side of the Empire and counter the Jedi, who were tipping the war in the Galactic Alliance's favor. Calixte brings the proposal before the Council of Moffs, who pressure Emperor Roan Fel into accepting the Sith proposal, just as they had pressured him into the war in the first place. With that acceptance, the Sith join the war.

By the end of the war, the Sith have revealed themselves, the Alliance is shattered, and the galaxy is under Imperial control. The decisive battle comes at Caamas, where the Empire forces the Galactic Alliance to surrender. Darth Krayt deposes Emperor Fel and takes the throne for himself, completing the transition from a galaxy under Alliance rule to one under the sole dominion of the Galactic Empire. In most ways, the Galactic Empire is the same as it has always been: The Empire uses oppression and tyranny to ensure order, and the Sith rule the galaxy. There are a few significant differences between Palpatine's Empire and Darth Krayt's Empire, however.

Krayt's Sith Lords operate in the open, unlike the secret apprentices and dark Force-users that served under Palpatine and Darth Vader. Similarly, this new Empire has abandoned much of its humanocentrism, and is far more accepting of alien species within its ranks. Perhaps this is a lesson learned from both the actions of Grand Admiral Thrawn and the strength of the Rebel Alliance, but Darth Krayt's Empire knows few species-based prejudices (though by sheer numbers Humans remain the most common agents of the Empire).

By and large, the Galactic Empire following the Sith-Imperial War is philosophically, organizationally, and functionally similar to the Galactic Empire under Palpatine. Noting the exceptions listed in this chapter, Gamemasters can feel free to pull almost any concept from the Galactic Empire under Palpatine and bring it forward to use in a Legacy era campaign. For example, just because this chapter does not delve into the organization of Imperial Intelligence doesn't mean you shouldn't use Imperial Intelligence in your games; after all, this is the Empire risen to power once more, and many things that worked for Palpatine continue to work for Darth Krayt.

The Sith Lords

The Sith fill a variety of roles in the new Galactic Empire. This begins at the top with the man who sits upon the Imperial throne on Coruscant, Darth Krayt. Krayt is the supreme ruler of the Empire, and his word is law. The Emperor rules over the Council of Moffs as well as over the other Sith Lords, making him the leader of the two greatest factions of the Galactic Empire. Darth Krayt also serves as the Sith Lord who has dominion over Coruscant, and commands the Coruscant Defense Fleet and all of the military forces on the world. Both Sith and Imperial alike bow before Darth Krayt.

Below Darth Krayt are the Sith Lords, who are taught in the Sith tradition. When a potential Sith candidate is found, whether young or seasoned, he is placed under the tutelage of an existing Sith Lord, serving as an apprentice until such a time as his or her training is complete. At that time, the Sith apprentice undergoes a right of passage that sometimes (though not always) requires the apprentice to slay his or her master. Being chosen as a Sith Master is a great honor, but not one without peril; it can be a new way to bring powerful Sith into the galaxy, but it can also be a convenient way for Darth Krayt to dispose of a troublesome and ambitious Sith Lord. Additionally, Darth Krayt himself oversees many aspects of a Sith apprentice's training, the final days of which usually take place on Coruscant.

The Sith Lords have several responsibilities within the Empire, which are handed down from Darth Krayt himself. One of the most important responsibilities is acting as an overseer of military forces. This can mean being assigned to an individual squad of soldiers, or being given command of an entire fleet of starships. Not every fleet or sector army has a Sith Lord in command, but most do; these Sith Lords are outside and above the military command structure, much as Darth Vader was over the forces of Palpatine's Empire. The Sith Lords command the military forces under their control, make field promotions and execute those officers who fail them, and direct the Empire's resources to stamp out dissent and sedition. When a Sith Lord is assigned to a military unit of any size, none under his command can oppose his wishes.

Other Sith Lords are given dominion over regions, sectors, or individual planets. Most of the Core Worlds are so heavily populated that they require their own Sith Lord to oversee affairs. These Sith are usually assigned alongside Moffs and other regional governors, though like their position in the military, the Sith Lords are outside and above the typical bureaucracy. Much as Darth Krayt rules over the Empire from his throne, many Sith Lords sit on thrones (both literal and figurative) of star systems and sectors. Sith Lords placed in rulership positions may be given domains of varying size, usually depending on the population of those areas; while some Sith Lords rule over individual Core Worlds, the same Sith Lord might rule over every planet in the Minos Cluster.

The final, and some might say most sinister, duty of the Sith Lords is to hunt down and capture (or kill) Jedi who remain active in the galaxy. The new Empire has no need of an Inquisitorius, as Palpatine did. The Sith Lords serve the same purpose as the Inquisitors, and captured Jedi are brought to Coruscant to be tortured and interrogated by Darth Maladi. Combined with the bounty on the heads of all Jedi, the Sith Lords have managed to capture and kill hundreds of Jedi who escaped the initial destruction of the Ossus academy. Some Sith Lords are assigned to this duty exclusively, working alone to seek out hidden Jedi and expose them; others do so while holding a military post or rulership position.

"He is your servant, my lord, as are we all. We live or die as you command."

-Darth Wyyrlok

The Emperor's Hands

A select few Sith Lords are given the title of Emperor's Hand, a tradition that Darth Krayt has resurrected from the days of Palpatine. These Hands function as the Emperor's agents throughout the galaxy, performing secret tasks at Krayt's whim. The position of Emperor's Hand is one of great honor, and it is fought over among the Sith Lords viciously. Many of the Sith struggle to prove their worthiness to Darth Krayt in hopes of becoming the next Hand, both to become one of the Emperor's most trusted agents but also to get close enough to him to be in position should the Emperor stumble and the chance to strike him down arise. Rumors exist that Krayt has at least one non-Sith Hand, though none of the Sith Lords have ever seen or heard from such an individual.

The Council of Moffs

The Council of Moffs is the highest ruling bureaucratic body in the Empire. The Council consists of those individuals who have reached the highest rank in the Imperial government to become leaders of various organizations within the Empire. The Council consists of the Director of Imperial Intelligence, the Director of the Imperial Diplomatic Corps, the Supreme Commander of the Empire's military forces, the Grand Admiral in command of the Imperial Navy, the General in command of the Imperial Army, and the Director of the Imperial Mission. This balance between three civilian leaders and three military leaders helps ensure balance within the council. Additionally, each of the members of the Council of Moffs has control over a single sector, making them governors of the people as well as organization heads.

The Council of Moffs makes all of the high-level decisions that affect the whole of the Empire. Though they answer to the Emperor, Darth Krayt does not typically trouble himself with the more bureaucratic matters of state, leaving the act of ruling much of the Empire in the Council's hands. In many ways, the Council of Moffs serves much as the Imperial Senate did in the days before its dissolution under Palpatine, though with fewer members, decisions are reached rather more quickly. For a matter to be brought before the Council of Moffs, it must be of extreme importance, as the lives of billions depend on their decisions. Lesser matters of state are handled by the individual Moffs and other regional governors throughout the galaxy.

Although the Council supposedly comes together to make decisions for the greater good of the Empire, there are clearly signs of suspicion between the Moffs. The Council is often divided on a variety of issues, and none of the Moffs seems to truly trust the others. However, a collective fear for the power of the Sith keeps the Moffs from squabbling among themselves too much, and thus far none of their political maneuvering has caused too much unrest.

Regional Governors & Sector Government

Most planets in the Empire are actually ruled directly by Moffs and other regional governors. The galaxy is broken down into sectors, each of which has an Imperial body overseeing it. The actual nature of this body can vary from sector to sector; a sector with a lower population, such as the Kathol Sector, might be ruled over by a single Moff with a sector government under his control. Other sectors with higher populations might require several Moffs working together, as well as expansive governments that include multiple smaller systems and planetary governments within their ranks. The actual form of the sector government varies widely, ranging from single dictatorships and triumvirates to sector councils and even small senates. Despite the differences in the ruling bodies of all of these sectors, they all follow the laws and philosophies of the Empire.

The Moffs are the chief ruling officials in the Galactic Empire. The Moffs are among the Empire's most loyal and dedicated servants, and as a reward for their service they are given control over planets, systems, and even entire sectors. The title of Moff is granted wholly by higher-ups in the Imperial bureaucracy, with most Moffs being appointed by decree of either the Council of Moffs of the sector government. Each Moff brings a distinctive style of rulership to his or her domain, and the beings who live under a particular Moff's rule usually have at least a passing familiarity with that Moff, much as they would any planetary leader.

Some worlds still retain at least a shell of their original planetary government, though with Imperial oversight. Democratic worlds may still elect their own officials, though in effect most of those rulers become little more than puppets or figureheads of Imperial rule. Most worlds, however, have accepted Imperial rule and use an Imperial bureaucracy in place of whatever government they had before. If a planetary government still exists, it must obey the commands and laws of the Galactic Empire, and Imperial troops are always positioned on these worlds to ensure that Imperial decrees are followed to the letter.

Planets, systems, and sectors each have their own defense and police forces as they did under their own authority. Most of these forces fall under the control of the local government, but with serious Imperial oversight. Additionally, the Empire maintains its own defense forces at the sector and planetary level, which fall under the purview of the Imperial Navy and the Imperial Army.

Independent Affiliates

The Empire has a number of "independent affiliates." These primarily consist of sectors or hegemonies that have their own independent hierarchy. For example, both the Hapes Consortium and the Chiss Ascendancy are considered independent affiliates of the Empire. Though they technically do not fall under Imperial rule (as their governments are not part of the Imperial bureaucracy), they are no less influenced by the might of the Galactic Empire. In these cases, the Empire has not conquered them by force, but by diplomacy. These governments ostensibly continue to rule over their worlds, but there is strong Imperial influence. These independent affiliates usually have a strong Imperial military presence (according to the diplomats, this is merely part of the Empire's obligation to protect its allies), and Imperial officials might hold posts in the affiliate's government.

A tenuous balance exists with these worlds. In the case of these individual affiliates, most feel as though they have retained their autonomy in the face of the all-encompassing Empire. However, in truth the Empire holds nearly as much sway in these areas as it does in its own holdings. The rulers of these affiliated states know that, should the Empire desire to conquer their domain, there would be little that could be done to stop the Empire from seizing control.

Imperial Legacy

One of the most appealing aspects of the Legacy era is the fact that items from the past have just as much of a place in the present as they did in bygone eras. Nowhere is this more true than in the case of the Empire. Almost any weapons, piece of technology, character archetype, or concept that held true in the Dark Times, Rebellion era, or New Republic era is perfectly acceptable for use in the Legacy era. For example, the Galactic Empire under Palpatine had dozens of different types of stormtroopers, including RadTroopers, Imperial Storm Commandos, Jumptroopers, and so forth. The Empire under Darth Krayt has all of these things as well, and more. Gamemasters might need to adapt some concepts to the realities of the Legacy era, but for the most part anything that has existed in the past for the Empire can exist for the Empire in the Legacy era.

The Sector Rangers

One major component of Imperial leadership in the galaxy falls under the purview of the Sector Rangers. An organization that has existed since the days of the Old Republic, the Sector Rangers serve as the ultimate law enforcement officials at the sector level. Like Palpatine, Darth Krayt has made sure to put the Sector Rangers under direct Imperial control. In this time period, as during the Rebellion era, the Sector Rangers act as a police force that enforces Imperial law across sector and planetary boundaries, with a jurisdiction rivaled only by the Sith Lords in charge of the Empire. The Sector Rangers continue to uphold the law, regardless of the lawmakers, and act as a space-based police force that operates across all governmental boundaries.

The New Nobility

When the Empire begins its drive to once again conquer the galaxy, the Council of Moffs looks back on their own history at some of the events and decisions that helped Palpatine solidify his own power base during the turmoil of the Empire. One of the best ways he was able to ensure that the Empire could grow to great power was to woo the nobility of the galaxy by increasing their power and wealth.

With much of the Empire's nobility long gone, the Council of Moffs decides to create a caste of new nobility on conquered worlds. When the Empire conquers a world (whether by force or diplomacy), one of the first steps is to identify the most influential beings on that world and bribe them with credits, power, and luxury. The Empire buys the loyalty of planetary rulers, and in turn assures the cooperation of those worlds.

This tactic is attempted on Bothawui, with some success. Influential Bothans, always eager to increase their power, are quickly swayed by the Empire's promises of more wealth and influence. Although the act creates civil unrest, as the proud Bothan people express their resentment of those who accept the Empire's bribes, the Empire manages to subdue a world that has, in the past, proven rebellious and troublesome.

The result of this philosophy is that a caste of newly wealthy nobles has come into being across the galaxy, all with loyalty to the Empire based on power and an influx of credits. When the Sith seize control, the transition to the new Emperor is swift and smooth, and now across the galaxy there are hundreds of new nobles on thousands of worlds of every species imaginable, all newly wealthy, newly powerful, and dedicated to the success of the Empire.

Sith Spies

Outside of the realm of Imperial Intelligence, there are spies who report directly to the Sith Lords. Every Sith Lord has his or her own network of Sith spies, who report directly to that Sith Lord with whatever news they have to convey. Some of these networks can be quite extensive, while others consist of only three or four operatives throughout the galaxy. Typically, these Sith spies are not Force-sensitive, but instead curry the favor of their dark masters by passing along secrets and whispers that they pick up on their worlds. It is partially because of these spies that the Sith Lords seem almost omniscient, as news, rumors, and secret information funneled directly to them by their spies often has the advantage of being much faster than knowledge gained through Imperial Intelligence.

Sith spies are typically individuals who feel little or no loyalty to their people or planet. They choose to serve the Sith Lords for personal gain; most Sith reward their spies handsomely for information that proves useful. These Sith spies can be of any species, or any walk of life, and usually they never reveal their true occupation to the people around them. For most Sith spies, anonymity is everything, and nearly anyone you speak to could be a spy for some Sith Lord. When a Sith spy learns something of importance, he or she transmits the data via secure connection over the HoloNet to the Sith Lord, ensuring that only the master they serve receives the information. If the information is of particular importance or is so secret that it cannot be entrusted to electronic communication, the Sith Lord will often demand that the spy present the information in person. These spies will do everything in their power, even kill, to maintain their secrecy.

The Sith spies were born out of the mistrust of the Sith Lords, both for one another and for the Imperial bureaucracy. Most of the Sith Lords regard the Empire as little more than a vehicle for their own domination of the galaxy, and care little for the philosophies of Imperial dogma. As such, rather than entrust knowledge that could be the difference between total domination of the galaxy and their own deaths to the hands of Imperial Intelligence, the Sith Lords maintain their own information pipelines. The Sith Lords also keep their spies secret from one another so that their information pipelines aren't compromised by ambitious rivals.

The Imperial Mission

An institution nearly as old as the Galactic Alliance, the Imperial Mission is a special branch of the Galactic Empire intended to bring the influence and order of the Empire peacefully to worlds throughout the galaxy. The Imperial Mission provides help and aid to worlds in need, all in the name of the Galactic Empire. By doing so, it encourages beings throughout the galaxy to associate the Galactic Empire with benevolent and helpful acts, not the tyranny and hatred that has long been the Empire's legacy. The Imperial Mission operates outside of the normal Imperial bureaucracy, though its head (currently Konrad Rus) is given the rank of Moff as an honorific, a symbol that the Imperial Mission is just as important to the Empire as its Army or Navy.

The Imperial Mission helps spread the Victory Without War program, which initially targets worlds ravaged by the Yuuzhan Vong invasion but eventually comes to support worlds that have suffered catastrophes of any sort. When a world suffers from some calamity, whether small or large, the Empire sends in its missionaries to assist. All the missionaries ask in exchange is to set up a branch of the Imperial Mission on that world, a permanent structure that, like political embassies, provides a safe place for the missionaries to sleep and work. When an Imperial Mission has been established, the missionaries then go out into that world and render whatever help is needed, from reconstruction efforts to simple counseling and comfort. Through all this, the Mission promotes many of the more peaceful doctrines of the Empire: obedience to the law, order and discipline, and working together toward a greater good.

The Imperial Mission is a volunteer organization that serves as a way for individual citizens to get involved with the Empire. Since not everyone has the opportunity to enter the Imperial Academy, the Imperial Mission offers everyday citizens the chance to work for the Empire and accomplish the Empire's goals, particularly the peaceful ones at the heart of the Victory Without War program. Most missionaries join in order to help their fellow beings, or as a means of showing support for the Empire. These missionaries sometimes go on to serve the Empire in even greater ways; for example, Joker Squad stormtrooper Jes Gistang entered Imperial service through the Imperial Mission, but eventually was chosen for service in the stormtrooper corps.

When Darth Krayt seizes the Imperial throne, many Moffs lobby for the Emperor to dissolve the Mission. However, much to their surprise, Darth Krayt allows the Mission to continue its work. Thanks to the devastation wrought by the Sith-Imperial War, the Imperial Mission has no shortage of work to do on worlds across the galaxy.

In truth, Darth Krayt keeps the Imperial Mission active for one reason: The Mission serves an ulterior purpose, that of an information gathering organization. When devastated worlds welcome the Imperial Mission onto their planets, they allow agents of the Empire, albeit benevolent ones, into their territory. The Imperial Mission serves as silent eyes and ears that are easily (and conveniently) forgotten as agents of the Empire. The Imperial Mission watches, listens, and collects what it learns, passing it along to the Empire in secret. In many ways, the Imperial Mission is as much a spy organization as Imperial Intelligence, though the Imperial Mission has the benefit of operating in plain sight. Moff Konrad Rus, the leader of the Imperial Mission, reports directly to the Emperor himself.

Skull Squadron

One of the most elite starfighter squadrons in the galaxy, Skull Squadron is a force of pilots assigned to the defense and security of Coruscant. Consisting of the best pilots culled from squadrons throughout the galaxy, Skull Squadron is made up of a relatively small number of Imperial pilots that specialize in the operation of the *Predator*-class starfighter. Other elite starfighter squadrons within the Empire, such as the 181st Imperial Fighter Wing, operate as a part of naval operations throughout the galaxy, typically being assigned to a single fleet or task force and remaining mobile. Skull Squadron (whose formal listing in the ranks of the Imperial Navy is the 1st Imperial Center Core Defense Squadron) is instead assigned to Coruscant and concerns itself almost exclusively with the defense of the Imperial capital and its citizens.

Though protecting Coruscant from danger is Skull Squadron's primary mission, sometimes that duty requires them to take on missions elsewhere in the Core Worlds. During the last days of the Sith-Imperial War, for example, Skull Squadron was assigned to protect the convoy that brought Emperor Roan Fel (and his imposter) to Coruscant to claim the recently captured world. Likewise, during the days following the end of the war, Skull Squadron has been responsible for missions targeting pirates, rebels, and smugglers both above Coruscant and throughout the Core and Deep Core. If Skull Squadron takes on a mission away from Coruscant, that mission almost always has repercussions that reach back to the capital planet or the highest-ranking officers of the Empire. Skull Squadron has, from time to time, accompanied Sith Lords on Jedi-hunting missions, particularly when the threat of space combat is present.

As with many elite fighter groups, entry into Skull Squadron is by invitation only. The leader of Skull Squadron is appointed by the Moff Council, usually at the recommendation of the Grand Admiral of the Imperial Navy. Skull Squadron's commander is responsible for recruiting and maintaining pilots in the squadron, who are chosen based on their existing records. There are no rookie pilots in Skull Squadron, though many rookies believe that getting stationed to one of the other fighter squadrons based out of the Core Worlds increases one's chances of being noticed. In truth, when it comes time to make a replacement within the squadron, region of assignment is neither boon nor barrier to selection for Skull Squadron.

The roster of Skull Squadron changes frequently, but only in small amounts (as Skull Squadron has only infrequently suffered the heavy losses associated with a larger roster change). The current commander of Skull Squadron is Gunn Yage, the daughter of Moff Rulf Yage.

Joker Squad

The stormtrooper squad known as Joker Squad is a perfect example of one of the biggest changes to the Empire in the Legacy era. In the past, many stormtroopers were clones, indoctrinated trainees, and poorly trained recruits who were treated as faceless, expendable troops. Joker Squad represents a new breed of stormtrooper. With the stormtroopers who fought in the Clone Wars long dead and total brainwashing less common as an Imperial practice, the stormtroopers of the new Empire are recruited for their desire to help impose order and protect Imperial citizens from lawlessness. Joker Squad (and other stormtrooper squads just like it) consists of highly competent individuals who are more creative and have more personality than the stormtroopers of the past.

This increase in individuality among stormtroopers has not dulled their zeal for the Empire, nor has it changed the fact that stormtroopers are uncompromising agents of the Emperor's will. Squads such as Joker Squad allow their members to develop bonds with one another, encouraging teamwork and personal leadership, in the hopes of creating troops that are barely more than automatons. These unique squads also tend to allow specialization within their ranks; where in the past a squad of stormtroopers was more like a homogenous unit with all the same skills, Joker Squad and similar stormtrooper groups include heavy weapons specialists, engineers, demolitions experts, and stealth experts among their ranks. Though all the stormtroopers receive basic training in these areas, having a specialist within the squad means that the squad can be used for a wider variety of missions.

Roan Fel's Empire-in-Exile

When Darth Krayt deposes Emperor Roan Fel, killing his body double and seizing the throne, he does more than install himself as the ruler of the galaxy: He creates a faction within the Empire that rebels against Sith rule. Following Krayt's ascent to the position of Emperor, Roan Fel, the third Emperor of the Fel Dynasty, flees with his most loyal associates into exile. Retreating to Bastion, Roan Fel sets up his own Empire-in-exile, drawing his most trusted allies close to him and opposing Darth Krayt's Empire.

Roan Fel's Empire is mostly the same as the Empire as it existed prior to the conclusion of the Sith-Imperial War. It has the same technology, the same kinds of troops, and many of the same philosophies as Krayt's Empire. The difference between the two Empires is that Roan Fel rules his with hard benevolence, while Krayt continues to rule as a tyrant. Roan Fel's Empire is no friend of the Sith, and despite only semi-successful efforts to court alliances with both the Galactic Alliance Core Fleet and the remaining Jedi, the Empire-in-exile has managed to repel Darth Krayt's forces and foil attempts on the lives of both Roan Fel and his daughter, Marasiah.

AN AT-RCT FIRES ON ROAN FEL'S LOYALISTS.



The existence of this rebellious Imperial faction sows turmoil within the Galactic Empire. Those loyal to Darth Krayt have been charged with hunting down and exterminating those who defected to Roan Fel's side, leading to constant conflicts between two Imperial forces. Moreover, Roan Fel's survival breeds mistrust among those in Krayt's Empire, as there is often no way to tell to which Emperor a given Imperial agent is loyal. Officers eye one another warily, never knowing whether they are secretly dealing with a traitor who supports Roan Fel or a lapdog of the Sith.

Roan Fel's Empire is constantly working to undo the deeds perpetrated by the Sith usurper on the Imperial throne. Though this Empire-in-exile must work covertly, there have been many full-scale military encounters between the two factions. Meanwhile, Fel's agents continue to undertake clandestine missions to win planets over to his faction, hoping that one day the number of planets loyal to Fel will be great enough that he can launch an assault on the Sith and have the backing to depose Darth Krayt and drive the Sith from the galaxy.

The Imperial Knights

The Imperial Knights are the personal bodyguards of Emperor Roan Fel. Trained in a variation of the Jedi arts, the Imperial Knights wield lightsabers and the Force as weapons in the defense of their Emperor. Based on Bastion, the Imperial Knights are few in number, but are sworn to act to protect the Emperor at all times. Additionally, the Emperor (himself trained as an Imperial Knight) gives the Knights orders and sends them on missions of utmost importance.

Imperial Knights are trained on Bastion and learn under a very different training regimen than the Jedi use. Training of Imperial Knights is usually harsh, but not cruel like the Sith. Another difference between the Jedi and the Imperial Knights is that the Imperial Knights train strictly for combat, not contemplation. The deeper mysteries and philosophies of the Force are of little use to the Imperial Knights, who are concerned only with the way the Force can be used as a tool to protect themselves, their comrades, and above all, their Emperor. That is not to say that the Imperial Knights are not aware of or concerned with the dark side of the Force; rather, the Imperial Knights teach strict mental discipline and obedience to orders, making them less susceptible to the strong emotions that draw unwary students to the dark side.

The Imperial Knights wear specially crafted armor that uses materials found in the armor of one of the greatest Imperial duelists of all time, Darth Vader. Where Vader's armor was built to intimidate as well as protect, the Imperial Knights wear armor that is purely functional. That, combined with their lightsabers and cortosis gauntlets, leaves them constantly prepared for combat no matter where they are. Like most bodyguards, the Imperial Knights are extremely protective, and their vigilance borders on paranoia at times.

Stormtroopers

Though not a trait exclusive to Roan Fel's Empire, stormtroopers in the Legacy era can be of any number of species, and the Empire recruits both male and female troopers. This new breed of stormtroopers, hailing from hundreds of different worlds throughout the Empire, seems to be more common in Roan Fel's Empire-in-exile than in Darth Krayt's Empire, but only because the Fel dynasty has gone out of its way to draw members of other species into the Empire's ranks. As a result, the stormtrooper corps of the Fel Empire are far more diverse than in the days of Emperor Palpatine.

Imperial Personnel

The Galactic Empire makes use of a wide variety of agents, some of whom have distinct specialties. The following generic characters can be used to flesh out encounters featuring the Empire as enemies. Gamemasters should also feel free to use generic Imperial characters from past eras, as well.

Imperial Knight

The Imperial Knights are among the most talented and dangerous Force-users in the galaxy. Skilled in combat, they train under the tutelage of their Imperial masters, learning all they need to know to defend Emperor Roan Fel against all those who would harm him. The Imperial Knights are skilled with both the lightsaber and with the Force, and make extensive use of combat armor, including their special cortosis gauntlets designed to stop lightsaber attacks. From the start of their training until they reach full knighthood, the Imperial Knights learn how use the Force to transform themselves into living weapons and shields.

The Imperial Knights train on Bastion, under the watchful eye of the Emperor. When a new potential student is identified, that student is drafted into Imperial service and placed under the tutelage of a veteran Imperial Knight. From that point on, the student trains under that Imperial Knight (with occasional assistance from other Knights) until reaching the point where knighthood is warranted. This training can take years and can be very harsh; however, no students fail out of Imperial Knight training, because the Empire demands success and always gets it. Upon achieving knighthood, an Imperial Knight serves the Emperor as a bodyguard and an agent, fighting alongside his or her brothers and sisters until death.

Imperial Knight **CL 11**
Medium Human Jedi 7/Imperial Knight 4
Force 5
Init +16; **Senses** Perception +11
Languages Basic

Defenses Ref 29 (flat-footed 27), Fort 28, Will 25
hp 107; **Threshold** 28

Speed 4 squares
Melee lightsaber +16 (2d8+11) or
Melee lightsaber +14 (3d8+11) with Rapid Strike
Base Atk +11; **Grp** +14
Atk Options Rapid Strike
Special Actions cortosis gauntlet
Force Powers Known (Use the Force +16): *battle strike, Force slam, rebuke, surge*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 13
Talents Armor Mastery, Block, Deflect, Force Intuition, Redirect Shot, Oath of Duty
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Improved Defenses, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +16, Perception +11, Pilot +12, Use the Force +16
Possessions Imperial Knight battle armor, cortosis gauntlet, lightsaber (self-built), comlink, various personal belongings

Imperial Missionary

Choosing to serve the Empire as a part of the Victory Without War program, an Imperial Missionary has dedicated his or her life to bringing peace, aid, and order to the ravaged worlds of the galaxy. An Imperial Missionary is usually idealistic, though not always naïve, and truly believes that the philosophies of the Galactic Empire can bring galaxy-wide peace and prosperity. Imperial Missionaries are confronted daily with the horrors of war, and they see it as their task to make sure other worlds are not devastated by similar chaos. For the Imperial Missionary, the Empire's doctrine of order and obedience can only lead to the end of war.

Most Imperial Missionaries begin their service as young adults. Entrance to the Imperial Mission is on a completely volunteer basis, and working in the Imperial Mission can usually lead to greater things within the Empire. Some who enter the service of the Mission do so with the express intent of achieving a higher rank within the Imperial hierarchy. For these Missionaries, volunteer service is just another step on the ladder to success, just as going to the Imperial Academy or earning a post in the bureaucracy would be. These ambitious Missionaries may still believe that their peaceful message does serve the greater good, but it is not their sole reason for entering the service. More ambitious Missionaries are usually working toward a specific goal, and are sometimes willing to break the Mission's code in order to get what they want.

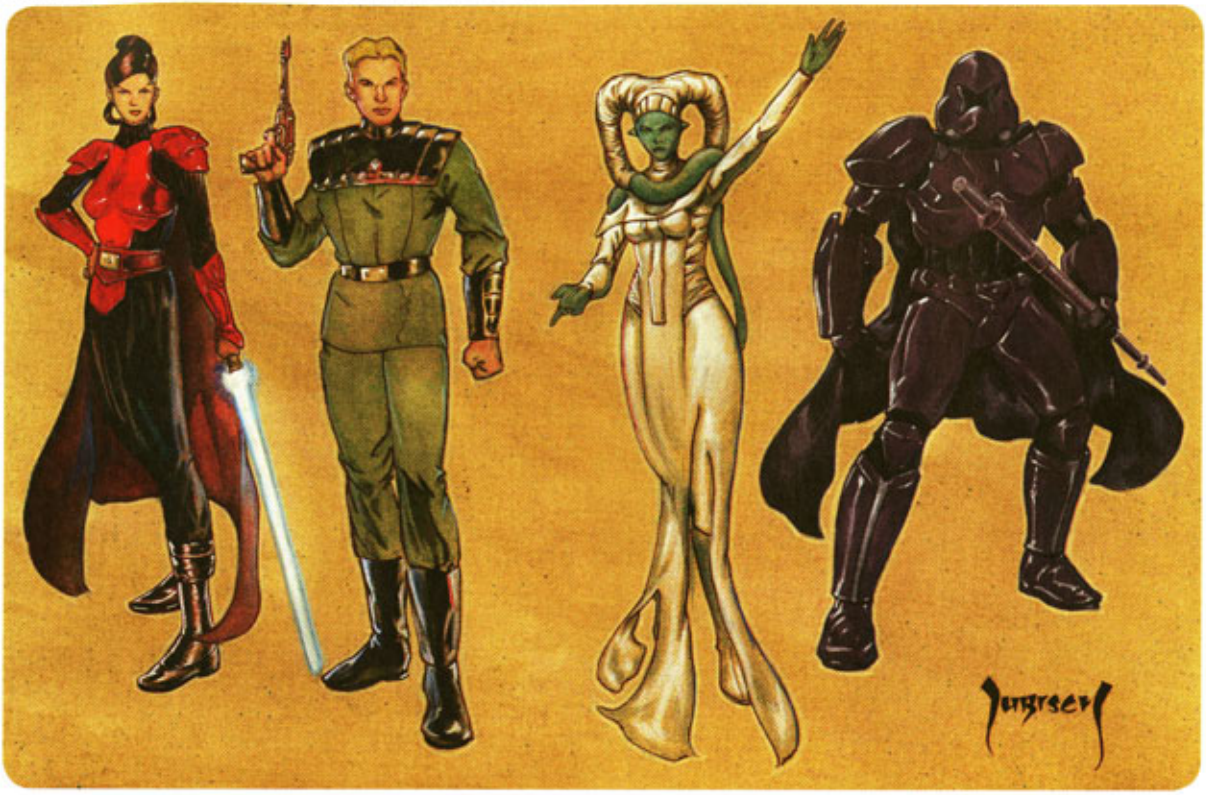
Imperial Missionary **CL 4**
Medium Human nonheroic 3/noble 3
Init +3; **Senses** Perception +10
Languages Basic plus 3 additional languages

Defenses Ref 14 (flat-footed 14), Fort 13, Will 17
hp 18; **Threshold** 13

Speed 6 squares
Melee unarmed +3 (1d4)
Ranged by weapon +4
Base Atk +4; **Grp** +3
Special Actions Educated, Spontaneous Skill

Abilities Str 9, Dex 10, Con 10, Int 13, Wis 14, Cha 14
Talents Educated, Spontaneous Skill
Feats Linguist, Skill Focus (Knowledge [social sciences][H], Perception, Persuasion, Use Computer), Skill Training (Knowledge [social sciences], Use Computer), Weapon Proficiency (simple weapons)
Skills Knowledge (social sciences) +15, Perception +15, Persuasion +15, Treat Injury +10[H], Use Computer +15
Possessions Imperial Missionary uniform, comlink, credit chip, datapad
[H] *Human bonus feat or trained skill.*

Left to right: Imperial Knight, Imperial Officer, Imperial Missionary, Knighthunter.



Joker Squad Stormtroopers

A new and diverse squad of stormtroopers, Joker Squad remains loyal to Darth Krayt despite the misgivings of some of its members. A part of the 407th stormtrooper division, Joker Squad is responsible for the elimination of the 908th stormtrooper division, which had defected to the Emperor-in-exile, Roan Fel. Joker Squad encounters the rebellious stormtroopers on Borosk and manages to defeat the rebels, though Joker Squad is killed almost to a man. The reformed Joker Squad operates under the command of Ran "Hardcase" Harkas, who has rebuilt the squad since the Battle of Borosk.

Joker Squad is a specialized squad that employs combat engineers, heavy weapons specialists, and demolitionists. Though relatively young, Joker Squad has embraced the mantra of the new Empire and has become one of the stormtrooper squads most capable of handling a wide variety of missions. The individual members of Joker Squad, referring to themselves as Jokers, are encouraged to bring their own unique skill set and opinions to the table when planning any mission.

Joker Squad Stormtrooper **CL 3**
Medium Human nonheroic 9
Init +4; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 23; **Threshold** 12

Speed 6 squares
Melee unarmed +8 (1d4+2)
Ranged ARC-9965 blaster rifle +8 (3d8) or
Ranged ARC-9965 blaster rifle +3 (5d8) with Burst Fire or
Ranged frag grenade +7 (4d6)
Base Atk +6; **Grp** +7
Atk Options Burst Fire, Coordinated Attack, Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +9, Perception +10
Possessions stormtrooper armor, ARC-9965 blaster rifle, 2 frag grenades, utility belt with medpac

LEFT TO RIGHT: ALIEN STORMTROOPER, IMPERIAL PILOT, IMPERIAL ARMY OFFICER, JOKER SQUAD STORMTROOPER.



Joker Squad Demolitionist CL 3
Medium Human nonheroic 9
Init +4; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 23; **Threshold** 12

Speed 6 squares
Melee unarmed +9 (1d4+2)
Ranged ARC-9965 blaster rifle +7 (3d8) or
Ranged frag grenade +8 (4d6)
Base Atk +6; **Grp** +7
Atk Options Coordinated Attack, Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Focus (Mechanics), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +14, Perception +10
Possessions stormtrooper armor, ARC-9965 blaster rifle, 2 explosive charges, 2 frag grenades, utility belt with medpac

Joker Squad Heavy Weapons Specialist **CL 3**
Medium Human nonheroic 9
Init +4; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 23; **Threshold** 12

Speed 6 squares
Melee unarmed +8 (1d4+2)
Ranged ARC-9965 blaster rifle +7 (3d8) or
Ranged heavy blaster cannon +8 (4d12, 1-square splash) or
Ranged frag grenade +7 (4d6)
Base Atk +6; **Grp** +7
Atk Options Coordinated Attack, Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Knowledge (tactics) +9, Perception +10
Possessions stormtrooper armor, ARC-9965 blaster rifle, heavy blaster cannon, 2 frag grenades, utility belt with medpac

Knighthunters

A new breed of stormtroopers in the Empire, the Knighthunters are a special division of the Imperial Army that operates directly under the command of the Sith. Formally known within the Army command structure as the 1,001st stormtrooper division, the Knighthunters specialize in hunting down, capturing, and killing the remaining Jedi in the galaxy. Like other elite stormtrooper groups, the Knighthunters receive training and equipment that is far beyond that of normal soldiers. When a Sith Lord gets word of a Jedi on the run, he or she will often bring a detachment of Knighthunters on the mission to ensure that the Jedi does not escape, or worse, get the drop on the Sith Lord.

Knighthunters focus their efforts on neutralizing the Jedi by any means possible. They carry special phrik-laced electrostaffs, which have the ability to stand up to lightsaber attacks and give the Knighthunters the ability to fight in melee combat with the Jedi. Since the Jedi can deflect normal blaster shots, the Knighthunters use sonic weapons when they must resort to ranged weapons (though most Knighthunter strategies involve converging on a Jedi and swarming the target with melee attacks). The Knighthunter armor is based on the armor of the Coruscant Guard, though the armor is jet black.

The Knighthunters train under grueling conditions to learn how to defend against lightsaber attacks, Force powers, and enemies capable of incredible feats of acrobatics and athleticism. Moreover, much of this training comes at the hands of the Sith Lords themselves, who teach the Knighthunters how to fight against lightsaber-wielding foes. As with all Sith training routines, the fatality rate among Knighthunters in training is far higher than among all troopers.

Knighthunter **CL 7**
Medium Human nonheroic 7/soldier 5
Force 2; **Dark Side** 5
Init +14; **Senses** low-light vision; Perception +14
Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 22, Will 17 (see Immune below)
hp 57; **Threshold** 22
Immune +5 to Will Defense against Use the Force checks

Speed 6 squares
Melee electrostaff +14 (2d6+8) or
Melee electrostaff +12 (3d6+8) with Rapid Strike or
Melee electrostaff +12/+12 (2d6+8)
Melee electrostaff +10/+10 (3d6+8) with Rapid Strike
Ranged sonic pistol +13 (2d6+2 sonic)
Base Atk +10; **Grp** +13
Atk Options Dual Weapon Mastery II, Melee Defense, Rapid Strike

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10
Talents Armored Defense, Improved Armored Defense, Juggernaut
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Melee Defense[H], Rapid Strike, Toughness, Weapon Focus (electrostaff), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Initiative +14[H], Perception +14
Possessions Knighthunter armor, electrostaff, sonic pistol
[H] *Human bonus feat or trained skill.*

Sith Spy

Lackeys of the Sith Lords, Sith spies are hidden observers spread throughout the Empire and beyond. Every Sith spy answers to a single Sith Lord (few spies are bold enough to act as double agents for two Sith), and Sith spies are most common on worlds where anti-Imperial sentiments or Alliance sympathies threaten to undermine the authority of the Sith (such as on Bothawui or Dorin). Not every Sith spy is in a position to uncover major secrets just by virtue of his or her occupation or lifestyle; Sith spies are just as likely to be ordinary citizens as they are to be high ranking officers in the Imperial Navy or corporate agents in the Corporate Sector.

Sith spies prize, above all, their secrecy. A Sith spy will almost never reveal his or her affiliation, because to do so would mean certain death. Sith spies reap handsome rewards for their service, but only those who enjoy wealthy or prestigious positions have the ability to flaunt it. Most Sith spies serve their masters because of greed, though others might have different motives. A Sith spy might have a vendetta against one of his master's rivals, while another might simply believe that the Sith are good for the Empire.

Sith Spy **CL 3**
Medium Human nonheroic 9
Dark Side 2
Init +6; **Senses** Perception +10
Languages Basic plus 1 additional language

Defenses Ref 13 (flat-footed 11), Fort 11, Will 12
hp 23; **Threshold** 11

Speed 6 squares
Melee by weapon +7
Ranged blaster pistol +8 (3d6) or
Ranged hold-out blaster +8 (3d4)
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot[H]

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 13
Feats Improved Defenses, Point Blank Shot[H], Skill Training (Deception, Gather Information, Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Gather Information +10, Perception +10, Stealth +11, Use Computer +10[H]
Possessions blaster pistol, hold-out blaster, encrypted comlink, encrypted datapad, credit chip
[H] *Human bonus feat or trained skill.*

Skull Squadron Pilot

The pilots of Skull Squadron are among the most dedicated pilots in the galaxy. Skull Squadron's mission—the defense of Coruscant and all of its Imperial assets—keeps their skills honed, as they must maintain the security of one of the most heavily populated worlds in the galaxy. The pilots of Skull Squadron are handpicked for service by the squadron's commander and serve for as long as they are able to demonstrate their superior piloting skills. Though slip-ups usually result in pilot deaths, a few pilots have lived long enough to retire from Skull Squadron and go on to greater things, including Moff Rulf Yage.

"Stay frosty, Skulls."

-Gunn Yage

Though primarily a planetary defense force, the pilots of Skull Squadron are no strangers to engagements above other worlds and in the depths of space. However, Skull Squadron pilots spend countless hours performing maneuvers and training above Coruscant, learning to fly and fight between the towering skyscrapers found across the planet. A pilot in Skull Squadron must learn to maneuver between artificial structures, dodge airspeeders and incoming space traffic, and still pinpoint and destroy her prey. Flying in an urban environment can be extremely challenging, and that is why the members of Skull Squadron must have the quickest reflexes and the sharpest instincts.

Skull Squadron Pilot **CL 8**
Medium Human soldier 7/ ace pilot 1
Force 7; **Dark Side** 1
Init +12; **Senses** Perception +11
Languages Basic

Defenses Ref 26 (flat-footed 22), Fort 24, Will 20
hp 91; **Threshold** 24

Speed 6 squares
Melee unarmed +8 (1d6+5)
Ranged blaster pistol +10 (3d6+4) or
Ranged blaster pistol +8 (4d6+4) with Rapid Shot
Base Atk +7; **Grp** +10
Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot
Special Actions Elusive Dogfighter, Vehicular Combat

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10
Special Qualities vehicle dodge +1
Talents Armored Defense, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Martial Arts I, Point Blank Shot, Rapid Shot, Skill Focus (Pilot), Skill Training (Perception)[H], Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12[H], Mechanics +9, Perception +11, Pilot +17, Use Computer +9
Possessions armored flight suit, blaster pistol, comlink
[H] *Human bonus feat or trained skill.*

Influential Personalities

The following personalities shape the events of the Legacy era with their actions and are among the most well known beings in the galaxy. This section contains characters related to both Darth Krayt's Galactic Empire and Roan Fel's Empire-in-exile.

Nyna Calixte (Morrigan Corde)

A member of the Council of Moffs and the Director of Imperial Intelligence, Nyna Calixte is a cold, calculating woman whose ruthlessness is matched only by her ambition. Romantically involved with Moff Morlish Veed, Nyna Calixte was once married to Rulf Yage and is the mother of the commanding officer of Skull Squadron, Gunn Yage. As the Director of Imperial Intelligence, Nyna Calixte is in charge of the largest spy and information network in the galaxy (though the Bothans might disagree with that statement). Though she maintains her apartments on Coruscant, she also spends a good deal of time at the headquarters of Imperial Intelligence on Bothawui.



Nyna Calixte and her alter-ego, Morrigan Corde.

However, Nyna Calixte has a secret. She leads a double life as Morrigan Corde, a special agent for Imperial Intelligence that is not afraid to get a job done—whatever the costs. Calixte first assumed the persona of Morrigan Corde during the Sith-Imperial War, and in this guise she met and fell in love with Kol Skywalker. After giving birth to a son, Cade, Calixte returned to the Empire and abandoned her guise as Morrigan Corde. However, in recent times she has resurrected her alter ego to rescue her son from the clutches of Darth Krayt. Though she keeps this second identity secret still, Calixte is clearly torn between her love for her son and her duty to the Empire.

Nyna Calixte (Morrigan Corde) **CL 15**
Medium Human scout 4/ scoundrel 3/noble 7/gunslinger 1
Destiny 3; **Force** 7; **Dark Side** 8
Init +14; **Senses** Perception +20
Languages Basic, Bocce, Huttese, High Galactic, Gran, Ryl

Defenses Ref 33 (flat-footed 29), Fort 26, Will 30; Evasion
hp 77; **Threshold** 26

Speed 6 squares, fly 6 squares (jet pack); Running Attack
Melee unarmed +12 (1d6+8) or
Melee vibroblade +12 (2d6+8)
Ranged heavy blaster pistol +13 (3d8+7) or
Ranged concealed dart launcher +13 (3d8+7 stun) or
Ranged heavy assault blaster rifle +15 (3d10+7) or
Ranged snap shot blaster pistol +14 (3d6+7) or
Base Atk +11; **Grp** +14
Atk Options Debilitating Shot, Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack
Special Actions Evasion, Quick Draw, Skirmisher, Sneak Attack, Weaken Resolve

Abilities Str 12, Dex 15, Con 10, Int 14, Wis 17, Cha 16
Talents Debilitating Shot, Educated, Evasion, Improved Stealth, Presence, Skirmisher, Sneak Attack, Spontaneous Skill, Weaken Resolve
Feats Armor Proficiency (light), Careful Shot, Deadeye, Exotic Weapon Proficiency (concealed dart launcher), Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Shake It Off, Skill Focus (Deception, Gather Information, Perception), Skill Training (Deception), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)
Skills Climb +13, Deception +20, Endurance +12, Gather Information +15, Initiative +14, Jump +13, Mechanics +14, Perception +20, Pilot +14, Survival +15
Possessions (as Nyna Calixte) Moff's uniform, heavy blaster pistol, encrypted comlink, code cylinder
Possessions (as Morrigan Corde) concealed dart launcher, heavy assault blaster rifle, snap shot pistol, vibroblade, encrypted comlink, jet pack, credit chip

Darth Azard

A Quarren Sith Lord whose military instincts are well admired, Darth Azard is the Sith Lord in command of the Imperial Third Outer Rim Fleet. A competent military commander and a master of the double-bladed lightsaber, Darth Azard believes in many of the same philosophies as Darth Vader, whose history Azard has studied closely. Darth Azard believes that failure should be severely punished, lest order and discipline fall by the wayside. As a result, Azard is notorious for his battlefield demotions and promotions, and many who fight under his command fear ever rising to the rank of command.

Darth Azard feels no loyalty to the people of his homeworld and has embraced his role as a Sith. He relishes any chance to inflict punishment on the Mon Calamari, but his primary mission is to root out the Galactic Alliance Core Fleet and destroy it.

Darth Azard **CL 15**
Medium Quarren Jedi 3/soldier 5/Sith apprentice 4/Sith Lord 3
Destiny 2; **Force** 7; **Dark Side** 14
Init +15; **Senses** low-light vision; Perception +9
Languages Basic, Quarrenese

Defenses Ref 35 (flat-footed 32), Fort 32, Will 30; Block, Deflect
hp 137; **Threshold** 32
Immune fear effects

Speed 6 squares, swim 4 squares
Melee double-bladed lightsaber +21 (2d8+13) or
Melee double-bladed lightsaber +16* (2d8+23) or
Melee double-bladed lightsaber +21/+21 (2d8+13) or
Melee double-bladed lightsaber +16/+16* (2d8+23)
Base Atk +15; **Grp** +18
Atk Options Dual Weapon Mastery II, Power Attack, Weapon Finesse, Wicked Strike
Special Actions Block, Deflect
Force Powers Known (Use the Force +18): *battle strike* (2), *Force grip*, *Force shield*, *rebuke* (2)
Force Secrets Devastating Power, Multitarget Power, Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 12
Special Qualities breathe underwater, expert swimmer, fearless, temptation
Talents Armored Defense, Block, Deflect, Greater Weapon Focus (lightsabers), Improved Armored Defense, Juggernaut, Multiattack Proficiency (lightsabers), Weapon Specialization (lightsabers), Wicked Strike
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Power Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +15, Use the Force +18
Possessions battle armor, double-bladed lightsaber (self-built), comlink
* *Includes 5 points of Power Attack.*

Darth Krayt

Arguably the most powerful man in the galaxy, Darth Krayt is both the leader of the Sith and the reigning Emperor. Born and raised among Tusken Raiders on Tatooine, Darth Krayt's original name is A'Sharad Hett. Trained as a Jedi Knight, Hett manages to survive Order 66 by escaping his clone troopers and then slaying them. As Palpatine's Empire rises, Hett returns to his home planet where he clashes with Obi-Wan Kenobi who, unbeknownst to Hett, has been watching over the infant Luke Skywalker. After his duel with Kenobi, Hett is forced to flee Tatooine in disgrace. For a short while, Hett works as a bounty hunter, until one day he pursues a bounty to Korriban. Once there, Hett stumbles upon an ancient Sith holocron and begins to learn the secrets of the Sith. Oddly, time seems to pass more slowly for Hett than for the galaxy at large, and when he leaves Korriban, he discovers that Palpatine's Empire has fallen.

Hett explores the Unknown Regions and is captured by a Yuuzhan Vong scouting expedition. Trapped aboard a Yuuzhan Vong ship, Hett encounters another former Jedi, Vergere. Subjected to torment in Yuuzhan Vong torture devices, Hett allows Vergere's words to seduce him into surrendering to his agony and to the dark side. During his torment, Hett begins to have visions of a new Sith Order and a galaxy under his control. Eventually, Hett frees himself from the Yuuzhan Vong and makes his way back to Korriban, whereupon he adopts a new Sith name: Darth Krayt. On Korriban, Darth Krayt begins rebuilding the Sith. His influence expands, but when it becomes clear that he cannot live long enough to fulfill his vision, Darth Krayt begins placing himself in stasis, issuing his orders telepathically while artificially extending his lifespan with a combination of healing trances and Yuuzhan Vong implants. In the meantime, his new Sith Order has forged an important alliance with Emperor Roan Fel, lending their aid in the defeat of the Galactic Alliance and the Jedi.



By the end of the Sith-Imperial War, Darth Krayt declares himself Emperor. However, his body suffers the effects of having lived far beyond its natural lifespan. The Yuuzhan Vong implants used to extend his life begin to consume him. Furthermore, healing trances and Force healing become less effective. Darth Krayt knows that his time is limited unless a new solution is found. At one point he captures Cade Skywalker, an heir to the Skywalker bloodline gifted with incredible healing powers, in the hopes that one day he will be able to harness those same powers to prolong his life.

Darth Krayt **CL 20**

Medium Human Jedi 7/Jedi Knight 4/Sith apprentice 4/Sith Lord 5
Destiny 3; **Force** 10; **Dark Side** 20
Init +11; **Senses** darkvision; Use the Force +22
Languages Basic, Bocce, Sith, Tusken
Defenses Ref 36 (flat-footed 33), Fort 38, Will 38; Block, Deflect, Lightsaber Defense, Melee Defense, Jar'Kai, Niman
hp 135; **Threshold** 38
Immune fear effects

Speed 6 squares
Melee lightsaber +24 (2d8+12/×3) or
Melee lightsabers +22/+22 (2d8+12/×3) with Dual Weapon Mastery II or
Melee lightsabers +20/+20/+20 (2d8+12/×3) with Double Attack and Dual Weapon Mastery II
Ranged by weapon +18
Base Atk +20; **Grp** +23
Atk Options Double Attack (lightsabers), Dual Weapon Mastery II, Whirlwind Attack
Special Actions Force Deception, Force Perception
Force Powers Known (Use the Force +22): *battle strike, dark rage, farseeing, Force lightning* (2), *Force slam* (2), *mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Point Recovery, Improved Force Trance, Improved Move Light Object, Improved Sense Force
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power, Shaped Power

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Abilities Str 14, Dex 16, Con 10, Int 12, Wis 20, Cha 18
Special Qualities temptation
Talents Armored Defense, Dark Side Adept, Dark Side Master, Block, Deflect, Force Deception, Force Perception, Lightsaber Defense, Jar'Kai, Niman, Visions
Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Use the Force), Triple Crit (lightsabers), Whirlwind Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Deception +22, Knowledge (galactic lore) +18, Mechanics +16, Perception +22, Use the Force +22
Possessions vonduun crab-shell armor, 2 lightsabers (self-built), Yuuzhan Vong enhanced vision bio-implant, Yuuzhan Vong replacement limb bio-implant



Darth Maladi

The enigmatic Darth Maladi is a Devaronian master of espionage, assassination, and interrogation. Extremely skilled in both Sith alchemy and the manipulation of Yuuzhan Vong bioengineering, Darth Maladi is very much a student of science as well as mysticism. In addition to her skill with alchemy, interrogation, and biology, Darth Maladi maintains the largest network of Sith spies among all the Sith. In addition, Darth Maladi sits in the middle of a vast web of intelligence agents that serve all of the Sith; a separate organization from Imperial Intelligence, these spies have no formal hierarchy or place within the Empire and are referred to by Imperial Intelligence agents as "Sith Intelligence."

Darth Maladi considers herself to be a "true" Sith Lord, meaning that she (like Darth Talon) was born and raised on Korriban in the Sith tradition. Unlike many of her fellow Sith Lords, Darth Maladi seems to be completely in control of her emotions. She is cold, calculating, and unafraid to perpetrate unspeakable acts in the name of getting what she wants. To her, the ends always justify the means. Darth Maladi also serves as Darth Krayt's personal physician and is constantly in search of ways to slow his body's decay. When other Sith Lords are wounded in battle, they do not trust their care to the mundane doctors and medical droids of the Empire; they come to Darth Maladi.

Darth Maladi **CL 15**

Medium Devaronian Jedi 3/noble 5/Sith apprentice 4/Sith Lord 3
Destiny 2; **Force** 7; **Dark Side** 14
Init +13; **Senses** Perception +14
Languages Basic, Bocce, Bothese, Devaronese, Durese, High Galactic, Huttese, Mon Calamarian, Quarrenese, Ryl, Shyriiwook (understand only)

Defenses Ref 29 (flat-footed 28), Fort 28, Will 30
hp 97; **Threshold** 28; Damage Reduction 10
Immune fear effects

Speed 6 squares
Melee lightsaber +14 (2d8+7)
Base Atk +13; **Grp** +14
Special Actions acute observation (see below), Adept Negotiator, Improved Dark Healing, Equilibrium, Force Cloak
Force Powers Known (Use the Force +19): *Force grip, Force lightning, Force stun, mind trick, rebuke* (2)
Force Secrets Distant Power, Multitarget Power, Shaped Power
Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 10, Dex 12, Con 10, Int 18, Wis 14, Cha 14
Special Qualities fearless, temptation
Talents Adept Negotiator, Damage Reduction 10, Dark Healing, Dark Side Adept, Educated, Equilibrium, Force Cloak, Force Persuasion, Improved Dark Healing
Feats Biotech Specialist, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Deception, Knowledge [life sciences], Treat Injury, Use the Force), Skill Training (Deception, Treat Injury), Surgical Expertise, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Knowledge (galactic lore) +16, Knowledge (life sciences) +21, Knowledge (technology) +16, Perception +14, Persuasion +19, Treat Injury +19, Use the Force +19
Possessions lightsaber (self-built), comlink

Acute Observation—Once per encounter as a standard action, Darth Maladi can make a Perception check against a single target within line of sight (DC 15, or an opposed check against the target's Stealth check if the target is attempting to hide). If successful, Darth Maladi gains a +1 insight bonus on attack rolls against that target until the end of the encounter.

Darth Maleval



Darth Maleval

Darth Maleval is one of the Empire's most capable Jedi hunters. He takes sadistic pleasure in helping to put down rebellions and insurrections, as it gives him a chance to display his ruthlessness to those who deserve punishment. Darth Krayt assigns Darth Maleval to missions targeting insurgents or rebels, using the Quarren Sith Lord to spread terror among the enemies of the Empire. Darth Maleval's targets are put on display to the galaxy as a means of pointing out what happens to those who oppose the Sith rule.

Darth Maleval is skilled with a lightsaber, but his weapon of choice is the shock whip. Darth Maleval prefers the shock whip because it is more painful but less lethal, and can be used to torment his captives for long stretches of time before disposing of them. The Sith Lord has been known to leave his targets alive but savagely maimed as a warning to others who would betray the Empire.

Darth Maleval CL 13
Medium Quarren Jedi 7/Sith apprentice 5/Sith Lord 1
Destiny 1; **Force** 6; **Dark Side** 16
Init +14; **Senses** low-light vision; Perception +9
Languages Basic, Quarrenese

Defenses Ref 29 (flat-footed 26), Fort 26, Will 29
hp 96; **Threshold** 26
Immune fear effects

Speed 6 squares, swim 4 squares
Melee lightsaber +18 (2d8+9) or
Melee shock whip +17 (1d6+7)
Reach 2 squares (with shock whip only)
Base Atk +13; **Grp** +16
Atk Options Dark Scourge, Improved Disarm, Redirect Shot, Trip, Weapon Finesse, Wicked Strike
Special Actions Equilibrium, Swift Power
Force Powers Known (Use the Force +13): *battle strike* (3), *dark rage*, *move object*, *rebuke* (2), *surge*
Force Secrets Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Sense Force

Abilities Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 14
Special Qualities breathe underwater, expert swimmer, fearless, temptation
Talents Dark Scourge, Deflect, Equilibrium, Power of the Dark Side, Redirect Shot, Swift Power, Wicked Strike, Weapon Specialization (lightsabers)
Feats Force Sensitivity, Force Training (2), Improved Disarm, Trip, Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Focus (lightsabers), Weapon Proficiency (advanced melee weapons, lightsabers, simple weapons)
Skills Initiative +14, Use the Force +13
Possessions lightsaber (self-built), shock whip, comlink

Darth Nihl

The man who would eventually take the name Darth Nihl was once a Nagai warlord and a scourge of the Unknown Regions before joining the Sith. Darth Nihl used his latent skill with the Force to lead bands of marauders in raids all across his world, well outside of the domain of the Galactic Alliance. While rebuilding the Sith, Darth Krayt encounters Darth Nihl and offers him a place within the Sith Order. Nihl agrees, undergoes the training to become a Sith Lord, and rises to the rank of Emperor's Hand after his predecessor dies under mysterious circumstances. Darth Nihl is an ambitious Sith Lord who lets nothing stand in the way of his continued ascent.

Darth Nihl is a master of the long-handle lightsaber, for which he has developed his own unique fighting style. A man filled with arrogance, rage, and loathing, Darth Nihl shows no mercy toward his enemies. As the Emperor's Hand, Darth Nihl executes the will of Darth Krayt, and the Nagai Sith Lord particularly relishes dealing with Jedi who escaped the attack on Ossus (which Darth Nihl himself led).

Darth Nihl **CL 16**

Medium Nagai Soldier 7/officer 3/Sith apprentice 5/Sith Lord 1
Destiny 3; **Force** 8; **Dark Side** 14
Init +16; **Senses** Perception +10
Languages Basic, Nagaian

Defenses Ref 34 (flat-footed 31), Fort 33, Will 32; Block, Deflect, Shift Defense I
hp 145; **Threshold** 33
Immune fear effects

Speed 6 squares
Melee long-handle lightsaber +21 (2d10+10)
Melee long-handle lightsaber +19 (3d10+10) with Rapid Strike
Base Atk +16; **Grp** +19
Atk Options Melee Defense, Rapid Strike, Running Attack, Severing Strike, Stunning Strike, Weapon Finesse
Special Actions Assault Tactics, command cover, Indomitable, share talent (Shift Defense I), Shift Defense I



Force Powers Known (Use the Force +15): *battle strike, Force grip, Force lightning, Force slam, rebuke, surge*
Force Secrets Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Sense Surroundings

Abilities Str 11, Dex 16, Con 15, Int 10, Wis 14, Cha 14
Special Qualities command cover, fearless, share talent (Shift Defense I), soothing voice, weapon familiarity
Talents Armored Defense, Assault Tactics, Block, Deflect, Indomitable, Melee Smash, Severing Strike, Shift Defense I, Stunning Strike, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Melee Defense, Rapid Strike, Running Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +16, Knowledge (tactics) +13, Persuasion +10 (can reroll, must take second result), Use the Force +15
Possessions Nagai light battle armor, long-handle lightsaber (self-built), comlink

Darth Talon

Beautiful, alluring, and dangerous, Darth Talon is a Twi'lek Sith Lord raised in the Sith tradition. Darth Talon grows up on Korriban, where she is taught how to use the Force and the art of lightsaber combat, and conditioned to be in top physical condition. Her training is harsh, as all Sith training is, yet she manages to survive and flourish. The final step on her path to becoming a Sith Lord comes when she is ordered by Darth Krayt to slay the Sith Lord that had trained her, Darth Ruyn. With her master dead by her hands, Darth Talon becomes Darth Krayt's Hand, a special agent for the Emperor and the counterpart to Darth Nihl.

The Twi'lek Sith Lord is fast, agile, and has a diverse array of skills that makes her one of the most deadly combatants around. Devious and stealthy, Darth Talon is willing to lie in wait for her prey, as she does when attempting to lure Roan Fel out of hiding. Despite her relative inexperience, Darth Talon is still one of the most formidable lightsaber duelists in the Sith Order. She helps oversee the training of Cade Skywalker in the ways of the Sith during his brief captivity on Coruscant. Following his escape, she resumes her duties as an Emperor's Hand.

DARTH TALON



Darth Talon **CL 13**
Medium Twi'lek Jedi 7/Sith apprentice 5/Sith Lord 1
Destiny 2; **Force** 6; **Dark Side** 14
Init +9; **Senses** low-light vision; Perception +8
Languages Basic, Ryl

Defenses Ref 30 (flat-footed 26), Fort 29, Will 28
hp 109; **Threshold** 29
Immune fear

Speed 6 squares
Melee lightsaber +18 (2d8+8) or
Melee lightsaber +16 (3d8+8) with Rapid Strike
Base Atk +13; **Grp** +16
Atk Options Acrobatic Strike, Rapid Strike, Running Attack, Weapon Finesse, Wicked Strike
Special Actions Block, Deflect, Equilibrium
Force Powers Known (Use the Force +14): *battle strike, Force shield, Force slam, move object, rebuke, surge*
Force Secrets Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 16
Special Qualities deceptive, fearless
Talents Block, Deflect, Elusive Target, Equilibrium, Force Deception, Redirect Shot, Weapon Specialization (lightsabers), Wicked Strike
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Martial Arts I, Rapid Strike, Running Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Deception +14, Use the Force +14
Possessions lightsaber (self-built), comlink

DARTH WYYRLOK

Actually the third Sith Lord to bear the name, Darth Wyyrlok is a Chagrian Sith Lord who serves as Darth Krayt's closest aide and confidante. Known as the Loremaster of the Sith, Darth Wyyrlok is one of the greatest scholars of Jedi, Sith, and other Force-using traditions in the galaxy. Darth Wyyrlok has access to books, scrolls, holocrons, and computer records from across the eons, which he has collected in the hopes of gaining a deeper understanding of the Force. Darth Wyyrlok is utterly dedicated to serving Darth Krayt and will go to the ends of the galaxy to find a way to restore his master's body to its youthful form.

Darth Wyyrlok believes that it is willpower that gives the Sith their strength. By sheer force of will, a Sith can achieve almost anything, and Darth Wyyrlok displays this in everything he does. He is a master of illusions, capable of using the Force to trick his enemies' minds into seeing things that are not there. In fact, so powerful are Darth Wyyrlok's mind tricks that he manages to convince nearly a dozen lightsaber-wielding dark side cultists on Prakith that they should fight and kill one another, proving once again that the Sith are masters of bending the galaxy to their will.

"OUR LORD KEEPS HIS OWN SECRETS, AND WE, AS LOYAL SITH, ARE BOUND TO OBEY WITHOUT QUESTION."

-DARTH MALADI

Darth Wyyrlok **CL 16**
Medium Chagrian Jedi 5/noble 3/Sith apprentice 4/Sith Lord 4
Destiny 3; **Force** 8; **Dark Side** 16
Init +13; **Senses** low-light vision; Perception +16
Languages Basic, Bocce, Chagri, Cheunh, High Galactic, Huttese, Nagaian, Quarrenese, Ryl, Sith, Yuuzhan Vong

Defenses Ref 30 (flat-footed 30), Fort 31, Will 33
hp 123; **Threshold** 31
Immune fear effects, +5 to Fortitude Defense against radiation

Speed 6 squares
Melee lightsaber +16 (2d8+8)
Base Atk +15; **Grp** +15
Special Actions Block, Deflect, Illusion, Improved Dark Healing, Redirect Shot, Spontaneous Skill
Force Powers Known (Use the Force +20): *battle strike, Force shield, Force slam, mind trick, move object, rebuke* (2), *surge, vital transfer*
Force Secrets Distant Power, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Improved Sense Surroundings, Improved Sense Force

Abilities Str 10, Dex 10, Con 12, Int 18, Wis 16, Cha 14
Special Qualities breathe underwater, expert swimmer, fearless, radiation resistance
Talents Block, Dark Healing, Deflect, Educated, Force Deception, Illusion (see page 52 of the *Knights of the Old Republic Campaign Guide*), Improved Dark Healing, Redirect Shot, Spontaneous Skill
Feats Force Sensitivity, Force Training (3), Improved Defenses, Linguist, Skill Focus (Knowledge [galactic lore], Knowledge [life sciences], Use the Force), Skill Training (Pilot), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Deception +20, Initiative +13, Knowledge (galactic lore) +22, Knowledge (life sciences) +22, Perception +16, Pilot +13, Use the Force +20
Possessions lightsaber (self-built), comlink

Antares Draco

The highest-ranking member of the Imperial Knights, Antares Draco is a powerful Force-user whose dedication to Roan Fel is second to none. Antares Draco follows in the footsteps of his forefathers, whose service to the Empire dates back to the Galactic Civil War (one of his ancestors was a member of the Inquisitorius under Palpatine). Involved with Fel's daughter, Marasiah, Antares Draco is a servant to the Empire down to his very core. An accomplished pilot as well as a skilled lightsaber duelist, Draco has earned his position of command of the Imperial Knights through years of hard work, discipline, and an unflinching loyalty that proves time and again that he is nearly incorruptible.

Antares Draco's loyalty is far from blind. Though sworn to follow the orders of the Emperor, Draco has defied Roan Fel's wishes on a few occasions, such as the time he traveled to Vendaxa to rescue Marasiah. Though his personal feelings rarely interfere with his work, Antares Draco knows that listening to the Force and heeding one's insights are traits that make the Imperial Knights more than just lightsaber-toting soldiers. In the heart of Antares Draco, dedication and discipline march side-by-side with instinct and intuition, creating a warrior who is cunning, loyal, and incredibly competent.

Antares Draco **CL 15**
Medium Human Jedi 7/Imperial Knight 8
Destiny 1; **Force** 7
Init +19; **Senses** Perception +13]
Languages Basic

Defenses Ref 33 (flat-footed 31), Fort 32, Will 29
hp 137; **Threshold** 32

Speed 6 squares
Melee lightsaber +21 (2d8+13) or
Melee lightsaber +16* (2d8+23) or
Melee lightsaber +19 (3d8+13) with Rapid Strike or
Melee lightsaber +14* (3d8+23) with Rapid Strike
Base Atk +15; **Grp** +18
Atk Options Rapid Strike
Special Actions cortosis gauntlet
Force Powers Known (Use the Force +19): *battle strike, Force shield, Force slam, move object, rebuke, surge*
Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object, Improved Sense Force, Improved Sense Surroundings

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 13, Cha 14
Talents Armor Mastery, Block, Deflect, Force Intuition, Greater Weapon Focus (lightsabers), Juggernaut, Oath of Duty, Redirect Shot
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +19, Perception +13, Pilot +14, Use the Force +19
Possessions Imperial Knight battle armor, cortosis gauntlet, lightsaber (self-built), comlink, various personal belongings
* *Includes 5 points of Power Attack.*

Fehlaaur

A liaison from the Chiss Ascendancy and a member of the Moff Council, Fehlaaur is the Director of the Imperial Diplomatic Corps. Somewhat aloof and mild-mannered compared to his fellow members of the Council of Moffs, Fehlaaur (whose full name is Fehlaaur'aitel'loro) travels from Csilla to Bastion as a diplomatic envoy and is placed in the service of the Imperial Diplomatic Corps as a sign of solidarity between the Empire and the Chiss Ascendancy. When word of the failure of the Ossus Project reaches Csilla, the Ascendancy attempts to recall Fehlaaur, not wanting one of their number to be drawn into the impending conflict. In order to keep the Ascendancy tightly bound to the Empire, Roan Fel grants Fehlaaur the title of Moff and makes him the Director of the Imperial Diplomatic Corps and a member of the Council of Moffs.

Unlike his fellow Moffs, Fehlaaur remains cautious and unwilling to succumb to his emotions. When accusations fly regarding the Diplomatic Corps' loyalty, Fehlaaur calmly points out that no evidence exists of any treason within the agency. Fehlaaur is often the counterpoint to the more discontent and aggressive Moffs, helping keep balance within the council along with Konrad Rus. Fehlaaur's continued service in the upper echelons of the Empire keeps the Chiss Ascendancy placated, reassuring its constituents that they have as much influence over the Empire as the Empire has over them.



Fehlaaur **CL 11**

Medium Chiss noble 8/officer 3
Destiny 2; **Force** 5
Init +5; **Senses** low-light vision; Perception +17
Languages Basic, Bothese, Cheunh, High Galactic

Defenses Ref 23 (flat-footed 23), Fort 21, Will 17
hp 56; **Threshold** 21

Speed 6 squares
Melee unarmed +9 (1d4+5)
Ranged blaster pistol +9 (3d6+5)
Base Atk +9; **Grp** +9
Atk Options Point Blank Shot
Special Actions Bolster Ally, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Shift Defense I

Abilities Str 10, Dex 11, Con 10, Int 15, Wis 14, Cha 14
Special Qualities command cover, share talent (Shift Defense I)
Talents Bolster Ally, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Shift Defense I
Feats Armor Proficiency (light), Linguist, Point Blank Shot, Skill Focus (Deception, Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Skill Training (Knowledge [tactics]), Weapon Proficiency (pistols, simple)
Skills Deception +17, Gather Information +12, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Knowledge (tactics) +12, Perception +17, Persuasion +17, Pilot +10, Use Computer +12
Possessions blaster pistol, Moff's uniform, encrypted comlink, code cylinder

"IT WAS TIME FOR THE MOFFS TO REASSERT THEIR AUTHORITY LIKE IN THE OLD DAYS- BACK IN THE REMNANT!"

-MOFF GEIST



Marasiah Fel **CL 10**
Medium Human noble 5/Jedi 4/Imperial Knight 1
Destiny 1; **Force** 5
Init +12; **Senses** Perception +12
Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 28 (flat-footed 26), Fort 24, Will 24
hp 60; **Threshold** 24

Speed 4 squares
Melee lightsaber +14 (2d8+5)
Ranged hold-out blaster +12 (3d4+5)
Base Atk +8; **Grp** +10
Atk Options Weapon Finesse
Special Actions Born Leader, Fearless Leader, Presence
Force Powers Known (Use the Force +17): *battle strike, Force slam, mind trick, move object, rebuke, surge*

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 14
Talents Armor Mastery, Block, Born Leader, Deflect, Fearless Leader, Presence
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Linguist, Skill Focus (Persuasion, Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +12, Initiative +12, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Perception +12, Persuasion +17, Pilot +12, Use the Force +17
Possessions Imperial Knight battle armor, lightsaber (self-built), comlink, various personal belongings

Marasiah Fel

The daughter of the deposed Emperor, Marasiah Fel is also skilled in the arts of diplomacy and negotiations. She works closely with the Imperial Mission as the envoy of the Emperor, at least prior to the attempt on Roan Fel's life. At the same time, she (like her father) is a full-fledged Imperial Knight, and she has pledged her service to both her father and what she sees as the true Galactic Empire. Diplomat, liaison, soldier, and spy, Marasiah Fel has one face that she shows to the galaxy at large (that of the loyal daughter of the Emperor) and another face she shows to her fellow Imperial Knights.

Marasiah Fel is more than just the legitimate heir to the Imperial throne. Since her father's exile, Marasiah (called Sia by those close to her) has acted as an envoy from her father to worlds that might potentially be sympathetic to the deposed Emperor's cause. Marasiah is also romantically linked to Antares Draco, a fellow Imperial Knight.

"I LOVE MY DAUGHTER, BUT THE FATE OF THE EMPIRE—OF THE GALAXY—IS AT STAKE!"

—EMPEROR ROAN FEL

Roan Fel

Considered by many to be the rightful ruler of the galaxy, Roan Fel is the leader of the Empire-in-exile and is Darth Krayt's most wanted enemy. Roan Fel is a hard man who believes in the strength of order but not the violence of tyranny, and he leads both the Empire and the Imperial Knights in their crusade against the false Emperor that rules from Coruscant.

Trained as an Imperial Knight and skilled in the arts of military leadership and diplomacy, Roan Fel throws his support behind the Imperial Mission early and often, and works hard to make sure that the Jedi are not targeted as enemies during the Sith-Imperial War. However, despite his efforts, the Sith prevail and the Jedi are nearly eradicated.



After the Galactic Alliance's surrender, Emperor Fel is forced into hiding when Darth Krayt seizes the throne. In the intervening years, he has cultivated quite a following of loyalists and still manages to hold the planet of Bastion, despite Krayt's knowledge that the planet serves as the capital of the Empire-in-exile.

Emperor Roan Fel **CL 20**
Medium Human Jedi 3/noble 6/Imperial Knight 5/officer 6
Destiny 3; **Force** 9; **Dark Side** 4
Init +10; **Senses** Perception +19
Languages Basic

Defenses Ref 35 (flat-footed 34), Fort 34, Will 36
hp 157; **Threshold** 34

Speed 4 squares
Melee lightsaber +22 (2d8+12) or
Melee lightsaber +17/+17 (2d8+12) with Double Attack
Ranged by weapon +18
Base Atk +18; **Grp** +20
Atk Options Double Attack (lightsabers), Martial Arts I, Melee Defense
Special Actions Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Shift Defense I, Trust
Force Powers Known (Use the Force +22): *battle strike, Force slam, mind trick, move object, prescience, rebuke* (2), *stagger, surge, vital transfer*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 15
Special Qualities command cover, share talent (Assault Tactics, Deployment Tactics, Shift Defense I)
Talents Armor Mastery, Assault Tactics, Band of Brothers, Block, Born Leader, Coordinate, Deflect, Deployment Tactics, Oath of Duty, Shift Defense I, Strength of the Empire, Trust
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Martial Arts I, Melee Defense, Force Sensitivity, Force Training (2), Skill Focus (Persuasion, Use the Force), Skill Training (Deception, Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Knowledge (tactics) +15, Perception +19, Persuasion +22, Use the Force +22
Possessions Imperial Knight armor, lightsaber (self-built), Emperor's robes, comlink, various personal belongings

"The Jedi have nothing to fear from my father. Roan Fel is not your enemy. He never truly was."

-Marasiah Fel



Oron Jaeger CL 12
Medium Human soldier 10/officer 2
Destiny 1; **Force** 6; **Dark Side** 4
Init +13; **Senses** Perception +16
Languages Basic, Binary

Defenses Ref 18 (flat-footed 15), Fort 16, Will 20; Running Attack
hp 101; **Threshold** 16

Speed 6 squares
Melee unarmed +13 (1d6+7)
Ranged blaster pistol +15 (3d6+6) or
Ranged blaster rifle +15 (3d8+8, devastating attack)
Base Atk +12; **Grp** +14
Atk Options Point Blank Shot, Precise Shot, Running Attack
Special Actions Battle Analysis, Deployment Tactics, Devastating Attack (rifles), Indomitable

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 16, Cha 15
Special Qualities command cover, share talent (Indomitable)
Talents Armored Defense, Battle Analysis, Deployment Tactics, Devastating Attack (rifles), Indomitable, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium, heavy), Improved Defenses, Martial Arts I, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Knowledge [tactics], Use Computer), Weapon Focus (pistols, rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)
Skills Knowledge (tactics) +17, Mechanics +12, Perception +12, Pilot +12, Use Computer +17
Possessions blaster pistol, Moff's uniform, code cylinder, cybernetic implant with built-in comlink and data links (grants a +2 equipment bonus on Perception checks)

Oron Jaeger

A dedicated Imperial officer and a Roan Fel loyalist, Oron Jaeger is a cybernetically enhanced Human who commands the 501st Legion, an elite stormtrooper squad with a history dating back to the Clone Wars. Jaeger, a former stormtrooper and a career military man, is stationed on Bastion when Emperor Fel claims the world as his stronghold and the hub of his Empire-in-exile. As commander of the 501st Legion, Jaeger shows incredible prowess for organization and movement-based tactics, earning him a reputation as having a permanent bird's-eye view of the battlefield, even when in the thick of combat.

After suffering a head wound at the Battle of Corulag during the Sith-Imperial War, Jaeger opts to receive a neural interface cybernetic implant before returning to Imperial service. Jaeger uses his cybernetic implant to remain in constant communications with his central command post, allowing him to relay orders much faster than most battlefield commanders.

Azlyn Rae

A member of the Jedi Order prior to the rise of Darth Krayt, Azlyn Rae escapes the massacre of the Jedi at Ossus and wanders the galaxy for a short while in disguise, eventually taking up bounty hunting as a profession. When she encounters the Imperial Knights, they recognize her Force training and offer to let her join their ranks. After swearing vows of loyalty to the Empire, Rae expands her understanding of the Force and learns the ways of the Imperial Knights. Thanks to her diverse training, she often serves the Imperial Knights as a scout and undercover agent.

Azlyn Rae knew Cade Skywalker at the Ossus Academy and spent a good deal of time around the young Jedi there. When Cade escapes from the clutches of the Empire at Coruscant, the Imperial Knights send Rae to track down the young Skywalker heir and follow him to the site of the hidden Jedi Temple. When the Imperial Knights follow Rae into the temple, her ties to the Jedi Order is revealed.

AZLYN RAE



Azlyn Rae **CL 11**
Medium Human Jedi 5/scout 3/bounty hunter 1/Imperial Knight 2
Destiny 1; **Force** 5
Init +12 (can reroll, must take second result); **Senses** Perception +8
Languages Basic, Bocce

Defenses Ref 32 (flat-footed 30), Fort 26, Will 27
hp 80; **Threshold** 26

Speed 4 squares
Melee lightsaber +14 (2d8+5)
Ranged heavy blaster pistol +12 (3d8+5)
Base Atk +10; **Grp** +12
Atk Options Hunter's Mark
Force Powers Known (Use the Force +17): *battle strike, Force slam, mind trick, rebuke*
Force Techniques Improved Move Light Object

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 14
Talents Acute Senses, Armor Mastery, Improved Initiative, Block, Deflect, Elusive Target, Hunter's Mark
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Defenses, Skill Focus (Use the Force), Skill Training (Survival), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +12, Initiative +12 (can reroll, must take second result), Perception +8 (can reroll, must take second result), Pilot +12, Survival +13, Use the Force +17
Possessions Imperial Knight battle armor with helmet package (not worn), lightsaber (self-built), heavy blaster pistol, comlink, various personal belongings

KONRAD RUS

The head of the Imperial Mission, Konrad Rus, is a soft-spoken member of the Council of Moffs who has thrown his support, at least outwardly, behind Darth Krayt. In truth, Rus is a pragmatist who cares only about the future of the Imperial Mission. He is content to serve the ruling Emperor and curry favor in order to keep the Imperial Mission active. If in the course of performing its duties, the Imperial Mission rights some of the wrongs perpetrated by the Sith and the Empire, then all the better.

Konrad Rus **CL 10**
Medium Human noble 10
Destiny 1; **Force** 5; **Dark Side** 1
Init +5; **Senses** Perception +18
Languages Basic, Bothese, Durese, High Galactic, Ithorese, Ryl

Defenses Ref 17 (flat-footed 17), Fort 16, Will 11; Melee Defense
hp 50; **Threshold** 16

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged by weapon +7
Base Atk +7; **Grp** +7
Special Actions Bolster Ally, Born Leader, Coordinate, Inspire Confidence

Abilities Str 9, Dex 10, Con 11, Int 15, Wis 16, Cha 16
Talents Bolster Ally, Born Leader, Connections, Coordinate, Inspire Confidence
Feats Improved Defenses, Linguist, Melee Defense, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Weapon Proficiency (pistols, simple)
Skills Deception +18, Gather Information +18, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Perception +18, Persuasion +18, Treat Injury +12, Use Computer +12
Possessions Imperial Mission robes, encrypted comlink



Astraal Vao

The sister of noted Jedi Shado Vao and a faithful member of the Imperial Mission, Astraal Vao is a Twi'lek missionary and also a trusted friend of Imperial Knight Marasiah Fel. Astraal Vao has spent many years trying to protect her friend from the Imperial agents who have hunted her since her father was deposed. Astraal Vao must constantly perform a balancing act when it comes to her friend Marasiah; Astraal continues to serve the Empire and the Imperial Mission loyally but also hides her friend from it, for fear that Marasiah might be harmed.

Intelligent and gentle, Astraal Vao epitomizes of the kind of person the Imperial Mission is trying to attract. Astraal is dedicated to the ideals of the Mission, and thanks to her years of devoted service, she has become a trusted confidant of Konrad Rus. However, Astraal does not realize that her mentor confides in Darth Krayt, and she remains unaware of the fact that her defiance of the Empire does not go unnoticed. Astraal Vao is also Force-sensitive, though she has no formal training.

Astraal Vao **CL 5**
Medium Twi'lek noble 5
Force 2
Init +3; **Senses** low-light vision; Perception +7
Languages Basic, Binary, High Galactic, Huttese, Ryl

Defenses Ref 17 (flat-footed 16), Fort 17, Will 17; Dodge
hp 32; **Threshold** 17

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged by weapon +4
Base Atk +3; **Grp** +4
Special Actions Bolster Ally, Inspire Confidence, Inspire Haste

Abilities Str 10, Dex 13, Con 11, Int 13, Wis 11, Cha 14
Talents Bolster Ally, Inspire Confidence, Inspire Haste
Feats Dodge, Force Sensitivity, Linguist, Skill Focus (Knowledge [galactic lore]), Skill Training (Treat Injury), Weapon Proficiency (pistols, simple)
Skills Deception +9 (may reroll), Gather Information +9, Knowledge (galactic lore) +13, Knowledge (social sciences) +8, Perception +7, Persuasion +9, Treat Injury +7, Use Computer +8, Use the Force +4
Possessions Imperial Mission robes, comlink, credit chip

Morlish Veed

The Supreme Commander of the Imperial military forces and the highest-ranking member of the Council of Moffs, Morlish Veed is a devious and ambitious man who has his sights set on the Imperial throne. At the conclusion of the Sith-Imperial War, Veed expects to be made Emperor as thanks for helping dispose of Roan Fel; instead, he watches silently as Darth Krayt assumes the throne. Veed is forced to pledge his allegiance to the Sith Lord instead. Despite this setback, Morlish Veed is convinced that while he may not be Emperor now, all things have a way of changing, and the cunning Imperial officer has only to bide his time for the right moment to come along.

Moff Veed is romantically involved with Nyna Calixte, a fact that creates tension between Veed and Moff Rulf Yage. Veed is intelligent and cunning, and his ambition makes him eager to do whatever it takes to reach greater heights. Despite this, he is no fool; Morlish Veed knows that the Sith cannot be confronted head-on, and he has gone out of his way on several occasions to allay conflict between himself and the Sith Lords. In the mean time, Veed leads the Council of Moffs and expands his power and influence through political maneuvering and information gathering, merely waiting for the right moment to strike.

Morlish Veed **CL 15**
Medium Human soldier 4/noble 6/officer 5
Destiny 3; **Force** 7; **Dark Side** 5
Init +13; **Senses** Perception +20
Languages Basic, Bothese, Durese, Gran, High Galactic, Huttese

Defenses Ref 29 (flat-footed 26), Fort 28, Will 33
hp 90; **Threshold** 33

Speed 6 squares
Melee unarmed +13 (1d4+7)
Ranged blaster pistol +15 (3d6+7) or
Ranged blaster pistol +13 (3d6+7) with Rapid Shot
Base Atk +13; **Grp** +14
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Indomitable, Presence

Abilities Str 10, Dex 13, Con 10, Int 15, Wis 16, Cha 16
Special Qualities command cover, share talent (Assault Tactics), share talent (Indomitable)
Talents Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Indomitable, Presence
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception, Knowledge [tactics], Persuasion), Skill Training (Deception, Persuasion), Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)
Skills Deception +20, Initiative +14, Knowledge (social sciences) +14, Knowledge (tactics) +19, Perception +20, Persuasion +20, Pilot +13, Use Computer +14
Possessions blaster pistol, Moff's uniform, encrypted comlink, encrypted datapad, code cylinder

Gunn Yage

A skilled pilot and the leader of Skull Squadron, Gunn Yage is the daughter of Moff Rulf Yage and Nyna Calixte (making her Cade Skywalker's half-sister). Prior to taking command of Skull Squadron (a post she earned without any leverage from her father), Gunn serves in the 181st Imperial Fighter Wing alongside some of the greatest pilots in the Imperial Navy. When she is offered a chance at command, she takes it with some reservations, knowing that she would be stationed near her father. Since taking command of Skull Squadron, she has reduced the squadron's fatality rate by over 80% and earned the respect and loyalty of her fellow pilots.

Gunn's early life is difficult, thanks to her mother leaving her father to pursue a relationship with Morlish Veed. Gunn believes that the brusque treatment she receives from her father is due to his latent regret of having a daughter instead of a son, though it is clear that Gunn has earned her father's respect. Gunn demands the same kind of discipline and excellence from her pilots that her father demands from her, though she has cultivated a warmer relationship with her fellow pilots than she seems to share with Moff Yage.

Gunn Yage **CL 9**
Medium Human soldier 7/ace pilot 2
Destiny 1; **Force** 4; **Dark Side** 2
Init +17; **Senses** Perception +10
Languages Basic

Defenses Ref 26 (flat-footed 23), Fort 22, Will 20
hp 81; **Threshold** 22

Speed 6 squares; Running Attack
Melee unarmed +9 (1d4+4)
Ranged blaster pistol +12 (3d6+4) or
Ranged blaster pistol +10 (4d6+4) with Rapid Shot
Base Atk +9; **Grp** +12
Atk Options Point Blank Shot, Rapid Shot, Running Attack
Special Actions Battle Analysis, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Vehicular Combat

Abilities Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 16
Special Qualities vehicle dodge +1
Talents Armored Defense, Battle Analysis, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Rapid Shot, Running Attack, Skill Focus (Pilot, Use Computer), Vehicular Combat, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)
Skills Initiative +17, Mechanics +9, Pilot +17, Use Computer +14
Possessions armored flight suit, blaster pistol, comlink

Rulf Yage

The most decorated Grand Admiral in the Imperial Navy and its representative on the Council of Moffs, Rulf Yage is a hard man whose life and career has been defined by service to the Empire. Rulf Yage begins his career by attending the Imperial Academy and joins the ranks of the Starfighter Corps. Eventually, Rulf joins Skull Squadron and rises through its ranks, eventually becoming the squadron's commander. During those years, Skull Squadron is assigned to the defense of Bastion, not Coruscant. After marrying Nyna Calixte and fathering a daughter, Rulf is assigned to the Star Destroyer *Ephin Sarreti*, where he coordinates starfighter tactics for the entire Imperial Second Outer Rim Fleet.

Eventually, Rulf is promoted to the rank of Admiral, though trouble in his personal life begins to wear on him. When Nyna Calixte leaves him for Morlish Veed, Yage throws himself into his career, trying not to let his bitterness overwhelm him. By the conclusion of the Sith-Imperial War, Rulf Yage has been promoted to Grand Admiral, and his actions at the massacre at Ossus earn him not only the title of Moff but also a seat on the Council of Moffs. Despite his high rank, Rulf Yage is not nearly as cunning or devious when it comes to politics as his fellow Moffs, a fact that Nyna Calixte points out to him as the reason Morlish Veed is the High Moff and Yage is not.

Rulf Yage **CL 13**
Medium Human soldier 7/ace pilot 3/officer 3
Destiny 2; **Force** 6; **Dark Side** 2
Init +18; **Senses** Perception +12
Languages Basic, Durese

Defenses Ref 29 (flat-footed 27), Fort 27, Will 28
hp 116; **Threshold** 27

Speed 6 squares
Melee unarmed +14 (1d4+6)
Ranged blaster pistol +15 (3d6+6) or
Ranged blaster pistol +13 (4d6+6) with Rapid Shot
Base Atk +13; **Grp** +15
Atk Options Point Blank Shot, Rapid Shot
Special Actions Assault Tactics, Battle Analysis, Deployment Tactics, Devastating Attack (heavy weapons), Elusive Dogfighter, Keep It Together, Penetrating Attack (heavy weapons), Vehicular Combat

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 13, Cha 14
Special Qualities command cover, share talent (Assault Tactics), vehicle dodge +1
Talents Armored Defense, Assault Tactics, Battle Analysis, Deployment Tactics, Devastating Attack (heavy weapons), Elusive Dogfighter, Keep It Together, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Rapid Shot, Skill Focus (Knowledge [tactics], Pilot, Use Computer), Skill Training (Knowledge [tactics]), Vehicular Combat, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple) [soldier 4th, soldier starting]
Skills Initiative +19, Mechanics +12, Pilot +19, Knowledge (tactics) +17, Use Computer +17
Possessions armored flight suit, blaster pistol, comlink

Imperial Ranged Weapons

The following ranged weapons are strongly identified with the Galactic Empire and are in common use by Imperial forces throughout the galaxy during the Legacy era.

ARC-9965 Blaster Rifle

Rifle

The chosen weapon of the Imperial stormtrooper corps, the ARC-9965 blaster rifle from BlasTech is a significant upgrade over the E-11 blaster rifles used by stormtroopers during the Galactic Civil War. It is designed with accuracy in mind, with input from some of the galaxy's best sharpshooters.

The ARC-9965 is not without its flaws. The higher-accuracy blaster bolts consume more energy than a standard blaster rifle, lowering its ammunition capacity. Additionally, since the weapon is designed more for accuracy than for sprays of fire, each autofire attack made with the weapon consumes 10 shots.

The ARC-9965 blaster rifle requires a power pack to operate. After 40 shots, the power pack must be replaced. The ARC-9965 blaster rifle also has a retractable stock.

Heavy Blaster Cannon

Heavy Weapon

A heavy blaster cannon, such as the Merr-Sonn BB-23 heavy blaster cannon used by the heavy weapons specialists in Joker Squad, is a devastating weapon that can wreak havoc on enemies that stay too close to one another. Specifically designed for use against infantry and other ground-based personnel, the heavy blaster cannon is considerably larger than most weapons intended for use by an individual soldier. However, a heavy blaster cannon can be braced by spending two swift actions in the same round immediately before making an attack; if the weapon is braced, it is treated as a Large weapon, and can be fired by a Medium character. If the weapon is not braced, it cannot be fired by any creature Medium size or smaller.

A heavy blaster cannon is an area effect weapon. It deals full damage to the target if the attack hits the target's Reflex Defense (half damage if the target has the Evasion talent) and half damage if it misses (no damage if the target has the Evasion talent). Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses.

The heavy blaster cannon requires a power pack to operate. After 10 shots, the power pack must be replaced.

Table 10-1: Imperial Ranged Weapons

HEAVY WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Huge							
Heavy blaster cannon[1,2]	4,200	4d12	–	S	22 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
ARC-9965[3]	1,400	3d8	Yes	S, A	5 kg	Energy	Military

1 *Area Attack Weapon: See Area Attack, page 155 of the Saga Edition core rulebook.*

2 *Inaccurate Weapon: This weapon cannot fire at targets at long range.*

3 *Accurate Weapon: This weapon takes no penalty when firing at targets at short range.*

Table 10-2: Imperial Armor

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Medium Armor (–5)								
Cortosis gauntlet	1,500	–	–	–	–	–	1 kg	Rare
Imperial Knight armor	7,000	+8	+2	+3	4 sq.	3 sq.	16 kg	Rare
Knighthunter armor	6,000	+7	+2	+3	4 sq.	3 sq.	13 kg	Military

Imperial Armor

The Empire has always had unique suits of armor designed for its troops, and the armor of a standard stormtrooper has been enough to inspire fear in the enemies of the Empire for decades.

Cortosis Gauntlet

Medium Armor (see below)

This gauntlet, made with cortosis weave, protects its wearer from lightsaber attacks. If the wearer readies an action to block a lightsaber attack, the wearer can make an opposed unarmed melee attack roll against the attack roll of the lightsaber attack. If the wearer of the cortosis gauntlet is successful, the lightsaber deactivates and may not be reactivated for 2 minutes (20 rounds). The attack still deals normal damage before the lightsaber is deactivated.

If the wearer of a cortosis gauntlet is the target of the Severing Strike talent, the attacker can choose to sever the limb on which the cortosis gauntlet is worn without having his or her lightsaber deactivated.

The wearer of a cortosis gauntlet must have the Armor Proficiency (medium) feat or take the normal penalties for wearing armor in which he or she is not proficient.

Imperial Knight Armor

Medium Armor

The chosen armor of the Imperial Knights is modeled after the armor worn by Darth Vader during the Galactic Civil War. However, unlike Darth Vader's armor, the Imperial Knight armor is not designed to provide life support to the wearer. Additionally, the armor has small threads of phrik filaments throughout the armor, allowing the wearer to apply any personal DR against attacks made by lightsabers.

Knighthunter Armor

Medium Armor

An upgrade of the standard stormtrooper armor, the solid-black armor of the Knighthunters combines many of the designs of Palpatine's Coruscant Guards and the storm Commandos, providing a durable suit of armor that also allows the wearer to remain hidden in poorly lit conditions. Knighthunter armor comes standard with a helmet package. Additionally, the helmet of a suit of Knighthunter armor is fitted with a small connector at the base of the neck that sends minute electrical impulses into the spine and the base of the brain of the wearer. These impulses disrupt any outside influence on the brain of the wearer, granting the wearer a +5 equipment bonus to Will Defense against Use the Force checks.

Imperial Vehicles

The Empire's ground support needs have changed little across the eras. The Empire still employs walkers on worlds with rough terrain, and it still puts scout troopers on fast-moving speeder bikes. The following section describes vehicles used by the Empire extensively during the Legacy era.

Kybuck Speeder Bike

The standard speeder bike used by the troops of the Empire, the Kybuck speeder bike by Arakyd is a fast and durable bike that has become the staple of the Imperial scout trooper corps. Though somewhat larger and bulkier than the speeder bikes usually found in Imperial service, the Arakyd Kybuck makes up for this bulkiness with a more powerful set of repulsor engines and a thick layer of hull plating, making the vehicle difficult to destroy with one hit. The larger size of the bike also makes it easier for the speeder bike to accommodate a single passenger, who rides behind the pilot.

Darth Talon uses a speeder bike of this make on Vendaxa when she travels to the world in pursuit of Marasiah Fel.

Kybuck Speeder Bike **CL 5**
Large ground vehicle (speeder)
Init +14; **Senses** Perception +8

Defenses Ref 18 (flat-footed 11), Fort 15; +2 armor
hp 50; **DR** 5; **Threshold** 20

Speed 12 squares (max. velocity 500 km/h)
Ranged weapon +9 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +15
Atk Options autofire (laser cannon)

Abilities Str 20, Dex 24, Con —, Int 14
Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14, Use Computer +8

Crew 1 (expert); **Passengers** 1
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 8,000 (3,500 used)

Laser cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 4d10

All Terrain Riot Control Transport (AT-RCT)

The urban successor to the AT-ST, the All Terrain Riot Control Transport is designed for use in cities and other highly developed areas with large populations. Based on vehicle designs dating back to the Clone Wars, the AT-RCT features an open cockpit, allowing the crew full 360-degree vision and the ability to fire personal weapons at targets approaching from lines of fire outside of the vehicle's own fire arcs. Unfortunately, this also leaves the pilot and gunner open to attacks from the ground, though the AT-RCT's primary mission is crowd control and riot suppression, which usually means dealing with unruly (though not usually well-armed) mobs. Additionally, since the AT-RCT is used in support of ground troops, there is usually enough suppressing fire in the area to protect the crew.

The AT-RCT operates effectively in urban sprawls where the terrain is hindered by narrow alleys, winding streets, and uneven surfaces. With a more narrow front profile than the AT-ST, the AT-RCT can usually turn 180 degrees in a single spot, allowing it to get in and out of tight places where speeders are impractical. Thanks to the insurgency of both the Galactic Alliance Core Fleet remnants and Roan Fel's Empire-in-exile, the AT-RCT has seen greatly increased use on Imperial worlds throughout the galaxy.

All Terrain Riot Control Transport (AT-RCT) **CL 8**
Huge ground vehicle (walker)
Init +10; **Senses** Perception +8

Defenses Ref 16 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 10; **Threshold** 30

Speed fly 6 squares (max. velocity 90 km/h)
Ranged double medium blaster cannons +9 (see below) and suppression cannons +7 (see below)
Fighting Space 3×3; **Cover** +5
Base Atk +5; **Grp** +25
Atk Options autofire (double medium blaster cannons, suppression cannons)

Abilities Str 30, Dex 18, Con —, Int 14
Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10, Use Computer +8

Crew 2; **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Double medium blaster cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 5d10×2

Suppression cannons (copilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2 stun, ignores the normal 6-square ranged restriction on stun attacks

All Terrain Armored Heavy Transport (AT-AHT)

In a galaxy torn apart by a struggle between three powerful factions, it comes as no surprise that Kuat Drive Yards would produce an upgraded heavy transport designed to up the ante in any ground engagement. The successor to the AT-AT, the AT-AHT is tougher, stronger, and more heavily armed than any other walker in the Imperial arsenal. Primarily deployed on worlds where extreme temperatures, toxic atmospheres, or other conditions make using repulsor technology difficult, the AT-AHT has proven itself valuable in breaking through enemy defenses and scattering enemy troops.

All Terrain Armored Heavy Transport (AT-AHT) **CL 14**
Colossal ground vehicle (walker)
Init –2; **Senses** Perception +8

Defenses Ref 17 (flat-footed 17), Fort 31; +17 armor
hp 350; **DR** 20; **Threshold** 81

Speed 6 squares (max. velocity 80 km/h)
Ranged heavy laser cannons +8 (see below) and heavy blaster cannons +8 (see below)
Fighting Space 6×12; **Cover** total
Base Atk +5; **Grp** +46

Abilities Str 53, Dex 10, Con —, Int 16
Skills Initiative –2, Mechanics +8 Perception +8 Pilot –2, Use Computer +8

Crew 5 (expert); **Passengers** 60 (troops)
Cargo 2 tons; **Consumables** 1 week; **Carried Craft** 8 speeder bikes or 3 AT-RCTs
Availability Military; **Cost** not available for sale

Heavy laser cannons (gunner)
Atk +8, **Dmg** 8d10×2, 2-square splash

Heavy blaster cannons (gunner)
Atk +8, **Dmg** 5d10×2

Imperial Starfighters

Starfighters from the Clone Wars and the Rebellion era inspire Imperial starfighter designs well into the Legacy era, as evidenced by the new fighters presented below.

Fury-class Starfighter

The preferred method of transportation for the Sith Lords in the Empire, the *Fury*-class starfighter from the SoroSuub Corporation is another in a series of designs based on popular vessels of the past. The *Fury*-class starfighter features a cockpit situated between two angular wings, with a much more roomy interior than most starfighters. As a result, the spacecraft is far more comfortable than others of its size, particularly on long-distance journeys, making it a viable alternative to space transports for the Sith.

The *Fury*-class starfighter's design hearkens back to pre-Clone Wars starfighters such as the Cutlass-9. However, the *Fury*-class starfighter is somewhat larger and features three powerful engines that provide excellent thrust both in atmospheres and in space. The *Fury*-class starfighter, despite being the preferred craft of the Sith Lords, boasts only a light armament of laser cannons, and its low-profile design and charcoal-colored exterior make it easy to hide.



A *Fury*-class fighter fires on a IF-9 Crossfire starfighter.

***Fury*-class Starfighter** CL 12
Gargantuan starfighter
Init +6; **Senses** Perception +12

Defenses Ref 17 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 30; **Threshold** 80

Speed fly 16 squares (max. velocity 1,320 km/h), fly 6 squares (starship scale)
Ranged advanced heavy laser cannons +16 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +10; **Grp** +50
Atk Options autofire (advanced heavy laser cannons)

Abilities Str 50, Dex 18, Con —, Int 18
Skills Initiative +6, Mechanics +12, Perception +12, Pilot +6, Use Computer +12

Crew 1 (ace); **Passengers** none
Cargo 150 kg; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×.75, navicomputer
Availability Military; **Cost** not available for sale

Advanced heavy laser cannons (pilot)
Atk +16 (+11 autofire), **Dmg** 8d10×2

PREDATOR-CLASS STARFIGHTER

The mainstay of the Imperial Navy's starfighter corps, the *Predator*-class starfighter from Sienar Fleet Systems answers the Empire's basic need for a space superiority fighter that, like the TIE fighters of the Rebellion era, can also be mass produced. Faster and more agile than past Sienar designs, the *Predator*-class starfighter boasts shielding to help protect it from those rare shots that manage to hit the fighter. Unlike its TIE predecessors, the *Predator*-class starfighter is fitted with a hyperdrive, making it suitable for long-distance strike missions.

There are two primary cockpit styles among *Predator*-class fighters. The standard configuration has a somewhat reduced view of the battlefield, instead encouraging the pilot to rely on heads-up displays and computer-enhanced targeting and sensor data. Squadron leaders and wing commanders have a more traditional TIE Fighter-style cockpit, which allows for better visual scanning and situation assessment. *Predator*-class starfighters are kept in racks aboard capital starships and can be launched with speed from those ships' hangars.

PREDATOR-CLASS FIGHTERS ATTACK A SIGMA-CLASS SHUTTLE.



***Predator*-class Starfighter** CL 11
Gargantuan starfighter
Init +10; **Senses** Perception +6

Defenses Ref 21 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double medium laser cannons +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +31
Atk Options autofire (double medium laser cannons)

Abilities Str 39, Dex 28, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Military; **Cost** not available for sale

Double medium laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Neutralizer-class Bomber

During the Sith-Imperial War, Sienar Fleet Systems' engineers take the designs for the *Predator*-class starfighter and begin working on ways to adapt the design to a multipurpose bomber. The result, dubbed the *Neutralizer*-class bomber, is clearly inspired by the *Predator*-class fighter but is larger, bulkier, and somewhat less agile. Still quite nimble for a bomber, the *Neutralizer*-class bomber is also very durable, boasting impressive shields for a fighter of its size.

Compared to the *Predator*-class starfighter, only a small number of *Neutralizer*-class bombers have rolled off the assembly lines. Since the end of the Sith-Imperial War, the *Neutralizer*-class bomber has seen little use, as its primary purpose is strafing enemy ground emplacements and braking open defensible positions. However, with the rise in sedition by Roan Fel loyalists, the Empire has begun calling in *Neutralizer*-class bombers for air strikes on positions suspected of harboring sympathizers to the deposed Emperor.

Neutralizer-class Bomber **CL 11**
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defenses Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 20; **Threshold** 46

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double medium laser cannons +7 (see below) or
Ranged proton torpedo launcher +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (double medium laser cannons)

Abilities Str 42, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 10 proton torpedoes
Hyperdrive ×1, navicomputer
Availability Military; **Cost** not available for sale

Double medium laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)
Atk +7, **Dmg** 9d10×2, 4-square splash

Imperial Space Transports

Imperial officials, officers, and troops rely on two classes of shuttles that are as ubiquitous to the Legacy era as the *Lambda*-class shuttle is to the Rebellion era.

Nune-class Imperial Shuttle

The standard shuttle used by the Imperial Navy, the *Nune*-class shuttle is the spiritual heir to the *Lambda*-class shuttle used during the Galactic Civil War. Much larger than traditional shuttles, the *Nune*-class shuttle is designed with versatility in mind. In this regard, it serves as a cargo transport shuttle as well as a personal transport and a troop dropship, as needs require. Sienar Fleet Systems engineers designed the interior of the shuttle to be highly modular, and most ships equipped with *Nune*-class shuttles also come with the equipment needed to alter a *Nune*-class shuttle to fit the needs of whatever mission it is being sent on. Similarly, all Imperial Navy technicians are trained extensively in the modification of the *Nune*-class shuttle.

Some *Nune*-class shuttles have dedicated roles and never see much in the way of alteration or modification. Usually, these shuttles are assigned to flagships or transports that commonly carry high-ranking personnel, and serve solely as personal shuttles for Admirals, Moffs, and other diplomats. These shuttles usually have their interiors converted to have luxury accommodations that are fitting of Imperial officers.



14 Ionizers fire on a *Nune*-class shuttle.

Nune-class Imperial Shuttle **CL 13**
Colossal space transport
Init –1; **Senses** Perception +6

Defenses Ref 16 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 900 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +7 (see below) and medium laser cannon battery +9 (see below) and double heavy laser cannon +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40
Atk Options autofire (medium laser cannon battery, double heavy laser cannon)

Abilities Str 46, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 8 (skilled); **Passengers** 35
Cargo 250 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale

Medium laser cannons (pilot)
Atk +7, **Dmg** 4d10×2

Medium laser cannon battery (3 gunners)
Atk +9 (+4 autofire), **Dmg** 4d10×2

Double heavy laser cannon (copilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

SIGMA-CLASS LONG-RANGE SHUTTLE

A hyperdrive-equipped shuttle designed to ferry diplomats and other important beings from one side of the galaxy to another, the *Sigma*-class long-range shuttle from Sienar Fleet Systems is favored by Imperial officials who prefer to be their own pilots (or those who prefer to have only a small retinue). The *Sigma*-class long-range shuttle doesn't really compete with the more pervasive *Nune*-class shuttle. While the *Nune*-class shuttle is ideal for interplanetary travel within a given sector or region of space and often doubles as a troop transport, the *Sigma*-class shuttle is reserved for Imperial officials who need to travel across vast regions of space, such as from the Core to the Outer Rim and back again.

Most bureaucratic offices on worlds controlled by the Empire keep at least one *Sigma*-class long-range shuttle in good working order on the rare occasion that an official needs to travel across the galaxy. If the *Nune*-class shuttle is the workhorse of shuttles, the *Sigma*-class shuttle is more like a luxury transport. Though not quite as extravagantly appointed as a luxury yacht, the *Sigma*-class shuttle provides a comfortable environs for long-range travel, including several spacious passenger compartments, a well-stocked galley, and a large, open cargo area capable of carrying along personal speeders.

The Imperial Knights make extensive use of *Sigma*-class long-range shuttles when performing missions as a group. These shuttles are specially modified to carry up to three *Predator*-class starfighters in their cargo holds, at the expense of most of the ship's cargo space.

Sigma-class Long-Range Shuttle **CL 12**
Colossal space transport
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 45; **Threshold** 76

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged double heavy laser cannons +7 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (double heavy laser cannons)

Abilities Str 43, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); **Passengers** 10
Cargo 200 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×1 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale

Double heavy laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Imperial Knight variant:
Cargo 30 tons; **Consumables** 3 months; **Carried Craft** 3 *Predator*-class starfighters

Imperial Capital Ships

Fleets of capital ships symbolize the true might of the Empire, and the new Imperial capital ships found in the Legacy era put the capital ships of previous eras to shame.

Ardent-class Fast Frigate

One of the fastest capital ships in the Imperial fleet, the *Ardent*-class fast frigate produced by Kuat Drive Yards is aggressively used by Imperial tacticians as a means of disrupting enemy fleet formations. One effective Imperial strategy is to send several *Ardent*-class fast frigates into enemy picket lines at strategically chosen weak points, at which point the fast frigates provide wedges that break up defense screens and allow other Imperial ships to move in and fill the gaps. The *Ardent*-class fast frigate relies on impressive shields to execute this strategy.

Despite its excellent shielding, *Ardent*-class fast frigates tend to suffer high amounts of damage in most ship-to-ship engagements due to the sheer number of attacks directed at them. The commanders of *Ardent*-class fast frigates tend to be men and women with nerves of ice, as maintaining cool under heavy fire is key to this ship's primary strategy.

Tactical Fire: As a standard action, an *Ardent*-class fast frigate can forgo all attacks to provide tactical fire. Enemy ships occupying one or more squares adjacent to the *Ardent*-class fast frigate take a –1 penalty on attack rolls and a –1 penalty to all defenses.

Ardent-class Fast Frigate **CL 19**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 18 (flat-footed 14), Fort 38; +14 armor
hp 1,200; **DR** 15; **SR** 160; **Threshold** 138

Speed fly 4 squares (starship scale)
Ranged 5 heavy turbolaser batteries +15* (see below) and
3 medium turbolaser batteries +15* (see below) and
5 point-defense medium laser cannon batteries +11 (see below) and
2 tractor beam batteries +9* (see below) and
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +66
Atk Options autofire (point-defense medium laser cannon batteries)

Abilities Str 66 Dex 18 Con —, Int 20
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1,400; **Passengers** 200 (troops)
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 12 *Predator*-class starfighters
Hyperdrive x1 (backup x12), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 7d10x5

Medium turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 5d10x5

Point-defense medium laser cannon battery (3 gunners)
Atk +11 (+6 autofire), **Dmg** 4d10x2

Tractor beam battery (2 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** — (grapple +66)

Pellaeon-class Star Destroyer

Embodying the philosophy that classic designs never go out of fashion, the *Pellaeon*-class Star Destroyer from Kuat Drive Yards is the Empire's modern successor to the wedge-shaped capital ships of the past. Named for one of the most famous Grand Admirals in the history of the Empire, Gilad Pellaeon, this ship features a heavily slanted forward hull and a complement of turbolasers with greater fire arcs than its predecessors. Similarly, the ship's overall length is shortened to produce a smaller profile when firing broadsides with another capital ship, increasing the ship's longevity in combat.

Most *Pellaeon*-class Star Destroyers serve as command ships and flagships in Imperial fleets. Large sector fleets might have dozens of *Pellaeon*-class Star Destroyers, while smaller ones might have only a single *Pellaeon*-class ship accompanied by frigates and smaller patrol craft. These Star Destroyers help form a core around which battle groups and fleets are formed, as their hardware makes them not only incredibly powerful but also excellent command vessels. The *Pellaeon*-class ship is the perfect vehicle for the brilliant tactical minds of the Empire.

Tactical Fire: As a standard action, a *Pellaeon*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Allied starships attacking targets within this area gain a +2 bonus on attack rolls.

A *Pellaeon*-class Star Destroyer exchanges fire with a *Scythe*-class cruiser.



***Pellaeon*-class Star Destroyer** **CL 28**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 57; +14 armor
hp 2,350; **DR** 20; **SR** 140; **Threshold** 257

Speed fly 3 squares (starship scale)
Ranged 5 heavy turbolaser batteries +16* (see below) and
5 medium turbolaser batteries +16* (see below) and
4 heavy ion cannon batteries +16* (see below) and
3 tractor beam batteries +16* (see below) and
5 proton torpedo batteries +16* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +69

Abilities Str 105, Dex 14, Con —, Int 22
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 8,450 (skilled); **Passengers** 2,700 (troops)
Cargo 11,000 tons; **Consumables** 6 months; **Carried Craft** 48 *Predator*-class starfighters, 6 *Nu*-class shuttles
Payload 200 proton torpedoes
Hyperdrive ×.75, navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (5 gunners)
Atk +16 (–4 against targets smaller than Colossal), **Dmg** 12d10×5

Medium turbolaser battery (5 gunners)
Atk +16 (–4 against targets smaller than Colossal), **Dmg** 8d10×5

Heavy ion cannon battery (5 gunners)
Atk +16 (–4 against targets smaller than Colossal), Dmg 6d10×5 ion

Tractor beam battery (5 gunners)
Atk +16 (–4 against targets smaller than Colossal),
Dmg — (grapple +69)

Proton torpedo battery (5 gunners)
Atk +16 (–4 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

Imperious-class Star Destroyer

After the Sith-Imperial War, Darth Krayt's Empire struggles to deal with insurgents and rebels from a variety of factions. While the *Pellaeon*-class Star Destroyer proves a capable command vessel, Darth Krayt demands that the Empire continue to upgrade its fleets to quash sedition. Based on a proposal from Moff Rulf Yage, the Imperial Navy turns the schematics for the *Pellaeon*-class Star Destroyer (originally designed by Kuat Drive Yards) over to the Imperial forces in charge of Mon Calamari. The Empire then forces Mon Calamari engineers to modify the plans to produce an improved model, much as the old *Imperial I*-class Star Destroyer was upgraded to the *Imperial II*-class ship.

The end result is the *Imperious*-class Star Destroyer, which requires a smaller crew, has better shielding, and has components that take up far less space than the original design. Additionally, the Mon Calamari upgrade the ship's internal computers, taking the already formidable systems and making them more efficient, and adding the latest in gravity mine technology to the ship's weapon complement. The end result is a ship that is tough, smart, and dangerous.

The Galactic Alliance Core Fleet steals the first prototype of the *Imperious*-class Star Destroyer (the *Imperious* itself) from the shipyards at Mon Calamari. After a brutal battle at the shipyards, the Galactic Alliance flees with the *Imperious* to a secret rendezvous point. Admiral Gar Stazi renames the stolen vessel the *Alliance*, and Darth Krayt, livid that the Mon Calamari could allow the ship to be stolen, decimates the Mon Calamari population and forces the remaining Mon Calamari to build several new *Imperious*-class Star Destroyers in the hopes that they will break the resolve of the Galactic Alliance Core Fleet.

Tactical Fire: As a standard action, an *Imperious*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Once per turn when an allied starship within this area scores a hit with a starship weapon attack, the starship gains 20 bonus hit points (which behave exactly as bonus hit points do for characters).

***Imperious*-class Star Destroyer** **CL 29**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 17 (flat-footed 15), Fort 58; +15 armor
hp 2,500; **DR** 20; **SR** 140*; **Threshold** 258

Speed fly 3 squares (starship scale)
Ranged 5 heavy turbolaser batteries +17** (see below) and
5 medium turbolaser batteries +17** (see below) and
4 heavy ion cannon batteries +17** (see below) and
3 tractor beam batteries +17** (see below) and
5 proton torpedo batteries +17** (see below) or
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +70
Atk Options gravity mines

Abilities Str 107, Dex 14, Con —, Int 24
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 6,700 (skilled); **Passengers** 3,000 (troops)
Cargo 13,000 tons; **Consumables** 6 months; **Carried Craft** 48 *Predator*-class starfighters, 12 *Neutralizer*-class bombers, 6 *Nu*-class shuttles
Payload 200 proton torpedoes, 50 gravity mines
Hyperdrive ×.75, navicomputer
Availability Military; **Cost** not available for sale

* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

** *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (5 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 12d10×5

Medium turbolaser battery (5 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 8d10×5

Heavy ion cannon battery (5 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 6d10×5 ion

Tractor beam battery (5 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** — (grapple +70)

Proton torpedo battery (5 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

Gravity mine (gunner)
Atk —, Dmg — (see sidebar)

Gravity Mines

With the remnants of the Galactic Alliance Core Fleet hiding throughout the galaxy and Roan Fel loyalists spreading dissent throughout the galaxy, Darth Krayt's Empire needs ways to block hyperspace routes and pull ships back into realspace. Rather than continuing the tradition of using massive interdiction starships, the Empire has come to rely on gravity mines instead. Cheaper to produce and expendable, these gravity mines create a mass shadow (similar to the gravity well projectors used on the old *Interdictor*-class heavy cruisers) that pulls ships out of hyperspace and keeps them out. Unlike interdiction ships, gravity mines are small and difficult to detect with sensors. Hundreds of mines can be spread throughout an engagement zone in order to create a field of overlapping mass shadows.

A ship equipped with gravity mines can deploy a gravity mine into an adjacent square as a standard action. Whenever another starship enters a gravity mine's square or any adjacent square (either in realspace or in hyperspace), the mine activates, creating a zone that fills the mine's square and all adjacent squares (a 3×3 square area) with a mass shadow. Ships in these squares and ships that enter these squares are pulled from hyperspace and cannot enter hyperspace again while in one of these squares.

The Empire has also developed a more expensive variant of the gravity mine that is used when trying to target a single ship or a small number of ships. These mines activate a mass shadow field and then magnetically attach themselves to the starship that triggered the mine, making it impossible for the ship to destroy the mine without assistance (or having countermeasures in place, such as someone ready to exit the ship and remove the mine manually).

Gravity mines have Reflex Defense 12, 20 hit points, and Damage Threshold 10. Magnetic gravity mines also have a grapple modifier of +10; when a ship enters a magnetic gravity mine's space, it makes a free grapple attempt against that ship's Reflex Defense, and if successful, it attaches itself to the target ship. An attached magnetic gravity mine cannot be targeted by the ship it is attached to.

		EMPLACEMENT		
WEAPON	**DAMAGE**	**POINTS**	**AVAILABILITY**	**COST**
Gravity mine launcher	—	2	Military	5,000
Gravity mine, standard	—	—	Military	1,000
Gravity mine, magnetic	—	—	Military	4,000

Chapter XI
The Fringe





Living on the fringe of society is never easy. However, in the Legacy era, times are particularly rough and dangerous. The fringe has become home to some unlikely inhabitants, including beings who have fallen out of favor with the Empire and Jedi on the run from the Sith. The fringe is a dangerous, unruly place where the laws of the Empire are conveniently overlooked and almost anything—or anyone—can be bought for a price. It is a good place to hide from major enemies, provided your contacts don't sell you out. It is a good place to gain access to forbidden weapons, technology, or secret knowledge. If you're willing to take risks, you can make enormous profits, assuming your employer doesn't cheat you, you keep your guard up, and your allies remain loyal.

Remnants of the Jedi Order

The Jedi Order lies in ruins. Not since the Dark Times have the Jedi been so close to extinction. The Sith-Imperial War concludes with the Sith ruling the galaxy and the fall of the Jedi Temple on Coruscant. Imperial forces led by the Sith attack the Jedi Academy on Ossus. Most of the Jedi Masters, Knights, and Padawans on Ossus are killed, along with the Yuuzhan Vong who tend the planet's terraforming project. Among the dead are Kol Skywalker and, many presume, his son Cade. A few Jedi flee Ossus, scatter across the galaxy, and go into hiding. While the exact number of survivors is impossible to ascertain, some speculate that as much as half of the Jedi Order survives the massacre.

Prior to the Sith-Imperial War, the Jedi had championed the use of Yuuzhan Vong biotechnology to rehabilitate worlds ravaged during the Yuuzhan Vong invasion. Ossus served as the primary test case. Unfortunately, the Sith secretly sabotage the effort in order to turn the galaxy against the Yuuzhan Vong, the Jedi, and the Galactic Alliance. A few Yuuzhan Vong avoid the attack on Ossus and remain hidden there for many years afterward. They investigate the source of the Sith sabotage and protect Jedi artifacts from pirates and thieves.

Seven years after the massacre on Ossus, Jedi Master Wolf Sazen and Jedi Knight Shado Vao search for Cade Skywalker, whom Wolf believes is still alive. They succeed in finding the troubled Skywalker and try to convince him to return to the Jedi Order. Thanks to a vision he receives, Sazen believes Skywalker could be a rallying point for all Jedi. Others are less optimistic about Skywalker's future. Ultimately, Cade asks to restart his training, and Wolf obliges. During this time, they discover the Yuuzhan Vong shaper Nei Rin and her protectors hidden well below the Ossus academy. Master K'Kruhk is given custody of the surviving Jedi artifacts that the Yuuzhan Vong had protected for so many years.

Cade's training is incomplete when he rushes off to save Hosk Trey'lis from the Sith, attempting to break him out of the Sith temple on Coruscant. As Wolf and the others await Cade's return, Imperial forces return to investigate the ruined academy. Unable to locate the surviving Jedi, a suspicious Sith commander orders the complete destruction of the academy ruins by orbital bombardment.

As for those Jedi scattered throughout the galaxy, most remain hidden. Gathering in large groups draws the attention of the Sith. Jedi influence is weak. They know they must rebuild their Order before they can be of any use to the galaxy as a whole. Wolf Sazen believes that Cade Skywalker is the key to their revival and future success.

Skywalker is not the only hope, however. At the beginning of the Sith-Imperial War, Kol Skywalker orders the creation of a secret Hidden Temple. Unfortunately, it is incomplete when the Ossus massacre occurs. Very few Jedi know of its existence. However, a Jedi Council of three masters know and control the Hidden Temple: Master Tili Qua and two of the oldest surviving Masters, K'Kruhk and T'ra Saa. They secretly work to bring other Jedi to the temple and have located some Masters, a few Jedi Knights, and many younglings and Padawans.

Hosk Trey'lis

Hosk Trey'lis, a Bothan Jedi healer, works with Kol Skywalker and the Yuuzhan Vong to terraform the ravaged planet of Ossus. An atypical Bothan in many respects, Hosk values healing, patience, and communing with the Force far more than the political scheming or spying that many of his species hold in high regard. Hosk avoids the Ossus massacre and goes into hiding. Years later, he unknowingly and accidentally runs into Cade Skywalker, Jariah Syn, and Deliah Blue. Although he suspects Cade was a Jedi, he does not recognize the young Skywalker. Cade, in an attempt to hide his true self from his companions, turns Hosk over to the bounty hunter's guild for one of the standing bounties on Jedi.

Darth Krayt takes a personal interest in Hosk's healing abilities, and an even greater interest in the possibility that Hosk might be used to draw Cade to the Sith Lord. Although Cade eventually enters the Sith temple to rescue Hosk, he is ultimately unable to do so. In a dramatic encounter, Darth Krayt kills Hosk in an attempt to turn Cade to the dark side. Hosk, however, is not so easily defeated. He forgives Cade and even seeks Cade's forgiveness for failing to withstand Sith interrogation. A peaceful healer to the end, his body disappears, and he becomes a Force spirit.

Hosk Trey'lis **CL 10**
Medium Bothan Jedi 7/noble 2/Jedi Knight 1
Destiny 2; **Force** 5
Init +7; **Senses** Perception +12
Languages Basic, Bocce, Bothan, Yuuzhan Vong

Defenses Ref 24 (flat-footed 21), Fort 22, Will 26
hp 76; **Threshold** 22

HOSK TREY'LIS FENDS OFF AN AGGRESSOR-SERIES BATTLE DROID.



Speed 6 squares
Melee lightsaber +11 (2d8+6) or
Melee unarmed +10 (1d6+6)
Ranged by weapon +10
Base Atk +9; **Grp** +10
Special Actions Adept Negotiator, Clear Mind, Skilled Adviser, Elusive Target, Force Focus
Force Powers Known (Use the Force +17): *Force thrust* (2), *move object, rebuke, vital transfer* (2)
Force Techniques Force Power Mastery (*vital transfer*)

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 15, Cha 14
Talents Adept Negotiator, Bolster Ally, Clear Mind, Skilled Adviser, Elusive Target, Force Focus
Feats Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Gather Information, Treat Injury, Use the Force), Skill Training (Gather Information, Treat Injury), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +17, Knowledge (life sciences) +17, Perception +12, Treat Injury +17, Use Computer +12, Use the Force +17
Possessions lightsaber, Jedi robes, comlink



Kol Skywalker

Kol Skywalker, a direct descendent of Anakin and Luke Skywalker, serves on the Jedi Council prior to the collapse of the Galactic Alliance. He is a vocal proponent for assimilating the Yuuzhan Vong into galaxy society, and works with them to restore worlds damaged during the Yuuzhan Vong invasion. He champions the Ossus Project and works closely with Yuuzhan Vong shapers to repair the planet.

Although he lives by the Jedi Code, Kol's life is unconventional in many respects. He falls in love and briefly marries an Imperial agent named Morrigan Corde, but she leaves him shortly after the birth of their son, Cade. He dislikes politics, becoming involved only when absolutely necessary. He prefers working and remaining at the Jedi temple on Ossus. When war breaks out between the Empire and Galactic Alliance, he argues that defending the peace is preferable to winning the war.

Kol is killed in the Ossus massacre. He falls while fighting off a torrent of Sith attackers, including Darth Nihl. His death enables other Jedi to escape, including Jedi Master Wolf Sazen, Cade Skywalker, Shado Vao, and many younglings and Padawans.

Kol Skywalker **CL 14**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7, Strong in the Force
Init +15; **Senses** Use the Force +20
Languages Basic, Bocce, Huttese

Defenses Ref 31 (flat-footed 27), Fort 28, Will 25; Block, Deflect
hp 116; **Threshold** 28

Speed 6 squares
Melee lightsaber +18 (2d8+8) or
Melee lightsaber +16 (3d8+8) with Rapid Strike or
Melee lightsaber +15/+15 (2d8+8) with Dual Weapon Mastery I or
Melee lightsaber +13/+13 (3d8+8) with Dual Weapon Mastery I and Rapid Strike or
Melee unarmed +15 (1d6+8)
Ranged by weapon +17
Base Atk +14; **Grp** +17
Atk Options Dual Weapon Mastery I, Severing Strike
Special Actions Force Perception, Redirect Shot
Force Powers Known (Use the Force +20): *battle strike, farseeing, Force thrust, mind trick, move object, rebuke* (2), *surge, vital transfer*
Force Secrets Quicken Power
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 13, Dex 16, Con 13, Int 14, Wis 15, Cha 16
Special Qualities fearless, serenity
Talents Block, Deflect, Force Perception, Force Pilot, Greater Weapon Focus (lightsabers), Redirect Shot, Multiattack Proficiency, Severing Strike
Feats Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Martial Arts I, Strong in the Force, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Knowledge (galactic lore) +14, Mechanics +14, Use the Force +20
Possessions lightsaber (self-built), Jedi robes, comlink

"I AM KOL SKYWALKER, SERVANT OF THE LIVING FORCE. NONE OF YOU WILL PASS!"

-KOL SKYWALKER



Shado Vao

Shado Vao survives the Ossus massacre by piloting a shuttle carrying the last Jedi survivors, including many Padawans and Jedi Master Wolf Sazen. Years later, he joins Master Sazen in a search for Sazen's former Padawan, and Shado's childhood friend, Cade Skywalker. Ensuing adventures and skirmishes with the Sith give Shado Vao many opportunities to display his prowess with the double-bladed lightsaber.

Shado is calm and cool even in the heat of battle, and often engages his enemy in a verbal duel as well as a physical one. He is glad to see Cade return to further his Jedi training, but he is wary of how close to the dark side Skywalkers often tread. Shado has vowed to kill Cade, should he ever turn to the dark side.

Shado Vao **CL 10**
Medium Twi'lek Jedi 7/Jedi Knight 3
Destiny 2; **Force** 5
Init +8; **Senses** low-light vision; Use the Force +17
Languages Basic, Ryl, Huttese

Defenses Ref 25 (flat-footed 22), Fort 26, Will 24
hp 100; **Threshold** 26

Speed 6 squares
Melee lightsaber +12 (2d8+7) or
Melee double-bladed lightsaber +9/+9 (2d8+7) with Dual Weapon Mastery I
Ranged by weapon +13
Base Atk +10; **Grp** +13
Atk Options Running Attack
Special Actions Block, Deflect, Force Focus, Force Perception
Force Powers Known (Use the Force +17): *battle strike, farseeing, Force thrust* (2), *mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Point Recovery

Abilities Str 13, Dex 16, Con 14, Int 12, Wis 14, Cha 15
Special Qualities deceptive
Talents Block, Deflect, Force Focus, Force Perception, Multiattack Proficiency (lightsabers), Visions
Feats Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Pilot +13, Use the Force +17
Possessions double-bladed lightsaber, Jedi robes

Wolf Sazen

Jedi Master Wolf Sazen is Kol Skywalker's apprentice before becoming Cade Skywalker's master and teacher. A follower of the living Force, Sazen is serious, thoughtful, and forward-thinking. Sazen believes his own destiny to be tied closely with that of his apprentice, Cade. The young Padawan first displays his amazing yet disturbing healing ability to bring Sazen back from the brink of death at the Ossus massacre.

Sazen loses his right arm fighting Darth Nihl on Ossus. He elects not to replace the lost arm, and instead retrains himself to use his left arm instead. His "empty sleeve" serves as a reminder to the Sith that, no matter what the cost, the Jedi will continue to fight them.

WOLF SAZEN



Seven years after Ossus, Sazen calls some of the remaining Jedi together in an effort to convince them to help search for Cade. He believes that Cade is the secret to restoring the Jedi Order and defeating the Sith. The meeting is interrupted by the Sith, but it convinces Shado Vao to join Master Sazen in the effort. The two travel for some time and eventually locate Cade. At the young Skywalker's request, Master Sazen restarts his training. The training ends abruptly when the emotional and unstable Cade rushes off to save Hosk Trey'lis from the Sith.

Wolf Sazen **CL 15**
Medium Zabrak Jedi 7/Jedi Knight 6/Jedi Master 2
Destiny 3; **Force** 7
Init +14; **Senses** Use the Force +19
Languages Basic, Huttese, Ryl, Zabrak

Defenses Ref 31 (flat-footed 28), Fort 28, Will 32; Block, Deflect, Dodge
hp 107; **Threshold** 28

Speed 6 squares
Melee lightsaber +17 (2d8+7)
Ranged by weapon +16
Base Atk +15; **Grp** +17
Special Actions Combat Reflexes, Equilibrium, Force Fortification, Force Perception, Mobility, Quick Draw, Skilled Adviser, Elusive Target
Force Powers Known (Use the Force +19): *farseeing, Force thrust, mind trick, move object, rebuke, surge, vital transfer* (2)
Force Secrets Quicken Power
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 16, Cha 14
Special Qualities fearless, serenity
Talents Block, Deflect, Equilibrium, Force Fortification, Force Perception, Skilled Adviser, Elusive Target, Visions
Feats Combat Reflexes, Dodge, Force Sensitivity, Force Training (2), Mobility, Quick Draw, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +14, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +10 (may reroll), Use the Force +19
Possessions lightsaber, Jedi robes, comlink

THE UNDERWORLD

Not since the Dark Times has the underworld seen such an influx of beings from all walks of life. The collapse of the Galactic Alliance and the cruelty of the new Sith-led Empire have forced many to flee to backwater planets and join organizations where nobody asks too many questions. Though the fringe and the underworld go hand-in-hand, they are not universally the same thing. Those who inhabit the fringe are, more often than not, the type of people that don't like a lot of government or other interference, but they generally shy away from criminal activity. However, those in the underworld are almost always involved in some type of illegal activity.

BLACK SUN

The legendary criminal syndicate Black Sun has reinvented itself many times over the centuries. For such a powerful criminal empire, Black Sun manages to remain relatively obscure, despite its extensive reach. Throughout most of its history, Black Sun's secrecy has been integral to its success. However, these days, secrecy is not always of prime concern to some of its leaders. In some Outer Rim systems and other isolated areas, the syndicate openly displays its logo on ships and vehicles, largely in an effort to intimidate rivals and victims.

Black Sun's internal structure remains virtually unchanged from previous eras. Powerful crime lords, called Vigos, run the organization in groups largely divided by region or sector. Each Vigo controls the syndicate's criminal activities in his or her designated territory. However, Vigos in the Legacy era act with far more autonomy than the Vigos of previous eras. They engage in their own schemes, which range from petty extortion to massive fraud against the major governments and extensive smuggling operations between

the warring Empires. However, as in the past, the exact reach or extent of resources available to the syndicate is extremely difficult to determine, even by the Vigos themselves, who get along just well enough to benefit from their association.

Black Sun's resources include fleets of gunships, squadrons of starfighters, flights of speeder bikes, and the occasional larger warship. The Vigos have individual agents, capable pilots, and considerable muscle at their disposal. The organization's influence extends into much of the underworld and a fair number of planetary governments, though Black Sun's stranglehold over key worlds has been temporarily diminished by the resurgent Sith Empire.

Black Sun Thug **CL 2**
Medium Human nonheroic 6
Dark Side 4
Init +5; **Senses** Perception +7
Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 13, Will 9
hp 21; **Threshold** 13

Speed 6 squares
Melee knife +5 (1d4+1)
Ranged heavy blaster pistol +6 (3d8) or
Ranged blaster rifle +6 (3d8)
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot[H]

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light, medium), Point Blank Shot[H], Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Perception +7[H], Pilot +10
Possessions battle armor, blaster rifle, heavy blaster pistol, knife, swoop bike
H *Human bonus feat or trained skill.*

Black Sun Lieutenant **CL 7**
Medium Human noble 3/scoundrel 4
Force 3; **Dark Side** 4
Init +10; **Senses** Perception +9
Languages Basic, Bocce, Durese, Huttese

Defenses Ref 21 (flat-footed 19), Fort 19, Will 20
hp 53; **Threshold** 24

Speed 6 squares
Melee knife +6 (1d4+4)
Ranged heavy blaster pistol +8 (3d8+3)
Base Atk +5; **Grp** +7
Atk Options Deadeye, Point Blank Shot, Precise Shot
Special Actions Combat Reflexes[H], Inspire Confidence, Disruptive, Coordinate, Hyperdriven, Walk the Line, Vehicular Combat

Abilities Str 13, Dex 15, Con 14, Int 13, Wis 12, Cha 12
Talents Inspire Confidence, Disruptive, Coordinate, Hyperdriven, Walk the Line
Feats Combat Reflexes[H], Deadeye, Improved Damage Threshold, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +9, Initiative +10, Perception +9, Persuasion +9, Pilot +10, Treat Injury +9[H], Use Computer +9
Possessions heavy blaster pistol, knife, encrypted comlink, encrypted datapad, medpac, credit chip
H *Human bonus feat or trained skill.*

Black Sun Vigo **CL 14**
Medium Human noble 7/crime lord 7
Destiny 2; **Force** 7; **Dark Side** 8
Init +19; **Senses** Perception +20
Languages Basic, Bocce, Durese, Huttese, Ryl, Sullustese, Zabrak

Defenses Ref 22 (flat-footed 20), Fort 19, Will 25; Dodge[H]
hp 85; **Threshold** 19

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged modified heavy blaster pistol +12 (3d8+9) or
Ranged hold-out blaster pistol +12 (3d4+7)
Base Atk +10; **Grp** +11
Atk Options Point Blank Shot, Precise Shot
Special Actions Impel Ally I, Impel Ally II, Inspire Confidence, Inspire Haste, Presence, Quick Draw, Notorious

Abilities Str 10, Dex 15, Con 13, Int 16, Wis 16, Cha 17
Special Qualities Inspire Fear I, Inspire Fear II, Inspire Fear III, Shared Notoriety
Talents Connections, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Inspire Confidence, Inspire Haste, Presence, Notorious, Shared Notoriety
Feats Dodge[H], Improved Defenses, Linguist, Quick Draw, Point Blank Shot, Precise Shot, Skill Focus (Deception, Initiative, Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Gather Information +15, Initiative +19, Knowledge (galactic lore) +15, Mechanics +15, Perception +20, Persuasion +20, Pilot +14, Treat Injury +15[H], Use Computer +15
Possessions modified heavy blaster pistol (+2 damage), hold-out blaster pistol, encrypted comlink, encrypted datapad, multiple credit chips
H *Human bonus feat or trained skill.*

Brogar's Cantina and Safe House

Located on the planet Lok (see page 109), Brogar's Cantina has a well-deserved reputation in the underworld as a safe house for criminals on the run. The cantina's decrepit neighborhood and seedy countenance mask its true business. Brogar usually charges a fee for protection, negotiated between the individual seeking sanctuary and either Brogar or his trusted doorman. Although most patrons believe otherwise, protection is not guaranteed. Although he sometimes goes out of his way to prevent anyone from being forcibly removed from the premises, at least by outsiders, Brogar bends to the will of some of the more powerful crime lords or to threats of Imperial intervention.

Brogar's Cantina is also the place to meet freighter pilots willing to transport passengers or cargo from Lok, with no questions asked. Brogar has even been known to arrange such meetings, for the right price. However, he makes no effort to get involved in every transaction, nor does he want to know about the majority of them.

New Species: Advozse

The Advozse come from the geologically unstable world of Riflor. Three suns exert tremendous gravitational stress on the planet, and the Advozse evolved to become both survivors and tremendous pessimists. They don't trust easily, and they prepare for the worst while striving for the best realistic possible outcome.

Advozse are hairless, pug-faced beings with thick skin that ranges from yellow to ruddy brown. An Advozse's eyes are large and black, and its ears are pointed. A prominent black horn protrudes from the top of the Advozse's head.

Advozse Species Traits

All Advozse share the following traits:

Ability Modifiers: –2 Dexterity, +2 Constitution, +2 Wisdom.

Medium Size: As Medium creatures, Advozse have no special bonuses or penalties due to their size.

Speed: 6 squares.

Heightened Awareness: An Advozse can choose to reroll any Perception check, but the result of the reroll must be accepted even if it's worse.

Low-Light Vision: Advozse ignore concealment (but not total concealment) from darkness.

Natural Armor: Advozse have a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Languages: Advb and Basic.

Brogar's security is excellent. A door attendant mans the electronic eye and entry intercom at all times, and Brogar uses powerful Z65 patrol guard droids (see page 73) and a few bouncers to enforce his policies. Local authorities avoid the place, either due to its reputation or because they are paid well to do so.

Brogar

Brogar is the owner of his own cantina on the planet Lok. His cantina doubles as a safe house for criminals, including those running from the Empire or from other criminals. Brogar is tough and smart, and he knows when to back down from a fight, especially to protect his cantina.

Credits are key to getting along with Brogar. He also works to maintain good relations with influential crime lords. While he tolerates almost anyone entering the cantina for business, he fears Imperial interference and angering the wrong people.

Brogar **CL 5**
Medium Advozse scoundrel 5
Force 2; **Dark Side** 2
Init +3; **Senses** low-light vision; Perception +8
Languages Basic, Huttese

Defenses Ref 19 (flat-footed 18), Fort 16, Will 18
hp 32; **Threshold** 16

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Disruptive, Knack, Walk the Line

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 12
Talents Disruptive, Knack, Walk the Line
Feats Improved Defenses, Point Blank Shot, Precise Shot, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +8, Gather Information +8, Knowledge (social sciences) +9, Perception +8, Persuasion +8
Possessions blaster pistol, comlink

"WHAT PART OF 'SAFE HOUSE' DO YOU NOT UNDERSTAND?"

-BROGAR

The Crimson Axe

The *Crimson Axe* is a formidable pirate vessel captained by the notorious Feeorin pirate, Rav. The ship has a distinctive vertical configuration, with massive angled hull plating recalling the shape of a primitive axe head—thus its name. Atop this massive structure sit the command and control decks. The armored hull not only protects the ship from attack but also gives it a devastating ramming capability that tears and punctures lightly armored freighters or lesser military craft.

Several hangars allow fighters, freighters, and other craft to dock or be brought aboard. The main hangar is located at the front of the vessel, protected by huge armor-plated doors. Several smaller hangars are located on the decks below the main engines, with their entrances facing aft. The ship is also outfitted with a tractor beam to pull debris and disabled craft aboard.

Rav's ship and most of his vile crew bears the Bloody Bones symbol, a distinctive, red X-shaped mark that immediately identifies them as dangerous, brutal, and self-serving pirates. For many years, they boldly attack ships and settlements throughout the Outer Rim and other regions of the galaxy. They are opportunistic and operate anywhere that might provide them with credits, goods, or ransom payments.



The Crimson Axe

During the war between the Galactic Alliance and the Empire, the *Crimson Axe* ransacks defeated bases and settlements, or occasionally sifts through the debris fields of massive space battles. The crew delights in easy pickings and quick scores. One of the ship's greatest achievements is the sacking of the Jedi temple on Ossus, two days after it falls to Sith and Imperial forces.

The defeat of the Galactic Alliance and the reemergence of the Empire under Sith control makes piracy more difficult. At the end of the war, the *Crimson Axe* is forced to return to its earlier ways, though it occasionally benefits from the ongoing battles between the Sith Empire and its enemies. Eventually, Rav decides that there is better and easier money to be made in bail bonds and acting as a coordinator for bounty hunters.

Rav turns the ship into his base of operations on Socorro, dropping the tall, pointed vessel into a massive, ancient sarlacc pit in an outcropping above the Killee Wasteland. From its high perch, it overlooks the vast black sands of the surrounding landscape. The ship towers over the small city of Killee-Kor, built throughout the rocky cliffs and mesas long ago. Like many settlements on Socorro, Killee-Kor is a haven of underworld activity and home to hundreds of fringe-dwellers.

Bounty hunters and less savory individuals often visit the *Crimson Axe* to confer with Rav. The pirate promotes the idea that the ship is still operational, and could leave at his command, but many speculate that it has become a permanent fixture of the Killee Wasteland.

Crimson Axe **CL 17**

Colossal (frigate) capital ship

Init +1 (–2 while grounded); **Senses** Perception +8

Defenses Ref 14* (flat-footed 11*), Fort 35; +11 armor

hp 790; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 3 squares (starship scale)

Ranged 1 turbolaser batteries +13** (see below) and
2 point-defense laser cannon batteries +13 (see below) and
1 tractor beam batteries +7** (see below)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +5; **Grp** +50

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 60, Dex 16, Con —, Int 14

Skills Initiative +1 (–2 while grounded), Mechanics +8, Perception +8, Pilot +1, Use Computer +8

Crew 550 (expert); **Passengers** 150 (prisoners)

Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** 2 shuttles, 1 light freighter, 12 starfighters

Hyperdrive ×2 (backup ×12), navicomputer

Availability Military; **Cost** not available for sale

* *While grounded and immobile, the ship has Ref 11 (flat-footed 9).*

** *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +13 (-7 against targets smaller than Colossal), **Dmg** 4d10×5

Point-defense laser cannon battery (4 gunners)
Atk +13 (+8 autofire), **Dmg** 2d10×2

Tractor beam battery (gunner)
Atk +7 (-13 against targets smaller than Colossal),
Dmg — (grapple +50)

Using the Crimson Axe

For campaigns featuring fringe or underworld adventures, the *Crimson Axe* provides many opportunities. If the adventure is set in the early years of the Legacy era, Rav and his pirates are still active and might be found virtually anywhere. They could attack the heroes' ship or settlement. The bold pirates might even target lightly armed Galactic Alliance ships or locations. On the other hand, if the player characters are less than heroic, they might join the pirate crew for a time.

If the campaign is set after Rav has settled down on Socorro, the *Crimson Axe* could be used as a base of operations for up-and-coming bounty hunters and other underworld fringers. Even if the characters do not operate directly out of the ship, they might stop by occasionally to pick up new instructions or collect on bounties. They could work directly for Rav, or Rav might take a cut of their spoils serving as an intermediary between the heroes and various underworld organizations. The heroes might even attempt to infiltrate the *Crimson Axe*, in an attempt to free a captured friend or at the behest of another patron.

Dealing with Rav is always risky. The scheming Feeorin works hard to keep his underlings and associates under his thumb. Bounty payoffs are high, but Rav charges extra fees whenever he can, especially when the characters are in need of additional services. Rav can arrange docking privileges, either on the *Crimson Axe* or at docking bays within Killee-Kor, as well as provide parts, repair services, supplies, death sticks, spice, or virtually anything else that the characters might request—but always at a significant fee. He will even offer badly needed or desired items on credit, just to keep his associates in his debt. In this case, the more expensive, the better.

Rav's associates are an everchanging court of scoundrels, killers, bounty hunters, pirates, and general lowlifes. Consider using or adapting any of the thugs or similar characters found within this chapter to fill out Rav's court and followers.



Rav

Rav is a pirate-turned-bounty hunter who runs his own bounty clearinghouse. He is tough, nasty, controlling, and manipulative. He constantly schemes to keep his associates and underlings in his debt, and therefore under his control. Years of successful piracy have granted him untold numbers of credits, as well as connections with thousands of criminals, from powerful crime lords to petty thieves. The Feeorin's reputation instills fear throughout the underworld, and his reach extends from the Outer Rim to the lowest levels of Coruscant. Most lesser criminals, and even many crime lords, will not intentionally cross Rav without due cause. A few even contract their bounties through him, for an additional fee, of course.

Rav is massive and a very strong. Early in his pirate career, he lost the lower part of his right leg fighting with a rival. As usual, Rav came out on top, killing his opponent in the fight. His lost leg was replaced with a cybernetic attachment resembling a mechanical clawed talon. He lost his left eye in

a boarding action. This he replaced with a cybernetic implant that appears to be a diseased or damaged eye, leaving his opponents to believe that his eyesight is diminished on that side. The eye is further highlighted by a pale X-shaped tattoo center directly on it. As is the case with all of his pirates, Rav sports a scar-covered Bloody Bones tattoo on his left shoulder.

Rav deals with nearly anyone, especially those he can exert control over. He has contacts at the highest levels of the Sith Empire—including Darth Maladi and Moff Nyna Calixte—mainly to deal with the ever-increasing bounty on Cade Skywalker, one of Rav's former crewmen. Rav remains at odds with his ex-crewman, but if he can make some credits off of him, so be it.

Rav **CL 12**
Medium Feeorin noble 5/scoundrel 3/crime lord 4
Destiny 2; **Force** 6; **Dark Side** 14
Init +13; **Senses** low-light vision; Perception +18
Languages Basic, Bocce, Feeorin, Gamorrean, Huttese, Rodese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 24), Fort 25, Will 29
hp 73; **Threshold** 30

Speed 6 squares
Melee unarmed +9 (1d6+8)
Ranged heavy blaster pistol +9 (3d8+6)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Bolster Ally, Ignite Fervor, Inspire Confidence, Inspire Fear I, Knack, Notorious

Abilities Str 15, Dex 14, Con 12, Int 14, Wis 15, Cha 16
Special Qualities brutal, command cover +2, inborn resilience
Talents Bolster Ally, Ignite Fervor, Inspire Confidence, Inspire Fear I, Inspire Fear II, Inspire Fear III, Knack, Notorious
Feats Armor Proficiency (light), Improved Damage Threshold, Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Deception, Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +19, Gather Information +14, Initiative +13, Knowledge (galactic lore) +13, Perception +18, Persuasion +19, Pilot +13, Use Computer +13
Possessions heavy blaster pistol, prosthetic leg, cybernetic eye (low-light vision), encrypted datapad, encrypted comlink, credit chips, death sticks

Rik's Cantina

Rik's Cantina is a well-known Coruscant underworld bar and meeting place. Located near the government districts, Rik's is hidden deep in the lower levels of the city-planet. Even approaching the dive is dangerous, especially if one takes a route through the failed Yuuzhan Vong terraforming areas, where the Vongspawn survivors eke out a meager existence (see page 217). Even close to the cantina, those traveling alone or who appear to be weak become targets for local gangs and thugs looking for a quick score of credits.

Despite its rough neighborhood, or perhaps because of it, Rik's is very popular. Virtually any drink or other recreational activity can be found here, for a price. While that alone would make the place popular locally, what really draws offworlders is the quality of the information trade and excellent connections that can be found here. It is also well known that fighting is not allowed, making it a safe place to talk, unlike the surrounding area.

The cantina's owner, a Hutt named Queen Jool, makes this all possible. She facilitates much of the information trade herself. She takes every opportunity to obtain new information, whether that means gathering it through spies, exchanging it for other information, or simply bargaining for it. Any information she obtains goes into her extensive database. Even when she's not actually in the cantina itself, Queen Jool is usually available, as she lives in a swamp situated under the premises.

Queen Jool

Queen Jool is the current owner of Rik's Cantina, a cantina in the lowest levels of Coruscant. It's a sign of how different times are in this era, that a Hutt can live—and would want to live—on Coruscant. Her highly effective information brokerage service is powered by a massive database, where she keeps all of the information she gathers from her customers and contacts. She readily and easily accesses her database through a cybernetic implant that replaces her left eye, which she lost years ago to a disgruntled client. Her trademark bejeweled implant reflects her self-selected name.

Queen Jool is reputed to be an honest broker. She knows her information must be reliable and she must be sincere to keep the customers coming in, and, more importantly, keep them willing to pay her. Her vast database also ensures a lot of repeat business. She carefully guards its physical location, and its security protocols are extensive. Customized hardware is required to access and decrypt its transmissions.

Queen Jool is quite happy to facilitate meetings, but limits her direct involvement in her customers' business in order to remain something of a neutral third party. However, she does have her favorites, for whom she is willing to go the extra mile. Ever the eager hostess, she makes sure that many of her customers believe that they are among her favorites, whether or not they actually are.

QUEEN JOOL



Queen Jool **CL 9**
Large Hutt noble 3/scoundrel 3/scout 3
Destiny 1; **Force** 4; **Dark Side** 3
Init +3; **Senses** Perception +16 (may reroll)
Languages Basic, Bocce, Bothese, High Galactic, Huttese, Shyriiwook

Defenses Ref 20 (flat-footed 19), Fort 22, Will 24 (+5 when opposing Use the Force checks); supreme stability
hp 58; **Threshold** 32

Speed 2 squares
Melee unarmed +7 (1d6+5)
Ranged by weapon +5
Base Atk +6; **Grp** +12
Atk Options Point Blank Shot, Precise Shot
Special Actions Gimmick, Knack

Abilities Str 13, Dex 8, Con 13, Int 13, Wis 15, Cha 12
Talents Acute Senses, Connections, Educated, Gimmick, Knack, Social Engineering
Feats Improved Defenses, Improved Damage Threshold, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Knowledge [galactic lore], Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +10, Gather Information +14, Knowledge (galactic lore) +15, Knowledge (social sciences) +10, Perception +16 (may reroll), Persuasion +15 (may reroll, keeping the better result), Stealth –2, Use Computer +15
Possessions cybernetic eye (computer link to private database), comlink

JAK

Jak is Queen Jool's personal bodyguard and an enforcer for Rik's Cantina. The Nautolan is completely loyal to the Hutt and is such a fixture in the cantina that those who deal with Queen Jool regularly almost forget he's there, observing and working in the background. At her command, he deals with any threat or anyone causing her trouble, usually by tossing them unceremoniously out the front door of the cantina. Jak is strong but silent, quite willing to play the part of hired muscle who's paid not to think too much. His first priority is protecting Jool, so he keeps a watchful eye over the entire room, especially when unfamiliar clients are present.

Jak **CL 6**
Medium Nautolan soldier 6
Force 3; **Dark Side** 3
Init +14; **Senses** low-light vision; Perception +14
Languages Basic, Nautolan

Defenses Ref 19 (flat-footed 18), Fort 21, Will 18
hp 64; Threshold 21

Speed 6 squares
Melee unarmed +8 (1d6+3)
Ranged blaster pistol +7 (3d6+3)
Base Atk +6; **Grp** +10
Atk Options Pin, Throw
Special Actions Draw Fire, Harm's Way

Abilities Str 14, Dex 13, Con 14, Int 9, Wis 12, Cha 10
Talents Expert Grappler, Draw Fire, Harm's Way
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Pin, Skill Focus (Initiative, Perception), Throw, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +14, Perception +14, Use Computer +7
Possessions blaster pistol, comlink

Finn

Finn is the head bartender and chief enforcer of Rik's Cantina, though most newcomers would hardly believe so. Finn is aloof, seemingly detached, and often appears unfazed by anything that happens in the cantina. Despite his demeanor, Finn is a skilled bouncer and brawler. He defends the place efficiently, and often in subtle ways. More than one disruptive guest has found that the "free drink" Finn offered up to quell an ugly situation turned out to contain a tranquilizer or similar additive. Finn is equally capable of taking down a troublemaker with his blaster or even his bare hands, remaining calm and collected all the while.

Finn **CL 5**
Medium Sakiyan scoundrel 4
Force 2; **Dark Side** 1
Init +8; **Senses** darkvision; Perception +8
Languages Basic, Sakiyan

Defenses Ref 18 (flat-footed 16), Fort 14, Will 16
hp 29; **Threshold** 14

Speed 6 squares
Melee unarmed +3 (1d6+2) or
Melee stun baton +3 (2d6+2 stun)
Ranged heavy blaster pistol +5 (3d8+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot, Pin
Special Actions Sneak Attack, Walk the Line

Abilities Str 11, Dex 12, Con 10, Int 12, Wis 12, Cha 13
Talents Sneak Attack, Walk the Line
Feats Point Blank Shot, Precise Shot, Martial Arts I, Pin, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Initiative +8, Perception +8, Persuasion +8
Possessions heavy blaster pistol, comlink, tranquilizer drops (1d20+5 vs. Fortitude Defense; on a hit, the target moves -1 step down the condition track; make a new attack roll each round until the target is cured with DC 20 Treat Injury check).

New Species: Sakiyan

Sakiyans hail from the tropical world of Saki, located in Hutt Space. Their acute senses and nigh-supernatural perception evolved from a need to survive the fierce predators of their homeworld.

Sakiyans are hairless, and their skin color ranges from jet-black to deep purple and crimson. They have large craniums, for the Sakiyan brain is nearly twice the size of the average Human brain.

Sakiyan Species Traits

All Sakiyans share the following traits:

Ability Modifiers: None.

Medium Size: As Medium creatures, Sakiyans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Darkvision: Sakiyans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Conditional Bonus Feat: A Sakiyan with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Lightning Reflexes: Sakiyans gain a +2 species bonus to their Reflex Defense.

Languages: Basic and Sakiyan.

The Wheel

The Wheel is a massive space station located in the Besh Gorgon system, in the Mid Rim. True to its name, the station is ring-shaped, with four spokes meeting a long, towerlike section piercing its center. A variety of docking ports and hangar bays are scattered around the ring and the central tower, allowing freighters and shuttles of all sizes and arrangements to dock without difficulty.

Large sections of The Wheel have been modified and rebuilt over the years, sometimes greatly changing its appearance, but keeping its familiar silhouette essentially the same. The orientation of decks, hangars, and towers are often at 90 degrees to adjacent structures, requiring gravity adjustment zones to allow the inhabitants to move from one section to another without difficulty. This is usually accomplished through the use of turbolifts that rotate to change orientation without disturbing the passengers, but some creatively configured hallways and ladders accomplish the same thing.

The Wheel has remained neutral territory through the Clone Wars, the Rebellion era, and the recent wars between the Empire, the Galactic Alliance, and Emperor Fel's forces. Thanks to its isolated location, The Wheel even managed to escape permanent damage during the Yuuzhan Vong invasion and often served as a safe transfer point for refugee starships.

The Wheel maintains its neutrality through whatever means necessary, including excessive tax payments, bribes, treaties, kickbacks, and even military force on occasion. While galactic governments occasionally take an interest in the station, it is usually for monetary reasons rather than military ones. In fact, since the defeat of Palpatine's Empire, no government has had the political will to bring The Wheel under its control.

The Wheel is best known for its many casinos and entertainment facilities. The most popular establishments are currently the Golden Star casino and Toran's Resort and Retreat. Beings from across the galaxy come to The Wheel for its exotic entertainment as well as to escape the rigorous laws and restrictions of the larger galactic governments. In fact, crime lords, entrepreneurs, and even major governments use The Wheel as a neutral stage for sensitive negotiations.

Visitors to the station find more than just entertainment, however. The Wheel features complete starship services capable of repairing anything up to a Colossal (frigate) capital ship. Modifications to most systems is also available, although in order to preserve its neutrality, The Wheel may officially refuse to carry out extremely dangerous or threatening upgrades. In reality, it is not difficult to find a tech willing to overlook such restrictions, for the right amount of credits. Basic supplies and a wide selection of exotic goods are available on the market decks. Many items that are considered illegal elsewhere can be found here, though the most rare, incriminating, or dangerous items will not be found displayed in the markets.

Pol Temm currently owns the station. In keeping with the station's strict goal of neutrality, he disallows weapons and fighting while onboard. In theory, only his own security forces and other authorized personnel are allowed to be armed. In fact, it is common practice for visitors to find ways of smuggling their own weapons aboard, often in pieces. Given the station's underworld culture, those determined to obtain weapons can usually do so.

Individuals who break the station's rules are dealt with quickly and harshly. Most are simply tossed back aboard their ships and ordered to leave the system immediately, with an armed escort. Those causing significant trouble might be shown the closest airlock instead. Most troublemakers are also banned from returning, although it's fairly easy to slip back on board in disguise.

The Wheel has an impressive array of weapons and shielding to protect itself from local pirates and even small military fleets. Four full squadrons of starfighters and 20 gunships and frigates provide further military support and regional patrol capabilities. These craft also escort important vessels, particularly those contracted with the station.

The Wheel **CL 19**
Colossal (station) space station
Init -9; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 73; +15 armor
hp 2,900; **DR** 20; **SR** 250; **Threshold** 573

Speed fly 0 squares (starship scale)
Ranged 10 turbolaser batteries +17* (see below) and
8 point-defense laser cannon batteries +15 (see below) and
10 ion cannon batteries +17* (see below) and
10 tractor beam batteries +13* (see below)
Fighting Space 2×2 square (starship scale); **Cover** total
Base Atk +2; **Grp** +85
Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 136, Dex 0, Con —, Int 20
Skills Initiative -9, Mechanics +6, Perception +6, Pilot -9,
Use Computer +6

Crew 10,000 (skilled); **Passengers** 15,000
Cargo 150,000 tons; **Consumables** 5 years; **Carried Craft** 48 starfighters, various support and visiting craft
Availability Unique; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser cannon battery (5 gunners)
Atk +15 (+10 autofire), **Dmg** 3d10×2

Ion cannon battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 5d10×5 ion

Tractor beam battery (4 gunners)
Atk +13 (-7 against targets smaller than Colossal),
Dmg — (grapple +85)

Pol Temm

Pol Temm is the current owner and administrator of The Wheel. He is one of the few beings to have lived most of his life on the station, giving him a vested interest in its continued existence. Pol has served The Wheel in many capacities over the years. He worked as a dealer and bouncer in the casinos, held security positions, served aboard the station's patrol ships, and eventually worked his way into the management and command structure. When some vengeful pirates had the previous owner assassinated during the Sith-Imperial War, Pol activated a long developed plan to transfer ownership of the station to himself. Few questioned the move, as he was the second-in-command at the time, and his reputation was above any suggestion that he might be involved in the death of his friend and predecessor.

Though he regards himself as generally honest, Pol knows the type of clientele that typically visits the station. While he prefers to take the high road whenever possible, ultimately he does what is needed to protect the station and its neutrality. He is strong willed, highly confident, and popular among the station's inhabitants and security forces. He is a skilled negotiator, but willing to use a heavy hand when necessary to preserve The Wheel's security and reputation. His able leadership has caused a resurgence in the station's popularity, and thus improved its financial fortunes as well.

As a Kel Dor, Pol Temm must wear a mask throughout most of the station. However, his own personal quarters, as well as certain entertainment areas, have been specially modified to cater to the specific needs of the Kel Dor. In fact, Pol has expanded the areas that cater to specific non-oxygen breathing species from other parts the galaxy.

Pol Temm **CL 13**
Medium Kel Dor noble 10/crime lord 3
Destiny 2; **Force** 6; **Dark Side** 2
Init +12; **Senses** low-light vision; Perception +19
Languages Basic, Bocce, Durese, Huttese, Kel Dor, Mon Calamari

Defenses Ref 27 (flat-footed 26), Fort 25, Will 31
hp 76; **Threshold** 25

Speed 6 squares
Melee unarmed +9 (1d4+6)
Ranged blaster pistol +11 (3d6+6)
Base Atk +9; **Grp** +10
Atk Options Point Blank Shot, Precise Shot
Special Actions Demand Surrender, Impel Ally I, Inspire Confidence, Inspire Haste, Inspire Fear, Presence

Abilities Str 10, Dex 13, Con 13, Int 15, Wis 17, Cha 17
Special Qualities command cover +1
Talents Connections, Demand Surrender, Impel Ally I, Impel Ally II, Inspire Confidence, Inspire Haste, Inspire Fear I, Presence
Feats Armor Proficiency (light), Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Perception, Persuasion), Skill Training (Deception, Initiative, Mechanics), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +14, Gather Information +14, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Mechanics +13, Perception +19, Persuasion +19, Pilot +12, Treat Injury +14, Use Computer +13
Possessions blaster pistol, encrypted comlink, encrypted datapad, Kel Dor antiox breath mask and goggles

Wheel Security

The Wheel's security forces are well-paid, highly trained, and effective. Beings from virtually any species are hired to serve aboard the station or its auxiliary patrol ships. The Wheel's security forces are loyal, for the most part. While a few can be bought off or corrupted, they typically don't last very long before the committed security forces arrest them or toss them out the airlock. Security attempts to deal with incidents in a nonlethal manner, as the current administrator prefers to deport and ban troublemakers rather than imprison or kill them.

Wheel Security **CL 7**
Medium Human nonheroic 8/soldier 3/elite trooper 1
Force 3; **Dark Side** 1
Init +12; **Senses** low-light vision; Perception +12
Languages Basic, Huttese

Defenses Ref 23 (flat-footed 20), Fort 22, Will 14
hp 55; **Threshold** 22

Speed 6 squares
Melee combat gloves +12 (1d6+5) or
Melee stun baton +12 (2d6+4 stun) or
Melee vibroblade +12 (2d6+4)
Ranged heavy blaster pistol +12 (3d8+2) or
Ranged blaster rifle +13 (3d8+4, devastating attack) or
Ranged blaster rifle +10/+10 (3d8+4, devastating attack) with Double Attack
Base Atk +10; **Grp** +12
Atk Options Double Attack (rifles), Point Blank Shot, Running Attack[H]
Special Actions Devastating Attack (rifles)

Abilities Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8
Special Qualities delay damage
Talents Devastating Attack (rifles), Weapon Specialization, Multiattack Proficiency (rifles)

Feats Armor Proficiency (light, medium), Double Attack (rifles), Martial Arts I, Point Blank Shot, Running Attack[H], Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)
Skills Initiative +12[H], Perception +12, Stealth +12
Possessions battle armor with helmet package (low-light vision), blaster rifle, heavy blaster pistol, vibroblade, stun baton, combat gloves
H *Human bonus feat or trained skill.*

Wheel Thug

The Wheel's popularity among underworld figures and fringe society also makes it a prime target for petty criminals. In a station as massive as The Wheel, small gangs can exert some control and carry out petty crimes in less secure zones without attracting undue attention.

Wheel Thug CL 4
Medium Human nonheroic 3/soldier 3
Force 1; **Dark Side** 3
Init +9; **Senses** Perception +7
Languages Basic

Defenses Ref 18 (flat-footed 15), Fort 17, Will 12
hp 36; **Threshold** 17

Speed 6 squares
Melee unarmed +6 (1d8+2) or
Melee vibroblade +6 (2d6+2)
Ranged heavy blaster pistol +6 (3d8+1)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot[H], Squad Superiority
Special Actions Pin, Squad Fighter

Abilities Str 13, Dex 13, Con 14, Int 8, Wis 9, Cha 8
Talents Squad Fighter, Squad Superiority
Feats Martial Arts I, Martial Arts II, Pin, Point Blank Shot[H], Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +9, Perception +7[H]
Possessions combat jumpsuit, heavy blaster pistol, vibroblade
H *Human bonus feat or trained skill.*

Other Fringe Personalities

The fringe is home to many noteworthy individuals who don't fall into clearly definable roles or organizations.

"Bantha" Rawk

Once a Jedi named Nat Skywalker who left the Jedi Order, "Bantha" Rawk is a chief mechanic at the Selonian shipyards in the Corellia system. A large, tough Human, Bantha is better known for his side business: creating custom weaponry for those with credits to spare. His handiwork is carried by some of the finest bounty hunters in the galaxy, and includes Cade Skywalker's distinctive double-barreled blaster carbine.

Bantha operates out of his own compound, called Rawk's Nest, on the planet of Iego (see page 108). It's largely a family-run operation, and much like Bantha himself, his family is boisterous and opinionated. He is married to Droo, has a teenage daughter named Ahnah, a teenage son named Skeeto, and an adopted son named Micah. Rawk's clan is a match for local threats and can protect itself even from the likes of large criminal organizations such as Black Sun.



Nat Skywalker, aka "Bantha Rawk"

"Bantha" Rawk **CL 8**
Medium Human scoundrel 8
Destiny 1; **Force** 4
Init +5; **Senses** Perception +10
Languages Basic, Bocce, Huttese

Defenses Ref 21 (flat-footed 20), Fort 19, Will 20
hp 51; **Threshold** 19

Speed 6 squares
Melee vibroblade +8 (2d6+6)
Ranged modified blaster pistol +7 (3d6+6) or
Ranged modified blaster pistol +5 (4d6+6) with Deadeye or Rapid Shot or
Ranged modified blaster carbine +7 (3d8+6) or
Ranged modified blaster carbine +5 (4d8+6) with Deadeye or Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Deadeye, Point Blank Shot, Precise Shot
Special Actions Disruptive, Knack, Lucky Shot, Trace

Abilities Str 14, Dex 12, Con 12, Int 14, Wis 13, Cha 11
Talents Disruptive, Knack, Lucky Shot, Trace
Feats Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Mechanics), Tech Specialist, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Deception +9, Knowledge (technology) +11, Mechanics +16, Perception +10, Persuasion +9, Pilot +10, Use Computer +11
Possessions modified blaster pistol (+2 equipment bonus to damage), modified blaster carbine (+2 equipment bonus to damage), comlink

Cade Skywalker

Cade is the last of the Skywalkers, and like his predecessors, the Force is strong in him. And, like many of them, he struggles to find his way between the dark side and the light side.

Temperamental and often selfish, Cade tries to suppress and forget his lineage after the Ossus massacre. After losing his father, Kol Skywalker, Cade uses an extraordinary healing power that taps into the dark side of the Force to save his dying Master, Wolf Sazen. Fearing the temptation of the dark side, Cade abandons the Jedi way and, through necessity, falls in with a pirate gang that rescues him after his ship is destroyed in space. Cade, pretending to be a fellow scavenger, proves his worth by helping the pirates sack the ruined Jedi Academy on Ossus. Cade becomes an enthusiastic and effective bounty hunter in the years that follow, working alongside his on-and-off lover Deliah Blue and long-time friend Jariah Syn out of his ship, the *Mynock* (see page 219).

Cade Skywalker



Cade soon discovers that the Skywalker legacy is not so easily cast aside, as the remaining Jedi and the new Sith take interest in his lineage and abilities. After battles with Darth Nihl and Darth Talon, Cade quickly concludes that he needs to return to his Jedi training, if nothing else than for self-defense. His old Master, Wolf Sazen, agrees to restart his training in the ruins of the Ossus academy. The training exposes Cade's tormented psyche and age-old fears.

In an effort to right a previous wrong, Cade abandons his training once again in order to save Hosk Trey'lis from the Sith. However, the Sith are waiting for him, and Cade is captured in the Sith Temple on Coruscant. For a time, he pretends to go along with Darth Krayt's teachings, learning much about the Sith Lord, his enemies, and even his own unusual healing abilities. Ultimately, Cade is unable to save Hosk from Darth Krayt, but he escapes the Sith Temple with help from a mother he didn't know existed, and his mostly loyal friends.

With each new experience and exploit, Cade becomes less the selfish, credit-hungry bounty hunter and more the respectful crusader, determined to settle old debts. However, given his personality and past, it is a sure bet that his future will remain unsettled and dangerous for a long time to come.

Cade Skywalker **CL 11**
Medium Human Jedi 3/scout 5/soldier 1/bounty hunter 2
Destiny 2; **Force** 5, Strong in the Force; **Dark Side** 4
Init +13; **Senses** Perception +11 (may reroll)
Languages Basic, Huttese, Shyriiwook

Defenses Ref 28 (flat-footed 25), Fort 27, Will 24
hp 115; **Threshold** 27

Speed 6 squares
Melee unarmed +10 (1d6+6) or
Melee lightsaber +11 (2d8+6)
Ranged modified double-barreled blaster carbine +11 (3d8+7) or
Ranged modified double-barreled blaster carbine +6/+6 (3d8+7) with Double Attack
Base Atk +7; **Grp** +9
Atk Options Double Attack (rifles)
Special Actions Acute Senses, Block, Deflect, Hunter's Mark, Power of the Dark Side
Force Powers Known (Use the Force +12): *dark transfer, Force disarm, Force thrust, move object*

Abilities Str 13, Dex 15, Con 18, Int 14, Wis 13, Cha 14
Special Qualities familiar foe +1
Talents Acute Senses, Block, Armored Defense, Deflect, Hunter's Mark, Improved Initiative, Power of the Dark Side
Feats Armor Proficiency (light), Double Attack (rifles), Force Sensitivity, Force Training (2), Martial Arts I, Skill Training (Survival), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +11, Initiative +11, Perception +10, Pilot +11, Survival +10, Use the Force +11
Possessions blast vest, Kol Skywalker's lightsaber, modified double-barreled blaster carbine (no stock), data chips

Chak

Chak is the Wookiee captain of the *Grinning Liar*, a smuggling ship of note in some circles (see page 219 for the ship's statistics). These days, he works with a young Devaronian named Kee (see page 213). Chak has been around long enough to remember the Clone Wars and the subsequent enslavement of the Wookiees. He ran some legitimate supply runs to the Jedi Academy on Ossus, in the years before its destruction. Chak is unafraid of taking risks, particularly when the pay is good or he has a vested personal interest. He is known as a fiercely loyal friend, and an equally ferocious enemy.

Chak **CL 8**
Medium Wookiee scoundrel 5/scout 3
Destiny 1; **Force** 4; **Dark Side** 1
Init +6; **Senses** Perception +10 (may reroll)
Languages Basic (understand only), Shyriiwook



Kee and Chak

Defenses Ref 23 (flat-footed 20), Fort 20, Will 20
hp 54; **Threshold** 20; extraordinary recuperation

Speed 6 squares
Melee unarmed +9 (1d6+7)
Ranged hunting blaster carbine +8 (3d8+4)
Base Atk +6; **Grp** +9
Atk Options Point Blank Shot, Running Attack, Trip, Throw
Special Actions Acute Senses, Hyperdriven, Mobility, Skirmisher, Vehicular Combat

Abilities Str 17, Dex 14, Con 13, Int 11, Wis 12, Cha 9
Special Qualities rage 1/day
Talents Acute Senses, Hyperdriven, Skirmisher
Feats Martial Arts I, Mobility, Point Blank Shot, Running Attack, Throw, Trip, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7 (may take 10 when distracted or threatened), Deception +8, Mechanics +9, Perception +10 (may reroll), Persuasion +3 (may reroll when intimidating), Pilot +11, Use Computer +9
Possessions hunting blaster carbine, comlink

Choka Skell

Choka Skell is a Yuuzhan Vong warrior and the fierce protector of a shaper named Nei Rin (see page 215). Choka and his fellow Yuuzhan Vong are offworld when the Sith attack and destroyed the Jedi Temple on Ossus. Choka dutifully follows Nei Rin's orders to preserve and protect what little remains. More importantly, the proud warrior stays at Nei Rin's side when she decides to remain on Ossus to further investigate the Sith sabotage of the Yuuzhan Vong coral seeds.

Choka Skell is completely dedicated to the task of protecting the shaper and following her orders. While the protection of the Jedi artifacts on Ossus is important, to Choka it is secondary to Nei Rin's survival. Choka served on Ossus long enough to regard the Jedi as fellow warriors, worthy of respect in life and death. However, he remains as dedicated and violent as any Yuuzhan Vong warrior of the past. He has a particular hatred for the pirates who ransacked the Jedi Temple, second only to that of the Sith attackers themselves.

Choka Skell CL 7
Medium Yuuzhan Vong soldier 7
Destiny 1
Init +9; **Senses** Perception +7
Languages Basic, Yuuzhan Vong

Defenses Ref 22 (flat-footed 21), Fort 25, Will 16
hp 70; **Threshold** 25
Speed 6 squares
Melee amphistaff (quarterstaff form) +10 (1d6+7, devastating attack) or
Melee amphistaff (quarterstaff form) +5/+5 (1d6+7, devastating attack) with Dual Weapon Mastery I or
Melee amphistaff (spear form) +10 (1d8+7, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track) or
Melee amphistaff (whip form, reach 2 squares) +10 (1d4+7, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track; the target may be tripped or pinned instead of attacked for damage)
Ranged amphistaff (spear form) +9 (1d8+5, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track) or
Ranged razor bug +8 (2d8+3)
Base Atk +7; **Grp** +9
Atk Options Pin, Powerful Charge, Running Attack
Special Actions Devastating Attack (amphistaff)
Abilities Str 14, Dex 13, Con 13, Int 12, Wis 8, Cha 8
Special Qualities Force immunity, technophobic
Talents Armored Defense, Improved Armored Defense, Devastating Attack (amphistaff), Weapon Specialization (amphistaff)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Martial Arts I, Running Attack, Pin, Powerful Charge, Weapon Focus (amphistaff), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +10, Initiative +9, Jump +10, Perception +7
Possessions vonduun crab-shell armor, amphistaff, 4 razor bugs

Deliah Blue

Deliah Blue is Cade Skywalker's Zeltron mechanic, fellow bounty hunter, and sometimes lover. The Zeltrons are known for their hedonistic and fun-loving ways, and while Deliah is no exception, she is more adventurous than many. She uses her natural empathic abilities to her advantage, whether chasing a bounty or chasing Cade. Deliah is a decent gunner and pilot, but she's an exceptional mechanic, well known for her skill in keeping Cade's troublesome ship, the *Mynock*, flying.

Deliah, Cade, and Jariah Syn work as a bounty hunting team until Cade feels compelled to pursue his own path after encountering the Sith and the Jedi. Deliah continues to work with Jariah, but her true loyalty is to Cade.



Deliah Blue **CL 9**
Medium female Zeltron scout 4/scoundrel 5
Destiny 1; **Force** 4; **Dark Side** 1
Init +6 (may reroll); **Senses** Perception +10 (may reroll)
Languages Basic, Huttese, Shyriiwook

Defenses Ref 23 (flat-footed 21), Fort 21, Will 22; Dodge
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged bluebolt blaster pistol +9 (3d8+4) or
Ranged bluebolt blaster pistol +9 (4d8+4) with Deadeye or
Ranged concealed dart launcher +8 (3d8+4 stun)
Base Atk +6; **Grp** +8
Atk Options Deadeye, Keen Shot, Point Blank Shot, Precise Shot, Running Attack
Special Actions Acute Senses, Dodge, Hyperdriven, Spacehound, Vehicular Combat

Abilities Str 10, Dex 14, Con 13, Int 14, Wis 12, Cha 17
Special Qualities empathy, pheromones
Talents Acute Senses, Hyperdriven, Keen Shot, Seducer, Spacehound
Feats Deadeye, Dodge, Exotic Weapon Proficiency (concealed dart launcher), Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics, Persuasion), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +12, Mechanics +16, Perception +10, Persuasion +17, Pilot +11, Use Computer +11
Possessions bluebolt blaster pistol, concealed dart launcher, tool kit, comlink

Haako

Haako is a longtime inhabitant of The Wheel (see page 204) and very knowledgeable about those who come and go aboard the station. Credits easily buy the Chadra-Fan's primitive surveillance services and temporary loyalty. He is not especially bright, but his employers find that his enthusiasm and observational skills enable him to succeed at the lesser tasks they assign to him. Haako is always looking for his next payment, so he keeps careful track of who boards the station and when, so that he might reconnect with former employers with credits to spare for his services. He often finds that this information is also useful to other visitors, and thus his own pocketbook. Jor Torlin, a Sith agent, occasionally uses Haako's eyes and ears to keep abreast of visitors to The Wheel.

Haako **CL 2**
Small Chadra-Fan scout 3
Force 1; **Dark Side** 1
Init +6; **Senses** darkvision; Perception +12
Languages Basic, Chadra-Fan

Defenses Ref 16 (flat-footed 15), Fort 13, Will 14
hp 30; **Threshold** 13

Speed 4 squares
Melee unarmed +1 (1d3–1)
Ranged hold-out blaster pistol +2 (3d4+1)
Base Atk +2; **Grp** -3
Special Actions Hidden Movement, Improved Stealth, Quick Draw

Abilities Str 8, Dex 10, Con 8, Int 10, Wis 12, Cha 10
Talents Hidden Movement, Improved Stealth
Feats Quick Draw, Skill Focus (Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +5, Initiative +6, Knowledge (social sciences) +11, Perception +12, Stealth +16
Possessions hold-out blaster pistol, comlink, credit chip, datapad

New Species: Chadra-Fan

Chadra-Fan are small humanoids with flat faces, round dark eyes, large ears, and flat noses. Their entire bodies, except for their oversized hands, are covered in fur.

Chadra-Fan are compulsive tinkerers. Any mechanical device left within reach has the potential to be disassembled and reconstructed. Exuberant in the extreme, they like virtually everyone they meet. It takes quite a lot of abuse to curtail or obliterate their cheery disposition. They don't survive well on their own and constantly seek companionship.

Chadra-Fan Species Traits

All Chadra-Fan share the following traits:

Ability Modifiers: –2 Wisdom, +2 Charisma.

Small Size: As Small creatures, Chadra-Fan gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: 4 squares.

Darkvision: Chadra-Fan ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Tinkerer: A Chadra-Fan may reroll any Mechanics check, but the result of the reroll must be accepted even if it is worse. Whenever a Chadra-Fan repairs or jury-rigs a droid or device with a Mechanics check, the droid or device regains an additional 1d8 hit points. Additionally, Mechanics is always a class skill for a Chadra-Fan.

Languages: Basic and Chadra-Fan.

Jariah Syn



Jariah Syn

Jariah Syn is a pirate and bounty hunter through and through. He looks after Number One—himself—first in all situations. Despite this attitude, he occasionally discounts his self-centered nature to take advantage of a given situation, or simply for survival. He is extremely cynical and places pragmatism above all else, including loyalty. As a bounty hunter, he prefers to take his quarry in the easiest way, even if it means killing his target, if the pay is the same. Such attitudes often put him at odds with his companions, usually Deliah Blue and Cade Skywalker.

Jariah is a longtime friend of Cade, since the day the young Skywalker was first brought aboard the *Crimson Axe* after his near fatal battle with Imperial fighters over Ossus. Jariah perceives him from the outset as a kindred spirit and likely ally. Jariah convinces the pirate captain Rav to spare Cade, at least long enough for Cade to lead the gang safely through the destroyed Jedi Temple to ransack the place.

Jariah and Cade continue to work together even after leaving Rav's service and striking out on their own as bounty hunters. Though he dislikes Cade's leadership, Jariah is loyal until he discovers Cade's Jedi past. Jariah has a long-standing hatred of the Jedi, as one was responsible for the death of his father. After this revelation, Jariah's loyalty to Cade remains uncertain at best, despite the fact that each has risked much to save the other. Jariah is a competent pilot, serving as copilot aboard Cade's starship, the *Mynock*.

Jariah is an expert in illegal weaponry and manipulating Yuuzhan Vong biotechnology—skills he picked up while serving aboard the *Crimson Axe*, from with a Yuuzhan Vong crew member. He also picked up a bad gambling habit that rarely serves him well.

Jariah Syn **CL 9**
Medium Human scout 5/scoundrel 2/bounty hunter 2
Destiny 1; **Force** 4; **Dark Side** 4
Init +11; **Senses** Perception +9 (may reroll)
Languages Basic, Huttese

Defenses Ref 25 (flat-footed 23), Fort 22, Will 20; Evasion
hp 69; **Threshold** 22]

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged sporting blaster carbine +9 (3d8+4) or
Ranged sporting blaster carbine +7 (4d8+4) with Rapid Shot or
Ranged thud bug +8 (2d8+4 or 2d8+4 stun)
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Hunter's Mark, Keen Shot, Vehicular Combat

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 10, Cha 10
Special Qualities familiar foe +1
Talents Acute Senses, Evasion, Gambler, Hunter's Mark, Keen Shot
Feats Biotech Specialist, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Focus (Mechanics), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Initiative +11, Knowledge (social sciences) +10, Mechanics +15, Perception +9 (may reroll), Pilot +11, Stealth +11
Possessions sporting blaster carbine, blaster pistol, 2 thud bugs, comlink, tool kit, utility belt, binder cuffs, mesh tape, credit chip

JOR TORLIN



JOR TORLIN

Jor Torlin is a Human Sith spy who does the Empire's bidding in exchange for handsome fees. Having received rudimentary Force training in his youth, Jor Torlin uses what little he knows of the Force, specifically the dark side, to aid him in his assignments. Typically, Torlin is assigned to tasks that require him to locate individuals, making him something of a bounty hunter. However, typically he is only required to locate these individuals and then report back to his Sith superiors (often directly to Darth Maladi), rarely getting involved in the capture of targets. Torlin has spent many years chasing individuals around the darkest, dirtiest, and most dangerous corners of the galaxy, from Nar Shaddaa to the Wheel, and he knows how to handle himself even when the odds are against him.

Jor Torlin's ship is a *Gladius*-class light freighter (see page 86) called the *Raider*.

Jor Torlin **CL 11**
Medium Human scoundrel 5/scout 3/bounty hunter 3
Destiny 1; **Force** 5; **Dark Side** 14
Init +8 (can reroll, must take second result); **Senses** Perception +7 (can reroll, must take second result)
Languages Basic

Defenses Ref 29 (flat-footed 25), Fort 26, Will 24
hp 95; **Threshold** 26

Speed 6 squares
Melee unarmed +12 (1d6+6)
Ranged heavy blaster rifle +15 (3d10+5) or
Ranged heavy blaster rifle +13 (4d10+5) with Rapid Shot
Base Atk +8; **Grp** +11
Atk Options Careful Shot, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Hunter's Mark, Hunter's Target

Abilities Str 12, Dex 16, Con 16, Int 10, Wis 14, Cha 8
Special Qualities familiar foe +1
Talents Acute Senses, Dark Preservation, Hunter's Mark, Hunter's Target, Improved Initiative, Knack, Power of the Dark Side
Feats Careful Shot, Force Sensitivity, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Survival), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +9, Initiative +8 (can reroll, must take second result), Mechanics +10, Perception +7 (can reroll, must take second result), Pilot +13, Survival +12, Use the Force +9
Possessions heavy blaster rifle, comlink, datapad

KEE

Kee is a loyal friend to the Wookiee smuggler captain Chak (see page 209). She serves as copilot and mechanic aboard his ship, the *Grinning Liar*. A highly skilled tech, she has some ability to manipulate Yuuzhan Vong biotechnology. Kee likes to break the rules and buck the system. It is unusual for female Devaronians to travel the galaxy, looking for adventure. Kee's sharp tongue and somewhat abrasive attitude often get her into trouble, but she usually has Chak around to bail her out.

"NO ONE WANTS TO SEE AN UNHAPPY WOOKIEE."

-KEE

Kee **CL 3**
Medium Devaronian scoundrel 3
Force 1
Init +6; **Senses** Perception +2
Languages Basic, Devaronese

Defenses Ref 15 (flat-footed 15), Fort 12, Will 16
hp 22; **Threshold** 12

Speed 6 squares
Melee unarmed +1 (1d4–1)
Ranged blaster pistol +2 (3d6+1)
Base Atk +2; **Grp** +2
Atk Options Point Blank Shot

Abilities Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 10
Special Qualities natural curiosity
Talents Biotech Mastery, Spacehound
Feats Biotech Specialist, Point Blank Shot, Skill Focus (Deception, Mechanics), Tech Specialist, Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Knowledge (technology) +8, Mechanics +11, Pilot +6, Stealth +6, Use Computer +8
Possessions blaster pistol, tool kit, comlink, utility belt

New Species: Devaronian

Devaronians hail from the planet Devaron. They are among the first species to develop interstellar travel, and the males of the species are common sights in spaceports throughout the galaxy. Female Devaronians, on the other hand, are usually content to remain in a single location, raise their young, and run the government of Devaron.

Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth. Males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Females are generally bright, wise, scrupulous, and sharp-tongued.

Devaronian Species Traits

All Devaronians share the following traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma (for males) or +2 Intelligence, +2 Wisdom, –2 Dexterity (for females).

Medium Size: As Medium creatures, Devaronians have no special bonuses or penalties due to their size.

Speed: 6 squares.

Conditional Bonus Feat: Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within its line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target.

Languages: Basic and Devaronese.

Liaan Lah

Liaan Lah is a Yuuzhan Vong warrior and the somewhat less experienced bodyguard of the shaper Nei Rin (see page 215). Like Choka Skell (see page 210), Liaan is dedicated to Nei Rin and remains with her when the shaper decides to stay on Ossus after the Jedi Temple is attacked by the Sith. Liaan holds the Jedi in highest regard and believes their legacy—their surviving artifacts—to be worth protecting even though it forces the Yuuzhan Vong to remain in hiding on Ossus.

Liaan Lah **CL 6**
Medium Yuuzhan Vong soldier 6
Destiny 1
Init +9; **Senses** Perception +7
Languages Basic, Yuuzhan Vong

Defenses Ref 21 (flat-footed 20), Fort 23, Will 15; Dodge
hp 58; **Threshold** 23
Speed 6 squares
Melee amphistaff (quarterstaff form) +9 (1d6+7) or
Melee amphistaff (quarterstaff form) +9 (2d6+7) with Mighty Swing or
Melee amphistaff (quarterstaff form) +4/+4 (1d6+7) with Dual Weapon Mastery I or
Melee amphistaff (spear form) +9 (1d8+7, if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track) or
Melee amphistaff (whip form, reach 2 squares) +9 (1d4+7, if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track; the target may be tripped or pinned instead of attacked for damage)
Ranged amphistaff (spear form) +8 (1d8+5, if the attack roll also exceeds the target's Fortitude Defense, the target moves –1 persistent step down condition track) or
Ranged razor bug +8 (2d8+3)
Base Atk +6; **Grp** +8
Atk Options Mighty Swing, Running Attack

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 8, Cha 8
Special Qualities Force immunity, technophobic
Talents Armored Defense, Improved Armored Defense, Harm's Way, Weapon Specialization (amphistaff)
Feats Armor Proficiency (light, medium), Dodge, Dual Weapon Mastery I, Martial Arts I, Running Attack, Mighty Swing, Weapon Focus (amphistaff), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +10, Initiative +9, Jump +10, Perception +7
Possessions vonduun crabshell armor, amphistaff, 4 razor bugs

Naxy Screeger

Naxy Screeger is an irritating Sakiyan gambler, short on cash but long on excuses. The talkative fringer always has something to say, whether it is an excuse, minor threat, or bungled insult. Just about anyone who knows Naxy also knows someone he owes money to. His grasp of Basic is tenuous, but he doesn't let that stop him. Naxy eventually irritates the pirate Rav by skipping out on a bail bond, thereby earning a bounty large enough to attract the attention of Cade Skywalker and the *Mynock* crew. They catch the Sakiyan at Brogar's Cantina, along with the Jedi Hosk Trey'lis, and turn Naxy over to Rav. The cunning, or lucky, Screeger survives Rav's wrath. However, it's debatable how much longer he can get by on wits alone, particularly after he helps Cade Skywalker and the *Mynock* crew finagle Chak's ship, the *Grinning Liar*, out of the pirate lord's clutches.

Naxy Screeger CL 2
Medium Sakiyan nonheroic 3/scoundrel 1
Dark Side 2
Init +1; **Senses** darkvision; Perception +1
Languages Basic, Sakiyan

Defenses Ref 12 (flat-footed 12), Fort 11, Will 11
hp 11; **Threshold** 11

Speed 6 squares
Melee unarmed +1 (1d4-1)
Ranged hold-out blaster pistol +1 (3d4)
Base Atk +2; **Grp** +1
Atk Options Point Blank Shot
Special Actions Quick Draw

Abilities Str 8, Dex 9, Con 10, Int 10, Wis 8, Cha 10
Talents Gambler
Feats Point Blank Shot, Quick Draw, Skill Focus (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Persuasion +12
Possessions hold-out blaster pistol, comlink



Nei Rin

Nei Rin is the Yuuzhan Vong shaper behind the Ossus Project, the experiment to terraform ravaged worlds using Yuuzhan Vong biotechnology. The project is masterminded and supported by the Jedi Order, which hopes to rehabilitate worlds damaged in the Yuuzhan Vong invasion and change galactic opinion about the Yuuzhan Vong themselves. A highly skilled shaper, Nei Rin believes herself worthy of the task. She is therefore shocked when the experiments begin to go awry on other worlds, but not on Ossus itself. The Vong coral seeds, designed to repair damaged ecosystems, soon infect the inhabitants of those worlds, causing painful and lethal mutations to the populace. The Empire uses the ensuing outrage to divide the galaxy, taking advantage of the situation by going to war against the Galactic Alliance.

After Nei Rin leaves Ossus to investigate the cause of the mutations, the Sith attack the Jedi Academy on Ossus, killing the inhabitants and scattering what's left of the Jedi Order. The shaper returns shortly thereafter to witness the devastation. Nei Rin and her bodyguards (Choka Skell and Liaan Lah) are indebted to the Jedi and honor-bound to protect their legacy—a collection of Jedi artifacts and other items that survived the raids. They also provide honorable services for the fallen Jedi, especially Kol Skywalker.

Nei Rin and her bodyguards have remained hidden under the temple, protecting the Jedi legacy. Nei Rin has also determined that the failed terraforming operations on other worlds are the result of Sith sabotage. Nei Rin, freed from the guilt of the failed experiment by this revelation, remains dedicated to making the project a success. She hopes to reveal the true source of the mutations and clear the Yuuzhan Vong name throughout the galaxy.

Nei Rin **CL 12**
Medium Yuuzhan Vong noble 7/shaper 5
Destiny 2
Init +7; **Senses** Perception +14
Languages Basic, Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook, Yuuzhan Vong, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 26, Will 29
hp 62; **Threshold** 26

Speed 6 squares
Melee unarmed +8 (1d4+6)
Ranged by weapon +9
Base Atk +8; **Grp** +9
Special Actions Bolster Ally, Coordinate, Inspire Confidence, Inspire Haste

Abilities Str 10, Dex 12, Con 10, Int 17, Wis 16, Cha 15
Special Qualities Force immunity, shaper lore +2, technophobic
Talents Biotech Mastery, Bolster Ally, Coordinate, Inspire Confidence, Inspire Haste, Master Shaper, Skilled Implanter
Feats Biotech Specialist, Biotech Surgery, Linguist, Skill Focus (Knowledge [galactic lore], Knowledge [life sciences], Knowledge [physical sciences], Knowledge [technology], Mechanics, Treat Injury), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (galactic lore) +19, Knowledge (life sciences) +19, Knowledge (physical sciences) +19, Knowledge (social sciences) +14, Knowledge (technology) +19, Mechanics +19, Perception +14, Persuasion +13, Treat Injury +19
Possessions villip, shaper hand

NIFFLA

Niffla is a Toydarian infomerchant and Imperial informant known to work the Hub shipyards at Mon Calamari. She's in it for the credits, and she'll deal with anyone—Imperial officers, high-ranking politicians, or criminals. She admits that the Sith Empire pays the best, especially for information regarding the Alliance Remnant, Admiral Stazi's fleet, the Jedi, or their sympathizers. She's also tasked with keeping an eye on suspected Mon Calamari freedom fighters. She's sneaky, stealthy, and underhanded. She works alone, mainly because she doesn't trust anyone.

Niffla spies on Gial and Monia Gahan for the Empire prior to the theft of the *Imperious*. Although she receives a hefty fee for the information she provides, Niffla is forced to remain on board Admiral Valan's flagship—in the brig—until the Mon Calamari are lured into a trap. Niffla languishes in the brig for days before anyone thinks to release her after the trap fails spectacularly. Niffla takes the hint and disappears from Imperial view, setting out to find new buyers for her information, at least until her small part in the disastrous plan is long forgotten.

Niffla **CL 1**
Small Toydarian nonheroic 3
Dark Side 1
Init +2; **Senses** Perception +12
Languages Basic, Huttese, Toydarian

Defenses Ref 12 (flat-footed 11), Fort 10, Will 11 (16 against Use the Force checks with the *[mind-affecting]* descriptor)
hp 8; **Threshold** 10

Speed 4 squares, fly 6 squares (maximum altitude 2 squares)
Melee unarmed +1 (1d4-1)
Ranged blaster pistol -2 (3d6)
Base Atk +2; **Grp** -2

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 10
Feats Skill Focus (Deception, Gather Information, Perception, Stealth), Skill Training (Gather Information), Weapon Proficiency (simple weapons)
Skills Deception +11, Gather Information +11, Perception +12, Stealth +17
Possessions blaster pistol, comlink, datapad

Vongspawn

Vongspawn are beings that have been infected and mutated by sabotaged Yuuzhan Vong coral seeds. Most Vongspawn become outcasts, left to struggle with the painful and violent disease on their own. Naturally, they often become violent or desperate in their search for a cure. The highest concentration of these unfortunate beings is thought to be in the lower levels of Coruscant.

Vongspawn Coral Seeds

The term "Vongspawn" started as a curse word, but after the Yuuzhan Vong war it became a derisive term referring to those unfortunate individuals infected by Sith-sabotaged Yuuzhan Vong coral seeds. Dormant sabotaged seeds must be activated by a Sith using the dark side of the Force. Active coral seeds can infect any species, causing painful spikes to grow from the victim's skin. Other mutations have been documented as well. The disease is nigh incurable, though it is possible that the Yuuzhan Vong will develop a cure someday. Even the Force provides little help. Those with the disease are exiled from their communities out of fear of transmitting the symptoms and mutations to others.

The disease makes an attack roll against any living creature that comes into contact with it. Roll 1d20+10 and compare the result to the target's Fortitude Defense. On a hit, the disease infects the target. Coral tumors and spikes begin to grow immediately, moving the character –1 persistent step down the condition track. Every 5 minutes thereafter, make a new attack roll against the target's Fortitude Defense. If the disease pushes the target to the bottom of the condition track, the target dies instead of falling unconscious. If the disease misses an attack roll, it stops making attack rolls and does not proceed any further.

A character or creature that survives the disease becomes a Vongspawn (see below). As this is a Yuuzhan Vong disease, Force Points cannot be used to prevent death. However, a Destiny Point can be spent to turn a successful attack by the disease into a miss, thereby stopping the advancement of the disease.

Curing the disease requires a DC 40 Treat Injury check, and Force Points cannot be spent to increase the skill check result. Yuuzhan Vong shapers hope to find a cure that will make treating the disease easier.

Vongspawn Template

The following rules apply to any character or creature that becomes a Vongspawn:

- The persistent condition of the disease (see above) cannot be removed until the disease is cured.
- Spiky growths appear on the vongspawn's body. The Vongspawn is unable to wear normal armor until cured.
- When a Vongspawn hits a target with an unarmed attack, the vongspawn makes a secondary attack (1d20+10) against the target's Fortitude Defense. If this attack hits, the target becomes infected with the disease.

Fringe Starships

Organizations and individuals presented in this chapter routinely use the starships detailed below.

A519 Invader Close Support Starfighter

The A519 Invader from Kuat Drive Yards is designed for planetary, space station, and capital ship invasion scenarios requiring close support for ground troops, zero-g boarding parties, and dropship and assault shuttle escort. Mercenary and heavily armed law enforcement units are the ship's initial customers, but it isn't long before the A519 starts turning up in pirate fleets and Black Sun intimidation forces.



Two Invaders escort a *Nemesis*-class ship.

The Invader packs a punch with its two twin laser cannons, especially when configured to fire in a focused area. The system allows any pilot to use the Burst Fire feat (see page 82 of the Saga Edition rulebook) when firing at a target at short or point-blank range. In addition, the attack penalty is reduced from –5 to –2 for pilots who already have the Burst Fire feat. Pilots with the feat can also use the Burst Fire feat for attacks at greater ranges, but do not benefit from the additional damage indicated below.

The Invader is equipped with heavy-duty shielding and hardened alloy armor plating to improve its durability. For such a small fighter, these upgrades cost the ship maneuverability, and the Invader is at a distinct disadvantage when dogfighting with top-of-the-line starfighters.

A519 Invader Close Support Starfighter **CL 8**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 23; +3 armor, Vehicular Combat
hp 80; **DR** 10; **SR** 20; **Threshold** 33

Speed fly 16 squares (max. velocity 1,450 km/h), fly 6 squares (starship scale)
Ranged twin double laser cannons +4 (see below) or
Ranged twin double laser cannons –1 (see below) with Burst Fire
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (twin laser cannons), Burst Fire (twin laser cannons)

Abilities Str 36, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 75 kg; **Consumables** 6 days; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (2-jump memory)
Availability Licensed; **Cost** 125,000 (70,000 used)

Twin laser cannons (pilot)
Atk +4 (-1 autofire), **Dmg** 5d10×2

Twin laser cannons (pilot using Burst Fire feature)
Atk -1 autofire, **Dmg** 7d10×2 (at short or point-blank range)

Nemesis-Class Patrol Ship

The *Nemesis*-class patrol ship, built by the Corellian Engineering Corporation, isn't new. It's been around since before the Sith-Imperial War and is primarily sold to outlying worlds and smaller governments that require light but reliable armed patrol craft. The ship's durability, along with its advanced sensors and computer systems, make it popular with law enforcement. Its limited weaponry restricts its military usage. One popular feature is that the ship can be flown with as few as two crew members. The ship's laser cannons can either be fire-linked and controlled by the pilot, or, if a full crew is aboard, a separate gunner can control each gun separately. Many owners use its limited cargo space to deploy speeder bikes and crews quickly in ground-based operations.

The Black Sun syndicate uses intermediaries and skillful record manipulation to obtain a large number of these vessels. Though the ships are somewhat antiquated, Black Sun puts them to good use. The ships support Black Sun operations throughout the Outer Rim and other isolated areas, often in support of armed swoops or speeder bikes.

***Nemesis*-class Patrol Ship** **CL 6**
Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares (starship scale)
Ranged fire-linked laser cannons +7 (see below) or
Ranged 4 laser cannons +5 (see below) or
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +40
Atk Options autofire (laser cannons, fire-linked laser cannons)

Abilities Str 46, Dex 14, Con —, Int 16
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 4 (skilled); **Passengers** 10
Cargo 5 tons; **Consumables** 6 months; **Carried Craft** 6 speeder bikes
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 180,000 (95,000 used)

Fire-linked laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Laser cannons (pilot/gunner)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Grinning Liar

The *Grinning Liar* is the starship used by the smugglers Chak and Kee. A well maintained YX-1980 space transport, the *Grinning Liar* hasn't seen as much action as many other smuggling vessels but has a way of keeping its owners alive in a pinch. The *Grinning Liar* is a relatively quick ship that has been given enhanced armor plating and hull reinforcement. Additionally, at Kee's request, Chak paid to have the ship's built-in forward laser cannons upgraded with advanced cannon enhancements for those rare occasions when the ship's speed isn't enough to get it out of trouble.

The Grinning Liar **CL 8**
Colossal* space transport
Init +2; **Senses** Perception +10

Defenses Ref 20 (flat-footed 15), Fort 28; +15 armor
hp 180; **DR** 15; **SR** 40; **Threshold** 88

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +6; **Grp** +42

Abilities Str 46, Dex 20, Con —, Int 16
Skills Initiative +2, Mechanics +11, Perception +10, Pilot +7, Use Computer +9

Crew 2 (unique); **Passengers** 6
Cargo 90 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Unique; **Cost** not available for sale
* *This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Medium laser cannons (copilot)
Atk +5, **Dmg** (6d10+1)×2

"The Grinning Liar was a loan-not a gift. I want my ship back. Now."

-Chak



Mynock

The *Mynock* is Cade Skywalker's personal transport. An old *Helot*-class medium transport, the *Mynock* has been modified, torn down, and rebuilt by Bantha Rawk and Deliah Blue so many times that spaceport rumors claim that there isn't a single bolt or metal plate on the ship that was there when it rolled off of the assembly line. Still, despite the ship's looks, the *Mynock* is one tough, fast hunk of junk. Able to make .5 past lightspeed and outfitted with weapons enough for the three crew members to man during combat, the *Mynock* is good in a fight and better at chasing down a fleeing bounty. In their relatively short bounty hunting careers, Cade, Deliah, and Jariah Syn have made enemies enough for two lifetimes, the Deliah wisely installed some hefty shields and always makes sure that the ship's armor reinforcements are in place and functioning properly.

The Mynock **CL 9**
Colossal* space transport
Init +4; **Senses** Perception +9

Defenses Ref 17 (flat-footed 16), Fort 30; +16 armor
hp 200; **DR** 15; **SR** 50; **Threshold** 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +9 (see below) and heavy laser cannons +8 (see below) and quad laser cannons +8 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +7; **Grp** +47
Atk Options autofire (medium laser cannons, heavy laser cannons, quad laser cannons), fire-link (medium laser cannons, heavy laser cannons)

Abilities Str 50, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +16, Perception +9, Pilot +2, Use Computer +11

Crew 3 (unique); **Passengers** 6
Cargo 70 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×0.5 (backup ×8), navicomputer
Availability Unique; **Cost** not available for sale
* *This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Medium laser cannons (pilot)
Atk +9 (+4 autofire), Dmg (5d10+5)×2

Heavy laser cannons (gunner)
Atk +8 (+3 autofire), Dmg (6d10+4)×2

Quad laser cannons (gunner)
Atk +8 (+3 autofire), Dmg (6d10+4)×2

"MYNOCK IS ONE OF A KIND-I SHOULD KNOW, I HELPED BUILD HER-AND INSTANTLY IDENTIFIABLE."

-BANTHA RAWK

BEASTS

In the Legacy era, there are threats beyond the Empire and the Sith, beyond the criminal syndicates and bounty hunter guilds. Predators lurk on every world, among them primitive beasts that hunt to survive.

SHAPED BEAST

Shaped beasts are creatures altered by Yuuzhan Vong shapers during or after the Yuuzhan Vong invasion. Unlike the vongspawn (see page XX), these creatures do not suffer from their shaped state, and often their inherent characteristics are enhanced or complemented in some fashion. They can be detected by Force-users.

Though skilled shapers can alter almost any part of a living organism, some forms of bioengineering are quite common. The shaped beast template (see below) provides a starting point for Yuuzhan Vong-altered creatures. The Gamemaster should select attributes from the list, but is free to add features or abilities as required to meet a specific creature concept.

Shaped Beast Template

A shaped beast has the statistics of the base creature, with one or more of the following modifications. Each modification increases the CL of the creature by 1.

Armored Defenses: Increase the base creature's defenses by +3.

Enhanced Resilience: The creature gains Improved Damage Threshold as a bonus feat, increasing its Damage Threshold by 5, and gains +2 hit points per beast level.

Improved Natural Weapons: The base creature's natural weapons deal 1 additional die of damage per attack. For example, if the base creature as a bite attack that deals 1d6+5 damage, the shaped version of the creature would deal 2d6+5 damage with its bite instead.

Increased Aggression: The creature gains a +2 rage bonus on melee attack rolls.

Poison Attack: The creature's bite, claw, or sting attack (determined by the Gamemaster) is poisonous. If the attack hits and the attack roll result equals or exceeds the target's Fortitude Defense, the attack deals an extra 2 dice of damage and the target moves –2 persistent steps down the condition track. This persistent condition can be removed with the Treat Poison application of the Treat Injury skill (see page 75 of the Saga Edition core rulebook).

Shaped Gundark **CL 15**
Medium beast 10
Init +9; **Senses** low-light vision, scent; Perception +13

Defenses Ref 22 (flat-footed 18), Fort 19, Will 16
hp 125; **Threshold** 24

Speed 6 squares
Melee 4 slams +17 each (2d4+13) and bite +17 (2d6+13 plus poison) or
Melee club +17 (2d6+16) or
Melee club +17 (3d6+16) with Mighty Swing or
Melee club +13 (2d6+16) with 4 points of Power Attack
Base Atk +7; **Grp** +15
Atk Options Crush, Mighty Swing, Pin, Power Attack

Abilities Str 27, Dex 18, Con 22, Int 6, Wis 15, Cha 13
Special Qualities armored defenses*, constrict, enhanced resilience*, improved natural weapons*, increased aggression*, low-light vision, poison attack*, scent
Feats Crush, Improved Damage Threshold, Mighty Swing, Pin, Power Attack
Skills Acrobatics +9, Climb +13, Initiative +9, Perception +13, Stealth +9, Survival +8

Constrict—A shaped gundark that succeeds in grappling an opponent can use the Crush and Pin feats as normal. When crushing, however, a shaped gundark deals 3d6+13 points of damage.
Poison Attack (Bite)—If a shaped gundark hits with its bite attack and its attack roll result equals or exceeds the target's Fortitude Defense, the bite deals an extra 2d6 damage and moves the target –2 persistent steps down the condition track.
* *Special qualities granted by the shaped beast template.*

"I SHOULD NOT HAVE SURVIVED WHAT THE VONG DID TO ME—YET I ENDURED."
—DARTH KRAYT

VANX

The vanx is a vicious, carnivorous pack hunter native to the planet Vendaxa. It has a powerful, muscular build that allows it to run quickly and pounce on its prey. The quadrupedal creature uses its powerful claws and sharp, pointed teeth to hold and rip a captured enemy to shreds. A tough, greenish-brown hide and dense scalelike structures protect it against attacks. Two distinctive ear stalks rise from the top of its head, between the eyes and neck.

A vanx pack numbers between 5 and 20 members, led by a male or female "alpha." The loss of the leader does not dissuade the pack once in combat. Vanxes rely on brute strength and ferocity rather than stealth, attacking as a group and attempting to encircle individual targets after charging into a fray. Their speed and quickness combined with their numbers make them extremely dangerous to encounter in open territory.

Vanx **CL 2**
Medium beast 3
Init +4; **Senses** low-light vision; Perception +1

Defenses Ref 16 (flat-footed 13), Fort 13, Will 10
hp 23; **Threshold** 13

Speed 8 squares
Melee 2 claws +7 (1d4+5) or
Melee bite +7 (1d6+5)
Base Atk +2; **Grp** +7
Atk Options Crush, Pin

Abilities Str 20, Dex 16, Con 17, Int 1, Wis 10, Cha 10
Special Qualities low-light vision
Feats Crush, Pin
Skills Jump +11

Vanx Alpha **CL 5**
Medium beast 6
Init +6; **Senses** low-light vision; Perception +3

Defenses Ref 16 (flat-footed 13), Fort 14, Will 10
hp 41; **Threshold** 19

Speed 8 squares
Melee 2 claws +9 (1d4+5) or
Melee bite +9 (1d6+5)
Base Atk +4; **Grp** +9
Atk Options Crush, Pin

Abilities Str 20, Dex 16, Con 18, Int 1, Wis 10, Cha 10
Special Qualities pack lord, low-light vision
Feats Crush, Improved Damage Threshold, Pin
Skills Jump +13

Pack Lord—On a successful attack, the vanx alpha deals +1 die of damage for each vanx adjacent to both it and the target.

APPENDIX

Every character, creature, droid, vehicle, and starship in this book appears on this list, which is sorted alphabetically by Challenge Level (CL).

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GALAXY AT WAR™

RODNEY THOMPSON GARY ASTLEFORD ERIC CAGLE DANIEL WALLACE

GALAXY AT WAR™

RODNEY THOMPSON, GARY ASTLEFORD, ERIC CAGLE, DANIEL WALLACE

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INTRODUCTION



Few things are more constant in the *Star Wars* saga than the ongoing conflict of war. Our first exposure to the *Star Wars* saga began with the war between the Rebel Alliance and the Galactic Empire, and the stories of heroes from a galaxy far, far away almost all fall against the backdrop of armed conflict. From the ancient Great Hyperspace War to the Jedi Civil War, from the Clone Wars through the Sith-Imperial War, time has been marked in the galaxy not by its long-standing eras of peace, but by its tranquility-shattering periods of war. Nearly every great tale of heroism and villainy comes with galaxy-spanning conflict as a part of its story, and the same goes for the stories of heroes in the *Star Wars Roleplaying Game*.

Galaxy at War is dedicated to bringing the same kinds of epic conflict to your adventures and campaigns. Inside this book you will find a virtual toolbox full of material that you can use to give your adventures a backdrop fitting for a setting focused on warfare. *Galaxy at War* is all about bringing a strong militaristic feeling to your adventures, whether your heroes are part of a military unit engaged in a war or simply swept up as unwilling pawns in a galactic conflict. With this book, you should be able to take a campaign set during any of the wars throughout the galaxy's history and create a campaign that makes your heroes feel like they are directly contributing to the outcome of that conflict.

Players using this book will find inspiration not only for their heroes' origins, but also for their destinies. This book helps players get into a military mindset, so that they can bring their heroes (soldiers and otherwise) to life. Players with characters of any class in a war-themed campaign should find plenty of things to use in this book, including new ideas for character histories, weapons, and equipment. Moreover, this book can be a great inspiration for an entire group of players looking to find ways to bring their heroes together and form bonds that will last through an entire campaign; nothing ensures loyalty like going into the fire together and coming out the other side alive.

Gamemasters will find this book full of not only sample adventures but also advice for creating and maintaining military adventures and campaigns. This book can serve as a tool kit for putting together military adventures, from the pre-mission briefing all the way through the post-combat breakdown and mission analysis. *Galaxy at War* provides not only advice for running military-themed campaigns (including the archetypal military campaign, in which the heroes play characters who are members of the Imperial military), but also provides small details and subtle touches, like military jargon and NPC personality qualities, that can help GMs transform adventures from standard mission-based games into exciting and in-depth war epics.

How to Use This Book

The first two chapters of *Galaxy at War* contain information for players: character-building information as well as new mechanical systems meant to interact with the heroes' normal abilities. The remainder of the book is primarily for Gamemaster use, although Chapter 4: Military Organizations contains a great deal of information that will be useful to players looking for ideas about character history or aspirations. Here are suggestions for ways to use the book.

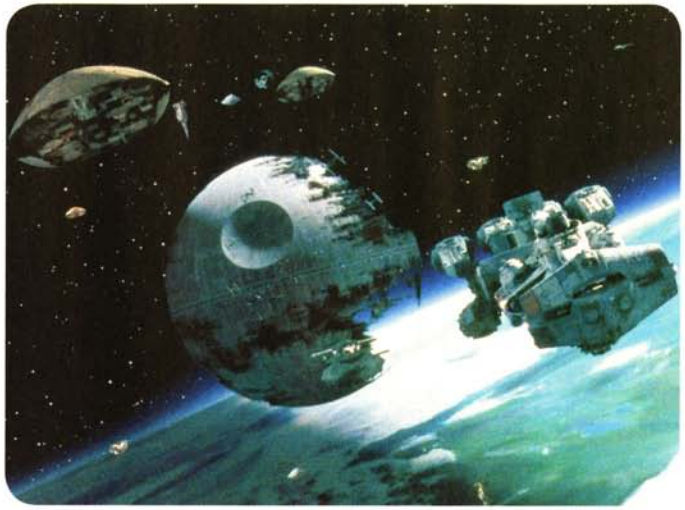
As a Player

As a player, you likely want to focus not only on enhancing your hero's abilities but also on fleshing out the character's personality and history to fit a military-themed campaign. A hero is not just a collection of statistics and abilities; a hero has a personality and a unique viewpoint from which he or she interacts with the galaxy. *Galaxy at War* can help you find the way those things exist for your character in a military campaign, and help provide depth and a knowledge of your hero's history and methods that will make roleplaying the character easier.

Hero Concepts

First, this book can be used to come up with a basic concept for your hero. Aside from the new species presented in this book, *Galaxy at War* can help you figure out where your hero came from and where he or she might be going. For example, your hero might be a member of one of the various military units presented in Chapter 4: Military Organizations. You can use the information in this book to answer other questions that will add depth to your character. Why is your hero a part of the conflict? Did your hero go through some kind of boot camp, and if so did he or she graduate? What about officer candidacy training? Is your hero destined to be a leader or some kind of specialist? Is your hero making the military a career, or merely paying his or her dues before moving on to another life? With these questions answered, you'll have a solid idea of what your particular hero's role is in a military-themed campaign.

This book can also be great for building your party's concept. Are you and your allies all part of the same military unit? Were you trained together, or thrown together for some reason? If you and your allies have personality conflicts, how do you overcome those for the sake of the mission? If you are all part of the same military unit, each hero still likely has a specialty; you should figure out who specializes in what in advance, and then fold that decision into each of the heroes' histories.



Hero Building

With a solid concept for your military hero in mind, the next step is to build your hero. Chapter 1: Military Heroes provides several new races, new feats, and new talents to help flesh out your hero in a particular role. Additionally, if you and your allies all belong to the same military unit, there are several mechanics (including the new team feats) that can help provide a unifying mechanical theme for your heroes, to go along with your unifying story theme.

Chapter 2: Hardware takes the blasters, armor, and gear available to your hero to a whole new level. In addition to new pieces of equipment available for military heroes, this chapter also includes a new gear requisitioning system, which can replace the standard wealth system in the Saga Edition rules, allowing you to gear up with just the right amount of equipment for a given situation. Using this system, you can make sure that you and your allies always have the right tools for the mission, not to mention giving you greater freedom to experiment with new weapons and gear over the course of multiple missions.

Hero Advancement

With your hero complete, your adventures can begin—but that's no reason to put this book away. As your hero advances in level, so too will he or she advance in stature and esteem. If your campaign is using the rank and privilege rules from Chapter 2: Hardware, your hero will gain a progressively greater rank within your hero's military unit. With greater rank comes a greater budget for requisitioning gear, as well as unique new abilities that can only be obtained through achieving particular ranks.

As a Gamemaster

For Gamemasters, this book is primarily about two things: helping you establish the right tone for your adventures, and giving you the tools you need to construct exciting military adventures. When you start running a campaign set against the backdrop of a war-torn galaxy, you can decide how much or how little of the campaign really interacts with the war. If you plan on having the war affect the adventures, and vice versa, there are several ways that you can use the material in this book to bring the danger and brutality of open war into your campaign.

Building NPCs

As with players creating heroes, the first two chapters of this book provide a number of new character options that you can use to create the NPC allies and antagonists that your heroes are likely to interact with in a military campaign. You'll need a cast of secondary characters for allies to support your heroes—such as quartermasters, commanding officers, undercover contacts, and enemy defectors—that help reinforce the fact that the heroes aren't the only ones fighting in the war. By the same token, none of the conflicts in the *Star Wars* saga is without its share of high-profile villains, and both the character options and background suggestions can help you to flesh out those characters. The same talents, feats, weapons, and equipment that your heroes can use to create the different members of a military unit can be used to create the unique leaders of the opposing forces.

Building Encounters

Like other Saga Edition books, *Galaxy at War* is filled with various elements that can be picked up and dropped into your encounters whole cloth to make them more interesting. In addition to the new creatures, droids, and vehicles featured in Chapter 2: Hardware, this book contains a number of sample encounters that can be inserted into your adventures, with as many or as few changes as you see fit to tailor them to your campaign. More than that, this book features a variety of tools to help you design your own encounters that help evoke a sense of participating in an ongoing war. For example, the battlefield encounter tool kit in Chapter 3: Military Campaigns details a number of hazards that can be added to an encounter to make the encounter feel more like it is taking place during a large-scale skirmish between opposing armies, while Chapter 5: Bases and Battlestations features maps of common locales that can be used as the basis for your own encounters.

Building Adventures

When it comes time to combine multiple encounters to form an adventure, Chapter 3: Military Campaigns identifies a step-by-step process that Gamemasters can use as a template for their mission-based adventures. Each adventure begins with a mission briefing, for example, and then follows through steps like requisitioning gear, insertion, execution of the mission, and eventually extraction and debriefing, providing advice for Gamemasters on how to use these steps when designing their own adventures.

An adventure is far more than just a collection of encounters and enemies. The information in *Galaxy at War* helps Gamemasters create interesting NPCs (which, as described above, have many of the same facets as heroes), as well as plots that are meaningful to the outcome of battles and even the war as a whole. Moreover, players are going to have access to special abilities as a result of their rank and influence within their own military unit, abilities that GMs will need to plan ahead for; when a hero using the rank system from Chapter 2: Hardware calls for evac, for example, the GM can have the form that the requested transport will take planned out ahead of time.

Building Campaigns

Once you've finished designing your adventures, all that remains is to weave them together into campaigns. If you allow your heroes the chance to influence the outcome of battles throughout your adventures (using the Battles in Adventures adventure mechanics from Chapter 3: Military Campaigns), the outcomes of those adventures will shape how the war, as a whole, is turning out. The heroes need not necessarily be turning the tide completely, but they may be pushing back the enemy in a certain sector of space.

One of the great parts about running a campaign focused on warfare and military conflict is that the eventual resolution of the campaign is often quite obvious: The heroes' faction emerges victorious over the opposing faction. Along the way, it's important that your players feel like they are influencing the way the conflict turns out. As they rise through the ranks of their organization, they will wield more and more power, and likewise the battles they take part in should be more and more epic.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in *Galaxy at War.* This book also references material from other supplements, including *Starships of the Galaxy, The Force Unleashed Campaign Guide,* and *Scum and Villainy,* but those supplements are not necessary in order to use this material. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.



Chapter 1
Military Heroes



For over a thousand generations the Jedi knights have guarded the peace throughout the galaxy. Even so, key eras of the *Star Wars* saga are ravaged by war, offering Gamemasters opportunities for campaigns focusing on warfare and the military. The heroes of a military campaign fight in battles, but they also can be the characters around which the war turns. In many cases, the actions of such heroes not only decide battles but also determine the fate of entire systems and sectors. Billions of lives hang in the balance, and the heroes' actions can determine the final outcome of entire wars. The heroes of a military campaign are not simply combatants, they are agents of destiny.

The soldier class is well suited for a military campaign. This book introduces new options specifically geared for characters who take levels in the soldier class, including those who have only a few levels of the class. Additionally, the soldier class encompasses a wide variety of archetypes within the military theme: Soldiers can be covert-ops warriors, military police, officers-in-training, mercenaries, starfighter pilots, gunners, martial arts masters, and much, much more. This book helps players and Gamemasters use the soldier class to greater potential, illuminating new paths for combat archetypes.

At the same time, soldiers are not the only participants in warfare. Nobles recruit and command troops; scoundrels raid supply lines and ambush unsuspecting troops; scouts prepare entire armies for the battles they are about to face; and Jedi bring the power of the Force to combat. Heroes of these classes can find new talents and feats in this chapter, and elsewhere in the book other new material to give heroes a distinctly military edge. Heroes of all classes are affected by the tides of war, and this book presents several new options that reflect how involvement in galaxywide war changes those characters.

Much of the discussion in this book uses the word "military" to represent a general theme of a faction involved in a war. The term is not reserved only for organized factions such as the Republic or the Empire, but also covers any paramilitary or combat-oriented group. Highly organized and militant pirate groups, mercenary bands, support forces, and even individual adventuring parties all fall under this banner. Military heroes are not required to be signed up for the armed forces of a major government, although typically they are members of an organized force with a rank structure and protocols of behavior focusing on combat and warfare.

New Species

The following new species each have a special connection to warfare and combat. Whether they are adept mercenaries like the Dashade, veteran warriors like the Taung, or pacifists trying to escape the horrors of war like the Lurmen, each species has a role to play in a military campaign. When starting a campaign with a military focus, Gamemasters and players should consider these species for the various roles they might play in a wartime environment.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments and apply the appropriate adjustments to your character's ability scores. Use the next two tables to help determine your character's age, height, and weight.

Table 1-1: Species Ability Adjustments

SPECIES	ABILITY ADJUSTMENTS
Barabel	+2 Strength, -2 Dexterity, -2 Wisdom
Dashade	+2 Dexterity, -2 Wisdom, -2 Charisma
Lurmen	+2 Wisdom, -2 Strength
Taung	+2 Constitution, -2 Charisma
Thakwaash	+4 Strength, -2 Dexterity, -2 Charisma
Trianii	+2 Wisdom
Yevetha	+2 Strength, -2 Charisma
Yuzzem	+4 Strength, -2 Wisdom, -2 Charisma
Zygerrian	+2 Constitution, -2 Wisdom

Table 1-2: Age by Species

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Barabel	1-8	9-15	16-40	41-59	60-79	80+
Dashade	1-10	11-15	16-44	45-69	70-84	85+
Lurmen	1-12	13-18	19-35	36-60	61-75	76+
Taung	1-6	7-12	13-45	46-64	65-84	85+
Thakwaash	1-9	10-14	15-49	50-74	75-89	90+
Trianii	1-11	12-17	18-44	45-64	65-84	85+
Yevetha	1-5	6-11	12-44	45-66	67-80	81+
Yuzzem	1-8	9-15	16-40	41-59	60-79	80+
Zygerrian	1-9	10-16	17-39	40-60	61-80	81+

Table 1-3: Average Height and Weight

SPECIES	HEIGHT	WEIGHT
Barabel	2 m	110 kg
Dashade	1.85 m	90 kg
Lurmen	1 m	20 kg
Taung	2 m	95 kg
Thakwaash	2.8 m	130 kg
Trianii	2 m	95 kg
Yevetha	1.9 m	80 kg
Yuzzem	2.5 m	180 kg
Zygerrian	1.7 m	60 kg

Barabel

A towering reptilian species, the Barabel are relative newcomers to the galactic community. Having evolved from nocturnal predators, Barabels are well-suited to cope with prolonged periods of darkness, and they retain much of their ancestors' ferocity.

Several centuries prior to the formation of the Empire--at least according to Barabel legend--an Ithorian Jedi explorer named Noga-ta came to their world and peacefully settled a millennium-long civil war stemming from a dispute over prime hunting grounds. This instills a high regard for the Jedi in all Barabel for centuries to follow, even in the wake of the Galactic Empire's anti-Jedi propaganda. For a short time, the Barabels are hunted by illegal safaris set up by Imperial-backed Planetary Safaris, but a massed uprising



by the Barabels compels the Empire to intervene and put a stop to the hunts.

Offworld, Barabels take up professions that make use of their predatory nature, the most common being bounty hunting. Surprisingly, Barabels willingly follow orders once a chain of command is clearly established, making them prized members of mercenary units. They carry out orders efficiently and quickly, but they are not hesitant to challenge a leader if their survival is threatened. Barabels are also frequent and popular participants in the sport of shockboxing. The monstrous brute Tull Raine holds the Outer Rim title for years, developing a reputation for killing opponents in the ring.

Personality: Barabels are ruthlessly pragmatic and independent. They express a wide range of emotions with a simple "sissing" sound, causing other races to view them as mean spirited or at least constantly angry. Barabels' aggressive nature and predatory instincts frequently lead them to solve problems with the direct approach, and they have no qualms about killing.

Physical Description: Barabels are towering bipeds with reptilian features: a prominent jaw; sharp teeth; a long tail; and remarkably tough, dark scales. Barabels are between 1.9 and 2.3 meters in height, adding to their fearsome reputation.

Homeworld: Barab I.

Languages: Barabel.

Example Names: Baraduk, Ragath, Saba, Shaka-ka, Tesar, Tibor, Vangar.

Adventurers: Few Barabels chose to leave their homeworld, but those who do usually become bounty hunters and trackers. Others are recruited into mercenary companies, and several shockboxing promoters feature Barabels in their stables.

Jedi Respect

The impact of a lone Jedi Knight on the Barabel culture, centuries before the rise of the Empire, gives the entire species a deeply ingrained respect for members of the Jedi Order, to such an extent that Barabel accept the word of a Jedi at face value, even when they might otherwise disregard the same statement from a non-Jedi. However, beings who gain a Barabel's trust by falsely claiming to be Jedi quickly learn the folly of their ways when the ruse is exposed.

To this end, characters who have proven themselves to be Jedi are considered to have favorable circumstances when making Persuasion checks against a Barabel.

Barabel Species Traits

Barabel share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity, –2 Wisdom.

Size: As Medium creatures, Barabels have no special bonuses or penalties due to their size.

Speed: Barabel base speed is 6 squares.

Natural Armor: A Barabel's thick scaly hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Barabel has natural weapons in the form of sharp claws, needle-sharp teeth, and a thick tail. When making an unarmed attack, a Barabel can choose to use natural weapons, dealing 1d6 points of slashing damage (claws), piercing damage (bite), or bludgeoning damage (tail) with that attack instead of normal unarmed damage. Barabel are always considered armed when attacking with their natural weapons.

Stun Resistance: A Barabel's reflective scales defuse the effects of stun weapons, granting them a +5 species bonus to damage threshold to resist the effect of a stun weapon.

Radiation Resistance: A Barabel's armored hide protects from hazardous radiation, granting a +5 species bonus to Fortitude Defense to resist the effect of radiation. In addition, Barabels never gain a persistent condition from suffering the effect of radiation.

Darkvision: Barabel ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Primitive: Barabels do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Skills: A Barabel can reroll a Persuasion check made to intimidate others, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Barabel.

Dashade



Dashade

The Dashade are known throughout the galaxy as elite assassins, mercenaries, and killers, particularly due to their partial immunities to the Force abilities of the Jedi. The most feared and deadly Dashade are given the honorary title Shadow Killer.

The Dashade work as mercenaries and bodyguards for many groups. Most notably, though, Dashade work for the various Sith uprisings even though the Sith are directly responsible for the Cron Cluster supernova that destroys the Dashade homeworld thousands of years before the Galactic Civil War. Even with the loss of their homeworld, the Dashade avoid extinction. Their exact numbers remain unknown, but reports suggest that the Dashade were able to establish one or more colonies far outside their home system prior to the Cron Cluster disaster.

Personality: Secretive beings, Dashade believe they are superior to most sentient beings in the galaxy. Raised in an aggressive culture where might does indeed make right, those Dashade who work as mercenaries or in other combat-related roles remain loyal to an employer, regardless of what they think of that individual, but only as long as the relationship is profitable for the Dashade and they are not prevented from displaying their considerable combat prowess. Those who try to keep a Dashade on a short leash soon receive a first-hand lesson in why these shadowy assassins are so widely feared.

Physical Description: The Dashade are a hairless reptilian species. Their height, beady, red-orange eyes, and prominent fangs reinforce their fearsome reputation. No visual clues indicate the gender of a Dashade. Their skin tones range from pitch black to dark gray, but green-skinned Dashade are not unheard of.

Homeworld: Urkupp, a harsh, irradiated world in the Cron Cluster prior to its destruction.

Languages: Dashadi.

Example Names: Tessun Kel, Nos Kellex, Alaris Koth, Ket Maliss, Tel Sorath.

Adventurers: The majority of Dashade encountered away from their homeworld are mercenaries and assassins employed by those who can afford their services and retain their loyalty. During the Sith War, their might-makes-right philosophy leads the Dashade to side with the Sith and with groups such as the royals of Falleen and perhaps even the Galactic Empire. Sporadic reports mention members of an unknown species with resistance to Jedi powers leading assaults against the Jedi during the Great Jedi Purge in the years between the Clone Wars and the Galactic Civil War.

Dashade Species Traits

Dashade share the following species traits:

Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma. Dashade are remarkably agile given their impressive size, but they have difficulty recognizing threats and interacting with others because of their sense of superiority and their secretive nature.

Size: As Medium creatures, Dashade have no special bonuses or penalties due to their size.

Speed: Dashade base speed is 6 squares.

Environmental Adaptation: Because of the unforgiving nature of their homeworld, Dashade gain a +5 species bonus to their Fortitude Defense against the effect of extreme heat, extreme cold, and radiation.

Fearsome Reputation: Dashade can reroll Persuasion checks made to intimidate another, keeping the better result.

Force Resistance: Dashade gain a +5 species bonus to Fortitude Defense and Will Defense against any Use the Force checks.

Lurmen

Lurmen are small, furry humanoids with the ability to roll up in a ball for faster overland travel. Their love of peace leads the Lurmen to avoid entanglements in galactic events. As a society, Lurmen eschew conflict of any kind, refusing to fight even in their own defense. During the Clone Wars, a colony of Lurmen on Maridun is nearly wiped out by a Separatist weapon, and only when several Lurmen break away from the wishes of their elders and join the fight are their people saved. Although the Lurmen seem stubborn in holding onto their ways, in truth they lead a lifestyle largely free of conflict, and have for eons.

Although the Lurmen use little technology on a day-to-day basis, they are not completely ignorant of it. The Lurmen who colonize Maridun arrive aboard starships, although once on their new world they reverted to agrarian living. Lurmen live peaceful lives, but from time to time young Lurmen abandon the old ways. Young Lurmen who leave their homeworlds return years or decades later, settling back once more into the simple lifestyle of their people after having had their fill of the galaxy at large.

LURMEN



Personality: Lurmen are friendly but cautious of outsiders. Lurmen are staunch pacifists, but some see the need for action in conflict. Those Lurmen who are willing to fight prefer trickery and indirect action to direct violence.

Physical Description: Lurmen are small, lithe creatures roughly 1 meter tall. They have relatively long limbs and are covered in thick fur.

Homeworld: Mygeeto, with a colony on Maridun.

Languages: Lurmen speak Basic and have their own tribal languages, collectively called Lurmese. They write in pictographs and glyphs that convey complex ideas.

Example Names: Tee Wat Kaa, Tub, Wag Too.

Adventurers: The few Lurmen who become adventurers do so either out of curiosity or out of rebellion against their elders. Lurmen adventurers gravitate toward roles that do not rely on violence. Many Lurmen learn trade skills, such as starship maintenance or basic medicine, and find posts aboard starships as crew members so that they can see the galaxy and satisfy their curiosity.

Lurmen Species Traits

Lurmen share the following species traits:

Ability Modifiers: +2 Wisdom, –2 Strength. Lurmen are pacifists and healers, lacking the physical strength of other species.

Size: As Small creatures, Lurmen gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters those of Medium characters.

Speed: Lurmen base speed is 4 squares.

Mender: Lurmen have learned to heal wounds rather than create them. A Lurmen trained in Treat Injury reduces the Treat Injury DC for all applications of the skill by his or her Wisdom modifier.

Primitive: Lurmen do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants these feats.

Roller: A Lurmen can curl into a ball and quickly roll along the ground. As a swift action, a Lurmen can increase his or her base speed by 4. In this form, the Lurmen can take only move, withdraw, catch a second wind, drop an item, recover, and run actions. The Lurmen can also spend a swift action to emerge from rolling form, losing the +4 speed bonus and regaining access to all actions he or she can normally take.

Skills: Lurmen are great climbers and can choose to take 10 on Climb checks even when distracted or threatened.

Automatic Languages: Basic, Lurmese.

Taung

Taungs are warriors first and foremost, having battled the native Human nations for control of Coruscant before being driven off and forced to flee to the Outer Rim world of Roon, where they remain for millennia until the legendary Mandalore the First leads them to conquer another world. Taungs rename both the world and themselves in his honor, becoming the Mandalorians. With a clan-based nomadic culture, Taungs view battle and war as both a source of personal honor and a way to show pride in their community. Veterans of successful battles are held in high regard, to such an extent that they are the de facto leaders of their communities. Only the leader of all the Mandalorians, known simply as Mandalore, holds greater sway with the clans

Personality: Warlike by nature, Taungs are pragmatic and ruthless. But by the same token, they are also extraordinarily loyal to their clan, which serves the same function that a biological family serves for other species.

Physical Description: Taungs have gray skin and generally appear similar to Humans, except for their faces, which strongly resemble the armored visor of a Mandalorian helmet.



TAUNG

Homeworld: Coruscant, but later Mandalore is adopted as their homeworld.

Languages: Mando'a, a language with a sentence structure similar to Basic, with most of the differences stemming from frequent word merging and an emphasis on ease of pronunciation.

Example Names: A pragmatic species, Taungs have names that describe desirable traits, such as Atin ("persistent"), Kot ("strength"), and Tor ("justice").

Adventurers: Taungs are nomads, frequently traveling the stars in search of worthy opponents against whom they can test their prowess. Wandering Taungs find work with mercenary companies, where their martial upbringing makes them incredibly valuable. History records no occurrences of a Taung displaying Force abilities.

Taung Species Traits

Taungs share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma. Taungs are physically resilient, able to endure when others would give up.

Size: As Medium creatures, Taungs have no special bonuses or penalties due to their size.

Speed: Taung base speed is 6 squares.

Armor Training: Taung characters increase the Maximum Dexterity bonus from worn armor by 1.

Superior Defenses: Because they constantly test themselves both physically and mentally in combat well before reaching adulthood, Taungs gain a +1 species bonus to all their defenses.

Warrior Culture: Taungs can reroll any Knowledge (tactics) check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic, Mando'a.

Thakwaash

Possessed of great strength, these large bipeds are best known for their uniquely non-Human mindset. A Thakwaash has multiple separate personalities, each specializing in a certain function or area of expertise. Interacting with Thakwaash can be difficult for other species, particularly for Humans, who view such behavior among their own kind as a mental disorder. The maximum number of personalities that a single Thakwaash can develop is unknown, as is the means by which such personalities form in the first place.

No reliable reports of Thakwaash exist prior to the Empire's defeat at the Forest Moon of Endor. As a species, the Thakwaash do not acquire hyperdrive technology until after that battle. However, individual Thakwaash might find their way into the galaxy earlier.

Personality: A single Thakwaash mind contains several distinct personalities. Some Thakwaash manifest dozens of different personalities and refer to themselves in the plural. This habit frequently leaves members of other species uncomfortable, because they are never certain of who they are speaking with, especially since Thakwaash are likely to change personalities in the middle of conversations. Unlike most beings who exhibit a multiple-personality disorder, each individual Thakwaash personality retains a basic knowledge of events and facts that the other personalities experience, although this rarely includes exact details. Conversations come to a halt when a Thakwaash pauses and asks a new acquaintance's name as if they had not been introduced already.

THAKWAASH



Physical Description: Thakwaash average 3 meters in height, with athletic builds proportionate to their great height, making them look even more imposing. They also sport long manes slightly darker than the fur covering their bodies. They have an equine appearance made all the more prominent by their flaring nostrils and large dark eyes.

Homeworld: Thakwaa, a temperate world with grassy plans, located in the Outer Rim.

Languages: Thakwaashi.

Example Names: Aythar Desh, Hohass Ekwesh, Shakwa Rehakas, Jiva Shelani, Wec Taskelor. In spite of having multiple personalities, a Thakwaash has only a single name.

Adventurers: Thakwaash are unknown to the galaxy until after the Galactic Civil War, but when Thakwaash are encountered away from their homeworld, they can be found in any imaginable vocation, since their wide array of personalities enables them to excel in any field. No Force-sensitive Thakwaash have been identified, but researchers admit that their multiple personalities would make identifying such beings far more difficult than normal.

Thakwaash Species Traits

Thakwaash share the following species traits:

Ability Modifiers: +4 Strength, –2 Dexterity, –2 Charisma. Thakwaash have large, powerful builds, but their multiple personalities make relations with other species difficult.

Size: As Medium creatures, Thakwaash have no special bonuses or penalties due to their size.

Speed: Thakwaash base speed is 6 squares.

Multiple Personalities: Once per encounter, as a free action at the start of his or her turn, a Thakwaash can negate or remove any mind-affecting effects.

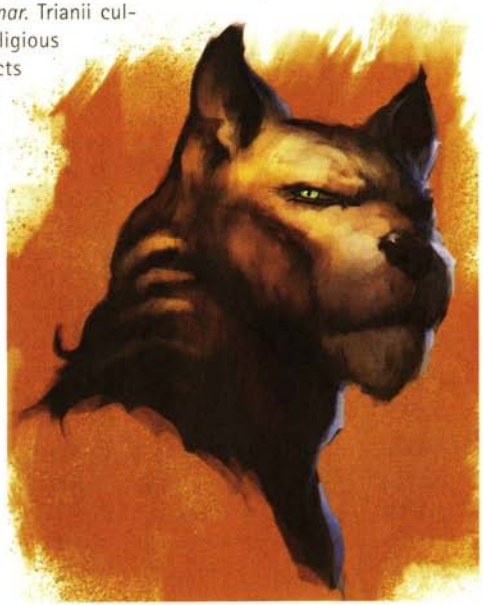
Natural Armor: Thakwaash gain a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Automatic Languages: Thakwaashi.

TRIANII

The Trianii are a feline race of intrepid explorers, but unlike other technologically advanced species of the galaxy, they express no interest in becoming a part of the greater galactic community. The Trianii use impressive displays of force to drive away interlopers so that they are left alone to explore their region of the galaxy. Their homeworld is located on the edge of the region of space controlled by the Corporate Sector Authority. An attempt by the CSA to expand its area of control into Trianii territories is met with a display of Trianii determination as the species expel the invaders, proving that the ships and weapons of the Trianii Rangers are as formidable as those of other galactic forces.

Trianii society is a matriarchy—partly because females of the species are taller and slightly stronger than the males—ruled by tribunals of females known as *yu'nar*. Trianii culture revolves around religious beliefs that cover all aspects of life, including art, literature, commerce, and warfare. At one point in their history, the Trianii have numerous different religions, but when a religious civil war threatens to erupt, the leaders of these different faiths instead agree to work together to create an official religion. They establish a belief structure with a moral code that all sides find acceptable while at the same time allowing Trianii to continue following the individual faiths of their families.



Trianii wear little clothing, selecting garments only for necessity, either as protection or utility. The one item commonly worn by the species is a utility belt that holds essential items. Even ceremonial garb is limited to jewelry and similar adornments.

Personality: Adventurous by nature, Trianii feel a constant urge to explore, and they place a high value on independence. Spirituality is a large part of Trianii culture, with devotion split between the formal government religion and each family's traditional religious values.

Physical Description: A Trianii is a slender humanoid with prominent feline facial characteristics. Sharp claws and a prehensile tail reinforce the species' feline qualities. The colors and patterns of Trianii fur vary greatly. Trianii are about 2 meters tall; the females are slightly taller than the males and possess correspondingly larger physiques.

Homeworld: Trian, located in the outermost portion of the Tingel Arm.

Languages: The Trianii language is composed of purrs, growls, and rolling vocalizations. The written form uses a syllabary instead of an alphabet. Trianii encountered outside Trianii space have some fluency in Basic, but few are literate in it.

Example Names: Atuarre, Duarrid, Keeheen, Pakka, Reakhas, Shearran, Tuunac.

Adventurers: Almost all Trianii encountered outside the species' area of influence are members of the Trianii Rangers, the space patrol force responsible for protecting Trianii colonies from outside threats (see page 132). The Rangers often undertake missions to explore uncharted regions or to gather reconnaissance. Other Trianii adventurers are either independent scouts or are just curious about the galactic community that their leaders want no part of. Many outsiders confuse the Trianii with other feline species such as the Cathars or the Togorians, a mistake few Trianii bother to correct.

TRIANII SPECIES TRAITS

Trianii share the following species traits:

Ability Modifiers: +2 Wisdom. Trianii have excellent vision and, because of their curious nature, are very aware of their surroundings.

Size: As Medium creatures, Trianii have no special bonuses or penalties due to their size.

Speed: Trianii base speed is 6 squares.

Acrobatic Prowess: A Trianii can reroll any Acrobatics check, but the result of the reroll must be accepted even if it is worse.

Natural Weapons: A Trianii's sharp claws serve as natural weapons. When making an unarmed attack, a Trianii can use natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Trianii are always considered armed with their natural weapons.

Prehensile Tail: A Trianii's long, flexible tail is dexterous and strong. A Trianii's tail can effectively hold (but not wield) a Small or smaller item. When holding a Medium or larger item with his or her tail, a Trianni is encumbered and is considered to be carrying a heavy load.

Automatic Languages: Trianii.

YEVETHA

A tall, skeletal species with lithe builds, the Yevetha have little impact on the galaxy until after the fall of the Empire, but even that slight influence makes them known for their intense xenophobia and a culture heavily centered upon death.

During Emperor Palpatine's reign, the Yevethas' homeworld, N'zoth, is seized and made the site of an Imperial shipyard. When the Yevetha revolt against their Imperial masters shortly after the Battle of Yavin, they seize control of the shipyards and over the following decade proceed to refine their technological capabilities, devising new starships and weapons that enable them to seize and forcibly colonize over a dozen worlds in the Koornacht Cluster. They then embark on an ambitious campaign against the New Republic military, suffering a crushing defeat because of the influence of members of the Fallanassi sect of Force-users—a defeat that leaves many Yevetha dead because of their inborn refusal to accept surrender.

The New Republic keeps the species under watch until active patrols are removed close to a decade after the bloody battle, during which time the Yevetha build an even larger force than their original fleet. As the Yevetha are poised to once again wage war on the New Republic, the extra-galactic Yuuzhan Vong assault the galaxy; when informed of the Yevetha and the threat they pose, the Yuuzhan Vong invade the N'zoth system. Although the details of the conflict are not known, the Yuuzhan Vong are ultimately victorious, demolishing the rebuilt Yevethan fleet and unleashing a horrific orbital bombardment of N'zoth. The Yevetha appear to be wiped from the galaxy, but because of their expansionist tendencies, one or more of their colonies likely survived the destruction of their homeworld. Their final fate remains unknown.

Personality: The Yevetha are a proud species, having long believed themselves to be the only intelligent species in the galaxy. In spite of their violent nature, Yevetha adhere to their strict social hierarchy and religious beliefs with a fanatical loyalty, welcoming death and sacrifice as great honors.

Physical Description: Seeming to other species to appear ghoulish, Yevetha are tall humanoids who are so gaunt as to appear skeletal. They have large dark gray eyes, pallid gray skin, and a notable lack of body hair. A Yevetha has six digits on each hand, and each wrist hides a retractable dewclaw that when fully extended is the length of a vibroblade. Males of the species display two pairs of crests on the upper and lower parts of their faces, which swell red in response to combat.

Homeworld: N'zoth, in the Core Worlds region.



Languages: Yevetha prefer their native language, Yevethan, at all times. Despite their ability to speak Basic, few make the effort to learn the language because of their xenophobia.

Example Names: Dar Bille, Eri Palle, Kez Haarl, Nil Spaar, Vol Noorr, Vor Duull, Zar Braan.

Adventurers: Yevethan adventurers are uncommon, especially prior to the creation of the Galactic Empire. Before the founding of the New Republic, few Yevetha leave their home system, although some are sent on scouting missions to assess the strength of worlds selected for invasion.

YEVETHA SPECIES TRAITS

Yevetha share the following species traits:

Ability Modifiers: +2 Strength, –2 Charisma. Yevetha are strong despite their gaunt physiques, but their fatalistic culture and violent xenophobia color their outlook.

Size: As Medium creatures, Yevetha have no special bonuses or penalties due to their size.

Speed: Yevetha base speed is 6 squares.

Mechanical Aptitude: Yevetha have a knack for technology. Once per encounter, a Yevetha can treat any single Mechanics check as if the die roll is a natural 20.

Natural Weapons: A Yevetha's retractable claws are natural weapons. When making an unarmed attack, a Yevetha can use natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Yevetha are always considered armed with their natural weapons.

Xenophobia: Yevetha have an intense distrust of all species other than their own, and gain a +2 species bonus to Will Defense against Persuasion checks made to improve their attitude by any creature of a different species.

Automatic Languages: Yevethan.

YUZZEM



YUZZEM

In spite of a well-deserved reputation as temperamental brutes, Yuzzem are cunning and intelligent, and their resourcefulness gives them as much of an advantage as their physically powerful frames. The Empire has learned this the hard way after they declared the Yuzzem a slave species, rounded up large numbers of them, and put them to work in heavy-labor operations. The Yuzzem have frequently revolted against their Imperial masters, showing that they can be as ferocious as Wookiees, with no reservations about using their claws and tusks in a fight.

Personality: Contrary to their popular image as loud and violent brutes, Yuzzem have a strong sense of fair play and a generous disposition. Like Wookiees, they have a strict yet simple code of honor to which they adhere at all times. Yuzzem insist on repaying a debt owed, whether helping someone who has helped them or seeking vengeance for a wrong committed against them.

Physical Description: Yuzzem are towering humanoids with heavily muscled upper bodies and long arms as broad as Humans. A Yuzzem has a prominent snout and an equally prominent pair of tusks jutting up from its lower jaw. Covered in a thick pelt of brown fur, a Yuzzem averages 2.5 meters tall, but its muscular bulk makes it seem a great deal larger.

Homeworld: Ragna III, an arboreal world located in the Mid Rim.

Languages: Yuzz is a guttural language of growls, roars, and mewls, and unlike many other languages, it has no written form. Yuzz is largely unpronounceable by other species, although Yuzzem have little trouble speaking Basic.

Example Names: Dek, Gor, Hin, Kee, Pok, Rha, Wuk.

Adventurers: The first few Yuzzem leave Ragna III as slaves of the Empire, but once they gain their freedom they quickly found employment as enforcers and mercenaries. Many also return to their homeworld with stories about life among the stars, encouraging future generations of Yuzzem to travel the galaxy and seek their own destinies.

Yuzzem Species Traits

Yuzzem share the following species traits:

Ability Modifiers: +4 Strength, –2 Wisdom, –2 Charisma. Yuzzem are physically powerful, but their volatile nature earns them few allies.

Size: As Large creatures, Yuzzem take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Yuzzem base speed is 6 squares.

Natural Weapons: A Yuzzem's large tusks and sharp claws serve as natural weapons. When making an unarmed attack, a Yuzzem can use natural weapons, dealing 1d8 points of piercing damage (bite) or slashing damage (claws) instead of normal unarmed damage. Yuzzem are always considered armed with their natural weapons.

Physically Intimidating: Yuzzem use their Strength modifier instead of their Charisma modifier for Persuasion checks made to intimidate others.

Scent: At close range (within 10 squares), Yuzzem ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see "Survival" on page 73 of the Saga Edition core rulebook).

Skills: A Yuzzem can reroll Climb checks, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Yuzz.

ZYGERRIAN

A violent species from the distant corners of the Outer Rim, Zygerrians are known for their history of piracy and war. As a species that earns its fame through slavery, piracy, and violence, Zygerrians are feared in spaceports throughout the galaxy. Raised in a culture where weakness can mean death or enslavement, Zygerrians cultivate a dangerous, unpredictable image to deter others from challenging their dominance. Those who do must contend with the Zygerrians' natural combat prowess, since Zygerrians are excellent fighters with or without weapons.



ZYGERRIAN

Zygerrian society is built on the principle that strength leads to authority, and for Zygerrians, strength can mean many things—physical strength, and also strength of will, of conviction, and of bravery. Zygerrians are difficult to defeat in any arena because their physical resilience is matched

by their indomitable spirit. Enemies of the Zygerrians quickly learn that you cannot make Zygerrians flinch. They would sooner die than bend to the desires of others.

Personality: Zygerrians are aggressive and violent. They are strong-willed and back down from a confrontation only when they clearly cannot win.

Physical Description: Zygerrians are humanoids with a sallow complexion and red hair. They have numerous bony spurs jutting out from beneath their skin, which gives them a jagged appearance.

Homeworld: Zygerria.

Languages: Zygerrians speak, read, and write Basic.

Example Names: Ikis, Miraj, Onyx, Teek.

Adventurers: Zygerrian adventurers make excellent soldiers and scouts, because their people have been nomadic pirates and slavers on the Outer Rim for centuries. Although there are many Zygerrian pirate gangs, not all Zygerrians are thugs and ruffians. Many Zygerrians become valued members of galactic society, abandoning their violent and aggressive tendencies.

Zygerrian Species Traits

Zygerrians share the following species traits:

Ability Modifiers: +2 Constitution, –2 Wisdom. Zygerrians are durable but are considered reckless by other species.

Size: As Medium creatures, Zygerrians have no special bonuses or penalties due to their size.

Speed: Zygerrian base speed is 6 squares.

Bonus Feat: Zygerrians gain Martial Arts I as a bonus feat at 1st level.

Iron Will: Zygerrians have above-average willpower, gaining a +2 species bonus to their Will Defense.

Strength of Conviction: Zygerrians can use their Charisma modifier in place of their Wisdom modifier when calculating Will Defense.

Automatic Language: Basic.

Heroic Classes

Life on the battlefield can be intense, terrifying, exhilarating, or short. It can even be all of these at once. Most galactic citizens take food, shelter, and safety for granted, but in combat—from simple border skirmishes between rival forces to galaxy-shaking conflicts such as the Mandalorian Wars, the Clone Wars, or the Galactic Civil War—those features become luxuries. Those who learn to adapt to harsh and unforgiving conditions survive to fight another day.

Jedi

They serve the Republic as keepers of the peace for much of their Order's long history, but when necessary, the Jedi go to war. Sometimes only a few Jedi are mobilized, as when Revan and Malak combat the threat of the Mandalorians, but at other times the entire Jedi Order commits to battle, as with the Clone Wars.

New Jedi Guardian Talents

The following new talent belongs to the Jedi Guardian talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose this talent as well.

Cover Escape: When you successfully spend a Force Point to negate a melee attack against an adjacent ally with the Block or Deflect talents, that ally can move up to 2 squares as a free action. This movement does not provoke an attack of opportunity.

New Jedi Sentinel Talents

The following new talent belongs to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Prime Targets: When you hit a target with a lightsaber attack, if the target has not been attacked since the end of your last turn, you deal +1 die of damage.

Noble

Although the popular conception of a noble suggests that they would stay as far away from the front lines as possible, many nobles steel themselves for the horrors of war, coordinating the tactics of the armies under their command and even leading the charge from the front line. Many noble families have a long history of proud military service. More than a few nobles have laid the foundations for their future business empires by working as part of mercenary units.

Anticipation Talent Tree

You have studied the ways of your enemies and have learned how to read the actions and thoughts of others. You can predict what they will do, and you gain advantage over them by anticipating their every move.

Anticipate Movement: Once per round, as a reaction to an enemy in your line of sight moving, you can enable one ally within your line of sight to move up to his or her speed as a free action.

Forewarn Allies: All allies within 12 squares of you gain a +2 insight bonus on attack rolls and damage rolls for attacks of opportunity.

Get Down: As a reaction, when an ally is targeted by a ranged attack, you can enable that ally to drop prone immediately (imposing the normal –2 penalty for a ranged attack against a prone target to the triggering attack roll) as a free action.

Heavy Fire Zone: Once per turn, as a swift action, designate a 3×3 square area within your line of sight. Until the end of your next turn, if a target moves into that area you can enable one ally within your line of sight to make an attack of opportunity against that target. The ally you choose

A Zygerrian noble leading an attack on an Imperial landing force ship



must be armed with a weapon capable of making attacks of opportunity, and this counts toward the ally's normal limitations for attacks of opportunity made in a round.

Prerequisite: Forewarn Allies.

Summon Aid: Once per round, as a reaction, when an enemy moves adjacent to you, you can enable one ally within your line of sight to immediately make a charge attack against the triggering enemy. The ally you choose must be able to charge the enemy from his or her current square under normal charge rules.

Prerequisite: Get Down.

New Leadership Talents

The following new talents belong to the Leadership talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Leadership talent tree can choose these talents as well.

Commanding Presence: You excel at leading others into battle, issuing quick commands, demonstrating a gift for strategy, decimating your enemies, and impressing your peers. You can use each of the following actions once per encounter as a standard action:

- *Hold the Line!:* Make a single melee or ranged attack against any target within your range. If your attack hits, all allies within 6 squares of you a gain a +2 morale bonus to their Defense scores until the end of your next turn.
- *Lead the Assault:* Make a single melee or ranged attack against any target within your range. If your attack hits, all allies within 6 squares of you and within your line of sight gain a +2 morale bonus to their attack rolls and damage rolls until the end of your next turn.
- *Turn the Tide:* Make a single melee or ranged attack against any target within your range. If you successfully damage the target, a number of allies equal to your Charisma modifier (minimum 1) can immediately move up to half their speed as a free action.

Prerequisites: Born Leader, Tactical Savvy.

Tactical Savvy: When an ally whom you can see spends a Force point to enhance an attack roll, the ally gains a bonus to the Force point roll equal to your Intelligence modifier.

Prerequisite: Born Leader.

Scoundrel

Scoundrels are more at home in the shadows or at the helms of starships, but they have their place on the battlefield like any other soldier. Turning their luck and savvy to war, scoundrels can affect the outcome of battles by revealing enemy battle plans or by taking a more direct hand in disrupting the enemy's chain of command.

Brigand Talent Tree

You use your experience operating on the wrong side of the law to give you an advantage in a fight, fair or otherwise.

Cheap Trick: When you make a Deception check to feint (see page 66 of the Saga Edition core rulebook) against an enemy within 6 squares of you, you can roll twice, keeping the better of the two results.

Prerequisite: Trained in Deception.

Easy Prey: When you make an attack as a standard action and successfully hit an enemy, you can choose to reduce the damage you deal by half. That target is then denied its Dexterity bonus to Reflex Defense against your attacks until the end of your next turn.

Prerequisite: Cheap Trick.

Quick Strike: During the initial round of combat, if you successfully damage an enemy who has not yet acted in the combat, you can make an immediate attack as a free action against a different target within 6 squares of the first target.

Prerequisite: Cheap Trick.

Sly Combatant: You quickly move about the battlefield, taking advantage of the chaos of battle to gain advantage. You can use each of the following actions once per encounter as a standard action:

- *Distracting Injury:* Make a single melee or ranged attack against any enemy within your range. If the attack successfully hits, that enemy takes a –2 penalty to his or her attack rolls and damage rolls until the end of the encounter.

A Trianii scoundrel sniper fires at an Imperial purge trooper.



- *Make Them Bleed:* Make a single melee or ranged attack against any living creature within your range. If you successfully deal damage as a result of the attack, that enemy gains a persistent condition that can be removed only with a successful DC 25 Treat Injury check to perform surgery.
- *Strength in Numbers:* Make a single melee or ranged attack against an enemy who is adjacent to one or more of your allies. If you successfully hit that enemy, you gain a +2 bonus to damage for each ally that is adjacent to the target.

Prerequisites: Cheap Trick, Easy Prey.

New Misfortune Talents

The following new talents belong to the Misfortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose from these talents as well.

Backstabber: You can take advantage of your adversary's distractions, no matter how momentary or fleeting. Once per turn, when you flank a target, you can treat him or her as flat-footed for one of your attacks.

Prerequisite: Sneak Attack.

Improved Sneak Attack: You can use the Sneak Attack talent against a target within 12 squares, instead of within 6 squares.

Prerequisites: Point Blank Shot feat, Sneak Attack.

Scout

Perhaps only the soldier class is more at home on a battlefield than the scout class is. Using their tenacity and wide range of skills, scouts frequently serve as the advance eyes and ears of a military force, probing the enemy line to determine its strengths and weaknesses without raising an alarm. Scouts guide small strike forces across difficult terrain and even target enemy officers for death.

New Camouflage Talents

The following new talents belong to the Camouflage talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Camouflage talent tree can choose from these talents as well.

Dig In: When prone, you can spend a swift action to gain concealment until the start of your next turn. If you stand up or move, you lose this benefit.

Ghost Assailant: If you start your turn with total concealment or total cover from a target, during that turn you can make a Stealth check as a swift action, opposed by the target's Perception check. If you succeed, the target is considered flat-footed against you until the end of your turn.

Slip By: When you would normally provoke an attack of opportunity by moving out of a threatened space, you can roll a Stealth check, replacing your Reflex Defense with the results of your Stealth check if it is higher.

Advance Patrol Talent Tree

Your skills at observation and stealth are frequently called upon as you gather information about enemy forces.

Forward Patrol: At the start of a surprise round in which you are not caught by surprise, you can designate one ally within 6 squares of you as able to retain his or her Dexterity bonus to Reflex Defense during the surprise round.

Prerequisite: Watchful Step.

Mobile Combatant: You know that the key to winning a fight is keeping your enemies from pinning you down. You can use each of the following actions once per encounter:

- *Evasive Assault:* As a standard action, make a single melee or ranged attack. If the attack successfully deals damage, you gain a +5 dodge bonus to your Reflex Defense until the end of your next turn.
- *Expeditious Attack:* As a standard action, make a single melee or ranged attack, then move up to half your speed as a free action. This movement does not provoke an attack of opportunity.
- *Yielding Assault:* When you are damaged by an enemy's melee or ranged attack, you can move up to one-half your speed as a reaction. This movement does not provoke an attack of opportunity. On your next turn, you gain a favorable circumstance to your first attack roll against the same enemy that damaged you.

Prerequisites: Forward Patrol, Watchful Step.

Trailblazer: During your turn, you can spend a swift action to allow all allies within 6 squares of you and within your line of sight to count the first square of difficult terrain as normal terrain each time they move.

Prerequisite: Trained in Survival.

Watchful Step: You can use your Perception check modifier instead of your Initiative modifier when making Initiative checks. If you are entitled to an Initiative check reroll, you can reroll your Perception check instead (subject to the same circumstances and limitations). You are considered to be trained in Initiative.

SOLDIER

In war soldiers truly shine, reaping the rewards of their combat training by carrying the day and earning victory and glory or by surviving the battle in one piece. Soldiers come from all walks of life, such as the destitute street urchin who signs up hoping for one hot meal every day, and the bored socialite who wants more excitement than the upper-class lifestyle offers.

New Commando Talent

The following new talent belongs to the Commando talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Defensive Position: Whenever you have the benefit of cover (see pages 157–158 of the Saga Edition core rulebook), you can spend two swift actions to treat it as improved cover until the start of your next turn.

Prerequisite: Battle Analysis.

Shockboxer Talent Tree

You are trained in the shockboxing fighting style and can use your fists to devastate your enemies. Although you trained for competitive shockboxing, much of your expertise can also be applied outside the ring.

Defensive Jab: When you are unarmed and take the fight defensively action, you can make a single unarmed attack as a free action against an adjacent target.

Prerequisite: Retaliation Jab.

Nimble Dodge: If an enemy misses you with a melee attack, as a reaction you can move up to 2 squares, but you must end your movement adjacent to your attacker.

Retaliation Jab: If an enemy misses you with a melee attack, as a reaction you can automatically deal damage equal to your Strength modifier (minimum 1 point of damage) to your attacker, if the attacker is within your reach.

Stinging Jab: When you hit a target with an unarmed attack, you can choose to deal half damage with your attack. If you do so, your enemy also deals half damage on all melee attacks he or she makes until the end of your next turn.

A Barabel shockboxer



Stunning Shockboxer: When you deal stun damage to a target with an unarmed attack, after the stun damage is halved, roll one extra die of damage and add that to the damage subtracted from the target's hit points.

Prerequisite: Stinging Jab.

Veteran Talent Tree

You have been from one side of the galaxy to the other and have fought on more planets than most people visit in a lifetime. Talents from this tree can be used to qualify for the officer prestige class, in addition to those listed in the Saga Edition core rulebook.

Battlefield Remedy: You have learned a variety of different ways to treat combat injuries in the field. When you succeed on a Treat Injury check to administer First Aid, the tended creature also moves +1 step on the condition track.

Prerequisite: Trained in Treat Injury.

Grizzled Warrior: You can draw upon your extensive battlefield experience to encourage your comrades and drive your enemies before you. You can use each of the following actions once per encounter as a standard action:

- *Defy the Odds:* Make a single melee or ranged attack. You immediately gain a number of bonus hit points equal to your Constitution score.

- *Double the Pain:* When you use the Aid Another action to provide an ally within 6 squares of you a bonus to his or her attack roll, add one-half your character level to the ally's damage roll if the attack is successful.
- *Guarded Assault:* Make a single melee or ranged attack. You gain a +2 dodge bonus to your Reflex Defense against all attacks until the start of your next turn.

Prerequisites: Seen it All, Tested in Battle.

Reckless: You know from first-hand experience that victory goes to those willing to take a chance. You can add your Wisdom bonus (minimum +1) to the damage roll when you make a successful charge attack.

Prerequisite: Tested in Battle.

Seen It All: You have seen more action in more places than most people know exist, and little in the galaxy gets you rattled. Any character using a fear effect on you must roll twice, keeping the lower result on any skill checks and attack rolls.

Prerequisites: Tested in Battle, trained in Initiative.

Tested in Battle: When you catch a second wind (see page 154 of the Saga Edition core rulebook), you move +2 steps on the condition track in addition to regaining hit points.



A Dashade squad leader in combat

New Weapon Specialist Talent

The following new talent belongs to the Weapon Specialist talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Weapon Specialist talent tree can choose this talent as well.

Autofire Assault: When making an autofire attack, you can brace a weapon that is not restricted to autofire only. You must be proficient with the weapon being used.

Prerequisite: Weapon Proficiency (heavy weapons).

Feats

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. They are designed for heroes who focus on combat, such as those engaged in the galactic conflicts described throughout this book. However, any character who qualifies can select these feats.

Bantha Herder

You know how to frame your targets with your ranged attacks, moving the targets where you want them to go.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When you damage a Large or smaller creature with a ranged attack, compare the result of your attack roll to the target's Will Defense. If your result equals or exceeds the target's Will Defense, you can move the target 1 square in any direction as a free action. If your ranged attack deals damage to multiple eligible creatures, you can use this benefit against all of them. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space.

Battering Attack

You know how to use your strength to batter an opponent to the ground, knocking him or her prone.

Prerequisites: Bantha Rush, Trip.

Benefit: Whenever you successfully move a creature with the Bantha Rush feat, you also knock that target prone.

Destructive Force

You cause so much devastation to vehicles and objects that you also deal damage to others around those targets.

Benefit: When you deal damage to an object or vehicle that equals or exceeds the target's damage threshold and reduces the target to 0 hit points, you deal 1 die of damage (of the same type as the damage used in the attack) to all targets, including allies, that are adjacent to the vehicle or object.

SHOCKBOXING

The sport of shockboxing is a violent and dangerous testing ground for hand-to-hand combat prowess. Two combatants don special shockboxing gloves (described in detail on page 37) and then engage in melee combat with each other. The sport is a popular training method within military units, and the Barabel species is exceptionally well-suited to the competition. Shockboxers are tough and skilled at hand-to-hand combat, using their fists to deliver punishing blows and deflect incoming attacks.

Shockboxing in the *Star Wars* Roleplaying Game can be as simple as a combat encounter between two shockboxers. However, to prevent a shockboxing match from being little more than a series of attack rolls, Gamemasters should encourage skill use as a part of the match. As an optional rule, during a shockboxing match a character makes attack rolls and also skill checks during his or her turn. Each shockboxer can make one skill check as a free action, describing how he or she tries to gain an advantage for that exchange of attacks. For example, you might choose to use Endurance to steel yourself against incoming attacks, Deception to try to feint, Perception to look for signs of weakness, or Persuasion to try to intimidate your enemy. The Gamemaster should set the skill DC (either against the enemy's defenses, or with an appropriate DC for a character of that level). Success grants the combatant a temporary Force Point, which must be spent before the end of the next turn or it is lost. Typically, this Force Point is used to grant a bonus to attack rolls, but during a shockboxing match you can choose to add the results of a Force Point roll to your damage roll instead.

Disabler

You are skilled in the use of ion weapons and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with an ion weapon, you gain one of the following benefits, depending on the kind of weapon you use.

Ion Grenade: When you use an ion grenade, the grenade's burst radius is 3 squares instead of 2 squares.

Ion Pistol: When you use an ion pistol, the damage dice increase from d6 to d8.

Ion Rifle: You treat the ion rifle as an accurate weapon.

Dive for Cover

You can leap behind cover, even when caught out in the open.

Prerequisite: Trained in Jump.

Benefit: Once per turn, as a reaction to being targeted by a ranged attack, you can make a Jump check to jump horizontally. If you land in a square that provides you with cover from your attacker, you gain the normal cover bonus against the attack, even if you didn't have cover at the time the attack was made. When you use this feat, you always land prone.

Fight Through Pain

Through sheer willpower, you can keep yourself at peak fighting performance, ignoring physical pain and negative effects.

Benefit: You can use your Will Defense instead of your Fortitude Defense when determining your damage threshold.

Forceful Blast

You can position your grenade attacks such that they blast creatures away from the center of the explosion.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When you damage a Large or smaller creature with a grenade or thermal detonator, compare the result of your attack roll to the target's Fortitude Defense. If your result equals or exceeds the target's Fortitude Defense, you can move the target 1 square in any direction as a free action. If the grenade or thermal detonator deals damage to multiple eligible creatures, you can use this benefit against all of them. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space.

Force of Personality

As a result of your self-confidence and conviction, your will is strong.

Prerequisite: Charisma 13.

Benefit: You can use either your Wisdom modifier or your Charisma modifier to determine your Will Defense.

Fortifying Recovery

Even as you reel from attacks, you can get yourself back into the fight and make a difference.

Prerequisite: Constitution 13.

Benefit: When you take the recover action, you also gain a number of bonus hit points equal to 2 × your Constitution bonus (minimum 2). Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Table 1-4: Feats

Feat Name	Prerequisites	Benefit
Bantha Herder	Proficient with weapon used, base attack bonus +1	Move a target damaged by your ranged attack.
Battering Attack	Bantha Rush, Trip	Knock a target prone when you use Bantha Rush.
Destructive Force	–	Deal damage to adjacent targets when you damage objects and vehicles.
Disabler	Proficient with weapon used	Gain benefits when using certain ion weapons.
Dive for Cover	Trained in Jump	Jump for cover as a reaction.
Fight Through Pain	–	Use your Will Defense to determine your damage threshold.
Forceful Blast	Proficient with weapon used, base attack bonus +1	Move a target damaged by your grenade attack.
Force of Personality	Charisma 13	Use Wisdom or Charisma to determine Will Defense.
Fortifying Recovery	Constitution 13	Gain bonus hit points when you recover.
Mission Specialist	–	Grant bonus to allies' untrained skill checks with a particular skill.
Never Surrender	Trained in Endurance	Make an Endurance check to prevent falling to 0 hit points.
Officer Candidacy Training	–	Gain a bonus to your Rank and Privilege score.
Opportunistic Shooter	–	Gain a bonus to attacks of opportunity with ranged weapons.
Pistoleer	Proficient with weapon used	Gain benefits when using certain pistols.
Predictive Defense	Intelligence 13	Use Dexterity or Intelligence to determine Reflex Defense.
Resilient Strength	Strength 13	Use Strength or Constitution to determine Fortitude Defense.
Riflemaster	Proficient with weapon used	Gain benefits when using certain rifles.
Risk Taker	Trained in Climb or Jump	Improve your chances of success with Climb or Jump checks.
Sport Hunter	Proficient with weapon used	Gain benefits with certain slugthrowers and sporting weapons.
Staggering Attack	Proficient with weapon used, base attack bonus +1	Impose penalties to enemy skill checks with a successful attack.
Steadying Position	Careful Shot	Deny target's Dexterity bonus to Reflex Defense when you are prone and aiming.

Mission Specialist

You are so good with certain skills that others around you benefit from your guidance and example.

Benefit: Choose one skill in which you are trained. Allies who are not trained in that skill gain a +2 competence bonus to the skill while they are within 12 squares of you.

You can select this feat multiple times. Each time you select this feat, it applies to a different skill.

Special: Only allies who have the Force Sensitivity feat gain this bonus to Use the Force checks.

Never Surrender

You can fight your way back from the blackness of death and unconsciousness, staying active in combat.

Prerequisite: Trained in Endurance.

Benefit: The first time you would be reduced to 0 hit points in an encounter, you can make an Endurance check as a reaction, with a DC equal to the number of points of damage being dealt to you. If your check succeeds, you are instead reduced to 1 hit point.

Officer Candidacy Training
You have received special training in commanding others in combat.

Benefit: You gain a +2 bonus to your Rank and Privilege organization score (see page 73 for more information).

Opportunistic Shooter
You are quick to react when nearby enemies expose themselves to your attacks.

Benefit: You gain a +2 bonus to attacks of opportunity with ranged weapons.

Pistoleer
You are skilled in the use of pistols and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a pistol, you gain one of the following benefits, depending on the kind of pistol you use.

Blaster Pistol: You treat the blaster pistol as an accurate weapon.

Heavy Blaster Pistol: You do not treat the heavy blaster pistol as an inaccurate weapon.

Hold-Out Blaster Pistol: If you fire a hold-out blaster pistol at a target that has not yet acted in combat, you gain a +2 bonus to your attack rolls with that weapon against that target. The bonus applies to all such attacks until the target acts.

Predictive Defense
The sharpness of your mind, not the speed of your reactions, allows you to avoid incoming attacks.

Prerequisite: Intelligence 13.

Benefit: You can use either your Dexterity modifier or your Intelligence modifier to determine your Reflex Defense.

Resilient Strength
Your brute strength and physical conditioning allow you to shrug off effects that would debilitate others.

Prerequisite: Strength 13.

Benefit: You can use either your Strength modifier or your Constitution modifier to determine your Fortitude Defense.

Riflemaster
You are skilled in the use of rifles and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a rifle, you gain one of the following benefits, depending on the kind of rifle you use.

Blaster Carbine: You can brace a blaster carbine set to autofire, even though it is not an autofire-only weapon.

Blaster Rifle: You treat the blaster rifle as an accurate weapon.

Heavy Blaster Rifle: When you use a heavy blaster rifle, the damage dice increase from d10 to d12.

Light Repeating Blaster: You treat the light repeating blaster as if it were Medium instead of Large.

Risk Taker
You're not afraid to make great leaps or climb treacherous slopes, and you know how to put forth the extra effort to make the impossible seem routine.

Prerequisite: Trained in Climb or Jump.

Benefit: You fall only if you fail a Climb check by 10 or more. Additionally, if you make a Jump check and fail to land on a safe or solid surface (such as if you fall into a pit or fail to clear a stream of lava), you can spend a Force Point as a free action and add the result of the Force Point roll to your distance jumped. However, you must land in the first available safe square.

Normal: You fall if you fail a Climb check by 5 or more.

Sport Hunter
You are skilled in the use of slugthrowers and sporting weapons and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a slugthrower or sporting weapon, you gain one of the following benefits, depending on the kind of weapon you use.

Slugthrower Pistol: When you use a slugthrower pistol at point-blank range, you deal an extra +1 die of damage with the weapon.

Slugthrower Rifle: When you use a slugthrower rifle, the damage dice increase from d8 to d12.

Sporting Blaster Pistol: When you use a sporting blaster pistol, reroll any result of 1 on the damage dice until you get a result other than 1.

Sporting Blaster Rifle: When you use a sporting blaster rifle, you gain a +1 bonus to attack rolls when you aim before firing.

Staggering Attack
You can deliver punishing blows to your enemies, distracting them and keeping them from focusing their efforts.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When using a melee weapon, you can make an attack that disrupts an enemy's concentration. You take a –2 penalty to your attack roll, and if your attack deals damage, the target takes a –2 penalty to skill checks until the end of your next turn.

Alternatively, you can take a –5 penalty to your attack roll, and if your attack deals damage, the target takes a –5 penalty to skill checks until the end of your next turn.

Bonus Feats
Some of the feats in this chapter can be selected as bonus feats by certain classes. Characters in the following classes can add the listed feats to their relevant bonus feat lists.

CLASS	BONUS FEATS
Jedi	Battering Attack, Dive for Cover, Fight Through Pain, Force of Personality, Mission Specialist, Never Surrender, Officer Candidacy Training, Resilient Strength, Risk Taker, Staggering Attack
Noble	Disabler, Fight Through Pain, Force of Personality, Mission Specialist, Predictive Defense, Sport Hunter
Scoundrel	Bantha Herder, Disabler, Fight Through Pain, Force of Personality, Mission Specialist, Opportunistic Shooter, Pistoleer, Predictive Defense, Steadying Position
Scout	Destructive Force, Disabler, Dive for Cover, Forceful Blast, Fortifying Recovery, Mission Specialist, Never Surrender, Opportunistic Shooter, Pistoleer, Resilient Strength, Riflemaster, Risk Taker, Sport Hunter, Steadying Position
Soldier	Bantha Herder, Battering Attack, Destructive Force, Disabler, Dive for Cover, Forceful Blast, Fortifying Recovery, Mission Specialist, Never Surrender, Officer Candidacy Training, Opportunistic Shooter, Pistoleer, Resilient Strength, Riflemaster, Risk Taker, Sport Hunter, Staggering Attack, Steadying Position

Steadying Position
You know how to fire from the optimal position, using the ground to steady your aim.

Prerequisite: Careful Shot.

Benefit: When you are prone and aim before making a ranged attack, your target does not benefit from its Dexterity bonus to Reflex Defense.

Martial Arts Feats
The following feats represent basic training in a variety of martial arts styles. Additionally, many of them have special effects when used in conjunction with style-specific talents available to the martial arts master prestige class.

Echani Training
You are trained in Echani unarmed fighting techniques, giving you an advantage in hand-to-hand combat.

Prerequisites: Dexterity 13, Martial Arts I.

Benefit: If you make only one unarmed attack during your turn, you can double the damage bonus to that attack provided by your Strength modifier (minimum +1).

Once per encounter when you deal damage to a target with an unarmed attack, you can immediately make an unarmed attack against the target's Fortitude Defense as a free action. If successful, you knock the target to the ground (prone) in its current square, provided that the target is no more than one size larger than you.

Special: Targets gain a bonus to Fortitude Defense against being knocked prone based on their size: Medium or smaller, +0; Large, +5; Huge, +10; Gargantuan, +20; and Colossal, +50. In addition, unusually stable creatures (such as those with four legs) gain a +5 bonus to their Fortitude Defense against being knocked prone.

If you have the Echani Expertise talent (see the Martial Arts Forms talent tree on page 32), whenever you score a critical hit with an unarmed attack, the target is immediately knocked to the ground (prone) in its current square, provided that the target is no more than one size larger than you.

Hijkata Training
You are trained in the Hijkata style of unarmed fighting and can quickly turn enemies' attacks against them.

Prerequisites: Combat Reflexes, Martial Arts I.

Benefit: Once per round, when an adjacent enemy successfully damages you with a melee attack, you can make an attack of opportunity with an unarmed attack at a –5 penalty against that enemy, even if the enemy's attack normally would not provoke an attack of opportunity.

Once per encounter, when an enemy provokes an attack of opportunity from you and you successfully damage that enemy with an unarmed attack of opportunity, that enemy takes a penalty to attack rolls equal to your Dexterity modifier (minimum +1) until the end of your next turn.

Table 1-5: Martial Arts Feats

Feat Name	Prerequisites	Benefit
Echani Training	Dexterity 13, Martial Arts I	Double Strength bonus to unarmed damage; knock target prone.
Hijkata Training	Combat Reflexes, Martial Arts I	Make counterattacks; impose penalties to enemy attacks.
K'tara Training	Martial Arts I, trained in Stealth	Deal extra damage against flat-footed enemy; render target mute.
K'thri Training	Dual Weapon Mastery I, Martial Arts I	Make swift unarmed attacks; deal half damage on misses.
Stava Training	Martial Arts I, Running Attack	Grab and grapple as a larger creature; grab after charging.
Tae-Jitsu Training	Dodge, Martial Arts I, trained in Initiative	Deal more damage on critical hits; use Dodge against enemies.
Teräs Käsi Training	Strength 13, Martial Arts I	Treat target's damage threshold as lower.
Wrruushi Training	Constitution 13, Martial Arts I, Wookiee	Gain bonus hit points on unarmed attacks; deny target equipment bonus.

Special: If you have the Hijkata Expertise talent (see the Martial Arts Forms talent tree on page 32), once per encounter, you can spend a full-round action to designate a single adjacent ally. Until the start of your next turn, any enemy adjacent to you or the designated ally that makes an attack roll against that ally provokes an attack of opportunity from you. If the ally moves during his or her turn, you can immediately move a number of squares up to your speed as a reaction; however, you must end your movement in a square that is adjacent to the designated ally.

K'tara Training

You are trained in the K'tara style of unarmed fighting, which enables you to neutralize enemies before they even know that you are present.

Prerequisites: Martial Arts I, trained in Stealth.

Benefit: You roll an extra die of damage against a flat-footed enemy on one unarmed attack during your turn.

Once per encounter, when you deal damage with an unarmed attack to a target that has been denied its Dexterity bonus to Reflex Defense, make a second unarmed attack against the target's Fortitude Defense as a free action. If successful, you render the target incapable of speech until the end of your next turn. This is a stunning effect.

Special: If you have the K'tara Expertise talent (see the Martial Arts Forms talent tree on page 33), you can spend two swift actions to cause a single adjacent enemy to be flat-footed against your first attack during the same round.

K'thri Training

You are trained in the K'thri style of unarmed fighting, striking with flashy moves and incredible speed.

Prerequisites: Dual Weapon Mastery I, Martial Arts I.

Benefit: Once per round, you can spend a swift action to make a single unarmed attack against one enemy within reach, dealing your base unarmed damage with no bonus to the damage roll from your Strength or heroic level.

Once per encounter, when you make an unarmed attack that misses the target, you deal half damage to the target.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the K'thri Expertise talent (see the Martial Arts Forms talent tree on page 33), once per encounter when making a full attack, you can reroll one of your unarmed attack rolls; however, you must accept the result of the reroll, even if it is worse. You must be wearing light or no armor to gain this special benefit.

Stava Training

You are trained in the Stava unarmed fighting style of the Noghri and can subdue an enemy with ease.

Prerequisites: Martial Arts I, Running Attack.

Benefit: When making a grab attack (see page 152 of the Saga Edition core rulebook), you are considered to be one size category larger for the purpose of determining the size of the opponent that you can grab. If you are capable of making a grapple attack, you are considered to be one size category larger for the purpose of determining your size modifier to grapple checks.

When making an unarmed attack against a target while charging an opponent (see page 152 of the Saga Edition core rulebook), if your attack roll is successful, you can make an immediate grab attack against that target as a free action.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the Stava Expertise talent (see the Martial Arts Forms talent tree on page 33), you can add your Strength bonus and your Dexterity bonus to grapple checks. You must be wearing light or no armor to gain this special benefit.

Tae-Jitsu Training

You are trained in the Tae-Jitsu style of unarmed fighting and can use a variety of techniques to defeat your enemy.

Prerequisites: Dodge, Martial Arts I, trained in Initiative.

Benefit: When you score a critical hit with an unarmed attack, the damage dealt by your attack increases by one die step, to a maximum of d12.

Once per encounter, when you make a successful unarmed attack against an enemy, you can spend a swift action to designate that enemy as your primary adversary. Until the end of the encounter, you gain the benefit of the Dodge feat against that enemy and against one other enemy of your choice.

Special: If you have the Tae-Jitsu Expertise talent (see the Martial Arts Forms talent tree on page 33), when you score a critical hit against an enemy who has been designated as your primary adversary, that enemy takes a –2 penalty to attack rolls until the end of your next turn.

Teräs Käsi Training

You are trained in the Teräs Käsi unarmed fighting style and can send an enemy reeling with a single punch.

Prerequisites: Strength 13, Martial Arts I.

Benefit: Once per round when you make a successful unarmed attack, you reduce the target's damage threshold by 5 when determining the effect of the attack.

Special: If you have the Teräs Käsi Basics talent (see the Master of Teräs Käsi talent tree on page 53 of *Threats of the Galaxy*), you are considered to be one size category larger when determining the damage of your unarmed attacks.

Wrruushi Training

You are trained in the Wrruushi unarmed fighting style of the Wookiees and feel more invigorated in the heat of battle.

Prerequisites: Constitution 13, Martial Arts I, must be a Wookiee.

Benefit: Once per round when you make a successful unarmed attack, you gain a number of bonus hit points equal to your Constitution modifier. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Once per encounter, you can make an unarmed attack against an enemy's Fortitude Defense instead of the enemy's Reflex Defense. If the attack is successful, the enemy not only takes damage but also loses any equipment bonuses to Fortitude Defense until the end of the encounter.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the Wrruushi Expertise talent (see the Martial Arts Forms talent tree on page 33), once per encounter when you score a critical hit with an unarmed attack against an enemy, you can deal normal damage and move the target an additional –2 steps on the condition track, regardless of the damage result. You must be wearing light or no armor to gain this special benefit.

Team Feats

The following feats, collectively referred to as team feats, allow multiple heroes in a party to take the same feat to gain cumulative benefits. These team feats represent the concept that you and your allies have trained together and are part of the same military unit. When a mission calls for specialized skills, your group is chosen because you work well together and can get the job done.

Each team feat provides a competence bonus to a particular skill check, the same type of bonus that is provided by the Skill Focus feat. If you are considering taking either a team feat or the Skill Focus feat, consider whether other heroes in your group are willing to take the same team feat. If at least two other allies take the same team feat, you will gain a greater benefit by taking the team feat rather than the Skill Focus feat. However, if fewer than two other allies take the team feat, you will gain a greater benefit by taking the Skill Focus feat instead.

Aquatic Specialists

You and your allies have trained extensively in underwater combat and specialize in missions in aquatic environments.

Prerequisite: Trained in Swim.

Benefit: You gain a +3 competence bonus to Swim checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you swim, you swim at half speed as a move action (or you swim at your speed as a full-round action).

Ascension Specialists

You and your allies train on the sheer cliffs of Teth and the sinkholes of Utapau as a matter of course.

Prerequisite: Trained in Climb.

Benefit: You gain a +3 competence bonus to Climb checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you climb, you climb at half speed as a move action (or at your normal speed as a full-round action).

Covert Operatives

You and your allies specialize in undercover missions in which stealth and subtlety are paramount.

Prerequisite: Trained in Stealth.

Benefit: You gain a +3 competence bonus to Stealth checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when moving more than your speed or more than twice your speed, reduce the penalties to Stealth checks by 2.

TABLE 1-6: TEAM FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Aquatic Specialists	Trained in Swim	Gain bonuses to Swim checks when near allies.
Ascension Specialists	Trained in Climb	Gain bonuses to Climb checks when near allies.
Covert Operatives	Trained in Stealth	Gain bonuses to Stealth checks when near allies.
Medical Team	Trained in Treat Injury	Gain bonuses to Treat Injury checks when near allies.
Mounted Regiment	Trained in Ride	Gain bonuses to Ride checks when near allies.
Nimble Team	Trained in Acrobatics	Gain bonuses to Acrobatics checks when near allies.
Slicer Team	Trained in Use Computer	Gain bonuses to Use Computer checks when near allies.
Technical Experts	Trained in Mechanics	Gain bonuses to Mechanics checks when near allies.
Tireless Squad	Trained in Endurance	Gain bonuses to Endurance checks when near allies.
Unhindered Approach	Trained in Jump	Gain bonuses to Jump checks when near allies.
Unified Squadron	Trained in Pilot	Gain bonuses to Pilot checks when near allies.
Wary Sentries	Trained in Perception	Gain bonuses to Perception checks when near allies.
Wilderness Specialists	Trained in Survival	Gain bonuses to Survival checks when near allies.

Medical Team
You and your allies know the value of keeping soldiers alive and perform as a cohesive healing unit.

Prerequisite: Trained in Treat Injury.

Benefit: You gain a +3 competence bonus to Treat Injury checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Treat Injury check to restore hit points, your ally always restores an extra 4 hit points to the target.

Mounted Regiment
You and your allies act as mounted cavalry, specializing in using beasts in war.

Prerequisite: Trained in Ride.

Benefit: You gain a +3 competence bonus to Ride checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, once per round as a reaction to your mount being attacked, you can make a Ride check; if the result exceeds the mount's Reflex Defense, use your check result against the attack instead of using the mount's Reflex Defense.

Nimble Team
You and your allies train extensively to avoid hazards and to slip through tight spaces, making it difficult to pin your team down.

Prerequisite: Trained in Acrobatics.

Benefit: You gain a +3 competence bonus to Acrobatics checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the Acrobatics skill to tumble, you can tumble 1 extra square.

Slicer Team
You and your allies are computer specialists, capable of penetrating even the strongest electronic defenses.

Prerequisite: Trained in Use Computer.

Benefit: You gain a +3 competence bonus to Use Computer checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Use Computer check, you provide a bonus of +4 instead of +2.

Technical Experts
You and your allies are just as comfortable in the vehicle pool as on the battlefield and are capable of maintaining heavy equipment.

Prerequisite: Trained in Mechanics.

Benefit: You gain a +3 competence bonus to Mechanics checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Mechanics check, you provide a bonus of +4 instead of +2.

Tireless Squad
You and your allies train for combat scenarios in which your ability to hang in for the long haul is the difference between victory and defeat.

Prerequisite: Trained in Endurance.

Benefit: You gain a +3 competence bonus to Endurance checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with an Endurance check, you provide a bonus of +4 instead of +2.

Unhindered Approach
You and your allies have trained on worlds where the terrain is unstable, and your team also specializes in vertical insertion into combat zones.

Prerequisite: Trained in Jump.

Benefit: You gain a +3 competence bonus to Jump checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the Jump skill, add 1 square to your total jump distance.

Unified Squadron
You and your allies are excellent pilots whose skills shine when you fly together, making you better as a unit than as individuals.

Prerequisite: Trained in Pilot.

Benefit: You gain a +3 competence bonus to Pilot checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, you always succeed when trying to avoid collisions with vehicles piloted by allies who also have this feat (no collisions occur, even at character scale).

Wary Sentries
You and your allies specialize in keeping tabs on your surroundings, making you excellent guards and advance scouts.

Prerequisite: Trained in Perception.

Benefit: You gain a +3 competence bonus to Perception checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, you can take 10 on Perception checks, even when threatened or rushed.

Wilderness Specialists
You and your allies have been trained to survive in the wild and can live off the land.

Prerequisite: Trained in Survival.

Benefit: You gain a +3 competence bonus to Survival checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Survival check, you provide a bonus of +4 instead of +2.

Prestige Class Talents
The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

Elite Trooper Talents
The elite trooper is most at home on the field of battle, ranking among the most capable combatants of any military or mercenary company. A mission that an elite trooper considers an interesting challenge would be considered a suicide mission by other soldiers.

New Weapon Master Talent
The following talent is for use with the Weapon Master talent tree, which is available to members of the elite trooper prestige class. Any character who can normally choose talents from the Weapon Master talent tree can chose this talent as well.

Ferocious Assault: Once per encounter, when making an autofire attack, you can treat the attack as a 6 square cone. Making this attack consumes 20 shots from the weapon's power pack.

Prerequisites: Base attack bonus +12, Controlled Burst.

Squad Leader Talent Tree
You are an expert at small-unit tactics, leading a small group of allies into battle as a cohesive unit.

All talents in the Squad Leader talent tree apply to other characters in a squad you command. A squad includes yourself plus a number of characters equal to or less than the sum of your elite trooper class level plus your Charisma modifier (minimum of one other character). These characters must be on foot, must have line of sight to you, and must be able to communicate with you to gain the benefit of your Squad Leader talents. As a free action, you designate which characters are in your squad at the beginning of your first turn.

Each squad can benefit from the talents of only a single squad leader, designated when an encounter begins. A character without a squad leader can join an existing squad if both character and squad leader are willing and if the squad leader has not reached his or her maximum squad size.

Fall Back: As a move action, you can enable each member of your squad to immediately move two squares. This movement does not provoke an attack of opportunity.

Prerequisite: Charisma 13.

Form Up: As a move action, you give all squad members a +2 morale bonus to their Reflex Defense until the end of your next turn, as long as they are within 6 squares of another squad member.

Prerequisites: Charisma 13.

Full Advance: As a move action, you give all squad members a +2 morale bonus to damage rolls until the end of your next turn.

Prerequisite: Charisma 13.

Hold Steady: Once per encounter, as a standard action, you move all members of your squad +1 step on the condition track.

Prerequisite: Charisma 13.

Search and Destroy: As a move action, you give all squad members a +2 morale bonus to Perception checks until the end of your next turn.

Prerequisite: Charisma 13.

Gunslinger Talents

Although more commonly seen in one-on-one fights and small skirmishes, the gunslinger's fast reflexes and deadly accuracy are just as dangerous in large-scale military actions as in the holovid stereotype of a duel at midday.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character who can normally choose talents from the Gunslinger talent tree can chose this talent as well.

Keep Them Honest: When using the aid another action to suppress an enemy (see page 151 of the Saga Edition core rulebook), the enemy instead takes a –5 penalty to all attack rolls until the end of your next turn.

Prerequisite: Careful Shot feat.

Sharpshooter Talent Tree

You are an expert at long-range combat, using the inherent range advantage of a rifle to win the day.

Bullseye: Once per encounter, you can designate a single target that you have aimed at and that is not within point-blank range. When making a ranged attack roll against that target, the target is denied its Dexterity bonus to Reflex Defense when determining the effect of your attack.

Prerequisites: Draw a Bead, Precision Shot, Sniper feat.

Draw a Bead: Once per round, you can spend a single swift action to designate a single enemy who is not within point-blank range. When you make a successful ranged attack roll that deals damage against the designated enemy, add your Dexterity bonus (minimum +1) to the damage roll. This effect lasts until the target is unconscious, dead, or leaves your line of sight. You can have only one enemy designated in this manner.

Prerequisites: Precision Shot, base attack bonus +10.

Pinning Shot: You can keep your target worrying about where the next shot is coming from instead of trying to flee. When you deal damage to an enemy that you have aimed at, the target's speed is reduced to 2 squares, and the target cannot take either a double move action or use the run action until the end of your next turn. This is a stunning effect.

Prerequisite: Precision Shot.

Harrying Shot: When you make a successful ranged attack against an enemy that you have aimed at and the attack deals damage, the target cannot use a standard action to make an attack roll on his or her next turn. This counts as a stunning effect.

Prerequisites: Pinning Shot, Precision Shot.

Precision Shot: When using the aim action, you gain the benefit of the Point Blank Shot feat against your target, regardless of range category.

Prerequisite: Far Shot feat.

Point Blank Shot, Rangefinders, and Targeting Scopes

Under most circumstances, a character with the Point Blank Shot feat receives a bonus to attack rolls and damage rolls only when the target is within his or her weapon's point blank range, as indicated by Table 8-5: Weapon Ranges on page 129 of the Saga Edition core rulebook.

The use of a targeting scope does not change how far your target is from you, so taking an Aim action with a targeting scope on a blaster rifle to attack a target that is 50 squares away does not give you the +1 bonus to attack rolls and damage rolls that you would receive if the target were within 30 squares. This is the same for the rangefinder upgrade (see page 43 of *Scum and Villainy*), which negates the penalty for attacking a target that is at short range.

Martial Arts Master

Most warriors become proficient with a variety of weapons, but martial arts masters strive to master various styles of hand-to-hand combat, shunning blasters and turning their bodies into powerful weapons. Although other combatants are satisfied with learning the basics of unarmed combat, martial arts masters learn the techniques and philosophies of many different styles of martial arts, incorporating different elements and techniques into unique personal styles. They are among the most self-sufficient and the most dangerous fighters in the galaxy.

Martial arts masters focus on perfecting their art, but many different paths lead to that goal. Some martial arts masters withdraw from the galaxy, honing their skills in small, isolated enclaves. Others use their prowess in the defense of the helpless and innocent in a manner befitting a Jedi Knight. Some make their lethal skills available to the highest bidder, and still others hold positions of influence with criminal cartels, using their deadly fighting abilities to ruthlessly maintain their rank.

During any era of play, martial arts masters can be surprisingly dangerous enemies, since they require nothing more than their own limbs to lay even the toughest of enemies low.

Table 1-7: The Martial Arts Master

Level	Base Attack Bonus	Class Features
1st	+1	Defense Bonuses, talent
2nd	+2	Tough as Durasteel +2
3rd	+3	Talent
4th	+4	Tough as Durasteel +4
5th	+5	Talent
6th	+6	Tough as Durasteel +6
7th	+7	Talent
8th	+8	Tough as Durasteel +8
9th	+9	Talent
10th	+10	Tough as Durasteel +10

Examples of Martial Arts Masters in Star Wars

Anoon Bondura, Arden Lyn, Bultar Swan, the Pike sisters, the Five Masters of Culanin.

Requirements

To qualify to become a martial arts master, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Martial Arts I, Martial Arts II, Melee Defense, and at least one of the following feats: Echani Training, Hijkata Training, K'tara Training, K'thri Training, Stava Training, Tae-Jitsu Training, Teräs Käsi Training, or Wrruushi Training.

Talents: One talent from either the Brawler talent tree (see page 52 of the Saga Edition core rulebook) or the Survivor talent tree (see page 50 of the Saga Edition core rulebook).

Game Rule Information

Martial arts masters have the following game statistics.

Hit Points

At each level, martial arts masters gain 1d10 hit points + their Constitution modifier.

Force Points

Martial arts masters gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the martial arts master prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness talent tree (see page 49 of the Saga Edition core rulebook), the Master of Teräs Käsi talent tree (see page 53 of *Threats of the Galaxy*), the Martial Arts Forms talent tree, or the Unarmed Mastery talent tree (both of which are presented below).

MARTIAL ARTS FORMS TALENT TREE

You have advanced training in one or more martial art forms, turning your body into a lethal weapon. Although any character can practice these forms, you have the dedication and perseverance to go beyond what most beings are capable of.

Echani Expertise: When making an unarmed attack, you extend your critical threat range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisite: Base attack bonus +10.

Hijkata Expertise: When you damage a creature or droid with an unarmed attack, the target takes a penalty to its next attack roll equal to your Strength bonus.

K'tara Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, you can make an attack to disarm as a swift action. Also, you do not take the –5 penalty to your attack roll if the target is wielding a weapon with more than one hand.

K'thri Expertise: Any enemy that begins its turn adjacent to you takes damage equal to your Strength modifier (minimum 1 point) if you are able to make an attack of opportunity against them. You can use this talent while wearing only light armor or no armor.

Stava Expertise: When you successfully grab an enemy, he or she must make an opposed grapple check to break free of your grab. If you are initiating a grapple, you can reroll your grapple check. However, you must accept the second result, even if it is worse. You can use this talent only while wearing light armor or no armor.

Tae-Jitsu Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, compare your attack roll to the target's damage threshold. If your attack roll equals or exceeds the target's threshold, the target is moved –1 step on the condition track, regardless the damage result of your attack.

Wrruushi Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, you can make an attack against the target's Fortitude Defense as a free action. If that attack is successful, the target can take only a single swift action on their next turn. You can use this talent only while wearing light armor or no armor.

UNARMED MASTERY TALENT TREE

You have advanced training in one or more martial art forms and have turned your body into a lethal weapon. Any character can practice these forms, but through dedication and perseverance you have exceeded the abilities of other beings.

Flurry of Blows: When you make multiple unarmed attacks as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty to your attack roll by 2.

You can take this talent multiple times. Each time you take this talent, you reduce the penalty to your attack rolls by an additional 2.

Hardened Strike: If you damage with an unarmed attack a creature or droid that has Damage Reduction, you reduce the value of that Damage Reduction by one until the end of the encounter. Cumulative attacks against the same target do not stack.

Punishing Strike: When you score a critical hit on an unarmed attack, you can make an immediate unarmed attack (in addition to other effects of a critical hit) against a single target within reach. You can use this talent only once per turn and only while wearing light armor or no armor.

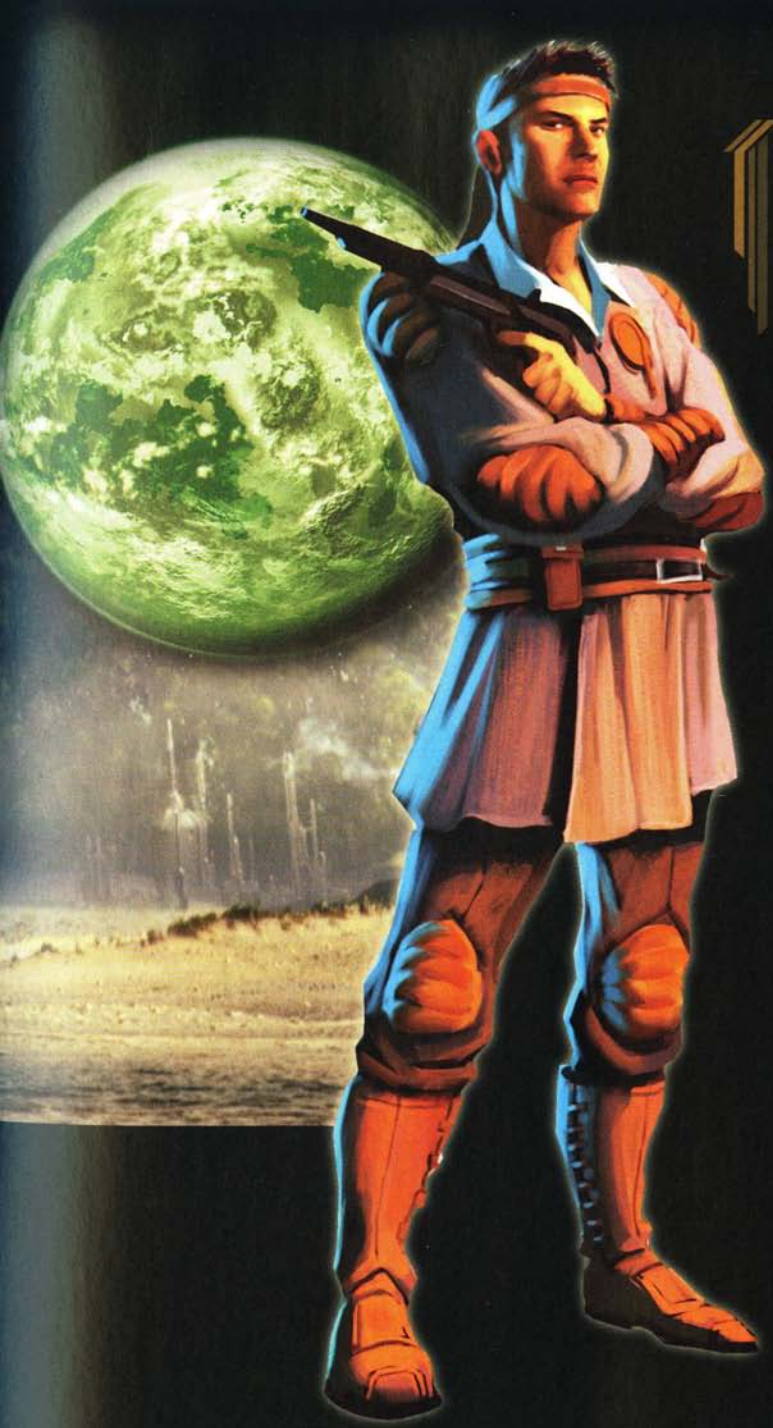
Tough as Durasteel: As part of your training, you have learned how to ready yourself for the attacks of your opponents, reducing the effectiveness of their blows. Starting at 2nd level, whenever you damage a target with an unarmed attack while wearing light or no armor, you gain bonus hit points equal to your class level. The number of bonus hit points you gain with an unarmed attack increases for every other level you gain in this class.



A TAUNG MARTIAL ARTS MASTER



Chapter II
Hardware



Weapons and hardware make the soldier. For thousands of years, blasters are the dominant weapon technology used by soldiers, mercenaries, and warriors alike. However, a bewildering array of weapons and armor are used throughout the galaxy, from cutting edge to primitive. A soldier might face sophisticated fighters with missile launchers, battle armor, and the latest in blaster and ion technology, or primitive savages wearing little more than bone armor and wielding bows and spears.

Spoils of War

One effect of war is the massive amount of weapons, armor, ships, and other valuable (and powerful) equipment left behind on the battlefield or captured in conquered cities and settlements. For the players, this becomes a windfall, offering a multitude of choices to upgrade their heroes' gear. When such spoils become available, the GM must decide what items, if any, the heroes can take for their own.

If the heroes serve in a regular military unit, such as those of the Empire, Republic, or Rebel Alliance, the choice is essentially already made for them. Armies rarely allow soldiers to keep weapons or equipment captured in battle, much less to use such loot in their daily duties. Trophy items might be permitted, depending on the rules set down by commanding officers, but these are kept at the barracks to show off to comrades. Particularly powerful, rare, experimental, or dangerous items are never left in the hands of ordinary soldiers and are confiscated for study, archiving, or use in infiltration, diversion, or other such missions.

If the heroes belong to a mercenary or paramilitary force, they might be allowed to keep some weapons, vehicles, and gear they obtain on their missions, but most of it must be turned over to be used by the organization or to be sold for additional profit. Of course, one aspect of belonging to a mercenary group is earning a percentage of the spoils of war, so capturing intact gear and vehicles is a high priority for any mercenary.

As the Gamemaster, you must decide whether to allow the heroes to keep equipment obtained during adventures (see "Equipment" on page 249 of the Saga Edition core rulebook). However, capturing valuable equipment should be considered beneficial to the players. Grant them either 25%—50% of the total value of the captured equipment or an appropriate XP reward. Heroes who consistently recover captured loot can also gain notoriety within their organization (see "Rank and Privilege" on page 73). Also, the Gear Requisitioning System (on page 69) allows military characters to gain access to bigger and better weapons and gear, making looting essentially irrelevant.

Table 2-1: Melee Weapons

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Shock stick	450	–	3d6 stun	1.4 kg	Energy	Licensed
Static pike [1,2]	300	2d6	2d6	1.8 kg	Energy and piercing	Restricted
Vibrolance	500	2d10	–	2 kg	Piercing	Licensed
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Darkstick [1]	1,000	1d6	–	1.5 kg	Slashing	Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Entrenching tool	50	1d6	–	1 kg	Slashing or piercing	–
Fire blade	200	2d4	–	1.0 kg	Energy and slashing	–
UNARMED	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Unarmed, Small character	–	1d3	–	–	Bludgeoning	–
Shockboxing gloves	500	+1	+1	0.4 kg	Bludgeoning and energy	Restricted
Unarmed, Medium character	–	1d4	–	–	Bludgeoning	–
Shockboxing gloves	600	+1	+1	0.5 kg	Bludgeoning and energy	Restricted

1 Can be thrown.
2 Reach weapon.

Melee Weapons

War is ugly, requiring a soldier to get up close and personal with the enemy. Most soldiers rely on blasters, but nevertheless, few venture into battle without a weapon suitable for hand-to-hand combat.

Darkstick

Exotic Weapon

The darkstick is a curved blade developed by the Kerestian species. Difficult to master, the weapon is deadly in the hands of a proficient wielder. Although they vary in size, a typical darkstick is about 20 centimeters long with a handle designed to be gripped between the large knuckles of a Kerestian. Masters of the darkstick can hold two or even three of the blades in each hand, greatly increasing the damage they deal. Darksticks are named for the Kerestian belief of the Great Darkness that awaits all souls.

Later versions of the darkstick also incorporate special webs of light-absorbing cells, which shroud the wielder in darkness. Attacks from enemies who are immediately adjacent treat the wielder as if he or she were in total concealment. Creatures or characters with darkvision ignore this penalty. The darkstick wielder must be able to see in the dark or take the penalty as well.

Any character proficient in the use of the darkstick can hold more than one in one hand, as Kerestians do. When wielding multiple darksticks in one hand, you are considered to be wielding only one weapon, but you increase the damage dice for the darkstick from 1d6 to 2d8. (The damage remains 2d8 for any number of darksticks over two.)

A darkstick can be thrown. If your attack exceeds the target's Reflex Defense by 5 or more, the darkstick also returns to your hand immediately after the attack.

Entrenching Tool

Simple Weapon

Used by soldiers for thousands of years, the entrenching tool is a durable, multipurpose tool that also can be an effective melee weapon. The entrenching tool can be configured as a short shovel, a pickaxe, or even a makeshift hammer.

The entrenching tool is designed to be durable enough for combat, but it is not as balanced as a regular weapon. The wielder takes a –2 penalty to attack rolls (improvised weapons normally impose a –5 penalty to attack rolls) and can choose to deal either piercing or slashing damage.

Fire Blade
Simple Weapon
The inhabitants of the planet Dathomir coined the term "fire blade" for this cutting energized blade, but similar tools can be found on nearly every planet in the galaxy. When activated, a sheath of energy surrounds the blade of this weapon, allowing it to slice through nearly any material. The fire blade cauterizes a wound as it cuts, and it is used to trim the nails of the ferocious kwi, lizard creatures native to Dathomir.

A fire blade ignores the DR of unattended objects, and requires an energy cell to operate.

Shockboxing Gloves
Simple Weapon
Shockboxing gloves are powered gauntlets worn during a shockboxing match. Shockboxing gloves protect the wearer's hands and also deal damage to any character hit by them. Shockboxing gloves are similar to stunning gauntlets (see page 202 of the *Knights of the Old Republic Campaign Guide*). However, unlike stunning gauntlets, shockboxing gloves have various settings, from lethal to a light shock (for sparring) as well as a stun setting.

Shockboxing gloves provide a +1 bonus to damage with a successful unarmed attack. They can be set to stun as a swift action, converting the wearer's unarmed damage to stun damage (and providing the +1 bonus to stun damage).

Shockboxing gloves are two sizes smaller than their wearer (for example, a pair of shockboxing gloves designed for a Human are Tiny). The way shockboxing gloves are worn prevents the wearer from being disarmed or from dropping them.

Shock Stick
Advanced Melee Weapon
The shock stick is a melee weapon that delivers a stunning blow to the enemy's senses. Using technology similar to that of a stun baton, a shock stick has the added benefit of delivering its stunning energy in a rapid, overwhelming burst that can completely disable less hardy beings.

A shock stick always deals stun damage. When a target susceptible to stun damage is hit by a shock stick, compare the damage (before halving) to the target's current hit point total. If the damage equals or exceeds the target's hit point total, the target moves −5 steps on the condition track and is knocked unconscious. Otherwise, compare the result to the target's damage threshold and resolve the attack as normal.

A shock stick requires an energy cell to operate. Additionally, a shock stick can be mounted on a weapon as a bayonet (see page 121 of the Saga Edition core rulebook). When a shock stick is mounted on a rifle as a bayonet, the wielder takes no penalty to attacks with the shock stick for not having the Weapon Proficiency (advanced melee weapons) feat, if the wielder is proficient in the rifle's use.

Static Pike
Advanced Melee Weapon
Static pikes are reach weapons utilized by the Picadors on Geonosis. Primarily employed to herd reticent animals or to goad dangerous ones, the static pike is also an effective weapon. The tip of the weapon is incredibly sharp, but the main purpose of the weapon is to deliver an electric shock, which can be adjusted either to stun a creature or to give a potentially lethal jolt. The handle of the static pike is insulated to protect the wielder from accidental electrocution.

Static pikes can be set to deliver either lethal or stun damage. A static pike is balanced, allowing the wielder to throw it like a spear.

A static pike requires an energy cell to operate.

Vibrolance
Advanced Melee Weapon
The vibrolance is a large, spearlike weapon commonly employed by guards and sentries. The weapon deals a massive amount of damage. Gamorreans particularly enjoy brandishing vibrolances, using them to prod slaves or spear prisoners.

The large vibroblade on the end of the weapon can deal either piercing or slashing damage. A vibrolance is too large and unwieldy to be thrown effectively.

A vibrolance requires an energy cell to operate.

Ranged Weapons
Soldiers prefer ranged weapons. The venerable and ubiquitous blaster dominates the field as soldiers' personal weapons, but environment, mission requirements and personal choice also influence the type of firepower that soldiers wield. Many soldiers carry several weapons: a rifle or carbine for most situations, a pistol for up-close work, and grenades or even a missile launcher to deal serious damage.

Ascension Gun
Pistol
The ascension gun is a heavy blaster pistol with a special syntherope tether and grappling-dart launcher attached. As a swift action, you can switch the weapon from blaster mode to ascension mode. When fired in ascension mode, the weapon shoots a grappling dart attached to the syntherope, tethering the weapon to the target. If the tether is projected vertically, the ascension gun can pull the wielder upward at a speed of 12 squares per round, with a maximum vertical lift capacity of roughly 720 kg. An ascension gun can also be used to create a zipline to a target surface after the syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12 squares per round if the destination has a lower elevation. In ascension mode, the gun has a maximum range of 30 squares (45 meters).

In blaster mode, an ascension gun functions like a normal heavy blaster pistol. Ascension guns are somewhat bulkier than other weapons of the same size, imposing a –5 penalty to Stealth checks made to conceal the weapon.

An ascension gun requires a power pack to operate. After 50 shots, the power pack must be replaced. Additionally, the ascension gun carries only two lengths of syntherope; after 2 uses, the syntherope must be replaced.

Blaster Pistol, Sidearm

Pistol

Sidearm blaster pistol is the generic term for blaster pistols that have a high ammunition efficiency rating. Created by BlasTech Industries under contract for the Grand Army of the Republic, the DC-15s sidearm blaster is a favorite backup weapon carried by clone commandos. Although the shots that it fires are as powerful as those of other blasters, the blaster's slow recharge rate enforces conservation of ammunition, which can be advantageous in a prolonged firefight or when the wielder finds himself behind enemy lines without access to additional power packs.

A sidearm blaster pistol requires a power pack to operate. If you use a sidearm blaster pistol with the Rapid Shot feat or any feat that has Rapid Shot as a prerequisite, you must spend a swift action to reset the weapon's trigger before it can be fired again. This feature and the special energy-trickle technology allow the power pack to last for 250 shots.

Blaster Rifle, Variable

Rifle

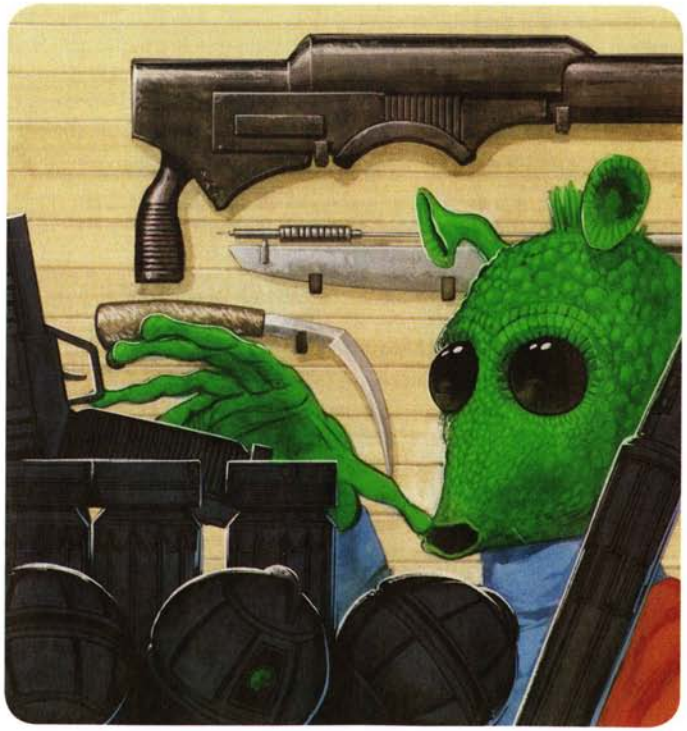
A variable blaster rifle, such as BlasTech's DC-15S, allows a wielder to control the amount of tibanna gas it uses, creating more-powerful shots with the potential to deal more damage to the target. During the Clone Wars, when battles are fought far from Republic supply lines, clone troopers take advantage of the ability to dial their weapon's power up or down depending on the enemies they face. When fighting B1-Series battle droids, for example, the clones conserve their ammunition by using lighter damage settings.

A variable blaster rifle requires a power pack to operate. After 500 shots, the weapon's power pack must be replaced. As a swift action, you can adjust the weapon's power level up or down. You can adjust the weapon's base damage to 3d6, but doing so causes the weapon to consume five times more shots per attack. Likewise, you can adjust the weapon's base damage to 3d8, but doing so causes the weapon to consume ten times more shots per attack. For example, attacking with Rapid Shot normally consumes 2 shots from a blaster. On its weakest setting, each Rapid Shot attack with a variable blaster rifle consumes 2 of the rifle's 500 shots. If the rifle is set to 3d6 damage, each attack with Rapid Shot consumes 10 of the rifle's 500 shots (2 × 5 = 10). If the rifle is set to 3d8 damage, each attack with Rapid Shot consumes 20 of the rifle's 500 shots (2 × 10 = 20).

Blaster Rifle, Heavy Variable

Rifle

The heavy version of the variable blaster rifle functions almost identically to its smaller counterpart, but is capable of much higher damage and also includes the same technology used in the ascension gun to create syntherope tethers. The clone trooper's favored blaster rifle, the BlasTech DC-15A, is an example of a heavy variable blaster rifle. As a swift action, you can switch the weapon from blaster mode to ascension mode. When fired in ascension mode, the weapon shoots a grappling dart attached to the syntherope, tethering the weapon to the target. If the tether is projected vertically, the ascension gun can pull the wielder upward at a speed of 12 squares per round, with a maximum vertical lift capacity of roughly 720 kg. An ascension gun can also be used to create a zipline to a target surface after the syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12 squares per round if the destination has a lower elevation. In ascension mode, the gun has a maximum range of 30 squares (45 meters).



A Rodian quartermaster

A heavy variable blaster rifle requires a power pack to operate. After 500 shots, the weapon's power pack must be replaced. As a swift action, you can adjust the weapon's power level up or down. You can adjust the weapon's base damage to 3d8, but doing so causes the weapon to consume ten times more shots per attack. Likewise, you can adjust the weapon's base damage to 3d10, but doing so causes the weapon to consume twenty times more shots per attack. For example, attacking with Rapid Shot normally consumes 2 shots from a blaster. On its weakest setting, each Rapid Shot attack with a heavy variable blaster rifle consumes 2 of the rifle's 500 shots; if the rifle is set to 3d8 damage, each attack with Rapid Shot consumes 20 of the rifle's 500 shots (2 × 10 = 20); if the rifle is set to 3d10 damage, each attack with Rapid Shot consumes 40 of the rifle's 500 shots (2 × 20 = 40).

Crossbow, Repeating

Simple Weapon

The repeating crossbow is popular with collectors and historical aficionados as well as with hunters who desire an additional challenge. The Drolan Plasteel Repeating Crossbow is a typical example of this weapon. Made from lightweight plasteel, it has a large under-slung magazine of quarrels. With each shot, the next quarrel is brought up while the string automatically recocks, allowing the crossbow to be fired every round.

The repeating crossbow magazine holds 10 quarrels, costs 30 credits and weighs 1.2 kg. A magazine can be replaced as a move action.

Flame Cannon

Heavy Weapon

The flame cannon is a larger version of the regular flamethrower, with a considerably longer range, hotter temperature, and greater fuel capacity. Examples include the Merr-Sonn Model CR-28 and the Czerka CZ-28 Flamestrike. Mounted on ground vehicles or tripods, the flame cannon is ideal for clearing out bunkers or as a weapon of shock and terror. When mounted on a tripod, the flame cannon is treated as one size smaller for purposes of being wielded, allowing a Medium character to operate it with two hands.

The flame cannon shoots a cone of burning chemicals 12 squares long and 8 squares wide at the terminus. Make a single attack roll and compare the result to the Reflex Defense of every target within this area. A successful attack deals 5d6 points of fire damage to the target. If the attack misses, the target instead takes half damage. A target with the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses. The normal rules for taking fire damage apply (see page 255 of the Saga Edition core rulebook).

Reloading a flame cannon is a full-round action. The weapon can be used 20 times before its chemical supply is depleted. Replacement tanks for the flame cannon cost 600 credits and weigh 20 kg each.

Grenade, Radiation

Simple Weapon

Banned by all but the most depraved or desperate armies, the radiation grenade releases a cloud of radioactive particles that sicken any character unfortunate enough to be exposed to them. A radiation grenade explodes in a burst of light smoke, affecting everything within the 2-square burst radius. The grenade detonates on contact after it is thrown, dealing damage in the same round it is hurled.

When you make an area attack with a radiation grenade, you make a single attack roll and compare the result to the Fortitude Defense of every target in the grenade's burst radius. Creatures you hit take full damage, and creatures you miss take half damage. A target with the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

The target also takes the effect of exposure to radiation. The radiation grenade is treated as Moderate radiation for the purposes of damage and Treat Injury checks (see pages 255–256 of the Saga Edition core rulebook).

Grenade, Smoke

Simple Weapon

A smoke grenade produces a cloud of obscuring fog that blocks sight. Smoke grenades come in a variety of colors, making them useful as a signaling method to mark aerial attacks or call for evacuation. Smoke grenades fill a 2-square burst radius with thick smoke that provides concealment and creates a smoke hazard within the area (see page 256 of the Saga Edition core rulebook). This cloud lasts for 10 rounds.

Interchangeable Weapon System

Rifle (Special)

The DC-17m Interchangeable Weapon System (also called the DC-17m ICWS) is a weapon unique to clone commandos. The varying demands of the battlefield and the clone commandos' atypical missions led BlasTech to design this weapon to fill three different roles. The basic configuration is a standard blaster rifle. Additional attachments, however, can be added to transform the weapon into a sniper rifle or an anti-armor grenade launcher. Clone commandos appreciate the versatility of the ICWS, which reduces the weight they carry by reducing the number of their weapons.

The ICWS can be switched among three different modes: standard blaster rifle, sniper rifle, and anti-armor mode. Switching weapon types is a standard action. In blaster-rifle mode, the ICWS functions like a regular blaster rifle.

When the ICWS is changed to sniper-rifle mode, the weapon includes a targeting scope (see page 140 of the Saga Edition core rulebook), so there is no penalty to attacks at short range. However, the wielder takes a –2 penalty against targets at unmodified point blank range.

When the ICWS is in anti-armor mode, the weapon is a single-shot grenade launcher that fires special ammunition (3-square burst radius). In this mode, the ICWS is considered a heavy weapon.

Mortar Launcher

Heavy Weapon

The Merr-Sonn MobileMortar-3 is typical of mortar launchers wielded by soldiers. The mortar launcher is popular with insurgents, partisans, and other underdog armies because of its ease of use, low cost, and ability to drop shells on the enemy from behind cover and at a distance. The mortar launcher consists of a tube, a tripod, and a magazine along with a built-in computer that adjusts for wind and other environmental factors. The magazine holds five shells and allows the mortar to automatically reload after every shot. Alternatively, the wielder can drop a single shell down the open tube, and the powerful electromagnet at the base launches the shell.

A mortar launcher lobs shells in a high arc. Therefore, it cannot be used against targets at point blank range. Additionally, when you launch a mortar at a target, you can treat the weapon's point of origin as being 20 squares in the air for the purposes of determining line of sight and cover. Mortar launchers fire mortar shells, which are statistically identical to grenades.



DC-17m Interchangeable Weapon System

Rotary Blaster Cannon

Heavy Weapon

A rotary blaster cannon is a heavy weapon that fires a massive spray of blaster bolts at a target. Coming to prominence at the dawn of the Clone Wars, Merr-Sonn's Z-6 rotary blaster cannon is similar to a heavy repeating blaster in many ways. It is carried by a single heavy-weapons specialist, but unlike most heavy repeating blasters, the Z-6 rotary blaster cannon does not require a tripod. The weapon is popular among the clone troops of the Galactic Republic because it can be fired from the hip, allowing the wielder to cover a greater fire arc with a single burst. However, the weapon is inaccurate when the wielder does not take time to brace it.

If you brace a rotary blaster cannon before firing it, you can choose to target a 2×4 square area (instead of the normal 2×2 square area) with your autofire attack. However, if you do not brace the rotary blaster cannon, you take a −5 penalty to your attack roll in addition to the normal penalties associated with firing a weapon in autofire mode (see page 156 of the Saga Edition core rulebook).

The rotary blaster cannon requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Scatter Gun

Rifle

Found on primitive planets where slugthrowers are still used, the scatter gun is a large-barreled, low-velocity slugthrower that launches a blast of pellets spreading out over a distance. Scatter guns and their ammunition are cheap to manufacture and are primarily used for hunting. However, mercenaries, marines, and other soldiers sometimes carry a scatter gun as a back-up weapon for facing enemies in close quarters or for clearing rooms in house-to-house fighting.

Scatter guns deal 3d8 damage at point blank range, 2d8 damage at short range, and no damage at medium or long range. They do not need power packs. Instead, they fire individual shells. Scatter guns hold 10 shells that each cost 2 credits and weigh 0.1 kg.

TABLE 2-2: RANGED WEAPONS

HEAVY WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Flame cannon[4]	3,000	5d6 fire	–	S	.5 kg	Fire	Military
Mortar launcher[3, 4]	2,500	4d6	–	S	20 kg	Slashing	Military
Rotary blaster cannon	5,500	3d10	–	A	16 kg	Energy	Military
Tactical tractor beam	8,000	3d6*	–	S	25 kg	Energy	Military
PISTOLS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Blaster pistol, sidearm	400	3d6	Yes	S	1 kg	Energy	Military
Medium							
Ascension gun[1]	1,200	3d8	Yes	S	2 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blaster rifle, variable	1,300	3d4*	Yes	S, A	5 kg	Energy	Military
Scatter gun[1]	275	3d8/2d8	–	S	4 kg	Piercing	Licensed
Interchangeable Weapon System*	4,500	3d8	Yes	S, A	5 kg	Energy	Military
Sniper configuration[2]	–	3d10	–	S	–	Energy	–
Anti-armor configuration	–	Special	–	S	–	Slashing	–
Anti-armor ammunition	400	4d6	–	S	1 kg	Slashing	–
Large							
Blaster rifle, heavy variable[1]	2,250	3d6*	Yes	S	6.5 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Crossbow, repeating	400	1d8	–	S	1.2 kg	Piercing	–
Tiny							
Grenade, radiation[4]	500	3d8*	–	S	0.5 kg	Energy	Illegal
Grenade, smoke[4]	100	–	–	S	0.5 kg	–	Restricted
Targeting laser	50	Special	–	S	0.1 kg	Energy	Licensed

** See weapon description.*

1 Inaccurate Weapon: This weapon cannot fire at targets at medium or long range.
2 Accurate Weapon: This weapon takes no penalty when firing at targets at short range.
3 Arc Weapon: This weapon cannot fire at targets at point blank range.
4 Area attack weapon (see "Area Attacks" on page 155 of the Saga Edition core rulebook).

Tactical Tractor Beam

Heavy Weapon

This rare weapon is found only in the hands of wealthy armies or extremely successful mercenary groups. Utilizing the same technology as starship-sized tractor beams, the tactical tractor beam allows fast construction of defensive positions by lifting and moving artificial and natural barriers. Because of the massive power requirements and temperamental nature of the weapon, a tactical tractor beam should be mounted on a large droid or vehicle in order to wield the beam effectively in combat. A tactical tractor beam can also be fired from a tripod. When mounted on a tripod, it is treated as one size smaller for purposes of being wielded—allowing a Medium character to operate it with two hands. The tactical tractor beam requires a power generator to operate.

The tactical tractor beam functions like a tractor beam on a starship, but it can affect only Huge or smaller targets. If a tactical tractor beam has successfully grabbed an object, it can move the object up to 10 squares in any direction rather than being limited to bringing the object closer. Additionally, a tactical tractor beam operator can hurl a grabbed object at another target within 10 squares, making a ranged attack roll with the weapon against the new target. If the attack roll equals or exceeds the target's Reflex Defense, the target takes damage based on the size of the object hurled (see Table 14-2: Damage from Falling Objects on page 254 of the Saga Edition core rulebook).



A BATTLE DROID OPERATES A TACTICAL TRACTOR BEAM.

Normally, the tactical tractor beam requires a second crewman to regulate the weapon's power generator. The second crewman must spend a standard action while adjacent to the weapon to regulate its power. After you regulate the tactical tractor beam's power, it functions normally until the beginning of your next turn. If the weapon's power is not regulated—that is, if a second crewman has not done so since the same initiative count on the previous round—apply a –2 penalty to all attack rolls made with the weapon.

Targeting Laser

Simple Weapon

This tiny laser is used to paint targets with a beam of light to guide missiles, bombardment attacks, or other incoming fire, but it otherwise deals no damage. The laser is tunable through a broad spectrum, allowing the attacker to home in on a specific targeting laser in the otherwise chaotic jumble of battlefield laser fire. It can be used by hand or mounted on any Medium or larger weapon.

To use a targeting laser, the wielder makes an attack roll, ignoring any armor bonuses to the target's Reflex Defense. As long as the wielder repeats the attack each round, any ally who knows the frequency of the targeting laser gains a +2 bonus to attack rolls when attacking the target with a missile launcher, grenade launcher, or vehicle weapon.

A targeting laser requires an energy cell to operate.

Explosives

In addition to grenades and missiles, soldiers make extensive use of mines and other explosives. The following explosives are a mix of those used to destroy structures and objects and those primarily used against enemy troops and vehicles.

Mines are designed for placement in the ground or to be otherwise hidden from sight. Any character attempting to notice a mine takes a –5 penalty to his or her Perception check. Setting a mine is a full-round action and does not require a Mechanics check. However, attaching a detonator (either timed or manual) requires a Mechanics check and overrides the mine's built-in triggering system (for more on mines, see pages 100–101 of *The Force Unleashed Campaign Guide*).

Antipersonnel Mine

An antipersonnel mine is a shaped explosive that discharges shrapnel in a cone, rather than exploding over an area. Retractable magnetic spikes on the bottom of the mine allow it be securely placed in the ground or attached to a metallic object, such as a vehicle or building. It can be detonated using a timer, a manual trigger (see page 101 of *The Force Unleashed Campaign Guide*), or a tripwire. Setting up a tripwire requires a DC 10 Mechanics check. Any character, creature, droid, or vehicle moving into a wired square detonates the mine. Multiple antipersonnel mines can be linked together with

an additional DC 10 Mechanics check per mine. When one mine is activated, all the linked mines detonate, each dealing separate damage to all targets within the area of effect.

An antipersonnel mine damages everything in a 6-square cone in a direction that is determined when the mine is placed and activated.

Detonite Cord

Detonite cord—a long, thin cable of explosive detonite—is used mainly for mining and commercial demolition. Military sappers also commonly employ it in the field for specialized uses. Like regular detonite, detonite cord is very stable and requires a timer or manual trigger for detonation.

Detonite cord is sold in reels, each with enough explosive to extend 6 squares. Multiple reels of detonite cord can be spliced together for larger explosions. Designed for precise explosions, detonite causes negligible damage beyond its 1-square burst radius. Detonite cord gives a +5 equipment bonus to a Mechanics check to determine if the explosion ignores the DR of an object the detonite is attached to.

Ion Mine

Ion mines can disable droids and vehicles without causing lasting harm, allowing them to be captured or salvaged later on. An ion mine is placed in or on the ground (in any square adjacent to you) and is triggered when any droid or ground vehicle enters the mine's square.

An ion mine deals ion damage to everything in a 2-square burst radius.

Limpet Mine

Designed to take out tanks and other vehicles, limpet mines are flat and about the size of a dinner plate. One side of the mine has a handle for easy gripping, and the other side is covered with microbeads of adhesive that break on hard contact with a flat surface (such as the side of a tank), ensuring solid adhesion. The shaped charge of the limpet mine causes negligible damage beyond its 1-square burst radius and ignores the DR of the object or vehicle it is attached to.

Activating a limpet mine is a standard action. The detonation is delayed for one round, providing opportunity to move away before the limpet mine explodes. Vehicles and droids that are Large or larger offer sufficient surface area for attaching a limpet mine, but the mines cannot be used on characters or smaller droids.

TABLE 2-3: EXPLOSIVES

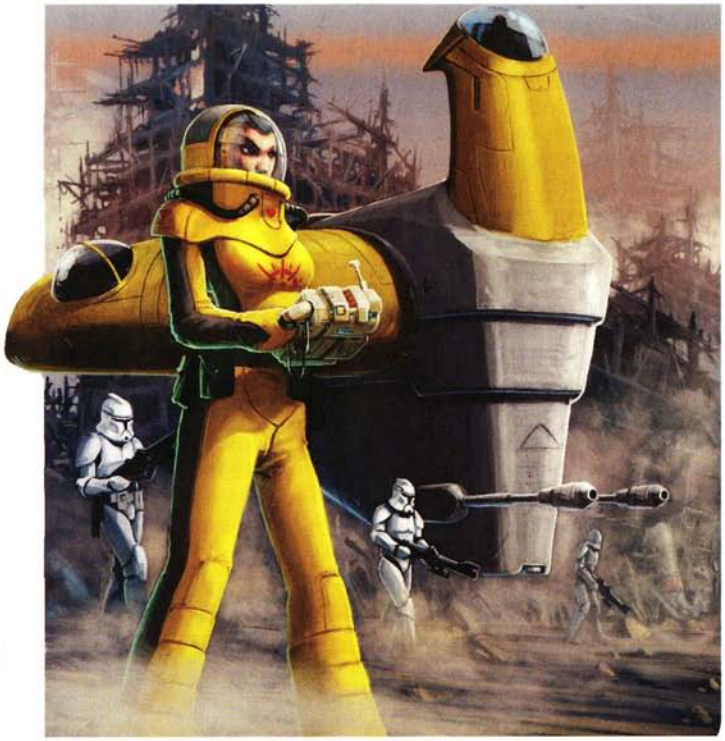
WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
Antipersonnel mine	500	6d6	Piercing	1 kg	Tiny	Military
Detonite cord	1,000	4d6*	Energy	1 kg	Tiny	Restricted
Ion mine	800	8d6 ion	Energy	0.5 kg	Tiny	Military
Limpet mine	300	6d6	Energy	0.5 kg	Tiny	Military

**The explosion damages everything in a 1-square burst radius from each square that the detonite cord occupies.*

TABLE 2-4: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (-2)								
Barabel microbe armor	4,000	+2	–	+3	–	–	6 kg	Licensed
Stun cloak	3,500	+1	–	+5	–	–	2 kg	Licensed
Marine armor	5,000	+5	+2	+3	–	–	12 kg	Restricted
Medium Armor (-5)								
Biohazard suit	4,000	–	+3	–	4 sq.	3 sq.	9 kg	Licensed
Camo scout armor	6,000	+6	+2	+3	4 sq.	3 sq.	13 kg	Licensed
Katarn-class commando armor	30,000	+9	+4	+1	4 sq.	3 sq.	20 kg	Military
Stalker armor	7,500	+7	–	+3	4 sq.	3 sq.	10 kg	Licensed

A MEDIC WEARING A BIOHAZARD SUIT



ARMOR

Most soldiers wear armor on the battlefield. The armor described below is worn by soldiers, mercenaries, and bounty hunters alike.

Barabel Microbe Armor

Light Armor

Created by Creshaldyne Industries, this armor is a sleeveless vest of soft material. Pouches within the armor hold a saline solution containing specialized microorganisms, which absorb intense heat or radiation.

Barabel microbe armor provides DR 2 against energy and fire damage. If you are using the Armor Upgrades option from *Scum and Villainy*, Barabel microbe armor has room for two upgrades.

Biohazard Suit

Medium Armor

The biohazard suit is a common piece of equipment that protects the wearer from hazardous biological matter. The standard biohazard suit is bright yellow and features a domed, transparent helmet to allow for normal vision. A biohazard suit provides immunity to all atmospheric or inhaled poison hazards, as well as to any diseases spread by inhalation or contact. A biohazard suit provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced.

Camo Scout Armor

Medium Armor

Creshaldyne Industries camo scout armor is worn by scouts, commandos, and other stealthy troops. It combines sound-dampening technology with the light-bending and light-absorption technology used in the camouflage poncho (see page 46). Camo scout armor provides a +5 equipment bonus on all Stealth checks made by the wearer.

If you are using the Armor Upgrades option from *Scum and Villainy*, camo scout armor has the Shadowskin upgrade and room for one additional upgrade.

Katarn-class Commando Armor

Medium Armor

Issued several months after the Battle of Geonosis, *Katarn*-class commando armor is a superior, specialized armor, designed with input from clone commandos in the field. The armor is unusually thick, with a sealed system allowing the wearer to survive underwater or in vacuum for up to 24 hours. It also features a built-in, retractable, wrist-mounted vibroblade. This highly sought after armor is rarely found in the possession of civilians. Its black-market price can exceed a quarter-million credits. Clone commandos swear by the armor's effectiveness, even though they also grumble beneath their breath about its lack of comfort during long missions.

Katarn-class commando armor grants a wearer with the Armor Proficiency (heavy) feat a +2 bonus on Perception checks, as well as low-light vision. The armor includes an integrated comlink in the helmet, allowing hands-free communication.

As a full-round action, the wearer can use the bacta tanks built into the armor. The bacta and the suit's built-in diagnostic gear grant the wearer an effective Treat Injury +10 skill for self-treatment. The wearer ignores the –5 penalty for self-administration of this skill.

Katarn-class commando armor is highly customizable. If you are using the Armor Upgrades option from *Scum and Villainy*, the *Katarn*-class commando armor has the Vacuum Seal upgrade and room for three additional upgrades.

Marine Armor

Light Armor

This light armor is employed by the Rebel Alliance during the Galactic Civil War. It provides decent protection for front-line troops during ship-boarding actions and house-to-house fighting, and even in zero gee, in vacuum, or underwater. The armor's sealed life-support system allows the wearer to survive for up to 24 hours in the vacuum of space or other hostile environments. The soles of the armor's boots are magnetic, enabling the wearer to walk on metal surfaces, such as a starship hull, without drifting off into space. The magnetic soles reduce the wearer's speed by 2 squares. A small propulsion system on the backpack allows the wearer to reroll any failed Swim checks, keeping the better result, and even when rushed or threatened, the wearer can take 10 on Swim checks and can maneuver without penalty in zero gravity.

If you are using the Armor Upgrades option from *Scum and Villainy*, Marine armor has the Aquatic Adaptation and Vacuum Seal upgrades, plus room for one additional upgrade.

Stalker Armor

Medium Armor

The M1-10 stalker armor is created by the Salus Corporation on Rodia and marketed for the burgeoning bounty hunter market. Multiple designs are created to cater to the specific needs of various humanoid species, but the model for Rodians is easily the best seller. Stalker armor immediately identifies the wearer as a bounty hunter, working to the advantage of the wearer by intimidating targets.

Stalker armor is designed for customization. If you are using the Armor Upgrades option from *Scum and Villainy*, stalker armor has room for three upgrades.

Stun Cloak

Light Armor

This cloak is a weapon as much as it is a form of protection. Lined with microfilaments attached to a power cell, the stun cloak can emit a powerful electric shock to any character who grapples or is grappled by the wearer. Officers and nobles wear stun cloaks to thwart kidnapping attempts, and commandos who expect to engage in close combat also wear them. The interior of the cloak is insulated to prevent accidental shocks to the wearer.

If the wearer successfully makes a grapple attack or is successfully grappled by an enemy, the stun cloak deals 3d8 points of stun damage.

By doubling the price, the stun cloak can be upgraded to include the same capabilities as an all-temperature cloak (see page 138 of the Saga Edition core rulebook) or the camouflage poncho (see page 46). Otherwise, the stun cloak cannot be upgraded with the Armor Upgrades option from *Scum and Villainy*.

Equipment

The following equipment is suitable for use by heroes in any Galaxy at War campaign. Table 2-5: Equipment lists the price and weight of each items. Refer to the descriptions below for other pertinent information.

Table 2-5: Equipment

COMMUNICATION DEVICES	COST	WEIGHT
Com scrambler	6,000	10 kg
Comlink, tightbeam	300	0.5 kg
Targeting beacon	300	0.1 kg
COMPUTERS AND STORAGE DEVICES	**COST**	**WEIGHT**
Triangulation visor	1,400	0.5 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Communication scanner	1,000	1 kg
Proximity flare	50	0.5 kg
Radiation detector	20	—
MEDICAL GEAR	**COST**	**WEIGHT**
Anti-rad dose	50	—
Cryogenic pouch	600	1.5 kg
SURVIVAL GEAR	**COST**	**WEIGHT**
Camouflage netting	2,000	5 kg
Camouflage poncho	125	1.5 kg
Field food processor	1,500	4 kg
Personal field shelter	500	1.5 kg
Plasma bridge	12,500	700 kg
Vacuum survival pouch	800	1 kg
TOOLS	**COST**	**WEIGHT**
Droid diagnostic	400	2 kg

Anti-Rad Dose

Exposure to radiation is a fear of ship personnel and soldiers alike. An anti-rad dose comes in a tough hypodermic syringe. The anti-rad dose grants a +10 equipment bonus to the target's Fortitude Defense against radiation and grants a +5 equipment bonus to Treat Injury checks to cure damage caused by radiation.

Camouflage Netting

This advanced netting uses the same technology as the camouflage poncho described below. Incorporating both light-bending technology and metallic jammers, it conceals objects from both visual and electronic scanning.

Camouflage netting comes in a small backpack. Two characters must each spend a full round action to deploy the netting, or a single character can deploy it in 1 minute. Once deployed, the camouflage netting is powered by an internal power cell, which has enough power to last for one month, or the netting can be connected to an external power source. Camouflage netting provides a +5 equipment bonus to Stealth checks, including Stealth checks against sensors, for an object of Huge size or smaller.

Camouflage Poncho

The camouflage poncho is worn over armor to conceal the wearer from being spotted. Special materials track the surrounding area and alter the pattern of the camouflage poncho, smoothing and blending the wearer's silhouette. Typical examples include the Ayelixe/Krongbing Textiles camouflage poncho. A camouflage poncho grants a +5 equipment bonus to Stealth checks.

Com Scrambler

The com scrambler disrupts enemy communication, but it also scrambles friendly communication. Mounted on a backpack frame, a com scrambler can be carried to the front line and even into enemy territory, where it can be connected to a power source and left behind.

A com scrambler covers a 20-kilometer radius, blanketing the area in powerful white noise that disrupts all comlinks, HoloNet signals, and droid remote receivers within the area. Getting a signal into or out of the affected area requires a Use Computer check against the com scrambler's default Use Computer +10. This check must be made every minute as the com scrambler's computer constantly scans and adapts to block any signals it locates.

Comlink, Tightbeam

A tightbeam comlink is a simple add-on for any comlink or transceiver. It is worn on a helmet or headpiece and uses special lasers to send and receive encrypted messages from another individual also equipped with a tightbeam comlink. Soldiers use the tightbeam comlink to ensure that messages are not intercepted on the battlefield. The two characters must be in line of sight with each other, but the tightbeam comlink ignores penalties due to darkness, smoke, or other atmospheric conditions.

Communication scanners (see below) and other passive methods of interception cannot pick up tightbeam comlink messages, unless the interceptor is directly in the path between individuals using these devices.

Communications Scanner

A communications scanner is a datapad-sized device used to intercept, analyze, decode, and record comlink, transceiver, and HoloNet transmissions. Unencrypted broadcasts are automatically picked up. By making a DC 15 Use Computer check, the user can determine the number and types of communication being broadcasted and received within a 50-kilometer radius. A DC 20 Use Computer check reveals the direction and distance of a broadcast. The communication scanner grants a +5 equipment bonus to decipher encrypted messages that it receives. However, it cannot be used to locate the presence of tightbeam comlinks (above) unless the scanner is directly in the path of the comlink.

In addition, the communication scanner functions as a recording unit (see page 136 of the Saga Edition core rulebook) for the transmissions that it intercepts.

Cryogenic Pouch

A cryogenic pouch is a medical device that can stabilize critically wounded soldiers in the field. It comes in a small canister worn on a soldier's belt or stored in a medical kit. Opening the canister releases a pouch large enough to hold a single Medium creature. When the pouch is sealed, it releases a cryogenic compound that causes the creature inside to enter suspended animation, stabilizing his or her condition for transport to a proper medical facility. Bounty hunters sometimes use of cryogenic pouches to move prisoners.

Activating a cryogenic pouch and wrapping it around an unconscious creature requires a full round action. A creature that has been reduced to 0 hit points due to poison, radiation, or damage surpassing its Damage Threshold can be stabilized without dying within 1d3 rounds of being placed inside the cryogenic pouch. The creature remains unconscious and moves −5 steps on the condition track.

A cryogenic pouch has enough power to keep a creature alive for up to 24 hours, although it can be hooked up to another power source with a DC 10 Mechanics check. Designed for rough handling in battlefield conditions, the pouch has DR 5, but a single point of damage is enough to breach the seal. If the cryogenic pouch is breached, the character inside reverts to its previous state after 1 round.

Droid Diagnostic

Mechanics and droid builders throughout the galaxy use the Interstellar Droid Monitoring Inc. Mk-11 Droid Diagnostic. This handheld device—roughly twice the size of a standard datapad—diagnoses and analyzes the functions of any droid connected to it, displaying damage or errors in the droid's systems. The droid diagnostic grants a +2 equipment bonus on Mechanics checks for a droid connected to it.

Field Food Processor

The field food processor is used by soldiers and explorers to provide sustenance from local flora and fauna and is a critical survival tool when other food stores have been exhausted. Up to three pounds of plants, meat, or fungus can be placed inside the field food processor. One minute later, the processor exudes a gray paste that is extremely bland in taste, but is both edible and nutritious—enough to provide a single Medium character with a day's worth of food. The field food processor can be programmed to make appropriate food substances for up to ten different species. In addition, the field food processor gives a +10 equipment bonus to Fortitude checks against any poison, toxin, or radiation that might have been in the initial ingredients.

A field food processor requires an energy cell, which lasts for one year before needing to be replaced.

Personal Field Shelter

The personal field shelter allows soldiers to have protection from the weather without having to carry a huge amount of weight. When activated, this small package expands to create a small, narrow tent large enough to hold a single Medium character. As long as the character remains sealed inside, the portable shelter provides a +10 equipment bonus to the user's Fortitude Defense against extreme heat or cold. For one hour, the personal field shelter can also provide a breathable atmosphere, protecting against inhaled poisons, including poisonous atmospheres. Special filaments on the exterior of the field shelter help it blend with surroundings, granting a +2 equipment bonus to Stealth checks.

Plasma Bridge

A plasma bridge is projected from a single plasma generator, creating a surface 6 squares wide and up to 120 squares long. It can be used to bridge gaps or bypass terrain hazards (such as bodies of water or acid pools). The plasma bridge must be hooked up to a power generator in order to function. If an active plasma bridge is deactivated, or if its power generator is destroyed or disconnected, the plasma bridge generator stores enough energy to power the bridge for 2 rounds. After 2 rounds, if the plasma bridge is not reactivated or reconnected to a power generator, the bridge vanishes, and any character or anything on the bridge falls.

Proximity Flare

Soldiers and explorers use proximity flares as warning devices on the perimeters of encampments. A flare is housed in a small cylinder with a spike on the bottom, allowing it to be securely placed in the ground. Sensors in the cylinder detect nearby shifts in air pressure. When any Small or larger character, creature, droid, or vehicle comes within a 3-square radius of the proximity flare, the flare launches, creating a stark, bright light illuminating a 10-square radius and eliminating concealment penalties due to insufficient lighting. Creatures can avoid tripping a proximity flare by making a DC 25 Stealth check.

A proximity flare can be used as a makeshift weapon when it is aimed horizontally instead of vertically. The proximity flare can shoot only in a straight line, determined when it is placed. The flare makes a +2 attack roll against the first target that it contacts, dealing 3d6 points of fire damage. If used in this way, the proximity flare sputters out after the attack and provides no additional illumination.

Radiation Detector

Worn on the wrist or on the front of armor or uniforms, a radiation detector alerts the user to the presence of radiation within 6 squares. The radiation detector gives a color code indicating the strength of radiation and, additionally, can be set to provide either a vibrating or an audible alarm.

Targeting Beacon

Soldiers use targeting beacons for a variety of purposes, such as for calling in medical ships to evacuate wounded personnel and for establishing hot zones for artillery bombardments. The cylindrical beacon has a magnetic bottom for attachment to a vehicle or building, plus an expanding spike for firm anchoring in the ground. The targeting beacon is topped with a large light, which can emit a pulse of visible, infrared, or ultraviolet light. The light can be tuned to a specific frequency so that allies who know the proper setting can spot it from a distance without alerting the enemy.

Modifying the targeting beacon's frequency requires a DC 10 Mechanics check. In clear weather and with unimpeded line of sight, a targeting beacon's pulse of visible light can be seen up to 2 kilometers away.

Triangulation Visor

The triangulation visor provides a heads-up display to help wielders of heavy weapons to account for wind, gravity, distance, and other effects when targeting shots. The triangulation visor works only with weapons that fire solid rounds, such as slugthrowers, mortar launchers, missile launchers, and grenade launchers. It does not work with blasters, lasers, or other energy weapons. The triangulation visor reduces the range by one range category (for example, from long to medium range). A triangulation visor cannot be worn at the same time as a helmet or any other device worn on the head.

Vacuum Survival Pouch

Carried by spacers of all types, the vacuum survival pouch is a small cylinder typically worn on a character's belt or harness. In the event of a catastrophic loss of pressure, the vacuum survival pouch automatically deploys, enveloping the user in a protective bubble that keeps him or her alive for a few hours. The Meredex Atmospherics EMS-90 bubble cloak, which is worn as an article of clothing, is one of several variations of this item.

The vacuum survival pouch is large enough to hold a single Medium creature. It provides sufficient air, heat, and pressure for the creature to survive in hard vacuum for up to 2 hours, but it does not protect against radiation. The material has 2 hit points.

Advanced Cybernetics

Basic rules for cybernetic replacement parts and their implantation can be found on page 137 of the Saga Edition core rulebook. The following section details several new cybernetics options that can be included in any campaign.

A creature with a cybernetic part is susceptible to ion damage as though it was a droid. Additionally, the creature takes a cumulative –1 penalty to Use the Force checks for each cybernetic replacement part, including the unique cybernetics presented below.

Cybernetic Prostheses

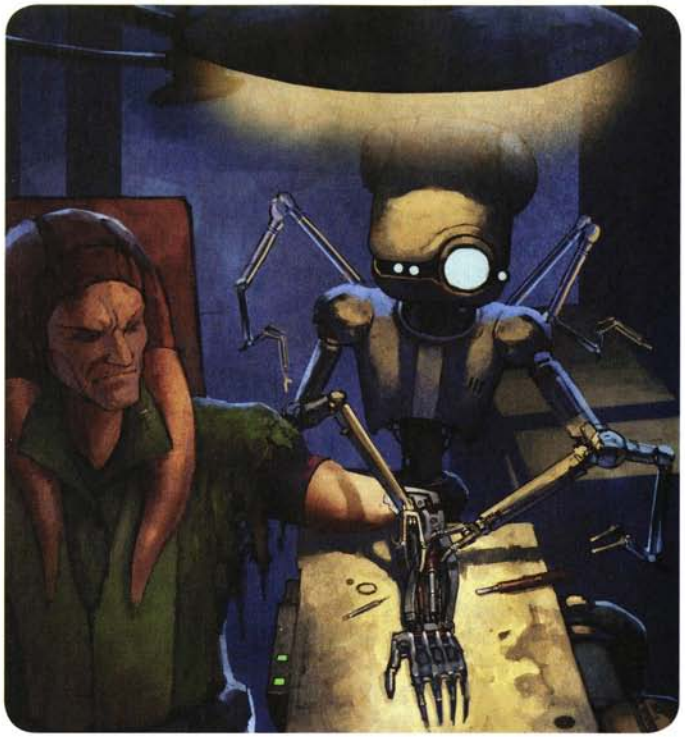
The most common form of cybernetic enhancement is the prosthesis, which is commonly used to replace lost or gravely wounded body parts. Internal organs as well as limbs and external body parts can be replaced by prostheses. A standard cybernetic prosthesis is a replacement for the lost body part, and although it confers no special bonuses or benefits, it is the most stable. Basic cybernetics run no risk of rejection by the host body and can be obtained and implanted in nearly any medical center.

However, cybernetic prostheses have been significantly modified and enhanced by those on the fringes of society. A single cybernetic prosthesis is considered a piece of equipment for the purposes of the equipment modification rules from *Scum and Villainy*. If you are using those rules, a cybernetic prosthesis has 1 free upgrade slot. A cybernetic prosthesis is two size categories smaller than the being in which it is installed. Cybernetic prostheses can also benefit only from the following universal upgrades: cloaked, dual gear, environmental sealing, extra power source, secret compartment, and storage capacity. Additionally, cybernetic prostheses can benefit from the new ion-shielding upgrade described on page 50.

Obvious or Subtle Cybernetics

Some cybernetic replacements and enhancements, such as Luke Skywalker's cybernetic arm, look identical to the original body parts. Other replacements, such as Booster Terrik's and Inquisitor Tremayne's, are immediately recognizable as artificial cybernetics. For the most part, any standard cybernetic prosthesis installed in a legal medical facility looks identical to the original body part. However, cybernetic enhancements that are installed illegally in nonstandard medical facilities can be more visually obvious. This has no mechanical effect, so if you have cybernetic parts feel free to discuss their appearance with your Gamemaster. They can certainly add character to your hero.

An A-Series medical droid installs a cybernetic prosthesis.



Cybernetic Rejection

Unique cybernetic enhancements are any cybernetic enhancements other than standard cybernetic prostheses. The technology for nonstandard cybernetic enhancements is not as advanced as that for baseline prostheses. Therefore, implanting unique cybernetic enhancements comes with a risk that the body might reject the cybernetic parts. Rejection causes a great deal of pain for the subject, and it is the reason that nonstandard cybernetic enhancements are heavily restricted. Most nonstandard cybernetic enhancements are used in the treatment of extreme medical conditions, while others are so experimental that only the military can make good use of them.

When a creature has a unique cybernetic enhancement implanted, the cybernetic part makes an attack roll against the host's Fortitude Defense (1d20 plus the cybernetic component's Rejection attack bonus, listed on Table 2-6). If the attack roll equals or exceeds the host's Fortitude Defense, the host moves –1 persistent step on the condition track and the cybernetic component fails to function. This persistent condition cannot be removed until the unique cybernetic component is removed by successfully performing surgery on the creature and installing a standard cybernetic prosthesis. Additionally, no more attempts can be made to install unique cybernetics for that body part.

Table 2-6: Advanced Cybernetics

Cybernetic Component Name	Rejection	Cost	Surgery Cost	Availability
Borg construct	+14	80,000	70,000	Restricted
Comlink, subcutaneous	+3	4,000	3,000	Restricted
Cybernetic prosthesis	–	1,500	500	–
Eye, infrared sensor	+14	300	2,250	Restricted
Eye, targeting	+16	500	3,750	Military
Eye, telescopic	+9	500	3,750	Restricted
Skeletal reinforcement	+12	10,000	50,000	Restricted
Sensory enhancement	+14	800	3,000	Restricted
Tremor sensor	+7	400	3,750	Restricted

Unique Cybernetics

This section describes unique cybernetic parts that replace biological matter with mechanical components. Although most of these cybernetics are installed in patients with severe wounds or rare diseases, some characters might want to have healthy body parts removed and replaced with cybernetic upgrades. Although this not an act directly associated with the dark side, it is prideful and shows disrespect for a character's natural state. Gamemasters should caution heroes who seek to enhance themselves artificially: Too much enhancement can give pride a strong grip on the hero, making him or her more susceptible to the lure of the dark side of the Force.

Unlike cybernetic prostheses, these unique cybernetic systems cannot be altered with the equipment upgrades system. They have no upgrade slots, and cannot have upgrade slots reclaimed from them.

Borg Construct

The BioTech Borg Construct Aj^6 provides a direct cabled or wireless link to computers and networks within a 10-meter range. It allows a cyborg to remotely program and access on-board data through thought alone. The standard model has a built-in cyborg/droid interface and up to four BioTech Knowledge Cartridge or standard datacard ports (at 500 credits per port beyond the first). Knowledge Cartridges use proprietary technology to achieve Intelligence 4 (instead of Intelligence 2 for a standard datacard), cost 100 credits each, and are not widely available. Installation is described at the Cybernetic Surgery feat; the unit cannot be self-installed.

Characters wearing the unit gain a +2 beneficial circumstance bonus to Use Computer, Knowledge, and other skills at the discretion of the Gamemaster. They can also use Issue Routine Commands as a swift action (or as a free action if they have the Gimmick talent). Wearers become more computerlike and less able to relate to people, causing them to take a -5 penalty to all Persuasion checks. They also speak less frequently as they grow accustomed to the speed of communicating through electronic networks.

Comlink, Subcutaneous

A subcutaneous comlink features special sensors and transmitters attached to the vocal and auditory organs of the host. This allows the creature with this implant to hear comlink transmissions and to send his or her own by making only slight vocal sounds. When a being with a subcutaneous comlink wishes, he or she can communicate through this comlink without making a sound loud enough for others to hear.

Eye, Infrared Sensor

This cybernetic replacement eye includes special infrared sensors that allow the host to see not only visible light but also heat signatures. This grants the host darkvision.

Eye, Targeting

This cybernetic replacement eye includes enhanced target-recognition software linked with weapon packages and armor targeting packages. The eye creates HUD overlays, augmenting the host's vision to enhance combat prowess. A host with a targeting eye is considered to have the benefit of a helmet package (see page 140 of the Saga Edition core rulebook).

Eye, Telescopic

A telescopic replacement eye can zoom in on remote objects, granting the bearer a greater range of distant vision. In some cases this is just a result of visual enhancement software and fine-tuned sensors, but in other cases this can mean that the eye literally detaches from the host and hovers on tiny repulsors closer to the target. A telescopic eye replacement allows the host to take range penalties to Perception checks every 20 squares instead of every 10 squares.

Skeletal Reinforcement
This cybernetic enhancement package enhances the host's skeleton with high-impact polymers, increasing bone density and the ability to endure high-impact collisions. A character with skeletal reinforcements gains a +2 equipment bonus to damage threshold.

Sensory Enhancement
The sensory-enhancement package places cybernetic augmentations on nerve endings in various sensory organs, reducing the signal-to-noise ratio and allowing the host to notice what might otherwise have been missed. A character with the sensory-enhancement package reduces by 2 any penalties to Perception checks made to notice a target with concealment or total concealment.

Tremor Sensor
A tremor sensor is installed in the feet of the host. Connected to the nervous system, the tremor sensor detects minute vibrations in the ground, warning the host of approaching enemies. A creature with the tremor-sensor enhancement takes no penalty to Perception checks to notice targets that have concealment or total concealment, provided the target moved on its last turn.

Ion Shielding
Ion shielding is a new cybernetic prosthesis upgrade for the *Scum and Villainy* upgrade system. It can be added only to a cybernetic prosthesis, and it requires 1 upgrade slot. The upgrade has a cost of 1,000 credits, and when installed it protects the host from ion damage. If all of a creature's cybernetic enhancements have the ion shielding upgrade, the host is not treated as being cybernetically enhanced for the purposes of taking ion damage. However, if even one cybernetic enhancement does not have this shielding, the host gains no benefit.

Total Replacement Cyborgs
On rare occasions, a character can be so severely injured that most of his or her body is beyond recovery, yet essential organs—such as the brain, heart, and lungs—still function. In some of these cases, a risky technique known as total cyborg replacement can be used to preserve the wounded character. This replaces nearly all of the character's body with cybernetic replacements, leaving a mechanical shell around a few preserved organs. General Grievous is the most famous example of a total-replacement cyborg, but Darth Vader's injuries were so extensive that he, too, could be considered a total-replacement cyborg.

When you would normally die, you can spend a Destiny Point to preserve enough of yourself for placement in a total-replacement cyborg body. Your allies must transport you somewhere capable of performing the delicate surgery, and a cybernetic surgeon must complete the changeover surgery, which is identical to installing 6 cybernetic prostheses. Once the process begins, all 6 must be installed consecutively without pause. If any of the surgeries fails, you die. If all succeed, you are returned to life exactly as before, but now have 6 cybernetic prostheses and gain the Cyborg Hybrid special quality described below. You should work with your Gamemaster to determine your new appearance, which should be drastically different from your appearance before near-death.

Cyborg Hybrid—As a cyborg hybrid, you can use any type of droid system except a processor. Your cyborg hybrid chassis includes a life support system, making you immune to atmospheric and inhaled poison hazards.

Droids
Although soldiers are loath to admit it, droids can be invaluable assets in battle, whether as support or as front-line combatants. Even in eras when droids are less common or distrusted—such as the Dark Times of *The Force Unleashed* campaign setting—they are still utilized in some fashion.

First-Degree Droids
First-degree droids are medical, analytical, or scientific droids. Specific examples include the A-Series medical droid.

A-Series Medical Droid
The A-Series medical droid has the dubious distinction of being one of the only medical droid models to be outlawed by the Republic Senate. MerenData's A-Series is an extremely efficient model, specializing in cybernetic prosthetics and other biomechanical implants. Originally serving as a surgical aids for cybernetic-implant procedures, the A-Series medical droid proves so good at its task that hospitals upgrade A-Series droids from surgical assistants to chief surgical droids.

However, the A-Series is not programmed for decision making. When thrust into their new roles, the A-Series droids do not object and go about their jobs. As their heuristic processors evaluate their new roles, the A-Series droids come to the same conclusion: Biological parts are inferior to cybernetic implants. Patients across the galaxy wake from surgery with their perfectly healthy appendages replaced with cybernetic prostheses. A-Series droids are quickly identified as the culprits in these unnecessary surgeries. The Republic Senate bans further sale of the droids and orders all existing A-Series to be destroyed. MerenData never issues a formal recall, however, so many A-Series droids continue to serve throughout the galaxy, their owners ignorant of the Senate edict and of the potential danger of giving the droids decision-making responsibility.

General Grievous keeps an A-Series medical droid—A-4D—as his personal physician responsible for maintaining the condition of Grievous' cybernetic components.

A-Series medical droids can be played as droid heroes.

A-Series Medical Droid **CL 1**
Small droid (1st-degree) noble 1
Force 2
Init +5; **Senses** Perception +7
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 13), Fort 10, Will 15
hp 18; **Threshold** 10
Immune droid traits

Speed 4 squares (walking)
Melee unarmed –1 (1d2–1)
Base Atk +0; **Grp** –5

Abilities Str 8, Dex 10, Con –, Int 14, Wis 15, Cha 12
Talents Medical Droid
Feats Cybernetic Surgery*, Skill Focus (Knowledge [life sciences])*, Skill Focus (Treat Injury), Surgical Expertise*
Skills Initiative +5, Knowledge (galactic lore) +7, Knowledge (life sciences) +12, Knowledge (technology) +7, Perception +7, Persuasion +6, Treat Injury +12, Use Computer +7
Systems walking locomotion, heuristic processor, 2 hand appendages, 3 tool appendages, diagnostics package, vocabulator
Possessions medical kit, medpac ×5, surgery kit
Availability Licensed; **Cost** 9,740 credits

Medical Droid—When the A-Series medical droid uses the Treat Injury skill to provide first aid with a medpac, it heals an additional 2 hit points for every point by which it exceeds the skill DC (rather than the normal 1 hit point).

**Reprogrammed from noble starting feats.*



A KDY-4 TECH DROID REPAIRING A PIRATE TANK

Second-Degree Droids

Second-degree droids are typically astromech droids and technical droids. Specific models include the KDY-4 tech droid.

KDY-4 Tech Droid

The KDY-4 tech droid is loved by mechanics, shipbuilders, and grease monkeys of all types. Designed by Kuat Drive Yards, the KDY-4 is commonly called the builder's buddy because of its utilitarian design, efficiency, and easygoing manner. KDY-4s are found at nearly every shipyard, and larger vessels keep some on board to repair heavy damage that exceeds the abilities of astromechs.

The KDY-4 boasts four appendages, two of which can be retracted out of the way of delicate repairs. Its three magnetic legs give it unparalleled stability as it clambers on hulls or makes its way through the twisted metal of damaged interiors. Its servomotors are augmented to give it the equivalent lifting power of a strong humanoid, which is useful for hauling heavy equipment or securing durasteel in place for welding.

The memory banks of these droids contain the blueprints of every starship commonly available in a given era. Owners augment this massive database with more ship designs as they obtained them. This augmentation creates an unintended side effect, however, because most owners are reluctant to perform routine memory wipes on their KDY-4s for fear of corrupting or losing this valuable and expensive data. Thus, KDY-4s develop the personality quirks common among other second-degree droids, such as the R2 Series Astromech droid, but KDY-4s have a propensity for more upbeat, even chirpy mannerisms.

KDY-4 tech droids can be played as droid heroes.

KDY-4 Tech Droid CL 1

Medium droid (2nd-degree) nonheroic 2
Init +1; **Senses** Perception +1
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 13, Will 10
hp 4; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +4 (1d3+3)
Reach 2 squares
Base Atk +1; **Grp** +1

Abilities Str 16, Dex 10, Con —, Int 15, Wis 10, Cha 10
Special Qualities stability
Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer)
Skills Knowledge (technology) +13, Mechanics +13, Perception +1, Use Computer +13
Systems walking locomotion (extra leg), heuristic processor, 2 hand appendages, 2 tool appendages (telescopic), magnetic feet, circular saw, electric arc welder, fire extinguisher, spotlight (treat as a glowrod with 10-square range), compartment space (2 kg)
Availability Licensed; **Cost** 4,400 credits

Stability—A KDY-4 tech droid gains a +5 stability bonus on checks made to resist being knocked prone.

Third-Degree Droids

Third-degree droids are typically protocol droids and replica droids. Specific models include the Chiba DR-10.

Chiba DR-10 Protocol Droid

Produced by the Chiba Corporation, the DR-10 protocol droid, commonly called the Chiba Drio, is utilized by the Empire in great numbers. Originally used as a negotiator and translator for legal matters, the Chiba DR-10 is found in shops, law offices, and customs checkpoints throughout the galaxy. Its memory banks contain a staggering array of law, customs, and trade information, as well as other vital business information. The Chiba DR-10 has an added feature rarely seen in other protocol droids—a built in, pop-out blaster that can be deployed in a moment's notice.

The DR-10 has a notorious programming flaw causing it to grow increasingly impatient, irritated, and aggressive when negotiations do not go its way. Without warning, a DR-10 might draw its blaster and start shooting. Imperial forces take advantage of this quirk by employing Chiba DR-10s as guards, monitors, probes, and security droids, where their small size, hovering locomotion, and propensity to ask questions before shooting proves useful.

Chiba-DR 10 protocol droids can be played as droid heroes.

Chiba-DR10 Protocol Droid CL 1

Small droid (3rd-degree) nonheroic 3
Init +4; **Senses** Perception +3
Languages Basic, Binary, 5 unassigned

Defenses Ref 14 (flat-footed 11), Fort 9, Will 12
hp 7; **Threshold** 9
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1d3-1)
Ranged blaster pistol +5 (3d6)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 16, Con —, Int 14, Wis 14, Cha 15
Feats Linguist, Skill Focus (Persuasion), Skill Training (Deception), Weapon Proficiency (pistols)
Skills Deception +7, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Perception +3, Persuasion +12
Systems hovering locomotion, basic processor, translator unit (DC 5), probe appendage, internal comlink, vocabulator
Possessions blaster pistol (concealed)
Availability Restricted; **Cost** 9,500 credits

Fourth-Degree Droids

Fourth-degree droids are the most common type of droid encountered during a Galaxy at War campaign. Fourth-degree droids are combat droids such as guard droids, battle droids, assassin droids, and probe droids. Examples include the air-assault super battle droid, the purge trooper, the AAD-4 assault droid, and the Vigilant 2X-Series picket droid.

B2-AA Air Assault Super Battle Droid

Specializing in boarding and capturing enemy vessels, the B2-AA super battle droid is a companion to the B1-A air battle droid (see pages 189—190 of *The Clone Wars Campaign Guide*). Unlike the B1-A, the air-assault super battle droid boasts an advanced jet pack with a special volatile solid fuel system. Although this enables the B2-AA to fly the greater distances required in space combat, the fuel is extremely explosive. A consequence of the volatile fuel is the B2-AA's tendency to explode when destroyed, effectively giving the droid a self-destruct system.

The Confederacy uses B2-AA air-assault super battle droids to stage raids against Republic starships, launching them in waves to blast through the ships' shields, carve into the vessels, and secure the interiors of the ships. B2-AA super battle droids are also used as advanced attack parties, clearing the way for droid commando raids. B2-AA super battle droid attack forces are often used instead of *Droch*-class boarding ships, particularly when the target has excellent point-defense weapons or a starfighter escort.

B2-AA super battle droids cannot be played as droid heroes.

Air Assault Super Battle Droid CL 4
Medium droid (4th-degree) nonheroic 6/soldier 2
Force 3
Init +6; **Senses** Perception +4
Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 15, Will 12
hp 26; **Threshold** 15
Immune droid traits

Speed 6 squares (walking), 6 squares (flying, jet pack)
Melee unarmed +7 (1d3+2)
Ranged wrist blasters +8 (3d8+1) or
Ranged wrist blasters +6 (4d8+1) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options autofire (wrist blasters), Charging Fire, Dual Weapon Mastery II, Penetrating Attack (rifles), Rapid Shot

Abilities Str 13, Dex 15, Con —, Int 10, Wis 10, Cha 7
Talents Penetrating Attack (rifles)
Feats Armor Proficiency (light, medium), Charging Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Proficiency (pistols, rifles)
Skills Perception +4, Pilot +11
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, two hand appendages, integrated comlink, self-destruct system (5d6), durasteel battle armor, vocabulator
Possessions wrist blasters (as blaster rifle) ×2, integrated jet pack
Availability Military; **Cost** 16,225 credits

Integrated Jet Pack—Unlike a normal jet pack, the air assault super battle droid's jet pack is fueled by a volatile solid fuel system. Its jet pack has 100 charges instead of the standard 10 charges for a jet pack.

Eradicator-Series Battle Droid

The Eradicator-Series battle droid is one of the lesser-known droids produced by the insectoid Colicoids. Prior to the Battle of Naboo, the Colicoids design several different types of assault droids, testing them on battlefields throughout the galaxy. Although nowhere near as common as the elegant and frightening Droideka Series, the Eradicator is known for its bulk and for its ability to send a blistering amount of fire downrange. Although not very bright, the Eradicator excels at terrorizing the enemy and supporting other assault droids.

The Eradicator is a heavily armored bipedal droid that appears far more mechanical than the organic curves of other Colicoid droids. It mounts twin light repeating blasters, twin ion rifles, and even a shield generator for deflecting blaster fire and lightsabers to great effect. The Eradicator has a basic processor, making it far more versatile and less prone to catastrophic shutdown if the central operating computer is destroyed or compromised.

Eradicator-Series battle droids cannot be played as droid heroes.

A GUTKURR AND ITS ERADICATOR BATTLE DROID HANDLER



Eradicator-Series Battle Droid CL 2
Large droid (4th-degree) nonheroic 8
Init +6; **Senses** Perception +9
Languages Basic (cannot speak), Binary

Defenses Ref 16 (flat-footed 14), Fort 14, Will 10
hp 29; **SR** 5; **Threshold** 19
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +10 (1d6+4)
Ranged light repeating blaster +9 (3d8) or
Ranged ion rifle +9 (3d8 ion)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +15
Atk Options Dual Weapon Mastery II

Abilities Str 18, Dex 15, Con —, Int 9, Wis 10, Cha 6
Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Perception +9
Systems walking locomotion, basic processor, 2 claw appendages (retractable), internal comlink, shield generator (SR 5), bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 light repeating blasters, 2 ion rifles
Availability Military; **Cost** 21,500 credits

Purge Trooper

Purge troopers are extremely powerful battle droids used in limited numbers by the Empire to hunt down and kill the last of the Jedi just after the end of the Clone Wars. The purge trooper is originally conceived by a Techno Union engineer trying to construct droids better able to fight Jedi generals in the Clone Wars. The Clone Wars end before the schematics are finalized, and the scientist is killed in a raid on his research facility only weeks before Order 66. Republic clone commandos seize the scientist's records, turning them over to Republic Intelligence.

When the Empire comes to power, Imperial Intelligence uncovers the droid schematics while researching the soon-to-be-hatched Dark Trooper Phase Zero project. The schematics are passed on to Imperial engineers, who take the rough form of the droid and create the purge trooper. Nearly 3 meters tall, with cortosis-fiber-enhanced duranium armor plating, the purge trooper resembles a massive stormtrooper with dark blue armor. The purge trooper is resistant to lightsaber attacks and loaded with the most advanced information on Jedi tactics. Equipped with magnetic grappler boots that protect them from being hurled around by the Jedis' telekinetic powers, purge troopers are programmed to keep Jedi enemies off guard and unable to make full use of their Force powers.

Purge troopers cannot be played as droid heroes.

Purge Trooper **CL 8**
Large droid (4th-degree) nonheroic 6/soldier 6
Force 5
Init +13; **Senses** low-light vision; Perception +9
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 26, Will 17
hp 78; **DR** 10*; **Threshold** 31
Immune droid traits, +5 to defenses against effects that force movement

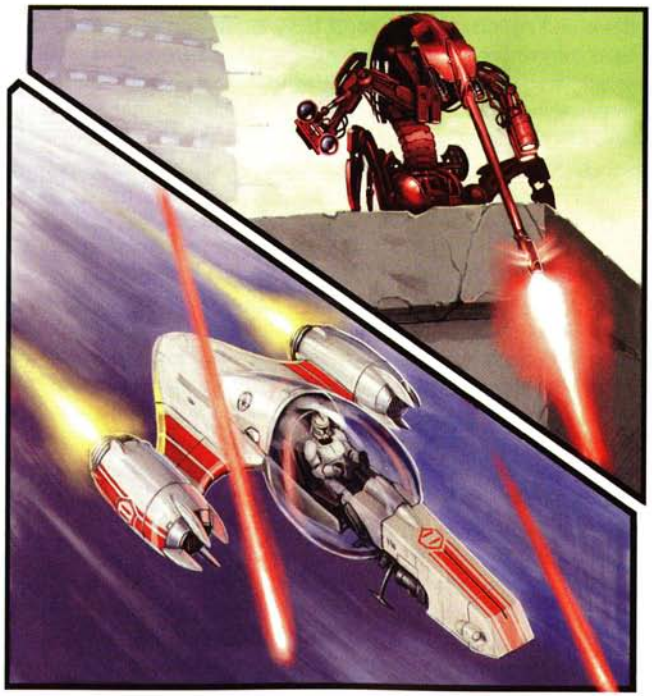
Speed 8 squares (walking)
Melee purge blade +19 (2d10+14/×3) or
Melee purge blade +17 (2d10+14/×3) with Staggering Attack –2 or
Melee purge blade +14 (2d10+14/×3) with Staggering Attack –5
Ranged missile launcher +13 (6d6+3, 2-square splash)
Base Atk +10; **Grp** +28
Atk Options Bantha Rush, Staggering Attack
Special Actions Indomitable

Abilities Str 26, Dex 14, Con –, Int 10, Wis 13, Cha 8
Talents Indomitable, Melee Smash, Weapon Specialization (purge blade)
Feats Armor Proficiency (light, medium), Bantha Rush, Battering Attack, Staggering Attack, Trip, Triple Crit (purge blade), Weapon Focus (advanced melee weapons, heavy weapons), Weapon Proficiency (advanced melee weapons, heavy weapons, simple weapons)
Skills Initiative +13, Perception +9
Systems walking locomotion, basic processor, 2 hand appendages, 2 tool appendages, hardened systems ×3, improved sensor package, magnetic grappler boots, duranium plating with cortosis fiber
Possessions purge blade (as vibro-ax), missile launcher
Availability Military; **Cost** 31,900 credits
* *The purge trooper's duranium plating contains cortosis weave; a lightsaber does not ignore the purge trooper's DR.*

Sniper Droideka

A variant of the droideka commissioned primarily for urban warfare, the sniper droideka forgoes the rapid-fire double blasters of the standard droideka in favor of a single powerful shot. A sniper droideka usually stays a safe distance from its target, preferring to roll to an elevated position so that it can fire sniper shots down at exposed enemies. Sniper droidekas have the latest target-acquisition technology and are extremely accurate. Although they have a slower rate of fire than the standard model, each shot fired by a sniper droideka has excellent penetrating power. Moreover, sniper droidekas can fire into a battlefield from afar, with such precision that they rarely harm their allies.

Sniper droidekas cannot be played as droid heroes.



A Sniper Droideka fires on a clone trooper mounted on a Freeco Speeder.

Sniper Droideka CL 7
Large droid (4th-degree) nonheroic 9/scout 4
Force 5
Init +9; **Senses** low-light vision; Perception +21
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 17
hp 41; **SR** 20; **Threshold** 22
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +11 (1d4+4)
Ranged blaster rifle +12 (3d8+2) or
Ranged blaster rifle +13 (4d8+2) when aiming or
Ranged blaster rifle +10 (4d8+2) with Rapid Shot
Base Atk +9; **Grp** +17
Atk Options Careful Shot, Deadeye, Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 15, Dex 16, Con —, Int 8, Wis 16, Cha 7
Talents Acute Senses, Keen Shot
Feats Armor Proficiency (light), Careful Shot, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Skill Training (Stealth), Sniper, Weapon Proficiency (rifles)
Skills Perception +21 (can reroll), Stealth +14
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 1 tool appendage, shield generator (SR 20), improved sensor package, integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions heavy blaster rifle
Availability Military; **Cost** 30,565 credits

Tactical Droid

Designed for tactical leadership among the droid forces of the Confederacy, T-Series tactical droids from Baktoid Combat Automata are originally deployed alongside OOM-Series battle droids. Tactical droids boast advanced combat-analysis software that helps them determine exactly when and where to attack for the greatest effect. Tactical droids serve as combat consultants subordinate to droid commanders, but all too often, the tactical droid's superior knowledge of combat strategies gives it a heightened sense of self-worth, leading T-Series tactical droids to exert their influence over the command structure. Unfortunately, the tactical droid's commands override those of OOM-Series battle droid commanders, causing droid troops to receive conflicting commands. Consequently, Confederacy leaders learn to avoid posting tactical droids among droid forces with OOM-Series battle droids.

Tactical droids can be played as droid heroes.

Tactical Droid CL 1
Medium droid (4th-degree) soldier 1
Force 2
Init +6; **Senses** Perception +7
Languages Basic, Binary, 2 others

Defenses Ref 18 (flat-footed 17), Fort 13, Will 13
hp 30; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged blaster carbine +2 (3d8)
Base Atk +1; **Grp** +2
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis, Vehicular Combat

Abilities Str 10, Dex 12, Con —, Int 14, Wis 14, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light, medium), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Knowledge (tactics) +7; Perception +7, Pilot +6, Use Computer +7
Systems walking locomotion, heuristic processor, two hand appendages, internal comlink, synchronized fire circuits, durasteel plating, vocabulator
Possessions blaster carbine, electrobinoculars
Availability Military; **Cost** 14,005 credits

Vigilant 2X-Series Picket Droid

Used during the Old Republic era, the Vigilant 2X-Series picket droid was designed by Automata Galactica to defend checkpoints, guard headquarters, or otherwise protect strategic locations. Built on a tough chassis, the Vigilant 2X is essentially a gun platform mounted on a tracked locomotion system. Its sensor package is second to none, letting it constantly sweep an area for intruders. The Vigilant 2X is unnerving in its capacity for remaining perfectly still, waiting for danger to strike. Vigilant 2Xs are programmed to remain at their posts and cannot be drawn away from their areas by feint attacks. Vigilant 2Xs also feature synchronized fire circuits so that they can work together to maximize firepower.

The Vigilant 2X also comes equipped with a vocabulator to warn beings that are about to enter into its killing zone. Those who ignore the warning are targets of the Vigilant 2X's heavy repeating blaster and grenade launcher, which are more than enough to deter intruders. The Vigilant 2X even carries a separate power generator to provide energy for its main gun. Any character hoping for a Vigilant 2X to run out of ammunition is in for a long wait. If the droid is damaged or if an enemy threatens to overwhelm its position, the Vigilant 2X's self-destruct system engages. Vigilant 2Xs are placed on

bridges or near other crucial chokepoints, and they use their self-destruct systems to cut off enemy access to their guarded territory.

Vigilant 2X-Series Picket Droids cannot be played as droid heroes.

Vigilant 2X Picket Droid **CL 3**
Medium droid (4th-degree) nonheroic 9
Init +11; **Senses** darkvision; Perception +19
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 11, Will 13
hp 22; **Threshold** 11
Immune droid traits

Speed 6 squares (tracked)
Melee unarmed +7 (1d4+1)
Ranged heavy repeating blaster +8 (3d10) or
Ranged heavy repeating blaster +3 (5d10) with Burst Fire
Ranged grenade launcher +8 (4d6, 2-square burst)
Base Atk +6; **Grp** +8
Atk Options autofire (heavy repeating blaster), Burst Fire, Point Blank Shot

Abilities Str 13, Dex 14, Con —, Int 10, Wis 16, Cha 8
Feats Armor Proficiency (light, medium), Burst Fire, Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Proficiency (heavy weapons)
Skills Initiative +11, Perception +19
Systems tracked locomotion, darkvision, improved sensor package, 1 claw appendage, internal comlink, locked access, self-destruct system (6d6), power generator, vocabulator, duranium plating
Possessions grenade launcher, heavy repeating blaster
Availability Military; **Cost** 32,500 credits

Fifth-Degree Droids

Fifth-degree droids are typically utility droids with low-level functions. Specific models include the CLL-M2 Ordnance Lifter and the MR-200 Minesweeper Droid.

CLL-M2 Ordnance Lifter

The CLL-M2 ordnance lifter is a military version of Cybot Galactica's extremely popular CLL-6 binary load lifter. Built to withstand the rigors of the battlefield, it features extremely thick armor that enables it to survive most attacks and the occasional accidental explosion. The repulsorlift mounted on the back of the CLL-M2 enables it to lift several times its own weight.

The CLL-M2 ordnance lifter picks up, moves, and loads heavy missiles, mortar rounds, power packs, and other volatile ammunition. It can handle difficult terrain, including moving along the outside of ships or large vehicles. Although not particularly bright, it is programmed with the basic skills to prime and prepare weapons and ammunition and it can even make basic repairs on damaged equipment.

CLL-M2 ordnance lifter droids cannot be played as droid heroes.

CLL-M2 Ordnance Lifter Droid **CL 1**
Large droid (5th-degree) nonheroic 3
Init +1; **Senses** Perception +6
Languages Basic (cannot speak), Binary

Defenses Ref 18 (flat-footed 18), Fort 20, Will 10
hp 17; **Threshold** 25
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +12 (1d4+10)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +12



A CLL-M2 loads missiles into an A-wing starfighter.

Abilities Str 30, Dex 11, Con —, Int 6, Wis 10, Cha 8
Feats Armor Proficiency (light, medium), Skill Focus (Mechanics), Skill Training (Mechanics)
Skills Climb +16, Mechanics +9, Perception +6
Systems walking locomotion, basic processor, 2 tool appendages, compartment space (5 kg), magnetic feet, secondary battery, durasteel battle armor
Availability Restricted; **Cost** 15,000 credits

MR-200 Series Minesweeper Droid

The Baktoid MR-200-Series minesweeper droid is first deployed early in the Clone Wars by Separatist forces. With both sides engaged in prolonged trench warfare, the battlefields on some planets become static, and minefields are used to dissuade attack or to protect strategic locations. The MR-200 effectively clears the worst of these areas, cutting a path through a heavily mined zone so that battle droids can pass safely. In a pinch, the Minesweeper Droid also makes an excellent shocktrooper droid, flushing out tunnels or trenches that shelter enemy troops. The droid is notoriously single-minded, and when lacking other orders, it rolls back and forth over the same ground, hoping to detonate any mines it might have missed. The MR-200 flags mines that do not detonate or that otherwise survive its brute-force tactics. This information is relayed back to the Central Control Computer, so that allied droids do not mistakenly enter the minefield.

The minesweeper droid is a curiously shaped mix of high and low tech. The main body uses repulsorlift technology to safely float over the ground that it is clearing. However, the front of the droid is composed of a large, metallic drum covered in lengths of durable chain. As the droid floats along, the drum rotates, flailing the chains and beating the ground to detonate any mines it contacts. Although tough, the drum becomes battered and mangled from repeated explosions, so it is designed for easy replacement between missions. The droid's repulsorlift is powerful enough to lift the drum off the ground, so the minesweeper droid is able to ignore difficult terrain.

MR-200 Series minesweeper droids cannot be played as droid heroes.

MR-200 Series Minesweeper Droid **CL 1**
Large droid (5th-degree) nonheroic 3
Init +1; **Senses** low-light vision; Perception +14
Languages Basic (cannot speak), Binary

Defenses Ref 14 (flat-footed 14), Fort 15, Will 12
hp 36; **Threshold** 25
Immune droid traits

Speed 6 squares (hovering)
Melee chain roller +5 (3d6+5)
Fighting Space 2×2; **Reach** 1 square
Base **Atk** +2; **Grp** +7

Abilities Str 20, Dex 10, Con —, Int 10, Wis 14, Cha 10
Feats Armor Proficiency (light), Skill Focus (Perception), Skill Training (Mechanics)
Skills Mechanics +5, Perception +14 (+19 to locate explosives)
Systems hovering locomotion, demolition sensor, hardened systems (x2), improved sensor package, integrated comlink, locked access, remote receiver, self-destruct system (4d6), 2 tool appendages, quadanium plating
Availability Military; **Cost** 15,000 credits

Beasts of War

Many armies use living creatures as mounts, as beasts of burden, or even as living weapons. In the right circumstances, creatures can be superior to conventional vehicles. Mounts are typically quieter than vehicles and do not show up on sensors that are set to scan for vehicles. Mounts must be fed and watered, but they obviously do not require power cells, so mounted scouts and troopers can range far and remain in the field for weeks without resupply. Of course, most creatures are considerably slower than vehicles and far more vulnerable to attack. Nevertheless, some beings raise and train creatures to serve on the battlefield, either as aggressive predators or as guard beasts.

Communication

Given the prevalence of advanced communication technology, using beasts as a means of communication might seem inefficient. However, during war, military forces use creative means of communicating in order to foil enemy intelligence. In some cases, opposing forces are so focused on the latest, most high-tech methods of disrupting and intercepting communications that they overlook mundane or primitive methods. Below is an example of a creature that can be used for communications during wartime.

Carrier Butterfly

Found on Maridun as well as on many other worlds, the carrier butterfly is a colorful insect roughly the size of a Human hand. These simple creatures have two qualities that make them uncannily good at being communications devices: their strong verbal-association memory, and their ability to replicate long sequences of sounds. As a result, carrier butterflies can be trained to recognize the commands of their masters, fly directly to specified locations or individuals, and replicate lengthy messages. Although they fly slowly, compared to instant communication by comlink, carrier butterflies are so numerous in the wild that finding and intercepting a specific butterfly is nearly impossible. Thus, the carrier butterfly offers a secure, albeit slow, method of sending orders and intelligence across long distances.

Carrier Butterfly **CL 0**
Diminutive beast 1
Init +4; **Senses** low-light vision; Perception +1

Defenses Ref 19 (flat-footed 15), Fort 8, Will 11
hp 2; **Threshold** 8

Speed 8 squares (fly)
Base Atk +0; **Grp** –11

Abilities Str 2, Dex 18, Con 6, Int 2, Wis 13, Cha 16
Special Qualities mimicry
Feats Skill Training (Deception)
Skills Deception +8, Perception +1, Stealth +24

Mimicry—A carrier butterfly can perfectly mimic lengthy sequences of sounds (such as a conversation or a message). A carrier butterfly does not need to roll a Deception check to reproduce a sound, but it can only mimic noises exactly (without alteration).

MOUNTS

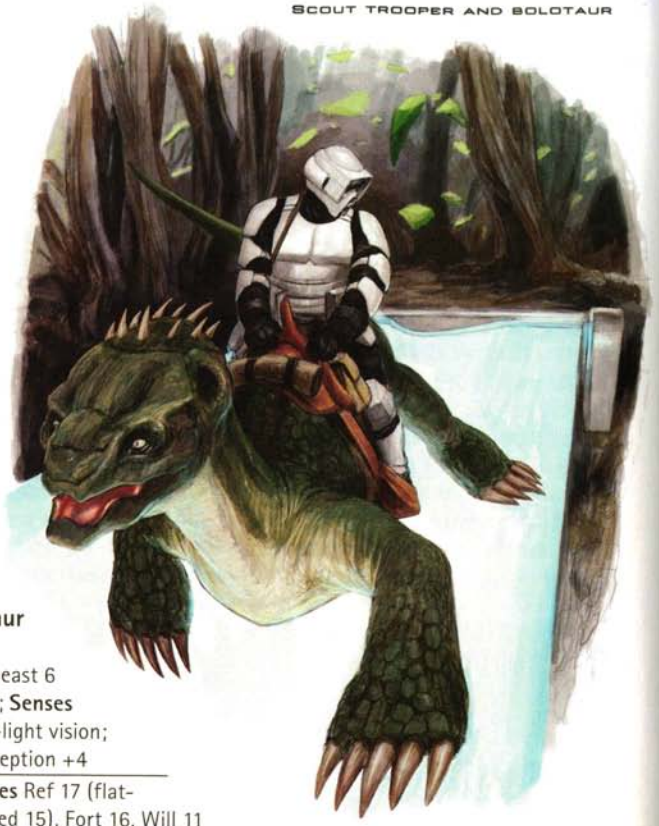
Many military units use creatures as mounts. Although speeders and speeder bikes are faster, such vehicles are prone to mechanical problems in extreme environments. Creatures native to those environments are more reliable. Although urban forces almost never use creatures as mounts, military patrols and scouts in dangerous or hostile environments frequently use mounts, increasing the chances of survival.

Bolotaur

Bolotaurs are large, long, reptilian creatures native to the forest planet of Kashyyyk. A bolotaur has a long neck ending in an iguanalike face. Beneath the bolotaur's short snout dangles a brightly colored wattle, used both to attract mates and to scare off competitors. The tail of a bolotaur is at least as long as the rest of its body, giving it unshakable balance. A bolotaur moves in a quick, waddling gait, and the claws on its stubby legs dig in and grip the tough bark of the massive trees of Kashyyyk, allowing it to climb through the canopies. Bolotaurs range throughout the entire planet, with slight variations in color and in the length of neck and tail.

Bolotaurs are born in clutches of three to five. They have incredibly fast metabolisms, so they must spend most of their day eating. Bolotaurs grow sluggish if they cannot eat every few hours. This fast metabolism greatly reduces their life span, so bolotaurs live for only around twelve years. Although the Wookiees of Kashyyyk occasionally use bolotaurs, their enemies, the Trandoshans, capture bolotaurs by the thousands and employ them as mounts to hunt down the Wookiees.

SCOUT TROOPER AND BOLOTAUR



Bolotaur
CL 5
Large beast 6
Init +5; **Senses** low-light vision; Perception +4

Defenses Ref 17 (flat-footed 15), Fort 16, Will 11
hp 63; **Threshold** 21

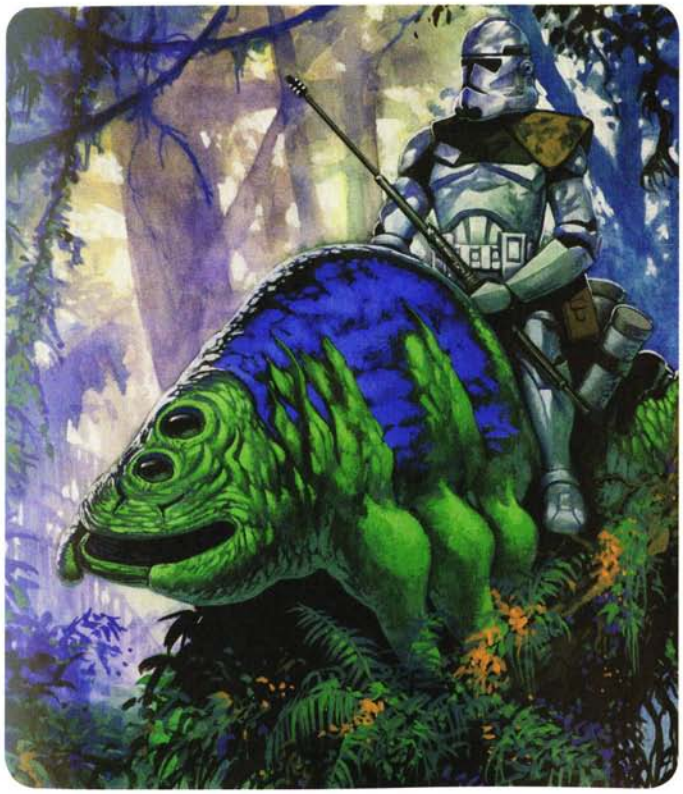
Speed 8 squares
Melee 2 claws +10 (1d6+9) and bite +10 (1d8+9)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +15
Atk Options Bantha Rush

Abilities Str 22, Dex 14, Con 22, Int 2, Wis 12, Cha 10
Special Qualities climbing mount
Feats Bantha Rush, Skill Focus (Climb), Skill Training (Endurance)
Skills Climb +19, Endurance +14, Perception +4

Climbing Mount—When a bolotaur falls, it can make a Climb check to catch itself while falling without any increase to the Climb check DC. (Normally, catching yourself while falling adds +20 to the DC of the surface being climbed.) If the bolotaur is mounted by a rider trained in the Ride skill, the bolotaur always catches the rider if it catches itself while falling.

Gelagrub

Native to Felucia and occasionally transplanted to other jungle worlds, gelagrubs are large, insectlike larvae used as mounts by the clone forces of the Republic and by other militaries. The gelagrub is about the size of a dewback and has evolved in the dangerous climate of Felucia, giving it numerous natural defenses against the planet's hazards. Gelagrubs absorb food throughout their waking hours as they move across Felucia and require no actual feeding or watering while on patrol. Gelagrubs are favored mounts on Felucia and similar worlds because of their ability to protect their riders. Once a rider has sufficiently bonded with a domesticated gelagrub, the gelagrub treats the rider as an extension of its own body, going out of its way to avoid hazards and using its own natural defenses to protect its rider.



A CLONETROOPER RIDING A GELAGRUB

Gelagrub **CL 3**
Large beast 4
Init +1; **Senses** Perception +4

Defenses Ref 13 (flat-footed 13), Fort 18, Will 13
hp 50; **Threshold** 23
Immune +5 to all defenses against natural hazards

Speed 6 squares
Melee slam +9 (1d6+8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +14

Abilities Str 22, Dex 8, Con 24, Int 2, Wis 14, Cha 12
Special Qualities hazard resistance
Feats Improved Defenses, Toughness
Skills Endurance +14, Perception +4

Hazard Resistance—The gelagrub gains a +5 bonus to all defenses against natural hazards. When mounted by a rider trained in the Ride skill, the rider also gains this bonus against natural hazards.

WEAPONS

One of the most common uses of beasts in warfare is as weapons. Ever since primitive tribes started warring with one another, beasts have been used as living weapons to be unleashed on the enemy. Beasts are used as hunters and trackers or as engines of destruction. The following examples cover a wide variety of beasts that have been used as weapons of war.

Gutkurr

A vicious beast used by the Separatists in the Clone Wars, the gutkurr is a huge creature with powerful jaws and a thick carapace lined with bony protrusions. Gutkurrs are native to Ryloth, but for centuries they have been exported by crime lords as pets, much like Jabba the Hutt used a captured rancor to torment his enemies. The gutkurr is a surprisingly intelligent creature that, while absolutely vicious, maintains a level of cunning exceeding that of other predators. Although driven by their natural predatory instincts, the gutkurr is intelligent enough to be trained—but only by those brave enough to approach the massive predators. Although the gutkurr's thick shell and internal insulation allow it to survive for short periods on the frigid night side of Ryloth, the gutkurr typically makes its home in the twilight area, preferring to stay out of the intense heat of the day side of the planet. Gutkurrs sometimes travel through the night side of the planet, ambushing unwary travelers.

Gutkurr **CL 8**
Huge beast 9
Init +4; **Senses** darkvision; Perception +17

Defenses Ref 17 (flat-footed 17), Fort 19, Will 13
hp 122; **Threshold** 29

Speed 8 squares
Melee 2 claws +17 (1d8+15) and
bite +17 (2d6+15)
Fighting Space 3×3; **Reach** 1 square
Base Atk +6; **Grp** +27
Atk Options Crush, Pin

Abilities Str 32, Dex 10, Con 28, Int 2, Wis 16, Cha 10
Special Qualities savage maul, uncanny tracker
Feats Crush, Pin, Skill Focus (Perception), Skill Training (Survival)
Skills Perception +17, Survival +12

Savage Maul—Whenever a gutkurr successfully pins an enemy with a grapple attack, it deals its bite damage to the target instead of its claw damage (as normally provided by the Crush feat).
Uncanny Tracker—A gutkurr takes no penalty to Survival checks made to track a target when moving at full speed.

Mastif Phalone

A vicious, predatory creature native to Maridun, the mastif phalone is a flightless avian that is nearly as large as a landspeeder and impossible to domesticate. Mastif phalones are stalkers that hide in the tall grass of the plains of Maridun, sneaking up on their prey before pouncing. The Amanin of Maridun frequently capture mastif phalones and imprison them, starving them and mistreating them while in captivity. Once the mastif phalone is sufficiently crazed, the Amanin release the creature in or near enemy encampments, where it goes berserk, attacking anything it sees. When sufficiently agitated, a mastif phalone can be more dangerous than a rancor and just as hard to bring down.

Mastif Phalone **CL 6**
Large beast 7
Init +5; **Senses** low-light vision; Perception +5

Defenses Ref 18 (flat-footed 16), Fort 15, Will 12
hp 67; **Threshold** 20

Speed 8 squares
Melee 2 claws +10 (1d6+8) and
beak +10 (1d8+8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +5; **Grp** +15
Atk Options Powerful Charge, Trip

Abilities Str 21, Dex 14, Con 20, Int 2, Wis 15, Cha 10
Special Qualities savage frenzy, savannah hunter
Feats Powerful Charge, Skill Focus (Stealth), Trip
Skills Perception +5, Stealth +10

Savage Frenzy—If the mastif phalone has less than half of its hit points, it gains a +2 bonus on all attack rolls and deals +1 die of damage on all attacks.
Savannah Hunter—If the mastif phalone has concealment from a target that is unaware of the mastif phalone, the mastif phalone can take 20 on Stealth checks to remain hidden from that target without increasing the time taken to make the Stealth check.

Nek

Neks are powerfully built predators from the planet Cyborrea. They are short, squat creatures, generally canine in appearance. Each of a nek's four legs ends in three sharp claws, and its mouth is huge, lined with remarkably long, sharp teeth that enable it to take massive bites. Neks typically hunt in packs of three to six, dominated by the largest and most aggressive nek. A pack of neks is powerful enough to take on the largest and most dangerous prey, such as the kudana of Rutan.

Because of their ill temper and aggressiveness, neks are used as living weapons by a variety of species. These neks are raised in special kennels where they are taught to obey the commands of trainers brave or foolish enough to get close to these aggressive beasts. Domesticated neks are fitted with cybernetic implants and armor, making them both easier to control and considerably more difficult to bring down. Most are also equipped with comlinks that enable them to hear the commands of their owners. The nek described below represents a trained and modified specimen.

Nek **CL 5**

Medium beast 6

Init +4; **Senses** low-light vision; Perception +3

Defenses Ref 15 (flat-footed 14), Fort 17, Will 10

hp 69; **Threshold** 17

Speed 8 squares

Melee 2 claws +6* (1d4+10) and
bite +6* (1d6+10) or

Melee 2 claws +8* (2d4+13) and
bite +8* (2d6+13) with Powerful Charge

Base Atk +4; **Grp** +10

Abilities Str 22, Dex 13, Con 24, Int 2, Wis 10, Cha 8

Feats Armor Proficiency (light), Improved Defenses, Power Attack, Powerful Charge

Skills Endurance +15, Perception +3

Possessions cybernetic armor (armor +4), comlink

Conditional Bonus Feat—A nek that receives cybernetic implants and armor automatically gains the Armor Proficiency (light) feat for free.

* *Includes 4 points of Power Attack*

Roggwart

Roggwarts are large, horned creatures native to Vendaxa, where they are natural enemies of the acklay. A roggwart's evolutionary adaptation makes it ideally suited for taking on single foes, since it rarely encounters more than one acklay at a time. A roggwart stands on its hind legs and uses its sharp fangs, wicked claws, and thick tail to subdue its prey. The roggwart is not terribly cunning, but it is difficult to surprise, retaining its predatory instincts even in captivity. General Grievous obtains a roggwart and keeps it in his private sanctum on Vassek.

Roggwart **CL 12**

Huge beast 13

Init +13; **Senses** low-light vision; Perception +9

Defenses Ref 23 (flat-footed 21), Fort 20, Will 14

hp 176; **Threshold** 30

Speed 8 squares

Melee gore +15* (2d6+20) and
bite +15* (2d6+20) and
2 claws +15* (1d8+20) and
tail slam +15* (1d8+20)

Fighting Space 3×3; **Reach** 1 square

Base Atk +9; **Grp** +29

Atk Options Bantha Rush, Battering Attack, Power Attack, Trip

Abilities Str 30, Dex 14, Con 28, Int 1, Wis 16, Cha 10

Special Qualities enemy slinger, pack resistant

Feats Bantha Rush, Battering Attack, Improved Defenses, Power Attack, Trip

Skills Initiative +13, Perception +9

Enemy Slinger—Once per round, when the roggwart successfully hits a target and moves it with the Bantha Rush feat, the roggwart can move the target 3 squares in any direction instead of 1 square.

Pack Resistant—Once per round, as a reaction when the roggwart is hit or missed by an attack, the roggwart can make a tail slam attack against one creature within its reach.

* *Includes 4 points of Power Attack*

Watch-Beast

Watch-beasts originate on the planet Gamorr, but various subspecies are found throughout the galaxy, most notably on the Imperial world of Sirpar. These enormous beasts resemble both bears and pigs, with squat but powerfully built furry bodies and porcine faces and snouts. A watch-beast has two large horns and massive tusks, which are primarily for display but can also be used to gore prey. The watch-beast's meaty legs are covered in dense fur and end in short, dull claws.

As its name implies, a watch-beast excels at guarding an area and alerting its owner to potential threats. It is extremely territorial and considers any creature, or even a moving object such as a speeder, to be a threat. When alerted to the presence of an intruder, a watch-beast releases a croaking bark that can be heard for nearly a kilometer. Gamorreans steal cubs from their mothers and bond them to a single individual, whom the watch-beast obeys utterly. Most owners make a point of training their watch-beasts to ignore allies and friendly vehicles in order to keep the watch-beast from barking—or attacking—every time someone arrives or leaves.

Watch-Beast **CL 9**
Huge beast 10
Init +2; **Senses** low-light vision, scent; Perception +16

Defenses Ref 14 (flat-footed 14), Fort 17, Will 14
hp 15; **Threshold** 27

Speed 8 squares
Melee slam +12* (1d8+15) and
2 claws +12* (1d8+15) or
Melee slam +14* (1d8+20) and
2 claws +14* (1d8+20) with Powerful Charge
Fighting Space 3×3; **Reach** 1 square
Base Atk +7; **Grp** +17
Atk Options Cleave, Power Attack, Powerful Charge

Abilities Str 30, Dex 10, Con 25, Int 2, Wis 18, Cha 6
Special Qualities defensive awareness
Feats Cleave, Power Attack, Powerful Charge, Skill Focus (Perception), Skill Training (Survival)
Skills Perception +16, Survival +11

Defensive Awareness—Watch-beasts are very alert and cannot be flanked.



A WATCH-BEAST MAULS A STORM COMMANDO.

Scent—Watch-beasts ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty due to poor vision when tracking.

* *Includes 5 points of Power Attack*

VEHICLES AND STARSHIPS

The following vehicles and starships represent a variety of those used by military and paramilitary units throughout the galaxy. They are typical of the vehicles heroes in a military campaign might encounter, both as allies and as enemies.

GROUND VEHICLES

Although a planet can be pounded into submission by orbital bombardment, infantry and armored ground units must actually take and hold locations. Military vehicles can use tracks, wheels, repulsors, or walker-based locomotion, depending on the mission at hand.

Freeco Speeder

The Bespin Motors CK-6 Freeco speeder bike is a reliable lightweight speeder bike used by the Grand Army of the Republic in cold environments. More durable than open-topped speeder bikes, the Freeco bike provides full protection for the pilot inside while remaining light enough to enable a LAAT dropship to carry several in its cargo bay. Like other speeders, the Freeco bike's repulsor technology must receive regular maintenance, especially where environmental conditions warrant special attention to heavy machinery. Unlike other speeder bikes, the Freeco has a low maximum altitude and does not do well over uneven terrain. However, over smooth terrain such as the icy drifts of Orto Plutonia, the CK-6 speeder is fast, agile, and reliable, and the domed cover of the bike protects the pilot from ranged attacks.

Freeco Speeder **CL 6**
Huge ground vehicle (speeder)
Init +10; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 55; **DR** 5; **Threshold** 31

Speed fly 12 squares (max. velocity 550 km/h)
Ranged dual laser cannons +7 (see below)
Fighting Space 3×3; **Cover** total (crew)
Base Atk +2; **Grp** +23
Atk Options autofire (dual laser cannons)

Abilities Str 33, Dex 22, Con—, Int 16
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 14,700 (7,400 used)

Dual laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10

Medical Airspeeder

A typical transport vessel used by medical teams across the galaxy, the Soro-Suub S-130 "Shelter" speeder is designed to serve as both a mobile medical center and as a protective vehicle in hazardous environments. Equipped standard with cutting-edge medical sensors, capable of detecting and analyzing hazards such as airborne diseases and the presence of radiation, the Shelter speeder is an excellent exploratory vessel for investigating locations where the source of illnesses and death is as yet undiscovered. Characters inside a Shelter medical speeder are considered to be immune to airborne hazards (such as inhaled poisons and diseases) and to radiation from sources outside of the speeder. Furthermore, the vehicle's internal atmosphere regulation system grants characters inside the vehicle a +5 equipment bonus to Fortitude Defense against attack rolls made by airborne diseases and poisons the characters have not yet been affected by.

Shelter Speeder **CL 4**
Huge air vehicle
Init +4; **Senses** Perception +5

Defense Ref 12 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 8 squares (max. velocity 280 km/h), fly 2 squares (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +22

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +4

Crew 2 (normal); **Passengers** 4, plus 2 patients
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** 1 speeder bike
Availability Licensed; **Cost** 41,000 credits (26,000 used)

WLO-5 Speeder Tank

The WLO-5 speeder tank from Ubrikkian Ord Pedrova is a dangerous vehicle featuring heavy armor and impressive weaponry that rivals that of the AAT. One unique attribute of the tank is that its main gun is fired by an exposed gunner; a second gunner, using sensors and computer-based targeting software, assists the main gunner from within the tank's interior. The WLO-5 speeder tank is favored by pirates for its ease of modification and repair, a necessity when making repairs requires finding parts on the black market. Any character attempting to repair or modify a WLO-5 speeder tank automatically gains a +5 equipment bonus to Mechanics checks to perform that action. The Weequay pirates under the command of Hondo Ohnaka use WLO-5 speeder tanks, modifying them to include a pair of antipersonnel laser cannons in addition to their normal armament (the statistics below are for a stock speeder tank without this modification).

WLO-5 Speeder Tank **CL 6**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 15; **Threshold** 48

Speed fly 8 squares (max. velocity 110 km/h), fly 3 squares (starship scale)
Ranged heavy laser cannon +6 (see below)
Fighting Space 4×4; **Cover** total (crew), +5 (gunner)
Base Atk +2; **Grp** +35

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 3 (skilled); **Passengers** 4
Cargo 150 kg; **Consumables** 2 weeks; **Carried Craft** none
Availability Military; **Cost** 115,00 credits (65,000 used)

Heavy laser cannon (2 gunners)
Atk +6, **Dmg** 6d10×2, 2-square splash

Space Transports

Soldiers and mercenaries spend much of their time inside space transports traveling from battlefield to battlefield. For a small strike team of adventuring heroes, a space transport can be an ideal headquarters during missions, enabling the heroes to carry any equipment and vehicles they might need.

Drop Pods

Drop pods are used by military, and occasionally civilian, organizations to quickly deploy vehicles into combat zones. Little more than a protective shell surrounding a ground vehicle, a drop pod launches from an orbiting ship and then flies directly to the designated drop zone. When the drop pod lands, self-destructive bolts blow the pod apart, freeing the vehicle inside. The interior of the drop pod is pressurized and filled with atmosphere but has no extra accommodations for passengers. Instead, any passengers ride in the carried vehicle. The drop pod's descent is controlled by a droid brain.

AN AT-ST EMERGES FROM A DROP POD.



Drop Pod **CL 2**
Gargantuan air vehicle
Init +0; **Senses** Perception +5

Defense Ref 11 (flat-footed 11), Fort 22; +6 armor
hp 60; **DR** 10; **Threshold** 42

Speed fly 12 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +27

Abilities Str 34, Dex 10, Con—, Int 12
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 0 (droid brain); **Passengers** none
Cargo 2 tons; **Consumables** none; **Carried Craft** 1 Gargantuan (or smaller) vehicle
Availability Licensed; **Cost** 17,000 credits

Imperial Landing Craft

A large shuttlecraft designed to ferry an invasion force to a planet from orbit, the IF-120 landing craft from Sienar Fleet Systems is more than just a space transport; it is a mobile base of operations. With a much larger troop capacity than other landing shuttles, the IF-120 is based on the *Lambda*-class and *Sentinel*-class shuttles. The IF-120 is larger and bulkier than either of those craft and forgoes the folding wings, instead relying on repulsors for atmospheric stability.

The most significant difference between the IF-120 landing ship and other shuttlecraft is that, once landed, the IF-120 can become a remote base of operations. The interior of the vessel can be converted from transport mode into a mobile command base. With its excellent communications and sensor arrays, the IF-120 landing craft can act as a fully functional base of operations, at least until the area is secured and heavier and more permanent craft can be brought in.

Imperial Landing Craft **CL 13**
Colossal space transport
Init +0; **Senses** Perception +8

Defense Ref 14 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +10 (see below) and 4 antipersonnel heavy blaster cannons +8 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +42
Atk Options autofire (double medium laser cannons, antipersonnel heavy blaster cannons)

Abilities Str 44, Dex 14, Con—, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 8 (expert); **Passengers** 120 troops
Cargo 130 tons; **Consumables** 6 months; **Carried Craft** 12 speeder bikes, 2 LAVr QH-7 Chariot command speeders, 1 PX-4 mobile command base
Hyperdrive ×1, navicomputer
Availability Military; **Cost** 290,000 credits

Double medium laser cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 5d10×2

Antipersonnel heavy blaster cannons (gunner)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Penumbra-class Attack Shuttle

The Haor Chall Engineering *Penumbra*-class attack shuttle was produced in relatively small numbers prior to the Clone Wars. As the Trade Federation and the rest of the Confederacy ramped up for all-out war, second-tier vehicle designs (such as the *Penumbra*-class attack shuttle) saw drastically smaller production runs. Since the *Penumbra*-class attack shuttle was one of the designs deemed inefficient for the Confederacy's needs, the factories dedicated to producing the vessel were temporarily closed and then converted to mass produce the models used more commonly by the Confederacy. Despite Separatist leaders' lack of faith in the vehicle, the *Penumbra*-class attack shuttle is actually quite popular among mercenaries and pirates; though not optimal for use as a droid vehicle, the *Penumbra*-class attack shuttle makes a great first-strike vehicle due to its decent speed, respectable shielding, and excellent maneuverability.

The Weequay pirate gang lead by Hondo Ohnaka makes use of several of these attack shuttles when raiding trade routes on the Outer Rim.

Penumbra-class Attack Shuttle **CL 9**

Colossal space transport
Init +1; **Senses** Perception +6

Defense Ref 17 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **SR** 20; **Threshold** 75

Speed fly 16 squares (max. velocity 1,175 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +6 (see below) and medium concussion missiles +4 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (medium laser cannons), fire-link (medium laser cannons, medium concussion missiles)

Abilities Str 40, Dex 20, Con —, Int 14
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +6

Crew 3; **Passengers** 10
Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none
Payload 12 concussion missiles
Availability Restricted; **Cost** 250,000 (135,000 used)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Medium concussion missiles (copilot)
Atk +4, **Dmg** 10d10×2

Light Freighter

Another popular design from the Corellian Engineering Corporation, the YU-410 light freighter's name is a bit of a misnomer. Considerably larger than typical light freighters, the YU-410 holds an impressive 250 tons of cargo in its spacious twin cargo bays. As a cost-cutting measure, the corporation includes smaller-than-normal engines, giving the YU-410 a low maximum velocity and poor maneuverability. To compensate for the lack of speed, the YU-410 has stronger shields and twin double laser cannons to defend itself against attack—often more than enough to dissuade pirates from assaulting the vessel.

Merchants and mercenaries love the YU-410's cargo capacity and relatively low profile. Most convert some of the cargo space into bigger and better living quarters, turning the YU-410 into a mobile base of operations and relying on more heavily armed escorts for defense. Its ubiquitous design makes repairs simple and parts easy to find at any spaceport, even those in the most far-flung corners of the galaxy. Cavernous cargo bays make the YU-410 light freighter a smuggler's dream, with plenty of nooks and crannies in which to store illicit merchandise. This gives a +5 bonus to Stealth checks for the purposes of concealing items.

YU-410 Light Freighter **CL 7**

Colossal space transport
Init −5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **DR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Atk Options autofire (double laser cannons)

Abilities Str 42, Dex 10, Con—, Int 14
Skills Initiative −2, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

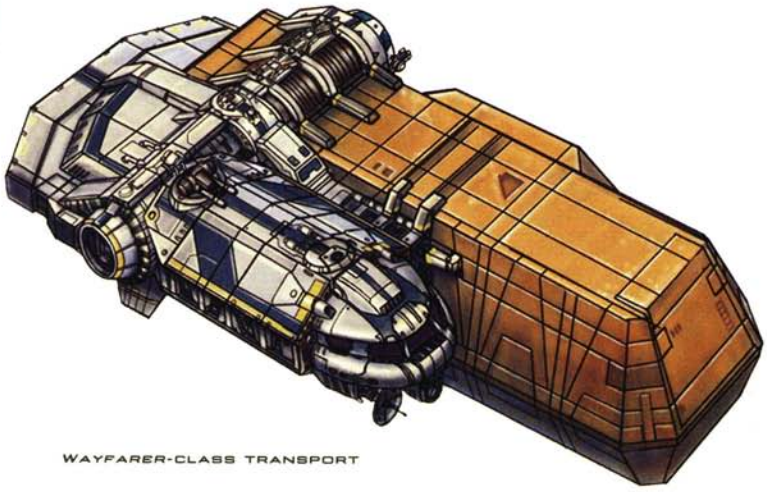
Crew 4 (normal); **Passengers** 12
Cargo 250 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 110,000 (30,000 used)

Double laser cannons (gunner)
Atk +2 (-3 autofire), **Dmg** 5d10×2

Wayfarer-class Medium Transport

The unusual design of the *Wayfarer*-class medium transport allows cargo pods to be attached and detached from the port side of the vessel as needed. This modular design enables a Wayfarer to load a passenger section, hangar bay, or cargo module, depending on what is needed at the time. A Wayfarer features powerful engines that can handle the large mass of bulk freight and that give the vessel surprisingly good speed. However, its unusual layout makes the Wayfarer ungainly and difficult to pilot in anything less than ideal conditions.

The 82-meter *Wayfarer*-class medium transport requires a crew of ten for optimal operation, but it can be flown effectively with only a pilot and one other crew member. The remaining crew spend most of their time securing cargo or operating the huge docking clamps, which attach cargo pods to the vessel. Wayfarers are typically found around highly developed planets, such as Coruscant, Corellia, and Metellos. Independent captains of Wayfarers are virtually guaranteed to find steady, if boring, work plying the trade lanes. However, its customizable design and remarkably spacious layout makes the Wayfarer popular with smugglers, criminals, and adventurers, who use the detachable module as a hangar for up to two Gargantuan or smaller starfighters or ground vehicles. In a crisis, smugglers can dump their cargo pods with the push of a button, allowing them to escape the notice of patrols and customs inspectors. Partisan and Rebel forces sometimes use Wayfarers as assault transports, landing on a planet's surface to unload vehicles or troops and then quickly speeding away.



WAYFARER-CLASS TRANSPORT

Wayfarer-class Medium Transport **CL 5**

Colossal space transport
Init −5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 20; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged quad laser cannon +2 (see below) and laser cannon +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (quad laser cannon)

Abilities Str 44, Dex 10, Con—, Int 14
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 10 (normal); **Passengers** 6
Cargo 220 tons; **Consumables** 3 months; **Carried Craft** 2 Gargantuan starfighters
Hyperdrive ×2 (backup ×14); navicomputer
Availability Licensed; **Cost** 140,000 (50,000 used)

Quad laser cannon (gunner)
Atk +2 (-3 autofire), **Dmg** 6d10×2

Laser cannon (gunner)
Atk +2, **Dmg** 4d10×2

Capital Ships

The following capital ship is suitable for campaigns taking place during the Clone Wars or later.

Corona-class Armed Frigate

The Haor Chall Engineering *Corona*-class armed frigate was created with the same design philosophy as the *Penumbra*-class attack shuttle. Like that vessel, the *Corona*-class armed frigate was also deemed inefficient for droid use, and its limited production run was sold off (at extremely good prices) by Haor Chall Engineering to private investors who, more often than not, turned out to be criminals and local warlords. A moderately powerful transport ship, this vessel can serve in multiple roles, and it is just as capable of destroying enemy vessels as rendering them inoperable. Though not the most powerful capital ship on the market, the *Corona*-class armed transport boasts a solid troop capacity as well as a respectable array of defenses, making it a good option for organizations without a lot of specialized vehicles in their navies.

The Weequay pirate Hondo Ohnaka uses at least one *Corona*-class armed transport as a raiding vessel on the Outer Rim.

***Corona*-class Armed Transport** **CL 17**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 35; +11 armor
hp 750; **DR** 15; **SR** 60; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 medium turbolaser batteries +10* (see below) and
4 heavy ion cannon batteries +10* (see below) and
4 point-defense medium laser cannon batteries +6 (see below) and
tractor beam battery +10* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 64; **Passengers** 200
Cargo 450 tons; **Consumables** 1 year; **Carried Craft** 6 attack shuttles,
12 speeder tanks
Hyperdrive ×1, navicomputer
Availability Restricted; **Cost** 3.7 million (2.0 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (4 gunners)
Atk +10, **Dmg** 5d10×5

Heavy ion cannon battery (4 gunners)
Atk +10, **Dmg** 4d10×5 ion

Point-defense medium laser cannon battery (2 gunners)
Atk +6, **Dmg** 4d10×2

Tractor beam battery (4 gunners)
Atk +10, **Dmg** – (grapple +47)

Vehicle and Starship Weapons

The following new vehicle weapons can be used to create different vehicle combat dynamics. The statistics for these vehicle weapons use the format of starship upgrades from the *Starships of the Galaxy* supplement, but a Gamemaster can add these weapons to the vehicle without using that system.

Table 2-7: Vehicle Weapons

Weapon	Damage	Emplacement Points	Cost
Chaff gun	–	1	2,000
Glowing defoliator launcher	–	2	15,000
Glowing defoliator shell	4d10×2*	–	3,500

**Droids and creatures in sealed environment suits or vehicles are immune to this damage.*

Chaff Gun

The Arakyd Caltrop-5 chaff gun is a typical example of this type of weapon. A chaff gun shoots a canister packed with thousands of durasteel shrapnel pieces. Intermixed in this canister are dozens of tiny scramblers that confuse sensor data, making it difficult to lock onto the vessel firing the chaff gun with missiles, torpedoes, or fire control computers. In a pinch, chaff guns fired in an atmosphere can be used offensively. When fired behind a vessel, the chaff gun creates a cloud of debris that can damage pursuing ships' engines and clog intake valves.

When used at starship scale, a chaff gun creates a cloud of debris in a single square in your vehicle's space. Attempts to hit you with other than area-attack weapons take a –5 penalty to attack rolls while the vehicle remains in the space with the chaff. Any other vehicle entering a square filled with chaff takes a –5 penalty to Pilot checks while in the square. The chaff cloud disperses at the end of your next turn.

Launchers: A standard chaff gun holds six canisters. Additional canisters can be added, increasing the cost by 25% for each additional canister (up to a maximum of twelve canisters).

Glowing Defoliator

A devious weapon crated by the Separatists during the Clone Wars, the glowing defoliator weapon affects living creatures, literally burning them up. When exposed to the weapon, organic matter is converted into energy, causing living creatures within the weapon's area of effect to quickly burn to ash. The Separatists first experiment with this weapon on Maridun. The defoliator is fired into the field of combat, devastating living enemies while leaving the Separatists' droid forces unharmed. Droids take no damage from a glowing defoliator weapon, and only creatures completely sheltered within sealed vehicles, environment suits, or energy shields can avoid the effect of the weapon. When a glowing defoliator shell damages a living creature, the creature takes the same amount of damage at the start of each subsequent turn until dead. If a creature takes damage from a glowing defoliator shell but is not killed, it can stop the recurring damage only by passing through an energy shield that blocks out the weapon's effect (thus cleansing the body of the biological agents causing the damage).

Vehicle Fire Effects

Vehicles can be difficult challenges for heroes. Unless the characters pack serious firepower, most vehicles can easily shrug off the damage caused by hand-held blasters. In addition, vehicle weapons are usually able to mow down an entire adventuring group in short order.

The rules provided here transform vehicles from killing machines into more manageable terrain objects that can augment an encounter rather than derail it. These effects can be offensive or defensive and can be used by the Gamemaster either to help or to hinder the heroes.

Battlefield effects are special auras that can be applied to any nonstarship vehicle that meets the prerequisites. A battlefield effect lasts until the end of the vehicle's next turn. A vehicle can have only one battlefield effect at a time, and the effect is determined prior to an encounter. Giving a battlefield effect to a vehicle requires no modifications to its weapons, armor, or other systems.

To use a battlefield effect, the commander of the vehicle takes a standard action and the vehicle can make no attacks until the start of the commander's next turn. This produces an area of effect as described below. Characters or vehicles must be completely within the area of effect to be affected by the battlefield effect.

Anti-Personnel

Prerequisite: Autofire weapon.

As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles in this area of effect gain a +2 morale bonus to attack rolls and +1 die of damage against characters.

Defender

Prerequisite: DR 10 or SR 5.

This vehicle absorbs damage to protect troopers from incoming attacks. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any attacks targeting allied troops or Gargantuan or smaller vehicles made by attackers within that area are automatically directed at the vehicle with this battlefield effect instead. This is a mind-affecting effect.

Droid Hunter

Prerequisite: Ion weapon.

This vehicle excels at disrupting and destroying droids. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. On a successful attack, enemy droids within the area of battlefield effect take an additional +1 die of ion damage when hit by an attack that deals ion damage.

Ground Churner

Prerequisite: Tracked vehicle.

The tracks of this vehicle can rip up roads, bridges, and terrain, and its weapons are altered to shatter and churn up the ground. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Terrain in this area of effect is difficult terrain for the purposes of movement.

Heavy Assault

Prerequisite: Colossal ground vehicle.

This vehicle can guide allies' weapons to exploit the enemy's weaknesses. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters attacking targets within that area deal +1 die of damage on a successful attack.

Medevac

Prerequisite: Huge or larger vehicle.

This vehicle is well equipped with medical gear and can respond rapidly to treat injured soldiers. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters in that radius immediately move +1 step on the condition track.

Minesweeper

Prerequisites: Perception +6, DR 10.

This vehicle excels at locating and neutralizing minefields. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. All allied characters and vehicles within this area gain a +10 equipment bonus to Perception checks when locating mines, and they take half damage from mines that they detonate.

Platoon Leader

Prerequisite: Expert crew.

Advanced comlinks and tactical analyzers allow this vehicle to coordinate friendly troops more effectively. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters and vehicles within this radius grant an additional +1 bonus when they use the aid another action.

Rapid Escape

Prerequisite: Speed 12 squares.

As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters and vehicles in this area gain +2 to their speed.

Recon

Prerequisite: Speed 6 squares.

This vehicle is equipped with precise sensors and optics, allowing it to locate the enemy quickly and efficiently. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters and vehicles in this area of effect receive a +5 equipment bonus on Initiative checks.

Shock and Awe

Prerequisite: Autofire weapon (3d10 minimum damage).

This vehicle coordinates fire to lay down a blistering amount of damage. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any enemy in this area of effect automatically moves an additional –1 step on the condition track when targeted by a successful attack that deals damage equal to or exceeding the target's damage threshold.

Shield Breaker

Prerequisite: Ion weapon.

This vehicle can damage enemy shields. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Enemy characters, droids, or vehicles that are Huge or smaller within this radius have their SR halved while within these squares.

Siege Breaker

Prerequisite: Gargantuan vehicle.

This vehicle excels at punching through heavy emplacements, bunkers, and other defensive points. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. On a successful attack roll, allied characters and vehicles within this radius ignore the DR of objects and buildings.

Smoker

Prerequisite: Huge or larger vehicle.

This vehicle is equipped with smoke and chaff launchers, creating an impenetrable, obscuring cloud. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters in this area of effect can make Stealth checks to gain concealment while moving their normal speed.

Sniper Fire

Prerequisite: Gunner, Intelligence 16+.

This vehicle has superior targeting equipment, allowing it to pinpoint the enemy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles in this area can aim as a single swift action.

Spotter

Prerequisite: Perception +6.

This vehicle provides valuable observation data and calculations for allies wielding heavy weapons. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles wielding heavy weapons in this area gain a +2 equipment bonus to attack rolls and have a critical hit range of 18–20.

Squad Leader

Prerequisite: Skilled crew.

This vehicle assists in squad-level tactics, especially in cramped settings. As a standard action, this vehicle can provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters within this area of effect ignore cover but not total cover.

Tank Killer

Prerequisite: Weapon dealing 6 dice or more damage.

This vehicle specializes in eliminating other heavy vehicles. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters and vehicles in this area ignore the DR of vehicles on a successful attack roll.

Terrorizer

Prerequisite: Colossal or larger vehicle.

This vehicle is designed to terrify the enemy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All enemy characters and vehicles in this area lose any morale or insight bonuses to attack rolls, to defense, or to skill checks.

Troop Carrier

Prerequisite: Passenger capacity of 10 or more.

This vehicle delivers troops safely into and out of battle and provides cover as they load up or deploy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters in this area are treated as having cover from attackers outside this area.

Gear Requisitioning System

Training, equipping, and arming a soldier in a professional army costs tens of thousands of credits. Soldiers rarely carry their personal gear and weapons into battle and instead rely on their military units to outfit them with the gear necessary for battle. In addition to three square meals a day and a cot, one advantage to serving in a regular army or mercenary unit is access to weapons, equipment, and vehicles that are beyond the reach of civilians. A well-equipped and well-funded army or mercenary outfit is assumed to have gear, vehicles, and droids appropriate to their faction and era. In most cases, the average soldier has access to gear and equipment far beyond what would normally be available to a character by using the wealth system in the Saga Edition core rulebook.

The gear requisitioning system is a set of optional rules that replaces the standard wealth system described in the Saga Edition core rulebook. The gear requisitioning system gives players in a *Galaxy at War* campaign access to bigger and better weapons, armor, vehicles, and even starships that would exceed the limits of their personal wealth. However, the equipment that the heroes requisition does not belong to them and must be returned to the army or mercenary company's quartermaster at the end of the adventure. When the heroes are off duty or not otherwise working on behalf of their unit, they must rely on their own weapons and gear to survive.

Requisitioned gear is distinct from gear assigned for a specific mission. Requisitioned gear can be used in any way that the hero sees fit, just like personal gear. Heroes who requisition gear for a mission might receive additional unique, mission-specific items or vehicles that would otherwise exceed their requisition budget. However, gear assigned for a mission must be used in accordance with the mission's parameters. A soldier is both responsible and accountable for gear assigned as part of a mission, and reckless endangerment or destruction of this equipment could result in harsh discipline. For example, the heroes might be ordered to transport an experimental weapon to the battlefield, but the weapon is not theirs to deploy unless given direct permission. Also, starships and vehicles that ferry the heroes to and from locations and do not otherwise accompany the heroes after drop off are not considered part of a requisition budget.

If you utilize this system in your campaign, then the heroes should receive only one-half the usual rewards in credits that they would otherwise gain (see page 248 of the Saga Edition core rulebook). Heroes in a military-themed campaign are fighting for the prestige and glory, not the credits, and if they choose to leave their military organization, they discover that life as a civilian comes without access to the best gear, weapons, and gadgets that soldiers enjoy.

Determining Requisition Limits

To determine the amount of credits that the heroes have available to spend at the beginning of an adventure, use the following formula:

Requisition Amount: Total number of character levels in the unit × 2,000 credits

For example, the heroes are four 4th level characters— privates or troopers with no bonus to requisitioning (see "Rank and Requisitioning," below). The 16 total character levels multiplied by 2,000 equals a total of 32,000 credits available to spend on weapons, armor, equipment, and vehicles for the duration of the mission.

Heroes can spend up to the allotted amount of credits on any weapons, armor, equipment, or vehicles (but not starships; see "Requisitioning Starships," below) that the Gamemaster allows. Any credits not spent are lost—heroes should maximize their purchases to get as much equipment as possible. Military organizations have enormous budgets, contracting standards, and vehicle pools, so heroes pay the used cost for vehicles when requisitioning. The Republic and the Empire are wealthy and powerful enough to issue every clone trooper and stormtrooper the appropriate armor, so clone trooper or stormtrooper heroes can ignore the cost of armor when using the requisitioning system.

Requisitioning Starships

Instead of requisitioning extensive collections of personal equipment, heroes might prefer to spend their requisition allotment to obtain a starship or two for their mission. However, the prices of most starships, even at the used price, are beyond the reach of all but the highest-level heroes, so players who decide to requisition starships use the following formulae instead of the regular requisition amount:

Requisition Amount for Personal Equipment and Vehicles: Total number of character levels in the group × 500 credits

Requisition Amount for Starships: Total number of character levels in the group × 10,000 credits

For example, four 10th level heroes receive a requisition limit of 20,000 credits for personal equipment and vehicles, and they receive an additional requisition allotment of 400,000 credits for any starships available to their faction and era.

To determine the price of a requisitioned starship, use the starship's used price. Extra credits not spent on starships cannot go toward personal gear and vice versa. Allotted credits not spent toward their requisitioning limit for purchasing starships are lost for that adventure.

A requisitioned starship comes with any crew members required to operate the vessel, unless the heroes decide to fill the positions themselves. The captain of the starship might be of higher rank than the heroes, but he or she receives orders to follow the heroes' instructions.

Gamemasters should remind players that not every mission requires the use of a starship. Heroes in a campaign focusing on gritty house-to-house combat might find a starship to be unnecessary and better small arms, armor, and grenades more appropriate. Heroes are not required to requisition a starship merely for transportation if that starship does not otherwise accompany them on their mission. Heroes who requisition a starship can operate it as they please, as if it were their personal property, but they still must return the starship to the quartermaster at the end of the mission.

Rank and Requisitioning

Heroes gain rank as they advance within a military organization. With this increase in rank comes greater spending limits for requisitioning gear. Table 2-9: Rank and Privilege indicates the bonus that heroes receive when making a requisition request. This bonus is applied only to the highest-ranking hero's character level, essentially treating the hero as that many levels higher when requisitioning gear.

For example, a 6th-level character who has obtained the rank of second lieutenant (+4 requisition bonus) is treated as 10th level when requisitioning gear. The three other characters in this adventuring group are equal in

character level but lower in rank, so they do not receive a bonus. The total character levels of one 10th-level character and three 6th-level characters is 28, which when multiplied by 2,000 gives a total of 56,000 credits available to that group for requisitioning equipment.

Sample Requisitioned Gear Packages

The following are sample requisitioned gear packages that a group of heroes can requisition for a mission. The packages are set for groups of four heroes who are not requisitioning a starship. Gamemasters should create appropriate gear packages for players to choose from prior to an adventure.

CL 1 Requisitioned Gear Package A (8,000 credits)
1 blaster pistol
1 blaster carbine
2 blaster rifles
4 frag grenades
2 ion grenades
4 short-range comlinks
1 pair of electrobinoculars
4 utility belts
2 medpacs

CL 1 Requisitioned Gear Package B (8,000 credits)
1 SoroSuub X-34 landspeeder
2 blaster pistols
1 blaster carbine
1 blaster rifle
2 frag grenades
4 short-range comlinks
4 utility belts
1 medpac

CL 2 Requisitioned Gear Package A (16,000 credits)
2 heavy blaster pistols
1 ion rifle
1 heavy blaster rifle
4 frag grenades
2 ion grenades
4 combat jumpsuits
4 long-range comlinks
1 pair of electrobinoculars
4 utility belts
4 medpacs

CL 2 Requisitioned Gear Package B (16,000 credits)
4 Aratech 74-Z speeder bikes
2 heavy blaster pistols
1 blaster carbine
1 light repeating blaster
4 frag grenades
4 blast helmets and vests
4 long-range comlinks
1 pair of electrobinoculars
4 utility belts
1 medical kit
2 medpacs

CL 4 Requisitioned Gear Package A (32,000 credits)
3 blaster rifles
1 heavy repeating blaster
5 frag grenades
4 ion grenades
4 stun grenades
4 combat jumpsuits
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 medical kit
4 medpacs

CL 4 Requisitioned Gear Package B (32,000 credits)
4 Aratech 74-Z speeder bikes
4 blaster pistols
2 blaster carbines
1 heavy blaster rifle
1 2-1B Medical Droid
5 frag grenades
4 blast helmets and vests
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 utility belts
1 medical kit
5 medpacs

CL 8 Requisitioned Gear Package A (64,000 credits)
4 heavy blaster pistols
2 blaster rifles
1 light repeating blaster
1 heavy blaster rifle
1 grenade launcher
8 frag grenades
5 ion grenades
2 thermal detonators
4 battle armor
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 surgery kit
1 medical kit
6 medpacs
1 personal holoprojector

CL 8 Requisitioned Gear Package B (64,000 credits)
1 TX-130T fighter tank
(see page 202 of *The Force Unleashed Campaign Guide*)
4 heavy blaster pistols
2 blaster carbines
1 light repeating blaster
7 frag grenades
5 ion grenades
4 long-range encrypted comlinks
2 pairs of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 surgery kit
1 medical kit
5 medpacs
1 personal holoprojector

CL 10 Requisitioned Gear Package A (80,000 credits)
3 heavy blaster pistols
1 ion rifle
2 blaster rifles
1 heavy repeating blaster
2 grenade launchers
1 missile launcher
6 missile launcher magazines
5 thermal detonators
8 frag grenades
8 ion grenades
8 stun grenades
2 explosive charges
2 timers
4 battle armor
4 long-range encrypted comlinks
2 pairs of electrobinoculars
4 field kits
4 utility belts
1 tool kit
2 surgery kits
8 medpacs
2 personal holoprojectors
2 binder cuffs

CL 10 Requisitioned Gear Package B (80,000 credits)
1 TX-130T fighter tank
(see page 202 of *The Force Unleashed Campaign Guide*)
1 blaster pistol
3 heavy blaster pistols
2 blaster rifles
2 heavy blaster rifles
1 grenade launcher
4 frag grenades
4 ion grenades
4 stun grenades
5 thermal detonators
2 explosive charges
2 timers
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 medical kit
6 medpacs
2 personal holoprojectors

Rank and Privilege

A hero who serves in an army, a planetary defense organization, or a mercenary group is given a rank—here called a title. With a title comes authority to give orders, access to equipment and personnel, and increased pay. However, the greater a hero's title is, the greater are the accountability, responsibilities, and demands placed on him or her. The *Star Wars Roleplaying Game* is about action, however, not administrative paperwork or Boards of Inquiry, so heroes in the game are allowed more leeway than actual members of the military would ever hope for. A title is usually indicative of character level and experience, but a title can be based on social status and other noncombat-oriented factors. Heroes often receive orders from officers who are superior in rank but considerably lower in level—sometimes having only nonheroic levels.

The Rank and Privilege system provided here gives a character's title and the corresponding additional in-game abilities and bonus for requisitioning equipment (see "Gear Requisitioning System" on page 69). As a player advances in title, he or she also gains access to additional benefits. With title also comes authority. Table 2-9: Rank and Privilege provides a Requisition/Command Bonus score. Heroes add the appropriate Command Bonus score to any Persuasion checks when dealing with members of their military organization.

In addition, as a hero advances in rank (see Table 2-9: Rank and Privilege), he or she can give special orders. Special orders provide a once-per-mission effect, such as calling in an air strike, radioing back to headquarters for technical information, or requesting immediate evacuation from a battlefield. To use a special order, the highest-ranking character in the adventuring group must be able to communicate with his or her superiors, either by comlink or by messenger. A special order can have immediate results, or it might take some time and require additional prerequisites. Also, in some cases, special orders cannot be enacted, especially if the hero is far from other troops or is involved in a clandestine mission without the benefit of additional forces. Special orders are divided into minor orders, major orders, and command-level orders. Several examples of special orders are described below, and Gamemasters are encouraged to create their own or to determine if a special order described by a player might be within the hero's authority.

Combining Rank and Privilege with the Organization System

The Rank and Privilege system is based on and is compatible with the organization system described in *The Force Unleashed Campaign Guide*, and it also stands on its own as an independent optional system. Gamemasters with access to *The Force Unleashed Campaign Guide* should determine the scale, organization type, and positive and negative criteria for specific military organizations in their campaigns.

EXAMPLE MINOR SPECIAL ORDERS

Call in mortar strike (Atk +10, 4d6 damage, 2-square burst radius, every 1d2 rounds).

Request basic intelligence (any Knowledge skill, +5).

Request transport (ground vehicle arrives in 2d10 minutes, CL equal to or lower than commanding hero's).

Request reinforcements (a number of CL 1 troopers equal to one-half the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +10 check, requires datapad or personal computer).

Emergency supply drop (1 medical kit and 4 medpacs, or 1 tool kit and 1 day/character ration packs).

EXAMPLE MAJOR SPECIAL ORDERS

Call in air strike (Atk +15, 10d6×2 damage, 4-square splash every 1d2 rounds for 10 rounds).

Request detailed intelligence (any Knowledge skill, +10).

Request transport (shuttle arrives in 2d10 minutes, CL equal to or lower than commanding hero's)

Request reinforcements (a number of CL 5 troopers equal to the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +15 check, requires datapad or personal computer).

Emergency supply drop (1 surgery kit and 1 medical kit, or 1 tool kit, 8 medpacs, and 10 days/character ration packs).

EXAMPLE COMMAND SPECIAL ORDERS

Call in orbital bombardment (Atk +20, 5d6×5, 4-square splash every 1d2 rounds for 10 rounds).

Request sensitive intelligence (any Knowledge skill, +20).

Request transport (starship arrives in 2d10 minutes, CL equal to or lower than commanding hero's).

Request reinforcements (a number of CL 5 troopers equal to 5 + the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +20 check, requires datapad or personal computer).

Emergency supply drop (1 medical droid, 10 medpacs, 2 tool kits, and 1 month/character ration packs).

Table 2-8: Organization Score Criteria

Positive Criteria	Organization Score Modifier
Base attack bonus +5 through +9	+1
Base attack bonus +10 through +14	+2
Base attack bonus +15 or higher	+3
Captures or kills a major enemy	+1/4 the enemy's CL
Character level	+1/2 character levels
Has at least one level in the elite trooper prestige class	+1
Has at least one level in the noble class	+1
Has at least one level in the officer prestige class*	+1/2 class levels
Has at least one level in the soldier class	+1
Has at least one talent from Leadership talent tree	+1
Has the Skill Focus (Knowledge [bureaucracy]) feat	+1
Has the Skill Focus (Knowledge [tactics]) feat	+1
Shows extreme valor in wartime	+2 per instance
Specialist (+15 or higher in Intelligence-based skill)	+1
Trained in the Knowledge (tactics) skill	+1
Veteran of a major conflict	+1 per conflict

** See Rank and the Officer Prestige Class sidebar.*

Negative Criteria	Organization Score Modifier
Captured in battle	–1
Criminal background prior to enlistment	–1
Fails on a mission	–1
Has at least one level in the scoundrel class*	–1
Minor infraction of military code (e.g., insulting an officer)	–1
Untrained in the Knowledge (tactics) skill	–1
Complete loss or destruction of requisitioned gear	–2
Fled from battle	–2
Major infraction of military code (e.g., assaulting an officer)	–5
Actions result in unnecessary loss of comrades	–10
Betrays military secrets	–20
Grievous infraction of military code (e.g., mutiny, war crime)	–20

** Does not apply for mercenary units.*

Organization Score Criteria

To advance in his or her military organization, a soldier must follow orders, show ingenuity and leadership in the field, and successfully complete the missions. Although many factors can boost a hero's title, advancement comes only to those who are willing to take the most challenging missions and survive with their comrades and gear relatively intact. The criteria in Table 2-8 can affect the organization score of a member of an armed service or large mercenary company.

Titles, Benefits, and Duties

Military organizations follow a strict chain of command, with clear regulations on rank, responsibility, and authority of each soldier in its command. Soldiers are expected to follow the orders without question, and officers expect that their orders are carried out quickly and efficiently by those under their command. Depending on the military organization, era, and even duty post, soldiers can advance rapidly through the ranks or can make themselves career foot soldiers or noncommissioned officers.

Table 2-9 provides the most common ranks found in military groups throughout the galaxy. Depending on the branch, some of the titles might be different or might not exist at all. For simplicity's sake, the titles given apply to both ground and naval forces. Gamemasters are free to alter the titles as needed.

Rank and the Officer Prestige Class

When using the Rank and Privilege system, a character can take the officer prestige class without having a sufficient organization score to put him or her in the officer rank category (Rank 3; second lieutenant). Such a character might have the knowledge, experience, and command ability to place him or her in the ranks of officer at a later date. Many noncommissioned officers, such as warrant officers, are capable of commanding more troops than their rank implies, but choose to remain in the field with their soldiers, thriving on the challenges that come with being in close proximity with the troops that they lead or taking on specialized tasks without the burden of command.

Alternatively, heroes who take levels in the officer prestige class can be automatically raised to the rank of second lieutenant and can be assumed to have the required organization points.

Multiple Heroes with Rank

Not all of your heroes have to be members of a military unit to go on missions on behalf of those units. However, if you have multiple heroes who all have ranks in the same military outfit, there may be some question as to who the commander is on a particular mission. There are several ways to determine who acts as the commander on a particular mission; note that only the commander of a mission can issue special orders during that mission. Below are some suggestions for determining the commander when multiple heroes hold rank in the same military unit.

The hero with the highest organization score is the commander. For this method, simply compare the heroes' rank and organization scores in order to determine who has the highest; that person becomes the commander for the mission. In case of a tie, a commander is assigned by the organization's higher authorities based on the mission profile. This method ensures that the hero with the highest rank is always the commander of the mission, and rewards heroes who specifically take levels in certain classes (particularly the officer) and choose to act as the party's leader.

The heroes rotate as commander based on specialty. A somewhat more egalitarian method, in this scenario the mission commander is chosen by the heroes' superiors based on his or her specialty. For example, on a mission to locate Count Dooku's secret lair, the heroes' superiors might put the Jedi character in charge, owing to her familiarity with the Force, the Jedi, and the Sith. If the mission calls for extended travel through the wilds of Daluuj, the scout character could be put in charge thanks to his record of survivability. For missions where combat seems to be most likely, the soldier character might be put in charge. Provided that the missions the heroes undertake have some variety in their goals and methods of execution, each of the heroes should get a chance to take the lead on certain missions. This method works out very well when the heroes are all members of the same military unit and all have some rank.

The heroes choose a commander from among themselves. Under this option, the heroes receive a mission from their superiors and are then required to choose one of themselves to be the commander. This not only allows the heroes to spread around the chance to be a commander from mission to mission, it also allows heroes who don't want a position of leadership to opt-out easily while still participating in the choice of a commander.

Noncommissioned Officers

In real-world military units, there is a difference between officers who go through years of elite officer training and those enlisted men and women who are promoted to leadership roles. Officers who are enlisted are called non-commissioned officers, and they are drawn from the ranks of occupational specialists within the enlisted personnel in a military force. Enlisted personnel sometimes then go on to attend officer candidacy schools (or receive such training during active duty, in the case of militaries that have no formal academies).

In the *Star Wars* setting, there are often few, if any, differences between commissioned and noncommissioned officers. Some organizations, such as the Rebel Alliance, have no choice but to draw upon members of their own organization for officers. As such, almost every officer in the Rebel Alliance is what would normally be considered a noncommissioned officer; typically, these officers begin their careers as specialists within a Rebel cell, and advance based on merit. In the Rebel Alliance (and similar organizations), advancement is so fast that there can be no practical difference between commissioned and noncommissioned officer. Heroes like Han Solo and Lando Calrissian reach the rank of General quickly, out of necessity.

If your heroes are members of a military unit that does have a strong divide between commissioned and noncommissioned officers (such as the Imperial military), there are a few adaptations you can make to the rules to enforce this divide. First, noncommissioned officers have a maximum rank score cap of 11, meaning that no noncommissioned officer can increase his or her rank beyond 11 unless that character then goes on to receive officer candidacy training. To determine if a hero is a noncommissioned or a commissioned officer, look at how that hero came to be involved with the military unit. If the hero was drafted into service, signed on to the unit with a specialty other than leadership, or signed on with no prior training or specialty, that hero is probably a noncommissioned, enlisted soldier. If the hero attended a military academy (such as the one at Carida), received formal military training as a part of his or her upbringing (as is the case for many nobles), or signed on with a unit specifically for a leadership role, chances are that hero is a commissioned officer.

Additionally, for military units where there is a distinction between commissioned and noncommissioned officers, the ranks for those heroes with a rank score of 11 or less should be different for commissioned officers. Though the actual ranks vary from one military outfit to the next, the following basic ranks can be used for commissioned officers progressing through the first few ranks of the command hierarchy: Ensign, Sub-Lieutenant, Second Lieutenant.



Hapan Noncommisioned officer

Table 2-9: Rank and Privilege

Rank	Score	Requisition/ Command Bonus	Special Orders	Title: Benefits and Duties
0	3 or lower	–	–	**Recruit:** None
1	4–5	+0	–	**Private/Trooper:** The lowest ranking member of any military. This honorific provides no mechanical benefit.
	6	+0	–	**Corporal:** Corporals are second in command for squads of up to ten privates or troopers. This honorific provides no mechanical benefit.
	7	+1	1 minor	**Sergeant:** Sergeants are in command of squads. Once per encounter as a swift action, a sergeant can grant an additional move action to all allies within line of sight.
2	8–9	+2	2 minor	**Warrant Officer:** Warrant officers are specialists in a given field. Once per encounter, a warrant officer gains a +5 insight bonus on one INT-based skill check.
	10	+2	2 minor	**Chief Warrant Officer:** The rank of chief warrant officer is an honorific that provides no mechanical benefit.
	11	+3	2 minor	**Master Warrant Officer:** Master warrant officers are the highest noncommissioned officers in a military. Once per encounter, a master warrant officer gains access to an astromech, protocol, or medical droid that has no more than three nonheroic levels.
3	12–15	+4	1 minor, 1 major	**Second Lieutenant:** The lowest officer rank in the military. Second lieutenants typically are in charge of a platoon of 30–50 soldiers. Once per encounter, all allies within line of sight of a second lieutenant grant an additional +5 bonus when they use the aid another action until the start of the second lieutenant's next turn.
	16–18	+5	1 minor, 1 major	**First Lieutenant:** First lieutenants are in charge of two or more platoons. Once per encounter, a first lieutenant can grant a +1 bonus on attack rolls to all allies within line of sight for one round.
	19–20	+6	2 minor, 1 major	**Captain:** A captain can lead a company of 75–200 soldiers, pilot a starfighter, or command a Colossal or larger starship. This honorific provides no mechanical benefit.
4	21–23	+7	2 minor, 1 major, 1 cmd	**Commander:** Commanders lead unique units of specialized troops or ships. Once per encounter, a commander grants a +2 bonus on attack rolls to all allies in line of sight.
	24–25	+8	2 minor, 2 major, 1 cmd	**Major:** A major commands a battalion of 500–1,000 troops or leads a starfighter squadron. The honorific provides no mechanical benefit.
	26–27	+9	3 minor, 2 major, 1 cmd	**Colonel:** A colonel commands a battlegroup, which consists of 4–8 regiments. Once per encounter, a colonel can give one ally within line of sight an extra standard action or move action on his or her next turn, to do with as he or she pleases. The ally does not lose the action if line of sight is broken.
5	28+	+10	3 minor, 2 major, 2 cmd	**General/Marshal**: The rank of general or marshal is the highest rank that a hero can achieve. They command units of troops divided into armies and are responsible for thousands of soldiers. A general or marshal can gain full access to a capital starship for up to 1 week.



Chapter III
Military Campaigns



Military campaigns can portray the heroics of a high-flying starfighter squadron or the trials and tribulations of a special-forces unit wallowing in the mud. The most important difference between a military campaign and a more conventional one is the mood and tone. Military campaigns are structured. Even though the morality of the conflict might be unclear, the objectives are well defined.

Winning a war requires teamwork, planning, and the skills to get the job done. Discipline is also important, because it provides a structure for the military machine. Even the lowliest trooper is expected to follow orders. If the trooper refuses to do so, the ripples of the insubordination can be felt even in the highest echelons.

This chapter explains how to establish the necessary tone and mood of a military campaign and how to convey to the heroes that they are a part of a conflict that is much larger than any individual soldier. In addition, you can learn about military characters and what makes them tick.

You're in the Army Now

A career in the military is just like any other job. The biggest difference is the pay. Soldiers rarely earn more than the bare minimum wage. Soldiers do, however, have most of their material needs met. Clothing, food, housing, and other necessities are all included. Another difference between soldiers and civilians is the risks that they take. Officers and enlisted soldiers alike are expected to put their lives in on the line, often for months or years at a time. They must fight and, if necessary, die to accomplish their missions.

In spite of these stark contrasts, joining the military can be an attractive decision. For some, it is an easy way out of poverty. For others, it is a way to gain respect in a vast, uncaring galaxy. Some join out of duty to their sovereign or because they desire training in a specific field or in a trade skill. Others yearn for the adventure and excitement that can be found on the front lines of any conflict.

Military Jargon

The military finds its own uses for everything—including language. Acronyms—known colloquially as alphabet soup by soldiers—abound within the military. Colorful phrases are passed from veteran to noob in a coming of age ritual that rivals that of any secret society. Below is a sampling of military jargon from the *Star Wars* universe. Some terms are specific to certain eras or branches of service, as noted in their definitions.

10 Percent: (Clone Wars) Awful, terrible. Used by clone troopers and ARC troopers.
100 Percent: (Clone Wars) Perfect. Used by clone troopers and ARC troopers.
AO: Area of operations. A ubiquitous term for the place where a mission occurs.
AWOL: Absent without leave. In some militaries, going AWOL is the same as desertion.
Bad Karma: (Legacy) Imperial trooper slang for a Sith.
Big Boys: Heavy armored transports such as AT-ATs and AT-TEs.
Bird: A spaceship.
Black Operation, Black Ops: Any operation or mission that has secret, sinister, or illegal objectives.
Blaster Fodder: Troops sent on impossible or suicide missions.
Blaster Magnet: (Rebel) An Imperial officer.
Blue Milk Run: An easy or uneventful mission.
Bogey: An enemy target, especially in atmospheric or space flight.
Bone: (Rebel) Y-Wing starfighter.
Boys in White: Stormtroopers.
Bubble: Any form of personal energy shielding.
Bucket: Any type of armor worn on the head, especially stormtrooper or clone trooper helmets.
Bucket Head: (Rebel) An Imperial pilot or stormtrooper.
Bucket of Bolts: Derogatory term for a droid.
Buzzer: (Clone Wars) Clone trooper slang for a Single Trooper Aerial Platform (STAP).
Case Yellow: Light resistance.
Check!: (Clone Wars) Cease fire, check your fire.
Chosen: Refers to any character enrolled in military service by draft or conscription.
Civvies: Derogatory term for civilians.
Clamshell: Any type of form-fitting hard-shell armor.
Clankers: (Clone Wars) Battle droids.
Collateral Damage: Civilian casualties.
Commo: Communications.
Deece: (Clone Wars) A DC-series blaster.
Det, Dets: Detonator or detonators.
Dirt, Dirty: Planetside or groundside.
Dupe: (Rebel) A TIE bomber.
DZ: Drop zone. An area where troops are deployed, especially by air insertion.
Egg Head: (Rebel) A stormtrooper.
Esdee Vic: A *Victory*-class Star Destroyer.
Extract, Extraction: To evacuate or leave a combat zone.
Eyeball: (Rebel) A TIE fighter.
Final Jump: Death.
Frag: To kill, especially with explosives.
Freq: Frequency.
Geos: (Clone Wars) Geonosians.
Geosync: Geosynchronous orbit.
Grease: To kill.
Hardpoint: An enemy emplacement that is heavily fortified or defended.
Haul Jets: To make a hasty retreat.
High Drop: To deploy troops from orbit.
Imp, Imps: (Rebel) Slang for Imperial troops.
Impstar Deuce: (Rebel) An Imperial Star Destroyer Mark II.
Insertion: The delivery of troops into an area of operations.
ISD: Imperial Star Destroyer.
Juggy: Juggernaut.
KIA: Killed in Action.
Klick: A kilometer.
Larty: (Clone Wars) An LAAT/i gunship.
Light Up, Lit Up: To be shot at.
Lookalikes: Common euphemism applied to clones by nonclones. Also, *twins*.
Loot: (Imperial) Lieutenant.
Mandie, Mando: (Old Republic) Mandalorian.
Mandroid: A derogatory term for a soldier who has more than two cybernetic implants.
Meat Can: An armored soldier.
MIA: Missing in action.
MRU: (Clone Wars) Much regret, unable.
Nebbie: (Rebel) A Nebulon-B frigate.
Neutralize: To kill or destroy a target.
Nexu's Den: A heavily defended area.
Noob: Slang for a new soldier, someone who has not experienced combat.
On Permanent R and R: Euphemism for someone, especially an ally or a friend, who has been killed.
Ops: Operations.
Party Favors: Hand-delivered explosives, such as grenades or thermal detonators.
Peewo, PWO: (Clone Wars) Principal weapons officer.
Plan B: A back-up plan.

Military Jargon Continued

Plastic Boy: (Rebel) A stormtrooper or other armored soldier.
Procedure 29 Alpha: (Imperial) Also, *P29A*. Crazy, insane, or the Imperial procedure for discharging a soldier due to psychological illness or impairment.
RC: (Clone Wars) Republic commando.
Recce, Recon: Reconnaissance or scouting operations.
Red Zero: A request for immediate extraction.
Rocketjock: A starfighter pilot.
Roller, Rollies: (Clone Wars) A droideka.
RV: Rendezvous.
SBD: (Clone Wars) Super battle droid.
Scanner: A sensor, or a sensor specialist.
Scuttlebutt: Gossip or rumor.
Sep, Sepper, Seppie: (Clone Wars) A separatist.
Shadowmen: (Rebel) Imperial storm commandos.
Shiny Boy: (Clone Wars) A clone commando.
Sitrep: Situation report, a military status report.
Sitting Mynock: An easy or vulnerable target.
Skip: (New Jedi Order) A coralskipper, or Yuuzhan Vong starfighter.
Slugger: A slugthrower. Alternatively, a person who prefers to use slugthrowers.
Smokers: Smoke grenades.
Snowmen: (Rebel) Stormtroopers.
Snub Fighters: Small starfighters.
Spacebrain: A derogatory term used by army troopers to describe naval troopers.
Squint: (Rebel) A TIE/In interceptor.
SSD: Super Star Destroyer.
Stormies: (Rebel) Stormtroopers.
TD: Thermal detonator.
Tinnies: Droids.
Trandos, Trannies: Trandoshans.
Triage Code X: Badly injured and not expected to survive.
Triple Zero: Coruscant, due to its hyperspace coordinates.
Ugly: A starfighter cobbled together from a variety of parts.
Vape: Vaporize, especially to destroy starfighters.
Vapebait: An unskilled pilot, an easy target.
VSD: *Victory*-class Star Destroyer.
Wet: (Clone Wars) A nondroid enemy.
Wet Droids: (Clone Wars) Insulting term for clone troopers and commandos.
White Hats: (Rebel) Stormtroopers.
White Job: (Clone Wars) Clone troopers.
WIA: Wounded in action.
XO: Executive officer. Typically refers to whoever is in command of an operation.
Zap, Zapped: To kill.

Leadership

The rigid structure of a military campaign can be jarring to those more used to a the independence of a conventional civilian campaign. The heroes can have ranks—either honorary titles or specific grades that they have earned with blood, sweat, and tears. Orders given by superiors are expected to be obeyed without question. Insubordination is dealt with swiftly and harshly. In extreme cases, insubordinate individuals are thrown into the brig or shot outright.

Commissioned Officers

The commissioned officer ranks are at the top of the military food chain. Commissioned officers have administrative and leadership roles and make all of the important decisions, such as ordering planetary invasions or deciding who gets promoted. These line officers come from privileged backgrounds and have higher education. Some are from the middle class, going against the current to earn their commissions. Rarely, a noncommissioned officer can prove his worth in battle, earning a battlefield commission. The most privileged officers come from so-called military families, and are known as Generationals. These soldiers are proud of their lineage and can trace their military ancestry back several decades or even centuries.

The military structure can become rife with political infighting and favoritism. In some instances, officers are appointed for political reasons rather than for their merit or skill. Such political appointees are looked down upon by those officers who have earned their ranks through hard work and risk of life and limb. Generationals are particularly disgusted by such political nepotism, especially since such appointments often turn out to be more of a detriment than a benefit to their military branches. Their well-placed friends make political appointees dangerous enemies if they feel they have been slighted. During the rise of Emperor Palpatine's New Order, the Imperial military is severely corrupted by the commissioning of political appointees.

While a line officer commands forces in the field, a staff officer is awarded a commission based on a specific area of expertise. Staff officers include doctors, scientists, lawyers, military advisors, and other specialists. Although technically officers with all the privileges and authority of their specified grade, they often lack the tactical know-how and leadership skills of line officers.

The officer ranks are further subdivided by their level of authority and the scope of their oversight. In the army, the highest ranking of these are known as general officers, and in the navy, they are fleet officers. These officers are responsible for a specific fleet or for the military presence throughout an entire system or sector of space. Below the general officers are the senior officers, who administer and maintain brigades of personnel and materiel. Below them are the junior officers, who command smaller units and unit sections.



Creating Officer NPCs

Perhaps the most important of the allied NPCs the heroes deal with on a regular basis are their commanding officers. These individuals give them orders, conduct their briefings, and reward or punish them for their successes or failures. Although heroes might aspire to the officer ranks—or even begin the game as junior officers—they rarely, if ever, achieve the highest senior officer ranks, much less those of general officers.

Officers can have vastly different methods of managing troops. When creating a commanding officer for the heroes, consider the background of the individual officer. Is this a proud generational, whose ancestors have served in the military since before the Clone Wars? Or is this a political appointee likely to get soldiers killed or to hide in a bunker when the chips are down?

Beyond the questions of past and personality, you also should determine the specifics of the officer's class and skill set. Most officers begin their careers as nobles, with a privileged upbringing and education. Some officers start as soldiers, instead, making them seem gruff and earthy when compared to their more privileged comrades. Officers might also include a few scoundrels who have conned their way into the upper echelons of the military.

Skills that are central to an officer's role include Initiative, Knowledge (tactics), and Persuasion. An officer in the field must be able to react to situations quickly and have a good grasp of appropriate tactical responses in an ever-changing combat environment. An officer must also be able to command his or her troops, earn their loyalty, and concisely communicate effective orders.

The Commando and Leadership talent trees are an officer's bread and butter. Expertise in at least one of these trees is necessary for the officer to effectively lead on the battlefield. The Leadership talent tree is perhaps the more important of the two, offering talents such as Born Leader, Coordinate, and Rally. The Commando talent tree gives the officer more hands-on ability in combat with Battle Analysis, Draw Fire, and Harm's Way.

As he or she advances in level, an officer can benefit from multiclassing. Soldier is the obvious multiclass choice for an officer who starts out as a noble. Likewise, one or two levels in the noble class can benefit a soldier who plans to advance through the officer ranks. Officers who work closely with forward scouts and small tactical units can benefit from scout levels, and shipboard officers can benefit from the Spacer talent tree by taking one or more levels in the scoundrel class.

In the long term, an officer character should work toward gaining levels in the officer prestige class, which offers a number of advantages, including access to the Military Tactics talent tree. When used in conjunction with the talents gained from the Leadership or Commando talent trees, Military Tactics talents can make the difference between a good officer and an outstanding one.

Enlisted Troops

Below the officers is the largest part of any military—the enlisted ranks. The majority of soldiers at these grades are citizen soldiers who proudly serve their planet, system, or government by contributing to the defense and protection of its citizens. Others are conscripts or draftees brought into service by societal or bureaucratic obligation, regardless of their desire to serve.

Since enlistment in a standing military requires little education or privilege, enlisted troops come from all walks of life. Enlistees receive comprehensive training including not only combat techniques but also one or more technical fields, which can be of useful later in civilian life. Those whose homeworlds offer limited opportunities are attracted by the chance to travel the galaxy and learn valuable skills. Thus, many enlisted troops are drawn from backwater systems.

In a campaign with an organized military setting, players will likely be enlisted troops. They might begin as noncommissioned officers (NCOs) within the senior enlisted ranks if that is appropriate to their backstories and the requirements of your game. NCOs supervise the day-to-day activities of the troops they command. In the field, a NCO assists junior and senior commissioned officers by acting as a liaison between commissioned officers and line troops and by commanding smaller units such as squads.

Senior enlisted troops are sometimes older and more experienced than the junior commissioned officers who command them. In such instances, the NCOs are expected to lend their expertise to their commanders while remaining subservient—a delicate balance that must be maintained. Good officers rely heavily on the opinions and advice of their NCOs, and good NCOs learn when to offer their opinions and when to keep quiet.

Creating Enlisted NPCs

You have a lot of freedom when creating nonplayer characters within the enlisted ranks. Since recruits can come from any world, in any region of the galaxy, nearly any character can enlist. Unless the NPC is particularly important, keep the character as general as possible until you need to flesh the character out more fully. Your best bet is to keep a list of names and a stock soldier template handy.

Is the character from an impoverished backwater world or has this soldier led a privileged life, enlisting to spite family expectations of officer's training? Is this NPC an unwilling conscript or an idealistic volunteer? Is this trooper a hard worker or a slacker who does the minimum amount of work and no more? Is this a fresh recruit right out of boot camp or a veteran who has lost count of the firefights of a long career? Enlisted troops are likely to begin their careers as soldiers and scouts, depending on their specialty. A scoundrel caught in the commission of a crime might be given a choice between prison and military service. Nobles, too, occasionally drift into the enlisted ranks.

Physical skills such as Climb, Endurance, Jump, and Swim are important to soldiers. Quick reactions are also necessary to stay alive, making Initiative a key skill. If the soldier is a specialist, then his or her area of expertise should be represented by training in the Mechanics, Pilot, Treat Injury, or Use Computer skills. Soldiers are also likely to have the Knowledge (tactics) skill, especially if they are in an elite unit. As a soldier advances in level, multiclassing is typically restricted to a level or two of scout to improve Stealth and Survival skills.

A soldier must possess the proper feats to perform effectively. A soldier must be trained in the use of both rifles and light and, preferably, medium armor. Even light armor can mean the difference between life and death on the battlefields of the *Star Wars* galaxy. Any feat that increases a soldier's accuracy is worth having, so Point Blank Shot is a must. Soldiers who expect to enter close combat should consider learning Martial Arts I.

Talents are straightforward for soldiers. The Armor Specialist, Commando, and Weapon Specialist talent trees offer plenty of good choices for aspiring military men and women. The ranges at which wars are waged make the Brawler talent tree somewhat less useful. Soldiers who dabble in the scout class should consider the talents from the Awareness, Camouflage, and Survivor talent trees.

The elite trooper is the most obvious prestige class for soldiers to aspire to. The elite trooper's Weapon Master talent tree makes this soldier even more deadly, while the Delay Damage and Damage Reduction abilities vastly increase his or her life expectancy.

Military Recruitment

Military recruiters rarely mention the downside of military service. If they did, they would never meet their quotas of enlistees. They do make genuine promises to prospective recruits, but they sanitize their accounts of military life. Nevertheless, nearly every enlistee sees military-themed holovids. Depending on the era of play, such vids are either cinematic flights of fantasy in which the hero never gets seriously wounded and blasters never run out of ammo, or they are brutal and grueling depictions of the horrors of war that stun viewers.

Prior to the Clone Wars, the public perception of the military is relatively neutral, perhaps a bit negative. A large standing army or navy is unnecessary, and peace is the rule rather than the exception. When Supreme Chancellor Palpatine forms the Grand Army of the Republic, the military's role and visibility grow. Not only are clones fighting Separatists on distant battlefields, but clones also patrol the streets of Coruscant looking for terrorists. Likewise, civilian vehicles and vessels now share airspace with military transports and warships.

Although the clones created on Kamino are a capable fighting force for the Republic and, eventually, the Empire, the vast scope of the war requires additional manpower from more traditional volunteers. The Republic Navy relies heavily on nonclone recruits to bolster its ranks, because most clones lack the specialized training necessary to maintain complex warships.

The military commanders of the time know that the reserves of ready clones are finite, so they increase recruitment on most core and Mid Rim worlds. Stringent recruitment quotas are established throughout the Republic's loyal systems. Human-dominated worlds are targeted for heavy recruitment, even though many of the Republic's staunchest supporters are not members of the Human species. Worlds and systems that fail to meet recruitment quotas are initially subjected to draft lotteries, but these eventually give way to so-called conscription drives that are essentially mass kidnappings of able-bodied men and women.

Basic Training and Indoctrination

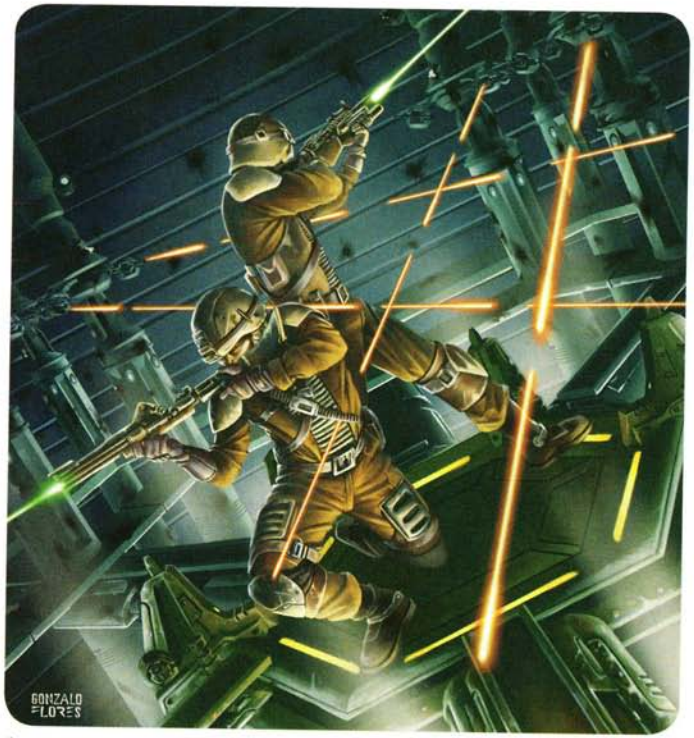
The first stop for any new recruit is basic training. Even officers receive a form of basic training which is, despite rumors to the contrary, just as grueling as the training for enlisted troops. Few recruits know what to expect when they leave their transports and line up on a military tarmac for orientation. Recruits expect training to be a painful experience in which they are constantly belittled and forced to perform endless marches and physical exercise. The truth is not as bad as the holovids have made it out to be, but it is definitely not for the weak-willed or frail.

Medical examinations are performed immediately following enlistment. The doctors who perform these examinations look for obvious defects or health issues. Recruits must also meet strict height and weight requirements. Any sensory deficiencies, such as near- or far-sightedness or deafness, must

be correctable with the proper equipment or procedures. Physicians also administer a wide array of inoculations to recruits to prevent them from contracting any of a hundred exotic diseases during the course of their military service.

Next, recruits are stripped of their identities. Initial orientation can include a military-style haircut, and recruits are issued uniforms. With some military organizations, initial orientation also includes an alphanumeric assignment, such as a stormtrooper's TK designation code. From the beginning of training until graduation, such troopers are expected to answer only to their designation code. When deprived of their individuality, recruits are more easily trained to rely on the group as a whole when accomplishing tasks. They are also prepared for the impersonal nature of military service, which can be one of the most shocking experiences a new recruit faces. They are reduced to being numbers, not names, making them both unique and anonymous.

Once the troops are issued uniforms and other equipment, they begin a training regimen eight to ten weeks long, designed to weed out the weak and to mold the rest into uniform physical fitness. This training makes the recruits physically healthier, and it increases their self-confidence about what they can accomplish physically.



A TRAINING EXERCISE

Along with exercises, soldiers are taught to march and drill, both with and without armor and weapons. Despite its repetitive nature, drill is an important activity for recruits because it ingrains command movements into the soldier's mind, making them reflexive. Soldiers who drill endlessly are easier to control on the battlefield, and they respond instantly when familiar orders are given.

Even before learning to shoot it, a recruit is taught how to care for his or her weapon. The steps to strip a blaster rifle, clean it, and reassemble it are repeated until they are second nature. Speed is also important, and most militaries require that a trainee can break down, clean, and reassemble a weapon within a specific time. Stories of soldiers required to clean weapons while blindfolded or in the dark are not far from the truth.

Conditioning recruits to the rigors of the battlefield is another important part of basic training. The sounds, sights, and smells of combat are omnipresent. Soldiers drill with the sounds of blaster fire and incoming artillery in their ears. This acclimatizes them to such experiences. Many new soldiers freeze the first time they are targeted by incoming fire, and the sooner they become used to the experience of being shot at, the better.

When the time comes, recruits are taught how to fight in both a real and a tactical sense. Combat training teaches recruits to kill their enemies, both with and without weapons. Because a recruit's body reacts differently when in optimal physical condition, trainees are expected to be in top physical form for combat training, so they are rarely taught combat methods straight away. At this point in training, a recruit undergoes several hours of physical exercise, followed by several more hours of combat training, either sparring with comrades or on a firing range.

Weapons training is a comprehensive process. Soldiers are taught that they must shoot to kill, and that a wounded enemy can be just as dangerous as a healthy one. The enemy a soldier kills is an enemy the soldier no longer has to worry about. Although this is all fine in theory, the act of taking a life is something that most civilized militaries leave to the actual battlefield. That said, training is as realistic as possible without being deadly, even to the point of conducting skirmishes with weapons set to stun.

At the culmination of basic training, a recruit should be in peak physical condition and trained to fight and die on the front lines. Graduation ceremonies are traditionally held with much fanfare, and group assignments are handed out. Depending on their affinities, some recruits go on to additional specialized training, such as that required for a technical role such as technician or medic, or for a more defined military role such as a heavy weapons operator or repulsorlift or walker pilot.

Washing Out of Basic

Despite the best efforts to train all recruits equally, some recruits cannot make the cut. These individuals are weeded out in the first few weeks of basic training for one of three reasons: physical, psychological, or disciplinary.

Physical wash-outs include recruits with preexisting medical conditions that make them unfit for duty. Such conditions might escape the rigorous medical examinations conducted prior to basic training. Some enlistees, in their zeal to serve in the military, go to great lengths to hide their physical deficiencies. Such a problem might be knowingly overlooked by the recruit's superiors unless the problem prevents the recruit from completing training. Some recruits are injured during training, sometimes so severely that the recruit is discharged.

Psychological wash-outs can be the most difficult to detect. Basic training presents mental challenges that some recruits cannot cope with. Instructors are taught to watch for signs of mental distress in their recruits. Soldiers sometimes react negatively to stress, but action must be taken when such reactions pose a threat to the recruit or to his or her comrades. Recruits who are suspected of having mental problems are evaluated by a military psychologist, who makes the final determination as to the trainee's suitability.

Disciplinary wash-outs include malcontents, insubordinates, and criminals. Military instructors seek to break negative behaviors from the outset, using brutal punishment and intimidation. However, this does not always work, particularly when the recruit in question is exceptionally strong-willed. Recruits are washed out for disciplinary reasons only when their infractions become a threat to unit cohesion.

Individuals who wash out of basic training are shunted back to their civilian lives with little or no compensation. If they are guilty of serious disciplinary infractions, they might serve time in a military prison or stockade before dismissal.

Tempered by Fire

Soldiers are trained to fight, but until the moment of truth—when they are tested by actual combat—they have yet to prove themselves. That first encounter with the enemy is rarely forgotten, and it can make a lasting impression on even the stoutest troopers. Every encounter is different. Was it an ambush? an assault? a defensive action? Were the objectives met, or was it a tactical disaster? Did the soldier's friends and comrades survive, or was the unit wiped out, leaving the soldier alone to tell the tale? All of these can make for an interesting, character-driven story, and it is up to you to decide what sort of encounter you want your heroes to experience first.

Starting Out Basic

Ambitious Gamemasters might like to start the heroes out as civilians who have joined, or been forced to join, a military force. From this pivotal point, the heroes are sent to basic training. In such a circumstance, the heroes can be first-level characters of any character class. They can even start as first-level nonheroic characters, which can be even more challenging.

Although day-to-day depictions of calisthenics-based skill checks can grow tedious, dramatic opportunities arise throughout the course of basic training. If the characters go on to serve together in combat, their shared experiences during training have a significant effect on how they relate to one another. The basic-training experience also serves to acclimatize players—especially those with no military experience—to the rigors of a military campaign.

At the conclusion of basic training, heroes should be allowed to gain a single level in the soldier class to reflect the gains they have made during their training. If the heroes started as nonheroic characters, they should be able to trade their nonheroic level for a level in the soldier class. Additional training can be applied during down-time following their graduation, or it can be included in the basic-training experience.

The Senses of Combat

If the heroes in your game are greenies just out of boot camp, a key element of combat is the sensory input surrounding the heroes when the blaster bolts begin to fly. Capture your players' imaginations with vivid depictions of the violence around them. Give them a clear vision of what they see, hear, smell, and feel without becoming monotonous or getting bogged down in the details. Even one or two descriptive words can be enough to adequately convey the point as you narrate the events taking place.

First of all, combat is rarely a quiet affair. Weapons discharge constantly, both nearby and in the distance. Explosions—whether from thrown grenades, cannons, or incoming artillery—rock the world and send bodies flying with their shock waves. Orders are shouted, and the wounded scream as their lives slowly bleed out into the dirt beneath them. Repulsorlifts whine as speeders skate across the landscape and as transports and spacecraft fly overhead.

Smell is also a crucial sense that must be conveyed to the first-time combatant. Continuous blaster fire creates an energy-tinged smell of ozone and hot wiring. Smoke from fires is everywhere, and the sources are numerous: burning vehicles, foliage and trees, bodies, propellant, and explosives all produce smoke with slightly different characteristics. The heroes' sweat— pouring from their unwashed bodies—creates a palpable aroma. The landscape provides its own odors, too. A battle in a swampy marsh is punctuated by heavy, organic smells, and a shipboard assault features atmosphere made sterile by countless cycles through an active life-support scrubber.

What the players feel is just as important as what they smell and hear. Is it a hot day, when the heat makes wearing any kind of armor unbearable? Is it bitterly cold, causing the heroes' extremities to become numb and clumsy in the frigid wind? Or is it a temperate day, strangely beautiful despite the carnage being sown all around the heroes? Consider the hammering recoil created by the heroes' weapons as they fire, and the burning impact of an incoming blaster shot as it knocks one to the ground.

The battlefield is filled with rich visual imagery. Fires burn, and smoke and fog inhibit visibility. Enemies emerge from the gloom like shadowy ghosts silhouetted by explosions and weapon discharges. Sudden flashes of light can cause momentary blindness or provide an all-too-brief instant of lucidity. Provide contrasts: Dropships shriek overhead, leaving contrails across a far planet's purple sky, or a fragile red flower grows mere centimeters from the outstretched hand of a fallen enemy.

Lastly, help your players bring out their heroes' emotional responses to battle. Combat, especially a hero's first combat, is a frightening affair. However, emotions are tricky to convey to players in a roleplaying game. You must take care not to force particular responses from players. Instead, ask questions that lead your players to voice their emotions or to express them in the actions of their characters. You can certainly ask your players how their characters are feeling, and then expect them to act appropriately.

Surrounded by Death

The sights of both friendly and enemy dead and wounded should be stressed without turning the game into a verbal depiction of ultraviolence. Blood is rarely seen in the major battles of the *Star Wars* movies. Although you might punctuate your tales with brief representations of gore, these details should be kept to a minimum unless they serve the story. The best practice is to make general statements and allow the players to fill in the blanks with their own imaginations. Commenting that a fallen soldier was the victim of several hits from a high-powered blaster is enough to get the point across without discussing internal organs.

A degree of empathy should be present in your depictions of the dead. Do not expect your heroes to shed a tear for the scores of battledroids they have dispatched, but you should still attempt to show them that their organic enemies are not so different from them. Had circumstances been different, those enemies might have even been friends.

The combats that your heroes are likely to participate in might involve dozens or sometimes hundreds of individuals. Given the power and efficacy of military weapons in *Star Wars*, death can be nearly instantaneous and widespread. An assault's first wave against a heavily fortified emplacement can generate significant casualties.

The battlefield weapons of *Star Wars* are both spectacular and brutally efficient. Consider that the typical nonheroic character has 4 hit points and a Damage Threshold of 10 at first level. Next, take into account that a blaster rifle deals 3d8 damage on a hit, with an average damage of 13 or 14. Obviously, a single hit from such a weapon is enough to kill a lower-level NPC. Heroic characters, even with their higher hit point totals, are not immune to such damage. An average first-level soldier can take only three such hits. Even taking into account the variables granted by catching a second wind or spending a Force Point, that soldier is reduced to a state that makes him or her combat ineffective unless medical attention is received. Combat in *Star Wars* is a deadly business.

Living with War

When developing NPCs for a military campaign, consider the various ways in which soldiers might respond to the experience of combat. Fresh recruits, while frightened by the prospect of their own demise, see death and injury as something that happens only to someone else, so NPCs who don't have much battle experience are likely to be more gung ho about military encounters than those with more time on the front lines. As recruits become seasoned veterans, they begin to understand that a soldier is not invulnerable. With this realization of their own mortality comes a desire to avoid unacceptable risks.

Over time, a soldier's comrades are sent to other units or become casualties of war. Friends are replaced by less-experienced soldiers. A veteran NPC might make a conscious effort to avoid close relationships within his or her unit, and might rebuff friendly overtures made by the heroes. Such tendencies can make veteran NPCs seem cold and dispassionate.

Soldiers must learn to cope with the rigors of combat. Some delve into alcohol, spice, and other substances. Others cling memories of home, writing letters to loved ones on a daily basis. Any distraction, whether harmful or benign, is a welcome change from the constant fear that permeates a soldier's life. Portraying the variety of ways in which the other members of the heroes' unit respond to the stresses of a military campaign can add to the players' sense of the rigors of war.

"YOU ARE NEVER MORE THAN TEN MINUTES FROM A FULLY STAFFED MEDICAL FACILITY."

— IMPERIAL MANUAL OF THE SOLDIER

"When all that's left are your boots and a pile of ash, being ten minutes from the nearest 2-1B isn't much comfort."

– Unnamed Imperial Trooper

After the Fire

After serving his or her stint on the front lines, a soldier might attempt to return to a normal civilian life. Most ex-soldiers who have seen combat find this transition to be a difficult one, because few of their new associates understand what they have gone through. The heroes are likely to encounter ex-military characters at many points in the campaign, as shopkeepers from whom they purchase supplies, as cantina patrons or spectators at Podraces, as friends, as informants, or as mercenaries. After so many years of conflict, former members of the Empire's vast military machine can be found in even the most remote regions of the galaxy.

For example, perhaps the heroes have gone into town to enjoy some R&R between missions. There, they discover that the bartender in a local cantina was a staff sergeant in the Imperial Army for many years, until her near-death in a firefight left her unfit for service. If the heroes press this NPC for details, they might discover some of the ways in which an ex-soldier's experience of wartime events continues to have an impact on his or her day-to-day life. Flashbacks and nightmares about combat, phobias or the avoidance of situations, sights, and sounds that the soldier associates with wartime experiences, and being overly aware of potential dangers are some of the behaviors that a character with traumatic wartime experiences could display. Don't overemphasize this type of extreme reaction to the experience of combat, but feel free to introduce the idea that the war affects every citizen of the Empire, not just those wearing a uniform.

Military Adventures

Vast intergalactic war is one of the elements that makes *Star Wars* compelling. The constant battles being waged throughout the galaxy give the setting one of its most distinctive flavors. When this is combined with the struggle between good and evil, you have an epic adventure.

Although the galaxy is large enough to play host to any number of campaign types, the military campaign is one of the easiest to formulate and run, especially over the long term. The stories can encompass as many disparate elements as you wish. They can involve personal psychological struggles or group struggles as heroes attempt to achieve ultimate victory.

The truism that war brings out both the best and worst in people can be experienced in its fullest in a military-themed campaign. Unlike independent heroes—such as smugglers, fugitive Jedi, displaced nobles, fringe natives, or bounty hunters—active-duty soldiers are part of a well-defined chain of command. They are bound to a specific cause by their terms of service, usually part of a contract or an oath to whatever power they serve. They are paid for the risks they take, but this compensation pales when compared to the riches that independent and freelance heroes crave. The true reward is the job itself and the benefits of ultimate victory, if they manage to claim it.

Many of the most exciting moments in the *Star Wars* movies depict battles for important military objectives: the attack on the Death Star during the Battle of Yavin in *A New Hope*, the Imperial deployment on Hoth in *The Empire Strikes Back*, the battle above Coruscant in *Revenge of the Sith*, and the ground assault on Geonosis in *Attack of the Clones*. Giving your players and their heroes an opportunity to participate in these sorts of actions brings them closer to the sense of conflict inherent in the setting.



Designing Military Adventures

The first thing you need to decide when designing military-themed adventures is the scale. Do you want to involve your players in grand battles, or are you more interested in a game that centers on a small team of military specialists? Is the conflict in which the heroes are embroiled a relatively isolated brushfire war, or is it part of a larger conflict that spans the galaxy?

Although large battles are one of the genre's staples, they are often fought on smaller fronts. Involving the heroes in vast battles is an excellent way to remind them of the conflict's scope, but if every battle is another Geonosis, large-scale battles can become tiresome. Your best bet is to intersperse smaller adventures and skirmishes with the larger ones. The last adventure in the series should be the climactic battle, where everything comes together and the heroes' successes and failures come back to help or haunt them.

Military adventures are rarely quiet. Soldiers are warriors, first and foremost, and their skills are geared toward making war. This is not to say that missions cannot be conducted under a blanket of secrecy. In fact, many missions require that the heroes use good judgment and discretion to accomplish their goals. Despite this, there should be occasions where the heroes are expected to participate in stand-up fights against their enemies, where their ability to stealthily infiltrate has little influence over the final outcome.

You also must determine the composition of the heroes' party. Will it consist entirely of soldiers or multiclass characters with one or more levels of soldier? Or will you allow other character classes to join the group? Although soldiers make up the majority of most military forces, other classes can be a part of the adventure. Nobles can act as officers, scouts can participate as reconnaissance troops or as native guides, and scoundrels can lend their skills at stealth and infiltration to the group as a whole. Even Jedi have a part to play, although their true potential might be hidden from the group, depending upon the era in which you set your game.

First Things First: The Objective

Before you start, you need to determine the overall goal of the military campaign. The objective can be as epic or as incidental as you like, but it should be important in a military sense. Do you want the heroes to assault an entire planet? Or are they to pacify a band of pirates that has made its base in an asteroid field? Whatever the goal, your job is to make it interesting for the heroes and to make the rewards commensurate with the risks that they take.

The Sequence of Events

Choose a series of three to six missions that culminate in the successful completion of the overall military objective. You can determine these missions based on the objective or generate them randomly. The missions need not take place in the same general area or within a short period of time. Some missions might send the heroes to take care of related tasks elsewhere before they can target the final objective.

One or more missions might be time sensitive, lending a sense of urgency to the proceedings and preventing the heroes from taking detours that bog down play. Time-sensitive missions also remind the players that they are part of a larger universe, and that other events are taking place during downtime. Learning that an enemy fortification must be captured within the next two hours is more exciting than having free rein to take as much time as you want to plan and execute an attack.

With each mission assigned, determine the results of both success and failure. Does the final objective hinge on each of these missions in some way? Will it be more difficult to accomplish if the missions leading up to it are not successfully completed? If the heroes fail in a related mission, it should have some noticeable effect.

Cast of Characters

Once you have the general path of the overall adventure plotted out, decide who the heroes should interact with. Who are their enemies? Who are their allies? Will they need additional specialists to perform their missions, or can they rely on their own skills to be successful? Do they have a commanding officer? If so, what is he or she like?

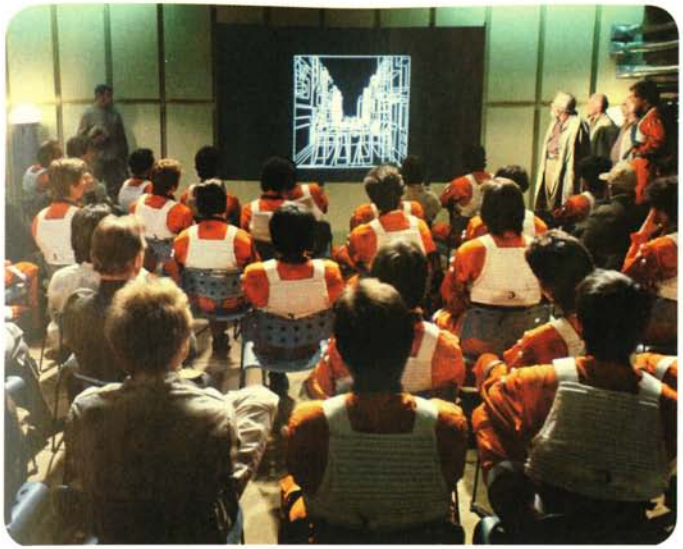
The supporting cast should become familiar over the course of the adventure. Even little touches are appreciated by most players as time goes on. Perhaps they become friendly with the quartermaster who assigns gear before each mission, just as he or she admonishes them for returning the equipment dirty or damaged. Maybe competitors in another unit engage in a bit of friendly inter-unit rivalry between assignments.

Most importantly, do not forget the other members of the heroes' unit. Even if they do not participate in every mission that the heroes are sent on, the other squads in the heroes' unit can become good friends and welcome additions to their group from time to time. If these individuals are lost, either alongside the heroes or while on another mission, the horrors of war and the losses of combat become palpable.

Briefings

Each mission should have an official briefing that is delivered by the commanding officer. The briefing should cover the basics of the mission: the mission's goal; the details of the area in which the mission takes place; how the players are expected to arrive and depart the area; any intelligence that has been gathered; and, if necessary, a timetable that must be followed. Any secondary objectives or goals that are not critical to the overall success of the mission should also be covered in the briefing.

The briefing should give a general outline of what the heroes' commanding officer intends for them to achieve. Better informed individuals than the heroes have concocted these plans to save the heroes the trouble of formulating complicated plans of their own. From Command's point of view,



the heroes are tools to be used in a specific and predefined manner, but the plans are not always nonnegotiable. The heroes should be given leeway to make reasonable alterations, and once the mission starts it need not proceed exactly as planned. Events on the ground might require the heroes to make adjustments on the fly.

Prepare for the briefing by having a map or two available. The heroes might want to know where they are going and what the local terrain is like. If they have multiple options for their insertion or extraction, these should be noted on the map, as should the locations of any secondary objectives. Be ready to answer any questions that the heroes ask, but remember that the commanding officer is not omniscient. Under most circumstances, he or she knows only as much about the mission as the briefing details.

Intelligence provided during the briefing can be as specific or as general as you like. In fact, it need not be completely accurate. Misinformation increases the intensity of the mission when the assumed facts are shown to be incorrect. Such misinformation is not always harmful. If the analysis indicates that a brigade of elite stormtroopers is present, the heroes are unlikely to complain if those forces have been redeployed to another sector. Faulty intelligence should be used sparingly, however, because heroes who have been burned in the past tend to assume that all future intelligence will be wrong, as well.

Intelligence can be as mundane as you like. Enemy unit designations or specifications are perfect: "The area is patrolled by Kraken's Maulers, an elite cadre of SpecOps troops" gives a sense of real military concerns. If the heroes have run into elements of these units in the past, revealing their presence might give the heroes second thoughts about the ease of the mission.

When the briefing is finished, the heroes should be allowed to ask any final questions, make requests for special equipment and personnel, and discuss any potential changes to the mission profile. When these final details are ironed out, the commanding officer dismisses them. This is your chance to delve into their commanding officer's personality. Is this commander cold and calculating, or does he or she take the time to wish each of the heroes luck before they depart? Are words of encouragement brief, or is this commander prone to bombastic speeches that bore as much as they inspire?

Zero Hour

Eventually, plans must be transformed into action. The heroes, as ready as ever, are inserted into their area of operations. From this point on, the game carries on much like any other. Do not be afraid to throw a few surprises at the players. Local wildlife, natives, and the environment can spice up an otherwise mundane or formulaic mission.

Unless the mission takes place in the relative peace leading up to a full-scale invasion, be sure to stress the elements of war raging around the heroes that affect the local population and landscape. Idyllic tracts of farmland might be scarred by bomb craters, burned-out bunkers, and the smoking hulks of destroyed vehicles.

Extraction and Debriefing

Whether or not the heroes succeed in their assignment, they must eventually return to their superiors and take responsibility for their actions. Leaving a combat zone is a tense experience, especially if the heroes are under fire. One lucky shot on the part of the enemy could result in death for the entire unit. This is not to say that every extraction should be performed under fire. Instead, consider the circumstances of the mission and the status of nearby enemies and act accordingly.

When they return to their commanding officer, the heroes must be debriefed. A debriefing is typically attended by an intelligence analyst and by the heroes' CO. The heroes or their designated leader recount the mission, revealing any discoveries they made along the way. If appropriate, congratulations or admonitions are made, depending on the degree of the mission's success. In the case of mercenary heroes (see below), final payment is made or arranged.

Depending on the intensity of the conflict, the heroes might have a period of rest between missions, or they might be expected to perform their next mission straightaway. If the heroes are not given time to heal or recover, they might suffer from fatigue and the effects of wounds. Their effectiveness might be reduced, but such circumstances are not uncommon during a protracted or high-intensity conflict.

Adventure Example: Planetary Assault

The heroes, as part of an assault force, are to land ahead of the main force and neutralize a battery of anti-aircraft guns. The main force of the assault is scheduled to land at a predetermined time, and the heroes' success or failure has important repercussions for the main assault.

With the guns neutralized, the heroes are to wait for the main force to land so that they can regroup with their unit. They will then join an assault on a major starport, securing the ground facilities. The heroes' role in the starport assault is to capture an important fuel depot slated to be destroyed by the defenders.

With the starport safely under control, the heroes then advance into neighboring hamlets in search of enemy tanks that retreated from the starport. The tanks are hidden and dug in, and pose a threat to advancing troops. The players move in under cover of darkness, locate the tanks, and neutralize them.

The following day, the main assault force moves through the hamlet and picks up the heroes. The final objective of the assault is the planetary capital, and the battle involves a large number of ground troops with starfighter cover. Once more, the players are called on to precede the main assault force and knock out several shield generators so that the orbiting naval forces can bombard the capital's military component prior to the assault.

With the shield generators destroyed, the bombardment commences. The heroes again join the primary force as it moves into the city, and they participate in an attack on the planet's government center, attempting to capture the system's president. Success results in total victory for the player's forces, while failure might prolong the planetary fighting for weeks or months.

In essence, this adventure can be reduced to four minor missions—neutralizing the anti-aircraft guns, capturing the fuel depot, destroying the hidden tanks, and blowing up the shield generators—and one major mission—capturing the planetary leader. Together, they form a chain of adventures that culminates in either victory or defeat. Every success or failure should affect the campaign as a whole. This gives the players a sense of the importance of their actions and their contribution to the war.

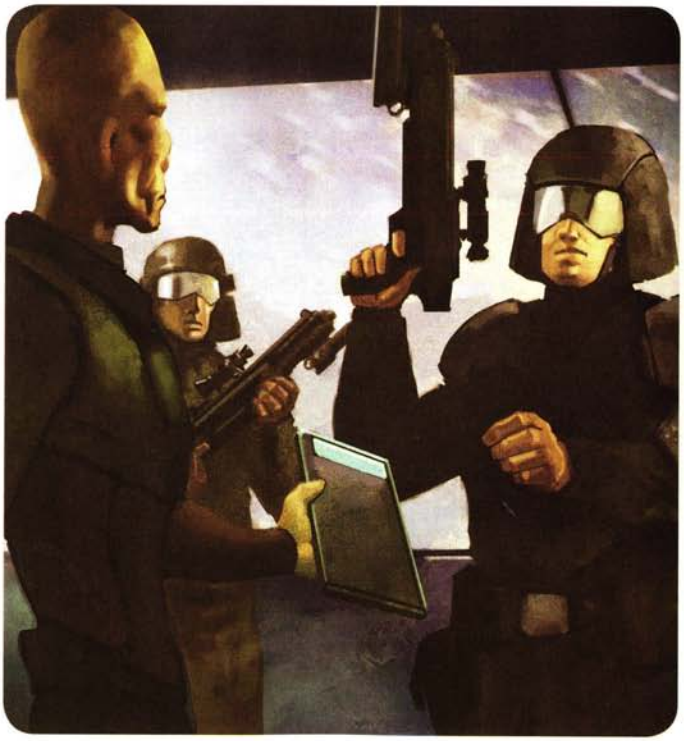
For example, if the anti-aircraft guns are not destroyed, then scores of their fellow soldiers might die en route to the planet's surface. If the fuel depot is not captured, then allied ground vehicles might not have enough fuel, slowing their advance. If the enemy tanks are not located and destroyed, they wreak havoc on advancing allied armor, costing time and lives. And of course, if the shield generators are not blown up, then the orbital bombardment of the planetary capital cannot reduce the effectiveness of the enemy defenders, further hampering the progress of the war.

Mercenary Groups

Rather than portraying members of a military organization such as the Old Republic, the New Republic, the Empire, or the Rebel Alliance, you might consider allowing the heroes to take on the roles of civilian contractors—otherwise known as mercenaries. Mercenaries are freelance guns for hire, soldiers who sell their services to the highest bidder regardless of politics or morality. The use of mercenaries has a checkered reputation, especially among military professionals, but their services can be invaluable.

Not all mercenaries—or mercs—are dishonest or shady. Some of the best-paid mercenaries have successful track records due, in part, to good ethics. Mercenaries can be hired singly, but they are most commonly contracted in small- or medium-sized companies. Depending on how successful or well funded they are, mercenary companies might include infantry units, fast-attack craft, and armored assault vehicles. The best and most effective mercenaries act as independent military units, but without any particular loyalties. The larger the company, however, the more expensive their services are liable to be.

The largest mercenary companies provide services a la carte. They do not require that their entire organization be employed by a single power. Instead, they allow individual components to be contracted out, typically for a specified period of time. This allows them to be more fiscally flexible, depending on the scale of the conflict. In such instances, mercenary companies take pains not to hire their forces out to two or more opposing factions at the same time. After all, the last thing they want to do is pit their troops against each other.



A mercenary captain receives orders from a Separatist commander.

Nations, corporations, and other powers hire mercenaries for various reasons. Mercenaries are typically hired to supplement standing military units by providing support or additional security. Occasionally, individuals or organizations with no military hire mercenaries to field an armed force at short notice. Mercenaries are also hired to perform jobs that employers find questionable or distasteful, and they can be hired in secrecy.

Contracting mercenaries can be expensive. One reason why they cost more than line troops is that mercenaries must fully support themselves. If no other stipulations are included in their contract, mercs must provide their own weapons, munitions, fuel, food, and other equipment. Under most circumstances, they must also provide their own medical care. Mercenaries who are wounded or die in the line of duty are owed nothing by the organization who has hired them.

One benefit to running a game in which the heroes portray mercenaries is flexibility. Mercenaries can be hired for single jobs or contracted for long-term assignments. Their members can come from any race. And they can also work for nearly any employer—the Empire, the Rebel Alliance, the Corporate Sector Authority, or any of a number of other interests.

Battles in Adventures

One of the best backdrops for adventures with a military theme is the battle. Battles can serve simply as set dressing for your adventures and encounters, or they can be more integral to the campaign. When heroes participate in adventures that take place against the backdrop of a battle, they may have the chance to influence that battle's outcome. For example, the heroes may have a mission that is relatively small in scale, such as destroying an enemy frigate or rescuing prisoners of war. Set against the backdrop of a battle, the encounters within that adventure have not only the feel of being a part of a larger war, but also, depending on the heroes' actions, may shape the way the battle concludes. Gamemasters who want to have the heroes' actions influence the overall outcome of the battle have several options available to them.

Victory Points

One simple way to have your heroes affect the outcome of a battle during the course of the adventure is with a simple resolution system that uses Victory Points. When designing the adventure, determine which encounters in the adventure have the potential to contribute, either positively or negatively, to the outcome of the battle the adventure is using as a backdrop. Choosing which encounters take advantage of this system should be as simple as asking yourself whether or not the encounter could influence the flow of the battle, and how much significance you want placed on that individual encounter. Similarly, every encounter that is part of a battle should have a mission or goal with a clearly defined division between victory and defeat. For example, suppose that you're designing an adventure set against the backdrop of a massive land battle on Kashyyyk. You determine that you want to have three encounters that can potentially affect the outcome of the battle. Those three encounters might alter the battle in different ways; for example, one of the encounters might require the heroes to free some Wookiee prisoners from an enemy camp and return them to the fight, while another might require the heroes to destroy an anti-aircraft cannon so that reinforcements can land safely.

As mentioned above, each encounter must have a clear goal or mission with an easily determined difference between success and failure. The heroes' goal might be to destroy something (or stop it from being destroyed), to prevent enemies from reaching a certain position, to place explosives in a precise location, and so on. If the heroes succeed in this goal, they earn a Victory Point. If they fail to achieve their goal, they receive a Defeat Point. There is no such thing as a partial success in this system: The heroes either succeed completely or they fail.

Once all of the encounters have concluded, tally up the number of Victory Points and the number of Defeat Points the heroes earned. If the heroes earned more Victory Points, the battle's outcome swings in their favor; if they earned more Defeat Points, the battle's outcome has negative repercussions for the characters. You should decide in advance what these outcomes might be. Failure for the heroes does not necessarily have to mean defeat for their side of the conflict. The victory of one side over the other may be a foregone conclusion, but the heroes' success determines the actual form that the victory takes, how many losses were sustained, or other important aspects of the conflict.

The adventure in Chapter 7 makes use of the Victory Points system in its final section, during a battle to liberate a planet.

The Imperial Campaign

During the Rebellion era, the largest, most powerful, and most cohesive military force is controlled by the Empire. The increased militarization started by Supreme Chancellor Palpatine during the Clone Wars is enhanced by fierce nationalism, xenophobia, and fears of destabilization. Constant warfare keeps the Imperial military in a heightened state of readiness for decades, and insurgent uprisings on a number of worlds sharpen the skills of Imperial officers and the troops that serve beneath them.

Thousands of military vessels crewed by millions of loyal Imperial troops cruise space in defense of the Empire. They possess the best weapons and equipment available, along with the tenacity and training to use them to the best effect. In addition, Emperor Palpatine—a charismatic and seemingly selfless leader—has made it his goal to see that their way of life is not tarnished by corruption, terrorism, or the threat of primitive and debauched non-Human societies.

How can they lose?



The Imperial Viewpoint

Not all Imperial characters are evil, soulless beings in thrall to the Emperor. By the time of the Battle of Yavin, Emperor Palpatine has been in power for nearly three decades. For many of the young men and women serving in the Empire's military forces, Emperor Palpatine's rule is all they have ever known. In their eyes, Imperial rule is the status quo. Their parents might remember the frightening years leading up to the Clone Wars, the campaigns against the Confederacy, and the duplicity of the Jedi.

The past shows that Emperor Palpatine has single-handedly saved billions of loyal citizens from the enemies of his people, bringing the Republic back from the brink of anarchy. At a time when a strong hand is required control the Senate and the corruption that riddles it, the Emperor is unafraid of doing what is necessary. In the following years, he ensures that peace and prosperity become the right and privilege of every loyal Imperial citizen. To deny these truths is to deny reality. A generation of loyal Imperial citizens stand ready to defend their way of life. History is written by the victor, and Emperor Palpatine's victory over the Jedi has been told and retold a thousand times.

The pitiful rebels who dare to oppose Imperial rule are merely remnants of the Separatist movement, displaced senators, Jedi fanatics, and criminal elements who are fueled by the same greed and corruption that pervaded the Old Republic. They are little better than terrorists, and the holofeeds continue to broadcast reports of their futile attempts to overthrow the Emperor's New Order. If not for their cowardly tactics, these rebel insurgents would have been brought to heel decades ago.

The Emperor and his servants ensure that every citizen is informed of the war's progress through detailed, first-hand accounts and moving political holofeeds. Eternal vigilance is the price of freedom, for terrorists lurk just out of sight, waiting for the Empire to drop its guard so that they can strike again. Although some freedoms must be sacrificed, the alternative is unthinkable. Loyal citizens are encouraged to report any suspicious activity immediately.

Beyond the order of the Empire lies the lawlessness of the Outer Rim territories. Other systems are under the sway of rebel propaganda or controlled by criminal elements. The war must be waged within these systems, as well. After all, it would be a crime to deny these countless sentient beings the gifts of Emperor Palpatine's benevolent rule. Within a generation or two, they might also thank the Emperor for his efforts.

As a loyal citizen of the Empire, you know that the war is horrible, true, but it must be prosecuted to maintain your way of life. You know a number of people who have lost loved ones to acts of rebel terrorism or who have family members serving in either the Imperial army or navy. These selfless individuals put the well-being of the New Order before their own, and risk their lives in battle for the greater good. Their sacrifices cannot have been made in vain.

Given that point of view, can you blame the average Imperial citizen for his or her beliefs?

Imperial Characters

Imperial citizens might seem to be deluded, but they do not have the benefit of our extensive knowledge of their universe or of the evil that pervades the highest levels of their government. They take many factors for granted, and they are rewarded with a semblance of normality and order that others might consider repressive. But in the long run, what makes them wrong?

One of the most interesting military-themed games has loyal Imperial subjects as heroes. It can be a great deal of fun to throw convention out the window and participate in the war from the Imperial point of view. Their ideology might be rooted in lies, but the motives of loyal Imperial troop and civilians are much the same as those of more traditional Rebellion era heroes.

Imperial Commissioned Officer Ranks

Listed here are the army and navy ranks used in the Grand Army of the Republic. For the most part, this rank structure persists through Emperor Palpatine's New Order. It is provided as an example of how the militaries of other sectors might organize their commissioned officer ranks.

The ranks of Moff and Grand Moff are added later by Emperor Palpatine and occupy a grade designation somewhere between O-12 and O-13. Moffs are technically outside both the army and naval chains of command, answering only to the Emperor. Despite this, they can take command of either army or naval units at their whim.

Army Junior Officers	Naval Junior Officers	Grade Designation
Junior Warrant Officer	Cadet	None
Senior Warrant Officer	Ensign	O-1
Second Lieutenant	Junior Lieutenant	O-2
Lieutenant	Sub-Lieutenant	O-3
Army Senior Officers	**Naval Senior Officers**	**Grade Designation**
Captain	Lieutenant	O-4
Major	Lieutenant Commander	O-5
Lieutenant Colonel	Commander	O-6
Colonel	Captain	O-7
Army General Officers	**Naval Fleet Officers**	**Grade Designation**
Brigadier General	Commodore	O-8
Major General	Rear Admiral	O-9
Lieutenant General	Vice Admiral	O-10
General	Admiral	O-11
Field Marshall	Fleet Admiral	O-12
High General	High Admiral	O-13
Grand General	Grand Admiral	O-14

Imperial Noncommissioned Officer Ranks

As above, the list below presents the enlisted rank structure used in the Grand Army of the Republic. Like the officer rank structure, this organization persists through Emperor Palapatine's New Order.

Stormtrooper units use the same rank structure as the Imperial Army.

Army Junior Enlisted Ranks	Navy Junior Enlisted Ranks	Grade Designation
Private	Shipman's Apprentice	E-1
Private First Class	Shipman 2nd Class	E-2
Lance Corporal	Shipman 1st Class	E-3
Corporal	Petty Officer 3rd Class	E-4
Sergeant	Petty Officer 2nd Class	E-5
Army Senior Enlisted Ranks	**Navy Senior Enlisted Ranks**	**Grade Designation**
Staff Sergeant	Petty Officer 1st Class	E-6
Master Sergeant	Junior Chief Petty Officer	E-7
First Sergeant	Chief Petty Officer	E-8
Senior Sergeant	Senior Chief Petty Officer	E-9
Sergeant Major	Master Chief Petty Officer	E-10
Command Sergeant Major	Command Master Chief Petty Officer	E-11

Types of Imperial Campaigns

Campaigns for Imperial characters are limited only by your imagination. The obvious choice is for the heroes to fight against rebel insurgents or worlds that are hostile toward Imperial occupation. However, the galaxy offers plenty of opportunities for the Empire to run afoul of potential enemies.

The following sections discuss potential conflicts between the Empire and a number of other factions. Imperial campaigns can focus on one such conflict or mix and match multiple conflicts, as you see fit.

Imperials Against Non-Humans

The Empire is dominated by Human interests. Despite the vast number of non-Human species throughout the galaxy, Imperial doctrine becomes more and more exclusive, favoring the Human species over all others. With few exceptions, the Imperial military is dominated by Human officers and enlisted troops. On occasion, particularly notable non-Humans make an impact on the war machine—Grand Admiral Thrawn, for example—but these are rare.

As new worlds are discovered or as old ones are conquered, the potential for the Imperial military to clash with non-Humans becomes more and more likely. These types of struggles occur on planets such as Mon Calamari and Kashyyyk, where the dominant species of both worlds are relegated to slave labor for their Imperial masters.

The Empire uses its technological superiority to overcome primitive natives. This can lead to one-sided battles where the Empire crushes its non-Human opposition with overwhelming force. However, this does not have to be the case, and many non-Human species have managed to develop their own advanced technology that can, in some cases, meet or surpass the capabilities of the Empire.

Imperials Against Non-Humans Adventure Hooks

Non-Human species in the Outer Rim have formed a coalition to oppose Imperial expansion into their space. The Empire, however, has other plans, and conflict is inevitable. Although hardly able to match the Imperial fleet, non-Humans know that the Empire is spread thinly across the galaxy, and they are hoping to make Imperial control of their space more costly than it is worth.

A strange species from unknown space has invaded an Imperial-held system and conquered it in less than a week. The Empire must organize a retaliatory strike and attempt to retake the system, but the Imperials do not yet know exactly what sort of beings they are dealing with.

An uprising has occurred on a world that has been garrisoned by the Empire for the past several years. The native inhabitants of the world rebel, killing or imprisoning the Imperials on their planet. Using weapons and equipment taken from their would-be conquerors, the inhabitants intend to hold onto their planet at all costs.

Imperials Against Imperials

As the treachery of such Imperial luminaries as Admiral Demetrius Zaarin shows, the Imperial war machine can turn on itself. Military coups happen all the time, and some are more effective than others. Although Emperor Palpatine is never supplanted by a rival during the years of his rule, a number of attempts are made, not all of which have been made public.

Several ambitious officers serve within the Imperial ranks. Dissatisfied with their situations, officers with enough power can go rogue or attempt to defect to the Rebel Alliance along with the troops under their command. The reasons for such treachery are many and varied, but the result is ultimately the same: Troops loyal to the Empire inevitably face their former comrades in combat. An interesting feature of such a campaign is the use of Imperial technology against Imperial technology. TIE fighters square off against other TIE fighters, while Imperial troops face enemies with the same equipment and training.

Imperials Against Imperials Adventure Hook

An ambitious Imperial Moff has declared the systems under his control to have seceded from the Empire. His troops and officers, loyal to the end, apparently stand with him against the New Order. Whatever the reasons for secession, the Emperor cannot allow an upstart Moff to get away with such an audacious act, and a small fleet of Imperial warships is dispatched to take the system back, one planet at a time.

Imperials Against Pirates

Piracy plagues the entire galaxy, and ensuring that the space lanes remain open and free of interstellar predators is the Empire's duty. With the Imperial fleet stretched thin, policing the far-flung reaches of space is difficult, if not impossible. Only when pirates disrupt Imperial logistics do they become a problem worth engaging on a grand scale.

Most pirate bands are small and isolated, but larger pirate fleets can pose a threat to the Empire's space superiority. Using guerilla tactics that have proven successful for the Rebel Alliance, organized pirate bands make hit and fade attacks on Imperial shipping lanes. When these groups become a significant nuisance, the Empire decides to root them out and destroy them, but this is not always as easy as it sounds.

Pirates, especially those in the Outer Rim territories, rely heavily on the local populace for support. Seen as rebels, heroes, and businessmen, these pirates find it easy to garner support from obscure planets, colonies, and shadowports. After all, they are a source of revenue for lawless settlements, and in a sense, joining a pirate band offers their youth the possibility of a profitable, if dangerous, future.

Imperials Against Pirates Adventure Hook

A large pirate armada hailing from an Outer Rim system has raided an Imperial convoy and captured a number of valuable military resources. Top-of-the-line starfighters, including experimental models from Santhe/Sienar, are among the goods stolen by the pirates. And several high-ranking Imperial fleet officers traveling with the convoy are being held for ransom. The Empire must now dispatch a force to the pirate-controlled system, locate the pirates, and recover the materiel and officers.

Imperials Against the Rebel Alliance

Perhaps the single most common theme in an Imperial military campaign is the fight against the Rebel Alliance. Scattered throughout the galaxy in an attempt to avoid Imperial entanglements, Alliance forces do occasionally congregate in large numbers. At these times, they are most vulnerable to an organized Imperial assault.

The Alliance constantly seeks to bring new star systems into the fold in an attempt to strengthen their legitimacy. By sending small SpecForce units to train indigenous populations in the arts of guerilla warfare as well as by providing seditious groups with weapons and equipment, the Alliance hopes to cultivate unrest on worlds that have been, up until now, peacefully under the sway of the Empire. When such planets become battlegrounds, the Imperial military must crush any resistance and restore order with both full-scale invasions and pinpoint strikes.

Imperial probe droids are sent on reconnaissance missions to out-of-the way sectors in an attempt to locate Alliance facilities. They usually recover little data of any usefulness, but they occasionally have strokes of luck. Bands of pirates and smugglers are surprised when their operations are raided by well-armed Imperial force looking for rebels. When a bona fide Rebel base is located, however, ripples of excitement course through the Imperial fleet in anticipation of the coming battle.

Imperials Against the Rebel Alliance Adventure Hook

A large Rebel base is found on a populated moon in the Werta system. The base's condition suggests that it has been established for only a short time. With the proper preparation, including an Interdictor, the entire system can be isolated, and a concerted Imperial assault can be directed at the moon. Taking Rebel prisoners is just as important as neutralizing their defenses, so care must be taken to get the most from this rare and tempting opportunity. However, rumors abound that this stroke of luck might actually be the bait for a cunning Rebel trap.

Types of Imperial Heroes

Once you determine the type of campaign you want to pursue, your next task is to determine the role that your heroes play in the story. The Imperial military is a large organization, offering possibilities for advancement that are limited only by a hero's ambitions—as well as the ambitions of any potential rivals.

Below are some of the types of heroic groups you might consider for your campaign. Some are more applicable to long-term campaigns than others, but they all offer an interesting diversion from the type of *Star Wars* campaign that your players might be used to.

Stormtroopers

By the time of the Battle of Yavin, at least two-thirds of the stormtroopers are of natural-born Human stock. The other third are the products of clone engineering. Only the best candidates from both the Imperial Army and Navy are eligible to join the Stormtrooper Corps, and standard height and weight restrictions reduce this number even more. In addition, ideological compatibility with Imperial doctrine is a necessity, and a great many potential candidates are judged unfit based on their psychological profiles.

As the Empire's shock troops, stormtroopers are used for high-profile missions, especially against the Rebel Alliance and insurgent forces. Judged elite, they are not wasted on mundane missions, and instead support the Empire's doctrine of ruling the galaxy through fear. They are outside the army's and navy's chains of command, but they serve aboard capital ships and alongside their army and navy counterparts.

A unit of stormtroopers heroes makes an excellent basis for a military campaign. The downside to such a campaign is the stormtroopers' fanatical loyalty to the Emperor, which can result in acts that might not seem heroic. On the other hand, by carefully crafting missions for your group of stormtrooper heroes, you can lead the campaign away from brutal violence and cultivate rich roleplaying experiences.

STORMTROOPER ABILITY REQUIREMENTS

To be eligible to join the Stormtrooper Corps, a character must have the following minimum ability scores: Strength 12, Dexterity and Constitution 11, all other abilities 10.

Heroic stormtrooper characters must possess the following feats and Skills: Armor Proficiency (light); Weapon Focus (rifles); Weapon Proficiency (pistols, rifles, simple weapons); trained in Endurance.

Both women and men are permitted to serve in the Stormtrooper Corps, but female stormtroopers are much less common than their male counterparts.



The Imperial Army

Although they are rarely given screen time, the Imperial Army is the true backbone of the Empire's ground-based might. The Stormtrooper Corps is used to secure high-profile and exceptionally difficult planetary objectives, but the army is called upon to do most of the surface fighting. They also garrison conquered worlds and participate in peacekeeping operations all across the galaxy.

A number of different unit types—such as armor, artillery, engineers, ground support, reconnaissance, and special forces units—serve within the Imperial Army. This makes the options for an Imperial Army campaign incredibly varied. A campaign can center on anything: a group of grunt troops trudging the front lines of a planetary assault, or the tribulations of a tank crew navigating a distant battlefield.

The types of characters allowed within an army unit are also more flexible. Unlike stormtroopers, army grunts are not necessarily beholden to strict enforcement of Imperial doctrine. They are soldiers, plain and simple, and although they fight and die for the Empire, they night not necessarily agree with the orders they are given.

IMPERIAL ARMY ABILITY REQUIREMENTS

Soldiers in the Imperial Army must possess a minimum of 10 in both Strength and Constitution. Officers should have above-average Intelligence, Wisdom, and/or Charisma, but no hard and fast rule exists for judging such capabilities.

All Army soldiers and officers must possess the following feats: Armor Proficiency (light); Weapon Proficiency (rifles, simple weapons).

The Imperial Navy

The true strength of the Empire lies with its naval forces. With such vast interstellar distances to be crossed, the Imperial fleet enforces Imperial law in the spacelanes, transports troops and other resources to distant battlefields, and supports nearly every ground-based action that takes place. So the navy's attitude toward the army is somewhat less than charitable.

Other than naval-based troopers, few options are open to soldiers in the navy. One of these options is that of ship-based TIE fighter pilots. The operations possible for a squadron of naval pilots is limited only by your imagination. Ground attacks, fleet defense, attacks on pirate and Rebel Alliance shipping, and escort missions are just some of the options. Survivability can be a problem given the relative fragility of the standard TIE model, but elite pilots can be members of TIE advanced squadrons.

Like the army's troops, naval characters come from many walks of life and possess all manner of political views. Pilots, by necessity, must hold officer ranks, but this does not necessarily mean that they must be of noble birth. A great many Imperial pilots come from humble backgrounds. With such stresses placed on their numbers, the Imperial Academy is less picky about its applicants, especially late in the war.

IMPERIAL NAVY ABILITY REQUIREMENTS

Naval personnel must possess a minimum Intelligence of 10. Naval officers are expected to possess minimum Intelligence and Wisdom scores of 12 and Charisma scores of at least 14, but this not strictly enforced, and exceptions are made for political and staffing purposes.

Starfighter pilots must meet specific height and weight requirements and have minimum Dexterity scores and Intelligence scores of 12 each.

Naval personnel receive rudimentary combat training and must possess the following skills and feats: Weapon Proficiency (pistols, simple weapons); Use Computer. Starfighter pilots must also be trained in the Pilot skill.

Conscripts, Draftees, and other Undesirables

Not all the members of the Imperial military serve by choice. As the war against the Rebellion drags on and the need for troops grows, conscripts and draftees become common within the ranks, especially in the Imperial Army. Conscripts and draftees are fundamentally the same except that draftees originate on worlds that are friendly to the Imperial cause, while conscripts are culled from worlds under Imperial domination. Conscripts also include criminals who have been punished by forced military conscription, so conscripts are somewhat less controllable than their drafted comrades.

Soldiers who are forced into service see less intensive training and indoctrination than their volunteer counterparts—generally half as much, and sometimes even less than that. This causes command to view them as expendable, leading to a high casualty rate among their numbers. Conscripted units are used for suicide missions, frontal assaults, and as the first waves of planetary invasions. Conscripts and draftees are led by Imperial officers who are proven to be ineffective leaders or who are being punished in some way.

To maintain a semblance of Imperial loyalty, every such unit is assigned a political officer to monitor reliability. Acting as a friendly ear, the political officer portrays him- or herself as a guidance counselor rather than a font of Imperial propaganda. Rumors suggest that each company is seeded with one or more undercover operatives who are loyal to the Empire but act as though they are merely conscripts. These individuals report suspicious activities and seditious behavior to the unit's political officer.

CONSCRIPT AND DRAFTEE ABILITY REQUIREMENTS

A number of unique roleplaying opportunities exist for a unit of conscripts or draftees, and the types of characters who can end up in such a unit are limited only by the imaginations of your players. Given the selection process used in their recruitment, conscripts and draftees have no ability requirements. The only requirements for conscripts and draftees are that they must be Human, and they must possess the following feats: Weapon Proficiency (rifles, simple weapons).

The Upper Echelons

One interesting option for an Imperial military campaign would be to allow players to serve as a cadre of nonpilot officers within one of the Imperial branches. Such campaigns can take place in the brutal world of military politics, where the only officers to see promotion are those who are willing to do whatever it takes to get into the highest levels of the military machine. Even the best officers are tried by the effort to succeed while still following a moral compass. The heroes might even be able to change the system from the inside. Obviously, such a campaign would not focus entirely on the front lines of battle, although the game would return to such locations on a regular basis.

The cast of heroes need not consist solely of officers; a single officer hero can be adequate to explore the higher echelons of the Imperial military. The campaign would be more playable if the officer or officers in question begin the game as either high-level junior officers or low-level senior officers—either O-3 or O-4. Nonofficer heroes can take the roles of junior officers, guards, orderlies, drivers/pilots, and other members of the officer's entourage. The most difficult aspect of such a situation is making sure the spotlight shines on all heroes equally and not only the officer hero.

IMPERIAL OFFICER ABILITY REQUIREMENTS

Imperial officers have no specific ability requirements, but they are expected to have good mental ability scores. Charisma is particularly important. Support characters can run the gamut, depending on their branch of service and the roles they are expected to play as part of the officer's staff.

Given the challenges of such a campaign, you might find it reasonable to allow heroes to start at a higher level, such as 3rd, 4th, or 5th.

Battlefield Encounter Tool Kit

The battlefields of the *Star Wars* universe are many and varied, so the tactics of enemies and allies should not be limited to routine assault or defense. Methods of warfare can be codified and civil or brutal and barbaric, but the aim is always the same—victory. When the price of victory becomes secondary to victory itself, all bets are off.

Imperial Designation Codes

The following designation codes are used by Imperial branches of service. Every designation code assigned is unique to an individual, although designations of dead or retired troops are occasionally recycled, typically on a five-year cycle. Recruits and trainees are given one code during training and another when they graduate, depending on their final occupational assignments.

The first two letters of the designation code define the soldier's role or branch of service. The last string of digits—from one to ten figures in length—is the soldier's unique identification number within the specific branch. Transfers between branches can occur, but this requires assignment of new designation codes.

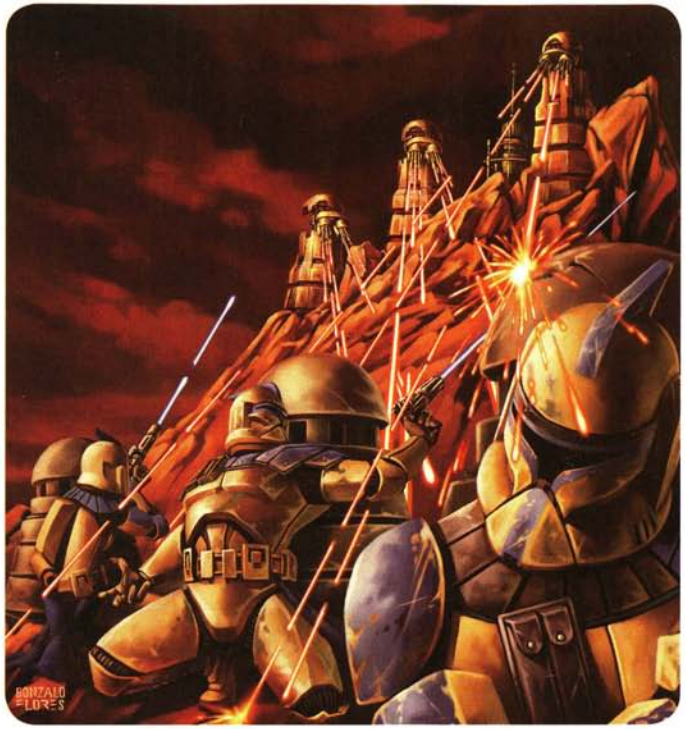
Imperial Branch	Designation Code
Army Trooper	IA
Clone Trooper	TC
Naval Crewman	IC
Naval Gunner	IG
Naval Trooper	IN
Officer	ID
Pilot	TI
Recruit, Army	RA
Recruit, Navy	RN
Recruit, Stormtrooper	RS
Royal Guard	TR
Sandtrooper	TD
Scout Trooper/Biker Scout	TB
Snowtrooper	TS
Stormtrooper	TK
Ground Transport Pilot	TA

This Battlefield Encounter Tool Kit features various rules and options for spicing up the battlefields of your military campaigns. Some of the rules presented here might prove deadly to unprepared heroes. You are advised to use them with care.

Active and Static Defenses

The warriors on the battlefields of the *Star Wars* universe use a variety of different defensive systems to maintain their positions. Active defenses include automated guns and smart mines, while static defenses include obstacles such as razor wire, fragmentation wire, booby traps and standard mines, and repulsorlift inhibitors.

ARC TROOPERS TAKE COVER FROM AN AUTOMATED SENTRY GUN.



Automated Sentry Guns

At its simplest, an automated gun is an automatic blaster controlled by a simple droid brain. The most advanced examples are practically war droids in their own right. They are positioned at strategic points across the battlefield and monitor their field of fire for movement or other stimuli. When enemy units are spotted within range, the guns open fire. Most such guns are equipped with Identify Friend or Foe (IFF) systems that allow allied units to enter the gun's field of fire without being shot.

Fragmentation and Razor Wire

Razor wire—strings of coiled wire festooned with razor-sharp metal—has been a battlefield staple for millennia. Although not impassable to well-equipped troopers, it still slows them down enough to make them vulnerable other defenses, such as repeating blasters.

Squares featuring razor wire are considered difficult terrain. When a target attempts to move through a square that contains razor wire, the wire makes a +10 attack, which is compared to the Reflex Defense of the target. If the attack succeeds, the target takes 2d6 damage and is unable to move. If the attack misses, the target takes half damage and can move as normal. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses. Each square of razor wire has a DR of 1, 4 hit points, a damage threshold of 20, and a break DC of 30.

Sample Automated Sentry Gun

Automated Sentry Gun CL 2
Small droid (4th degree) nonheroic 3/soldier 1
Init +8; **Senses** darkvision; Perception +16
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 10, Will 13
hp 13; **Threshold** 10
Immune droid traits

Speed 0 squares
Ranged light repeating blaster +3 (3d8+2) with braced autofire
Fighting Space 1 square; **Reach** 0 squares
Base Atk +3; **Grp** −5
Atk Options Point Blank Shot

Abilities Str 4, Dex 12, Con —, Int 6, Wis 14, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +8, Perception +16
Systems basic processor, darkvision, improved sensor package, locked access, plasteel shell, weapon housing (weapon is considered to be braced)
Possessions light repeating blaster, heavy power pack (150 shots)
Availability Military; **Cost** 2,500 credits (1,000 used)

Table 3-1: Active and Static Defenses

Device	Cost	Damage	Stun Damage	Splash	Weight	Type	Perception DC	Availability
Bounding mine	250	6d6	–	3 sq	1 kg	Slashing	25	Military
Fragmentation wire	100/m	2d6	–	1 sq	2 kg/m	Slashing	–	Military
Razor wire	10/m	2d6	–	–	2 kg/m	Slashing	–	Restricted
Smart mine	500	5d6	–	2 sq	1.5 kg	Slashing	20	Military
Static mine	100	4d6	–	2 sq	1 kg	Slashing	25	Military
Vehicular mine	500	4d10×2	–	3 sq	10 kg	Slashing	25	Military

Fragmentation wire is a particularly nasty form of razor wire that explodes when it is tampered with, spraying hundreds of tiny fragments through its area. Fragmentation wire is often interspersed with normal razor wire. The two are similar, but an observer can tell the difference with a successful DC 20 Perception check.

If a character enters a square containing fragmentation wire, the same attack procedure applies as for razor wire, except that a successful hit detonates the fragmentation wire, dealing 2d6 damage in a 1-square splash and destroying the fragmentation wire in that square. Fragmentation wire that has been destroyed cannot immobilize a target. Each square of fragmentation wire has a DR of 1, 4 hit points, a damage threshold of 10, and a break DC of 15. Breaking fragmentation wire results in detonation of the wire.

Mines

Standard mines are laid so that enemies trigger them and become incapacitated or killed in the resulting blast. These types of mines have thousands of variations, but they all fall into one of three general categories: static mines, bounding mines, and vehicular mines.

Static mines are small to medium explosive devices equipped with basic vibration sensors. They are concealed on or below the ground, and they detonate when triggered by nearby activity. Bounding mines are similar, but when activated they jump up to 1.5 meters into the air before exploding and sending out fragments and concussion over a wider area.

Vehicular mines are large, powerful mines that are designed to detonate only when a target of sufficient weight travels over or near them. They are equipped with sensors that detect repulsorfields, making them effective against repulsorlift vehicles.

Mines are difficult to spot when they are well concealed. Visually detecting any type of concealed mine requires a DC 25 Perception check. When detonated, a mine makes a single attack roll, which is compared to the Reflex Defense of every target in the mine's burst radius. Targets hit take full damage, and targets missed take half damage. A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

Repulsorlift Inhibitors

Repulsorlift inhibitors are simple devices that are buried 1 or 2 meters below the ground. They generate energy wells that disable repulsorlift engines within a 2-square radius. When an active repulsorlift vehicle passes over an area affected by a repulsorlift inhibitor, the repulsorlift inhibitor makes a +10 attack, which is compared to the vehicle's Reflex Defense. If the attack succeeds, the target takes 3d10×2 ion damage and its speed is reduced by half. Repulsorlift inhibitors continue to function as long as they have a power source. A typical integrated power source can maintain an inhibitor for up to 2 months.

Smart Mines

Computer controlled explosives, colloquially referred to as smart mines, can be set up in a perimeter and programmed to monitor a specific area. When activated, they explode like any other mine, but the criteria for their activation can be as general or as specific as is required. Smart mines designate targets by using sensors that detect thermal emissions, heat, or ground vibration. They are also equipped with IFF systems, so they do not harm allied units.

When a smart mine is installed, the operator must designate the mine's detonation criteria and succeed on a Use Computer check with a DC of 10. Success indicates that the mine behaves as programmed. Specific criteria include minimum range (typically within the mine's splash radius), target size (such as detonating only when medium or large creatures pass within its blast area), and the minimum number of targets (such as detonating only if two or more creatures are within the blast area).

Smart mines can be hidden beneath dirt, debris, or foliage, but a small sensor cluster still extends from the top of the mine. Spotting a smart mine's sensor cluster requires a DC 20 Perception check, modified for range. Smart mines that detonate make a single attack roll, which is compared the result to the Reflex Defense of every target in the mine's burst radius. Creatures hit take full damage, and creatures missed take half damage. A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

TABLE 3-2: INDIRECT FIRE WEAPON RANGES

TYPE OF INDIRECT FIRE WEAPON	POINT BLANK (NO PENALTY)	SHORT –2 PENALTY	MEDIUM –5 PENALTY	LONG –10 PENALTY
Cannon, heavy	5–20 km	21–40 km	41–100 km	101–200 km
Cannon, light	2–10 km	11–20 km	21–50 km	51–100 km
Field gun	50–400 squares	401–800 squares	801–2,000 squares	2,001–4,000 squares
Howitzer	1–4 km	5–10 km	11–20 km	21–40 km
Mortar	60–250 squares	251–500 squares	501–1,250 squares	1,250–2,500 squares
Turbolaser, orbital	–	–	–	Orbital turbolasers are always considered to be at long range.

Ground-Based Artillery

Most artillery on *Star Wars* battlefields is direct fire. The physics of blaster, laser, and turbolaser fire makes using them in an indirect-fire role either highly specialized—as with orbital bombardment—or impossible. Despite their effectiveness and vast ranges, the use of direct-fire weapons is hampered by terrain and ground features. So indirect-fire artillery is still in use throughout the galaxy and has remained essentially unchanged for centuries. Advances in ordnance and delivery methods have peaked, and little improvement is made. Large shells packed with high-grade explosives are fired from cannons of varying sizes. The accuracy of these systems depends in large part upon the skills of the operators firing them and the expertise of the forward observers who direct them. One example of such a weapon is the Republic artillery gun used throughout the Clone Wars, specifically in the Battle of Christophsis.

In addition to short-range field guns, medium-range howitzers, and long-range cannons, both guided and unguided missiles are also used in an indirect-fire role. Many ground-based artillery weapons are self-propelled, but some of these weapons must be towed or transported.

Mortars

Mortars are conventional indirect-fire weapons used throughout the *Star Wars* galaxy. A mortar is a tube that can be carried by a Medium character. It has a supporting bipod and a heavy base plate into which fin-stabilized shells are dropped. A firing pin at the bottom of the tube causes the propellant in the shell to ignite, launching the shell. A shell travels in a high ballistic arc, and has a relatively short range when compared to standard artillery cannons and guns.

Despite being a low-tech form of ordnance delivery, mortars continue to be employed throughout the galaxy because they are simple to use, easy to transport, and inexpensive. Mortar shells, however, are more advanced than their launchers. The shells are self-guiding and include targeting sensors and high-yield thermal warheads. Mercenary units, local militias, and some elements of the Rebel Alliance and the Imperial Army regularly use mortars in combat.



AN ARC TROOPER NARROWLY AVOIDS AN ARTILLERY STRIKE.

Table 3-3: Indirect Fire Weapon Ammunition Damages

Weapon	Cost	Damage	Stun Dmg	Splash	Delay	Weight	Type	Availability
Cannon, heavy	2,000	10d10×2	–	6 sq.	6	15 kg	Slashing	Military
Cannon, light	1,000	8d10×2	–	4 sq.	4	8 kg	Slashing	Military
Field gun	500	4d10×2	–	2 sq.	2	2 kg	Slashing	Military
Howitzer	750	6d10×2	–	3 sq.	3	4 kg	Slashing	Military
Mortar, frag	300	4d6	–	2 sq.	2	1.8 kg	Slashing	Military
Mortar, ion	450	4d6 ion	–	2 sq.	2	1.8 kg	Energy	Military
Mortar, stun	450	–	4d6	2 sq.	2	1.8 kg	Energy (ion)	Military
Mortar, thermal	3,000	8d6	–	4 sq.	2	1.8 kg	Energy	Military
Turbolaser, orbital	n/a	5d10×5	–	8 sq.	10	n/a	Energy	Military

Orbital Turbolasers

Turbolasers deployed on capital ships can also be directed at planets, providing devastating strikes from orbit. Such barrages are incredibly destructive but inaccurate. Planetary bombardment is typically used when large swathes of ground must be reduced to a cratered, rubble-strewn landscape.

Because of the inherent inaccuracy, a turbolaser fired at a specific grid reference on a planetary surface is always considered to be at long range, therefore taking a –10 penalty to hit.

Artillery Strikes

Sometimes, the heroes need artillery support, especially in campaigns where battlefield adventures are common. The information presented below and on Tables 3-2 and 3-3 pertains to artillery strikes called in by heroes. All artillery strikes are considered to be area attacks. Artillery strikes, as detailed above, are requisitioned during the initial preparation phase of a mission, just like any other gear. When the mission begins, the heroes can set aside a certain amount of their mission funds for artillery strikes, banking them in case they need the support. In this way, the heroes can set aside funds for support without having to requisition entire gunnery emplacements or starships. All of the costs on Table 3-3 are for a single artillery strike of that type; the one exception, orbital bombardment, cannot be purchased when gearing up, but must instead be called in as a command special order (see page 73).

A hero acting as a forward observer chooses a single square within his or her line of sight as the center of an artillery strike. The hero must possess a comlink or some other way of relaying information to the artillery source, as well as a rangefinding device (such as a pair of electrobinoculars) and a datapad for determining planetary coordinates. The hero makes a Knowledge (tactics) check as a standard action against a DC of 15; if the check is successful, the artillery fires and its attack hits the target square a number of rounds later equal to the weapon's delay value on Table 3-3. If the hero's check fails, the attack is off-target by a number of squares equal to the amount by which the check fails. The Gamemaster determines the direction in which the attack is off.

If, however, the Knowledge (tactics) check was a success, the artillery strike hits the target square and makes an attack at +5 against the Reflex Defense of any creature, object, or vehicle in the target square. The attack roll gains a +1 bonus for every two points by which the Knowledge (tactics) check exceeds a DC of 15. If an attack hits, the target takes full damage from the artillery strike; the target takes half damage on a miss. Likewise, compare the attack roll to the Reflex Defense of all targets within the attack's splash radius; those targets take half damage on a hit and no damage on a miss.

On subsequent rounds, the hero can call in additional artillery strikes on the same location as a standard action. If the hero chooses to target the same square, that hero can use the same Knowledge (tactics) check result as was used on the last round instead of rolling a new skill check to re-aim the device.

Random Mission Generator

You might have a clear idea of the types of missions you want to send the heroes on. However, the random mission generator, below, can help to formulate a basic concept from which you can extrapolate more concrete details for a specific mission. To use the generator, roll a d20 and consult Table 3-4: Missions. Each mission type is briefly described in the next section, along with criteria to determine mission success.

Table 3-4: Missions

D20 Roll	Mission
1	Ambush
2–3	Assault
4	Capture
5	Cover
6–7	Defense
8	Delay/Hold
9	Demolition/Denial
10	Escort
11	Forward Observation
12	Interdiction
13	Pacification/Peacekeeping
14–15	Reconnaissance
16	Reinforcement
17	Rescue
18	Retreat/Withdrawal
19–20	Search and Destroy

Ambush

Ambush missions send the heroes near or into enemy territory to lay in wait and attack passing enemy forces. Missions with this profile do not always end in carnage or bloodshed; sometimes the enemy does not show up at all.

Success: The enemy must be encountered and engaged and must take at least 50% casualties.

Assault

Heroes on an assault mission must attack on one or more enemy positions. The objective of the mission is to kill, drive off, or otherwise incapacitate the enemy defenders, denying them the specified location. The condition of the enemy position after the defenses are neutralized is not important.

Success: The enemy position must be taken or destroyed, and the enemy defenders must be captured, forced to retreat, or destroyed.

Capture

Capture missions require taking an enemy position or resource so that the heroes' allies can put it to use. These missions are like assault missions, but the designated target must survive the encounter.

Success: The enemy position or resource must be captured.

Cover

In a cover operation, the heroes must provide protection for another unit that is performing a separate mission. Examples include covering the retreat of a squad of troops or monitoring the advance of an armored column to prevent it from being attacked.

Success: At least 75% of the covered force must survive.

Defense

The heroes must defend a location from enemy attack. Additionally, they must do their best to prevent damage to the location.

Success: The heroes must successfully prevent their position from being captured or destroyed by the enemy.

Delay/Hold

Delay and hold missions are typically part of a retreat or defense. Specifically, a delaying mission prevents an enemy advance while elements in the rear withdraw or retreat with minimal enemy harassment. Hold missions, on the other hand, require the heroes to hold a location for a brief time, eventually retreating when the location is no longer useful.

Success: The heroes must delay the enemy or hold a location for a specific length of time before withdrawing.

Demolition/Denial

Demolition and denial missions require the heroes to destroy an objective. In a demolition mission, the heroes must infiltrate the enemy's lines and destroy one or more targets, such as a bridge, a fuel dump, or a defensive emplacement. Denial missions, on the other hand, are made during a withdrawal or retreat when a location can no longer be held, to deny the resource to the advancing enemy.

Success: The designated target must be completely destroyed.

Escort

Heroes on an escort mission must protect an asset as it is moved from one location to another. The asset can include one or more vehicles, an individual or a group, or anything else that needs protection as it is relocated from one position to another.

Success: At least 75% of the escorted assets must survive.

Forward Observation

Forward observation requires approaching an enemy position and communicating its coordinates so that artillery or air support can destroy it.

Success: The target's correct coordinates must be communicated to the heroes' allies.

Interdiction

Interdiction missions require the heroes to interrupt, confuse, or otherwise disrupt an enemy operation. Examples include destroying an enemy reconnaissance patrol, preventing supplies from reaching enemy positions, or reducing the effectiveness of an enemy asset.

Success: The enemy operation must be disrupted.

Pacification/Peacekeeping

Pacification and peacekeeping missions are akin to policing duties, requiring the heroes to oversee indigenous civilians or to prevent violence or conflict from occurring in a designated location. This is not necessarily an attack on civilians, but hostile action might be required, depending upon the civilian reaction to the heroes.

Success: The heroes must keep the peace with a minimum of either friendly or civilian casualties.

Reconnaissance

Reconnaissance—also called recon or recce—missions require the heroes to scout an area for signs of enemy movement or other suspicious activity. Such missions are performed by small, mobile units. Stealth, while optional, is preferred for such missions, and combat is often incidental.

Success: The heroes must complete their recon patrol and collect valuable intelligence. Finding nothing of interest is, in and of itself, something to report.

Reinforcement

A reinforcement mission requires the heroes to locate and lend their strength to a friendly unit that is either under attack or has recently been attacked, suffering significant casualties. Reinforcement missions are typically done on a timetable, with the heroes expected to provide aid within a specific period of time.

Success: The friendly unit must survive with at least 50% of its current assets intact.

Rescue

A rescue mission requires the heroes to locate and return to base one or more allies who have fallen victim to trouble. The target of the rescue might be a hostage, a downed pilot, a wounded soldier, or any allies who are in trouble and need to be rescued.

Success: The targets must be located and returned to base with fewer than 25% casualties.

Retreat/Withdrawal

Retreat and withdrawal missions require the heroes to vacate a specific position and travel to a new defensive location. Retreats are done on short notice, often while under fire, but withdrawals are planned and more organized.

Success: The heroes must successfully relocate while taking no more than 25% casualties.

Search and Destroy

When assigned to a search and destroy mission, the heroes must locate an enemy asset and neutralize it. This differs from demolition/denial missions in that the target location is either unknown or approximate—thus, the search aspect of the mission.

Success: The target must be located and completely destroyed.

Chapter IV
Military Units





Many will claim that wars are fought by individual soldiers, and that a single person's contribution can turn the tides of battles and even of entire wars. That may be true, but typically wars are carried out not by individuals, but by factions. Within most conflicts, those factions are broken down into even smaller groups, often known as military units. This chapter details fifteen unique military units drawn from across the breadth of the *Star Wars* saga, from the ancient days of the Great Sith War all the way up through the fight against the Yuuzhan Vong invaders.

Some units are part of a larger military structure, but still retain a great deal of autonomy. Although organizations such as the Katarn Commandos and Wraith Squadron answer to their New Republic and Galactic Alliance superiors, they still choose their own missions, create their own plans, and execute those plans according to their own standards. Other units aren't part of militaries at all; for example, the Mistryl Shadow Guard is an organization unto itself, and though beholden to the Eleven Elders of the People it answers to no higher military authority other than its own leaders.

Heroes can choose to use these organizations as a part of their characters' histories or simply as models for creating their own, similar organizations. Having the heroes all choose a single unit as their organization makes it very easy for both the players and the Gamemaster to justify why heroes of such disparate skills and personalities might be working together. Serving as members of the same military unit is a great way for heroes to find common ground without having to resort to elaborate descriptions of how each hero knows each other hero and why they would all be working together. Moreover, having the heroes all be members of the same military unit makes it much easier to design adventures for those heroes, as they all have common (if not identical) goals and motivations.

By the same token, these military units can be used as allies and antagonists for heroes in any campaign, not just those with a military theme. Each military unit in this chapter contains information on its goals, methods, rank structure, and missions to help give the Gamemaster a solid idea of how the organization functions and what its members could be like. When creating NPC allies and antagonists, using these military units is a great way to give an adventure a warfare-based twist without having to alter the structure of the entire adventure.

Ailon Nova Guard

History

Some societies are founded on commerce, science, or art. The people of Ailon worship fighting, and their military—the Ailon Nova Guard—is one of the finest in the galaxy.

Nearly 13,000 years ago, Ailon became a member of the Republic. Its people quickly realized that the eons of warfare they had endured on their homeworld had forged them into warriors without equal—at least, when compared to the other species that made up the galactic confederation. Initially contemptuous of Humans, Duros, and others, the Ailon soon grew to respect the Republic's superior technology and realized that they could serve the cause of war by fighting the Republic's enemies. The Ailon Nova Guard hired out its services to the Republic's Supreme Chancellor and used the credits it earned sustain its homeworld, allowing more Ailon to move from sustenance farming into the military.

The Nova Guard remained separate from the Republic Army. As a special combat detachment, its members saw service only when the Republic's need was great and when the Republic military had room for them in its annual budget. The Republic did away with its standing military after the Ruusan Reformation in 1000 BBY, and the Nova Guard filled the gap. However, the group could not hide its disgust with a government that had pulled out its own fangs.

The rise of the Empire suited the Nova Guard. Having fought under too-lenient Jedi commanders in Clone Wars debacles such as the Battles of Bassadro and Ord Canfre, the Nova Guard gravitated toward Emperor Palpatine. Under his orders, they slaughtered the Mandalorian Protectors at Norval II, and the Ailon High Marshal welcomed the chance to further serve the galaxy's iron-fisted ruler.

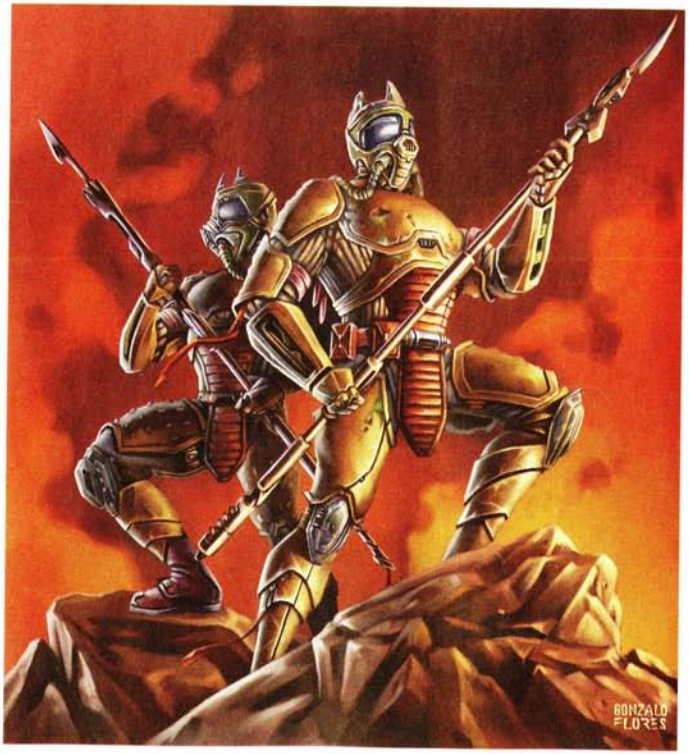
The feeling was not mutual. Emperor Palpatine and his officers sneered at these non-Humans with delusions of superiority, and they refrained from wiping out Ailon only after the act was deemed an inefficient use of the Empire's resources. Instead, the Empire kept the Nova Guard occupied by sending them on suicide missions. The Ailon High Marshal treated these assignments as great honors, believing the daunting odds to be a sign of the Imperial military's deep respect.

The Empire's scheme backfired when the Nova Guard began winning even these impossible battles. To prevent further embarrassments, the Empire dramatically cut back on Nova Guard activities, leaving the people of Ailon with no outlet but to direct their energy into the annual Ailon Military Celebrations. This string of events, encompassing parades, air shows, ceremonial duels, weapons displays, war games, and salutes to the martial traditions of other cultures, drew tourists from across the Inner Rim and allowed the Nova Guard to keep its units in top shape.

With no active combat killing off Nova Guard soldiers, the high reproduction rate of the Ailon soon swelled their military past its capacity. At its height, the Nova Guard numbered close to a billion soldiers. Whole regiments were reassigned solely to the task of training new recruits. After the Empire showed its weakness by losing the Battle of Endor, the Nova Guard volunteered its services to the victorious New Republic.

Setting on its former Imperial allies with ferocity, the Nova Guard helped the New Republic eradicate Imperial forces in the Inner Rim. As their successes mounted, the Nova Guard moved on to target the Empire's fortress worlds in the Mid Rim.

The New Republic kept the Ailon Nova Guard steadily employed, always aware that the mercenaries could turn on them at the first sign of weakness. This prediction proved true during the first year of the Yuuzhan Vong war. Awed by the invaders' military might, the Nova Guard helped the Yuuzhan Vong conquer the Inner Rim. Their actions earned Ailon homeworld crippling economic sanctions in the postwar era.



Ailon Nova Guard soldiers

METHODS

Members of the Ailon Nova Guard are drilled from birth in military history and tactics. They prize physical toughness and believe in survival of the fittest. This near-religious devotion to martial traditions ensures that the soldiers of the Nova Guard are professional under every circumstance. Cowards are uncovered (and executed) long before they have a chance to shame their regiments in combat.

The Nova Guard organizes itself into divisions and regiments based on the disciplines of land armies. While the Nova Guard includes sea and air specialties, these mercenaries find no glory in the sterile coldness of space warfare.

The specializations of the Nova Guard cover the gamut of planetary war. Antiaircraft divisions operate missile batteries. Repulsorlift divisions pilot atmospheric gunships and speeder transports. Artillery divisions drive treaded vehicles to fire on enemy fortifications. Armor divisions crew tanks and personnel carriers. Naval divisions deploy aquatic troopers and submersibles. Infantry divisions, known for their full-body armor, are skilled with blasters but take special pride in using the eklot, a short sword treated with a fast-acting neurotoxin.

Each soldier of the Nova Guard is issued a blaster rifle (to which is affixed a vibrobayonet), a blaster sidearm, and a grenade launcher. In battle, Nova Guard divisions work together to systematically outthink, outflank, and overwhelm their enemy; individual soldiers often are shocked by the relative inexperience of their foes.

MISSIONS

As a mercenary force, the Ailon Nova Guard takes nearly every job offered, for fear of falling out of practice. However, the Nova Guard's asking price is high, ensuring that the group receives only offers that are suited to a military force of its remarkable size and experience.

For thousands of years, the Nova Guard aided the Republic in beating back Hutt incursions and in taming savage worlds on the galactic fringe. Often, such missions involved exhausting a planet's military over weeks or months while Republic negotiators gained a foothold in the capital. Other times, it took only days for the Nova Guard to force the enemy's surrender.

During the Empire's reign, Nova Guard soldiers were little more than cannon fodder. Imperial commanders threw them against entrenched hostiles in the hope that their annihilation would provide insight into the enemy's composition and tactics. After millions of honorable deaths, the Nova Guard began adopting scouting and ambush tactics. This development turned what appeared to be certain routs into unlikely victories, including the toppling of King Satyr Azzlectico and the Sundering of Slession.

The Nova Guard's New Republic missions were less suicidal. Nova Guard regiments operated alongside the New Republic military to provide muscle and knowledge of Imperial tactics. The Yuuzhan Vong invasion prompted yet another flip, as the Nova Guard switched sides and led Yuuzhan Vong vanguards against soft spots in the defenses of Cona, Manaan, and Zeltros.

Whatever Ailon's changing alliances with the rest of the galaxy, the Ailon Military Celebrations provide an outlet in which even inactive soldiers can participate in simulated combat. The most prominent war game during the festivities involves three Ailon armies—Ethromite, Oridium, and Feldspar—that seize and hold an island continent until the final minute of the closing ceremonies.

RANK STRUCTURE

A minimum five-year tour of duty in the Ailon Nova Guard is mandatory for every able-bodied citizen. So central is combat to Ailon culture that those who are rejected for service—or worse, expelled from the ranks—exile themselves from their homeworld in disgrace.

New inductees into the Nova Guard receive the rank of Guardsman. They are considered active-duty combat personnel even while they undergo training. Promotion within the ranks gives Nova Guard soldiers increasing command responsibilities: Corporals lead sections (40 soldiers), lieutenants lead platoons (six sections), majors lead companies (eight platoons), and lieutenant colonels lead battalions (eight companies).

Among land-based army units, colonels command regiments (made up of two or more battalions). The equivalent rank among air and sea divisions is brigadier, with a similar-sized formation called a brigade. Each Nova Guard division (six regiments) is led by a major general, and corps are commanded by field marshals. All field marshals from across the planet make up the Ailon Marshalate, an elite command force that doubles as a ruling council. The supreme ruler of the Nova Guard—and of the planet itself—is the High Marshal of Ailon.

The Ailon First Honors Platoon is the most celebrated unit of the Nova Guard. During the annual Ailon Military Celebrations, each Guardsman of the First Honors Platoon carries a banner emblazoned with at least 30 battle honors, each of which commemorates a legendary war in the group's 13,000-year history. Currently, the celebrations pay tribute to more than 7,200 battle honors, and the Ailon Nova Guard doesn't intend to stop there.

Churhee's Riflemen

History

More than a mercenary force, Churhee's Riflemen is a tight-knit band of sharpshooters with high standards of membership—and zero tolerance for those who don't appreciate the purity of ranged combat.

Formed in the decade following the end of the Clone Wars, Churhee's Riflemen took advantage of the Empire's stranglehold over military operations at the sector and system level. With many planetary defense forces either disbanded or nationalized, the need for independent contractors was stronger than ever.

Vlaydm Churhee drew upon his heritage as a sharpshooter in the Army of the First Line on Ulda Frav to form a squad of for-hire soldiers. Churhee's Riflemen advertised its talents throughout the Outer Rim's Sarin and Parmel Sectors, first serving as a unit within larger mercenary armies, then accepting solo jobs as its reputation grew. Soon, Churhee's Riflemen was regularly engaged in rear-guard harassment of enemy lines, scouting troop movements, and assassinating opposing commanders from long-range cover.

Churhee's Riflemen accepted any assignment regardless of ideology, sometimes even switching allegiances in the middle of a battle. That changed after a debacle in the Y'Trella System. While on a job for the Empire, the group found itself pinned down by the enemy and abandoned by the Imperial forces that had promised to provide backup. Almost all the Riflemen perished, and their founder, Vlaydm Churhee, was among the dead.

The survivors regrouped on Turcan III under the leadership of Vladym's widow, Maydla Churhee. They agreed to rebuild the unit, but this time as a fiercely anti-Imperial organization. Churhee's Riflemen still accepted jobs from sector crimelords and neutral parties, but it poured the profits into beefing up intel on the Parmel Sector's Moff Tallis. This intel allowed them to solicit specialty work from local cells of the Rebel Alliance.

The Riflemen became such an irritant to the Empire that Moff Tallis eventually flattened Turcan III with a full-scale military assault. More than half the Riflemen died while fighting a rear-guard delaying action, but the remainder escaped offworld thanks to an airlift organized by the Alliance.

The Battle of Turcan III cemented the members of Churhee's Riflemen as heroes of the Rebellion and brought the group galaxywide fame. The Rebel Alliance (and later the New Republic) kept the Riflemen busy with lucrative, exclusive assignments, in part so that they could exploit the propaganda value of having the Riflemen among their ranks.

After the New Republic captured Coruscant, Churhee's Riflemen no longer felt comfortable working for those in the seat of galactic power. The group returned to Turcan III, but this time with the clout and freedom to be picky about the mercenary jobs it selected. Churhee's Riflemen continues to take work from free-market gangsters, but it has a hatred for despots of all stripes.

Methods

The members of Churhee's Riflemen fill a role halfway between scouts and light infantry. Too small in number and too lightly armored for front-line combat, the members of the Riflemen strike the enemy from the rear or from flanking positions, blasting away with quick, damaging fusillades and then retreating.

The Riflemen keeps its gear and weaponry to a minimum for mobility, and its members seldom employ vehicles larger than speeder bikes. The group's signature weapon is the SoroSuub Kylan-15 blaster rifle, customized by Vlaydm Churhee to include a collapsible stock, an advanced sniping scope, and a silencer. Marksmanship is a point of pride in the ranks, and Churhee's Riflemen encourages the rumor that its members can shoot the tongue off of a dripdrinker larva from 1,000 meters.

The Riflemen's members are fond of droids and use ASPs for maintenance, GHT medevac droids to retrieve wounded soldiers, and repulsor-equipped R2 units to map battlefields. The biggest dangers to the Riflemen's fighters are small skirmish units specifically tasked with eliminating threats like theirs.

The ability to hit a target from long range is critical to the success of the Riflemen. Sniping is a core tactic, used from deep cover to take down enemy commanders with head shots or to detonate the lead vehicle in an armored column with a precise hit on its fuel canister. The Riflemen often splits its ranks, with one or two squads sniping from long range and the remainder of the company springing an ambush from near cover. Such attacks are usually over in minutes, ending either when the group withdraws on speeder bikes or the enemy formation has been annihilated.

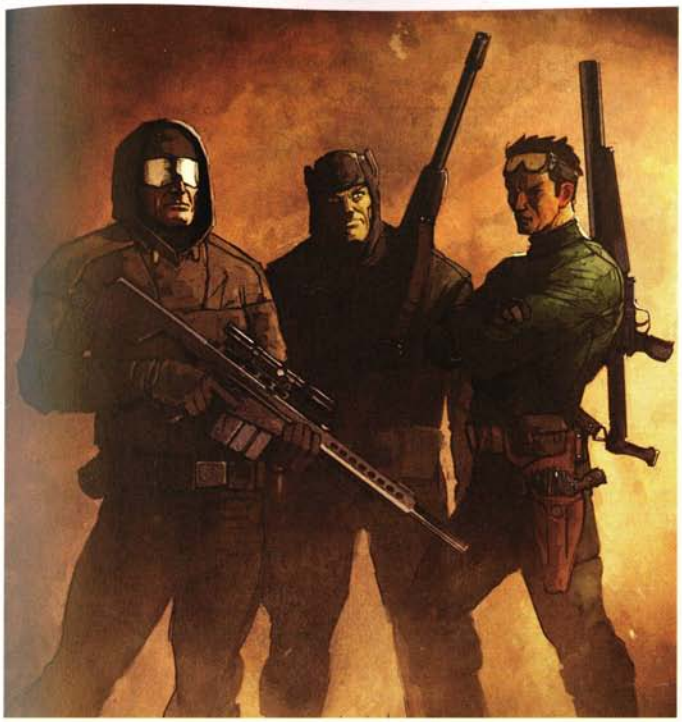
Although it often works alongside other military units, the Riflemen is equipped to operate on its own. Its members are experts at survival and camouflage in forest, mountain, and savanna settings, which correspond to the planets where Churhee's Riflemen primarily operates and trains: Turcan III, Vohai, and Parein II.

Missions

Churhee's Riflemen is a mercenary group, but it accepts only jobs that exploit its expertise in sniping, ambush, and combat scouting. Rarely is the group hired to perform a mission without backup. The members of the Riflemen are not commandos, and the group lacks the diverse range of talents needed to tackle infiltration or demolition. Instead, Churhee's Riflemen is an ideal complement to a planetary defense force or a motley mercenary army.

On scouting missions, the group's members execute quick reconnaissance on speeder bikes and report back concerning the enemy's strength and movements. Because of their skill, Churhee's Riflemen is allowed to engage at will, taking out opposing scout patrols or dealing damage to targets of opportunity.

CHURHEE'S RIFLEMEN



All members of the group are expert snipers. Sniping and ambushing often happen simultaneously, as some shooters fire with surprise from close range while snipers pick off targets from afar. Snipers also provide support for full-scale army engagements, in which they can be found firing from fortifications or hovering gunships.

During its early years, Churhee's Riflemen regularly accepted missions from Imperial forces in the Parmel and Sarin Sectors. It operated in the place of dedicated scout trooper patrols, pathfinding for AT-ATs and heavy armor. Its targets included Sarin smugglers and pirates as well as suspected Rebel cells embedded in the megalopolises of Revkinn V.

The massacre in the Y'Trella System caused the Riflemen to accept anti-Imperial contracts exclusively. Missions during this era relied heavily on the group's inside knowledge of Imperial operations and tactics, although wary Rebels initially didn't put much stock in the Riflemen's sudden change of heart. Churhee's Riflemen aided Rebels and independent interests in rolling back the territorial gains of Moff Tallis planet by planet, sometimes chasing Imperial forces into the heart of a garrison and forcing the surrender of the base commander.

In the post-Endor era, Churhee's Riflemen continued to fight Imperial holdouts, this time backed up by the full might of the New Republic Army. Its most celebrated public exposure came during the Ryoone campaign, when the Riflemen matched wits with the Empire's Lightning Squadron in a month-long string of engagements.

Rank Structure

Since the unit's inception, Churhee's Riflemen has patterned itself after the makeup of a traditional Imperial scout company. Its roster consists of approximately 240 individuals (plus various support personnel) organized into eight platoons. Vlaydm Churhee (and later Maydla Churhee) serves as the unit's commanding officer.

A platoon is made up of approximately 30 soldiers, organized into lances of five (including a sergeant) or squadrons of 10 (commanded by a lieutenant). Multiple squads often are led by a sergeant major.

New members of Churhee's Riflemen receive the initiate rank of Frontiersman, but only after passing a tracking, stealth, and sharpshooting program. Applicants typically come from other militias or mercenary bands with years of experience under their belts, but the Riflemen's program is so rigorous that only one out of every 20 applicants is accepted. Churhee's Riflemen are very welcoming toward non-Humans, often disproportionately employing members of species such as the Lafrarians and the Ri'Dars that have superior distance vision.

Although their profile was raised to a galactic scale following the Battle of Endor, Churhee's Riflemen is largely a fringe player most comfortable operating in the Outer Rim and the partially explored borders of Wild Space. Its members are well paid, but most have few indulgences beyond caring for their Kylan-15 blaster rifles and enjoying an occasional glass of Forvish ale.

"THE RIFLEMEN ARE WORTH THEIR HIGH FEE, AND THEY SHOULD BE KEPT ON RETAINER FOR FUTURE NEEDS."

–CAPTAIN ZGORTH'STH, NEW REPUBLIC DEPARTMENT OF THREAT ASSESSMENT

Hapan Royal Guard

History

For millennia, the Hapes Consortium—a isolated cluster of stars cut off from the galaxy and rumored to house beautiful women and uncountable riches—fueled the imaginations of envious spacers. Even today, its all-powerful monarchy continues to captivate public interest, and it is the Hapan Royal Guard that prevents the collapse of this charmed society by standing in the way of regicide.

Hapan culture traces its origins to approximately 4050 BBY, when the Jedi Knights annihilated the Lorell Raiders (also known as the Hapan Pirates) who had been harassing Republic shipping from hideouts in the near-impassable Transitory Mists. The pirates' captives—most of them strikingly beautiful women—retreated to the 63 worlds within the Mists and formed a female dominated and, eventually, very wealthy society. With all governmental power vested in the hereditary office of Queen Mother, the Hapans built a powerful navy and eventually sealed the cluster's borders in 3100 BBY.

Although the galaxy couldn't see it, the 63 Hapan worlds entered a golden age. The Queen Mother's power was absolute, but that didn't prevent rivals from trying to maneuver other family members onto the throne. The Hapan Royal Guard, or the Chume'doro, first appeared in about 3000 BBY to protect the Queen Mother.

This bodyguard unit consisted of 100 women selected from the elite members of the Hapan Navy and tasked with accompanying the Queen Mother on trips outside the Fountain Palace, screening visitors to her throne room, and tasting her food. Over time, the Royal Guard's ranks increased as they expanded their protection to include other members of the royal family. When scheming heirs corrupted the Royal Guard's bodyguard details and enlisted their help in coup attempts, the Chume'doro established the Investigative Branch to ferret out plots against the Queen Mother and to perform internal-affairs surveillance against its own members.

In 8 ABY, the Hapes Consortium reopened its borders. The reigning monarch, Ta'a Chume, fell out of power in favor of her daughter-in-law, the outsider Teneniel Djo. The Royal Guard shifted its allegiance to the new ruler, but Ta'a Chume, still under palace protection, played on her personal guards' loyalty to her and used them to help plot Teneniel's death.

A secret war erupted within the ranks of the Chume'doro. Assassinations thinned the group's ranks even as it maintained an unbroken veneer of professionalism. The end of the Yuuzhan Vong war united the Royal Guard once more, with its members protecting Queen Mother Tenel Ka and her daughter Allana from assassination during the Second Galactic Civil War.

Methods

The Hapan Royal Guard is a police force, not a military branch. Its agents are quietly omnipresent. The Queen Mother is never without her bodyguard, and other agents are stationed aboard the Queen Mother's flagship, *Star Home*, aboard any naval vessels that she might visit, and on each of the worlds of the Consortium. Their role in these settings is to investigate possible threats to members of the royal family.

The Chume'doro have unlimited authority to commandeer local security forces, detain and interrogate any citizen, seize property and confiscate items, and tap into private communications. In the name of the Queen Mother, a member of the Royal Guard can overrule the orders of even the highest-ranking fleet admiral. Despite the lack of curbs on the power of the Chume'doro, most Hapans willingly submit to its authority. They believe their Queen Mother to be almost a goddess, and her protectors incorruptible.

If a member of the Royal Guard detects a plot against the Queen Mother, an Investigative agent determines the extent of the threat, and agents arrest the conspirators without violence. If necessary, Royal Guards are also the elite fighters who defend the Queen Mother with their lives. Wars, although rare, occur as a result of organized pirate raids or attempted coups by the planetary forces of one or more of the 63 worlds of the Consortium. During full-scale battles, the Chume'doro commands the Hapes Home Guard and other military elements.

All Royal Guards are experts in unarmed combat and the use of edged weapons, polearms, and blaster pistols. Specialty branches include Fountain Snipers (who protect the palace with long-range rifles), Fountain Gunners (who operate heavy weapons and fixed emplacements), and Royal Fliers (who pilot a variant of the Miy'til starfighter). Royal Guard detachments on the 63 Consortium worlds have combat specialties appropriate to their assigned environments, such as forest, urban, arctic, and aquatic.

Missions

Most of the Royal Guard's work is carried out by the Investigative Branch, including surveillance on other members of the Chume'doro. Missed threats often manifest in combat opportunities that are (hopefully) short and one-sided. These acts of attempted regicide include ambushes in cramped hallways, blocked avenues that trap motorcades, sniper fire during public addresses, and suicide killers who rush the Queen Mother laden with explosives or who pilot aircars into the palace's residential wing. Such assassins can be lone crazies, hired bounty hunters, rogue military personnel, or even traitorous agents of the Royal Guard. During assassination attempts, whichever members of the Royal Guard are assigned to the Queen Mother or her heirs at that moment are expected to kill the attackers and escort the ruling family to safety.

It takes a big threat to mobilize the entire Royal Guard. Sustained raids by pirates (who are sometimes led by Hapan males of noble birth) are the most common menace, although planetary rebellions have occurred throughout the Consortium's history. In these circumstances, Royal Fliers attach themselves to whichever Hapan naval elements they choose, and they are automatically granted rank privileges and priority launch clearance over the regular pilots stationed aboard those *Nova*-class battle cruisers.

If the conflict involves ground combat, the Chume'doro commands battalions of troops or sends individual agents on sabotage, reconnaissance, or rescue missions. Royal Guard agents take command of regular Hapan military forces only when the Queen Mother's rule is threatened or when the Consortium as a whole is in danger (often the same thing). Smaller conflicts against isolated groups of pirates or local smugglers are handled through the traditional military chain of command.

Because Hapes is bathed in starlight, members of the Royal Guard share their people's genetic night blindness. They carry night-vision optics to compensate for this deficiency in low-light conditions.

Rank Structure

The Chume'doro has two branches: Royal and Investigative. The Royal Branch protects the Queen Mother through combat and deterrence; its divisions include Fountain Snipers and Royal Fliers, and the contingents operating on each of the 63 Consortium worlds are considered unique divisions. The Investigative Branch protects the Queen Mother through spying and interrogation, and it has five divisions: Surveillance, Interrogation, Forensics, Purity (internal affairs), and Stealth.

New inductees are known as agents, and the term also is used informally to describe all members of the Royal Guard. In ascending order of rank, agents can be Grade 3, Grade 2, or Grade 1. Agents typically operate in cells of two to four individuals. Those who earn recommendations from their superiors fight in duels with polearms or other melee weapons, with the winner earning a promotion to officer status.

Royal Guard officers start with the rank of captain and command up to 40 cells of agents. The next highest rank is major, which is the highest rank within the Investigative Branch.

The Royal Branch has one elite rank, the Favored, who are considered the spiritual descendants of the original bodyguards assembled to protect the first Queen Mother. Although few in number, the Favored have complete authority over the Royal Guard, Hapan military forces, and civilians. The ranks of the Favored are 100 percent female, whereas the membership of the rest of the Royal Guard is 95 percent female and 5 percent male.



A MEMBER OF THE HAPAN ROYAL GUARD

KALEESH KOLKPRAVIS

HISTORY

Kalee is a harsh, dirt-poor world that has been ignored by the rest of the galaxy. The only native that most beings have heard of is General Grievous. Society on Kalee is dominated by thousands of Kaleesh tribes linked by complicated bloodlines and by feuds that have endured for centuries. The formation of the kolkpravis—a united army of tribal warriors from across the eastern hemisphere—became possible only after extraplanetary threats eclipsed old hatreds. The soldiers of Kalee's kolkpravis tested their swords against Thalassian slavers and ore raiders, but the planet remained largely isolated, its enemies never granting it the importance the Kaleesh believed to be their birthright.

During the Kadok Regions' Bitthævrian expansion circa 65 BBY, the Republic failed to topple the Bitthævrian regime on Guiteica with a secret coup. Rather than allow their meddling to come to light, the Republic trained the kolkpravis as an insurgent force. Armed with Czerka Outland rifles and covertly aided by Jedi, including Count Dooku and Qui-Gon Jinn, the kolkpravis pitted themselves against the soldiers of Guiteica's m'Yalfor'ac Order. Within five years, the Bitthævrians withdrew in defeat, and the kolkpravis never learned that they had acted as the Republic's puppets.

Soon, the warriors of the kolkpravis had to defend against a real and imminent threat. The insectoid Yam'rii (which the Kaleesh called the Huk) invaded Kalee while scouring for colony worlds, and the besieged kolkpravis found inspiration under the leadership of Qymaen jai Sheelal and his soulmate, Ronderu lij Kummar.

Sheelal organized the kolkpravis into eight divisions, each answerable to one of the Izvoshra—eight elite soldiers responsible for Sheelal's protection and the execution of his will. After driving the Yam'rii from Kalee, Sheelal and the kolkpravis chased the aggressors back to their homeworld, massacring both soldiers and civilians.

The Yam'rii petitioned the Republic's Senate to save them from extinction, and Jedi intervention brought an abrupt end to the Huk War. Shamed by this conclusion to their crusade, the kolkpravis suffered further as economic sanctions drove Kalee into ruin. Sheelal—now calling himself Grievous as a tribute to his companion Ronderu following her death in combat with the Yam'rii—took jobs with the InterGalactic Banking Clan to alleviate his homeworld's misery. Yet he was a warrior, not a thug, and soon returned to lead the kolkpravis after learning that the Yam'rii had desecrated Kaleesh burial grounds on the colony world of Oben. The IBC sabotaged the ship carrying Grievous and the eight members of the Izvoshra, sending it into the Jenuwaa Sea.

Grievous lived on, reborn as a cyborg to serve Count Dooku in the Clone Wars. Bentilais san Sk'ar, a former revolutionary turned tyrant of the western hemisphere and the only member of the Izvoshra to survive the crash, rallied the kolkpravis. He led the slaughter of the Yam'rii on Oben and moved his people to that resource-rich world.

After Captain Thrawn was forced to raze Oben as part of his pacification of the fringe territories, Sk'ar left Kalee space to serve the Empire. The kolkpravis, led by a female warrior believed to be the second incarnation of Ronderu lij Kummar, continued to guard the remnants of their once-proud civilization.

METHODS

The kolkpravis are formed from smaller tribal fighting forces. Each unit follows similar methods—hide, scout, raid, and retreat—refined over centuries of intertribal warfare. A Kaleesh tribal warrior is an expert at desert, mountain, or jungle combat, depending on which part of the planet he or she is from, and boasts an expertise at camouflage. Warriors can spend months in the field, keeping a wary eye on rivals while hunting for mumuu or other animals to bring back to their families. The landscape of Kalee is riddled with rocky caves and other boltholes, undetectable from the surface and known only to tribal leaders and veteran scouts.

The kolkpravis engage in tactics similar to those of their forebears, albeit with a higher degree of organization. Although kolkpravis units are usually made up of members of a single tribe, different units are expected to cooperate when thrown together into a horde, a brigade, or a khanate. Orders are to be obeyed without question under penalty of death.

As a land-based fighting force, the kolkpravis have no skill at space combat.



WARRIORS OF THE KALEESH KOLKPRAVIS

When attacking a planet, large transports race through the battle zone to a controlled crash landing, whereupon the kolkpravis disembark and disappear. Against weak foes, the kolkpravis swarm and kill every combatant; against strong foes, they go to ground to engage in wars of attrition that can last for years.

Kolkpravis warriors carry Czerka Outland projectile rifles, which are equally effective at sniping and at quick bursts of close-range fire. For melee combat, all kolkpravis soldiers carry one-handed Lig swords, and many employ 2-meter-long shoni spears.

Missions

The kolkpravis are relentlessly martial. They have no concept of downtime and never retire from service. If a mission requires it, kolkpravis warriors spend weeks creeping silently through wind-whipped ravines to set up better shots at enemy encampments, even if it means losing digits to frostbite and half their body weight to starvation. Since Kaleesh culture is built around the belief that great warriors can fight their way to divinity, suicide attacks are encouraged as a battlefield tactic.

During the Bitthævrian War and the Huk War, the kolkpravis landed on worlds controlled by the enemy and conquered key territories with hopscotch tactics—half the warriors held the line while the other half pushed into the enemy's formation, then the warriors in front held the line while those behind advanced. If the tide turns against them in battle, the kolkpravis scatter and carry on a guerilla war from deep cover, inflicting demoralizing enemy losses during a long campaign. The kolkpravis brigades that defend Kalee adopt much the same style, using their cave network to strike without warning.

The vast majority of kolkpravis missions involve the speedy and surreptitious elimination of isolated enemy targets. A large fighting force appears only when victory is certain and all warriors want to count themselves among the day's anointed.

The eight Izvoshra are military khans in charge of the eight kolkpravis divisions, and they also served as the personal bodyguards of General Grievous. Their missions involved protecting their leader from challengers and assassins. After Grievous was apparently killed in the crash of his ship, the institution of the Izvoshra lived on. Acceptance into its ranks is considered an important step on the road to godhood.

Rank Structure

The most basic unit of the kolkpravis is the tribal kamen, a small tactical team of 2 to 40 warriors related by family and geography. These groupings were the essence of warfare on Kalee for millennia until the formation of the kolkpravis refocused tribal rivalry on the strange customs and appearances of offworlders. A kamen is led by a blackarm, an informal tribal title bestowed on its strongest member.

Roughly 100 kamen make up a horde, which is led by an officer who carries the title of tarkhan. Brigades are formed from 100 to 200 hordes and are led by officers known as baatars. Their command often is highly decentralized, since kolkpravis tactics are guerilla in nature and a baatar must rely on message carriers and guesswork to keep track of his or her troops.

A khanate is a military division formed from several brigades, answerable to one of the eight khans of the Izvoshra. The Izvoshra leave most battlefield planning to their baatars, instead concentrating on special missions on behalf of their leader. The title of supreme military commander, or khagan, was held by Grievous and has been bestowed on the leaders who succeeded him.

Most members of the kolkpravis are highly concerned with rank advancement, since great military leaders can earn honored positions in the afterlife. Those who don't have the stuff of divinity are likely to go on suicide missions to take out enemy targets, which is considered a shortcut to immortality.

Kolkpravis warriors are rarely found in the greater galaxy, but they occasionally work as mercenaries or fighters. No matter how much contact they have with outsiders, Kaleesh remain austere, taciturn, and humorless.

"General, you are our last hope against the Huk in this war. May the spirits of our ancestors watch over you and your troops."

—Kaleesh holy man, blessing Grievous and the Izvoshra prior to a planned attack on Oben

Katarn Commandos

History

The Katarn Commandos are the most celebrated black ops unit of the New Republic—the ones who get the call when impregnable strongholds need breaching or invincible superweapons need destroying. The Katarn Commandos rarely earn public accolades, but their enemies know them well.

The group was founded as the SpecForce 32nd commando unit during the Galactic Civil War under the command of Bren Derlin. They fought tenaciously during the Battle of Hoth, holding off advancing snowtroopers long enough to enable the evacuation of the Rebellion's command staff. In recognition of the efforts of the 32nd, General Crix Madine recommended that the unit be assigned to protect Alliance High Command, directly answerable to commander-in-chief Mon Mothma. The unit fought as part of General Han Solo's strike team during the Battle of Endor, after which Derlin turned the reins of the unit over to Lieutenant Judder Page.



Katarn Commandos

Page accepted the responsibility but refused to accept a promotion. The rest of the team followed his unorthodox lead. The unit became even more independent and irregular, disappearing into the field for weeks or months at a time without reporting in to New Republic contacts, yet always achieving its objective. As its reputation grew, the 32nd became known as Page's Commandos.

The team often went far beyond its mission objectives. Dispatched by New Republic command to destroy a shield generator during the capture of Basilisk, Page's Commandos went on to destroy the generator powering the garrison cannons, to ground a wing of TIEs with an electrified net over the hangar launch chute, and to force Imperial governor Nistola's surrender after penetrating his heavily armed flying fortress. When General Garret landed with a New Republic invasion force, he took the capital without firing a shot.

Kyle Katarn, one of the New Republic's top operatives, joined Page's Commandos in the New Republic's early years, aiding the team in top-secret missions against Imperial warlords on worlds including Kashyyyk, Boudolayz, and Garos IV. Around this time, the team changed its name to the Katarn Commandos—some say as a tribute to Commander Katarn, although Wookiee member Frorral insisted that the name referred to her homeworld's jungle predator.

Lieutenant Page sometimes worked solo, contributing his expertise to such campaigns as the capture of Coruscant and the war against Grand Admiral Thrawn. Eventually, Page grudgingly accepted a promotion to captain, and the Katarn Commandos continued to fight during the Yuuzhan Vong invasion and the Second Galactic Civil War.

Methods

The Katarn Commandos is a semiautonomous unit allowed a great deal of freedom and creativity in accomplishing its objectives. Although subordinate to the New Republic commander-in-chief and to any ranking officer assigned to its campaign, the Katarn Commandos is entrusted with operating on its own to deliver results that benefit the overall plan. General Rieekan once likened the process to "tossing a nest of fire wasps into a bursa's lair and seeing what happens next."

Once the Katarn Commandos makes planetfall, its members go comm silent until the completion of the mission (unless they require emergency extraction, which is an extremely rare occurrence). The team is not appropriate for space combat missions, but in planetary environments or on space stations, it is capable of causing a great deal of damage.

The members of the team have a wide range of specialties, including urban combat and heavy weapons, with some members devoted to keeping the unit alive during long deployments by locating food, repairing gear, and finding cover. Judder Page, with his bland, unmemorable good looks, is ideal at undercover work, sometimes disguising himself as one non-Human being or another. True non-Human members of the squad can rarely pull off the same trick and prefer to remain hidden until called upon to unleash their talents.

The team members pride themselves on staying out of sight. A perfect mission relies solely on stealth, with enemy forces realizing that the Katarn Commandos has paid a visit only when their ion cannon explodes.

Missions

A typical mission for the Katarn Commandos begins with a drop-ship landing in a planet's wilderness. When such landings are not possible, missions can start with paraglider drops from low orbit designed to slip through enemy sensor nets, or with passage booked aboard public starliners to allow for easy disappearance into crowds during layovers at port.

No matter how they get there, the Katarn Commandos spends roughly the first half of an assignment lying low and gathering intelligence to assess the situation on the ground. Its members might disguise themselves as corporate workers in a bustling city block or buy rounds in the cantina and listen to the local scuttlebutt. If the target is more remote, the team's members might spend days living in the treetops, watching enemy installations through macrobinoculars and taking note of fixed defenses and guard rotations.

The Katarn Commandos team never rushes in with blasters blazing. During extraction missions, the team nabs its target when he or she is lightly guarded, then retreats to a prearranged safe port. During sabotage missions, the team plants explosives (or causes enough damage to trigger the target's own destruction), then uses the blast to cover its escape. In all cases, the team takes every possible step to minimize contact with the enemy.

Rank Structure

The members of the Katarn Commandos have little use for rank. The unit's most famous member, Lieutenant Judder Page, turned down countless promotions. As a result, its operational rank structure is essentially a two-stage hierarchy: the commander and everyone else.

The unit typically numbers 12 individuals. Although all members have well-rounded backgrounds in combat and survival, each possesses a unique skill that benefits the team as a whole. Members defer to the team's appropriate specialist during the relevant portions of each mission, which results in an informal second-tier command structure that changes on the fly.

The members of the team include the following:

- Two urban combat specialists, adept at blending into crowds and fighting on rooftops or in crowded corridors.
- Two techs, responsible for repairing equipment in the field and improvising traps and explosives.
- One wilderness combat specialist, skilled in forest camouflage and in using the enemy's environment against them. This specialist often serves as the de facto expert in mountain, swamp, arctic, and aquatic environments as well.
- One pathfinder, who fills the role of team scout. During the early stages of a mission, the pathfinder is responsible for directing the team and often is the temporary second-in-command.
- One heavy-weapons specialist, comfortable with rocket launchers, thermal detonators, cannons, blasters, and just about everything else that can cause an explosion.
- One infiltrator, who often works alone to gain access to an enemy base and assist the rest of the team from an inside position.
- One scrounger, capable of visiting a junkyard and finding the parts to repair an airspeeder, piece together a functioning droid, or brew up an edible stew.
- One medic. In the history of the Katarn Commandos, no injured member has ever been left behind.
- One pilot/comm specialist. The team pilot can fly almost anything and is a skilled shipjacker. The pilot also sends, monitors, and jams communications signals.
- The commander, a position held by Lieutenant Page but filled by other members when Page was unavailable. Kyle Katarn sometimes led the team, but more often, he served as its heavy-weapons specialist under Page's direction.

Not only does rank mean little to the Katarn Commandos, but most members do not even consider themselves part of the regular military. Their unit emblem is a stylized, leaping katarn set against a background of stars. Members of the Commandos rarely wear uniforms emblazoned with this design—due partly to the nature of their infiltration missions and partly to the fact that they hate wearing "solider suits"—but during raids, they sometimes leave the insignia behind as a calling card to deepen Imperial fears of this supposedly unstoppable Rebel squad.

TO: MOFF HEEDRA
FROM: COMMANDER KLAVISOR, ELLIIRAD PLATFORM
SUBJECT: SUMMARY OF LOSSES SUSTAINED IN REBEL ATTACK (ATTRIBUTED TO "KATARN COMMANDOS")
BODY OF MESSAGE: 2,400 METRIC TONS CARGO; 5 EXTERIOR FUEL MODULES (S-TYPE); 1 CLASS-H HYPERMATTER REACTOR CORE; 2 STRIKE-CLASS MEDIUM CRUISERS . . . <MORE>

Lightning Squadron

History

Lightning Squadron, an elite recon unit formed at the start of the Clone Wars, carries out risky and unusual scouting missions during which it provokes hostilities in order to gather intelligence on its opponents.

As part of the 91st Reconnaissance Corps of the Grand Army of the Republic, Lightning Squadron was set up to handle special recon assignments. The group consisted of 10 clones and their All-Terrain Recon Transport mounts, and it could be subdivided into two lances (squads) of five. The squadron's first action came at Herdessa, six days after the Battle of Geonosis. Lightning Squadron located a weak point in the Confederacy's battle line, and its AT-RTs raided the MTT housing the central control computer, temporarily shutting down all battle droids and allowing the Republic's 121st Regiment to roll past the enemy's heavy artillery. At the Battle of Muunilinst, Lightning Squadron led three other AT-RT recon squads into the capital city, harassing IG lancer droids and preventing an organized response while the Republic's main force surrounded the stronghold of the InterGalactic Banking Clan. At the Battle of Daalang, Lightning Squadron penetrated the energy shield protecting the Separatists' antiorbital mass driver cannon, used their AT-RTs to sprint past droid defenses and destroy the shield generator, and escaping before the orbiting Star Destroyer *Eliminator* unleashed its bombardment.



AT-RT pilots of Lightning Squadron

Lightning Squadron sometimes undertakes missions directly for Mace Windu and other Jedi generals. Late in the war, it helps enforce the siege of Saleucami before the squad's transfer to Kashyyyk, where the issuance of Order 66 ushers in a new era for all clone units.

As the Grand Army is segmented into both the Imperial Army and the Stormtrooper Corps, Lightning Squadron remains an army unit attached to the 91st Recon Corps. Lightning Squadron, now in pursuit of the Empire's enemies, gains new fame from its success in uncovering hidden Rebel bases. The squadron probes Rebel defenses in order to provoke a counterattack, thereby gaining intelligence on the Rebels' position and armaments. Once Lightning Squadron has assessed the Rebel base's defenses, the main army moves in and destroys the base.

Methods

Although officially a recon unit, Lightning Squadron sees more action than many dedicated combat divisions. Like all recon squads, its primary task is to gather combat intelligence, including data on enemy composition, capabilities, and movements, as well as any geographic or environmental factors that could come into play during an attack. Lightning Squadron almost always operates ahead of the main army, often well past the point where help could arrive if things turn sour.

The members of Lightning Squadron are expert trackers and survivalists, fully capable of foot recon in situations in which their AT-RTs are impractical. They have extensive training in linguistics and anthropology, allowing them to befriend native guides who can show them shortcuts. The squadron can be deployed alongside other recon units in a patchwork pattern to cover a battlefield zone. Among their most critical scouting duties is to identify all potential routes into friendly territory that could be exploited by an enemy during a sneak attack.

Recon units sometimes are called to serve in an offensive capacity, and no one receives more such orders than Lightning Squadron. The squad is adept at raids on lightly protected targets where surprise is the key element. More typical operations involve skirmish engagements in which the squadron harasses the leading edge of an opposing force, destroys enemy recon units, and prevents incursions.

In a defensive capacity, Lightning Squadron is trained to provide fire support for the main army. Its primary role in these situations is to counteract enemy breakthroughs. Although Lightning Squadron's casualty rate is higher than average for recon squads in the 91st, they consider themselves the equal of any special-missions force. On that count, the squad's success rate rivals that of the best commando units.

New challenges prompt Lightning Squadron to incorporate other vehicles into their lineup—including the armored AT-PT and the Aratech 74-Z speeder bike—but the AT-RT remains the squad's mainstay throughout the Galactic Civil War. AT-RTs can run at speeds of up to 70 kilometers per hour, and squadron members often push the machines to their limits. Armaments on an AT-RT include a repeating blaster cannon and a mortar launcher, making the vehicle an effective anti-infantry platform that also can destroy light armored vehicles. Against opposing soldiers or battle droids, the members of Lightning Squadron use the inertia of their AT-RTs as a weapon in itself, crashing into formations and using chaos, speed, and overlapping fire to compensate for their vehicles' lack of armor.

Missions

Lightning Squadron operates in a gray zone in which the enemy's size, location, and intentions are murky. The squadron works in conjunction with a much larger mainline army, probing the enemy line for intel on the composition of frontline forces or to discover an unguarded path into the heart of a hostile camp. The squadron's tools are speed and stealth, but it also maintains regular communications with a battlefield operations contact attached to the main force.

Lightning Squadron differs from other recon units in its self-sufficient combat capacity. Commanders treat it as a reserve asset to be deployed in situations requiring quick strikes and stealthy tactics. For example, the squadron might first scout an unguarded tunnel that leads to an opposing field headquarters. It might then be ordered to charge in, kill the field commander, and withdraw before the enemy has a chance to respond.

When fighting infantry units, Lightning Squadron functions as mounted cavalry. It uses speed and a higher line of sight to decimate enemy forces, and squad members' full-body armor protects them from glancing shots. An enduring image from Clone Wars holomedia depicts a Lightning Squadron soldier charging into a cluster of droids, blaster pistols in each hand, while the AT-RT's foot-triggered laser cannon spits out darts of fire.

Rank Structure

Lightning Squadron is a reconnaissance unit attached to an army group. As such, its structure changed little in the transition from Republic to Empire, with the exception of its semi-integration into the Stormtrooper Corps during the Galactic Civil War.

During the Clone Wars, new recruits in Lightning Squadron came from the top members of other recon squads, although positions were offered only after the death of an existing member. The 10 soldiers of Lightning Squadron are commanded by a lieutenant, with two sergeants leading each five-person lance. A brevet corporal is second in command of each lance.

Within the army's hierarchy, Lightning Squadron is subordinate to its company's captain, its battalion's lieutenant colonel, its regiment's colonel, its legion's senior commander, and its corps' commanding officer (Marshall Commander Neyo, during the Clone Wars). Still, the unit's fame allows it an unusual degree of autonomy. Although Lightning Squadron members don't receive perks beyond those enjoyed by other service members, they consider the respect of their peers to be compensation enough.

After the founding of the Empire, Lightning Squadron remains attached to the Imperial Army despite the continued presence of clones in the unit's ranks. By the time of the Galactic Civil War, members of the scout trooper division of the Stormtrooper Corps begin to serve with Lightning Squadron, and the unit takes on a floating status in which it is assigned to different branches of command depending on mission goals.

"Lightning Squadron! Reckless, snobbish glory-hounds and special-forces wannabes. Yeah, they rejected my application. But I didn't want to join them, anyway."

—Sergeant Frumm,
Hero of the Battle of Vulcusion

MANDALORIAN PROTECTORS

HISTORY

The history of the Mandalorians encompasses tens of thousands of years, but the Mandalorian Protectors burned brightly for only a few decades. Embodying the highest ideals of their warrior culture, the Protectors were the antidote for a people who had too often slipped into the relative morality of mercenaries.

The roots of the Protectors stretch back to Jaster Mereel's formation of the Mandalorian Supercommandos (*Mando Ori'ramikade*). During the Mandalorian Civil War of 60–34 BBY, the Protectors' ranks were split into two factions: the rebellious Death Watch and the reformist True Mandalorians of Mereel and Jango Fett. The True Mandalorians met their end at the Battle of Galidraan, but their moral teachings, embodied in the Supercommando Codex, inspired many back on Mandalore.

Shortly before the Clone Wars, a rogue ARC trooper escaped Kamino. Addled by the imprinted memories of his genetic "parent" Jango Fett, Alpha-Ø2—better known as Spar—journeyed to Mandalore to rebuild the Supercommandos. Spar found willing recruits for his new Mandalorian Protectors among the ranks of the planetary police force, and his Protectors also attracted former members of the Death Watch. The Protectors believed Spar to be the son of Jango Fett, and as inspiration, Spar took the title Mandalore the Resurrector.

The Mandalorian Protectors, 212 strong, enter the Clone Wars on the side of the Separatists, motivated by a hunger for order and by Spar's hatred of the Jedi who had orchestrated the Galidraan massacre. The Protectors hit the Republic hard at the Battles of New Bornalex, New Holstice, Null, and Zaadja, as well as the Second Battle of Kamino. These armored warriors fight alongside 1,000 BL-Series Battle Legionnaire droids that had been partly designed by Fenn Shysa—a Protector rumored by some to be the true power behind the Protectors, but generally considered to be Mandalore the Resurrector's most loyal follower.



Late in the war, the Mandalorian Protectors walk into an ambush on Norval II while pursuing a commission to capture Senator Amidala. All of them perish but three: Spar, Fenn Shysa, and Tobbi Dala. Spar disappears soon after, leaving Shysa and Dala to rebuild the Protectors. The two begin training elements of Mandalore's elite police force, starting a covert war against the Imperial slaving operation that have coopted the Mandalorian government following the war's conclusion. The slavers, led by a being known as the Suprema, confiscate the armor from Mandalore's citizens. Despite this, Shysa works tirelessly to turn his recruits into worthy successors of the force that died at Norval II.

"THE WAR WAS FINALLY WON, BUT AT A TERRIBLE COST. OF TWO HUNDRED AND TWELVE MANDALORIAN PROTECTORS THAT WENT INTO BATTLE, ONLY THREE SURVIVED."

—FENN SHYSA,
RECALLING THE BATTLE OF NORVAL II

Occasionally taking victimless mercenary jobs to fund his efforts, Shysa at leads the rebuilt Protectors to victory just before the Battle of Endor. Tobbi Dala sacrifices himself in order to destroy the City of Bone and to kill the Suprema. Afterward, Shysa focuses all of his energy on restoring the Mandalorian Protectors. With armor, weapons, and hundreds of Mandalorian soldiers newly freed from slavery, Shysa accepts a commission from the Rebellion and assembles a force to aid Princess Leia Organa in the Rebels' post-Endor fight against the Nagai and the Tofs.

Although they are primarily known in the wider galaxy as a mercenary unit, the Mandalorian Protectors function largely as a home guard patrolling the borders of the Mandalorian Sector. After ousting Grand Admiral Takel from Mandalorian space, the Protectors restore their ranks to full strength. In 5 ABY, they aid General Luke Skywalker during the Inner Rim campaign against Lord Shadowspawn.

Many believe that the era of the Mandalorian Protectors ended with Shysa's death on Shogun in 21 ABY. Although Boba Fett succeeds Shysa as Mandalore, he does not continue the Protector tradition and leads the group as a purely mercenary force.

Methods

The Mandalorian Protectors are motivated by their adherence to the high moral standards of the Supercommando Codex. The Codex contains hundreds of commandments, resurrecting and modernizing the forgotten Canons of Honor. The Canons are a text of laws extrapolated from the fundamental Six Actions (*resol'nare*) of Mandalorian culture: Wear armor, speak the Mandalorian language, defend oneself and one's family, raise one's children as Mandalorians, contribute to the welfare of the clan, and respond to any order handed down by the ruling Mandalore.

During the Clone Wars, Spar leads the Mandalorian Protectors into battle as a Separatist shock force. The Confederacy of Independent Systems has relatively weak tactics, relying on sheer battle droid volume to overwhelm Republic forces. In contrast, the Protectors use superior weapons and training to decimate Republic formations. Spar's inside knowledge of clone trooper operations prompts him to deploy the Protectors as a blitzkrieg force. They order their BL droids to chew at the main battle line while the Protectors use jet packs to drop into the heart of an enemy camp and deliver the killing blow.

During the post-Clone Wars era, Shysa's reconstituted Protectors have little to work with—no advanced weapons, no BL droids, and often not even Mandalorian armor. The ragged insurgents use their police training to wage a guerilla war against the Imperial slavers that hold their homeworld in chains. After Endor, a revived force of Mandalorian Protectors returns to the high-risk, high-damage tactics that had earned them fame in the Clone Wars.

Missions

The Mandalorian Protectors were formed in response to the overtly mercenary ways of other Mandalorians and are reluctant to take jobs for pay. During the Clone Wars, the Protectors believe that they are fighting for the good guys, and their actions epitomize history's view that this war has heroes on both sides.

Separatist commanders call in the Protectors when they need to eliminate stubborn enemies. If a Republic stronghold holds out for months despite wave after wave of battle droids assailing its walls, for example, commanders requisition the Mandalorian Protectors. With only 212 members, the Protectors are in high demand; when they show up, they often eliminate the problem in less than a day.

Fenn Shysa's postwar Protectors are an insurgent force that focuses on rescuing Mandalorian slaves, harassing Imperial slaving operations, and assassinating the Suprema. These hit-and-run missions rely on the Protectors' familiarity with Mandalore's jungles, which enables the Protectors to vanish when the Imperials mount a counterattack.

After the Battle of Endor, the Protectors seem to take their name literally. They lock down the Mandalore Sector with a cloud of MandalMotors *Pursuer*-class enforcement ships and a revived legion of Supercommandos. If hostile capital ships enters their space, the Protectors board the vessel, capture its bridge, and return it to Mandalore's starport.

The Protectors in the post-Endor era sometimes take for-hire assignments from outside parties. These jobs are accepted only with Mandalore Fenn Shysa's blessing, and only when the assignments do not involve harm to innocents.

Rank Structure

Rank is important among the Mandalorian Protectors, reflecting as it does the traditions of their disciplined warrior culture and the values of respect and obedience.

The lowest rank among the Mandalorian Protectors is private (*verd'ika*), a role that often centers around infantry duty. The next highest rank is corporal (*alor'uus*), followed by sergeant (*ruus'alor*).

The Mandalorian Protector's officer corps ranks begins with lieutenant (*ver'alor*), followed by captain (*alor'ad*) and commander (*al'verde*). All officers are known as *alor* in the Mandalorian language.

The Protectors are not necessarily natives of Mandalore. Membership requires only that an individual follow the Six Actions and the teachings of the Supercommando Codex. All Mandalorians belong to a clan, but such clans do not specifically influence rank or deployment.

All Mandalorian Protectors take their orders from commander-in-chief Mandalore (Spar during the Clone Wars, Fenn Shysa until 21 ABY). The government of Mandalore is a potent entity in its own right. Its ambitious members are capable of consolidating power over matters at home while the Protectors are off fighting battles.

Mistryl Shadow Guard

History

The Mistryl Shadow Guard, the favored daughters of Emberlene, are one of the galaxy's most lethal (but least encountered) special-missions forces.

The Mistryl has existed on Emberlene for centuries, although not always under that name. Their planet's matriarchal culture encouraged secret societies and guilds, with spies and assassins evening out the balance of power between factions. The rulers of Emberlene, known as the Eleven Elders of the People, gave their blessings to seven such squads, with top members of each unit appointed to the elite Silent Hand. The Elders' Silent Hand unit evolved into the Mistryl Shadow Guard.

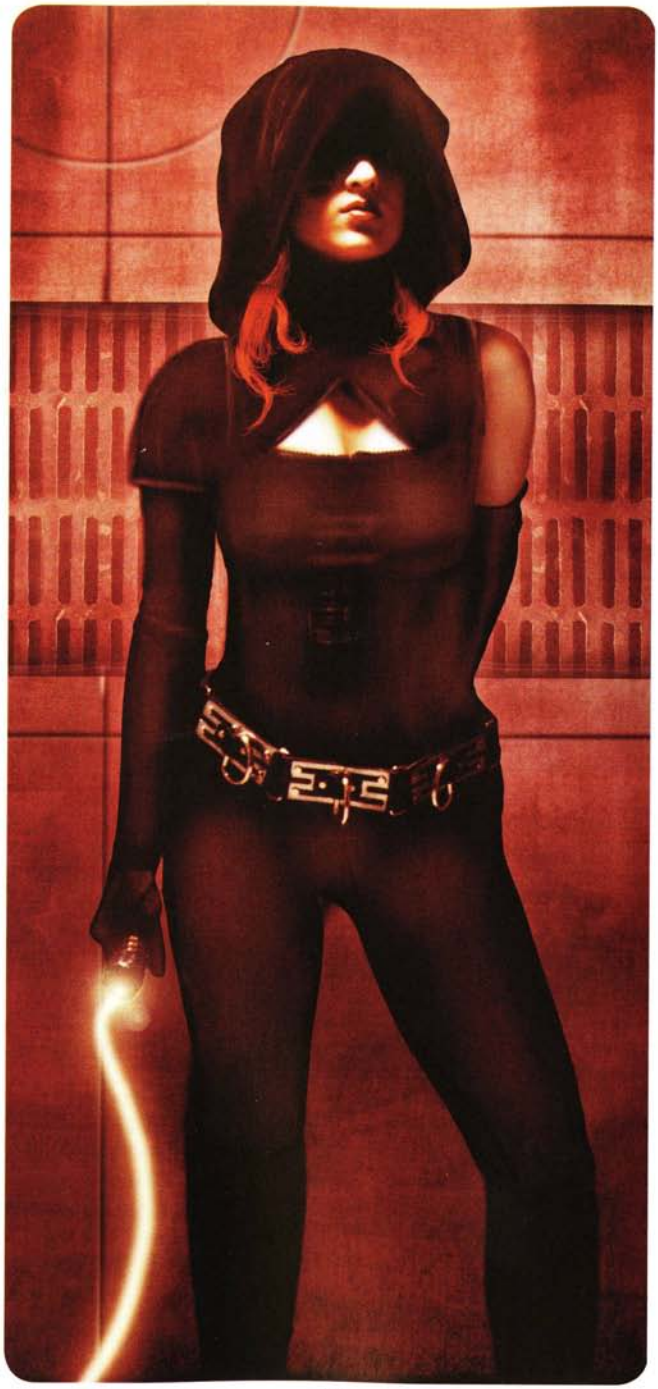
With the outbreak of the Clone Wars, the Eleven Elders see an opportunity to expand Emberlene's fortune at the expense of its neighbors. Emberlene signs as a member of the Confederacy of Independent Systems, using that pretense to invade peaceful Republic worlds throughout the sector. For three years, Emberlene ravages local space, first sending in its Shadow Guard to kill a planet's politicians and generals, then following up with a military wave that flattens the disoriented defenders. News of this aggression does not spread to the greater galaxy, and the Republic—preoccupied with its own survival—cannot spare any Jedi to aid the victims.

Faced with surrender or annihilation, the sector's planets pool their resources and hire a mercenary army led by rogue factions of the Sun Guards of Thyrsus. The counterattack pushes Emberlene's forces back to their homeworld, where withering orbital shelling ignites firestorms that leave the planet an ash-blackened shell.

Their great campaign has failed, but the Eleven Elders cling to power by rewriting history. They claimed that the newly crowned Emperor Palpatine has ordered the devastation of Emberlene to punish the world for its glorious successes, and they use the surviving members of the Shadow Guard to eliminate dissidents. By the time of the Battle of Yavin, not even the Mistryl knows the true story behind Emberlene's devastation.

To sustain the impoverished planet and its people, the Eleven Elders hire out the Mistryl as mercenaries, where its skills earn high commissions. The Eleven maintain their public façade by loudly refusing to do business with the Empire, but quietly accept Imperial jobs on the side. The Shadow Guard are instrumental in both protecting a piece of the second Death Star's superlaser during Operation Hammertong and in assassinating countless Imperial governors and moffs.

A few members of the Mistryl Shadow Guard who learn the truth of Emberlene's aggression break from the order. The most prominent of these, Loruna Scathe, founds the Azure Cabal and competes for Mistryl's mercenary jobs. The Eleven Elders maintain control of the Shadow Guard throughout the rule of the New Republic, allowing their agents maximum freedom to chasing the highest-paying contracts.



Variise, a Mistryl Shadow Guard

Methods

The Mistryl is utterly loyal to the Eleven Elders but has little contact with them. To bring a flow of credits back to Emberlene's people, the Mistryl operates almost permanently in the field. Although it do not advertise its skills, without lucrative jobs the Shadow Guard would serve no purpose. Its members have quietly built up a reputation among the elite players of the fringe as the galaxy's best assassins, thieves, and bodyguards. However, the Mistryl remains elusive and difficult to contact, a practical necessity to avoid detection by Imperial agents and embittered enemies of Emberlene.

This stealthy approach doesn't mean that the Mistryl's members stay out of sight—only that they go unnoticed. Any female smuggler, freighter pilot, bounty hunter, bodyguard, or vagabond could be a Mistryl Shadow Guard. Most spacers never know the difference.

At close range, the Mistryl's agents are deadly, preferring to snap necks quietly instead of blasting away like overexcited Mandalorians. Members of the Shadow Guard are trained in the use of vibroblades and holdout blasters, as well as exotic weapons including shock whips, hand claws, and zenji needles (balanced throwing spikes often disguised as hair decorations).

Among the field assets available to the Mistryl is a camouflage prematch database that contains millions of profiles of prominent galactic citizens. Shadow Guard agents use these profiles to impersonate others when they need to pull off undercover missions or to disappear in a hurry.

The Mistryl's ranks are few in number. Agents typically work solo or in very small groups, making them less likely to be detected by enemies and allowing them to cover a broader footprint when canvassing for contracts.

Missions

As mercenaries, the Mistryl Shadow Guard works for its clients but is ultimately answerable to the Eleven Elders of the People. It is given an unprecedented level of freedom in how to fulfill that dual role. A member of the Shadow Guard might work for a year or more with no input from the rulers of Emberlene. She can accept mercenary jobs at her discretion, as long as she funnels the credits back to Emberlene.

If a job is sufficiently lucrative, a member of the Mistryl might enter into an open-ended contract with a single employer. These jobs vary on a case-by-case basis, but most people who willing to hire the Mistryl long-term do so to ensure their own safety. Bodyguard assignments are common, although the agents' skill at stealth also makes them excellent choices for espionage, assassination, extraction, or theft.

When the Eleven Elders call, the Mistryl comes running. Naturally, the Elders pull in the Shadow Guard to deal with threats to Emberlene, but such calls are rare. More often, the Elders dispense high-level assignments received from private clients, for whom the Elders act as brokers. Because the Elders are driven by greed and power, they do business with the galaxy's worst scum. In such cases, they are careful to hide the identity of the client from the Mistryl agents assigned to the task.

If a Mistryl Shadow Guard outlives her usefulness or shows sufficient disloyalty to Emberlene—particularly if she learns the extent of the Eleven Elders' manipulations—she is branded by the Elders as a liability. Such agents can be freely hunted by the Mistryl, and the targets usually are hounded until pardoned or dead. Loruna Scathe is one such woman who has thrived since breaking ties with the Mistryl. Her Azure Cabal is intended to stand as a pure alternative to the Shadow Guard, which she feels has been tainted with the blood of innocents. The two factions have occasionally engaged in life-for-life grudge matches.

Rank Structure

The Eleven Elders of the People are the commanders-in-chief of the Mistryl Shadow Guard, but in the field, the Mistryl is left to its own devices. When necessary, the Mistryl organizes into small strike units, each led by a Shadow Guard who carries the temporary designation Team Prime. Potential Team Prime candidates are drawn from a list, kept by the Eleven Elders, of agents who have extensive field experience and a history of successful missions. Many units can be called together for large jobs, commanded by the most senior Team Prime or (in extreme cases) by the Elders themselves.

Only females can join the Mistryl. The vast majority are Emberlene natives by birth or are the daughters of former Shadow Guard members. Although privileged outsiders have been known to join its ranks, such cases are vanishingly rare.

A new Mistryl recruit is likely to be sent on small-scale assignments for the Eleven Elders in Emberlene's local sector before receiving permission to work in the mercenary field. At that point, she often pairs up with a more experienced agent in an apprenticeship that resembles a Master–Padawan relationship.

Life in the Mistryl is difficult. Mercenary work at that elite level carries a high risk of death or dismemberment, and nearly every credit of the agents' fees is sent back home. The Shadow Guard is driven by ideology and loyalty, which makes the risk to the Eleven Elders even greater should the Mistral ever discover the extent of the Elders' corruption.

"YOU CAN PUT THE WEAPON AWAY, MAJOR. THE MISTRYL SHADOW GUARD DOES NOT KILL CASUALLY OR WITHOUT CAUSE."

—THE IMPERIAL REMNANT'S GRAND ADMIRAL THRAWN STAND-IN

Nimbus Commandos

History

Extremely specialized and deadly dangerous, the Nimbus Commandos is the most lethal fighting force on the rain-soaked planet of Jabiim. Although the group was founded in the years just prior to the Clone Wars, its roots go back 3,000 years to Jabiim's colonization.

The Jabiimi settlers form a ground army and a small stellar navy in response to incursions by Trandoshan raiders attempting to steal Jabiimi ore stockpiles. Elite divisions within the Jabiimi Army are created to handle the most difficult tasks, and these special forces—consisting of units such as the Black Gauntlets, the D.E.E.P., and the Stone Torrent—eventually become a third military branch. Jabiimi special forces prove instrumental in driving off the Lythian pirates and other threats.

Alto Stratus, a commander within the Bronze Nimbus, become disillusioned with the cowardice of the Jabiim Army's generals and the lack of assistance from the Republic or its Jedi. Stratus ties the Bronze Nimbus more closely to his personal command, drawing elements of the Jabiim Army into his cult of personality. When war breaks out between the Republic and Count Dooku's Separatists, Stratus seizes the opportunity to stage a coup. His Nimbus Commandos assassinate key members of the ruling Jabiim Council. Stratus then uses his influence to ally Jabiim with the Separatists. He consolidates the regular military, renamed the Nationalist Army, in order to maintain public order.

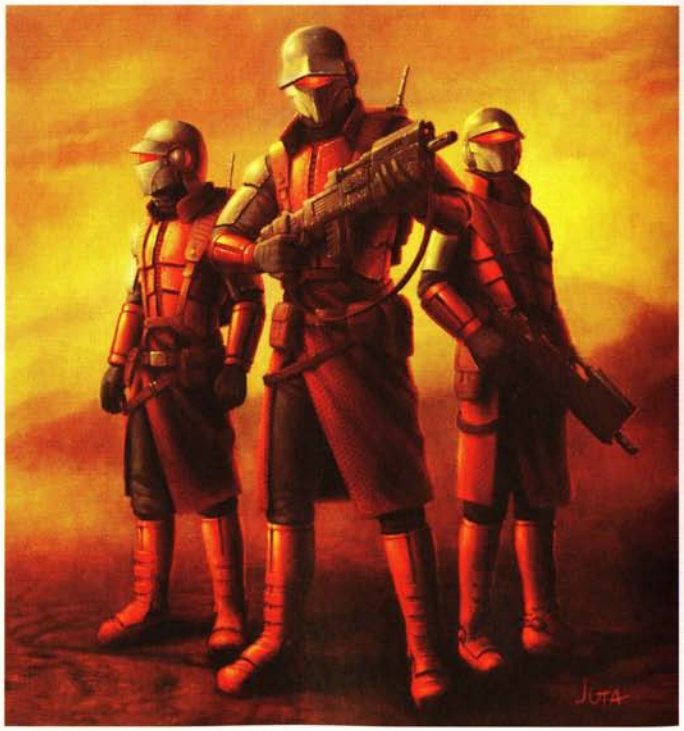
The Republic now view Jabiim as an enemy and move to secure Jabiim's ore deposits for itself. The Republic lands a ground force and joins the anti-Stratus faction of the former Jabiim Army, now called the Jabiim Loyalists. In the exhausting slog and battles that follow, the Republic's Jedi and clone troopers are outmatched by the opposing Jabiimi, who have spent their lives training and fighting in the planet's rainy muck. The Nimbus Commandos prove especially lethal, destroying AT-ATs with minefields and limpet charges, and slaughtering Jedi forces in an ambush at the Republic's Shelter Base. Stratus loses his life in the final push against Cobalt Station, but his war has been won—a shamed Republic withdraws from Jabiim in defeat.

The ranking member of the surviving Nimbus Commandos, Colonel Mazzi, rallies the Nationalist Army to maintain military control of Jabiim. After the Clone Wars, the Nimbus Commandos works with the Empire to put down uprisings by Jabiimi Loyalist holdouts. Stormtroopers prove ineffective in Jabiim's specialized terrain, and the Nimbus Commandos are given free rein in suppressing dissent.

Methods

Members of the Nimbus Commandos are the ultimate swamp fighters. Jabiim is a mud ball soaked by constant drizzle and its atmosphere is an ionized crackle of electricity, making high-altitude repulsorlift vehicles impossible to operate. The Nimbus's fighters are the best soldiers of a fighting force that has been perfecting high-precipitation ground combat for three thousand years.

Nimbus Commandos soldiers are inexperienced pilots, and they fare poorly in urban and zero-gravity combat environments. But in their native habitat, they are unstoppable. The Nimbus Commandos is called upon for missions including retrieval, sabotage, assassination, and destruction of reinforced targets. Its signature piece of gear, the repulsorlift skate, allows its members to skim 3 meters above land or water at speeds of up to 95 kilometers per hour. Using skates, commandos in squads of three can penetrate enemy lines and reach heavy equipment, which they destroy with timed charges or grenades. The Nimbus Commandos often employs minefields, since the skates' repulsor field allows a wearer to glide over a live mine without triggering it.



Nimbus Commandos

A Nimbus Commandos unit carries a great deal of equipment into the field crammed into belts and backpacks. This gear includes explosive charges, ammunition, nonperishable rations, waterproofing spray, thermal warming units, and low-altitude communications boosters. The commandos are expert survivalists and are skilled with edged weapons including swords, daggers, and machetes.

During the Clone Wars, the Nimbus Commandos adopt the Separatist commando blaster rifle, a weapon capable of both long-range sniping and semiautomatic rapid fire as well as of launching concussive sonic blasts. Another Clone Wars introduction, the A-Series assassin droid, works alongside members of the Nimbus Commandos and uses blasters, flechette launchers, and cutting blades to damage organics. Many A-Series units continued to serve the Nimbus Commandos throughout the New Republic era and beyond.

Missions

Prior to the Battle of Jabiim, the Nimbus Commandos is an outgunned insurgent force zealously devoted to its leader, Alto Stratus. A dozen handpicked members serve as personal bodyguards for Stratus, with the remainder split into troops with specializations including infiltration, breaching, sniping, explosives disposal, high-speed reconnaissance, and assassination.

As Stratus begins his civil war against the Jabiimi government, the Nimbus Commandos kills members of the Jabiim Council and carries out shadow missions, including kidnapping and data theft, to give Stratus the leverage he needs to blackmail the other councilors into following his orders. The Nimbus Commandos destroy armories and soften up the Jabiimi Loyalists so that the Nationalist Army can engage the Loyalists in battle on an equal footing. When Stratus decides to ally with the Confederacy of Independent Systems, the Nimbus Commandos gains access to offworld equipment such as the A-Series assassin droid, which increases the range and complexity of the missions the Commandos can execute.

Stratus perishes in battle with Republic troops, but the Nimbus Commandos lives on. Its position of power during the Imperial years requires it to expand its traditional tactics. In response to the guerilla tactics of the Jabiimi Loyalists, the Nimbus Commandos devotes more resources to intelligence and counterterrorism.

The Nimbus Commandos is rarely encountered off Jabiim, but its members sometime work as mercenaries on swampy battlefields. One such planet is Nal Hutta, where the Hutt clan Gejalli is rumored to keep more than a dozen members of the Nimbus Commandos on retainer.

Rank Structure

Alto Stratus is the commander-in-chief of both the Nationalist Army and the Nimbus Commandos through the Battle of Jabiim. Following the battle, Colonel Mazzi assumes command and transforms the Nimbus Commandos into an elite decision-making group that holds sway over the soldiers of the Nationalist Army. The rank structure of the Nimbus Commandos remains the same under both leaders.

Only enlisted soldiers in the Jabiim armed forces can apply for the Nimbus program, although highly skilled Loyalist defectors sometimes are accepted into its ranks. The indoctrination is grueling, but successful initiates are welcomed as senior enlisted and receive the rank of Nimbus Trooper. They are then assigned to one of the two troops that makes up a Nimbus team, which consists of 100 or more members. Each troop is divided into two platoons (each led by a Nimbus Lieutenant), four squads (each led by a Master Trooper), or 12 four-person fire teams (each led by a Task Unit Commander).

Advancement through the ranks can be rapid and chaotic; the battles on Jabiim often see scores of members of the Nimbus Commandos die in a single engagement. Officers at the Task Unit Commander level or above are issued better battlefield equipment that is less prone to water damage than that of regular troops, and they command Jabiim's limited supply of A-Series assassin droids.

Jabiim is a hard world, but members of the Nimbus speak of it with patriotic fervor. Going offworld to seek an easier life is considered by many to be a waste of their skills and a betrayal of their beliefs. The few members of the Nimbus Commandos who left Jabiim during the New Republic era to seek their fortunes found work only on similar planets where their environmental skills proved exceptional, and many of them eventually returned to their muddy homeworld.

"One of our patrols has spotted a Republic convoy moving toward Cobalt Station. We have them trapped. They're heading right into a minefield."

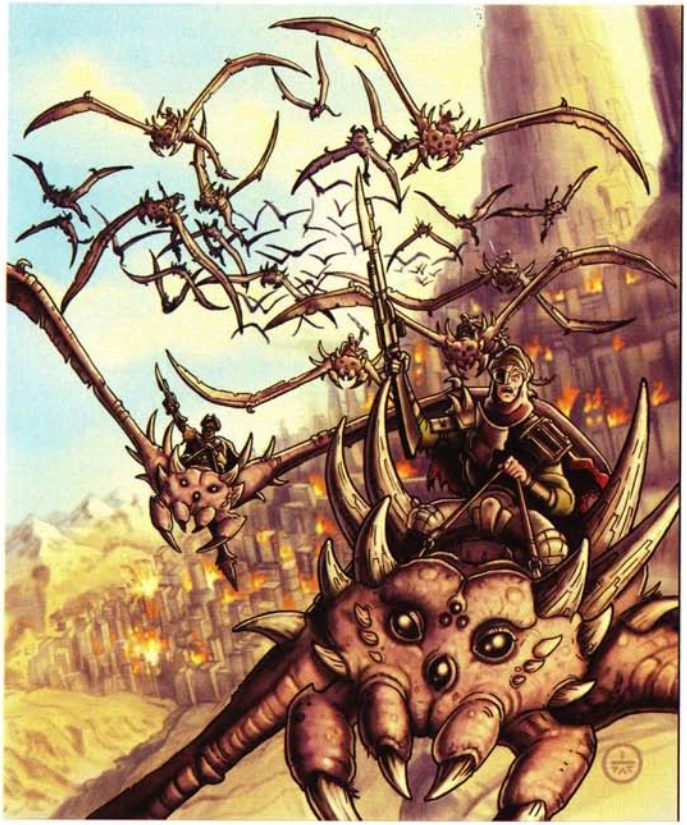
—Nimbus Colonel Mazzi, reporting to Alto Stratus at the Battle of Jabiim

Onderon Beast Riders

History

The Beast Riders of Onderon is a curious military force of criminals who banded together into a guerilla army before eventually morphing into an elite royal strike unit.

Onderon is a kill-or-be-killed jungle planet that became even more lethal with the arrival of drexls—winged monsters, tainted by the dark side, that spawned on the Dxun moon. The planet's colonists built the great walled city of Iziz to keep the beasts at bay, and the titanic fortress (the planet's only major settlement) housed millions. Iziz's monarchy exiled criminals and dissidents into the savagery outside the city walls, but instead of becoming prey for the drexls, the outcasts learned to tame them.



The Beast Riders of Onderon

The new clans of Beast Riders established a hierarchy based on the idea that might makes right. The head warlord carries the title of Beast Lord and possesses a long list of victories and the most fearsome drexl. Dozens of clans sprang up in the Onderon wilderness, with each clan warlord paying fealty to the Beast Lord. The outcasts also tamed nonflying boma beasts for ground raids and to guard their structures. However, the dragonlike skreev remain untrainable, as do Onderon's zakkegs, cannoks, and other predators in the planet's unforgiving ecosystem.

When the Beast Rider society grew sufficiently large, it fixed its sights on Iziz. Beast Lord Kinch Sunka launches the first attack on the walled city, triggering a war that lasts for centuries. Iziz's defenders fight back with pulse-wave cannons and antiaircraft gunnery emplacements. The outnumbered clans of the Beast Riders view the war as a crusade. They realize that they cannot hope to seize and control all of Iziz; their goal is to breach the palace's defenses and kill the royals responsible for banishing their ancestors.

Circa 4000 BBY, Beast Lord Oron Kira begins a secret romance with Galia, the princess of the Iziz ruling family. Helped by the Jedi Knights, the Beast Riders overthrows the Sith-influenced monarchs King Ommin and Queen Amanoa, and Oron Kira becomes the official consort of the new queen.

The newfound legitimacy of the Beast Riders elevate it to the status of a special aerial unit attached to Onderon's planetary defense force. During the Great Sith War, the Beast Riders chases the invading Mandalorians to the Dxun moon, but payback came during the Mandalorian Wars when the Mandalorians overwhelmed Iziz's defenses and conquered Onderon.

Many members of the Beast Riders perish in the campaign to unseat the Mandalorians. Its ranks were later divided during the Onderon Civil War of 3951 BBY. After Onderonian General Vaklu fails in his bid to overthrow Queen Talia, the Beast Riders—except for mercenary holdouts such as the Skelda clan—is united and reorganized under the banner of the Republic.

Methods

The members of the Onderonian Beast Riders are distinguished by their relationships with their flying mounts. Every aspect of their training is focused on forming bonds with their drexls, and members of the Beast Riders consequently receive little formal training in tracking, stealth, sabotage, or hand-to-hand combat. In the air, however, they are unmatched.

Drexls (also known as warbeasts) are gigantic creatures with blaster-resistant hides, ferrocrete-shredding claws, and teeth that can bite the head off a rancor. The riders control their mounts through subtle shifts in body position. Drexls possess enough intelligence to identify threats and execute the corresponding aerial maneuvers drilled into them during training.

Beast Riders combatants typically attack in squadrons of 10 to 24, with multiple squadrons uniting to form wings in the event of an all-out assault. Riders use cannons (pulse-wave or blaster, depending on the era) mounted on their drexls' backs, and they carry handheld energy or projectile weapons. Drexls use claws and teeth to shred enemies, and the beasts employ their

tremendous bulk to batter down obstacles. As blaster technology became more advanced over the millennia, Onderon's Beast Riders begins armoring its mounts with lightweight durasteel plates.

When entering a structure built for Humans, riders often have to leave their mounts behind. For this reason, the Beast Lord founded a class of close-combat warriors known as the Carvers. These commandos are carried into battle on the rear of drexls and are skilled in personal combat and in the use of bladed weapons.

Missions

Early in its history, the Beast Riders had a single goal: the annihilation of Iziz's hated monarchy. During these decades, the ruling Beast Lord executes tactical strikes against weak points in Iziz's defenses, hoping to penetrate as far as the palace so that his Carvers can corner and slaughter the ruling family. On several occasions, the Beast Riders succeeds in killing royals, but it never causes sufficient chaos to destroy the monarchy.

Helped by spies inside the city walls, the Beast Lord sometimes organizes raids on lightly defended vacation spots frequented by wealthy nobles, or shoots down ambassadorial starships on landing approach in order to kidnap the passengers for ransom. Raids on Iziz's food and weapons stores occur several times each month.

With Great Sith War, the Beast Riders becomes the elite advance force of Onderon's royal defenders. This development puts it in a position to wage war against the Mandalorians, who ride techno-organic Basilisk war beasts in much the same fashion as the Beast Riders. The careening, vertiginous battles against the Mandalorians give the Beast Riders an opportunity to polish its dogfighting skills. After the Onderon Civil War, the Beast Riders defend the planet against pirates and slavers, and it remains active through the Galactic Civil War and beyond.

Rank Structure

The members of the Beast Riders represent the most proficient of Onderon's warriors. Originally, these wild outlaws swore allegiance to the Beast Lord in order to survive, but even after the organization's acceptance into the Iziz power structure, its rank system remained largely in place.

Recruits into the Beast Riders' ranks are drawn from support staff, including boma wranglers, tribal guards, Carvers, and workers who clean the drexl stables. If a candidate survives a ride on a maddened drexl's back without falling to the treetops below, he or she is accepted as a novice initiate. In time, initiates become Warriors, the lowest rank in the Beast Riders' hierarchy. Commanding the Warriors are Berserkers. These three classes—initiates, Warriors, and Berserkers—make up what is called the warrior caste.

The command caste consists of Conquerors and Warlords (with subrankings that are distinguishable by the totem worn around neck or arm) and is responsible for all battlefield decisions. A Conqueror can lead up to 50 Warriors and Berserkers, or two squadrons. Warlords command three to five Conquerors and their subordinates. Typically, there is one Warlord for every Beast Rider settlement (or, during later years, one for every district in the city of Iziz). Any member of the command caste who wishes to advance in rank must engage in sky combat with a superior officer. Winning elevates the challenger to the rank of the one challenged, and the loser is docked one rank—if he or she survives the duel.

The Beast Lord rules all but can retain the title only by fending off challengers. As a result, the Beast Lord's drexl is battle hardened and deadly. During the period following the Great Sith War, the Beast Lord is technically subordinate to the ruler of Iziz in the defense of Onderon, but often the planet's monarch and the reigning Beast Lord are one and the same.

"WHAT FOLLOWED NOW SEEMS ALMOST INEVITABLE—THE ONDERONIAN OUTCASTS LEARNED TO SURVIVE IN THE WILDS, AND EVEN TO SUBDUE THE BEASTS AND CONQUER THEM. ONDERON BECAME A DIVIDED WORLD, ONE THAT RAPIDLY DEGENERATED TO A STATE OF PERMANENT WAR."

—JEDI MASTER ARCA JETH

Republic Rocket-Jumpers

History

The Republic rocket-jumpers, officially known as the Rocket-Jumper Elite Advance Unit, are the most celebrated unit of the Republic Army. Using jet packs, the rocket-jumpers penetrate enemy territory and establish airheads—temporary advance staging areas used to shuttle in troops and heavy equipment. Such missions sometimes verge on suicide, and rocket-jumpers have earned a reputation as hardnosed miracle workers.

The rocket-jumper corps came into existence circa 11,000 BBY, when newly reliable jet pack technology allowed for the reinvention of the unit formerly charged with powered paraglider landings. Rocket-jumpers became legendary in such conflicts as the Second Herglic Feud (9757 BBY), the Waymancy Storm (7811 BBY), the Gank Massacres (4800 to 4775 BBY), and the Quesaya Border Conflict (4007 BBY).

Rocket-jumpers use jet-equipped droids—most notably the R-EAU Linemaster series—for resupply and rearmament; droids that survive difficult campaigns are often adopted as platoon mascots. The R-EAU inspired the development of the Juggernaut, a class of war droid that go rogue on Coruscant during the Great Droid Revolution in 4015 BBY. The Juggernauts' defeat of the rocket-jumpers in the sky above Monument Plaza is one of the war's most heartbreaking moments. Despite public sentiment and new Republic laws, the rocket-jumpers refuse to dismantle their R-EAUs after the uprising and eventually receive a special exemption for them.

As their reputation grows, the rocket-jumpers are assigned to special forces missions such as VIP extraction, reconnaissance of sensor-shielded encampments, and destruction of enemy emplacements. Rocket-jumpers are among the most highly decorated soldiers in the Republic Army, and several of them go on to hold public office (including Republic Minister of Defense Netus and Supreme Chancellor Vocatara).

The rocket-jumpers also become notorious for their off-hours antics, which tilt heavily toward drinking, fighting, and outrageous stunts or pranks. Casual patrons avoid rocket-jumper gathering places at all costs, and these properties are among the most difficult to insure in all of Galactic City.

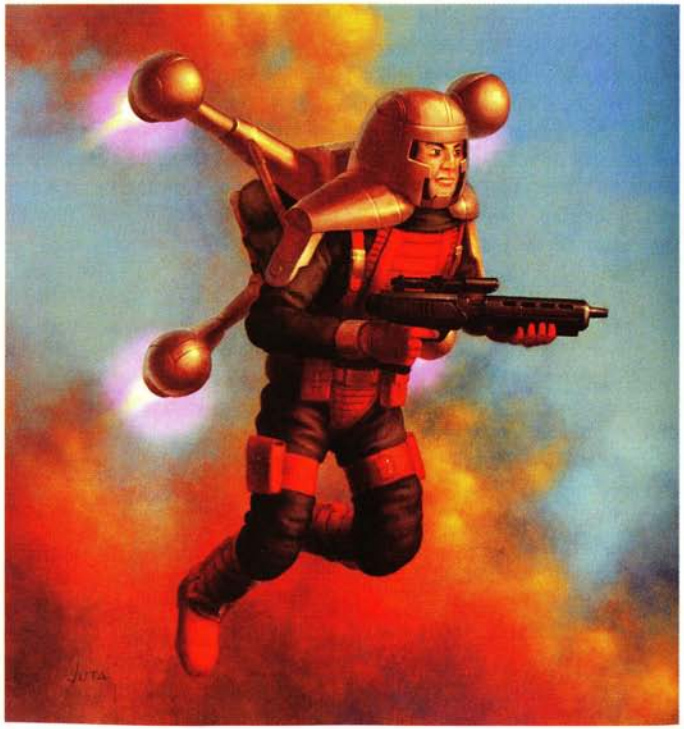
In 1000 BBY, the Republic abolishes its standing military under the Ruusan Reformation, leaving security in the hands of sector and planetary defense forces. The rocket-jumpers vanish with the rest of the Republic Army, but their technology and tactics live on. The Mandalorians become known for their jet-jumping surprise attacks, and both the Republic clone army and the Imperial Stormtrooper Corps develop rocket-jumper equivalents in their jet trooper and air trooper divisions.

Methods

The rocket-jumper corps is an advance force, used to breach enemy-held terrain and assist the rest of the army in moving forward to a new position. Although armed troop carriers sometimes perform similar roles, rocket-jumpers are first-strike commandos, expected to clear a landing site where none exists. Rocket-jumpers are deployed in squads of 20 or in fire teams of two. They generally stick to low-altitude hops to minimize exposure to enemy fire.

Rocket-jumpers maintain tight formations and are drilled on the importance of keeping the other members of their squad in sight at all times—particularly when touching down into a hot zone where a jet-jump miscalculation could put a solider far beyond the reach of his or her comrades. Rocket-jumpers are experts at urban and wilderness survival, and they can keep themselves alive for weeks behind enemy lines while carefully making their way back to the Republic front. It is said that no rocket-jumper captured as a prisoner of war ever broke under enemy interrogation.

The most iconic piece of rocket-jumper equipment is the modified Zim Systems jet pack, which features four outriggers for controlling midair pitch and roll. Rocket-jumpers carry pulse-wave (or blaster) carbines, sidearms,



A ROCKET-JUMPER

grenades, vibroknives, survival multitools, medkits, and other items that vary with the mission profile. Each rocket-jumper carries 40 to 60 kilograms of gear, plus armor. Droids are used for resupply and other battlefield support roles, and some are equipped with integrated rockets. The most notable droid model is the R-EAU Linemaster.

Zero-gravity combat training is part of the rocket-jumper regimen. Space missions are uncommon, but the Zim jet pack's solid fuel propulsion system works well in vacuum.

Missions

"Impossible" is the best word to describe a typical rocket-jumper assignment. The members of the corps thrive on achieving tasks that their commanders dare not assign to any other unit. Their standard mission profile involves jetting over forward-facing cannons and gun emplacements and attacking those units from the rear, or taking out droid coordinators and reinforced headquarters to disrupt communications and leave the enemy vulnerable to a direct assault.

Less typical assignments include aerial combat (as in the disastrous fight to take down the renegade Juggernauts) and aerial rescues. In the latter mission type, rocket-jumpers intercept a craft in flight, board it, deal with armed resistance, and escape with their objective intact.

A similar template is used for zero-gravity space rescues. During naval battles, rocket-jumpers board space stations and enemy capital ships by blowing holes in their hulls. They can then destroy their targets if they have access to the reactor core and a sufficient supply of detonators.

Jet packs are not typically used for sustained flight. Rocket-jumpers are more likely to use them to bypass troop formations, to reach inaccessible mountain fortresses, or to make similar tactical hops. Since the Zim ROCKET runs on solid fuel slugs, a pinpoint hit by an enemy's blaster can trigger an explosion that will almost certainly kill the wearer.

For surprise insertions, rocket-jumpers are dropped at high altitude from troop carriers. To minimize possible detection by enemy spotters, they freefall until they are less than 100 meters from the ground, then use their packs to rapidly slow their descent just in time for a gentle touchdown. This maneuver takes precision handling and is one reason why rocket-jumper training is among the most unforgiving in the Republic Army.

The primary training facility for the rocket-jumper corps is on Coruscant. The unit itself has seen action "from the sands of Socorro to the seas of Seffi," according to the corps' motto.

Rank Structure

Getting into the rocket-jumper corps is a feat unto itself. Less than 8 percent of all applicants withstand the grueling initiation. Once accepted, a rocket-jumper, like all soldiers of the Republic Army, receives top-down orders from the commander-in-chief (the Republic Supreme Chancellor) and the Minister of Defense. Within the structure of the army itself, the rocket-jumpers are organized at the corps level and commanded by a general. Various rocket-jumper brigades are stationed across the galaxy at sector military bases, with each brigade commanded by a brigadier general who is responsible for deploying his or her soldiers in the service of Republic Army operations throughout that sector. Individual battalions (four to six per brigade) consist of up to 800 rocket-jumpers each, under the command of a lieutenant colonel.

Most galactic conflicts, if they involve rocket-jumpers at all, are fought with small groups of them. Due to the expertise and rarity of these soldiers, it is uncommon for more than one platoon to be deployed in most battles. A platoon totals 30 to 60 soldiers and their R-EAU droids and support staff, all under the command of a lieutenant. Platoons deploy their rocket-jumpers in jumpsquads (8 to 12 members) or jumpteams (4 members)—small tactical units composed of privates and corporals that are typically led by sergeant-level Master Jumpers.

A career as a rocket-jumper is not lucrative, and a rocket-jumper's life expectancy is brief. But rocket-jumpers have a fierce pride in their role and in the history of their corps. Their reputation precedes them—thugs give them a wide berth, barkeeps give them free drinks, and they are never without romantic attention. The life of a Republic Army soldier is not glamorous, but the rocket-jumpers know that they're as close as it gets.

"AT 0300 WE ESTABLISHED AN AIRHEAD. AT 0308 WE ENCOUNTERED ARMED RESISTANCE. BY THE TIME THE REST OF THE ARMY ARRIVED AT 0400, THERE WASN'T ANY CHARACTER LEFT FOR THEM TO FIGHT."

—FROM THE JOURNAL OF MASTER JUMPER BARKIN, 4789 BBY

Senate Guard/ Senate Commandos

History

The Senate Guard has existed as long as the Galactic Senate itself. Artwork from the Republic's early centuries shows mute, motionless Guardsmen at the signing of every treaty, their weapons a testament that the Republic was prepared to use force if diplomacy failed. The uniforms and gear of the Guard changes from century to century, but two elements keep recurring: the color blue (the same hue as the robes worn by the first Supreme Chancellor) and a helmet design reminiscent of the Notron Centurions.

The Senate Guard began as a bodyguard detail but grew into a capital police force. As it did so, it began to attract the best law-enforcement officers away from Coruscant police forces and training academies, leading to open hostility between the Senate Guard and the Galactic City Police. The situation worsened when the Senate Guard put the entire Legislative District under its jurisdiction. The move, however, is necessary. To protect the thousands of Senators who live and work in the district (not to mention the Supreme Chancellor), the Senate Guard needs to cover an area much broader than the Grand Convocation Chamber.

Colloquially called the Blue Guard (and, less frequently, the Republican Guard), the Senate Guard is inevitably influenced by the politicians it protects. Like the Senate itself, the Guard increasingly becomes a legacy system, with sons and daughters of current officers afforded privileged positions in the Guards' Academy on Coruscant. Corruption begins to infect the ranks, with affluent Senators quietly paying their Guards to look the other way while they conduct under-the-table business. At the same time, loyal members of the Guard work to root out their crooked comrades with a robust internal affairs department. The Guard also distinguishes itself with some of the best investigative and forensics work in the capital.

The Senate Commandos are the elite members of an already elite force. Drawn from the Senate Guard's ranks, these top-scoring combat experts make up a special-missions force assigned to high-security details and other risky assignments. Wearing customized field armor, the Senate Commandos face down some of the galaxy's deadliest hired killers and bounty hunters.

The Senate Commandos become Senator Palpatine's personal bodyguards following his election in 32 BBY. After the outbreak of the Clone Wars, Palpatine hand-selects the most loyal members of the Senate Commando force to create a new bodyguard detail known as the Red Guard. The Senate Guard continues in a somewhat diminished role, undergoing a change in uniform that exchanges helmet crests for face-masking visors.

Once the Empire takes root, security in the capital falls under two divisions: the Imperial Royal Guard, dedicated to protecting the Emperor, and the Coruscant Guard, charged with investigative work and military-policing. Former members of the Senate Guard are employed within both divisions.

The Emperor also creates a secret security legion known as the Imperial Senate Guard, although it has no connection to its obsolete namesake. This division (and its subgroup, the Imperial Senate Sentinels) carried lightsaber pikes and were widely believed to be cyborgs.

Methods

The Senate Guard and Senate Commandos exist only to protect the galactic legislature. In its most public form, this requires countless hours of standing at attention inside a Senate platform or in the corridors of a diplomatic starship. But Guard responsibilities extend far beyond bodyguard detail. Guards are required to protect their charges from all possible dangers, which requires relentless investigative work to root out threats before they become malignant. Senate Guards spend a great deal of time patrolling the Legislative District, questioning citizens and following up on leads. Advanced intelligence-gathering missions sometimes require them to go undercover.

When in public, Senate Guards wear their distinctive blue uniforms. They keep an eye on demonstrations, usher their senatorial charges to safe havens, and occasionally pose for holoimages for tourists. Their blaster rifles, although considered largely ceremonial, are surprisingly accurate from long range and feature a stun setting and a barrel that can double as a stun prod. All Guard members are drilled in the Hijkata martial arts discipline, and they often carry force pikes.

Senate Commandos dispense with the symbolic robes and helmets. They wear flexible blue armor that is blaster resistant and resembles that worn by the Republic's clone troopers. Senate Commandos do not typically operate in the Grand Convocation Chamber or the Legislative District. They are much more likely to be found offworld, accompanying Senators to space station transfer hubs or hostile planets in need of diplomatic attention. They remain alert for any attempts on their charges' lives, relying on sophisticated sensors built into their helmets to analyze crowds and on their DC-15 blaster rifles and tactical thermal detonators to end trouble in a hurry.

Missions

A Senate Guard mission is often reactionary. It's a split-second response to immediate danger, followed by a lengthy and meticulous investigation to bring all plotters to justice. Because countless powers would love to influence galactic legislation, assassination attempts are common, and most take place in the narrow streets between the Grand Convocation Chamber and the senatorial residences. Even more frequent are attempts to win Senators over through bribery. Senate Guards are expected to report all suspicious dealings to their superior officers, even when it puts their own lives at risk.



A Senate Guard (left) and a Senate Commando (right)

By contrast, a Senate Commando mission is combustible, aggressive, and unpredictable. Senate Commandos protect their charges during visits to worlds where battles are raging or where native lifeforms can present a danger. Commandos also repel boarders should an ambassadorial starship be breached by raiders. On the rare occasions that Coruscant is invaded by hostile armies, Senate Commandos are the last line of defense protecting the Supreme Chancellor.

When the Senate isn't in session, most Senate Guards and Commandos occupy themselves with police work. In this capacity, they often work alongside the Jedi; the two groups are technically part of the Republic Judicial Department. Daily duties include crowd control, crime scene investigation, street patrols, and putting down uprisings from the Undercity.

The most famous duty of the Senate Guard is to provide security inside the legislature's Grand Convocation Chamber. This tradition is considered deathly dull by most members of the Guard, since the chamber's defenses are some of the tightest in the galaxy and no threat is likely to manifest within its walls. Senate Guards, however, remain vigilant.

Rank Structure

New recruits to the Senate Guard come from the graduating class of the Guards' Academy on Coruscant. The candidates are dominated by members with family connections, although acceptance is extended to distinguished members of recognized planetary law-enforcement divisions. These more experienced enrollees undergo a shortened academy program.

The Senate Guard follows a military ranking system, and fresh academy graduates receive the rank of private. Their duties take place in the vicinity of Senate Guard Headquarters, where they oversee the processing of prisoners and suspect profiling. Corporals do more street-level work and are assigned to a task force that protects a prominent Senator, a small group of less-notable Senators, or a special government VIP. Sergeants oversee the security of the Grand Convocation Chamber and make assignments to bodyguard details. Lieutenants lead squads of two to four Guard members, and commanders lead task forces made up of six to 10 Guard members. The person who oversees all Senate Guard personnel assigned to the Grand Convocation Chamber is known as the Sergeant at Arms; he or she is seated next to the Supreme Chancellor.

The highest ranking member of the Senate Guard is the Captain of the Guard. He or she answers to a special Senate committee charged with supervising Guard affairs, as well as to all cabinet-level officials in the Republic Judicial Department. The leader of the Senate Commandos is a captain. All Senate Commandos are volunteers from the Senate Guard who pass a brutal four weeks of additional combat training. They are usually deployed in squads, taking orders from their commander but always deferring to the person they are protecting (except in matters concerning their charge's safety). All members of the Guards and the Commandos, of course, ultimately serve at the pleasure of the Supreme Chancellor.

Sun Guards of Thyrsus

History

The Sun Guards of Thyrsus is one of the most feared military units in history, said to be the only group of warriors who could go toe to toe with the Mandalorians and win.

The Sun Guards originates with the Echani Command, a confederation of six worlds dominated by a near-Human offshoot species. The Echani have silvery hair, chalk-pale skin, and a remarkable sameness in body type and facial features, all believed to be the result of Arkanian experimentation with the Human genome.

On the worlds known as the Six Sisters, the Echani develop a kinetic communication style and can instantly identify an individual through subtle shifts in body language. This sensitivity translates well to physical combat. During the Bengali Uprising, the Echani on the sun-baked world of Thyrsus rebelled against the female council that ruled the Six Sisters, breaking their planet off from the others. Their military units bore the emblem of the red suns of Thyrsus, and their elite special-missions division evolved into the Sun Guard.

The Thyrsians are a diametrical contrast to the rest of the Echani: male dominated instead of female dominated, heavily armored instead of lightly armored, drawing spiritual lore from the sun rather than the moon, and emphasizing bladed weapons over unarmed combat, dark of hair and skin. In at least one way, though the Thyrsians retained a traditional element of Echani arts: the uncanny ability to read the body language of others and to predict their next move.

At first, the Sun Guards led armies against the Echani. The group later turned its attention to the Mandalorians, alarmed by their expansionist tactics. Clashes between the Sun Guards and the Mandalorians usually took the form of duels to the death between small groups of combatants rather than full military mobilizations.

More than a century before the rise of the Empire, Thyrsian culture became fixated on Force lore, particularly the prophecy that the galaxy's savior would be known as "the son of suns." The Sith Order, still in hiding after the Battle of Ruusan, play on the Thyrsian belief that the Sith are the subjects of this prophecy and encourage the Sun Guards to follow Sith interpretations of Jedi orthodoxy. The Sun Guards emerge as a Sith cult, and Darth Sidious brings members of the Guards into his employ as mercenaries and assassins.

Near the end of the Clone Wars, Sidious tasks Asajj Ventress with eliminating the order. Of the members of the Sun Guards she spares, some join Emperor Palpatine's Royal Guard. Force-sensitive Sun Guards become candidates for the Imperial Shadow Guard. Others, such as Kenix Jir, are used as cloning templates (in fact, a Sun Guard had been considered as a possible prime clone for the Republic's clone army).



A Sun Guard of Thyrsus

Armor and weaponry from dead Sun Guards have fallen into the hands of bounty hunters such as Moxin Tark, who exploit the fearsome reputation of the Sun Guards.

Methods

Members of the Thyrsus Sun Guards are known for their black armor. Instantly identifiable and terrifying to enemies, the heavy armor conceals a number of tools and weapons that influence the Sun Guards' capture-and-kill techniques. The visual system built into the helmet's visor is capable of thermal imaging and of recording both infrared and ultraviolet wavelengths. A macrobinocular scope is used for surveillance and sniping. Most members of the Sun Guards have extendible vibroblades in their gauntlets and spikes concealed in both their boots and in their knee guards. The exterior of their forearm gauntlets and their fist plates can be heated to flesh-burning temperatures in seconds.

The armor itself is highly resistant to damage but does not significantly reduce movement. Many members of the Sun Guards accessorize their kit with dart shooters lining the underside of each arm and miniature flamethrowers. With their deadly outlay of personal gear, it's not surprising that the warriors of the Sun Guards prefer to face their targets up close.

Members hold the pike as a near-sacred weapon. Many variants of the pike exist, but all are approximately 1 meter long and are wielded with two hands, providing the means to block incoming strikes and to lash out with the blades at either end. Most sport double-edged vibroblades and are reinforced with cortosis ore so that they can stand up to lightsaber blades. The ritual form, inherited from the Echani, has red-hot tips activated through grip controls. The force pike incorporates stun modules into each end to deliver debilitating shocks.

The Sun Guard considers jet packs a dangerous and foolish extravagance and is contemptuous of Mandalorians' reliance on them. Over the years, the Sun Guard has developed a sort of melee version of antiair combat, employing pikes in precision strikes to disable or overload Mandalorian jet packs.

Early in its history, religion was a primary motivator for the Thyrsus Sun Guard, although it eventually became a group of mercenaries. Religion regained an influence on the group when it fell under Sith sway, but one truth remained—the Sun Guards still insists on getting paid. It is known for delivering its targets alive but maimed.

Missions

The Sun Guards fought its Echani cousins in a string of crusades millennia ago, and it learned that war leads to poverty. The Sun Guards realized that its combat skills were virtually unmatched in the greater galaxy, and it became an elite unit of high-priced mercenaries.

The Sun Guards' missions include rescue, abduction, sabotage, wholesale slaughter, and more. The only factor the jobs have in common is that other parties have already tried them and failed. Members of the Sun Guards often work in teams of four to penetrate unassailable keeps and destroy ultimate weapons. They are adept at urban combat, including building sweeps and the block-by-block elimination of enemies. They can take on any foe in personal combat and have been known to earn extra credits in the gladiatorial pits.

The only opponent able to stand against a Sun Guard fighter is a Mandalorian, and the two factions hate each other with professional jealousy that burns brighter than the Oolex Pulsar. Over the centuries, the Mandalorians and Sun Guards have fought endlessly (most notably when both groups hired out to opposing sides in the Battle of Sintheti), with neither side winning any advantage except bragging rights.

During the years leading up to the Clone Wars, Darth Sidious used his Sith status to order the Sun Guards into missions of his choosing. These assignments included the assassinations of troublesome Senators and recalcitrant business barons. Sidious also used members of the Sun Guards to protect his hidden Coruscant lair, where they summarily executed any underdweller who got too close. The Sith Lord's apprentice, Darth Maul, regularly engaged members of the Sun Guards in impromptu practice duels.

Rank Structure

The Sun Guards began as a special-missions force in the hierarchy of the regular Thyrsian military. As the centuries pass and the Sun Guards largely abandoned Thyrsus, it became a group of seminomadic mercenaries similar in organization to the Mandalorians.

Initiates into the Sun Guard receive the rank of Stellar Legionnaire and are allowed entry for a provisional term of up to one year. Any violation of Sun Guard etiquette, such as cowardice under fire or undisciplined drunkenness, is grounds for immediate expulsion. Those who pass the initiation period are promoted to Stellar Tribune, a position that gives them control of a Sun Guard legion numbering between 20 and 40 soldiers.

It is rare to encounter a member of the Sun Guard officer corps, which begins at Twisuns Legate, a role that allows command over two to four legions. The remaining ranks in the Sun Guard hierarchy, in ascending order, are Twisuns Praetor, Thychani Commander, Thychani Dictator, and Supreme Sun Guardian—a position comparable to that of general in most standard militaries.

Advancement through the ranks is the result of heroism in combat. On the flip side, cowards—even elite Sun Guardians—can be expelled from the ranks at any time. When Darth Sidious set his plans in motion to create a clone army, the Kaminoans considered candidates from the Thychani Commander rank and above as templates for their clone soldiers.

Trianii Rangers

History

The Trianii often are mistaken for similar felinoid species such as the Togorians and the Tinnell; those who make this error underestimate the incredible speed and agility of the Trianii. By the time an enemy realizes that he is facing an angry Trianii, it's a good bet that he's already suffered a mortal injury. This physical prowess, a matter of pride among the Trianii, is prized nowhere more than in the ranks of the elite Trianii Rangers.

The Trianii Ranger tradition dates back thousands of years, tracing its roots to a primitive frontier corps that protected landowners as they tamed the serpent-infested forests of Trian. By the time Trian had established a planetwide government, the Rangers were an above-the-law police force with the authority to execute suspected criminals on sight.

The age of space travel prevented the Rangers from becoming a tyrannical junta; the need to protect Trian from outside invaders took precedence over everything else. As the Trianii established colonies on the nearby planets of Brochiib, Ekibo, Fibuli, Pypin, Monic, and Perin, the Trianii Rangers grew in size in order to patrol the hyperspace lanes between the colonies and the homeworld. Piloting RX4 patrol ships and Kiree starfighters, members of the Rangers beat back incursions by the Kwapi pirates, the maggot-cyborgs of Hydra, and the Ugors, a meddlesome species that simply wanted to collect scrap metal. With a noble cause and the blessings of Trian's many gods, the Rangers became a legendary force within the tiny Trianii Empire.

Its dominance ended when the Corporate Sector Authority—a rapacious commercial entity established by the Empire—extended its influence into their region of the Tingel Arm. The proud Trianii Rangers could not let this outrage stand, but neither could it drive out all the CSA landing craft. The CSA annexed Fibuli and reinforced it with Espo troops, and the Rangers mobilized into tooth-and-nail conflict. Amused executives at the CSA suddenly took the matter more seriously when the Trianii Rangers sent back the severed hands of Espo officers.

The war between the CSA and the outnumbered Trianii dragged on for years, kept alive by the Rangers' hit-and-fade tactics. Many captured Rangers were held in suspended-animation at Stars' End prison on Mytus VII. A jailbreak from Stars' End, followed by the Empire's collapse in 4 ABY, brought an end to hostilities with the CSA. The Trianii Rangers subsequently oversaw the colonization of 19 new worlds.

Methods

The Trianii Rangers is an independent space force answerable to no one but voluntarily subordinate to the ruling yu'nar tribunals on its homeworld. Similar in some respects to Republic Sector Rangers, the Trianii Rangers is essentially a guerilla space force that is adept at hit-and-fade strikes launched from the cover of asteroid belts and planetary rings. Rangers units habitually execute risky, pinpoint hyperspace jumps right into the center of enemy convoys. Ion cannons are often used on a first pass, allowing the Rangers attackers to disable an enemy craft and puncture its hull with lasers on a second pass, venting the targeted ship's atmosphere to space. If outgunned, Rangers flee—the better to fight another day.

The Ranger navy lacks capital ships and fighter carriers, relying instead on one-person starfighters and small-crewed patrol boats. Members of the Rangers live aboard such vessels, enduring long deployments between resupplies at the secret Ranger network of asteroid and moon bases. Most Trianii Rangers assigned to the same patrol unit are family.

After CSA warships start capturing Ranger vessels and locking their pilots in the Stars' End prison, the Ranger ships are equipped with "hyperspace ripcords" to trigger an emergency blind jump. Pilots who use this escape sometimes die in collisions with mass shadows, but many are recovered by their comrades after a few days adrift.

The CSA's annexation of Fibuli force the formerly free-roaming Rangers to commit to a sustained campaign to unseat its enemy. It harries the CSA's blockade from outposts in the system's comet cloud and lands insurgent teams to harass CSA Espo troops on the ground.

Ranger planetary commandos prefer close combat because their agility makes them natural martial artists. The ranged weapons in their possession are frequently crude and unreliable, having been purchased secondhand on the smugglers' market. Ranger commandos have an affinity for grenades and are experts at camouflage, particularly in the wooded environments found on Trian, Fibuli, and other Trianii colonies. All Trianii have needle-sharp claws and prehensile tails, and members of the Rangers often fasten blades to their tail tips. Ranger commandos are among the few Trianii who wear light armor; most members of the species don't wear any clothing at all.



A Trianii Ranger

Trianii culture is highly spiritual, expressed through the sacred arts of dance, athletics, and song, but members of the Rangers are less sentimental and share a hard-bitten awareness of the grim reality of battle. Most members of the Rangers ascribe to the gloomy philosophies of Kunik, the goddess of bitter retribution and swift death.

Generally, Rangers commandos encountered in the greater galaxy are outcasts. These individuals value adventure and personal glory more than the security of family and homeworld, and they might be bounty hunters, trackers, or pilots for hire.

Missions

The Trianii Rangers is not a group of mercenaries. Despite its autonomy from its world's central government, it remains fiercely devoted to the protection of Trianii space. Prior to the rise of the Empire, the Trianii Rangers commandos were the scourge of Tingel Arm star pirates and the Hiitite Ravagers (the raiding force of an aggressive local species). Combat was based exclusively in space, rarely spilling outside the borders of Trianii territory. The Rangers cared only about chasing off intruders, and did the jobs so well that outsiders never gained a foothold on Trianii worlds.

The coming of the Corporate Sector Authority, however, forced the Rangers to split its ranks between ground commandos, dedicated to sabotage and assassination, and an outgunned space force that executed lightning raids and disappeared into secret bolt-holes. After the Battle of Endor, the Trianii Rangers became even more paranoid as its people expanded into new systems.

"Shoot first, ask questions later" is the Trianii attitude toward newcomers when they think they hold the advantage. In the case of a large enemy force, the Rangers' command assembles task groups or battle fleets by pulling naval units from the surrounding trisector.

The Trianii suspicion of outsiders has effectively eliminated Trian's galactic trade. Because its armaments and equipment are often out of date, the Rangers constantly hones its combat skills to remain competitive against more sophisticated foes.

Rank Structure

The organization of the Trianii Rangers mirrors the ruling yu'nar triumvirates on the Trian homeworld. Three punctinos head the Rangers, their role roughly equivalent to that of naval admirals. Each punctino commands Ranger forces within a third of Trianii space, an area known as a trisector. Each trisector has an identical command setup. All of the ships within the trisector make up a single battle fleet. Groupings of 50 to 70 vessels are known as task groups and are headed by a commodore-level officer called a pyorn. Flotillas are smaller groupings of vessels headed by a captain or sinth.

The ships of the Ranger fleet are unusual in that none of them is capital-class. RX4 patrol boats have crews of four and can double as troop carriers for 12 to 20 tightly packed warriors. The Kiree is a single-person starfighter deployed in pairs. The Trianii also operate a number of captured freighters, including common Corellian designs such as the YT series and the Action transport.

A new Ranger recruit is likely assigned a gunner position aboard a patrol boat. A promotion can lead to a pilot's role on a similar class of vessel. A pilot who proves unusually skilled wins the right to pilot a Kiree starfighter. During the Fibuli war with the CSA, new recruits often became ground soldiers, serving in groups of three to 10 under the leadership of a veteran forest-warfare commando.

Because the Trianii Rangers is the self-run military force of an impoverished culture, its members enjoy few perks. Homebrew intoxicants and musical instruments are the most popular distractions at base, enjoyed by rookies and punctinos alike.

"Her claws kill our foes and end our own lives in turn. Blessings to Kunik, who settles all scores."

—Daily prayer of the Trianii Rangers

Wraith Squadron

History

Wraith Squadron is a patently bizarre starfighter unit. Although ostensibly created by New Republic Starfighter Command in 7 ABY, the squadron actually came to life as the result of a wager between Commander Wedge Antilles and Admiral Ackbar. Antilles, a starfighter ace who saw a military niche halfway between pilot and commando that he could fill, bet Ackbar that he could whip 10 washout flyers into fighting shape and build a hybrid unit. The members of Wraith Squadron, equally skilled in starfighter piloting and special-forces disciplines, applied their oddball personalities to espionage, sabotage, and infiltration missions that ultimately redefined New Republic Intelligence.

Antilles appointed his friend and former wingman Wes Janson as the squadron's second in command. The first class of Wraiths included former child holodrama actor Garik "Face" Loran, moody sniper Myn Donos, genetically altered Gamorrean fighter Voort "Piggy" saBinring, Admiral Ackbar's niece Jesmin Ackbar, Bothan slicer Eurrsk "Grinder" Thri'ag, multiple-personality Thakwaash pilot Hohass "Runt" Ekwesh, and Kell Tainer, the son of a man that Wes Janson had been forced to kill during his time with the Tierfon Yellow Aces. The squadron trained at the moon base of Folor and drew the scorn of purist pilots.

The Wraiths joined in the New Republic's campaign to defeat Warlord Zsinj, one of many Imperials trying to carve out his own piece of the splintering Empire. Admiral Trigit, commander of the Star Destroyer *Implacable* in Zsinj's fleet, became the squadron's first target. After the members of Wraith Squadron captured the enemy corvette *Night Caller* and posed as the vessel's crew, they wormed their way into Zsinj's operation and set a trap for Admiral Trigit at Ession. Their efforts culminated in the destruction of the *Implacable*.

With their impersonation and infiltration tactics a proven success, the member of the Wraiths next posed as the Hawk-bats, an ersatz pirate band. After Zsinj recruited them, they gained valuable intelligence on the warlord's strike at the Kuat shipyards. Zsinj stole the Super Star Destroyer *Razor's Kiss*, and Wraith Squadron's effort to undo his triumph ended in the Battle of Selaggis. A massive New Republic naval taskforce seemingly ended Zsinj's threat forever.

Wraith Squadron no longer fit the strict definition of a starfighter squadron. Its members underwent a reassignment from Starfighter Command to New Republic Intelligence, where they enjoyed far more autonomy. Under commander Garik Loran, Wraith Squadron aided in the fight against Admiral Daala, in the Black Fleet Crisis, and in the hunt for the Caamas Document.

During the Yuuzhan Vong invasion, Wraith Squadron helped the Jedi kill yammosk war coordinators. Their diverse specialties allowed squadron members to fool the Yuuzhan Vong into thinking that Jaina Solo was the incarnation of the trickster goddess Yun-Harla and to create undercover disguises for accompanying Luke Skywalker on a mission to enemy-held Coruscant. After the war's end, Wraith Squadron continued to serve as Galactic Alliance Intelligence's preeminent field unit.

Methods

Although the members of Wraith Squadron have become polished after years of working together, the team began as a mixed bag of misfits. Many observers thought that they would kill each other before their first mission, yet those colliding personalities frequently sparked brilliance.

Unconventional solutions are a Wraith Squadron trademark. The team improvises with any tools at hand to pull off schemes that most would deem suicidal. During the campaign against Zsinj, the team captured the *Night Caller* by bolting maneuvering jets and an X-wing laser cannon onto an airtight smuggling compartment, creating a makeshift boarding craft dubbed the *Lunatic*.

The Wraith Squadron has been compared to the Katarn Commandos, since both groups are 12-member field units made up of eccentrics and expected to accomplish tough missions on their own. But the Katarn Commandos is a superior straight commando unit, whereas Wraith Squadron views its members' specialties as their "second jobs." All team members are pilots first and foremost, and most of the squadron's assignments involve space or atmospheric combat. Although Wraith Squadron is an X-wing squadron, its undercover roles require familiarity with a wide variety of fighters.

When it takes to the ground, Wraith Squadron deploys in small teams with members chosen based on mission objectives. These are typically specialists in demolitions, computer slicing, and many other fields, and each team is often split into multiple air–surface units to provide air cover for infiltration and sabotage teams.

The dozen members of Wraith Squadron have become respected veterans in New Republic Intelligence with a cloud of support staff at their disposal. It is not unusual for a members of Wraith Squadron to act as the commanding officer for a small team of NRI agents.

Missions

Wedge Antilles founded Wraith Squadron when he saw an opportunity to fill a gap in the New Republic armed forces. Because pilots had no commando expertise and commandos had no piloting expertise, neither group could tackle a space/ground mission on its own. As a pilot, Antilles naturally drew his candidates from the New Republic's X-wing ranks. For many of these candidates, marred by black marks for desertion, mental imbalance, or other flaws, Wraith Squadron represented their last chance.

Early missions were frequently planned on the fly, after unexpected events and sudden reversals. Wraith Squadron still specializes in radical deviations from mission plans. For this reason, New Republic Intelligence generally gives the squadron an objective but doesn't sweat the details of how that objective will be achieved. Wraith Squadron is never subject to micromanaging from upper levels of the command chain.

As a starfighter squadron, Wraith Squadron almost always spends some of every mission inside cockpits. The squadron's tasks can include clearing out a starfighter screen above a target facility, providing strafing coverage for a ground team in trouble, or taking out an orbiting capital ship before it trains its turbolasers on the planet below.

Ground missions are where the members of Wraith Squadron separate themselves from other famous pilots such as the flyers of Rogue Squadron. Although the Wraith team can blow things up with the best of them, its members have a particular expertise at adopting false identities to work their way into position for a stab at the enemy's heart. Master actor Garik Loran inspired such schemes as the impersonation of the *Night Caller*'s crew, the creation of the phony Hawk-bat pirates, and the use of fake vonduun crab armor to make the Wraiths resemble Yuuzhan Vong warriors.

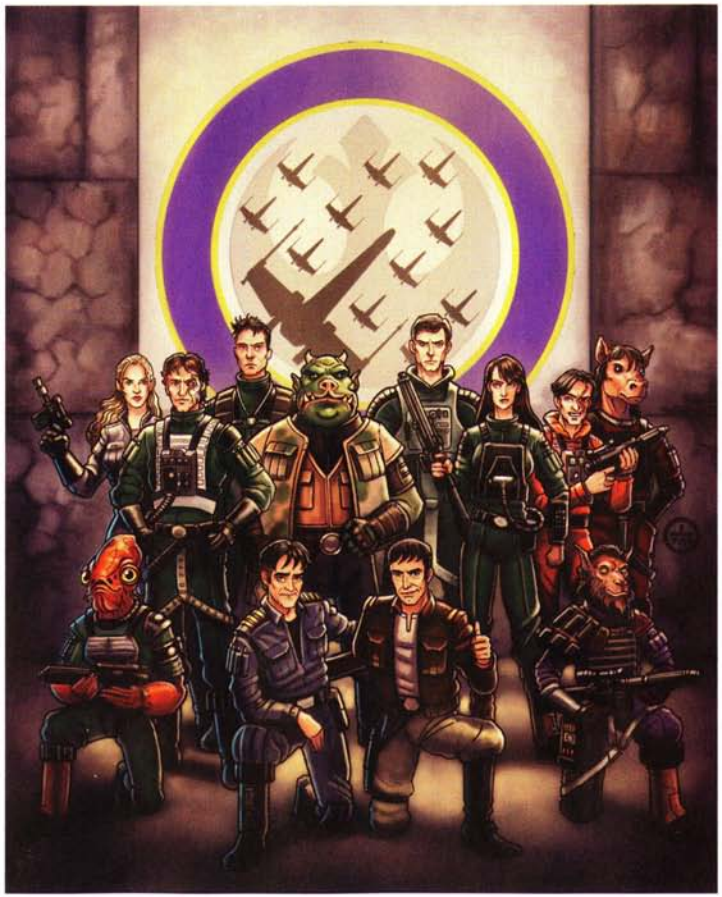
Rank Structure

Despite their official status with New Republic Intelligence, the members of the Wraiths have Starfighter Command military ranks. A new member is likely to carry the rank of flight officer, and a veteran might have the rank of lieutenant. During Garik Loran's first tenure as head of the Wraiths, he carried the rank of brevet captain; Wedge Antilles was a commander while doing the same.

During the squadron's formation, its members rarely had the respect of their peers, regardless of rank. Later, after the squadron's reformation within NRI, the situation was reversed. Even a lowly flight officer with the Wraiths could hold a room of aces spellbound with tales of the squadron's exploits.

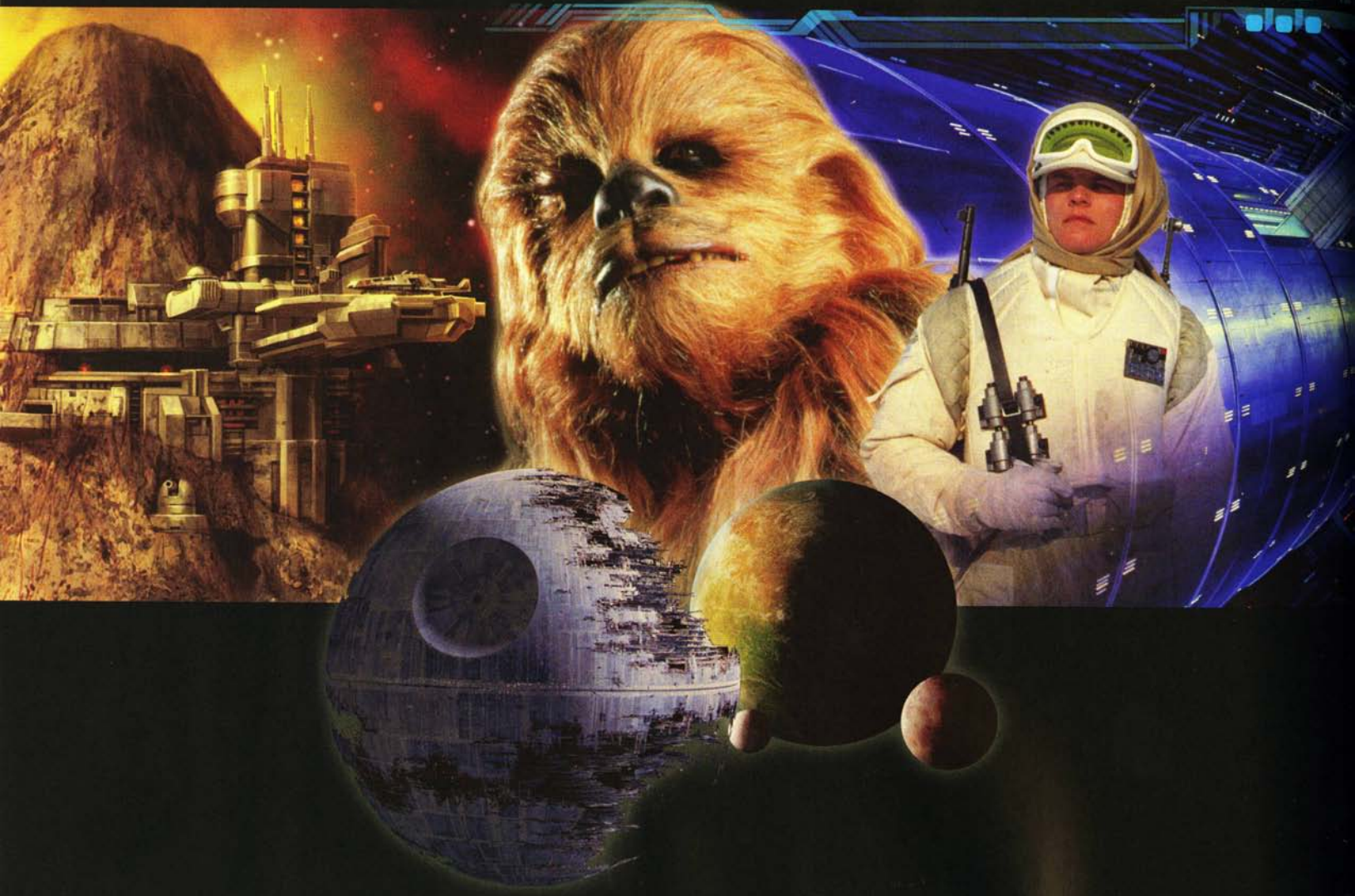
Vacancies in the squadron are filled according to role. Wraith Squadron maintains a diverse roster of specialists at all times. Although the roster itself is flexible, positions that Wraith Squadron regularly needs include the following:

- A demolitions expert who knows how to take out cannons and other large targets.
- A computer slicer who can crack into protected data cores faster than any droid.
- An expert at mimicry who can take on the mannerisms of others for undercover ops.
- A sniper for long-range backup and target elimination.
- An atmospheric and ground vehicle specialist, capable of hotwiring and operating anything.
- A comm specialist, able to boost the team's signals, jam the enemy's signals, and encrypt sensitive messages.
- A medic for when field missions don't go as planned.
- An intelligence and analysis expert, particularly useful during the planning stages of an operation.
- A stealth expert, who (unlike the mimic) can gain access to enemy installations through quiet subterfuge.
- A brawler and melee combatant able to handle any non-Human—the bigger and uglier, the better.



WRAITH SQUADRON

Chapter V
Bases and Battlestations





No military campaign is complete without missions to infiltrate, sabotage, or destroy the opposing force's base of operations. Whether this means breaking into an Imperial prison colony to rescue a Rebel agent or piloting a starfighter into the heart of the Death Star, military campaigns are full of adventures that involve heavily defended locales. This chapter covers everything the Gamemaster needs to create exciting adventuring sites—hereafter referred to generically as "battlestations"—from basic concepts all the way through encounter design.

A battlestation is more than just a Death Star or some other massive superweapon. In this chapter, the term "battlestation" means a fortified and actively defended location where adventures will take place. A battlestation can come in many forms, whether it is a space station, a ground installation, or a capital ship.

Of course, before the villains can wreak havoc with a battlestation or the heroes can commandeer it for their own noble purposes, the place has to be built. This chapter not only covers the basic rules for assigning statistical values to the various aspects of a battlestation but also introduces factors that affect a station in the game. Moreover, it includes specific environment rules for creating encounters on battlestations.

The Battlestation Tool Kit

This chapter is more than just a collection of rules and advice on designing bases and locations; it also serves as a guide to creating a wide variety of adventuring settings. Although much of this chapter discusses rooms and locales inside battlestations, this information can also be applied to a wide variety of adventuring locations. The rules described in this chapter work just as well for creating an adventure where the heroes have to stage a raid on a high-rise industrial skyscraper as they do for an adventure where the heroes need to take out a shield generator on a remote moon.

When picking up material from this chapter for your own campaign, simply be mindful of the basic principles behind things like battlestation CL and expected attack bonuses, skill DCs, and damage rolls. Those concepts can apply to many places, not just bases and battlestations, and can be useful in a wide range of situations.

Introduction to Battlestation Design

Before delving too far into assigning statistics and preparing deck plans and layouts, it is important to set down some basic ideologies and philosophies for battlestation design. A hastily constructed battlestation might be just another superweapon or an unremarkable base, but a well-planned station can be a great addition to any campaign. By putting some effort into the station's construction, you can ensure that your locale will be both exciting and memorable.

Why Use Battlestations?

When you think of *Star Wars*, not many battlestations come to mind immediately. In fact, there are only a few such sites in the films. The two Death Stars are prominent examples in the *Star Wars* saga, although the chance to adventure on either is somewhat limited by the timeframe of their existence and the actions of the Rebels. Beyond the Death Stars, however, the films feature many different locations and environments that could be described as battlestations.

Remember, a battlestation can be a basic fortified lair, but it also can be a space platform to a massive starship or a ground-based security complex. Almost any artificial structure constructed with defense in mind can be built using the guidelines in this chapter, so that you can take advantage of locations that already exist in the movies and other media. Chances are that many of the places your party has explored, from a Super Star Destroyer to a smuggling den hidden in an asteroid field, are battlestations in their own right. Other good examples of battlestations in the *Star Wars* films include the Theed Palace reactor chambers in *The Phantom Menace*, the Geonosian droid factory in *Attack of the Clones*, and the Endor bunker in *Return of the Jedi*.

Battlestations make excellent adventuring locales. They provide a sense of mystery and suspense, always keeping the heroes wondering what's down the next hallway or behind the next door. Stations present numerous opportunities for dangerous exploration, since they frequently contain automated defense systems and booby traps that can cause a lot of trouble for an adventuring party. Similarly, living and droid security units react forcefully to intruders, and with a creatively designed interior, such combat encounters can be cinematic and unique. Battlestations often present challenges to a party that can be solved only with quick thinking and resourceful problem solving. After all, it is far easier to lay down fire in a cantina than it is to do so in a magnetically sealed room.

Likewise, battlestations offer heroic opportunities to characters of all types. Certainly the more dangerous stations crawling with stormtroopers and battle droids give soldiers and Jedi plenty of enemies to shoot and slice their way through. No two battlestations are the same, but the adaptability of scouts and scoundrels means that even situations for which a party was not prepared can be overcome with a little improvisation. Nobles, whose interpersonal skills are unrivaled, can use their talents for acting and smooth talking to convince security that everything is under control. Almost every character type has something to do on a battlestation.

Adventures on battlestations bring an epic feel to campaigns, but more than that, they add variety and diversity to an already vast galaxy. With proper planning, these stations not only stand out in the minds of the players but also keep the whole party involved and in highest form. The heroes can't slide through with only minimal or halfhearted effort, which means that battlestations make excellent additions to any campaign where the GM wants to turn up the intensity.

Determining Purpose

The first step to planning and building a battlestation is determining its purpose. The purpose defines how much time and effort the GM will expend on creating the station and should play a major role in shaping all aspects of its design. When determining a battlestation's purpose, consider the amount of time that the station will appear in the game, its significance to the overall campaign, and its impact on the adventure.

Single-Adventure Location

A battlestation designed as a location for a single adventure should cater to the needs of the story. If the station is intended simply to be the backdrop for the scenario, you have a little more leeway in choosing the details of its design. For example, if the point of the adventure is to rescue a wealthy noble from a prison colony, your battlestation should include cells and security guards, but you have more flexibility in other aspects of the design. On the other hand, if the station is the focal point of the adventure, you should spend more time making sure that everything lines up logically. That is, if the heroes must destroy the prison colony rather than save a captive noble, encounters should revolve around reaching the station's weak points or setting the self-destruct mechanism.

A single-adventure location is a one-shot, disposable battlestation. The site will have minimal or no impact on later adventures, so the station can serve its purpose and be left alone for the remainder of the campaign. You can prepare to let the heroes destroy or disable the station and move on to a whole new set of challenges and adventure opportunities.

Multiple-Adventure Location

You must take more care when designing a battlestation that is intended for use in multiple adventures. First of all, if the station will appear in later scenarios, it should be strong enough to withstand almost anything the party can throw at it. Prevent tampering by covering vent shafts and sealing off reactor cores with blast doors. A multiple-adventure location also should be designed to remain fresh through several gaming sessions; the heroes should not see the same scenery and explore the same areas during each adventure. Moreover, the objectives for each adventure should be affected by the events of previous adventures, offering a degree of continuity that

makes the battlestation dynamic and gives the party the sense that they are having an impact. For example, if the heroes blast through a wall to reach their goal, it is reasonable to assume that by the time they return in a later adventure, a temporary structure will have been erected to replace the one damaged by the party.

Eventually, even a multiple-adventure location will reach the end of its useful life and can be the center of an exciting climax to a portion of the campaign. Over the course of several adventures, the party can slowly gain access to restricted areas and build up to destroying or disabling the station.

Background Location

A background battlestation is one that does not feature prominently in the main storyline of an adventure but could come into play at a later time. Unlike single- and multiple-adventure locations, a background location serves more as a set piece or as flavor material than as a dangerous environment. As such, many background locations are lighter on internal security, more accessible from the outside, and less difficult to navigate. Such battlestations have more descriptive information and fewer game mechanics, and they rarely involve a large number of hazards or high-security zones.

Common examples of background locations include massive floating casinos orbiting planets, space stations that have been converted into bazaars, and the home bases of certain organizations. Sometimes, these locations are merely mentioned or involve characters other than the heroes. For example, an orbital cloning facility might provide the party with the clone troopers it needs in order to raid a Confederacy stronghold, but the heroes might not visit the complex themselves. On the other hand, they might decide to travel to the facility to request aid in person rather than through bureaucratic channels, in which case you should be prepared to use the site as part of the adventure. Background locations are among the most dynamic in your game, because when you are preparing for the session, you don't know whether such stations will come into play.

Campaign Objective

The campaign objective is a battlestation that represents the culmination of an entire campaign's worth of adventures. The station itself is the focus of the campaign and plays an integral role in its development. Adventures revolve around traveling to and having encounters within the station, but the heroes can also procure plans, analyze weaknesses, sabotage critical parts, and carry out other actions that lead up to a climactic confrontation on or around the battlestation. Thus, you must be extremely attentive when designing this type of location. Since so much of the campaign will revolve around the station, you should plan out adventures so as not to bypass important plot points or challenges. To build suspense and excitement leading up to the final encounters, each adventure should bring the heroes one step closer to their goal, until they reach the campaign climax that involves the battlestation itself.

For an example of how a battlestation can be used as a campaign objective, consider the first Death Star. In a campaign, the heroes start by stealing the station plans and funneling them through Toprawa. Then, the party must rescue Princess Leia aboard the station. Finally, in the campaign's climax, a dramatic battle results in the Death Star's destruction. The battlestation is the focal point of the campaign, and the adventures involve the station in different ways until they culminate in the final battle.

Example

Imagine that you are designing a battlestation to serve as the backdrop of a campaign set during the Clone Wars. However, since the campaign could last a while and you don't want to discard the station right away, a multiple-adventure battlestation might be the best choice. Thus, when designing the site, keep in mind that it needs to survive the initial adventure so that it can be used later.

Determining Function

Once you have determined a metagame purpose for the battlestation, the next step is to determine the function it serves in the *Star Wars* galaxy. The function of most battlestations can be broken down into four broad categories: the combat mechanism, the haven, the superweapon, and the utility.



Combat Mechanism

A facility designed to serve as a combat mechanism truly lives up to the battlestation classification. A combat mechanism is meant for defense (such as the Golan platforms that orbit many worlds) or attack (such as the space stations that orbit quarantined worlds to prevent starships from escaping). When designing a battlestation with this function, you should consider whether its primary focus is offensive power or defensive capabilities. If the former, the station should boast a heavy complement of weaponry, attack starfighters and bombers, and antiship defenses. Defensively minded stations should bulk up on shields, defensive starfighters (such as those used for planetary defense), advanced sensor systems, and transport ships for evacuations. These combat stations often keep a larger-than-average troop complement on board and frequently are utilitarian in design and decoration.

A combat mechanism is one of the more common types of battlestations encountered by an adventuring party. The heavy defenses, extensive security measures, and militaristic function make these stations prime targets for infiltration and destruction. Of course, they also are the most deadly type of battlestation, and they make up for any vulnerability with sheer firepower. Although potentially fatal to heroes who try to assault or penetrate them, combat mechanisms typically safeguard something important and thus make excellent challenges for a party during the climax of an adventure.

Haven

A haven is a place where a certain group, species, government, or other organization meets and has its headquarters. More than anything else, this type of battlestation serves as a staging point for antagonists or allies. A haven can be a single-adventure or a multiple-adventure location, but it is not always the focal point of the action. Rather, the heroes' activities determine to what degree the site is brought into play. This type of battlestation does not necessarily need to be integrated as tightly with the plot as other stations usually are, but feel free to do so if that works with the ongoing storyline.

In an adventure, it's common for the party to encounter a hostile haven belonging to the enemy—after all, pirates and mercenaries have homes, too. But not all havens are populated exclusively by adversaries. Some battlestations of this type are as much for friends as for foes, and these battlestations can come into play as safe ports of call or as places to rest and recuperate.

Superweapon

A superweapon is a battlestation with only one purpose: destruction. Although similar in many respects to combat mechanisms, superweapons do not necessarily have any overt military function other than the use of their main weapon. Centerpoint Station is one of the most obvious examples of such a superweapon: Capable of devastating entire star systems with its powerful interstellar blast, the station itself has no major weapon systems or defense mechanisms. However, that type of superweapon is the exception rather than the rule. The most famous superweapon of all, the Death Star, is a combination of combat mechanism and superweapon. Superweapons make great campaign objectives as well, and they often can lend the sense of urgency needed to keep a campaign moving quickly.

When designing a superweapon, be careful that the battlestation does not become a cliché or a contrived plot device. To make the station unique, you should consider how it works and what purpose it serves in the campaign.

Utility

Some battlestations are built to serve a specific purpose. They produce something, provide a service, or perform a job that is highly specialized and often technical. These battlestations are called utilities because, rather than offering a place to stay or a bristling cache of weapons, they fulfill a particular function. Utilities frequently focus their resources on this function and thus are slightly more vulnerable to attack. However, if the service provided or the product manufactured is highly valuable or rare, the owners will beef up security to ensure that the station can defend itself.

For example, a mining outpost that brings in valuable ores can be constructed with defense in mind, giving it the feel of a battlestation. Orbital medical facilities housing cloning laboratories and food processing space stations integral to the chain of galactic food shipments are further examples of utility battlestations. Regardless of its specific function, a utility station should be constructed so as to allow the station to fulfill its purpose while giving heroes something to do on board. Usually, characters must deal with a challenging array of hazards related to the battlestation's purpose.

Example

Suppose an adventure involves a specific search-and-destroy mission given to the heroes by the Grand Army of the Republic. Since superweapons have already been used in the campaign (or perhaps you're planning on using one later), you could decide that a utility battlestation will provide a good backdrop for new story elements. The station will be a manufacturing plant that churns out battle droids by the thousands, and the heroes must shut it down before the Confederacy gains a new droid army to launch against the Republic's forces.

Determining Form

Now that you have determined the battlestation's function and its relevance to the campaign, you can start designing the station's physical aspects. The first step in this process is choosing the outer form, which gives the heroes a better idea of what to expect inside the station.

Mobile Space Stations

A mobile space station is one of the most common and flexible forms that a battlestation can take. Space stations are designed specifically to recreate terrestrial environments in space, and as a result, they have many of the familiar trappings of a ground-based environment. Turbolifts, offices,

hallways, and other basic components provide the illusion that the station is just another facility for everyday use—one that happens to be in space. Mobile space stations also have a unique advantage in that they can travel from planet to planet, essentially appearing wherever you want them to be. This mobility makes such stations easy to use and allows them to threaten a number of targets in the galaxy rather than just a few.

Immobile Space Stations

Less flexible than mobile space stations but no less functional, the immobile space stations found throughout the galaxy are solid defenders and reliable sentinels. Like mobile stations, these battlestations resemble terrestrial facilities in design, possibly to a greater degree because they often are tethered (either literally or figuratively) to a planetary mass. As a result, fixed stations are more easily stocked and can afford the luxury of depending on external resources, unlike battlestations that drift through space for extended periods of time. Immobile space stations are used most commonly as defense platforms and skyhooks, as orbital bases of operation in circumstances that require secrecy, and as extensions of the buildings on the planet below. Additionally, some immobile battlestations serve as outposts in deep space, as stopover points for travelers, and as observation posts for scientists and scouts.

Starships

The only starships that make good battlestations are those of capital scale. Massive Imperial ships such as Super Star Destroyers and the Eclipse bring new levels of firepower and fear to the galaxy, and are certainly battlestations in their own right. Often larger and more thoroughly armed than space platforms and other fixed stations, some immense capital ships contain all the elements of a battlestation and function almost identically. No clear line exists to separate a capital ship from a battlestation, so feel free to turn such a ship into a station whenever internal adventuring is key. In space combat, the battlestation should be treated as a starship, but adventures that take place within the vessel can use battlestation rules.

Terrestrial Battlestations

Found almost anywhere in the galaxy, terrestrial battlestations are built on the ground or on other natural surfaces, such as asteroids. A terrestrial station is any facility, such as a smugglers' den or a pirate alcove, that is defended, has security measures, and presents challenges for heroes trying to move through the complex. Most terrestrial battlestations include facilities that are similar to those of their spacefaring counterparts, but with some modifications. For example, ground-based stations, with no ability to move through space, often require a less volatile reactor core than is needed by larger space stations.



Example

Knowing that the party has had a number of ground-based adventures lately, you may decide to use a space vessel for your battlestation. Since the heroes' mission requires them to be inserted onto a Confederacy-controlled world, a stationary space station in orbit would be a good choice.

Considering Adventures

The final aspect to take into consideration before designing the specifics of a battlestation is the nature of the adventures that will involve the station. Think about the types of adventures and their level of difficulty. Planning for these elements in advance will help you prepare for the game more effectively.

Adventure Types

When you create a battlestation, the type of adventure that it will be used for should play an integral role in its design. For example, you must decide whether the heroes will assault the station from the outside or from within. If the adventure calls for an internal assault, you should spend more time mapping specific locations, determining Difficulty Classes for skill checks, planning patrol routes, and coming up with anything else that will be needed to keep the heroes moving through the station. Conversely, for an external attack, you should pay more attention to station defenses, vulnerabilities, specific systems that can be targeted from the outside, and possible starfighter response to the assault; the interior of the battlestation is unlikely to come into play. Many adventures will require a mixture of interior and exterior assaults, and you should plan accordingly.

Adventure Difficulty

Another aspect of battlestation design is the difficulty of the adventures. The next section of this chapter explains how to simplify this decision by using Challenge Levels, but when creating the station, it's worth your time to consider the adventure and avoid elements that could prove too difficult or too easy for the characters in the party.

For example, the Death Star is probably one of the most challenging battlestations in the entire *Star Wars* saga. As a whole, it is incredibly well defended, massively complex, and carefully guarded, and it contains areas that are impenetrable to assault. But the heroes manage to make their way through it and come out alive because they are involved with only a small portion of the station. Even with a huge, heavily protected site, you can limit the adventure to a smaller, contained region of the station. This process means that you have to design fewer areas in advance, and it allows lower-level heroes to begin adventuring in less dangerous sections of the battlestation, gradually gaining access to more difficult areas as they increase in level.

Battlestation Challenge Level

The battlestations that are designed using the system in this chapter are based around the station's Challenge Level (CL). A battlestation's CL is a number between 1 and 20 that helps you to gauge how difficult adventures in the station should be and allows for quick construction without requiring too much worry about whether the encounters are too hard or too easy. It is important to select the CL early so that you can develop your battlestation as you go along rather than having to make decisions on the fly. A battlestation's CL is very similar to the CL used for individual opponents such as stormtroopers and TIE fighters. However, unlike the CL of individual opponents, the CL of a station is merely an overarching guideline for determining attacks, defenses, and the Difficulty Class of skill checks.

When designing a battlestation as part of an adventure, the best approach is to build the station around the party rather than choosing a fixed CL and trying to construct a station to match. In other words, determine the station's CL by looking at the party's level. For a group of five characters, the battlestation's CL should roughly equal the characters' average level, although it can be higher for tougher adventures or lower for easier ones.

Adapting Existing Environments

One of the most common ways to construct a defensible terrestrial battlestation is to build it out of an existing structure. Although a station that is based on an abandoned building works fine, you can add extra flavor by choosing a more unusual or dangerous location. The following are a few examples of how you can adapt existing environments to fit the needs of a battlestation; by no means do they represent the full range of possible settings.

Asteroid Base

An asteroid base is a familiar choice for many pirate bands and smuggling groups. These battlestations can act as both terrestrial and space-faring facilities. An asteroid belt provides a natural defense against snooping starships and ensures that only those who know the base's coordinates and the safe path through the chunks of deadly rock can reach the base. Most asteroid bases camouflage their presence by blending in with the surrounding terrain and masking the site from sensors.

Crashed Spacecraft

A crashed starship offers a unique alternative to artificial constructs. Since many spacecraft already contain necessary systems such as power, life support, and gravity, it is not uncommon for the remains of a capital ship to be cannibalized to function as a battlestation. In these cases, the starship's own weaponry is used for defense (usually augmented with a colorful selection of extra equipment). If the systems were not too damaged in the crash, the ship's shield generators can repel even capital bombardment.

Volcano Base

Hazardous and volatile natural formations, volcanoes can be harnessed by the daring and transformed into battlestations that are unrivaled in the danger they present for both builders and intruders. Some bold designers use the natural gas vents and magma flows of a volcano to provide thermal power for the station. Designers also might use cutting-edge terraforming technology to reroute lava flows in order to surround the station with deadly moats, and take advantage of toxic fumes from the volcano's emissions to repel unprepared invaders. Although building a station around such a treacherous land mass would be considered suicide by many, it offers a number of advantages for those willing to take the risk.

TABLE 5-1: DIFFICULTY CLASSES FOR BATTLESTATIONS BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2–3	14	19	24	27	32
4–5	16	21	26	29	34
6–7	17	22	27	30	35
8–9	18	23	28	32	37
10–11	19	24	29	33	38
12–13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16–17	23	28	33	38	43
18–19	24	29	34	39	44
20	26	31	36	41	46

USING THE CL

Throughout this chapter, you will find references to a battlestation's CL as a way of assigning a Difficulty Class to a skill check or of crafting encounters that involve station personnel or hazards. Always remember that the battlestation's CL is the key to accurately gauging the toughness of a particular obstacle.

For the most part, descriptions of individual locations, hazards, encounters, and so on will explain how to use the battlestation's CL when determining the challenge posed to the heroes. However, Gamemasters certainly will come up with ideas for obstacles that are not covered in this book. In such cases, the following guidelines might help you use the station's CL to design appropriate challenges.

Skill Difficulties

To determine the Difficulty Class of a skill check, find the battlestation's CL in the far left column of Table 5–1: Difficulty Classes for Battlestations by CL. On each row of the table, the DCs are broken into five broad categories to describe the difficulty of the skill check: easy, medium, moderate, hard, and heroic. Some skill checks have static DCs that are unrelated to the station's CL; for example, making a skill check to climb a ladder has roughly the same DC no matter where the ladder is located. However, many skill check DCs vary based on the particular battlestation. For example, the DC for opening a locked door with a Use Computer check might be much higher on a battlestation that has a higher CL, owing to the fact that the station has significantly better security protocols and is likely to keep its defense systems up-to-date.

This chapter frequently uses these five DC categories when referring to skill checks—for example, the text might say that an action requires a moderate Mechanics check or a hard Use Computer check. Simply consult Table 5–1, find the row for your station's CL, and find the column for that category. The resulting number is the DC for that skill check.

Battlestation Encounters

When designing a combat encounter for a battlestation, the rules are similar to those used for standard encounters. Since your station's CL should be close to the average party level, multiply the CL by 3, then choose enemies and hazards whose total combined CL is close to the tripled number. If you intentionally set the CL of the station higher than the average party level, you will create tougher encounters. So when using this system, keep in mind how closely the station's CL matches the average level of the heroes.

Battlestation Hazards

Other hazards that make attacks should use the battlestation's CL to determine how much damage those attacks should deal. A hazard, on average, should deal damage that is equal to 10 + one-half the battlestation's CL. For example, each hazard on a CL 8 battlestation should deal an average of 14 points of damage. (Refer to Table 5-2 for the average damage roll associated with each game die. Choose a die multiple that comes to within 2 points of your target damage.) To make a roll with an average of 14 points of damage, use 3d8.

Hazards that make attack rolls should include a bonus to the roll that is equal to 2 + the battlestation's CL. For example, each hazard on a CL 8 battlestation should make attack rolls with a bonus of +10. When designing

hazards for a battlestation, consider the defense bonuses of the party. In general, a hazard should hit its target on a roll of 10 or higher on a d20 (which represents a 55 percent chance). The hazards on a CL 8 battlestation, including the +10 bonus to hazard attack rolls, would hit a character with a Reflex Defense of 20. Feel free to adjust these numbers when you design a battlestation in order to make it fit your heroes' defenses.

Table 5-2: Average Damage per Die

Die	Average Damage
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

Scaling the Rating

Sometimes a battlestation's CL is too high or too low for a party, especially if the station was designed without those specific characters in mind (such as the stations in published adventures). You can still use these stations as adventuring locales by making a few adjustments to accommodate your group of heroes. For battlestations that are too easy, increase the station's CL, which has the effect of increasing the skill check DCs, the bonus to hazard attack rolls, and the damage dealt by hazards. You can justify the increased difficulty as security system upgrades, new ownership and management, or simply the advancement of technology.

For battlestations that are too difficult for the heroes, reduce the station's CL (and, again, the skill check DCs, hazard attack rolls, and hazard damage). By keeping certain sections of the station off-limits to the party, you can plausibly explain why some areas are more difficult to access than others. In the same manner that Luke, Leia, Han, and Chewbacca ventured only through certain sections of the Death Star, you can reduce a larger and more dangerous station to a simpler path that still provides a challenge as well as an epic backdrop. This method works well with battlestations intended for use over multiple adventures. When the heroes first encounter the station, they can explore an area that has a relatively low CL. When they return several adventures later, they can tackle new sections that have higher CLs and more appropriate challenges.

Example

Suppose your game's party consists of five 7th-level characters. At this point in the campaign, they should encounter a battlestation with a CL of 7. This number will be used throughout the rest of the design process in this chapter.

Battlestation Interior Locations

Once you have determined the battlestation's Challenge Level, you can start building the interior and preparing it for the arrival of the heroes. This section describes a number of common rooms that you can use in the construction of a battlestation. Simply choose the types of locations that you need for your adventure, or create your own using one or more of the examples as a starting point. Knowing your heroes' goals (why they're going into the station) should help you select appropriate rooms, but consider becoming familiar with all the locations in advance. By doing so, you will be better prepared to improvise if the players deviate from the planned adventure by taking actions that you did not anticipate.

The interior locations described below are basic representations that do not necessarily reflect what each location might be like in a fully developed battlestation. Later in the chapter, other aspects such as computer systems, security systems, and station hazards will be added to make each location unique and challenging.

Airlock

An airlock is a room used to link a battlestation to spacefaring craft such as starships, escape pods, satellites, and other battlestations. An airlock creates an airtight seal between the two vessels that prevents the air from either one from escaping into the vacuum. The airlock is pressurized by internal air vents and serves as a corridor between the station and the other vessel. Typically, an airlock consists of a 2-square-by-4-square room with a few simple benches and two to six storage lockers bolted to the walls. Pulling a bench off a wall requires a DC 30 Strength check; each bench (10 hit points; DR 5) provides low cover when tipped on its side. Inside each storage locker is a standard zero-gravity-capable space suit, two lengths of liquid cable, a grappling spike launcher, a medpac, and two glowrods. A 2-meter-tall door seals the hatch to the access tunnel, which can be opened only when the airlock's sensors detect a sealed, pressurized connection on the other end. The airlock is connected to the rest of the battlestation by a standard blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45). Someone inside the station can force entrance into the airlock by overriding the command code to open the door, which requires either a medium Mechanics check (if the door connecting the airlock to the outside is closed) or a hard Mechanics check (if the door connecting the airlock to the outside is open). The difference in the checks is caused by the airlock's fail-safe controls, which can be overridden only with great difficulty, ensuring that a breach into the vacuum remains sealed off—and that raiders using the airlock as a point of entry have more trouble breaking in. Forcing open the airlock door that leads outside the station (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) requires a heroic Mechanics check due to the battlestation's hard-coded fail-safe mechanisms. However, since the airlock door leads to a vacuum, even the slightest breach can rip the door

Surface Cities

Exceptionally large battlestations sometimes have entire cities built onto their surfaces that resemble large metropolitan areas of planets. The best example of this concept is the first Death Star; with its surface littered with city sprawls, the station truly was like a small moon. These surface cities can be found on battlestations of various designs, and in many cases they mimic actual cities down to the smallest detail. Surface cities have restaurants, shops, and occasionally apartments and other forms of housing for visiting diplomats and permanent crew members. Some high-ranking officers aboard battlestations live in lavish mansions and stylish homes.

The biggest difference between battlestation surface cities and those found on planets is that most station cities are enclosed. Some buildings might jut up to impressive heights, but walkways and speeder paths remain at ground level, sealed off from the vacuum of space. Most battlestation surface cities are so small that anything other than surface-level travel is impractical, although a few cities are large enough to warrant their own hangar bays (in which case shuttle taxis are used to traverse long distances). Some surface cities have installed mass transit systems that are totally enclosed and use repulsorcraft that keep the traffic moving at a decent pace.

If you want to include a surface city in your battlestation, treat it like any planetary city, with the exceptions noted above. Additionally, if the station belongs to a particular faction, the policies and personnel of the city should reflect that relationship. For example, the surface city of an Imperial battlestation is likely to have very strict laws and constant stormtrooper patrols. Black markets and criminal underworlds might exist on such a station, but for the most part, adventuring in the surface city would be like adventuring on Imperial Center.

from its hinges. If the door takes more than 40 points of damage, it is torn away, exposing the airlock to the cold reaches of space.

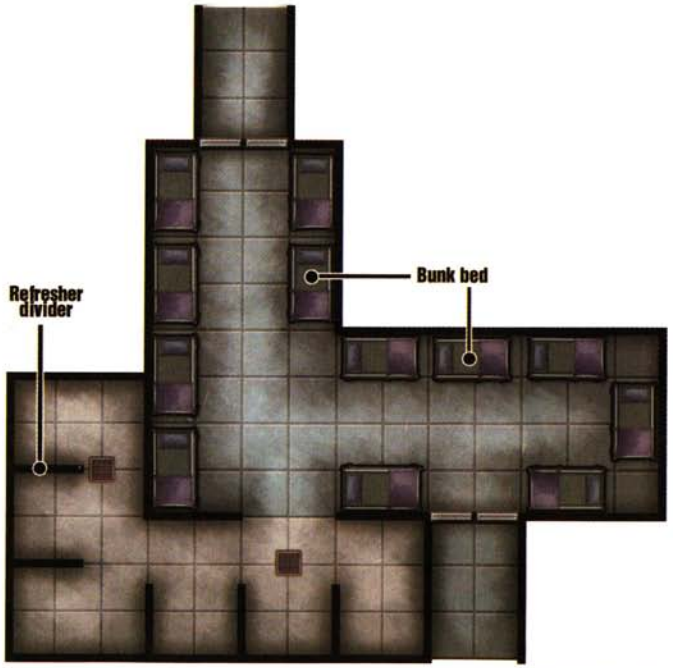
If the airlock door is breached or opened to space, characters in the airlock can try to grab handles mounted on the walls to avoid being sucked out into space (a DC 20 Climb check). The room is completely emptied and becomes a total vacuum in 1 round, and if the door to the interior of the battlestation is also open, atmosphere continues to blast out of the airlock with great force. Any round the interior door remains open, a character holding on to the handles inside the airlock can make a DC 20 Climb check to reach the emergency magnetic containment (magcon) activator, which causes a magnetic field to appear where the airlock door used to be. Once the field blocks the exit to space, the airlock refills with air and resumes normal pressure in 2 rounds. In the event of such a breach, alarms sound in the airlock's control room, on the main bridge, and on the entire deck where the airlock is located.

If a character is exposed to vacuum or sucked into space, he or she might begin to suffocate. For more details on vacuum exposure, see page 253 of the Saga Edition core rulebook.

Barracks

Most battlestations carrying some sort of troop complement have built-in barracks that serve as living quarters for soldiers and other security personnel. A barracks is typically utilitarian and sparsely furnished, as fits the style of most military and paramilitary groups. Although most barracks are square or rectangular for easy movement and organization, they vary in size depending on the number of troops housed within. From one wall to the other, bunks can be stacked two, three, and four beds high to accommodate larger numbers of soldiers. Aisles run between the bunks, which provide cover. A character can topple a stacked bunk by making a DC 15 Strength check. Any characters in the path of the falling bunk are subject to an attack from a Large falling object (see page 254 of the Saga Edition core rulebook).

Storage lockers sit along the walls between the gaps in the bunks. The average locker contains two standard uniforms, a comlink, one blaster pistol or blaster rifle, a datapad, and personal items such as holos of family members or pieces of memorabilia. When closed, a locker can be opened by entering the soldier's personal access code. A character can force the lock open by making a medium Mechanics check. If the character has access to



Typical military barracks

a portable computer or datapad, he or she can crack the locker's code by making a moderate Use Computer check.

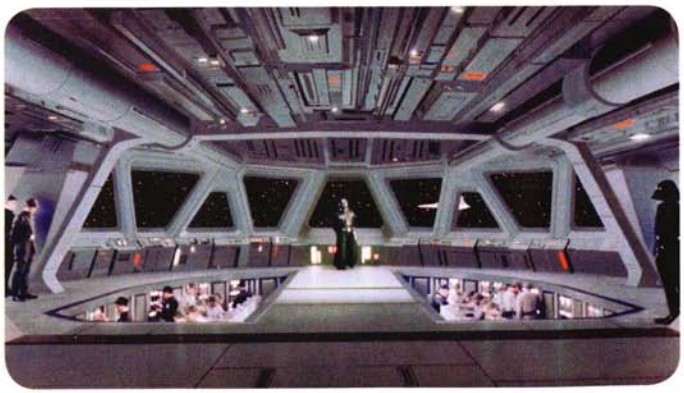
The barracks are joined to the corridors of the battlestation by a standard sliding metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35). Because most troops work in shifts, roughly a third of the barracks' residents are present in the room at any given time.

The use of energy weapons in the barracks triggers alarms in that room, on the deck where the barracks are located, and in the closest backup bridge (or the primary command bridge, if it is closer).

Command Bridge

The primary command bridge is the central brain of the battlestation. It serves as the main location from which the battlestation's personnel coordinate the station's various control rooms, backup bridges, and other systems. The primary bridge contains a number of terminals where personnel monitor and control individual systems; see Computer Systems on page 159 for details. Each terminal has an emergency button that shuts it down and diverts control to the backup command bridge, in case of invasion. Pressing a shutdown button requires a swift action and sounds alarms in all control rooms and backup bridges, calling a security patrol to the primary command bridge. The room also contains a plethora of readouts and displays. These displays (5 hit points each) explode when destroyed, dealing 1d6 points of energy damage to any character standing in an adjacent square.

The primary bridge is a key target for invaders trying to seize control of a battlestation. However, when the station is on alert, gaining access to the room is no simple task. The door is made of reinforced metal (60 hit points; DR 20; damage threshold 30; Strength DC 50/Break DC 35) and seals shut in the case of an emergency. Some command bridges also have direct turbolift access from another area of the station, but typically such lifts are well guarded to prevent unauthorized access. When the battlestation is not on alert, gaining access to the primary command bridge is as easy as opening the door, although two guards are stationed outside each point of entry.



TYPICAL COMMAND BRIDGE



The primary bridge usually is staffed by one technician or pilot at each terminal, one to three station officers and commanders, and four to six security personnel. When the battlestation is on alert, the number of security personnel increases to a dozen or so.

Computer terminals and chairs provide cover and have 5 hit points each; freestanding consoles also count as low objects. Emergency storage compartments built into the floor hold equipment such as breath masks, glowrods, fire extinguishers, and comlinks. Locating a storage compartment requires an easy Perception check if the character performing the search does not know its exact location (or even whether it exists). In addition, most primary bridges are attached to two to four escape pods for use in case of emergency.

Backup Bridges

In addition to the primary command bridge, larger battlestations typically have one or more backup bridges. In an emergency, a backup bridge can take over all station functions and issue commands in exactly the same fashion as the primary bridge. A backup bridge operates with half the normal number of crew that staffs a primary bridge, which is the bare minimum needed to do the job. If the backup bridge has fewer crew members than required, its personnel take a –2 penalty to skill checks to control the battlestation's systems.

Backup bridges are located in highly secure areas of the station so that control can be maintained during a crisis. Forcing the door to a backup bridge (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) requires a moderate Mechanics check to override the manual locks.



Control Rooms

Control rooms are smaller locations that serve a single purpose. Whereas the primary and backup bridges can control almost any battlestation function, each control room allows the crew within to direct one specific system. Large stations have many control rooms dispersed throughout the facility; smaller stations have fewer such rooms.



A SMALL CONTROL ROOM

Control rooms fall into one of five categories: engine/hyperdrive control, hangar control, security control, shields control, and weapons control. Each room runs only the system that falls under its jurisdiction.

Engine/hyperdrive control rooms are used by station personnel to direct the subspace movement of the battlestation, perform astrogation calculations, and make the jump to lightspeed.

Hangar control rooms are used by station personnel to oversee all traffic entering and exiting the station's hangar bays, check IFF (Identify Friend or Foe) transponders for false or forged identification codes, maintain magnetic field integrity, and operate tractor beams.

Security control rooms are used by station personnel to monitor sensors and cameras, limit access to sensitive areas, and direct security personnel to possible problems (for more details, see Security Systems on page 153). Some battlestations assign multiple security control rooms to each section in order to limit the capabilities of any single control room in case of unauthorized access.

Shields control rooms are used by station personnel to maintain the station's shield generators.

Weapons control rooms are used by station personnel to direct the station's complement of external defense systems. Frequently, these systems are broken down into smaller groups of weapons that are managed by separate control rooms.

In a typical control room, computer terminals line the walls, with chairs at each console. A standard room has two to four technicians working at several terminals, monitoring information and making sure that everything is functioning at peak capacity. A standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) separates the control room from the rest of the station. Many control rooms have a secondary storage area that holds spare parts and repair droids until needed.

Corridor

A corridor is a hallway, usually 2 to 4 meters wide, that connects locations in the battlestation. Usually, corridors are open and free of obstructions to allow for easy passage of large numbers of crew. Most corridors are supported by heavy metal bulkheads, although sparsely furnished sections have grated or textured floor plates. The bulkheads protrude enough to be used as cover during a firefight. However, any character using a bulkhead as cover or concealment takes 1d4 points of energy damage whenever an energy weapon strikes the bulkhead. Gamemasters can rule that an energy attack hits a bulkhead when the cover bonus provided by the bulkhead is the difference between whether an attack hits or misses, or simply determine randomly on all missed attacks.

Corridors are lit by luma panels that fill the area with enough light to see clearly and without difficulty. If the luma panels in a given corridor are knocked out, emergency lighting is activated that bathes the corridor in dim red light. Treat the entire corridor as being in shadowy illumination, and all characters without low-light vision or darkvision take the normal penalties.

At regular intervals along most corridors, storage lockers on the walls provide easy access to emergency equipment. These lockers contain fire extinguishers, hydrospanners, and tool kits capable of sealing off dangerous leaks or putting out fires.

Corridors lead from one part of the battlestation to another and connect different levels with turbolifts. Additionally, corridors have access hatches that lead to vent shafts, garbage chutes, and service tunnels. These hatches are sealed with either simple mechanical locks, which can be bypassed with easy Mechanics checks, or electronic locks, which can be bypassed with medium Use Computer checks. However, certain maintenance access panels that lead to vital systems are wired into the battlestation security system and trigger alarms in the nearest security control room. Fires and hull breaches in a corridor can trigger a warning alarm in the nearest control room as well. Corridors that potentially could be vulnerable to a hull breach can be sealed off by blast doors, which can be shut by pressing the emergency seal button on the bulkhead next to each door.

Gunnery Tower

Considered by many to be the heart of any battlestation's defenses, the gunnery tower is an elevated structure that houses manned weapons systems and their power sources. The weapons, such as turbolaser batteries and ion cannons, protrude from the tower. Inside, gunners have access to targeting computers, enemy schematics, and tactical readouts. The interior of the tower is quite small and cannot accommodate more than the crew required to operate the weapons. Gunnery towers are accessible through special turbolifts that move between the corridor below and the firing room; only gunners or technicians with the appropriate access code can operate the lifts. If a weapon is fired by a gunner who does not enter the appropriate firing code into the controls, alarms ring in the nearest weapons control room and a security patrol is called to investigate. Falsifying the access or firing codes is a difficult process and requires a hard Use Computer check.

Most battlestation weapons have one, two, or three gunners and occasionally a single technician. The weapons can be manually disabled by making a medium Mechanics check from within the gunnery tower or by deactivating the power source that supplies the tower with energy (for details, see Reactor Core on page 151). Dealing damage to a weapon might destroy it, but the weapon's power core or ammunition supply might detonate as well, destroying the tower and any character inside.

Hangar Bay

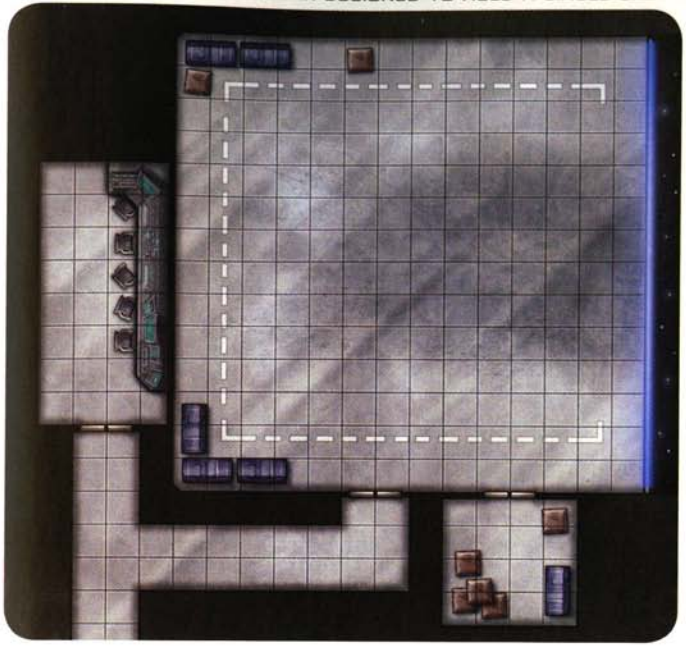
The primary means of entrance to a battlestation, hangar bays are good locations for tense encounters and dangerous combat. With massive starships coming in and out, starfighters scrambling for defense, and captured freighters being investigated by station personnel, hangar bays can very quickly become very hectic. Most hangars are wide, open areas protected from the vacuum of space by a magnetic containment field (or magcon), which allows matter to pass through but keeps in atmosphere and pressure so that crew members and pilots can walk about the hangar. Deactivating the magcon depressurizes the hangar and sucks anything not bolted down into space. This can be accomplished in two ways. First, someone in the hangar control room can shut down the magcon; for details, see Computer Systems on page 159. Second, someone can disable the magcon's power source by shutting down the coupling stations attached to the magnetic field, by destroying the thick power conduits (20 hit points; DR 5; damage threshold 20; Strength DC 20/Break DC 20) that lead to the field generators, or by destroying the generators (30 hit points; DR 10; damage threshold 30; Strength DC 20/Break DC 20).

A hangar bay usually is filled with a variety of objects and characters. Cargo crates can be found throughout; a single crate provides cover, and a stack of crates provides improved cover. If a crate is destroyed, it might release dangerous or explosive materials, so combatants in a firefight should take care when using crates for cover. Furthermore, few hangars have spotless floors, and most are littered with pools of cleaning fluids, mechanical lubricants, and leaked coolant. A DC 15 Acrobatics check allows a character to move normally through a square that contains a puddle; a failed check means that he or she slips and falls prone. Additionally, certain puddles of chemicals are highly flammable. If a character makes a successful attack roll on such a puddle (Reflex Defense 10), the chemicals ignite and deal 1d6 points of damage to any character in that square. A liquid spill of appropriate size (as determined by the GM) spreads 1 square in all directions each round, dealing the same fire damage to characters in affected squares.

A number of systems allow for the maintenance, storage, and upkeep of starships in every hangar. First, refueling stations along the walls service the ships; each station is attached to a massive fuel storage tank (50 hit



A PERSONAL SHUTTLE HANGAR DESIGNED TO HOLD A SINGLE SHIP



points; DR 10). Reducing the storage tank's hit points to 0 causes the tank to explode, dealing 10d10×2 damage to anything within a 4-square burst radius. Second, massive cranes lift heavy equipment and stored cargo into transport ships. The cranes are controlled from a computer terminal inside the hangar area; seizing control of a crane requires a medium Use Computer check at the terminal. Additionally, most battlestation hangar bays have tractor beams to guide ships into the narrow openings or draw in captured starships. Most stations also have specialized racks to accommodate starfighters, allowing the vessels to be stacked and placed in rows to minimize the storage space required and to speed up launch. These racks grant pilots access to their starfighters by catwalks and extension bridges and allow technicians to repair and refuel the ships with greater speed.

A starship explosion in a hangar can be devastating. An exploding ship deals damage equal to its collision damage (see page 173 of the Saga Edition core rulebook) to any character inside the ship and to characters or objects within 4 squares of the ship. This damage might cause objects such as fuel tanks, volatile cargo, and torpedo and missile racks to explode as well. Standard starship missile weapons have 20 hit points and DR 10 each; when a missile is reduced to 0 hit points, its munitions explode and deal normal damage to any objects or characters within a 4-square blast radius. Any explosions, fires, or unscheduled weapons activity in a hangar bay automatically trigger alarms in the nearest hangar control room, although due to the constant activity in the hangar, any unusual occurrence is likely to be observed.

What Ships Are in the Hangar?

Although different hangars carry different ships, Gamemasters can assume that stations belonging to certain factions likely have certain ships in their hangars at any given time. Below are starfighters, transports, and capital ships that probably are in the hangars of stations run by the named factions. Of course, this list of ships is by no means comprehensive, but it serves as a quick guideline when a hangar needs to be populated on short notice.

Table 5-3: Common Ships in Hangars

FACTION	STARFIGHTERS	TRANSPORTS	CAPITAL SHIPS
Black Sun	StarViper	Luxury transport	Bulk hauler
Civilian	Z-95 Headhunter	Gallofree medium transport	Bulk hauler
Confederacy	Droid starfighter	C-9979 landing craft	Commerce guild transport
Corporate Sector	Authority IRD, TIS Zeta 19	Etti light transport	*Marauder*-class corvette
Empire	TIE fighter/bomber/ interceptor	*Lambda*-class/*Sentinel*-class shuttle	*Strike*-class cruiser, *Lancer*-class frigate
Hapes Cluster	My'til fighter/assault bomber	Luxury transport	Hapes *Nova*-class cruiser
Jedi	Jedi starfighter	Republic diplomatic cruiser	–
New Republic	A/E/K/XJ X-wing	Action VI bulk transport	*Corona*-class frigate, *Majestic*-class cruiser
Planetary Defense	CloakShape, pinnace, Z-95	Assault shuttle	Sector patrol craft
Rebel Alliance	A/B/X/Y-wing	Tramp freighter	Corellian corvette
Yuuzhan Vong	Coralskipper	Yorik-trema transport	I'Friil Ma-Nat corvette

Laboratory

Many battlestations that function as research and development facilities contain locations designated as laboratories. These laboratories can encompass weapons labs, robotics and cybernetics labs, cloning chambers, or labs specializing in any number of other scientific fields. Laboratories frequently are sealed off from general access and guarded according to their importance and level of secrecy. For example, a lab processing a new type of fuel that makes starships 10 percent more efficient probably has a pair of guards at the door and one to three guards inside, whereas the top-secret cloning laboratories of Emperor Palpatine are guarded by dozens of soldiers, towering Sovereign Protectors, and any manner of other nasty (and powerful) troops. A typical laboratory is protected by a standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) but also has a secondary blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45) that can seal off the lab in case of emergency.

Inside each laboratory, in addition to whatever materials and technologies are being researched, safety lockers are placed at regular intervals. Each locker contains a chemical/radiation suit, a fire extinguisher, and two emergency medpacs. Lab stations, each of which typically is composed of a single heavy-duty table (10 hit points; DR 10) and the necessary research tools, can be used to grant cover.

Chemicals and liquids follow the same spill and flammability rules given in the Hangar Bay section above. Any fires or radiation leak in a laboratory immediately causes metal blast shields (50 hit points; DR 20; damage threshold 50; Strength DC 50/Break DC 35) to seal the room and triggers alarms in the nearest control room and on the entire deck where the laboratory is located.

Mundane Locations

This chapter describes many interior battlestation locations, but Gamemasters can add mundane locations as filler. The most common mundane location is a storage room, piled high with crates and boxes, deactivated droids, and other items not currently in use. You can consider these rooms as equipment lockers or armories for the purposes of determining what is inside. Similarly, many battlestations have mess halls, recreation rooms, observation decks, banquet halls, and other similarly ordinary locations. Feel free to use and modify such rooms to suit the station's aesthetic design and the needs of the adventure. Additionally, mundane locations add flavor to battlestations, breaking up the utilitarian feel and making the site seem more diverse.

In game mechanics terms, you can create these rooms by taking bits and pieces from the chapter's descriptions of other interior locations. For example, several entries provide cover bonuses from chairs and tables, perfect for filling out a banquet hall. Others have computer terminals that can translate into entertainment devices for playing games or watching holovids, a must in recreation rooms. Furthermore, mundane locations are unlikely to be guarded and can be prime locations for heroes to rest and regroup before continuing through the station. In fact, you can use mundane locations as a way to break up the action of a battlestation adventure and to add story elements that keep the plot moving forward. Since these rooms have few game mechanics, they provide opportunities for character interaction and roleplaying.

Medical Bay

On a battlestation, medical bays are crucial to the continued health of the crew. Most medical bays are utilitarian in design in order to accommodate the maximum number of patients at a time, and they are equipped to act more as emergency response units than as long-term care centers. Patients in need of extensive recovery time are transported off the station to a planetary medical facility. Medical droids can handle most duties in a station's medical bay; any character else who makes a Treat Injury check in the bay gains a +2 equipment bonus to the check due to the sensors and patient monitors constantly at work. Additionally, most medical bays include one or more bacta tanks capable of accelerating a patient's rate of healing.

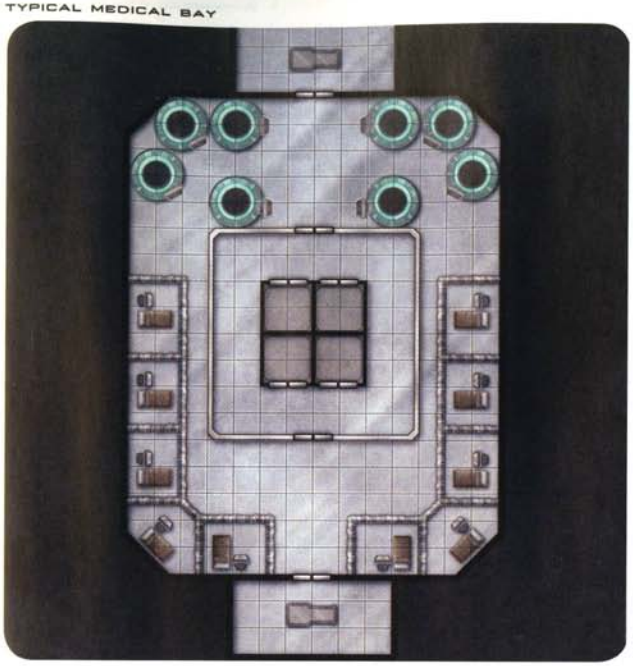
Any weapons fire in a medical bay triggers alarms in the nearest control room and summons a security detail to investigate. Destroying a patient monitor or other piece of computer equipment (5 hit points) causes a shower of sparks that deals 1d4 points of damage to any characters in adjacent squares. Destroying a chemical tank (5 hit points; DR 5) in a medical bay causes a small explosion that deals normal hazard damage to all characters in adjacent squares. Additionally, breaking the transparisteel of a bacta tank (5 hit points) causes the bacta inside to spill onto the floor, forcing characters to make a DC 15 Acrobatics check to move without slipping and falling prone. When a tank spills its contents, any character in an adjacent square must succeed on this Acrobatics check immediately to avoid being knocked prone by the flow of bacta. Any character inside the tank at the time is dumped onto the floor of the medical bay.

Most medical bays contain a wide variety of medical equipment and an almost unlimited number of medpacs and other one-use items. Additionally, the bays usually remain unguarded. Battlestations typically place guards in a medical bay only when a potentially dangerous prisoner is being treated.

Office

Among the more routine locations on a battlestation, offices are where management personnel such as military officers and station commanders work on a daily basis. Each office is typically occupied by a single member of the staff, who has a desk (which can provide cover) and a built-in computer terminal for accessing the station's network. Most crew members also have a few personal effects in their offices, and paranoid officers might hide a hold-out blaster pistol in a secret compartment (which can be found with a hard Perception check).

A TYPICAL MEDICAL BAY



Generally, office doors (25 hit points; DR 5; damage threshold 10; Strength DC 15/Break DC 10) are programmed with the access code of the person who works in the room, and doors are monitored by the nearest security control room. If the security control room detects a problem, a patrol is dispatched to the office to investigate. Additionally, most offices have panic buttons that, when pressed, set off alarms in the nearest security control room and automatically summon a security detail.

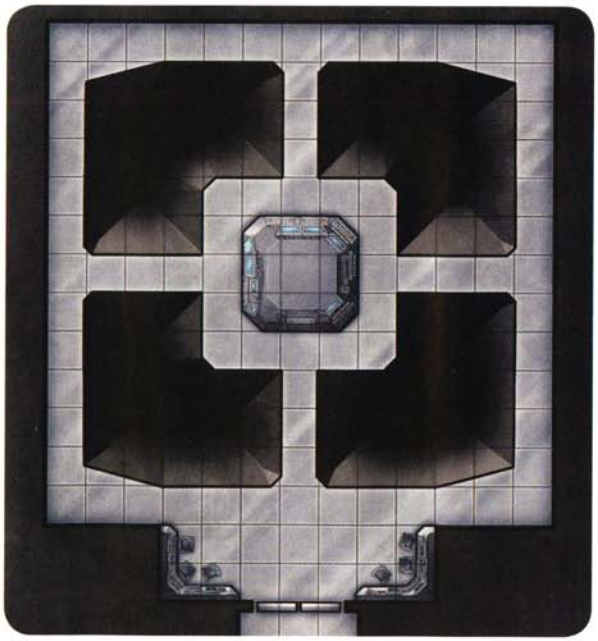
Reactor Core

A reactor core (also known as a main reactor) distributes power throughout a battlestation. The reactor core uses complex and highly dangerous machinery to generate the massive amount of energy needed to run all the station's systems. Reactor cores are categorized as either stable or volatile. Stable cores use common methods of power generation and are not prone to exploding when damaged or destroyed; instead, the core simply shuts down and ceases to provide power, causing the emergency backup batteries to kick in until the core can be repaired. Volatile reactor cores use less stable means of power generation and, if severely damaged, can explode with enough force to destroy the station. Volatile reactor cores allowed the Rebel Alliance to destroy both Death Stars with small amounts of munitions. Given the risks involved in using volatile reactor cores, in the time following the destruction of the Death Stars these reactors become the power source of last resort for those lacking the means to secure stable reactor cores.

Reactor cores are very dangerous and give off deadly radiation. Most cores are shielded by massively thick metal walls (1,500 hit points; DR 10; damage threshold 100; Strength DC 70/Break DC 45), making it extremely difficult to break through to the reactor core chamber. The only access to the core chamber is through a special conduit used by maintenance personnel. The conduit is sealed by a blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45) that can be opened only from the nearest security control room, and only when the reactor is powered down. If the blast door is opened or breached while the core is active, the entire deck suffers the effects of radiation based on the battlestation's CL (as in Table 5-4). For more details on radiation, see page 255 of the Saga Edition core rulebook.

Table 5-4: Radiation Severity by Battlestation CL

BATTLESTATION CL	RADIATION SEVERITY
1–5	Mild
6–10	Moderate
11–15	Severe
16–20	Extreme



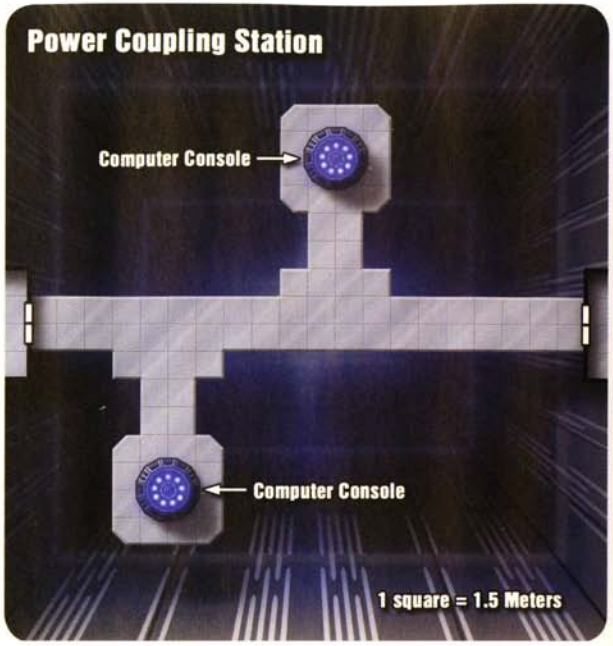
A TYPICAL REACTOR CORE

Coupling Stations

Several coupling stations connect the reactor core to systems and weapons throughout a battlestation and serve as buffers and routers for the core's massive power flow. Saboteurs can use these coupling stations to tamper with the power flow to almost any section of the station. For example, Obi-Wan Kenobi deactivated the Death Star's tractor beam by tampering with a coupling station linked to the weapon. Gamemasters can determine which systems are linked to coupling stations individually (such as the aforementioned tractor beam) and which systems are linked as groups (such as a battery of turbolasers).

A character must make a medium Use Computer check to use a coupling station to cut power to a particular system, shutting it down. In addition, coupling systems can be used for other kinds of sabotage. A character can make a moderate Use Computer check to reroute power to a deactivated system, bringing that system back online. By making a hard Use Computer check, a character can cause a power surge in the attached system, shutting it down and dealing energy damage to the system's internal parts (bypassing any DR the system might have) equal to a station hazard's expected damage.

A TYPICAL POWER COUPLING





TACTICAL COMMAND CENTER

The tactical command center, also called the war room, is the focal point of all combat planning on a battlestation. The war room is a place for naval commanders and generals to meet and plan their forces' strategy during large-scale engagements. Most tactical command centers are equipped with sophisticated, three-dimensional holographic displays capable of relaying sensor data and showing real-time updates of the progress of a battle. These graphical representations give a broader view of the combat arena and provide a +2 equipment bonus to any Knowledge (tactics) checks made by personnel in the war room. In addition to the holographic displays, computer terminals in the center of the room provide more detailed information, including sensor readings, communications transcripts, and individual ship status reports.

Typically, a war room is not heavily guarded while in use. Only four to six guards are stationed inside, although most officers present are capable of defending themselves. The holographic displays and computer terminals can be used for cover during combat. A standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) limits access to the room, and standard security measures are monitored from the nearest security control room. Most tactical command centers are empty of clutter and miscellaneous equipment, to give personnel the freedom to move around at will.

Internal Defenses

Managing an adventure aboard a battlestation can be tricky. Due to the complexity of the interior, only made worse as the station increases in size, a substantial number of options are available both to heroes and to station personnel. Gamemasters can make their jobs more manageable by assuming that most stations have some of the common internal defenses described below.

Security Systems

Battlestations are not the kinds of locations where adventurers have free rein to do whatever they please. Most stations have complex security systems in place to ensure that only authorized personnel can move between certain sections and perform certain activities. A standard security system is monitored from specialized control rooms and is concerned primarily with detecting security violations and preventing unauthorized access to systems.

Security Control Rooms

Security control rooms are the primary means of monitoring the data provided by a security system. Most control rooms are responsible for one to five decks aboard a battlestation, depending on the station's size and the complexity of the security system. These control rooms are almost completely autonomous and help decentralize the management of security. Thus, a battlestation can function even if one security control room is breached, and trespassers who seize a control room still find it just as dangerous to move through the station's security zones. Usually, the primary command bridge can override the security control rooms, but if the bridge falls into enemy hands, station personnel can disable that override power, allowing the control rooms to maintain their authority.

In a typical security control room, monitors constantly cycle among the visual feeds from security cameras and provide statistics on sensor readings throughout the control room's domain. Moreover, the room receives almost all alarm signals from the area it monitors, alerting the personnel at the computer terminals to hull breaches, unauthorized weapons fire, and more. Security control rooms dispatch troops to investigate disturbances and to capture intruders. Unless otherwise altered by the Gamemaster, security control rooms are similar in design and layout to other standard control rooms.

Security Cameras

Security cameras are one of the primary means of monitoring activity aboard a battlestation, especially in larger stations that contain many remote areas. A standard security camera (3 hit points) can be mounted on any wall or ceiling and provides the security control room with a view of the area within a 6-square cone originating from the camera. If a character enters a square that is adjacent to the visual cone of a stationary camera, he or she can make a moderate Acrobatics check to avoid being spotted by the camera. A character can avoid being spotted by a mobile camera, which pans back and forth across an area to increase visual range, by making a hard Acrobatics check while moving through squares that are temporarily out of the camera's view. Additionally, many cameras remain dormant and activate only when the sensors inside a room indicate a presence that is worthy of attention; in these cases, disabling the sensors also effectively disables the camera.

Sensors

The sensors aboard a battlestation can vary widely in capabilities, ranging from extremely precise to relatively vague. For the most part, sensors simply detect the presence of life or radiation, or provide general information about the condition of a given area. In rare cases, sensor suites are so advanced that they can detect the precise number of beings in an area, the species of those beings, and the weapons carried. The precision of the sensors depends on the battlestation's CL; see Table 5–5. Each level of precision is cumulative with all lesser levels; for example, sensors with medium precision can also detect everything that sensors with low and moderate precision can detect.

Sensors are controlled, activated, and deactivated from the security control room. In most cases, the actual sensors are incredibly hard to find, since they are little more than computerized receptors built into the walls and other structures of the battlestation. Finding the sensor nodes in a particular room requires a heroic Perception check, and tampering with a node almost always triggers a sensor alarm. Disconnecting the power to a node requires a hard Mechanics check; a successful check immediately shuts down that sensor.

Table 5-5: Sensor Precision

Battlestation CL	Sensor Precision
1–4	Low; detects power failures, basic system malfunctions, and local alarms
5–8	Moderate; detects presence of life, relative environmental conditions within the area
9–12	Medium; detects number of lifeforms, weapons fire, presence of droids
13–16	Heavy; determined species of lifeforms, models of droids
17–20	Exact; determines health of lifeforms, weapons and equipment carried

Droid Detectors

Since droids differ so greatly from living creatures, specialized droid detectors were created to distinguish them. Normally, sensors that detect organic beings ignore droids, reading them as pieces of machinery much like computer terminals and sliding doors. Droid detectors, on the other hand, recognize the traits that make droids more than standard machinery, such as their special information processors and power units.

On battlestations, droid detectors are panels roughly 1 meter square that are placed in door frames or narrow passageways so that any being entering the room must pass between them. The detectors produce a sensor field that constantly monitors for the presence of droids. When a droid passes through the field, the detector reacts based on its current settings; some detectors emit an alarm and have light panels that flash, and others quietly transmit an alarm to the nearest security control room. Disconnecting one panel of a droid detector (which requires a moderate Mechanics check) shuts down the field and renders the detector inoperable.

Droid detectors can be customized to allow droids carrying a certain transponder within their chassis to pass through the field without triggering an alarm, which is useful on battlestations where droids are common laborers and messengers. Additionally, some droids can be modified in such a way that they are masked from detectors; in fact, some of the Human replica droids in the galaxy come with such a device installed by default.

Heat Sensors

Originally designed as a means to ensure that rooms near reactor cores remained at reasonable temperatures, heat sensors installed in battlestations and other facilities came to be used for other purposes. The sensors are not so precise as to be able to detect the increase in room temperature generated by a single living being, but as the number of creatures in a room grows, so does the temperature. Heat sensors are relatively ineffective in rooms larger than 10 squares in any dimension, since at that point, the movement of air currents interferes with accurate readings.

Most heat sensors cannot detect the presence of five or fewer living beings in a given room. For each being that enters the room after the fifth, there is a cumulative 10% chance that the sensors will register the increase in temperature and alert the nearest security control room (roll a d10; if the result is equal to or lower than the number of beings in the room minus 5, the sensors are triggered). Droids do not count toward increasing the temperature in a given room, but fire from energy weapons or explosives automatically triggers the heat sensor.

Motion Detectors

Motion detectors are among the most widely used sensors in the galaxy. Not every battlestation employs them, but they are often tied to security cameras so that the cameras can conserve energy and remain dormant when not in use. Unlike normal sensors, motion detectors are simple devices that have two modes: active and inactive. They do not register the number of beings or objects moving through an area, only that something is moving. A motion detector is triggered if any creature moves 1 square or more within the detector's area. When triggered, the detector immediately performs a simple, predetermined action, such as activating a security camera, powering the lights, signaling the nearest security control room, opening a door, and so on.

Due to the simplicity of motion detectors, they are almost impossible to avoid. The best approach is to deactivate them in a nearby security control room. Trespassers can also shut down a motion detector by making a moderate Perception check to locate the correct conduit and an easy Mechanics check to cut the power. Usually, a detector's conduit is found in a service and maintenance access tunnel.

Sonic Sensors

Less common than other types of sensors, sonic sensors can sound alarms and perform actions based on the sounds emitted within their range. Most sonic sensors are used only in areas of low or highly restricted activity, since any location that constantly generates noise will make a sonic sensor useless. Like motion detectors, sonic sensors are all-or-nothing devices. Any noise within a sensor's range and sensitivity will activate the sensor and trigger the command it has been programmed to perform. Avoiding a sonic sensor requires a moderate Stealth check; failure automatically triggers the sensor. Sonic sensors can be disabled in the same way as motion detectors.

Tripwire Lasers

A favorite detection method of battlestations unafraid to set nasty traps for invaders, tripwire lasers can trigger explosives or other hazards. A tripwire laser is a small device (3 hit points) that emits a tiny, visible beam in a direct path to a receiver on a facing wall. Breaking the beam triggers whatever is connected to the device, causing automated weapons to fire, munitions to explode, trap doors to open, incinerators to activate, airlocks to open into space, and so on.

Tripwire lasers are visible to the naked eye but easy to miss. If a character is actively looking for the beam, a medium Perception check will reveal its presence; otherwise, a heroic Perception check is needed to spot the beam. Most tripwire lasers are placed at ankle or knee height across a doorway or between two walls, requiring an easy Acrobatics check to avoid. Each additional laser placed parallel to the first adds 5 to the DC of the Acrobatics check, up to a maximum of +15.

Automated Defense Systems

A common presence in most battlestations, automated defense systems are a deadly part of security. They frequently use autoblaster laser cannons, although nonlethal systems might use stun varieties of the weapon. Most automated systems are controlled from the security control room and are activated only on command—a safeguard to prevent authorized personnel from being attacked due to malfunction or mechanical failure. An autoblaster (5 hit points; DR 5) makes one attack per round at an attack bonus equal to a station hazard's expected attack roll, and it has an initiative equal to 5 + the battlestation's CL. For example, on a CL 6 station, autoblasters attack on an initiative count of 11 with an attack bonus of +8. Autoblasters are usually clumped in groups of two or three and can effectively hold off intruders until security forces arrive.

Alarms and Responses

Most security systems that monitor sensitive areas of a battlestation trigger alarms that warn the station's controllers about tampering or trouble. When an alarm sounds, sirens blare in the room where the alarm originates as well as in the surrounding area. (Silent alarms typically are used only when setting a trap for intruders.) The system also alerts the nearest security control room and other designated control rooms, which then issue the appropriate response.

Several degrees of alarms can be triggered; each results in a specific response and might raise the battlestation alert level. Table 5–6 shows the response time for different alarms based on the station's CL.

Level 1 Alarms: Level 1 alarms are reserved for technical problems, minor malfunctions, sensor anomalies, and other noncritical system failures. When a computer system goes offline or cameras break down, level 1 alarms notify the nearest security control room and summon technicians or engineers to handle the problem. The typical response team to a level 1 alarm consists of technicians and engineers with one or two security guards and, if needed, labor or repair droids. When a section of the battlestation is on alert or high alert status, level 1 alarms are automatically upgraded to level 2 alarms.

Level 2 Alarms: Level 2 alarms indicate possible security breaches and potentially harmful or fatal problems. Unauthorized weapons fire, minor reactor leaks, security systems alerts, and the possible presence of intruders are cause for a level 2 alarm. Most level 2 alarms receive a response consisting of a security detail and one or two technicians in case of mechanical problems, and the control room chief usually places the section in which the alarm sounded on alert status. If a section of the battlestation is already on alert or high alert status, level 2 alarms that sound in that section are automatically upgraded to level 3 alarms.

Level 3 Alarms: Level 3 alarms signify major problems and threats to the station. The confirmed presence of intruders, major reactor malfunctions, internal explosions, escaping prisoners, and hull breaches trigger a level 3 alarm. These alarms almost always summon one or two security details as well as station officers and, occasionally, security droids. Additionally, the section in which a level 3 alarm sounded is automatically placed on high alert status, and surrounding sections are automatically placed on alert status.

Alert Status: Placing a section on alert status means upgrading the awareness of personnel so that they are prepared for possible trouble. When a section is on alert, alarms that sound in the section are treated more seriously. Crew members in the section are more suspicious of anomalies and glitches in station systems and are less likely to overlook problems or dismiss unfamiliar faces. A section on alert prepares for possible combat and is less likely to be surprised. For the purposes of determining skill check DCs and running combat encounters, treat a section on alert as having a CL that is 3 higher than the battlestation's CL.

High Alert Status: Areas of a battlestation are placed on high alert status when there is a clear and present danger to the station and its personnel. The status represents the greatest possible level of preparation. Troops carry their weapons with the safeties off, security guards constantly scan for people or items that are out of place, and computer systems are locked down and monitored closely for tampering. All guard positions have twice as many guards on duty, and section personnel are ready for battle and almost never surprised. For the purposes of determining skill check DCs and running combat encounters, treat a section on high alert as having a CL that is 5 higher than the battlestation's CL.

Table 5-6: Alarm Response Time

Station CL	Level 1 Alarms	Level 2 Alarms	Level 3 Alarms
1–4	1d10 minutes	1d6 minutes	1d12 rounds
5–8	2d4 minutes	1d4 minutes	1d10 rounds
9–12	1d8 minutes	4d10 rounds	1d8 rounds
13–16	1d6 minutes	2d10 rounds	1d6 rounds
17–20	1d4 minutes	1d10 rounds	1d4 rounds

Restricted Access

In a battlestation, one of the biggest obstacles faced by adventurers is the difficulty of moving from place to place. Stations restrict access to certain areas to reduce the potential for security breaches and to limit the damage that can be caused by individuals. This section of the chapter describes common methods for restricting access. Gamemasters can decide whether heroes are able to bypass each restriction.

Standard Doors

Aboard a battlestation, a standard door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) is composed of solid metal with only a few working parts. Each door is opened by a simple mechanism that slides the door horizontally or vertically, retracting it into an alcove that holds the door in place until it closes again. Due to the force and speed with which doors close, any being in the path of a closing door is targeted by a hazard attack; if the being is hit, he or she is caught and crushed by the door, taking normal hazard damage. Additionally, the being is pinned to the ground or wall and cannot move until the door opens again. Opening a door by force requires a DC 35 Strength check to overcome the door's mechanical systems; if the door is unpowered, these systems become dormant, reducing the Strength check to DC 20. A standard door can be opened, closed, jammed, and locked from control panels built into nearby walls or the door frame.

Doors and the Condition Track

When a door moves a negative number of steps on the condition track, its damage threshold is reduced as normal, and the door also becomes easier to open. Apply condition track penalties to a door's DR, Strength, and Break DC as well. A door that is pushed to the bottom of the condition track is disabled—in other words, opened.

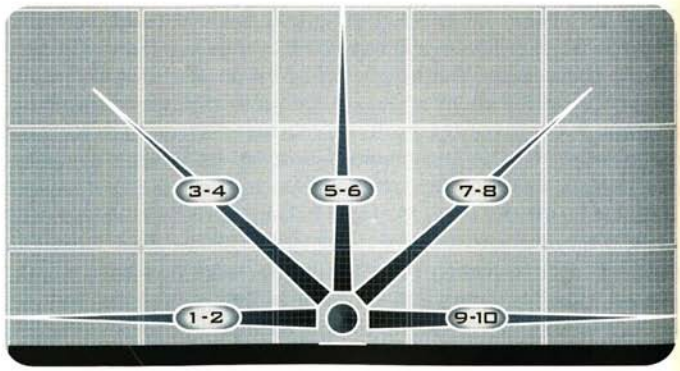
Blast Doors

Blast doors are made of incredibly dense metals that diffuse energy that might penetrate a normal door. Blast doors protect command bridges and other sensitive areas that might be exposed to powerful bursts of energy. For instance, blast doors sometimes seal corridors leading to hangar bays to prevent weapons fire from ships in the hangar from damaging sections deeper in the station. Most blast doors consist of two or more sections that converge toward the center of the frame and connect to form a solid shield. Thinner, single-paned blast doors (350 hit points; DR 10; damage threshold 35; Strength DC 70/Break DC 45) close relatively quickly, in the span of only 1 round. Thicker, double-paned blast doors (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45), which usually consist of several converging parts, close in 2 rounds. Opening a blast door by force requires a DC 45 Strength check, reduced to DC 25 if the door is not powered. Like standard doors, a blast door can be opened, closed, jammed, and locked from control panels built into nearby walls or the door frame.

Magnetically Sealed Doors and Rooms

Some doors and rooms are magnetically sealed to prevent the escape of energy. The process of magnetically sealing a surface is complicated and expensive, so it is reserved for areas in sensitive locations that are exposed to energy weapons. The sealing process causes the bolts from blasters and similar energy weapons to reflect off the surface in a random direction without dealing damage to the surface. Each time an energy bolt bounces off a magnetically sealed surface, a small amount of the energy is diffused, and, eventually, the energy is completely dispersed.

In game terms, when a blaster shot or other energy projectile hits a magnetically sealed surface, subtract one damage die from the bolt's current damage amount, and roll on the magnetic seal deviation chart to determine the bolt's new reflected direction. For example, if a bolt fired at a magnetically sealed door normally deals 3d8 points of damage, the bolt travels off the door in a random direction and deals 2d8 points of damage to the target it hits. If the bolt strikes another magnetically sealed surface, it again bounces off in a random direction, this time dealing 1d8 points of damage to the target it hits. When a reflected bolt passes through a square occupied by a character participating in combat, use the bolt's original attack roll to determine whether it strikes that character. If the bolt misses a target, it continues along the same trajectory.



Blast Deviation Chart

Cutting Through Doors

Trying to blast through a sealed door often requires a barrage of blaster fire or an explosive charge, but specialized cutting lasers make it much easier to slice one's way through. Using a plasma portal cutter, invading forces can penetrate a sealed door in a matter of seconds as opposed to the several minutes it would take to blast through with conventional weapons. The invaders simply place the plasma cutter on the door, activate the device, and stand clear as it burns through the door in a few rounds. When the integrity of the door has been compromised (meaning that the door has been reduced to 0 hit points or moved to the bottom of the condition track), the section sliced out by the plasma cutter explodes inward, dealing 2d6 points of energy and piercing damage to any character standing adjacent to the other side of the door. In *A New Hope*, Lord Vader and his stormtroopers used a plasma cutter to break through the door when they invaded the *Tantive IV*.

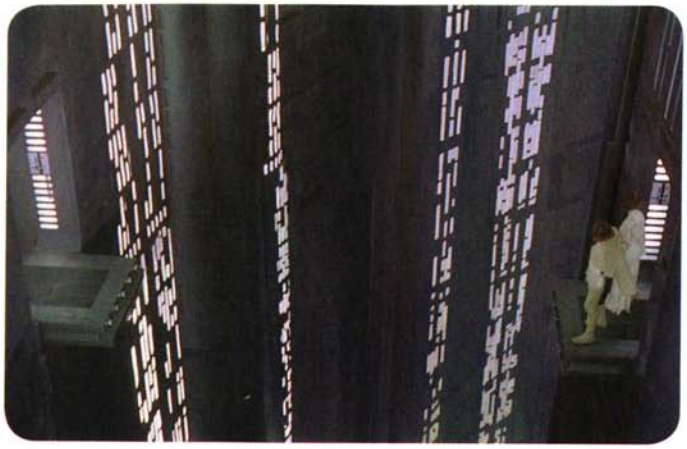
Shooting Control Panels

A reckless but effective way of sealing a door, shooting the door control panel immobilizes the door in its current position. Additionally, the damage to the control panel short circuits other control panels linked to the same door. Any character stuck on the other side of a sealed door must repair the control panel on that side before the door can be opened. For example, when Luke Skywalker and Princess Leia fled a squad of stormtroopers aboard the Death Star, Luke shut the door using a control panel and then shot the panel, sealing the door closed. The downside of this tactic, illustrated so well in the same scene, is that the control panel—which potentially can operate other doors and bridges—will not function until replaced or repaired.

Shooting a door control panel with an ion weapon is a more effective way of neutralizing the panel without destroying it. A successful attack against a control panel with a weapon that deals ion damage automatically deactivates the panel and resets all its systems to their default positions. (The panel is automatically moved to the bottom of the condition track.) Doors open and extendable bridges retract, and they remain in those positions until the panel is repaired.

Plasma Cutters and Battering Rams

A standard plasma portal cutter is used as described in Cutting Through Doors. A cutter is Large, costs 10,000 credits, and weighs 110 kilograms. A DC 15 Mechanics check is required to attach a plasma portal cutter to a door. Once activated, the cutter deals 30 points of damage to the door each round. The Squib battering ram, featured on page 52 of *Scum and Villainy*, is another common device used to breach doors in battlestations.



Extendable Bridges

Many battlestations have cavernous vent shafts to release the heat generated by their massive reactor cores. Crossing through a shaft can be tricky, since most have a diameter of hundreds of feet, and any permanent obstruction could increase the amount of heat trapped near the reactor core. Stations often install extendable bridges to allow personnel to pass through cooling shafts without impeding their function. Because the bridges work well, stations sometimes install them in other locations to avoid space limitations and cut down on construction costs.

An extendable bridge is activated from a side wall panel, which frequently is integrated into the same control pad used for the door of the corridor that leads to the bridge. Once activated, a bridge extends at a rate of 12 squares per round until it reaches the far side of the gap it is crossing. Most extendable bridges have no handrails or other safety mechanisms, so any character who takes damage that equals of exceeds his or her damage threshold while standing on a bridge must make a DC 15 Acrobatics check to keep from falling off the side. A character who fails the check must make a DC 20 Climb check to grab the ledge, then take a move action to pull himself or herself back up onto the bridge. Failing the Climb check causes the character to fall.



Force Fields

Force fields cannot be damaged and prevent all matter and energy from passing through; most conventional and energy weapons, including lightsabers and ion guns, are useless against them. Although force fields are more effective and reliable than standard doors and walls, they require greater power and more regular maintenance. As a result, battlestations use force fields only in special situations. In some stations, personnel in security control rooms can activate emergency force fields as needed to block off certain areas or trap invaders.

It is possible to overcome a force field, although the process is difficult and requires unconventional means. One method is to overload the field's energy buffers and place a great burden on the generators. After 5 rounds of applying constant energy to the force field generator, such as by connecting the field's generator to another power generator, the field deactivates, and the power source applied to the force field is destroyed.

Turbolifts

The standard means of moving between decks on a battlestation, turbolifts are rapidly moving cars inside narrow shafts. A standard turbolift can accommodate four Medium beings and their carried gear, and a freight turbolift can hold 10 to 12 Medium beings or large items and cargo. On each deck of the station, a control panel outside a turbolift shaft is used to call the car. Inside each car, a control panel grants access to certain decks depending on the authorization of the passengers. Each car can move two floors in 1 round and has built-in inertial compensators to prevent the passengers from feeling the effects of rapid acceleration or deceleration.

Turbolift doors can be forced open with a DC 20 Strength check; opening the doors this way is a full-round action. In addition, each turbolift car has a maintenance access hatch in the floor and another in the ceiling, used in the rare case of mechanical failure. A passenger can find either hatch by making a DC 10 Perception check. If either hatch is opened, a signal is sent to the nearest security control room indicating that the turbolift car is undergoing some kind of malfunction.

Traveling Through Turbolift Shafts

Turbolift shafts are a favorite means of movement for those who are aboard a battlestation without proper authorization. By stopping a turbolift car and exiting through the ceiling or floor hatch, infiltrators can enter the shaft itself. A ladder along the wall of the shaft allows technicians to reach malfunctioning cars. Moving up and down the ladder without falling requires a DC 10 Climb check. However, unauthorized climbers should take care—if the turbolift car starts moving again, the character could be injured or killed.

If the character is below a car that starts moving downward, he or she can make a DC 25 Jump check to leap back into the car through the open floor hatch. A failed check means that the character is knocked off the ladder and falls to the bottom of the turbolift shaft, taking falling damage as normal (the distance between decks is roughly 3 squares). Furthermore, if the car descends to the bottom of the shaft, the character will be crushed, taking normal hazard damage each round that he or she remains crushed.

If the character is caught above a turbolift car that starts moving upward, the character can simply drop onto the car as it approaches and climb in the open ceiling hatch. If the character cannot enter the car, he or she will be crushed against the top of the shaft if the car goes to the top deck, taking normal hazard damage each round that he or she remains crushed.

Secret Rooms and Corridors

Many battlestations have hidden rooms and access tunnels whose doors and hatches are designed to blend in with regular walls, floors, and ceilings. These concealed areas can be used to house top-secret research, store clandestine equipment, or provide solitude for station commanders wishing to vanish for a short time. Secret rooms and corridors function exactly like standard battlestation locales except for their means of access. Finding the entrance to a secret area requires a hard Perception check.

Authorization for Panels

Several descriptions in this section refer to control panels built into walls or doors that can be used for various functions. Gamemasters should plan out these panels carefully because they are the key to granting or denying access to the heroes. Each panel should have an access level to indicate who can use the associated door, hatch, or bridge. To allow any character to use a panel, assign it the lowest access level. To restrict the use of a panel, give it a higher access level that requires an authorization code or a rank cylinder. GMs should consider the limitations they wish to place on the party's access to the station and assign levels of security clearance accordingly.

The heroes can manipulate control panels by making Mechanics and Use Computer checks. They also can use the computers in security control rooms to try to override normal access restrictions.

Secondary Conduits

Whereas ordinary corridors provide access to most sections of a battlestation, engineers and technicians use secondary conduits and access tunnels to reach parts of the station that the majority of its personnel never see. Additionally, air vents and waste ducts travel throughout all parts of the station, creating a network of passages that remain hidden from the general crew. Grates and doors seal off these conduits from the rest of the station and are normal barriers to entrance. A favorite tactic of infiltrators is to use these conduits to move about, thereby avoiding most usual security measures.

Where do the secondary conduits go? Air ducts primarily travel along corridors and into rooms, helping to circulate the atmosphere to prevent the air in the station from becoming stale. In addition, these ducts frequently lead to the station's environmental and life support systems, and they can connect to wind tunnels that force air the long distances traveled by the ducts. Waste conduits typically follow less conventional routes, leading from various locales to centralized disposal centers and garbage compactors. Maintenance tunnels, on the other hand, lead directly from corridors to internal systems, with no routes to other locations. Technicians rarely need to go anywhere but straight to the systems they are working on, although some emergency maintenance conduits might allow them to bypass difficult security measures and travel directly to the heart of a problem.

Computer Systems

Computers are the means of controlling every aspect of a battlestation. As such, they are incredibly powerful and heavily guarded; station personnel make every attempt to prevent tampering. Almost every room has one or more computer terminals, and although they all serve different functions, they are linked to a main computer system that runs through the entire station. The Use Computer skill is required to access station terminals, and most skill check DC values are a function of the battlestation's CL.

Main Computers

Every battlestation has what is called a "main computer." This term is a misnomer, since it actually refers to the network of systems that make up a central computer. The main computer is the hub around which all other computer systems operate, ensuring that every system on the station blends seamlessly with the entire network. It is the primary location that stores technical readouts, system logs, and all other data about the battlestation. The main computer also is a security device because it keeps the computer systems in the station's control rooms separate, preventing intruders from taking over the whole station from a single control room. The highest-ranking officers who can access the main computer directly can do so only from the primary and backup command bridges.

Damaging or destroying the main computer can devastate (but not necessarily cripple) the efficiency of the battlestation. Coordination between different sections becomes almost impossible, since the main computer controls all internal communications (such as comlink relays, station intercoms, and so on). Slicing into the main computer without authorization is incredibly difficult and time consuming; all main computers have a base attitude of hostile, although if a character has an appropriate rank cylinder, the computer might start with a better attitude (ranging from indifferent to friendly). A battlestation's main computer has a Will Defense equal to the station's medium skill DC.

Single Checks or Gaining Access

In this chapter, many descriptions refer to accomplishing some task by making a single Use Computer check. Such checks are meant to represent minor actions that do not require an advanced level of computer savvy. They are, in effect, 1-round distractions that can be performed as a standard action, giving slicers and other tech-minded heroes something to do other than fire a blaster in combat. However, when the heroes interact with the station's main computer system or try to pull off an advanced computer task, single checks might not be sufficient. In those cases, Gamemasters should follow the guidelines given in the Use Computer skill description in the Saga Edition core rulebook, which presents more detailed methods for gaining access and issuing commands. You should also feel free to use the more detailed methods instead of the single-check method when dramatically appropriate.

Control Room Computers

Each control room uses a sophisticated computer system that is accessed through terminals. The different types of control rooms have access to different systems, and all are open only to authorized users. Gaining legitimate access requires an authorization code (known only to the technicians who operate the security systems) or a rank cylinder (distributed only to station officers). A control room computer has a starting attitude of unfriendly and a Will Defense equal to the station's medium skill DC. An unauthorized user must attempt to shift the computer's attitude to friendly or helpful, at which point the computer can issue commands to the systems controlled from that room. This Use Computer check to shift the computer's attitude cannot be retried, and failure locks down the system and issues an alarm to the nearest security control rooms. Once inside the system, the user can make other skill checks to attempt certain functions, which can be retried unless a check's description specifically says otherwise.

Access Control

The computers in security control rooms are somewhat different from those in other control rooms, because they specifically manage one's ability to move through the battlestation. These computers can grant access to portions of the station that normally would be off-limits to unauthorized personnel. Access control systems determine the levels of authorization needed to enter certain areas, and they react to emergency signals that call for blast doors to close and bridges to retract. Most access control computers in security control rooms have a starting attitude of unfriendly and a Will Defense equal to the station's moderate skill DC. Using a security computer for access control allows a character to open sealed doors fully or partially, extend or retract bridges, activate and deactivate force fields and turbolifts, and seal off rooms entirely. In short, access control computers can open or block passages throughout the station. Once a character has the ability to manipulate access control systems, standard Use Computer checks allow him or her to issue commands to perform each function in a matter of seconds.

Alarm System Controls

During the course of a battlestation adventure, it is almost inevitable that alarms will sound to warn the rest of the station that something is wrong. Alarm control systems activate and deactivate alarms, upgrade and downgrade their severity, and spread alarms to other parts of the station.

If an alarm control room computer has an attitude of friendly or better, a user can issue a command that will sound an alarm in a particular section of the station. Deactivating an alarm is slightly more difficult, requiring a computer attitude of helpful.

Placing an area of the station on alert requires issuing a routine command. If the computer has an attitude of friendly, the user can place a section on alert status; if the computer has an attitude of helpful, the user can place a section on high alert status. Similarly, downgrading a high alert status to alert status requires a computer with an attitude of helpful, and downgrading an alert status to normal status requires a computer with an attitude of friendly.

When an alarm sounds in a particular section of the station, personnel in other areas might not be aware of it. If the computer has an attitude of helpful, the user can spread the alarm to other sections by issuing a routine command for each new section.

Communications Controls

Communications systems allow security details to report to dispatch stations and barracks, give commanders a means of directing technicians to malfunctions, and deliver orders to other sections. Sending a message to a single location is a simple process, and messages can be sent to multiple locations simultaneously; all that is required is an attitude of friendly or better on the part of the computer being used. Tampering with communications, on the other hand, varies by the battlestation's communications security level (which is tied to the station's CL).

Jamming all communications to and from a section of the station requires a moderate Use Computer check on a control room computer that has an attitude of friendly or better.

Making a simple alteration of communications, which could entail changing the text of a message or masking the voice of an audio communication, requires a medium Use Computer check. More complex alterations, such as changing the words in an audio message or making a holographic message appear to come from someone else, require a moderate (or possibly harder) Use Computer check. Moreover, if a message is altered so that it contains false information, the Gamemaster might have the sending hero make a Deception check as well.

If the station has an authorized HoloNet transceiver, sending a message over the HoloNet requires a computer with an attitude of helpful. Sending a pirate signal over the HoloNet does not require any particular attitude on the part of the computer, but it does call for a hard Use Computer check because it bypasses the computer's normal protocols.

Directing Personnel and Troop Movements

Troops and security teams constantly move through a battlestation, as do engineers, technicians, gunners, pilots, and droids. The personnel control room often sends specific personnel to certain locations, such as directing a squad of techs to lock down a faulty power coupling. Intruders who gain access to this system can reroute personnel away from their location and clear a path to their target—not to mention create an accessible escape route.

To dispatch a group of noncombat personnel such as technicians, engineers, or members of the medical staff, the user must issue a routine command from a personnel control center computer that has an attitude of friendly or better.

Combat personnel, such as security guards and stormtroopers, are usually dispatched only when a situation arises that requires their skills, an event that generally is accompanied by alarms. To fake a drill or come up with another excuse to move troops around the station, the user must issue a routine command on a security control computer that has an attitude of helpful. Canceling troop deployment is similarly difficult—belaying an order from another security station could raise suspicions—and also requires a computer with an attitude of helpful.

Information Systems

One of the most useful functions of a battlestation's computer network is the ability to provide vast amounts of knowledge on almost any aspect of the station. Battlestation information systems contain schematics for the station and its subsystems, crew and personnel listings, prisoner records, and the current status of the station's individual systems. Almost anything a character might need to know about the station can be found somewhere on the computer network. A character attempting to use a station's computers to find information first makes a check to try to gain access to the databases (as with the normal rules for accessing information, this attempt requires a computer with an attitude of indifferent or better).

When the character uses a terminal in an area linked to the information being sought, digging out most data is a simple matter, requiring only a Use Computer check. If the computer is located in an area tied to the information sought, the Gamemaster can reduce the required access time by one step; thus, secret information requires 1 hour to find, private information requires 10 minutes, specific information requires 10 rounds, and general information requires 1 round. For example, the computers in hangar control rooms provide fast access to starship logs, repair and work orders, and scheduled starfighter testing, whereas computers in reactor control rooms have easy access to efficiency ratings, power anomalies, and radiation levels.

It is more difficult and time-consuming to find information about systems that are not directly connected to the control room where the computer is being used. For a character to send a query through the main computer to the relevant systems, the computer in use must have an attitude of friendly or better. Furthermore, filling the request takes the normal amount of time. For example, in *A New Hope*, R2-D2 used a computer in the hangar control room to search for information about the Death Star's tractor beam. The droid found what it needed within a few moments because the tractor beam was part of the hangar bay. On the other hand, finding Princess Leia's termination orders took a bit longer because the detention block computers were not directly connected to the hangar control room.

Life Support Controls

Life support is a simple system that keeps battlestation personnel comfortable and healthy, but it can be manipulated in ways that prove annoying or fatal to the crew. The system is so integral to the station that it almost always is tied directly to the main computer, making it difficult to access from individual control room computers. However, a character can attempt to change the life support in various ways. For example, mildly increasing or decreasing the temperature in a given section of the station (up to 10 degrees) requires a computer with an attitude of friendly or better; making more significant changes requires a computer with an attitude of helpful. Deactivating the artificial gravity in a given location requires a moderate Use Computer check and a computer with an attitude of helpful, because artificial gravity is critical for normal station operation. Cutting off the air circulation to a room is even more challenging, requiring a hard Use Computer check and a computer with an attitude of helpful; if the user succeeds, any character in the area where air flow has stopped begins to feel the effects of suffocation within minutes.

Sensor Controls

Since a battlestation's crew relies on sensors to know what is happening throughout the station, they guard sensor controls heavily to prevent tampering. Characters who gain control over sensor systems can wreak havoc in various ways. On a computer with an attitude of friendly or better, they can mask sensor readings, pass off alerts as simple sensor anomalies, and trigger false sensor readings in a given area. On a computer that has sensor control and an attitude of friendly or better, a character can completely shut down the sensors in a certain area by making a moderate Use Computer check. Doing so allows freedom of movement through the affected area—at least until a member of the crew notices that the sensors are offline.

Weapons Controls

Computer systems in charge of the battlestation's weapons often are located in gunnery towers and in weapon control rooms. Such control rooms are located near the center of several weapons emplacements so that each room can control multiple weapons, reducing the number of personnel required to direct the station's complement. A character who gains access to a system capable of controlling weapons can deactivate a single weapon by making a medium Use Computer check on a terminal that has an attitude of friendly or better; he or she can deactivate a cluster of weapons with a moderate check.

In addition, weapons control systems transmit data gathered from the station's external sensors to their associated weapons. As a result, by making a moderate Use Computer check, a character can halt the flow of sensor data, causing the associated weapons to lose any Intelligence bonuses to their attacks. Creating false sensor data is far more difficult; the character must make a hard Use Computer check on a weapons control computer that has an attitude of helpful. If the character succeeds, the weapons lose their fire control bonuses to attack rolls, but their operators do not realize that someone has tampered with the systems.

Station Hazards

Security and computer systems can make adventuring aboard a battlestation difficult, but the most unique and memorable challenges come in the form of station hazards. In essence, station hazards are the *Star Wars* equivalent of traps in fantasy roleplaying games. This section describes some common hazards that can be used in any battlestation. Once the Gamemaster has laid out the station locales, adding a hazard to a particular section modifies that area without changing its basic functionality. Although some hazards might not seem to fit with all locations—for example, the primary command bridge probably would not have a carbonite freezing chamber—most hazards can be adjusted with a little creativity to work in almost any area.

Carbonite Freezing Chambers

Primarily used for the storage and transport of gases and other volatile materials, the carbon freezing process requires specialized equipment that can be found aboard many battlestations. Most freezing mechanisms consist of a 3-meter-deep chamber, in which materials to be encased in carbonite are placed and flash-frozen in a matter of moments. The freezing process can be fatal to organic beings. If a living creature is placed in the chamber, the chamber makes a normal hazard attack against the subject's Fortitude Defense. If the attack succeeds, the creature takes normal hazard damage from the shock to its system; if the attack fails, the creature takes no damage. Regardless of whether the character takes damage or not, he or she is then considered to be frozen in carbonite. A character frozen in carbonite can take no actions and is considered unconscious while so frozen. A character emerging from carbon freeze has a persistent condition and immediately moves –4 steps down the condition track; the persistent condition can only be removed after 8 hours of rest.

If a character standing adjacent to a carbonite freezing chamber takes damage from a melee attack, he or she must make a DC 15 Acrobatics check to avoid falling into the chamber. A control panel to one side of the chamber activates the freezing process, which takes 1 round to complete. A character frozen in carbonite cannot move or act until unfrozen. The carbonite slab (70 hit points; DR 10) in which the character is encased can be transported through harsh conditions, even a vacuum, without harming the victim inside.

Chasms and Pits

In the *Star Wars* galaxy, many battlestations contain large chasms and pits that lead into the bowels of the site. Most vary in depth from openings that descend only a few meters to holes that seem bottomless. To provide an appropriate challenge for the level of the heroes, Gamemasters can design chasms and pits in accordance with the station's rating, giving them a depth in squares equal to twice the station's CL. Thus, in a CL 12 battlestation, most chasms would be roughly 24 squares deep. Any chasm deep enough to deal fatal damage to a character who falls in can be described as bottomless. On the other hand, if the character survives, the Gamemaster can rule that he or she landed on a ledge or outcropping that prevented a lethal fall.

Conveyor Belts

For the most part, battlestations rely on repulsorlifts, but in cramped sections or in stations that are more industrialized, conveyor belts see a good deal of use. Conveyor belts alter the normal movement speed of characters who ride on them. A creature moving on a conveyor belt in the same direction that it is traveling moves at twice the normal movement rate, whereas a creature moving against the direction of the conveyor moves at half normal speed. Additionally, any creature that steps onto or starts his or her turn on a conveyor belt must make a DC 20 Acrobatics check as a free action or be flat-footed until the start of his or her next turn.

Crushing Damage

Creatures can take damage when held between opposing forces or pinned beneath a heavy object that continues to press downward. Crushing damage, similar to damage from falling objects, occurs when an object forces a creature against a solid surface. Crushing damage is equal to the station's standard hazard damage, and the creature being crushed takes damage each round until he or she makes a hard Strength check to pry free. Typically, a hazard that completely encompasses a target does not need to make an attack roll to deal crushing damage (for example, when being crushed between two walls that are closing in); other crushing hazards make normal hazard attack rolls against the target's Reflex Defense. Some crushing hazards, such as the trash compactor from the first Death Star, might not allow creatures to make Strength checks.



Electrified Floors

Frequently used in battlestations where the crew wants to guard against intruders on foot, electrified floors are a nasty surprise. Crossing even the most normal-looking corridor becomes a painful process. Electrified floors can be left active to deter any character from traveling down a certain path, or they can be activated when intruders are detected in a particular area. Any creature standing on an active electrified floor immediately takes energy damage (in an amount determined by the station's normal hazard damage). Additionally, if a creature starts his or her turn on an electrified floor, the floor makes a hazard attack against the creature's Fortitude Defense; a successful attack knocks the target prone.

Gas

Battlestations have mundane uses for various gases that can be poisonous or toxic, but some stations also employ these gases to capture or kill intruders. In addition, gases flow through conduits and pipes built into station walls and can be released by stray blaster bolts or careless tampering. Gases fill a room quickly, taking approximately 3 rounds to fill a room that is 20 meters on each side.

Different gases have different effects. Dioxis and trauger are poisonous gases used specifically for killing, although korfaise gas, used in hyperdrives, is no less deadly. Obah is a powerful neurotoxin that can permanently damage any creature smaller than a Wookiee, and null gas eliminates all oxygen in a room.

Table 5–7 lists common gases aboard a battlestation that can injure creatures exposed to them. Each gas has its effect when inhaled, and each one makes an attack roll against a creature's Fortitude Defense when that creature enters or starts its turn in the gas. Each gas deals damage, has a secondary effect, and has a miss effect. Gamemasters can use the gases listed in the table as defaults or can create new ones using the expected hazard attack numbers and damage numbers derived from the battlestation's CL.

Gravity Traps

Using artificial gravity generators, the crew can alter the gravity in a section of the battlestation, trapping intruders by turning the most basic of natural laws against them. A gravity trap can increase the gravity in an area, slowing movement and increasing falling damage, or it can reverse the gravity in a given section, causing creatures to fall toward the ceiling and take damage based on the distance traveled (equal to the height of the room). A trap can even eliminate gravity completely in a section of the battlestation. For details on low-gravity, high-gravity, and zero-gravity environments, see page 256 of the Saga Edition core rulebook.

Gravity traps can be disabled by gaining control of the artificial gravity generators, which are considered part of the life support systems on most battlestations. A gravity trap affects all creatures in the specified area and does not discriminate between intruders and station personnel.

Table 5-7: Poisonous Gases

Gas	Attack Bonus	Damage	Secondary Effect	Miss Effect
Dioxis (CL 8)	+10	4d6	–1 step on the condition track	Half damage
Korfaise (CL 2)	+4	2d10	Speed reduced by 1 square until target spends 1 round outside of gas	Half damage
Null gas (CL 12)	+14	3d10	Special*	Special*
Obah (CL 6)	+8	2d12	–1 step on the condition track	Half damage
Trauger (CL 14)	+16	5d6	–1 step on the condition track	Half damage and –1 step on the condition track

** Null gas is a unique type of gas that neutralizes oxygen in the air. After 1 minute of exposure to null gas, a creature is affected as if in a vacuum and must deal with the effects of suffocation. For details on surviving in a vacuum, see page 253 of the Saga Edition core rulebook.*

Incinerators

Originally designed as a means of disposing waste products and other junk, incinerators can pose a major hazard to characters aboard a battlestation. An incinerator is usually the size of a small room and is accessed through a 1-meter-tall door that the crew keeps open while feeding material inside. Incinerators maintain a standard temperature hot enough to destroy most of the waste; a creature entering an incinerator takes 1d8 points of damage per round from heat and fire. Every 5 rounds, however, an incinerator flares up to burn those waste products that can withstand the standard temperature. These bursts deal 3d6 points of damage to any character caught inside at the time.

Liquid Cable Traps

A liquid cable trap is an unusual method of capturing intruders that uses conventional equipment available throughout the galaxy. Commonly installed in door frames and narrow passageways, these traps are triggered by tripwire lasers, motion detectors, or other sensors. Once triggered, a trap activates immediately and makes a hazard attack against any creatures caught by the trap (the trap covers a 2×2 square area, with one of the lines bisecting the square as the source of the liquid cable). On a successful attack, high-pressure dispensers entangle the creatures in liquid cable, which solidifies and wraps the target. Each creature caught by the trap becomes flat-footed and immobilized. The following round, each trapped creature can attempt a DC 20 Strength check to break free; allies outside the trap can also attempt this check on a creature's behalf.

Power Diffusion Tunnels

Station personnel sometimes bleed off the excess energy from power generators and reactor cores to prevent energy build-up and overload. The surplus energy is vented into power diffusion tunnels, which are essentially corridors of energy buffers. Walkways are built into these diffusion tunnels for maintenance purposes, but the tunnels can be hazardous to any character who attempts to travel through them. Every 3 rounds, a burst of energy passes from one end of a power diffusion tunnel to the other. Any character caught in the tunnel at the time takes electrical damage equal to 1d4 × the station's CL.

Firing a weapon at one of the buffers (10 hit points) in a diffusion tunnel can have dangerous consequences. Any creature within 6 squares of the damaged buffer takes normal hazard damage as the energy in the buffer is diffused. Furthermore, the next time an energy burst travels the length of that tunnel, any creature within 6 squares of the damaged buffer takes twice the normal hazard damage. In addition, because a malfunctioning power diffusion tunnel can have dire consequences for the station's reactor core, damaging a tunnel immediately sets off an alarm and summons a crew of technicians to investigate the problem.

Shock Locks

Intended to prevent tampering with sealed doors and access tunnels, a shock lock sends a small electric burst into any character attempting to manipulate the lock. A shock lock can be placed on anything with a door, including entrances to station locales, equipment closets, and lockers. Any character who tries to make a Mechanics check on a door that has a shock lock takes 1d6 points of electrical damage. If a character notices the shock lock (moderate Perception check), he or she can try to disconnect the device (moderate Mechanics check).

Occasionally, shock locks are installed in control panels and can be deactivated only by someone who first enters an authorization code. A shock lock installed for this purpose is usually built directly into the panel, making it undetectable. Moreover, some shock locks are designed not only to deliver a shock to the person attempting to use the control panel but also to short circuit and disable the panel.

Trap Doors

One of the oldest tricks in the history of station design, a trap door is used to drop unsuspecting trespassers (and unruly crew members) into another location. Most of the time, a trap door leads to a holding cell or a secure location, but particularly cruel station designers install trap doors that lead to incinerators, garbage smashers, or airlocks. A creature can detect a trap door by making a medium Perception check. A creature moving onto an active trap door must make a moderate Climb check to catch him- or herself or fall through to another location (as determined by the Gamemaster). Climbing back up to the hatch requires a moderate Climb check to scale the smooth inner walls of the chute.

Most trap doors activate automatically, although some are triggered by commands issued at computer terminals in security control rooms.

Wind Tunnels and Exhaust Vents

Most battlestations have wind tunnels and exhaust vents that carry air throughout the station. These large tunnels become difficult to navigate if the fans at the ends are activated. When the fans blow, all creatures in the tunnel must make a medium Acrobatics check or be knocked to the ground by the force of the air. Additionally, creatures moving against the wind do so at only half the normal movement rate. The fans deal normal hazard damage to any creature that comes into contact with them.

Prisons and Cell Blocks

Battlestations require secure locations for holding intruders, unruly crewmembers, and other threats to the smooth operation of the station. Prison cells and detention blocks are common in most battlestations, offering an organized method of detaining captives that requires the least amount of space and only a light security crew.

Standard Cells

The standard prison cell for a single detainee is roughly 2×2 squares. It is sparsely furnished, with a single bunk and a simple refresher unit built into the wall, neither of which can be removed or used for cover. Each cell includes a security camera and basic sensors, allowing the detention block crew to monitor each prisoner at all times.

A cell door is a standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) with a sliding viewport at eye level and another sliding panel at the base for the delivery of rations. Some short-term holding cells use force fields instead of metal doors, allowing the crew to interrogate a prisoner without having to open the cell.

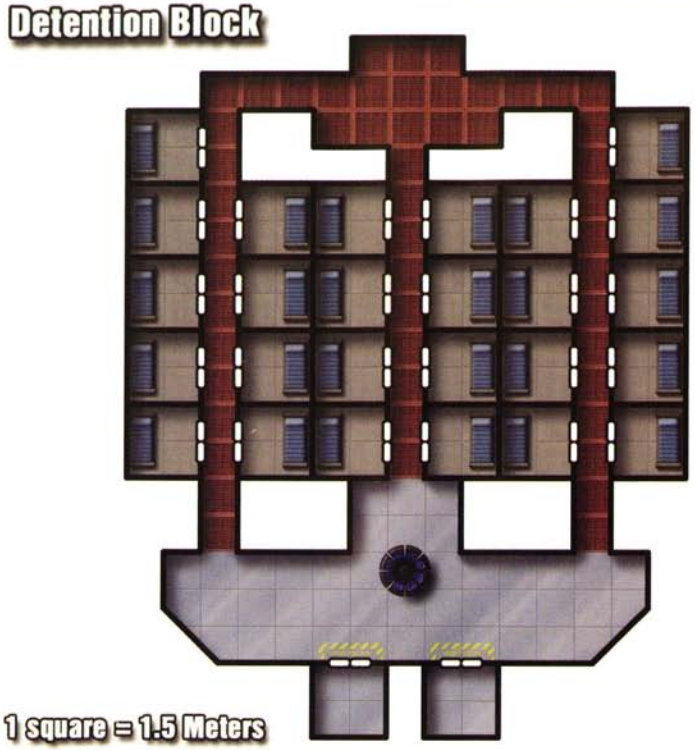
Detention Blocks

A detention block is composed of a group of prison cells arranged to allow station personnel to supervise them all at once. In a typical configuration, several corridors fan out from a control center, each lined with cells on both sides. The center has a bank of computer terminals, which control door locks on each cell and display data from cameras and sensors. The control center is monitored constantly by the nearest security control room; cameras line the walls of the center, as do sophisticated sensors capable of detecting problems immediately.

A detention block is usually crewed by two technicians, a commander, and four to six security guards. Additionally, some blocks keep extra guards on patrol in the corridors, moving up and down each hallway and checking on prisoners.



A typical detention block



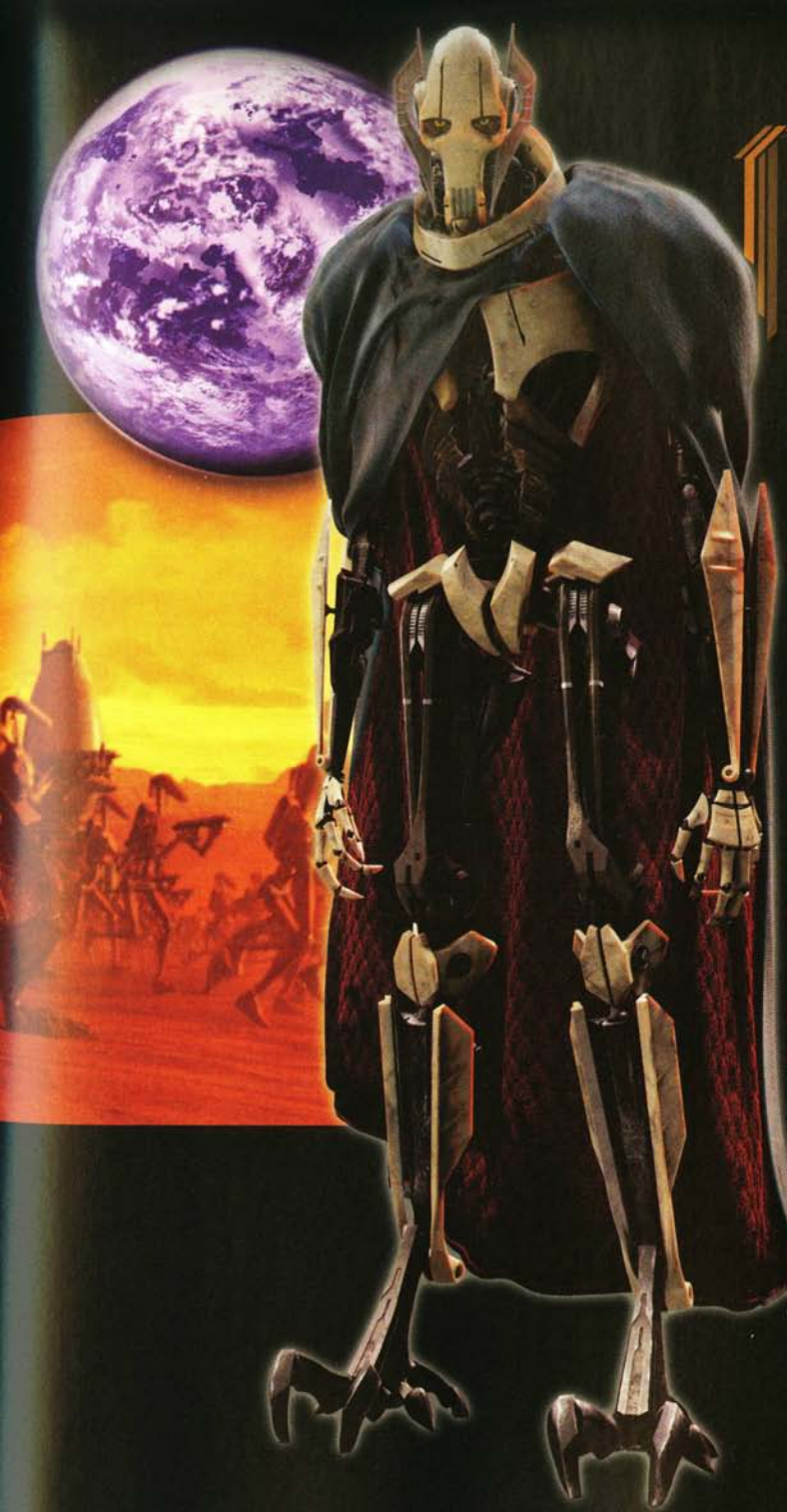
Detention block computers contain information on each prisoner, including name, status, and any notes by the commander. Someone who gains access to these computers can view prisoner records by making a medium Use Computer check, although for quick reference, the crew usually posts a list for all to see naming everyone currently imprisoned in the block.

Jedi Imprisonment Devices

Holding captured Jedi is one of the most difficult tasks facing the crew of a battlestation detention block. Fortunately for them, special imprisonment devices have been invented that make it possible to confine a Jedi in a bare cell without fear of escape. One of these devices keeps a prisoner hovering a meter above the floor while binding the Jedi's arms and legs with ribbons of blue energy; such a device imposes a –10 penalty to Use the Force checks by the captive.

Chapter VI
Military Encounters





This chapter is intended for Gamemasters and contains several mini-adventures ideally suited for military-style encounters. If you're a player, you probably should skip over this chapter and wait for your GM to spring these adventures on you and the other players in your group.

Using Mini-Adventures

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the GM needs to fill a few hours' play with an entertaining diversion from the main plot. The GM can improvise something, but, when he or she is at a loss for a scenario (or is just pressed for time), a mini-adventure might fit the bill.

The mini-adventures presented here cover a range of themes and challenge levels. They include blowing up a strategic bridge, defending a key spaceport against overwhelming odds, and retaking a ship that has been captured by pirates. Each mini-adventure includes an outline of the events and challenges presented by the scenario, which the Gamemaster can use to construct a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure also features a fully developed tactical encounter designed to serve as the climax of the scenario. The Gamemaster can use these as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The GM can also reference these encounters when designing his or her own mini-adventures and scenarios.

These mini-adventures are designed to cater to different heroes' abilities, as well as the players' interests, with warfare and military action in mind. Some scenarios, such as "Bridge 242" and "Choke Point," require the heroes to sneak into enemy territory and engage in missions of demolition or assault. Other mini-adventures, such as "No Man Left Behind," "Piracy in Deep Space," and "A Little R&R," are rescue operations involving Imperials, Black Sun pirates, or terrorists. And some, such as "Remember the Akkalo," ask the heroes to defend a location from advancing forces for as long as they can. Each mini-adventure in this chapter gives heroes of all classes a chance to shine, even if the scenario is not aimed specifically at their competencies.

Each mini-adventure open with a section that outlines the plot and the various encounters. This is followed by another section detailing the climactic encounter of the mini-adventure.

Although these mini-adventures are designed to be completely independent of one another, common threads run through all of them, allowing them to be strung together and run as a sort of "sub-campaign" within the main campaign. How they are used is purely up to the Gamemaster's discretion.

Mini-Adventure #1: Bridge 242

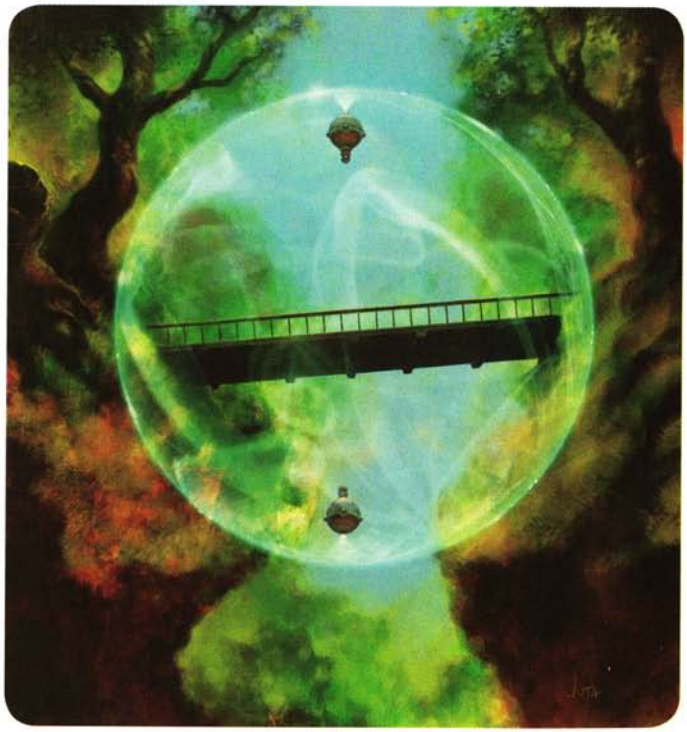
"Bridge 242" is a mini-adventure designed for 2nd-level heroes. As members of a Republic strike force, the characters must sneak into Separatist territory, overcome droids, and disable a shield generator that protects a strategic bridge, allowing the Republic to capture it. With luck, the heroes might even get out in one piece.

Adventure Background

The Nosaurians, natives of New Plympto, have allied with the Separatists, who unfortunately brought war to their world. The heroes are members of the Republic army—perhaps clone troopers or specialized forces—and are part of the main force on New Plympto. After a surprisingly effective counterattack by the Separatists that destroyed an entire brigade of clone troopers, the Republic is trying to cut off the Separatists' supply lines in hopes of preventing the droid army's spare parts, energy cells, and other vital gear from reaching the front line.

One such supply route includes a slender bridge that spans a gaping chasm in Separatist-controlled territory. Designated "Bridge 242" by the Republic, the bridge is a major highway that allows droids, tanks, and other ground forces to move unimpeded.

The Republic would prefer to capture Bridge 242 and use it for their own troop movements. However, if capture is not possible, the Republic plans to call in an orbital bombardment, reducing the entire area to a crater. Although the strike would cut an important Separatist supply line, it also would guarantee that the conflict on New Plympto drags out for many more months.



Bridge 242

Adventure Outline

The Republic has attempted to capture the bridge with starfighters and artillery, but so far, a shield generator has repelled all attacks. As plans move forward, Republic command has decided that Bridge 242 must be captured within the next 6 hours or be eliminated, which would throw future battle plans into disarray. The heroes are the only unit within striking distance, and they receive orders to assault the bridge and blow up the shield generator.

Bridge 242 is the main conduit into a small Nosaurian settlement called Rhigar. Once the war and the bombings began, the civilian populace fled, and the buildings now are little more than piles of rubble and chunks of foundation. To allow the heroes to complete their mission, the Republic forces have stopped bombing the area. The Separatists quickly took advantage of this pause to move units across the bridge and set up depots. Droid checkpoints are located at each end of the bridge.

Drop Point

Republic command orders an LAAT/i to drop the heroes within 2 kilometers of the south side of the bridge, along the edge of Rhigar. The gunship cannot aid in the assault because the antiaircraft batteries protecting the bridge prevent the LAAT/i from getting close enough (the batteries are too large and slow to be used against the heroes). The assault takes place at night to help provide the heroes with better concealment.

During the flight to the drop point, a clone trooper gives the heroes four explosive charges and timers, which should be more than enough to take out the shield generator. The trooper also provides a map and points out two key locations. First, the heroes' most direct route to the bridge is a roadway that has been cleared by the Separatists but that is always guarded. Second, a medical facility adjacent to the southern checkpoint has been spared the most egregious bombing and is probably the best spot from which the heroes can launch their assault. The facility is close to a guard station that might be where the shield generator is hidden.

The clone trooper also explains that two other attempts have been made to take the bridge, and in each case, the medical facility was the troopers' last reported position. It's possible (but doubtful) that some of these troopers might still be alive in the facility.

The gunship drops the heroes off and will return to pick them up once they give the all-clear signal. With that, the heroes must carefully make their way to Bridge 242's southern checkpoint. The first kilometer of travel passes without incident, although the rubble and twisted plasteel of the war-torn settlement are disquieting. As the heroes move toward the checkpoint, they hear the occasional sound of blaster fire and explosions in the distance, but nothing in their immediate vicinity.

Droid Patrol and Minefield (CL 2)

Eventually, the heroes come to the main thoroughfare that the Separatists use to move vehicles and droids through the city. After each bombardment, droids sweep aside the rubble and debris to keep the path clear. This particular portion of the roadway, however, is a trap to ambush any Republic tanks that manage to make their way into Rhigar. Mounds of debris block each side of the path so that the heroes must navigate this particular stretch of road if they wish to reach the bridge's southern checkpoint in time.

From the safety of cover, the heroes spy a lone battle droid walking a patrol up and down the roadway. A DC 15 Perception check indicates that the droid's path is erratic—it frequently stops and changes direction even when nothing seems to be in its way. A DC 15 Knowledge (tactics) check reveals that the battle droid is probably avoiding mines that have been placed in the roadway.

Indeed, the Separatists have seeded ion mines and antipersonnel mines in this area (for more details on mines, see page 42). If the heroes fail to take out the battle droid in 2 rounds, it has time to call its comrades at the southern checkpoint, giving the droids there a +5 bonus to Perception checks when they attempt to spot the approaching heroes (see "The Big Boom" on the next page).

The Medical Facility (CL 2)

As the heroes near Bridge 242's southern checkpoint, they spot a mostly intact building. A battered sign indicates that it used to be Rhigar's medical facility—the structure noted during their briefing. According to the heroes' map, the bridge begins on the opposite side of the medical facility. The building looks sufficiently intact to provide cover, and going around it would require traveling through side streets with little protection from droid snipers and patrols.

At first, the facility seems deserted. Signs of violence are everywhere, with numerous destroyed battle droids and a demolished droideka littering the hallways, but the heroes find no clone troopers, alive or dead. Eventually, they make their way to the north end of the medical facility, which, as promised, provides a commanding view of Bridge 242's southern checkpoint.

Just as the heroes catch sight of their objective, they hear a rustling noise in another room of the facility, along with a mechanical voice that says "Don't move, you" to someone or something inside. If the heroes investigate the dim room, a DC 15 Perception check reveals two battle droids holding their weapons on an IM-6 medical droid (see page 67 of *The Clone Wars Campaign Guide*) hovering over the prone body of a clone trooper. Upon seeing the heroes, the IM-6 says, "Are you in need of medical assistance? I am here to help," which causes the battle droids to turn and attack the heroes.

If the heroes destroy the battle droids, they discover that the clone trooper is dead, having perished nearly a day earlier from wounds that proved too extensive for the IM-6's skills. By interrogating the medical droid, the heroes can learn that it was part of the medical facility's droid team and has been providing aid to whatever living beings it encounters. The droid says that since the bombing stopped two days ago, Separatist forces have been bringing more and more vehicles and droids across the bridge, although it has no details on the movements. If asked, the IM-6 reveals that it tried to help two other clone troopers and a clone trooper commander who were killed within the facility, and it takes the heroes to the bodies. If the heroes search the clone troopers, they can take any gear that still remains, although the weapons' power packs have been depleted.

The IM-6 tends to any wounds that the heroes might have. If ordered to do so, the droid also accompanies the heroes on the rest of the mission, continuing to treat them as needed

Encounter: The Big Boom

Challenge Level 3

SETUP: This encounter serves as the climax of "Bridge 242," the mini-adventure introduced on the previous two pages.

The bridge is protected by a powerful shield, the energy for which is provided by a generator in the basement of the guard station at the southern end of the bridge. The shield also covers the station and cannot be destroyed by any weapons currently carried by the heroes. A shield softener portal is located in front of the bridge, allowing individuals and vehicles to pass through the shield while it is active.

Three battle droids and two B2 super battle droids protect Bridge 242's southern checkpoint. The B2 droids guard the entrance to the portal, standing just within the shield's protective shell. One battle droid stands on the roof of the guard station, looking for enemies. Two more remain inside the station, monitoring the comlink and the shield generator controls.

Read-Aloud Text

When the heroes can view Bridge 242's southern checkpoint to assess the best way to reach and disable the shield generator, read the following text aloud:

You can clearly see the bridge's southern guard post. A battle droid stands on the building's crenellated roof, scanning the area with a pair of electrobinoculars, while two B2 super battle droids stand on the bridge, near the southern end, slowly swiveling back and forth as they look for intruders. Faint light spills from the windows of the guard station, and at least one other figure can be seen moving around inside. As dust and debris from the devastated settlement slowly rain down, they spark and sputter in the sky, indicating that the shield protecting the bridge is active. A mechanical archway, tall and wide enough for a tank to drive through, stands in front of the bridge. This portal shimmers with dim light.

A DC 10 Knowledge (technology) check reveals that the mechanical archway is a shield softener, which reduces the intensity of the shield within the boundaries of the portal. Vehicles and personnel can move through the archway at half speed without requiring that the shield be shut off. (See the Features of the Area sidebar.)

The heroes can try to sneak in close, but the B2 droids on the bridge and the battle droid on the roof have a clear field of view. These droids gain a +2 bonus to Perception checks, or a +5 bonus if the droid from the minefield managed to radio the checkpoint and warn of intruders. If the B2 droids spot the heroes, they step through the shield softener to use their blasters on the characters.

The heroes must defeat the droids before they can place their explosive charges on the shield generator in the basement of the guard station. The battle droid on the roof remains there as long as it can see the heroes; if they enter the station, it climbs down a ladder to pursue them. The two battle droids that began the encounter inside the station remain inside and protect the turbolift that leads to the shield generator.

Conclusion

Depending on how the heroes set the timers on the charges, they might still be fighting droids when the charges explode. Unless the heroes failed their Mechanics checks when setting the detonators, the charges deal enough damage to destroy the shield generator, causing the shield to shut down completely. The explosion rips through the guard station and deals 10d6 points of damage to everything within 4 squares of the building.

The heroes can radio back to headquarters and give the all-clear signal for the LAAT/i gunship to pick them up. Within several hours, the Republic sends a major convoy of troops and armored tanks to take the strategic location. Vehicles and personnel stream across the bridge, bringing vital supplies and firepower to the newly shifted front line.

If the heroes fail to destroy the shield generator, the Republic resorts to orbital bombardment. The heroes must be at least 1 kilometer away from the bridge before the bombardment begins, turning the bridge and the surrounding landscape into dust.

The heroes should be awarded experience for a CL 3 challenge for successfully completing this encounter.

Features of the Area

The bridge checkpoint area has the following features.

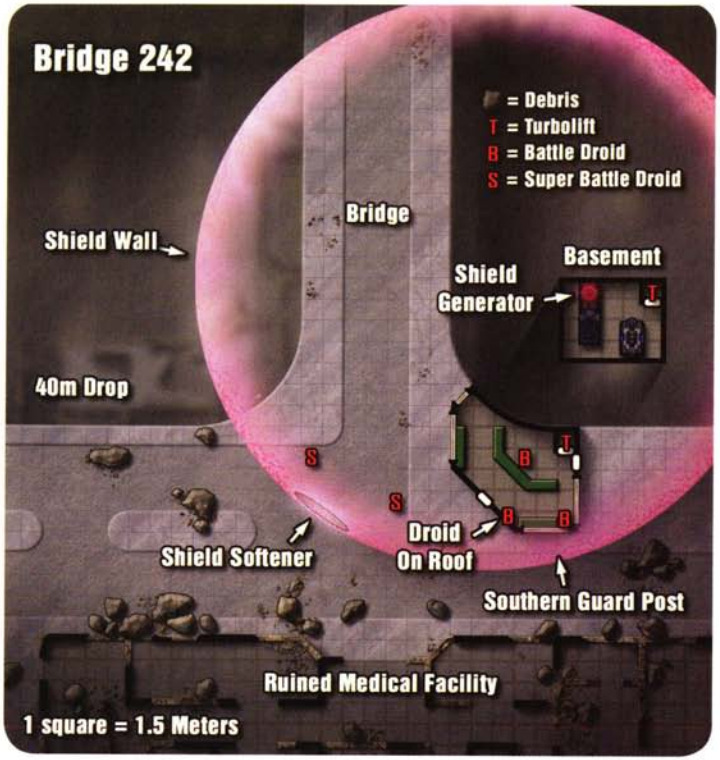
Illumination: The interior of the guard station is well lit and provides normal illumination. Outside, the Separatists keep the area dark so that it won't stand out to Republic bombers passing overhead. However, some light spills out through the station windows, casting shadowy illumination in the surrounding area.

Shield Softener: The shield softener is a freestanding archway set up at the outer edge of the shield. While the shield is active, vehicles and individuals can pass through the archway at a speed of 2 squares. The portal has SR 50, preventing most small arms fire from passing through.

Upper Level: A battle droid patrols the roof of the guard station, using electrobinoculars to scan the surrounding rubble. A ladder on the side of the building allows access to the roof. Inside the station, a metal door opens to a turbolift that leads to the basement. The door is locked, but it can be bypassed with a DC 20 Use Computer check, pried open with a DC 30 Strength check, or destroyed (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35), granting access to the shaft that drops 50 feet to the basement below.

Main Guard Room: Two battle droids wait inside the main guard room. It contains communications equipment used to contact CIS forces and controls for monitoring the output of the shield generator in the basement. The windows (25 hit points; DR 2) are made of thick plasteel.

Generator Room: The turbolift in the main guard room leads to the basement, which contains the shield generator (100 hit points; DR 5). The heroes can blow up the generator by planting the explosive charges provided during their mission briefing.



Mini-Adventure #2: Fields of Fire

"Fields of Fire" is a mini-adventure designed for 4th-level heroes. The clock is ticking as the heroes escort an arrogant doctor safely through a ravaged landscape seeded with mines in time to save the lives of critically wounded officers at a military camp.

Adventure Background

The heroes, either as mercenaries or as troops attached to an official military unit, are involved in surface fighting on the temperate world of Pleida in the Tovosh System. The planet is broken up into a number of different ecologies, although the primary terrain consists of sparse lowland vegetation with an abundance of rocky shale that makes footing treacherous, especially on inclines.

The heroes' side of the conflict is winning; the enemy forces have abandoned their front-line fortifications and pulled back deeper into their own territory. However, during the rapid retreat, the enemy left booby traps, mines, and other defenses at many strategic choke points.

As written, "Fields of Fire" requires the heroes to escort an important doctor through this hazardous region and deliver her safely to her destination. Alternatively, the Gamemaster can tweak the scenario to give the heroes a different reason for advancing into the dangerous area. Perhaps they are members of a reconnaissance unit sent to probe the enemy's defenses, or couriers who must deliver a message to allies deep in hostile territory.

Adventure Outline

During a mission briefing, the heroes learn that at Camp Kavel, a base established farther into the recently evacuated zone, a number of officers are critically wounded and must receive medical care as soon as possible. The heroes are ordered to escort Lieutenant Pleth Juun, a surgeon, through the hazardous region and get her to the camp quickly—and in one piece. Unfortunately, her difficult personality and her lack of battlefield experience make the four-day trek even more challenging. In the mini-adventure's climactic encounter, the group must navigate a bombed-out wasteland protected by mines and automated sentry guns. The heroes must find a way to ensure Juun's safety while crossing the demilitarized zone as quickly as possible.

Read-Aloud Text

The heroes' commander, Captain Roff Volane, is a veteran officer who has seen more than his share of death and destruction, making him curt, cynical, and humorless. Despite his cold demeanor, Volane is a highly respected officer with a lifetime's worth of combat experience. The mini-adventure begins when Captain Volane calls the heroes into a briefing.

"Over the past few weeks, the enemy has pulled back deeper into their own territory, following our assault of their fortified positions. We've sent a number of aerial units ahead to establish forward positions beyond the previous demilitarized zone, but they require resupply and reinforcements. Unfortunately, the enemy's surface-to-air defenses mean that we are unable to maintain air superiority in the region. Until we can bring in fighter support, we're restricted to advancing the old-fashioned way.

"Lieutenant Pleth Juun, a surgeon attached to our battalion, is being loaned to Camp Kavel, one of our forward bases. Lieutenant Juun is the only available doctor skilled enough to treat the command officers who were wounded, some critically, during the advance. Given the danger of an aerial insertion, we've decided to sneak her to the camp on foot. You will escort her.

"I can't stress enough that the lieutenant's safety is paramount. Some of our best men are on death's doorstep, and without a good surgeon, they won't live long enough to be evacuated. Once Lieutenant Juun is safely at Camp Kavel, you are to lend your expertise to the camp's defense until such time as we establish air superiority."

In addition to safely escorting the surgeon, Captain Volane asks the heroes to transport a small amount of medical supplies, as well as some critical correspondence intended for Camp Kavel's command staff. On foot, the journey should require a minimum of four days.

If the heroes are attached to a military unit, their reward will be a salute for a job well done and possibly a medal or citation, depending on how well they do. If the heroes belong to a mercenary detachment, each will receive 3,000 credits for the job, payable on success. If Pleth Juun does not survive the journey, the heroes will receive only 1,000 credits each, and then only if they deliver the medical supplies and correspondence. Given the importance of the surgeon, these payment terms aren't negotiable.

Pleth Juun

Following the briefing, the heroes must make a brief trip to the local field hospital to pick up Lieutenant Pleth Juun. They find her in the middle of a messy surgery and not available. Heroes who insist on her immediate departure will be ignored. Once Juun finishes the operation, she washes up, gathers her equipment, and joins the heroes.

By virtue of her profession, Juun is technically a junior officer. Although she has little combat training, she embraces the privileges of her honorary rank wholeheartedly. Juun comes from a wealthy Human family on Coruscant and is used to getting her way. She isn't openly confrontational, but she never forgets a slight and does her best to make miserable any character who fails to show her sufficient respect.

Lieutenant Juun wears an immaculate set of combat utilities, with her rank and medical insignia proudly displayed. Heroes who succeed on a DC 15 Knowledge (tactics) check realize that the symbols will make her a tempting target to any snipers who spot the group as they travel to Camp Kavel. To convince the surgeon to remove these trappings without angering her, a hero must make a Persuasion check with a DC equal to Juun's Will Defense of 19.

Hitting the Trail

Despite the risks involved, the four-day hike to Camp Kavel is largely uneventful. The Gamemaster is free to introduce enemy snipers, scouts, and sympathizers at any point along the way to spice things up. For the most part, however, the heroes should not face major threats before the climactic encounter.

A Difficult Passage (CL 4)

After two days of travel, the terrain changes to a mixture of burned-out flora and scorched ground marred with bomb craters and strings of rusting razor wire. The heroes have reached the former demilitarized zone, which once separated enemy territory from the regions occupied by the heroes and their allies. Nothing seems to live in the wasteland, and the remains of the dead that are scattered about attest to the brutality of the conflict.

The route followed by the heroes leads them to a path that rises up into the enemy highlands. The area is bordered by impassable cliffs to the left and a sheer drop into a gully lined with jagged stones to the right. Regardless of the heroes' preference or better judgment, they must take the direct route, especially given the uncertain health of the wounded officers in Camp Kavel. Any delay now could cost those officers their lives.

The GM should run "Watch Your Step," the climactic encounter.

Camp Kavel

If the heroes manage to survive the booby-trapped passage that leads into the highlands of the enemy's territory, they eventually reach Camp Kavel. Their success is judged by whether Juun survives the journey and by how quickly they arrive at the camp. For each day that the heroes are delayed, one wounded officer dies from injuries that the surgeon might have been able to treat.

If Juun dies or suffers grievous bodily injury en route to Camp Kavel, the heroes are welcomed with dismissive glances. The officer in charge, a young captain with more bravado than experience, dresses them down before assigning them to perimeter guard duty and one or two dangerous patrols. Within two days, the heroes' side of the conflict regains air superiority, and the characters are allowed to take a transport back to their headquarters.



Escaping to Camp Kavel

Encounter: Watch Your Step

Challenge Level 4

SETUP: This encounter serves as the climax of "Fields of Fire," the mini-adventure introduced on the previous two pages.

This encounter takes place on a treacherous incline that is rife with bomb craters, jagged pieces of stone, and bits of shattered metal. The western portion of the location is bordered by a sheer cliff, and the eastern border is marked by a steep slope that leads into a gully filled with large, serrated boulders.

The heroes begin at the southern end of map and must make their way to the northern edge. The retreating enemy forces have riddled the path with mines and other explosive devices. Given enough time, the heroes could carefully pick their way through and avoid most of the traps. However, they must hurry; whenever they seem to slow down too much, Lieutenant Juun berates them for endangering the lives of the wounded officers at Camp Kavel.

In addition to the mines, the enemy forces installed two automated sentry guns with interlocking fields of fire at the top of the slope, as detailed on the map. These weapon emplacements have been furnished with rudimentary camouflage and cover (DC 15 Perception check to notice the guns once they are in view). The guns are basically computer-controlled repeating blasters that lack the capacity for movement. The guns open fire when the heroes advance up the final slope.

Pleth Juun

Pleth Juun is an attractive Human female in her mid twenties with cropped, dark blond hair and piercing gray eyes. Her haughty demeanor has been reinforced by a privileged upbringing and years of study at Coruscant's most prestigious medical schools. Military duty is something of a tradition in her family, and she isn't one to shirk her responsibilities. Despite her arrogance, vindictive nature and battlefield naïveté, she is a gifted surgeon and a loyal soldier.

Lieutenant Juun expects to be obeyed, and if her orders are disregarded or outright refused, she remembers the perceived insult—and the person responsible for it. Still, she is sworn to save lives and would never refuse treatment to someone who insulted her. Besides, how could an offender pay for his transgressions if he were killed by enemy fire?

Pleth Juun **CL 4**
Medium Human noble 4
Force 7; **Dark Side** 1
Init +8; **Senses** Perception +9
Languages Basic, Bocce, Cerean, Durese, High Galactic, Huttese, Kel Dor, Ryl

Defenses Ref 17 (flat-footed 16), Fort 15, Will 19
hp 28; **Threshold** 15

Speed 6 squares
Melee by weapon +2
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Special Actions Weaken Resolve

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14
Talents Presence, Weaken Resolve
Feats Cybernetic Surgery, Improved Defenses, Linguist, Skill Focus (Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Initiative +8, Knowledge (bureaucracy) +10, Knowledge (life sciences) +10, Knowledge (social sciences) +10, Perception +9, Persuasion +9, Pilot +8, Treat Injury +14, Use Computer +10
Possessions blaster pistol, officer's uniform, medical kit, surgical kit, 2 medpacs

Read-Aloud Text

As the heroes venture deeper into the demilitarized zone, read the following text:

The terrain rises to meet the planetary highlands, leaving a single, obvious route up the near-insurmountable cliff face. Although hardly a proper path, the incline is less steep than the alternative, and it winds back and forth as it rises to the highest point of the cliff that towers above you. The wind picks up suddenly, whistling through the shattered stone and debris that blocks your path.

Mines and Booby Traps

The area leading up the slope has been liberally sprinkled with several types of mines and other explosive traps, as marked on the map. Most of them were designed to incapacitate, not kill. The more dangerous mines are located farther up the slope, closer to the automated sentry guns that monitor the final stretch of the incline.

Each mined space contains a hidden device placed by retreating enemies. If the heroes spot a mine by making a successful Perception check (DC 10 to DC 20, depending on the mine), they can avoid it. If an oblivious character enters a mined square, the mine explodes. (See the Features of the Area sidebar.)

Sentry Guns (2)

These automated sentry guns are manufactured locally. Each consists of a rudimentary droid brain attached to a servo-controlled light repeating blaster fitted with a sighting device. Although these guns are not incredibly accurate, they make up for their simplicity by laying down an impressive barrage of blaster fire. The weapons rely on optical targeting systems to spot enemies within specific fields of fire, but they cannot distinguish friend from foe.

The guns have been set up behind banks of rock and shale that provide them with a +5 cover bonus to Reflex Defense.

When the heroes first enter one of the guns' fields of fire, read the following:

At first glance, this appears to be an automated weapon turret mounted on an improvised frame, painted to match the surrounding shale and festooned with camouflage netting to reduce its silhouette. The weapon swivels ever so slightly before letting loose with a long, deafening burst of blaster fire.

Automated Sentry Gun **CL 2**

Small droid (4th-degree) nonheroic 3/soldier 1
Init +8; **Senses** darkvision; Perception +16
Languages Binary

Defenses Ref 20 (flat-footed 19), Fort 10, Will 13
hp 13; **Threshold** 10
Immune droid traits

Speed 0 squares
Ranged light repeating blaster +3 (3d8+2) with braced autofire
Fighting Space 1 square; **Reach** 0 squares
Base Atk +3; **Grp** –1
Atk Options Point Blank Shot

Abilities Str 4, Dex 12, Con —, Int 6, Wis 14, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +8, Perception +16
Systems basic processor, darkvision, improved sensor package, locked access, plasteel shell, weapon housing (weapon is considered to be braced)
Possessions light repeating blaster, heavy power pack (150 shots)
Availability Military; **Cost** 2,500 credits (1,000 used)

Conclusion

Because this encounter involves no living enemies, the heroes succeed or fail based on the number and severity of any casualties they suffer. The priority is to keep Lieutenant Juun in good health and get her to Camp Kavel in time to save the wounded officers' lives.

Features of the Area

The area has the following features.

Terrain: The incline's terrain is universally rough in nature. Footing is treacherous—pieces of loose shale in a variety of sizes cover the slope and can slide out from underfoot without warning. The slope is considered to be difficult terrain.

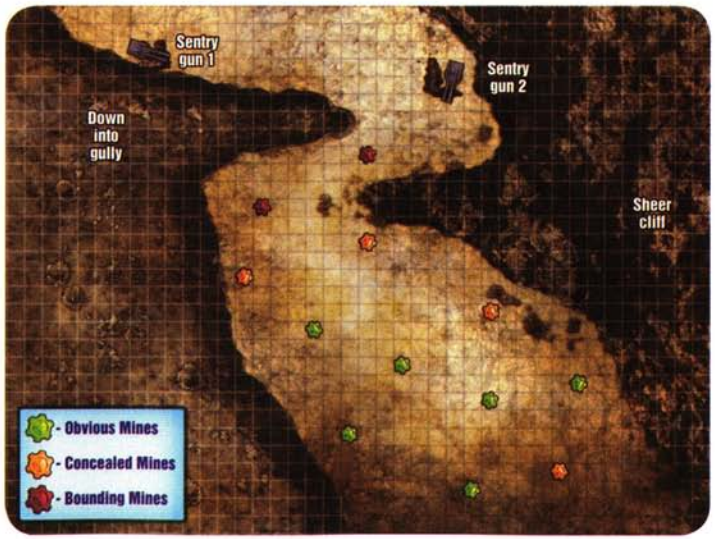
Mines: The ground is seeded with three types of mines, as marked on the map.

The first type of mine is obvious to any character within 3 squares of the mine who makes a DC 10 Perception check. If a creature moves into a square containing one of these mines, the device explodes, dealing 2d6 points of damage to all creatures in a radius of 1 square. The retreating enemy deliberately placed these mines in the open to create a false sense of security in heroes who notice them.

The second type of mine is hidden more effectively and can be detected by a DC 20 Perception check. To be eligible to attempt this check, a character must be within 1 square of the mine. If a creature moves into a square containing one of these mines, the device explodes, dealing 4d6 points of damage to all creatures in a radius of 2 squares.

The third type of mine is a bounding mine. Due to their design, these mines are placed out in the open but are camouflaged and difficult to see. To notice a bounding mine, a character must be within 2 squares of the mine and must make a DC 25 Perception check. Any creature moving within 1 square of a bounding mine causes the mine to activate. When this occurs, the mine jumps 1 meter off the ground and explodes, scattering fragments that deal 6d6 points of damage to all creatures in a burst radius of 3 squares.

Any mine that is detected can be disarmed with a DC 15 Mechanics check.



Mini-Adventure #3: Remember the Akkalo

"Remember the Akkalo" is a mini-adventure designed for 6th-level heroes. With limited resources, the Rebel characters defend a vital strategic location from an assault by a larger Imperial force and must hold out until a shuttle arrives to carry them to safety.

Adventure Background

Although the destruction of the second Death Star around the Forest Moon of Endor served as the death knell of the Empire, the Empire does not simply disappear overnight. In some cases, Imperial forces continue to wage their war, not realizing or not believing that the Empire has been defeated.

For Imperial troops on Sulon, a habitable moon of the planet Sullust, news of the Empire's supposed demise only spurs them on to fight harder. They launch a ferocious counterassault in hopes of ridding the moon of Rebels and using it as a base of operations for a prolonged strike against Sullust. Rebel cells and brigades are rooted out and massacred in the chaos. As their situation grows worse, the Rebels order an all-out retreat. Those who have access to starships flee immediately, but scores of Rebels are forced to travel across the moon's surface to attempt to capture Akkalo Station, one of the few remaining starports, where they have a chance to hold out until they can be picked up by a Rebel shuttle.

Adventure Outline

Having received the order to retreat, the heroes make their way to the starport. Much to their surprise, they discover that Akkalo Station has only a skeleton crew of Imperials. Allies and comlink chatter report that another Imperial force is on its way to bolster the station's defenses. Apparently, the Imperials need the station as much as the Rebels do and prefer not to destroy it by orbital bombardment.

The heroes must eliminate the Imperial troops inside the starport and quickly prepare for the arrival of the larger force. Rebellion command has promised that a shuttle will rendezvous at Akkalo Station, pick up any troops left on the moon, and take them to the last starship in orbit. The heroes must hold off the Imperials for as long as possible, buying time until the shuttle arrives. To make matters worse, ammunition is low, meaning that the heroes must be creative with the equipment, vehicles, and junk lying about the starport if they want to survive.

Into the Fray

The adventure begins when the Rebellion's planetary command issues the order to evacuate the moon. The heroes are to make their way to Akkalo Station, a small starport near their current location and the last place on Sulon where they stand a chance to fight off the Imperials until help can arrive.

Rebel command informs the heroes that a Rebel cell has stolen a *Lambda*-class shuttle and will rendezvous at Akkalo Station to pick up survivors before leaving the moon. This shuttle is due to arrive at the station in two hours. Unfortunately, the shuttle was damaged during the cell's escape and must replenish its coolant at the starport before it will be able to take off again. Therefore, the heroes must seize the station and hold it until the shuttle arrives. Before command terminates the transmission, they provide the heroes with a stolen Imperial code that might help them gain access to the station or its computers. Rebel command can't vouch for the code's validity, but it is all they have.

If the heroes do not have their own transportation, allow them to commandeer a SoroSuub X-34 landspeeder to travel the 20 kilometers to the starport. A single, lonely roadway leads to the station, which sits in rugged badlands and is surrounded by a rocky outcropping. The speeder's sensors indicate when the heroes are within half a kilometer of the station, allowing them to view it safely from a distance before deciding what to do next.

Read-Aloud Text

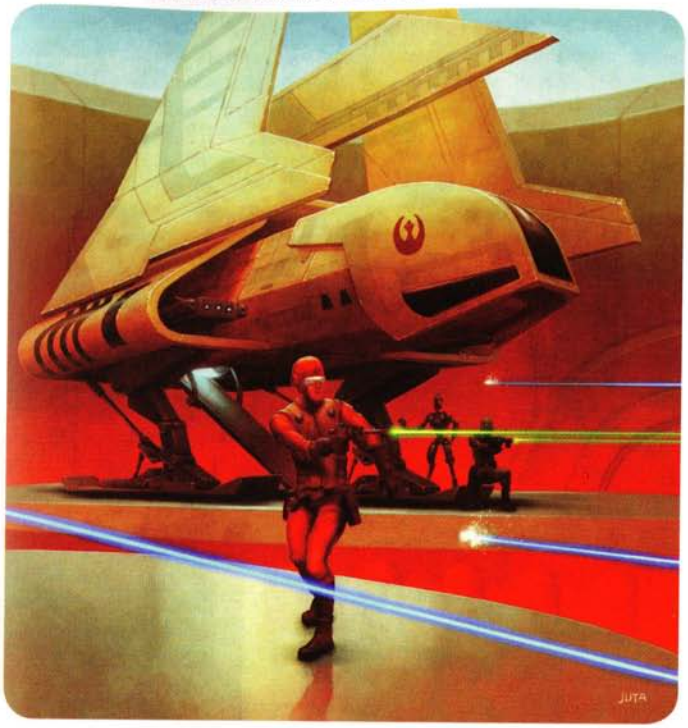
When the heroes can see Akkalo Station, read the following:

Akkalo Station is a tiny starport, hardly worthy of the title. Nestled against a sharp rise of rocks to its rear, the station seems to be little more than a walled-off compound. Two watchtowers in the corners protect the central gate. Although the lights are on, indicating power, you see no movement within. You wonder if the station is deserted until, a moment later, more lights come on, and the front gate opens part way. Two stormtroopers step through the gate, which shuts behind them, and stand guard on either side.

The heroes must determine a way to enter the compound. Akkalo Station wasn't very important before the conflict, and most of its personnel were rotated out for other duties, leaving behind a skeleton crew of eight stormtroopers, two heavy stormtroopers, two Imperial officers, and a technician. They have been informed of Rebel activity nearby but are not yet aware of the heroes' presence.

Two of the stormtroopers stand guard outside the gate. One heavy stormtrooper is positioned in each watchtower, and the remaining stormtroopers accompany the two Imperial officers, who are in the main command tower. Varan Cormin, the technician, is inside the hangar bay.

THE REBEL SHUTTLE ON THE LANDING PAD



GETTING INSIDE

The heroes can get inside the compound's gates in three ways.

Blast 'em! (CL 2): The heroes can go the direct route, sneaking up on and attacking the stormtroopers outside the gate. They must also deal with the heavy stormtroopers in the watchtowers (which provide cover), who have electrobinoculars and constantly scan the roadway and rocks where the heroes are hiding. If the heroes defeat the guards, a DC 10 Perception check reveals a remote that opens the station's main gate. The sound of gunfire warns the Imperials inside of trouble.

Sneaking Inside (CL 2): The heroes can make Stealth checks to approach a wall that is not being watched by the stormtroopers. Because the compound walls are battered and have protrusions, the heroes can scale them by making DC 20 Climb checks. While climbing, they must make Stealth checks to avoid making enough noise to alert the stormtroopers. (If the heroes scale the north or east walls, they gain a +5 bonus to their Stealth checks.)

Using the Code (CL 2): The heroes can approach the gates boldly and try to bluff their way in. The guards demand the heroes' names and their reason for entering the starport. If the heroes use the stolen Imperial code, they can convince the stormtroopers to open the gate by making a DC 20 Persuasion check. If the heroes fail the check or do not have the code, the guards order them to leave immediately and begin blasting on the following round if the heroes are still present. Either way, the other Imperials in the station are notified of the intruders.

DEALING WITH THE HOLDOUTS (CL 3)

If the heroes make it inside Akkalo Station, they must deal with the troops in the command center: two Imperial officers, six stormtroopers, and two heavy stormtroopers. Regardless of whether they are alerted to the presence of the heroes, the Imperials remain in the command tower and fight to the death. The technician, Varan Cormin, hides in the hangar, trying not to get shot.

If the heroes fight their way inside the command tower, an Imperial officer sends a distress call that summons additional troops and an AT-ST, all of which will arrive in 1 hour. The heroes can learn of these reinforcements by overhearing Imperial command explaining over the station comlink that the new troops are on the way. Even if the officers are killed before either can send the distress call, the reinforcements are dispatched when the officers fail to make their usual hourly report.

READ-ALOUD TEXT

After the battle dies down, Varan Cormin gingerly steps out of the hangar bay with his hands raised and approaches the heroes. Read the following text:

A grubby looking Human male steps out from the hangar bay. His hands are held up in surrender. "Don't shoot!" he pleads. "I'm just the technician here—name's Varan Cormin. You must be the Rebels they were talking about. Don't worry; I hate their guts as much as you do. Got assigned to work in this pile of Bantha fodder while they kept my wife in a work camp. Anything you need, just let me know, because those Imperials are going to come back, and I don't want to go down without a fight."

Everything that Cormin says is technically correct, although he's a coward who will eventually betray the heroes when the reinforcements arrive. At any point, he does whatever seems necessary to keep his skin. Cormin has intimate knowledge of Akkalo Station's supplies and gear, which the heroes can use to prepare for the coming attack.

Encounter: The Last Stand

Challenge Level 6

SETUP: This encounter serves as the climax of "Remember the Akkalo," the mini-adventure introduced on the previous two pages.

Once the heroes have managed to secure the starport, the hardest fight is yet to come. The Imperial officers called for reinforcements (or their failure to report prompted an investigation), meaning that a small contingent of Imperial troops is on its way to retake Akkalo Station. The heroes have 1 hour in which to fortify their position, gather equipment, and lay traps before the Rebel shuttle arrives and before the Imperial reinforcements arrive to lay siege to the station.

Once the reinforcements approach within 2 kilometers, the heroes can monitor them by using the station's sensors. A DC 15 Use Computer check reveals the presence of a Huge vehicle (an AT-ST) and an indeterminate number of foot troops.

Preparing for the Worst

The heroes should take stock of available materials and weapons. If they killed or captured the stormtroopers, heavy stormtroopers, and officers, they have access to the Imperials' weapons, armor, and equipment (such as the heavy stormtroopers' explosive charges). Unless you tracked the number of shots fired by Imperials during the battle, assume that all power packs are at half charge—a grim reminder of the ammunition problem.

If the heroes look around the starport, they find:

- Three barrels of fuel (10 hit points; DR 2). If an energy weapon deals enough damage to penetrate a barrel, it explodes, dealing 4d6 points of fire damage to all creatures in a 2-square burst.
- 10 meters of chain (10 hit points; DR 5).
- Two tool kits, two security kits, four fire extinguishers, two power generators, and two medpacs.
- One T8 loading vehicle (see below).

Be prepared for the heroes to get creative with their plans. For example, they might barricade the front gate, set explosive charges outside the compound walls as land mines, or place fuel barrels where their explosions will cause maximum damage.

After 1 hour, the stolen shuttle arrives and lands on the spot designated on the map. The shuttle is severely damaged, and its weapons have been knocked offline; the vessel needs to replenish its coolant before it can take off again. Varan Cormin immediately starts loading the coolant but otherwise stays out of the engagement. The shuttle's pilot is also busy with the repairs and remains onboard.

Here Comes the Cavalry (CL 6)

As repairs begin on the shuttle, the Imperial forces arrive outside the station. An AT-ST waits just outside of blaster range, watching as foot troops advance. Ten stormtroopers provide covering fire while four heavy stormtroopers try to open the gate with explosive charges. The heroes can fire from the protection of the compound walls, which provide cover. If the Imperials breach the gate, they stream inside the starport and attack any character they see.

The Traitor (CL 8)

If the heroes repel the attack with the gate intact, Varan Cormin grows more anxious, believing that it's just a matter of time before the Imperials bombard Akkalo Station, killing him in the process. He activates a remote, opening the gate, then smashes the remote so it can't be used again. Seeing the opportunity, the AT-ST enters the compound 3 rounds later and begins blasting the heroes.

Whether Cormin opens the gate or the Imperials breach the gate on their own, by the time they gain entry to the station, the shuttle is nearly repaired. The heroes must hold off the Imperial forces for 6 more rounds while the remaining coolant is loaded. When this process is complete, the pilot contacts the heroes over a comlink and orders them to board the shuttle.

Technician Varan Cormin

A talented mechanic, Varan Cormin was conscripted by the Empire to provide service at Akkalo Station. Although he dislikes the Imperials, he's a coward at heart, more concerned with his own well-being than with supporting the Rebellion.

Varan Cormin (V) **CL 1**
Medium Human nonheroic 4
Dark Side 2
Init +2; **Senses** Perception +3
Languages Basic, Durese, Sullustese

Defenses Ref 12 (flat-footed 12), Fort 11, Will 11
hp 18; **Threshold** 11

Speed 6 squares
Melee welding torch +2 (1d6–1)

Ranged hold-out blaster +3 (3d4)
Base Atk +3; **Grp** +3
Special Actions Point Blank Shot

Abilities Str 8, Dex 10, Con 12, Int 15, Wis 13, Cha 14
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Deception, Mechanics), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Mechanics +14, Perception +3, Use Computer +9
Possessions hold-out blaster, welding torch (treat as stun baton), haz-chem coveralls (treat as blast helmet and vest, +2 armor)

Technician Varan Cormin Tactics

When the heroes arrive, Cormin does what he can to assist them—until the Imperial forces arrive with greater numbers and firepower, at which point he sees the writing on the wall. After the Imperials enter the station, Cormin tries to stay out of harm's way, hoping that the reinforcements will retake the starport. He does not participate in combat against the heroes unless given a clear opportunity to do so at no risk to himself.

T8 Loading Vehicle

The T8 loading vehicle is a typical example of the millions of such vehicles found in starports around the galaxy. Cheap and easy to use and repair, the T8 has an open cab and front-loading forks for moving cargo onto and off of starships. Although the loading vehicle has no weapons, the heroes can use it as a makeshift battering ram, to block the main gate, or as mobile cover.

T8 Loading Vehicle **CL 1**
Large ground vehicle (wheeled)
Init +4; **Senses** Perception +5

Defense Ref 10 (flat-footed 10), Fort 18; +1 armor
hp 60; **DR** 5; **Threshold** 23

Speed 6 squares (max. velocity 90 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +13

Abilities Str 26, Dex 10, Con —, Int 10
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 50 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 5,000 (1,000 used)

Conclusion

If the heroes manage to board the shuttle and escape the starport, regardless of whether they destroyed the AT-ST, award them experience equivalent to defeating a CL 8 encounter.



Features of the Area

This area has the following features.

Illumination: The battle takes place during the day, with no penalties for low light.

Cover: The landing pad is full of places that provide cover. In some cases (such as a character sitting inside the loading vehicle), the Gamemaster can rule that the target has improved cover.

Hangar Bay: The hangar bay contains most of the gear and equipment that the heroes can use to defend the starport. Varan Cormin hides here.

Walls: The outer walls of the starport are 8 meters tall and made from ferrocrete (200 hit points; DR 10). They can be scaled with a DC 20 Climb check.

Watchtowers: The ferrocrete watchtowers (100 hit points; DR 10) offer an excellent view, allowing a character to see up to 2 kilometers away. Characters inside a watchtower gain cover.

Gate: The main gate of the compound is made of thick durasteel (90 hit points; DR 10). It can be opened as a swift action from a control panel adjacent to the gate (see map), from the command center, or by any character with a gate remote.

Mini-Adventure #4: That Which Does Not Kill Me . . .

"That Which Does Not Kill Me . . ." is a mini-adventure designed for 6th-level heroes. While scouting the woods for information on enemy positions, the heroes are ambushed by Human troops. Even if they survive the ambush, victory is in doubt when the enemy sends in a war droid to finish them off.

Adventure Background

A number of patrols in the region have been lost in recent weeks, and command is concerned that a pattern might be developing. The rank and file are beginning to talk, and their uneasiness is causing friction among the troops. Without patrols reporting back with information on enemy movements, the officers who plan the day-to-day operations of the forward military post are virtually blind. Word from the top is that it's time to send in an elite group to find out what, exactly, is responsible for the disappearances.

Adventure Outline

First, the heroes must spy on the woodlands village of Liethae to gain information on possible enemy activity in the area, although they are not to engage in combat unless attacked first. After scouting the village, they must check out a nearby clearing to look for proof that smugglers are delivering supplies to the enemy. However, the heroes are not alone in the dense woods. They are ambushed by trained soldiers and must confront an Arakyd AZ-Series battle droid with orders to eliminate all intruders. If the heroes survive, they return to their base and report on what they have learned.

Mission Briefing

The heroes are contacted by their commanding officer and assigned to scout behind enemy lines. According to the officer, there have been reports of enemy movement between the village of Liethae and a clearing in the woodlands nearly 10 kilometers to the east. The officer provides the following briefing, which should be read aloud:

"Your assignment is to pass to the northwest and scout the perimeter of Liethae, a village with enemy sympathies. You are not to engage the inhabitants of Liethae unless you are attacked. However, we don't expect that the villagers will attack you, even if they manage to spot you. We'd prefer that you refrain from being seen, so keep your heads down. All we want you to do is observe the village and note anything unusual.

"After you investigate Liethae, proceed 10 klicks to the east to a clearing that looks to have been manufactured within the past month or two. We suspect it's being used by smugglers who are bringing supplies and weapons to the enemy, but we have no proof. If you find patterns that are consistent with freighters landing in the clearing, high-tail it back here with all speed and let us know. Better yet, if you can catch a freighter unloading materiel, try to discover what they're transporting.

"I'm sure you've also heard the rumors that have been going around. They're true—we've lost contact with a number of patrols recently. There's not much we can say about it, except that you're the best we've got. Good luck."

With no time to waste, the heroes should arrange to set out immediately. Ideally, they will move during the evening, since the lack of light will help them maintain some semblance of stealth. The Gamemaster can keep the heroes on their toes by throwing in a few brief encounters with wildlife, but don't get bogged down with those types of fights, since they are not the primary focus of this mini-adventure.

The Village

The heroes should have little trouble scouting the village of Liethae. If they perform a quick sweep of the perimeter and investigate, they find that one structure is being used as a barracks for a small group of enemy troops. The heroes must make basic Stealth checks to remain out of sight; foolhardy characters who insist on getting closer than necessary have to make more difficult checks.

The heroes were ordered not to initiate hostilities. But if they are attacked first, or if they defy their orders and try to catch the enemy troops unawares, use the statistics for the Rebel Trooper on page 280 of the Saga Edition core rulebook. Sixteen enemy combatants are in and around the barracks building, with another four patrolling the village in two pairs.

The Ambush (CL 6)

Somewhere between the village and the clearing, the heroes trigger the Unexpected Company encounter (see page 182). This encounter is the focus of the mini-adventure, but it won't be the end of the scenario—unless the heroes meet their own end in the process.

The Clearing

After scouting the village, noting the presence of enemy troops, and defeating or avoiding the ambushers, the heroes should continue to the clearing. As their commander officer said, it is about 10 kilometers east of Liethae. The clearing shows obvious clues that a starship has landed recently: The ground-level flora has been crushed by landing struts, and signs of passage, including tracks from booted feet, are scattered all about. A DC 10 Perception check allows heroes to find garbage that indicates recent activity: empty food and drink packaging, a cold campfire, and a Dilnlexan cigar butt or two.

In addition, any hero who makes a DC 15 Survival check notices that some of the tracks in the area appear to have been made not by Human feet but by a droid or small walker. The tracks lead off into the woods, heading north.

These tracks were made by an Arakyd AZ-Series battle droid, a nasty antipersonnel droid that was left behind to keep its optical scanners on the clearing. This particular droid, as well as a number of others, have been hunting down patrols over the last month or two. If destroyed, the droid's memory banks can be extracted (requiring a DC 20 Mechanics check) and analyzed to confirm this activity.

Arakyd AZ-Series Battle Droid

If the heroes follow the unusual tracks or enter the northern woods area on their own, the droid (hidden to the north, out of sight) begins to formulate its advance and method of attack. Its orders are to wipe out any intruders, and the heroes qualify as targets.

The AZ is an older battle droid. Over time, AZs have been known to develop a penchant for cat-and-mouse tactics, which is often interpreted by organics as a sadistic streak. This tendency leads to a theoretical lapse in tactical sense, especially when the droid is presented with only one or two targets. For this reason, AZs are typically memory-wiped every two or three months.

A large, four-legged droid emerges from the trees in eerie silence. Its legs are mounted on a cylindrical base that is topped by a single sensor hub. A wicked-looking claw extends from the left side of the hub, and a large blaster cannon is mounted to another appendage that protrudes from the right. The hub rotates from left to right, taking in the scene, before the droid advances with cold precision toward its chosen target.

Arakyd AZ-Series Battle Droid **CL 6**
Large droid (4th-degree) soldier 6
Init +10; **Senses** darkvision, low light vision; Perception +12
Languages Basic (understand only), Binary

Defenses Ref 21 (flat-footed 19), Fort 23, Will 18
hp 77; **Threshold** 33
Immune droid traits

Speed 8 squares (walking)
Melee claw +11 (1d6+8)
Ranged blaster cannon +9 (3d12+5) or
Ranged blaster cannon +9/+9 (3d12+5/3d12+5) with Double Attack
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +16
Atk Options Charging Fire, Double Attack (heavy weapons), Running Attack

Abilities Str 20, Dex 14, Con —, Int 12, Wis 14, Cha 6
Talents Armored Defense, Improved Armored Defense, Weapon Specialization (blaster cannon)
Feats Armor Proficiency (light, medium), Charging Fire, Double Attack (heavy weapons), Running Attack, Weapon Focus (blaster cannon), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Jump +13, Knowledge (tactics) +9, Perception +12
Systems heuristic processor, durasteel plating, claw appendage, tool appendage, walking locomotion with 2 extra legs, darkvision, hardened system ×2, improved sensor package, internal comlink, locked access, secondary battery
Possessions blaster cannon
Availability Military; **Cost** 15,630 credits (5,210 used)

Arakyd AZ-Series Battle Droid Tactics

If the droid is outnumbered by more than four to one, it takes advantage of concealment as much as possible and begin to snipe at visible heroes with its blaster cannon. If it can whittle the party down to one or two characters, the droid retreats slightly and attempts to attack from a different angle.

Return to Base

After their encounter with the AZ-Series battle droid, surviving heroes should return to their base with the information they've gathered on the village, the enemy troops, and the clearing. If they went above and beyond the call of duty to complete their mission, they receive the appropriate recognition. However, if the heroes engaged in unnecessary combat at the village, they are chastised (although not actively punished) by their superior officers.

Encounter: Unexpected Company

Challenge Level 6

SETUP: This encounter serves as the main challenge of "That Which Does Not Kill Me . . .," the mini-adventure introduced on the previous two pages.

This encounter takes place in a heavily wooded area. The ambushers are positioned on the map as indicated, but they should not be revealed until the heroes notice them. The heroes start the encounter on the left edge of the map, moving toward the right edge. When a hero moves into a location that has line of sight to an ambusher, allow that hero to make a DC 26 Perception check to notice the enemy lying in wait. (The DC already takes into account the fact that the ambushers benefit from concealment.) The ambushers automatically see the heroes unless the party takes pains to move surreptitiously.

If at least two heroes move within visual range of the ambushers, the ambushers open fire during the surprise round (if there is one). Ambushers who do not have line of sight when the ambush is sprung hold their fire until they have a target.

Areas marked with heavy foliage are considered to be difficult terrain.

Read-Aloud Text

If the heroes fail to notice the enemy prior to the ambush, read the following text aloud:

As you move through the undergrowth, the sounds of nature are suddenly replaced by the cacophony of blaster fire from the trees up ahead. It's an ambush!

On the other hand, if the heroes notice one or more ambushers first, read the following text aloud:

The noises of the forest suddenly recede, replaced by an eerie, unnatural silence. The hair at the back of your neck stands on end, and the only sound you hear is that of your own heartbeat. As you focus your eyes on the dark trees and bushes ahead, you suddenly notice the partially concealed form of a humanoid figure, rifle raised and ready to fire.

Ambusher (6)

The ambushers are trained veterans who have been sent out to perform a job—kill the enemy—and they do their best to complete the mission. However, they are not supersoldiers or heartless fanatics. Read the following description aloud:

This Human soldier is dressed in well-worn combat armor, covered with a camouflage poncho. His face is painted to complement his uniform, and he wields his blaster rifle like a trained professional. He seems at most 20 years old, but his eyes show that he's seen more than his share of death and destruction.

Ambusher **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 21; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster rifle +5 (3d8) or
Ranged frag grenade +5 (4d6, 2-square burst)
Base Atk +4; **Grp** +4
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +8, Stealth +14, Survival +8
Possessions blast helmet and vest (+2 armor) with integrated comlink, camouflage poncho, blaster pistol, blaster rifle, frag grenade, utility belt with medpac

Ambusher Tactics

The ambushers attempt to kill the heroes in the most efficient manner possible. If their line is encountered at either end, the opposite flank swings around to catch the heroes in a crossfire. If the ambushers push the heroes back, they pursue the characters for a short distance before regrouping and returning to their base. On the other hand, if more than half the ambushers are killed, or if their officer is killed, the remaining members retreat into the surrounding woods.

Ambusher Officer

Like his troops, the ambusher officer is a trained soldier who has survived many engagements. He is older than the other ambushers and carries an air of command. Read the following description aloud:

Judging by his insignia, this Human is in a position of authority over the other soldiers. His demeanor is one of control and confidence, and he carries his carbine with practiced ease.

Ambusher Officer CL 5
Medium Human nonheroic 4/noble 3/officer 1
Force 2
Init +8; **Senses** Perception +10
Languages Basic, Bocce

Defenses Ref 16 (flat-footed 16), Fort 15, Will 20
hp 33; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster carbine +5 (3d8+2)
Base Atk +6; **Grp** +6
Atk Options autofire, Point Blank Shot
Special Actions Born Leader, Coordinate, Trust

Abilities Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Improved Damage Threshold, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Skill Training (Perception), Skill Training (Stealth), Toughness, Weapon Proficiency (rifles, simple weapons)
Skills Initiative +8, Knowledge (tactics) +10, Perception +10, Persuasion +16, Stealth +13
Possessions comlink (encrypted), blaster carbine, camouflage poncho, uniform, datapad with geographic data

Ambusher Officer Tactics

The ambusher officer uses his Born Leader, Coordinate, and Trust talents to get the most out of his troops. If his troops gain the advantage or pin down the heroes, the officer uses his comlink to call in an artillery strike on their location (see page 101 for rules on artillery strikes).

Conclusion

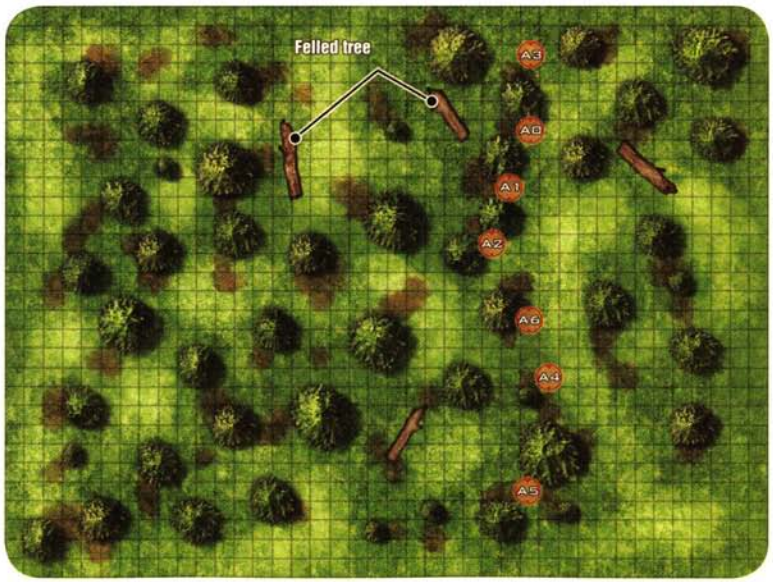
If the heroes neutralize the ambushers, they can advance and search the area. Other than the officer's datapad, the heroes find little useful equipment. The datapad contains encrypted information and can be accessed with a passcode or hacked as normal. Of interest is a map of the area that shows the current locations of several enemy units, including the mortar team that might have been used to bombard the heroes' position. The datapad is not a breathtaking prize for the heroes, but it is worth bringing back to their base.

Ambushers who are captured remain silent, but only within reason. They are experienced troops, but they are not elite soldiers trained to withstand extreme interrogation.

If the heroes are captured, they are stripped of weapons and equipment and taken farther behind enemy lines for questioning.

Features of the Area

The area is composed of dense foliage and undergrowth. Any area not clearly designated on the map as a path is considered to be difficult terrain. In addition, trees, whether standing or felled, provide readily available cover, and the undergrowth can conceal both attackers and defenders.



Mini-Adventure #5: No Man Left Behind

"No Man Left Behind" is a mini-adventure designed for 8th-level heroes. In this scenario, the characters must make their way to a Rebel base thought destroyed by Imperial forces to find an intelligence officer who survived the bombardment. An Imperial unit is also approaching the site, and heroes must race to find the survivor first.

Adventure Background

During the Galactic Civil War, Darth Vader ordered a massive hunt to locate Moff Kalast, an Imperial traitor who supplied the Rebellion with vital codes that showed the design of the original Death Star. Eventually, intelligence revealed that Kalast might be in hiding on Jabiim, a muddy, rain-soaked planet in the Outer Rim where the Rebellion had established bases.

The Empire sent a considerable force to Jabiim, but the troops were met by a formidable Rebellion fleet and army on the ground. A protracted battle took place, resulting in the destruction of many homesteads and settlements of the native Jabiimites. The Rebels fought fiercely to protect their bases, but Imperial forces overran most of them.

Adventure Outline

The heroes are part of the Rebellion army on the planet Jabiim. With the destruction of several bases and encampments, Rebel command has ordered the withdrawal of forces to consolidate in a newly formed headquarters. Imperial bombardment and the crush of ground troops completely overran many Rebel bases, and all personnel stationed at such sites were thought lost. However, an intelligence officer has sent an encrypted transmission reporting that he managed to survive and is holed up inside one of the former bases. He is wounded and unable to escape, especially now that Imperial troops have begun to sweep the area for survivors.

Rebel command will make every effort to prevent the capture or death of the stranded officer. The heroes, being close to the area, are ordered to make their way to the base, find the intelligence officer, and meet up with Rebel sympathizers who will take him to a safe location. Rebel command warns the heroes that a large contingent of Imperial troops is making its way into the area. If the characters move quickly, they can probably get into the base without any major conflicts, but getting out could be difficult.

Rain falls constantly on Jabiim. The atmosphere makes electronic communication spotty and prevents repulsorlift technology from functioning without extensive alteration. Although starfighters and the like can fly in the atmosphere using their ion engines, speeders and similar vehicles do not work without significant alteration. Thus, both the Empire and the Rebellion rely on walkers and wheeled vehicles for ground transportation.

Reaching the Base (CL 6)

The heroes are only a few kilometers away from the abandoned Rebel base and can make it there on foot with relative ease. Command's intelligence was correct: The area is mostly devoid of an Imperial presence—for the moment, at least. But a few scattered patrols have begun to approach the base.

Have the heroes make three separate DC 20 Stealth checks as they travel to the Rebel base. If all three checks succeed, the characters elude Imperial patrols and reach the base without incident. However, if they fail at least one Stealth check, they are spotted by a patrol of four stormtroopers and two heavy stormtroopers, who attack immediately. This encounter takes place on a map of the Gamemaster's devising but should include one area of cover; the rest has been blasted away during previous air strikes or is simply the muddy terrain of the planet.

Because Jabiim's atmosphere is particularly full of electromagnetic interference, the Imperial patrols (if encountered) cannot report the presence of the characters to their commanders.

Read-Aloud Text

Eventually, the heroes spot their objective—a ferrocrete bunker atop a low, muddy hill. The intelligence officer is inside, almost unconscious from pain and the meds that he used to treat his wounds. Read aloud the following text:

At last, you come upon the Rebel base. The building, crafted from ferrocrete that shows the ravages of recent bombardments, sits atop a low, muddy hill. Switchbacks carved into the side of the hill lead to the bunker. This cramped, trenchlike path is carved partly into the side of the hill; it provides cover but is difficult terrain. A low pall of smoke rises from the bunker, and on the roof of the structure is some sort of antiaircraft emplacement, its barrels pointing toward the sky.

Up the Hill (CL 3)

The heroes must make their way up the side of the hill to get to the bunker. Unknown to the characters, when the Rebels abandoned the base, they left three Vigilant 2X-Series Picket Droids (see page 55) at key points in the trenches. The retreating Rebels gave the droids one final order: Blast any anything that tries to ascend the hill. The droids expended their grenade launcher ammunition long ago and attack the heroes using only their heavy repeating blasters. Players might realize that simply avoiding the droids can work to their advantage, since the droids will still be in position when the Imperials approach.

The Intelligence Officer

If the heroes defeat or avoid the droids on the hill and reach the bunker, they find the blast door shut and locked. However, the door has been damaged by repeated attacks, making it easier to open. The heroes can bypass the door's lock with a DC 20 Use Computer check or blow the lock open (30 hit points; DR 10).

Once inside, they discover that the base is in utter disarray. The repeated bombings knocked everything over, and the Rebels seem to have taken or destroyed all vital equipment and documents when they left. However, the bunker appears to have power, including a working sensor array. Allow the heroes to make a DC 10 Perception check. If they succeed, they notice a ladder on one side of the room that leads up to the roof and the antiaircraft gun.

If the heroes search the bunker, a DC 15 Perception check reveals a light repeating blaster with a full charge, three frag grenades, and two medpacs in the debris.

The intelligence officer lies beside the communication terminal. He's been seriously wounded and is barely conscious. Upon seeing the heroes, he smiles, groans, and says, "It's about time. Get me out of this place. We don't have long," before slipping into unconsciousness.

The heroes should administer aid to the officer if they wish to get him out of the bunker alive. If the characters manage to revive him, he'll fight alongside them to the best of his abilities.

Firing on the strafing TIE Fighter



Encounter: The Extraction

Challenge Level 7

SETUP: This encounter serves as the climax of "No Man Left Behind," the mini-adventure introduced on the previous two pages.

Now that the heroes have discovered the intelligence officer and treated to his wounds, they must get him out of the bunker, down the switchbacks, and across a turgid river to the north so they can meet with their sympathizer contacts. By this time, however, an Imperial patrol has arrived to check the base for survivors, along with a TIE fighter that sweeps the area on a reconnaissance mission. If the heroes expect to leave the bunker alive, they must first destroy the fighter.

Read-Aloud Text

Just as the heroes are getting ready to exit, the bunker's sensors detect the arrival of the TIE fighter and the ground troops. Read aloud the following text:

As you prepare to leave, one of the sensor panels bleeps in warning of an approaching enemy. Even through the thick walls of the bunker, you hear the low, haunting scream of an ion engine as it makes a low pass over the hill. The sensor panel suddenly springs to life, giving data that indicates the presence of a TIE fighter making loops around your location. "Enemy detected," says the computer's impassive voice. "Charging antiaircraft emplacement. Personnel required on roof to operate."

Immediately after, the sensors ping once more, showing the presence of several ground troops at the base of the hill. The Imperials have arrived in full force.

If any heroes go to the roof, have them make Stealth checks to avoid being spotted by the TIE fighter. Once inside the gun emplacement, the heroes can attack the fighter while the Imperial ground forces make their way up the hill's switchbacks toward the base. The ground forces consist of seven stormtroopers and four heavy stormtroopers.

Imperial Tactics

The Imperial troops run into the same problems that the heroes faced when they climbed the switchbacks. The terrain is difficult, muddy, and hampered by limited visibility. The heavy stormtroopers take the lead, laying down suppressing fire and throwing grenades around corners to clear the way. The heroes, farther up the hill, have the advantage of height and cover from their angle (although if they leave the base to attack the approaching troops, they might be targeted by the TIE fighter).

Once a hero starts shooting with the antiaircraft gun, the TIE fighter focuses its attentions on the weapon. If the antiaircraft emplacement is destroyed or abandoned, the fighter begins strafing any heroes out in the open.

If the heroes left any of the Vigilant 2X Picket Droids intact, the droids rain fire down on the Imperials trying to climb the hill.

Conclusion

If the heroes eliminate or avoid all Imperial troops, they can make their way to the river on the north edge of the map. They must make Swim checks to get across the water. Once the heroes are on the far bank, the Jabiimite sympathizers reveal themselves from the cover of the scrubby bushes and trees and ask, "Who goes there?" After the heroes prove that they are Rebels, the Jabiimites remove a camouflage tarp from a ground vehicle and drive everyone to a nearby village. There, the sympathizers tend to the group's injuries while a shuttle is en route to pick them up.

If the heroes fail to keep the intelligence officer alive but still make it to the rendezvous, the nervous Jabiimites suspect a ruse. A DC 20 Persuasion check convinces the wavering sympathizers to take the heroes back to the village. If the check fails, the Jabiimites abandon the vehicle, inform the heroes that they are on their own, and melt back into the landscape.

The heroes should be awarded experience for a CL 8 challenge for successfully completing this encounter.

Features of the Area

The Rebel bunker and switchbacks have the following features.

Illumination: The constant rain and smoke limits visibility. Beyond 6 squares, all characters and vehicles have concealment (for details, see page 156 of the Saga Edition core rulebook).

Mud Patches: Some areas of the map are filled with thick mud that sucks at boots and slows movement. These areas are considered difficult terrain.

Impassible Terrain: The sides of the hill are so steep, slick, and covered with razor wire and debris that they are effectively impassible to ground troops or vehicles. The switchbacks are the only way up the hill.

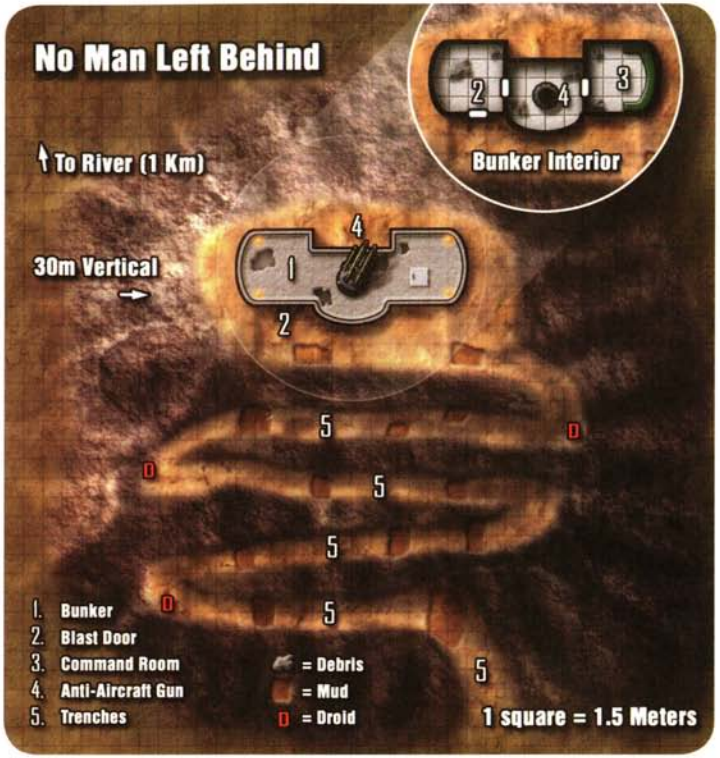
Cover: The original purpose of the switchbacks was to provide cover for troops defending the bunker. Characters in a particular section of the switchback have cover against targets not in that section.

Command Bunker: The bunker (500 hit points; DR 10) is built from thick ferrocrete. The sensor system inside is still operational and can pinpoint the location of any target within 2 kilometers with a DC 15 Use Computer check.

River: Located on the north side of the map, the river is 5 feet deep at the edges and 10 feet deep in the middle. Treat the river as calm water for the purposes of Swim checks.

Antiaircraft Emplacement: On the roof of the base is a quad-laser antiaircraft emplacement. It is covered in thick armor, giving the gunner inside an effective Reflex Defense 22 and DR 10. The targeting computer remains operational, giving the gunner a +2 bonus to attack rolls against flying targets. The gun cannot tilt low enough to shoot targets on the hill or on the ground.

Electromagnetic Interference: The atmosphere of the planet interferes with electronic devices. To use a comlink, a hero must make a DC 20 Use Computer check. Repulsorlift vehicles and droids that have not been adapted to the environment cannot move.



Mini-Adventure #6: Choke Point

"Choke Point" is a mini-adventure designed for 8th-level heroes. The characters are ordered to invade and secure a heavily defended bunker complex and take any military and medical supplies that can be put to use.

Adventure Outline

This mini-adventure is fairly self-contained and requires little exposition. Enemy forces have dug in along an established line, and the heroes' advance has begun. Scouts have reported the positions of several enemy choke points, the weakest of which is a bunker complex with two blaster emplacements. The entrance(s) to the bunkers have yet to be found, but the guns have been far from silent. The heroes must proceed to the forward scouts' position, gain access to the bunker complex, and clear it out.

Mission Briefing

The commanding officer in charge of the heroes calls them in for a quick mission overview. Read the following briefing aloud:

"The offensive is commencing as planned. A number of choke points along our path of advance have been discovered by forward scouts. One of these is a small complex of bunkers, located here. While I'd just as soon sow the area with artillery, Command would like us to search the complex for valuable supplies and intelligence. This means I need to send a team in to mop the place up. That team is you.

"Proceed to grid coordinate 2 G Delta and meet up with recon team 05. They've been on the scene for a number of hours now, and I'm sure they're tired of waiting. They'll tell you what you need to know. Now get moving."

The heroes should waste no time in arriving at their destination by whatever means are available.

Recon Team 05

The recon team consists of a Human sniper, Lev Palik, and his spotter, Wren Cristol; for both, use the Elite Rebel Trooper statistics on page 281 of the Saga Edition core rulebook. Their orders are to hold their position and observe, and that's precisely what they intend to continue doing. If the heroes ask for support, the scouts offer to snipe available targets from a distance, but not much else.

Lev and Wren can tell the heroes about the location of a possible entrance to the bunker complex. A patch of underbrush cleverly conceals a narrow opening, which they presume gives access to the bunkers. Unfortunately, approaching the entrance will expose the heroes to the light repeating blaster fire coming from the bunkers' weapon emplacements.

Down and In (CL 8)

With little else to do but go forward, the heroes must access the bunker and clear it of all hostiles. Run the encounter "On Hands and Knees" (page 189).

Conclusion

If the characters clear out the bunker complex and capture supplies or prisoners, their commander officer lauds them as true heroes. Returning to base, especially with one or more prisoners in tow, might be an adventure in itself.



RAIDING THE BUNKER

Encounter: On Hands and Knees

Challenge Level 8

SETUP: This encounter serves as the climax of "Choke Point," the mini-adventure introduced on the previous two pages.

The map includes two main locations: the exterior area of the bunker, which includes the emplacements and the two concealed entrances, and the interior tunnels, including any portion of the bunker complex that is below ground.

Enemy soldiers occupy positions as detailed on the map, but keep this information secret until the heroes encounter them. The enemy field medic is in the bunker complex's infirmary, along with five wounded soldiers who are unconscious and either seriously or critically hurt, presenting little, if any, risk to the heroes.

The bunker emplacements are constructed to appear as natural deviations in a hilly rise and are concealed with local vegetation. A DC 20 Perception check is required to notice the emplacements, although they become obvious immediately if the emplacement gunners open fire. The bunker entrances are concealed even more thoroughly; locating an entrance requires a DC 25 Perception check.

Read-Aloud Text

If a hero manages to notice an emplacement before the gunner within notices him or her, read the following text aloud:

As you advance through the underbrush, you suddenly notice a line of darkness in the hillside ahead. Halting, you examine the uncanny gloom further. You can just make out the barrel of a blaster protruding from the shadows, panning back and forth in search of targets.

When the heroes enter the area that is defined on the map as the armory, read the following text aloud:

The room is stacked with boxes and crates, each bearing military markings that identify the contents as ordnance. These supplies include a crate of grenades, a half-dozen carefully stacked blaster rifles, various other types of blasters, and worn blast helmets and vests hanging from the walls. This looks to be an armory or storage area.

When the heroes enter the area that is defined on the map as the barracks, read the following text aloud:

This large, dismal room contains orderly rows of cots and accompanying footlockers. Two fusion lanterns dangle from the ceiling, dimly illuminating the area. The smell of close-quarters living is strong.

When the heroes enter the area that is defined on the map as the living area, read the following text aloud:

This medium-sized room contains three ramshackle tables. A deck of cards has been spread across one of the tables. The other two show signs of recent activity—alloy plates laden with partially eaten rations and cups filled with steaming liquid sit unfinished where their owners left them.

When the heroes enter the area that is defined on the map as the infirmary, read the following text aloud:

Six cots line the northern wall of this room, five of them occupied by unconscious humanoid figures who take ragged, pained breaths. At the southern end of the room is a bloodstained table surrounded by medical equipment, over which a fusion lantern provides the only illumination. A deactivated 2-1B medical droid stands near the table.

Standing over one of the unconscious figures is a stooped Human soldier with bloodstains on his uniform and medical insignia on his epaulets. Although he is a healer, he stands ready to defend the wounded patients in his care.

Army Soldiers (8)

The army soldiers in the bunker complex are tasked with maintaining its security and repelling troops that attempt to advance through the area. The well-trained, well-equipped soldiers are willing to sacrifice themselves to fulfill their objectives. They have been stationed in the complex for some time without relief, and the lack of support has started to wear on them. Read the following description aloud:

The soldier is dressed in a dirty uniform and wields a well-maintained blaster carbine. Although he appears exhausted, he seems ready to fight and kill to defend himself and his fellows.

Army Soldier CL 3
Medium Human nonheroic 3/soldier 2
Init +8; **Senses** Perception +8
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 16, Will 13
hp 28; **Threshold** 16

Speed 6 squares
Melee gun club +6 (1d6+3) or
Melee knife +6 (1d4+3)
Ranged blaster pistol +6 (3d6+1) or
Ranged blaster carbine +5 (3d8+1) or
Ranged light repeating blaster +3 (3d8+1) or
Ranged frag grenade +5 (4d6+1, 2-square burst)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster carbine or light repeating blaster), Gun Club, Point Blank Shot, Rapid Shot (pistols)

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8
Talents Gun Club
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot (pistol), Skill Training (Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8, Survival +8
Possessions knife, blaster pistol, blaster carbine, light repeating blaster, frag grenade

Army Soldier Tactics

The army soldiers defending the bunker complex use their knowledge of its layout to their advantage. If such an action seems prudent, they will try to collapse the bunker's ceiling to impede or injure trespassers. They will not destroy access to their exits unless extremely hard pressed.

Because of the restricted environment, the soldiers use blaster pistols, pistol butts, and knives while navigating the tunnels. In the larger rooms, they gladly use their carbines or light repeating blasters against invaders.

Field Medic

The field medic assigned to the bunker complex is less skilled in combat than the soldiers, but he is dedicated to maintaining the safety of the wounded in his care. The medic has seen the number of soldiers in his unit dwindle slowly over the past several months, which has soured his attitude toward his superior officers. He has not become disloyal, but he is less likely to put his life on the line if the wounded soldiers in the infirmary are not directly threatened.

Field Medic CL 2
Medium Human nonheroic 6
Init +4; **Senses** Perception +5
Languages Basic, Bocce, Huttese

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12
hp 15; **Threshold** 10

Speed 6 squares
Melee laser scalpel +5 (1d3–1)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot, Weapon Finesse

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 15, Cha 13
Feats Point Blank Shot, Skill Focus (Knowledge [life sciences], Treat Injury), Surgical Expertise, Weapon Finesse, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +8, Knowledge (life sciences) +15, Perception +5, Treat Injury +15, Use Computer +10
Possessions laser scalpel, blaster pistol, datapad, fusion lantern, medical kit, 4 medpacs, surgery kit

Field Medic Tactics

The field medic is trained to fight but does so only if the lives of his patients are threatened. If that occurs, he uses his blaster pistol to shoot enemies as the opportunity presents itself.

Conclusion

The bunker complex contains a number of weapons and medical supplies (see the Features of the Area sidebar), but unless the heroes interrogate surviving enemies, they gain little intelligence about the complex. If the heroes neutralize the blasters or power generators of the weapon emplacements, their forces will be able to move through the area safely.

Features of the Area

The bunker complex has the following features.

Illumination: The interior of the bunker complex is not illuminated unless otherwise noted. Heroes without darkvision must supply some form of light to see.

Emplacements: Aside from the tunnels in the bunker complex, the only ingress to the armored emplacements are the firing apertures, which are 1 meter wide by 20 centimeters high. Gunners manning these weapon emplacements are considered to have improved cover and receive a +10 bonus to their Reflex Defense. The outward-facing walls of the emplacements have 50 hit points and DR 10.

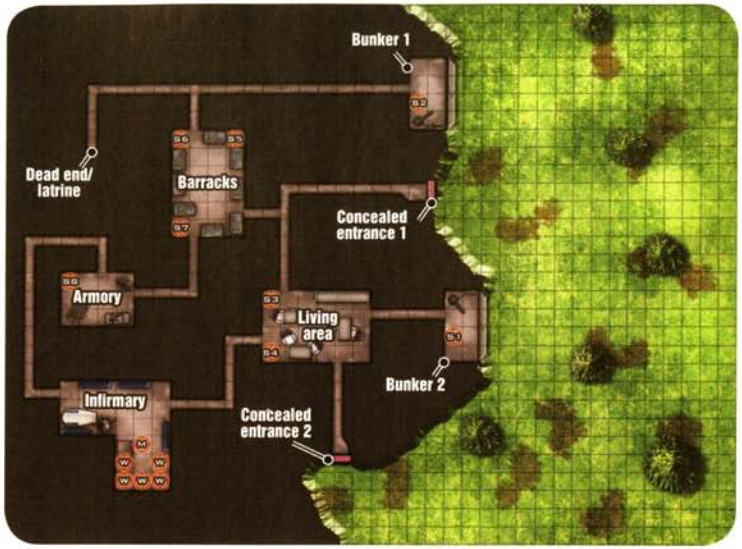
Tunnels: The tunnels that link the rooms in the complex are 1 meter wide and just over 1 meter in height. Medium creatures entering these cramped conditions must crouch and can move at only half speed. Large creatures probably cannot enter the tunnels (at the Gamemaster's discretion). A creature in a tunnel cannot move through a square occupied by another creature unless both take move actions to facilitate a switch.

Rooms: The interior rooms of the bunker complex, including the interiors of the bunker emplacements, are just over 2 meters in height, roomy enough for most creatures to navigate in a standing position.

Walls and Ceilings: Although sturdy, the walls of the bunker complex will not stand up to continuous blaster hits or explosive bursts. Dealing a combined total of 25 points of damage to a ceiling section causes it to collapse, along with the ceiling sections in adjacent squares. Creatures caught under a collapsing ceiling take 2d6 points of damage from the falling debris and eventually suffocate unless they can free themselves or are freed by their allies. To free himself or herself, a character must make a DC 20 Strength check; success allows the character to move 1 square in any direction (but not into a wall or other solid obstruction). If this movement takes the character out of the debris, he or she is freed.

Explosives: If an explosive detonates in a tunnel or a room of the complex, its effects (including damage and burst radius) are increased 1.5 times. The ceiling sections within the burst radius of an explosion collapse, as do those in adjacent squares.

Floors: The floors are made of packed dirt and, in the larger rooms, warped wooden planks and scraps of alloy siding.



Equipment and Supplies

The following areas of the complex contain the equipment and supplies noted.

Armory: The armory contains a number of weapons and other military supplies, including 6 blaster rifles, 3 blaster carbines, 4 blaster pistols, 29 power packs, 12 fragmentation grenades, 1 light repeating blaster, and 4 blast helmets with vests.

Barracks: The barracks have enough cots and footlockers to house 12 soldiers, but only eight are currently assigned to the complex. The footlockers contain the soldiers' family photos, personal datapads, and other sundries.

Emplacements: Each of the two weapon emplacements is equipped with a light repeating blaster and a power generator.

Infirmary: Although the infirmary is not the equivalent of a professional clinic or a medical bay, it is stocked with medical supplies, including 13 medpacs, 2 medical kits, 1 surgery kit, and a 2-1B medical droid.

Living Area: The living area is probably the least militarized section of the complex. Three tables are crammed within its tight confines. The northern wall features a small cooking area that includes ration canisters and a hot plate.

Mini-Adventure #7: Piracy in Deep Space

"Piracy in Deep Space" is a mini-adventure designed for 10th-level heroes. In this scenario, the characters must assault and recapture an Action VI transport that has been commandeered by pirates of the Black Sun criminal syndicate. The ship contains vital medical supplies that must be delivered to a planet in need.

Adventure Background

During the years of the Old Republic, soldiers spent a tremendous amount of time fighting pirate armies and criminal organizations whose size rivaled that of many legitimate governments. In the Outer Rim, where the Republic had less influence, pirates proved a constant threat, hijacking starships and stealing vital supplies bound for planets in need. Although the Republic did its best to prevent such attacks, their limited resources meant that as many as one in twenty ships fell victim to pirates.

In one such case, the *Azure Queen*, an aging Action VI transport loaded with bacta and medical supplies worth at least 500,000 credits, was bound for the planet Rutan. After receiving a deceptive distress call from what it thought was a Republic ambassador, the ship diverted from its course and succumbed to attacks by Black Sun pirates on the edge of an asteroid field. The captain of the *Azure Queen* managed to send out a call for help before the pirates jammed the ship's hyperwave transmitter. During the attack, the pirates' freighter landed a critical hit that took the *Azure Queen*'s hyperdrive offline, leaving the ship stranded dangerously close to the asteroid field. The pirates sent a boarding party to seize the transport and repair the hyperdrive.

Adventure Outline

The heroes are the only Republic troops within range of the *Azure Queen*. They are currently in command of a Koensayr ILH-KK *Citadel*-class cruiser, which has superior firepower to the pirates' YU-410 light freighter, the *Cutting Strike* (see page 65). Upon arriving at the coordinates of the distress call, the heroes must fight off the pirates' ship, then dock with the drifting *Azure Queen*. After capturing the ship's docking bay, the heroes must make their way to the bridge to take out the pirates before they complete their repairs of the hyperdrive and escape to Black Sun territory (with the heroes still on board).

The *Citadel*-class cruiser that the heroes are piloting has the capacity to carry two starfighters, but the docking bays are currently empty because the ships were called away for other duty.

Koensayr ILH-KK *Citadel*-class Cruiser* **CL 7**
Colossal space transport
Init −4; **Senses** Perception +5

Defense Ref 15 (flat-footed 14), Fort 26; +14 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares (starship scale)
Ranged laser cannons +1 (see below) and 2 ion cannons +1 (see below) and medium concussion missiles +3 (see below) or
Ranged laser cannons +1 (see below) and 2 ion cannons +1 (see below) and tractor beam +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 12, Con —, Int 12
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +5

Crew 3 (normal); **Passengers** 14
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 2 starfighters (currently none)
Payload 12 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 205,000 (120,000 used)

Laser cannons (gunner)
Atk +1 (−4 autofire), **Dmg** 5d10×2

Ion cannons (gunner)
Atk +1, **Dmg** 5d10×2 ion

Medium concussion missiles (pilot)
Atk +3, **Dmg** 8d10×2, 4-square splash

Tractor beam (pilot)
Atk +1 (grapple +36)

* *These statistics represent a baseline Citadel-class cruiser with a normal crew from Starships of the Galaxy. Adjust statistics according to the heroes' abilities.*

Locating the Azure Queen

The last transmission that the *Azure Queen* sent out gave its coordinates. However, pinpointing its exact position is difficult because of damage to the ship and interference from the *Cutting Strike* and from the unusually high metal ore content of the nearby asteroid field. Once the heroes arrive at the given coordinates, they must make a DC 20 Use Computer check to detect the stranded transport's signature among the asteroids. Once they do, they can speed toward the ship, but as they do so, they are intercepted by the pirates.

Ambush (CL 9)

When the heroes come out of hyperspace, they find themselves dangerously close to a dense asteroid field, making the journey to the *Azure Queen* all the more hazardous. For 3 rounds, the heroes must steer through sparse asteroid field debris while they try to lock onto the *Azure Queen*'s signal. Each round, they must make a DC 15 Pilot check to steer safely; failure means that their ship takes 4d6 + 20 points of damage. Eventually, they get a visual on the *Azure Queen*, which seems to be tumbling in space, venting gases and leaving a trail of metallic wreckage in its wake.

Divide the battle map into three equal zones. The first zone is clear space, the second zone contains sparse debris from the asteroid field, and the third zone contains heavy debris. The stranded transport floats in the sparse debris at the edge of the second zone. The *Cutting Strike* floats alongside it, hidden among the heavy debris of the third zone. If the heroes make a DC 25 Use Computer check, they detect the presence of the freighter. If the check fails, the pirates surprise the heroes.

The battle takes place in the third zone of the asteroid field. Each round, each side (the heroes and the pirates) must make a DC 25 Pilot check or its ship takes 6d6 + 30 points of damage. If the heroes can lure the *Cutting Strike* into the second zone (or use the cruiser's tractor beams to pull the freighter into the second zone), the ships can fight in sparse debris, which requires DC 15 Pilot checks instead of the DC 25 checks required in the third zone.

The pirates know that they must destroy the heroes' ship to buy enough time for the crew aboard the *Azure Queen* to finish repairs and jump into hyperspace. The pirate captain is on board the stranded transport; the second-in-command aboard the *Cutting Strike* will not risk his own life or his ship to retrieve the pirates on the *Azure Queen*. If the *Cutting Strike* is reduced to 20 hit points or fewer, it jumps into hyperspace, leaving the other pirates to their fate.

Boarding the Azure Queen (CL 6)

After the *Cutting Strike* is destroyed, disabled, or jumps into hyperspace, the heroes can attempt to board the *Azure Queen*. However, as they approach the transport, the pirate captain opens a channel to discuss terms. Read the following text aloud:

As the Azure Queen *grows larger in the viewport, your comlink crackles to life. The face of a scarred Rodian fills the screen. "Attention, Republic vessel," he says. "I am Malva Greeku, commander of the privateer Cutting Strike. You are outside your area of jurisdiction. However, it seems that you've bested my ship, and I commend your abilities. Their failure will not go unpunished. But I warn you that we have a large boarding party, and the crew of this vessel is in our control. Leave us alone, and we will release the crew unharmed on a civilized planet. If you insist on making things difficult, we will begin executing the crew." The transmission cuts off.*

Allow the heroes to make a DC 15 Use Computer check; with a success, they determine that the transport's hyperdrive is offline. A subsequent DC 25 Mechanics check reveals that, based on the visible damage, it will probably take the pirates 1 hour to complete repairs.

If the heroes do nothing, after about an hour, the *Azure Queen* jumps into hyperspace and is gone. If the characters decide to take the ship, they find boarding a dicey proposition. The transport is spinning laterally and spewing dangerous chemicals and other debris. Lining up the ships at the proper angle requires a DC 25 Pilot check, in addition to the Pilot check needed to avoid the asteroids (which could be sparse or heavy, depending on where the ships link up). If the heroes successfully grab the *Azure Queen* with their tractor beam, they can stabilize the transport enough to gain a +5 bonus to Pilot checks for the purposes of docking.

If the heroes line up the ships and get within range, they manage to dock with the *Azure Queen*, connecting at one of the transport's cargo bays. Upon boarding the vessel, they find the cargo bay illuminated with eerie red emergency lighting and full of crates and gear—but devoid of pirates.

Run "Retaking the *Azure Queen*," the climactic encounter on the next page.

Encounter: Retaking the Azure Queen

Challenge Level 11

SETUP: This encounter serves as the climax of "Piracy in Deep Space," the mini-adventure introduced on the previous two pages.

When the pirates boarded the *Azure Queen*, they expected little resistance and brought only a handful of personnel with them. Now that the heroes have boarded, the pirates fear that they will be outnumbered or outgunned, so they gather the hostages and make a stand in the bridge. They have cut the power in most of the ship and locked doors in hopes of slowing down the heroes long enough for their KDY-4 tech droid to finish repairing the hyperdrive, allowing them to take the transport to safe territory.

Black Sun Pirate (3)

The three Black Sun pirates are extremely loyal to Captain Greeku. They know that since their own vessel either was destroyed or left them behind, they have no choice but to fight to the death or face life in a penal colony.

Black Sun Pirate (P) **CL 6**
Medium Human nonheroic 6/scout 2/scoundrel 2
Force 2
Init +5; **Senses** Perception +5
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge
hp 42; **Threshold** 16

Speed 6 squares
Melee vibro-ax +8 (2d10+3)
Ranged heavy blaster pistol +7 (3d8+2) or
Ranged stun grenade +7 (4d6 stun)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Sneak Attack +1d6
Special Actions Jury-Rigger, Shake It Off

Abilities Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 8
Talents Jury-Rigger, Sneak Attack +1d6
Feats Armor Proficiency (light), Dodge, Point Blank Shot, Shake It Off, Skill Training (Endurance, Pilot), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +9, Endurance +11, Mechanics +5 (can reroll when jury-rigging, must take the result of the reroll), Perception +5, Pilot +11
Possessions vibro-ax, heavy blaster pistol, 2 stun grenades, utility belt, comlink

Captain Malva Greeku

Captain Malva Greeku is an operative in the ranks of the Black Sun who was given his own ship to conduct raids and piracy on behalf of the organization. Choosing his turf near the Hydian Way, he has earned quite a reputation as a capable captain, a deadly shot with a pistol, and a slippery combatant. Having received information from an inside source, Greeku spent weeks planning the hijacking of the *Azure Queen* in hopes that its bounty would propel him to the rank of enforcer, giving him even more clout and wealth. He's gambling with his future, and the fact that the Republic has stumbled upon his plan makes him even more dangerous and willing to take risks.

Malva Greeku (G) **CL 10**
Medium Rodian scoundrel 6/noble 3/gunslinger 1
Force 6; **Dark Side** 9
Init +18; **Senses** low-light vision; Perception +10
Languages Basic, Huttese, Rodese

Defenses Ref 28 (flat-footed 25), Fort 20, Will 22
hp 56; **Threshold** 20

Speed 6 squares
Melee stun baton +7 (1d6+5)
Ranged heavy blaster pistol +11 (3d8+5) or
Ranged heavy blaster pistol +6/+6 (3d8+5) with Double Attack or
Ranged stun grenade +10 (4d6+5 stun)
Base Atk +7; **Grp** +10
Atk Options Acrobatic Strike, Dastardly Strike, Deceptive Shot, Double Attack (pistols), Lucky Shot, Point Blank Shot, Precise Shot
Special Actions Born Leader, Rally

Abilities Str 10, Dex 16, Con 10, Int 13, Wis 11, Cha 15
Talents Born Leader, Dastardly Strike, Deceptive Shot, Disruptive, Lucky Shot, Rally
Feats Acrobatic Strike, Armor Proficiency (light), Double Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Acrobatics, Deception, Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +18, Deception +17, Initiative +18, Perception +10 (can reroll), Pilot +13
Possessions stun baton, heavy blaster pistol, 2 stun grenades, stun cloak, YU-410 light freighter (the *Cutting Strike*), utility belt, comlink

Greeku's Tactics

Fully aware that the heroes have docked with the *Azure Queen*, Greeku cuts the power to many portions of the ship, hoping that the poor lighting conditions will slow them down. He moves the transport's captured crew into the captain's quarters, which are adjacent to the bridge, and orders one of his pirates to stand guard over them. Greeku and the rest of the pirates remain on the bridge and prepare to hold off the heroes.

The pirates have locked all doors in the areas indicated on the map, leaving only one way into or out of the bridge—the turbolift. When the heroes breach the bridge doors, the pirates throw stun grenades and then use their heavy blaster pistols. They do not hesitate to get within close range and attack with their vibro-axes.

During the battle, if Greeku is reduced to 10 hit points or fewer, he uses his comlink to order the guard to start executing hostages, leaving the *Azure Queen*'s captain for last.

Features of the Area

The bridge of the *Azure Queen* has the following features.

Illumination: With the vessel operating at minimal power, the bridge is lit with red emergency lighting, which provides shadowy illumination.

Turbolift: The turbolift leads from the bridge to the bay where the heroes left their ship. It contains a camera.

Cameras: A network of cameras mounted in most corridors and turbolifts of the ship can be monitored from the bridge or the captain's quarters. The heroes can destroy these cameras (5 hit points; DR 1) to deny the pirates knowledge of their activities.

Doors: All doors (80 hit points; DR 15) in the bridge and adjacent areas are locked; each can be bypassed with a DC 20 Use Computer check.

Hyperdrive Station: The pirates have brought along a KDY-4 tech droid (see page 51) to repair the transport's hyperdrive. The droid is positioned at the hyperdrive station, coordinating repairs down below. If the pirates can hold off the heroes and protect the droid from harm for 10 rounds, it completes the repairs.

Captain's Quarters: The pirates have already killed three members of the *Azure Queen*'s crew. The five remaining members, including the captain, are bound and being held in the captain's quarters. These captured crew members do not participate in the fight in any way. The captain's quarters also contains a medpac.

Crew Quarters: Each crew quarters contains bunks and one medpac.

Lounge: The ship's lounge holds nothing of interest. A camera monitors this room.

Storage: The storage room contains a tool kit, a medpac, and four power packs.

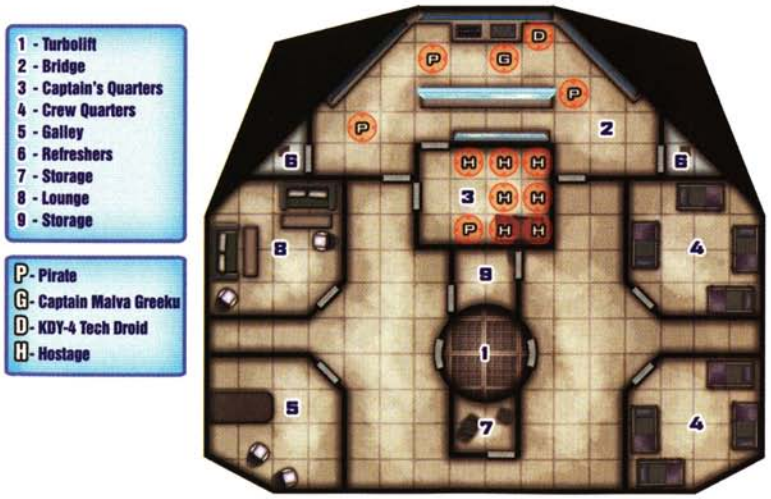
Galley: The galley contains a medpac and 50 kilograms of adequate food.

Refresher: Each refresher contains a medpac.

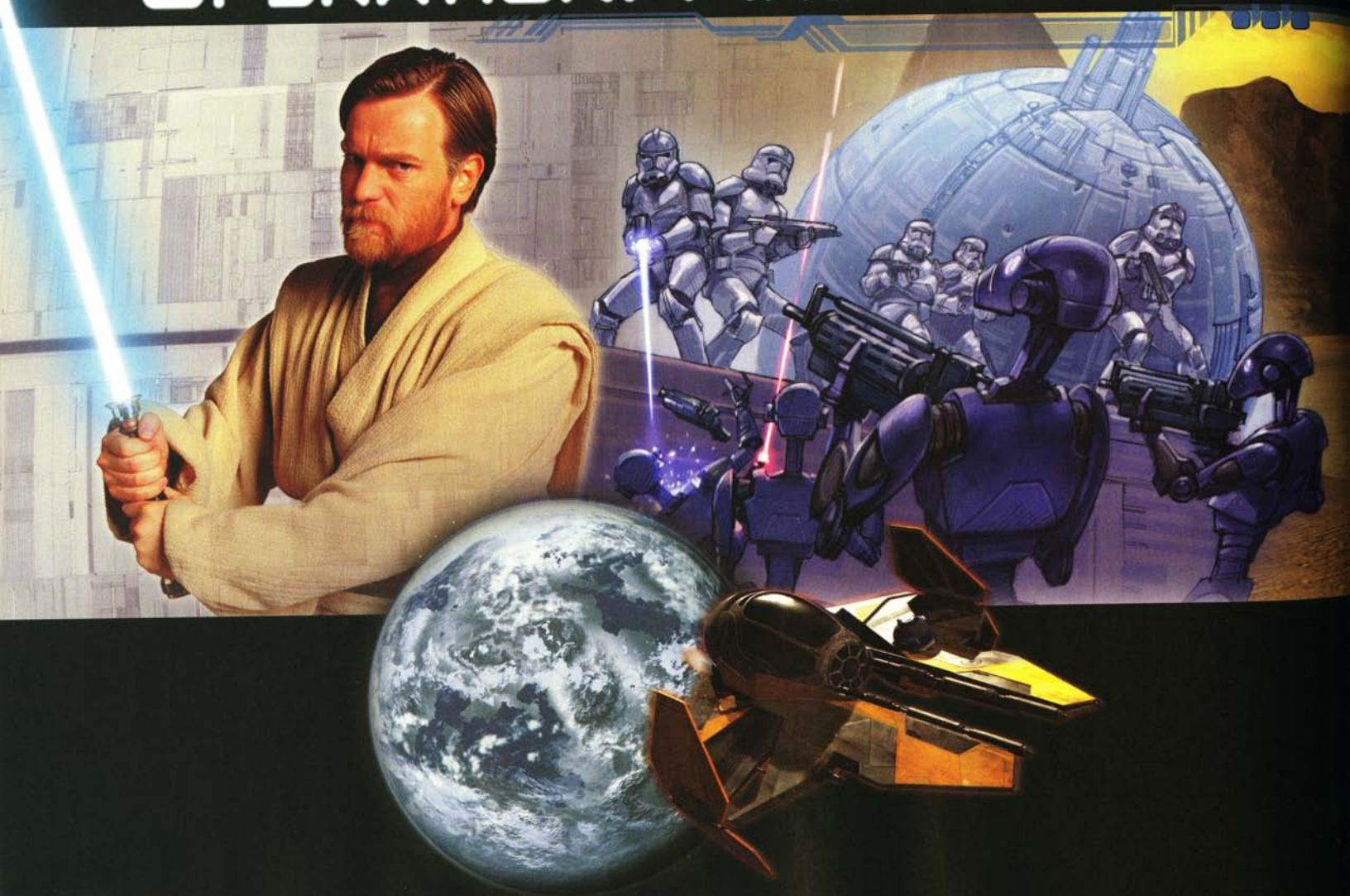
Conclusion

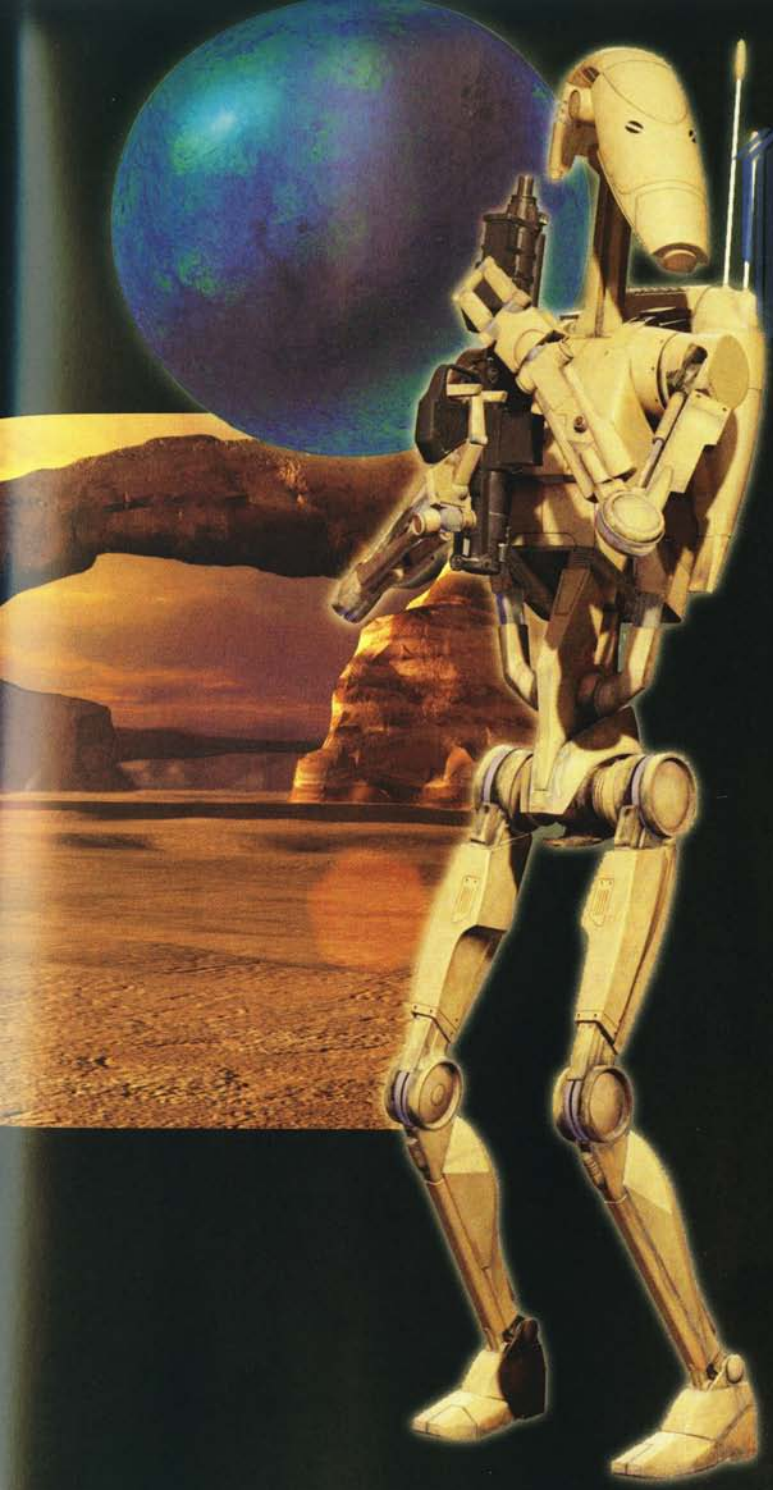
If the heroes fail to secure the bridge or destroy the KDY-4 tech droid within 10 rounds, the droid completes repairs, and the *Azure Queen* jumps into hyperspace, bringing the heroes and their ship along for the ride. The jump takes them into orbit around Nar Shaddaa, where three stolen Corellian Corvettes await the arrival of the captured transport. If the heroes manage to return to their ship and leave the *Azure Queen*, they can try to fight the Corvettes, but they are clearly outmatched.

If the heroes defeat the pirates before the transport jumps into hyperspace, they receive experience for a CL 10 challenge. If the captain of the *Azure Queen* survives the encounter, he rewards the heroes by paying them 1,000 credits for each crew member (if any) who survived the hijacking.



Chapter VII
Operation: First Breach





"Operation: First Breach" is a complete adventure that can be used as a part of a campaign featuring warfare. This adventure is set during the Clone Wars, but with some slight adaptation it can be altered to fit in almost any era that features two powerful military forces at war with one another. In this adventure, the heroes take on the role of a strike force sent to soften the defenses of a world controlled by their enemies, a theme that fits in with almost any era.

This adventure is designed for five 3rd-level characters. Although some of the challenges in this adventure may be a bit tougher than 3rd-level heroes normally have to face, resourceful characters should be able to handle themselves. Additionally, this adventure makes use of many of the concepts presented elsewhere in this book, tying them together into an adventure that highlights the themes found in the military side of the *Star Wars* galaxy. Because this adventure is set during the Clone Wars, it makes use of some of the statistics and information found in *The Clone Wars Campaign Guide*. Although the necessary statistics are presented here, you may want to read through that book to get a better idea of what the individual items are and how they interact with the time period surrounding the Clone Wars.

If you are a player, you should stop reading now so that you do not spoil any surprises for yourself. If you are the Gamemaster, be sure to read through this adventure thoroughly before running it. Additionally, you may want to familiarize yourself with the Vehicle Fire Effects rules from page 67 for one of the later encounters.

Opening Crawl

For Gamemasters who wish to have an opening crawl before their adventure, consider using the read-aloud text below:

Star Wars

Operation: First Breach

It is a time of desperation for the Galactic Republic. Separatist forces have captured the planet Tirahnn, shutting down a major source of much-needed resources along the Perlemian Trade Route.

Sensing the urgency of the situation, the Republic has prepared an invasion force to liberate the planet. The Separatist forces present a daunting front, and more than brute force is necessary for victory.

In order to ensure victory, the Republic has prepared a plan to soften the planet's defenses ahead of the invasion. This strike team will be the first to breach the Separatists' defenses, and will make way for the liberation of the world...

Part 1: Insertion

The adventure opens with the heroes being summoned to the tactical operations center aboard the *Solidarity*, a *Venator*-class vessel that serves as the flagship for Jedi Master Ezar Elasra's small but successful Mid Rim battle group. This adventure presumes that the Republic has some reason to trust the heroes, either because they have worked with the Republic before, or because they come recommended by a trusted ally. The heroes receive not only a summons, but directions that a *Theta*-class shuttle will pick them up and transport them to the *Solidarity*. Be sure to give the heroes time to set their affairs in order, do any shopping they need to, or perform any downtime activities they wish before the shuttle arrives. Although there should be a sense of urgency about the communiqué, this will be the last chance the heroes will have to do these things until the end of the adventure.

The shuttle arrives at the appointed time and location—somewhere near the heroes' location when they are ready to go—and within hours they are dropping out of hyperspace at a rendezvous point. The *Solidarity* appears to be much the same as all of the other *Venator*-class Star Destroyers, although it has clearly seen its share of battle. Repair crews work all over the outside of the ship, patching holes that were punched in the hull by turbolaser fire. As the shuttle docks with the *Solidarity*, describe the battle damage to the cruiser, the spacesuit-wearing repair crews, and the gaping holes that reveal deep gouges into the interior of the ship.

The Briefing

The heroes are escorted by a pair of clonetroopers to Master Elasra's private briefing room. Ezar Elasra is a tall, powerfully-built Barabel with crimson scales covering most of his body. He has donned a functional set of black Jedi robes, and paces before a hologram of a yellow planet hovering above a tactical display. Attending Master Elasra is the captain of the *Solidarity*, a meticulous looking Human from Corulag who introduces himself as Captain Ralen. Also in the room, peering closely at the tactical display, is a clone commando with his helmet removed. Captain Ralen introduces the commando as Commander Husk, and then dismisses the clones that escorted the heroes to the briefing room. Once introductions have been made, Master Elasra begins the briefing. Read the following aloud:

"The planet you see before you is Tirahnn, a world on the Perlemian Trade Route. Some months ago, the planet fell into Separatist hands, and we could not spare the resources to oppose them. Since that time, the Separatists have used their control of the world to disrupt trade and supply lines, and the Jedi Council has tasked us with dislodging the Separatists and reopening the trade route.

"This display shows the Separatist defense fleet around Tirahnn. As you can see, the planet is extremely well defended, and a direct attack against such a fleet would be costly.

"Tirahnn's capital city possesses a planetary ion cannon that was used unsuccessfully in its defense when the Confederacy took control of the planet. We believe that a small strike force can slip past the blockade, seize control of the planetary ion cannon, and use the cannon to launch a surprise attack against the fleet in orbit. With a large amount of the defense fleet disabled by the ion cannon, our fleet will jump into the system, engage the remaining defenders, and launch a full-scale ground assault to liberate the planet."

At this point, it should be clear to the heroes that they are to be the strike force. Captain Ralen then continues the briefing to explain that the heroes will be transported by an LAAT/s stealth dropship used by the Republic Commandos for covert insertion into enemy territory. The heroes will also be accompanied by a squad of four clone commandos and a contingent of six clonetroopers. While the heroes perform their assigned mission, the clonetroopers will remain at the landing site to guard the LAAT/s from snooping droids. The clone commandos have their own mission: Infiltrate and sabotage the primary Separatist military base on Tirahnn. The Republic needs the heroes because they can pass as citizens of Tirahnn, while the clones would be recognizable even without their armor.

This is a good chance for the heroes to ask questions about the mission. Below are some answers to common questions the heroes may have:

- **How do they find the ion cannon?** Republic Intelligence has pinpointed the ion cannon's location. The data will be transferred to the heroes' datapads.
- **How are they supposed to capture the ion cannon?** That is a decision largely up to them. The heroes are expected to make an on-site assessment of how to capture the ion cannon. Republic Intelligence has identified a Zygerrian Separatist, identified as Commander Zolghast, as the man in charge of the ion cannon's security. Should the heroes encounter Zolghast, their orders are to capture him alive and hold him for interrogation.
- **What does the Republic know about Zolghast?** He is a paranoid man who has tried to remain hidden even during the occupation. He issues commands from a remote location, but little else is known. It is believed that he is the only one with the firing codes necessary to operate the ion cannon.
- **What kinds of opposition are they likely to face?** The Separatists have a wide array of droids and vehicles occupying the planet, but for the most part the heroes should only have to deal with battle droids in capturing the ion cannon.

Smooth Landings

Once the heroes have prepared for the mission, they are loaded onto the LAAT/s and the mission begins. The dropship disembarks from the *Solidarity* and then jumps to lightspeed, leaving the fleet behind. Within a matter of hours, the ship emerges from hyperspace well away from the planet of Tirahnn. From there, the pilot powers down most nonessential systems and the ship begins the long, nearly silent trip from the edges of the system toward Tirahnn itself.

After several hours, the planet Tirahnn fills the forward viewport of the ship. The clone pilot calls back to everyone that they are going to full silent mode and orders that all electronics be shut down (including droids). Read the following description:

The transport glides silently through space, appearing as a black speck to anyone that happens to be observing from one of the Separatist ships. There are long, tense moments that pass as the dropship passes through the Confederacy blockade, but no turbolaser fire flashes after you. The ship begins to rattle as it plunges into the atmosphere, seeming to be nothing more than a meteorite burning up on entry.

Once clear of the blockade, the clone pilot begins firing up the dropship's systems to bring it in for a covert landing on the night side of the planet. However, before the pilot has a chance to set a suitable approach vector, the entire ship bucks as it is tossed around by errant wind currents. There is the sound of tearing metal, and alarm klaxons begin to sound throughout the interior of the ship.

"Strap in!" calls the pilot. "This is going to hurt."

Due to unforeseen weather patterns, the ship's angle of descent is much more severe than the pilot had planned for. Moreover, multiple maneuvering repulsors were damaged during the initial stages of reentry, sending the ship careening toward the ground. There is little the pilot can do to control the descent. At this point, the heroes have the chance to make a big difference in how severe the crash is. Allow each hero to take a single action to aid in the landing of the careening ship. Below are a few examples of the kinds of things the heroes can do to help with the landing, but they are by no means every possible measure that can be taken; if your heroes come up with creative solutions, don't be afraid to improvise.

- A hero trained in the Mechanics skill can attempt to repair some of the maneuvering repulsors that burned out during atmospheric entry. A DC 19 Mechanics check restores some maneuverability that had been lost.
- A hero trained in the Pilot skill can attempt to take the copilot seat, assisting the clone pilot in the descent. A DC 14 Pilot check helps level the angle of descent, reducing the chances of a fatal crash.
- A hero trained in the Use Computer skill can operate the ship's sensors, calculating a better approach vector given the new circumstances. A successful DC 19 Use Computer check not only calculates a new approach, it also grants any hero acting as copilot a +2 circumstance bonus on a Pilot check.
- A hero trained in the Treat Injury skill can prepare the ship's passengers for a hard landing. A DC 24 Treat Injury check allows the hero to administer sedatives and prepare protective gear, helping reduce the chance of injury on impact.
- A hero trained in Use the Force can use his or her skill in manipulating objects telekinetically to hold the ship together and prevent further damage. A successful DC 24 Use the Force check allows the hero to keep any other external pieces from being torn off during the landing.

If the heroes are successful in at least three of these skill checks, read the following aloud:

The ship plunges toward the ground at a steep angle, and the pilot yells a battle cry as he pulls back on the yoke. The ship lurches upon impact with the ground, and threatens to rattle itself apart as it digs a deep furrow in the ground. After what seems like hours but is really less than a minute, the dropship comes to a halt.

Long moments of silence follow, until Commander Husk calls out to the cabin, "Everyone 100 percent?" Within moments, the remaining clonetroopers and clone commandos all signal that they are fine, and bright moonlight streams into the ship's passenger hold as one of the side doors is forced open.

If the heroes do not succeed in at least three skill checks to reduce the severity of the crash, read the following text instead:

The ship plunges toward the ground at a steep angle, and the pilot yells a battle cry as he pulls back on the yoke. The ship lurches upon impact with the ground, and threatens to rattle itself apart as it digs a deep furrow in the ground. After what seems like hours but is really less than a minute, the dropship comes to a halt.

Long moments of silence follow, until Commander Husk calls out to the cabin, "Everyone 100 percent?" A few voices answer in the affirmative, but there is silence from others. One of the clone commandos looks up from where he is hunched over another clone. "Looks like some of our boys are on permanent R&R." Once the side door of the ship opens, letting the bright moonlight in, you see that only two of the six clone troopers survived the crash, and that the pilot was killed as well.

Welcoming Committee

Unfortunately for the heroes, a downed dropship is not the end of their tribulations. A roggwart from Vendaxa was accidentally released from captivity during the Separatist invasion, and it has sought refuge in the wilds nearby. Unfortunately, the sound of a crash and of small and delicious humanoids exiting the crashed ship have attracted its attention. As the heroes and clones are removing their supplies from the LAAT/s, the roggwart roars to announce its presence.

Tactical Encounter: The roggwart has been living off of small animals in the wilds of Tirahnn for weeks, and it is hungry for something larger than the local wildlife. Refer to the "Drop Zone" tactical encounter on page 206 for details on how to run this encounter.

Development: With the roggwart slain or otherwise subdued, the mission can begin. The twinkling lights of the capital city glimmer in the night, only klicks away according to Commander Husk, and the clone commandos have their own mission to perform. As they unload BARC speeder bikes from the hold of the dropship and begin assembling them, Commander Husk hands the heroes a holoprojector with a three-dimensional topographical map of the surrounding area, pulled from the sensor banks of the LAAT/s. He informs the heroes that if they set out now, they should reach the city before dawn, making it easier to avoid notice by Separatist sentries.

If the clone troopers survived, they load up as much as they can carry and set off to make a base camp in the nearby foliage. Since they would be recognized inside the city, they prepare to hunker down and wait for the invasion to begin. The clone commando demolitions officer rigs the LAAT/s with explosives, and once everyone is safely clear he blasts the dropship into so much scrap metal, preventing the sensitive information it might be carrying from falling into Separatist hands.

With that, Commander Husk dons his stealth armor helmet and turns to the heroes. "Good luck," he calls, "And watch out for the clankers."



The weakened roggwart attacks near the LAAT/s

Tirahnn, Capital City

The capital city of Tirahnn, also called Tirahnn, is a place full of towering skyscrapers and wide, broad bazaars throughout the city. The Separatist invasion has done little to stop the bazaars from operating, although the populace does seem a bit subdued. The signs of the Confederacy presence can be felt everywhere. Droid squads march down the streets, the glinting diode eyes of droidekas watch for signs of dissent from rooftops, and droid starfighters zoom overhead with the whine of repulsors. At first glance, it seems as though the city is heavily occupied, if not repressed.

Most of the inhabitants of Tirahnn seem to be going about their business as usual, though there are occasionally signs of trouble. Battle droids cluster around a stall in a bazaar, rifling through the owner's possessions looking for smuggled weapons. Hailfire tank droids roll down the street, turning their armament of missiles toward any gatherings of people until they disperse. Separatist leaders ride in armored vehicles, flanked by dozens of super battle droids that indiscriminately shove people out of the way. These minor background elements can help reinforce the presence of the occupying force, and should motivate your heroes to help liberate the planet.

Tirahnn

Region: Mid Rim
Climate: Warm
Gravity: Standard
Moons: 9
Length of Day: 28 standard hours
Length of Year: 272 local days
Sapient Species: Humans (60%), various other species (40%)
Government: Mercantile oligarchy
Capital: Tirahnn
Major Exports: Luxury items, agricultural goods
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
10	Tirahnn is a planet that thrives on commerce. It is a major hub on the Perlemian Trade Route and is at the center of the Zeemacht Cluster.
15	The various towns and cities on Tirahnn are famous for their large bazaars, where nearly any item imaginable can be bought—for the right price.
20	Tirahnn's wealthy live in towering skyscrapers, rarely descending to areas that they see as "below their station," and many claim to have not set foot on the ground in decades.

Finding Commander Zolghast

Once the heroes have made their way into the capital city, their first task is to find Commander Zolghast. Based on what they were told during their briefing, Zolghast is a paranoid man, but he is also the only person on the planet with access to the firing codes for the planetary ion cannon. Zolghast has commandeered a small building that was once an police outpost in Tirahnn's main financial district. The building has been converted into a defensible bunker by the paranoid commander, and now it is defended by battle droids and the commander's two Geonosian bodyguards. From the bunker, Zolghast issues commands remotely, only occasionally venturing out to make sure that everything is running smoothly at the planetary ion cannon.

The heroes need to find Zolghast, and they have several avenues available to them to accomplish this. The following are some explanations of the most common methods the heroes might use to find out where Zolghast is hiding.

Any heroes can use the Gather Information skill to find Commander Zolghast. Their inquiries lead them to a Draethos woman named Shara-Or who was once a police officer who lost her job when Zolghast ousted her from command of the building that would become his bunker. Shara-Or has been working as a private security officer in one of the skyscrapers owned by TaggeCo. A successful Gather Information check points the heroes in her direction; alternately, they might use other skills, pay out bribes, or find other means of locating Shara-Or. She's none too pleased with being displaced by the Separatist leader, and willingly tells the heroes the general location and information about Zolghast's bunker. She's bitter, and she wants to see Tirahnn liberated by the Republic, so the heroes should have no fear of revealing their identities or their mission to her.

Alternately, the heroes might decide to ambush a Separatist patrol and get the information out of them. Most droids on the planet are controlled by one of the droid control ships orbiting the planet, and most cannot willingly reveal the location of Zolghast's bunker. However, ambushing a battle droid patrol does open up the option of tapping into their internal computer systems to try and retrieve data. Most battle droid patrols on Tirahnn consist of eight B1-Series battle droids, two B2-Series super battle droids, and either a tactical droid or an OOM-Series officer droid. The memory banks of tactical droids and OOM-Series droids contain basic information that can be used to triangulate Zolghast's bunker; retrieving that data requires a DC 19 Use Computer check.

If your heroes choose neither of these two methods, here are some of the most pertinent facts about Zolghast's hiding place that can help you figure out how to adjudicate their efforts.

- Commander Zolghast spends the majority of his time in the bunker. His food and supplies are brought to him, and he sleeps on a bed that slides out from the wall.
- Zolghast tells no one the location of his bunker, except for those who already know: the police that once occupied the bunker, his superiors in the fleet above, his personal servant droid that brings him supplies, and a small number of Confederacy officers on the ground.
- The bunker is connected to the ion cannon control center directly by underground tunnel. Zolghast never exits the front door of his bunker; if he must leave, he travels to the planetary ion cannon, exiting its structure to hide the presence of his bunker.
- The battle droids that occupy the bunker, and the droid control ship that commands them, are the only droids and computers that know Zolghast's true location at any time.
- Zolghast occasionally issues orders directly to patrols in the city via computer in order to protect the bunker from imagined threats.

Tactical Encounter: With knowledge of Zolghast's bunker in hand, the heroes can attempt to capture the commander and his firing codes. The commander rarely leaves the facility, bringing several days' worth of rations with him at a time to minimize the amount of time he must spend unprotected. When the heroes arrive, they find the bunker sealed up tightly. Though they may be able to talk their way inside, given Zolghast's paranoia there is a good chance he will command his battle droids to simply open fire. Refer to the "Zolghast's Bunker" tactical encounter on page 208 for details on how to run this encounter.

Development: With Zolghast subdued and the firing codes for the planetary ion cannon in hand, the heroes also make another discovery: an underground tunnel leading from the bunker to a secret entrance of the ion cannon facility. Although Zolghast denies knowledge of it, the passageway twists and turns under the streets of Tirahnn until it reaches a secret basement in the ion cannon's control facility. The heroes can use this to gain access to the ion cannon, without having to go through the front doors. However, this secret entrance is guarded (as they may later discover), whereas going through the front doors, while more difficult, allows them to bypass this encounter. See below for more information on the secret entrance into the cannon's control building.

Part 2: The Ion Cannon

Armed with the firing codes to the planetary ion cannon and having access to a secret entrance into the cannon's structure, the heroes must seize control of the ion cannon and fire it at the fleet waiting in orbit. From this point, the heroes have three major options. Their first option, and perhaps the most obvious, is to infiltrate the ion cannon by accessing the secret entrance beneath the structure. However, there are two other options they might consider. First, the heroes might try and breach the planetary ion cannon through the blast doors leading out onto the street. Alternately, the heroes might choose to infiltrate the ion cannon through the roof access. Either of these two options circumvent the secret entrance encounter, though this may not necessarily be a good thing. The following sections describe the various parts of the planetary ion cannon and how the encounters within that structure fit together.

Breaching the Secret Entrance

If the heroes follow the long tunnel leading from Zolghast's bunker to the planetary ion cannon, they emerge from the tunnel in a small security room meant to guard the secret entrance from intruders. The secret entrance functions as a security control room (see page 147) for the purposes of its responsibilities and actions. This control room's computer has an Intelligence modifier of +6 and a Will Defense of 21 and is unfriendly to users other than the designated OOM-Series battle droid.

Tactical Encounter: When the heroes approach, they have the opportunity to do so with caution. The tunnel turns at an angle shortly before it intersects with this security checkpoint, meaning that the droids in the checkpoint may not be immediately aware of the heroes' approach. The heroes can make Stealth checks to hide, gaining the element of surprise when the security control room is breached. The droids in this area are not exceptionally alert, as this supposedly secret passageway is known only to Zolghast and the few droids that guard it. Refer to the "Back Door" tactical encounter on page 210 for details on how to run this encounter.

Development: If the heroes managed to take out the defenders in this area without an alarm being raised, they should have the element of surprise when they enter the main floor of the ion cannon's structure. Should the heroes achieve an attitude of friendly or helpful on the security control room's computer, they can see live video feeds of the main control center above. This should give them ample opportunity to plan their attack, or come up with a different strategy. The droids elsewhere in the facility are controlled by a Droid Control Ship above, meaning that the heroes have no opportunity to shut them down from within the ion cannon facility.

Ion Cannon as Battlestation

The planetary ion cannon of Tirahnn is intended to use the basic concepts of battlestation construction and use, as presented in Chapter 5. However, as a small structure, it doesn't have many of the same locales that larger battlestations will have. The planetary ion cannon has the following basic statistics, which should help the Gamemaster improvise any unexpected situations that might come up.

CL 4
Hazard Attacks: +6
Hazard Damage: 10 (3d6, 2d8+1, 2d10)
Main Computer Intelligence modifier/Will Defense: +6/21

The Ion Cannon Control Center

Eventually, the heroes will need to seize control of the main control center of the planetary ion cannon. The ion cannon can only be fired from the computers in the main control center, and the cannon requires that Zolghast's command codes be provided before the firing sequence can begin. The control center functions as a command bridge (see page 146) for the purposes of its responsibilities and actions. This room has three access points: a pair of turbolifts leading down to the secret entrance several stories below, a short stairwell leading onto the roof, and a pair of blast doors (DR 10, 750 hit points, damage threshold 70, Strength DC 40/Break DC 45) leading out to the street. The blast door can be opened from the outside using a control panel embedded in the wall; by default, this control panel requires a code cylinder (possessed only by high-ranking Separatist officers) to open, and is connected to the security control computer (unfriendly attitude, Intelligence modifier +6/Will Defense 21). Additionally, security cameras look out over the entrance, alerting the security post in the secret entrance if anyone is trying to get inside. The rooftop entrance is a normal metal door (DR 10, 50 hit points, damage threshold 30, Strength DC 50/Break DC 35), and it is likewise locked by the security control computer.

Attacking the control center sets off a Level 3 alarm throughout the control center, alerting the security control room in the secret entrance below. If the heroes did not have the encounter in the secret entrance, reinforcements take the turbolifts up to the ion cannon control center floor, arriving in 1d12 rounds.

Tactical Encounter: The droids on the inside of the control center have orders to attack and kill any unauthorized intruders, so the moment the heroes show themselves they will almost certainly have a fight on their hands. If the heroes did not trigger an alarm (either by trying to break into the control center or when dealing with the droids in the secret entrance), they may have the opportunity to surprise the droids inside, which would not

e suspecting an attack. Refer to the "Ion Cannon Control Center" tactical ncounter on page 212 for details on how to run this encounter.

Development: Once the heroes have gained control of the command enter, they will have fulfilled the first (and arguably most important) part of heir mission. As long as they obtained the firing codes from Zolghast earlier n the adventure, they can access the main firing computer and prepare the on cannon to fire (no skill check required). If, for some reason, the heroes ailed to get the firing codes from the commander earlier in the adventure, nings become much more difficult. A hero with good slicing skills can make se Computer checks to attempt to gain access to the main computer; if ne hero manages to shift the control center's main computer to a friendly ttitude, the planetary ion cannon can be fired even without the firing codes nowever, given that the main computer's attitude to anyone without the ring codes is hostile, this is a significant challenge). Additionally, failure o improve the computer's attitude triggers alarms elsewhere in the city nd onboard the Separatist command vessel orbiting Tirahnn. Should this appen, the Separatists send reinforcements to reclaim the ion cannon; if nat fails, they prepare to fire on the cannon from orbit.

Assuming the heroes use Zolghast's firing codes, slice into the main omputer, or otherwise use their wits and resources to obtain control of ne planetary ion cannon, a firing sequence can be programmed and then ctivated. If any heroes have any way to obtain updated sensor data about ne ships in orbit (for example, by calling in favors or using any benefits of ne Rank and Privilege system to obtain up-to-the-minute intelligence), so uch the better; this allows the character activating the ion cannon to aim ne weapon more precisely and efficiently, knocking out a larger percent- ge of Confederacy ships. If this happens, the heroes automatically receive ne Victory Point for the battle that takes place in Part 3: The Invasion of rahnn.

When the order is given and the command entered, the planetary ion nnon fires. Within the cannon's control center, the sound is thunderous, and the firing sequence progresses the control room computers show more and ore ships in orbit being disabled by the cannon. As long as the heroes did ot alert the fleet above to their presence, the ships are caught completely naware, and they never have a chance at retaliation. Additionally, as soon the ion cannon starts taking out targets, the Republic fleet under Master asra exits hyperspace close to Tirahnn and begins its attack.

Unexpected Visitors

the cannon continues to fire and the Battle of Tirahnn begins, the heroes e warned by the control center's security system that something is trying interfere with the flow of power to the ion cannon. Further inspection veals that several droids are on the roof, trying to set explosive charges to stroy the ion cannon. These droids were sent by the Separatists to stop the n cannon before it could do any more damage to the Confederacy fleet in bit, and the explosion would not only rob the Republic of a valuable weapon the ongoing battle but would also devastate several city blocks.

Defending the ion cannon from droid commandos



Tactical Encounter: The heroes will need to engage the droids on the roof and stop them from setting their explosives. Of course, the heroes may choose to abandon the cannon and flee, but doing so would leave thousands of citizens to die in the explosion or, should the droids discover that the control center had been abandoned, lead to the ion cannon being turned against the Republic fleet. Refer to the "Rooftop Saboteurs" tactical encounter on page 214 for details on how to run this encounter.

Development: With the planetary ion cannon secured and the battle in space going in favor of the Republic, the ground assault begins. Although the Republic has broken through the Separatist battle lines, Separatist ground forces are firmly entrenched. Part 3: The Invasion of Tirahnn, covers the battle for the planet and the heroes' role in it.

Part 3: The Invasion of Tirahnn

Less than 30 minutes after the Republic's attack begins, the heroes' comlinks crackle to life with a secure communication from the *Solidarity*. The communiqué orders the heroes to connect the control center's main computer to the *Solidarity*, allowing Captain Ralen's ship to control the firing of the ion cannon. Once the heroes have successfully placed the control center under the control of the Republic vessel, the tactical holographic display flickers to life with a full-size image of Master Elasra. Read the following aloud:

"I congratulate you on your success. Our forces have broken through the Confederacy blockade and established a defensive position. As we speak, our ground forces have begun moving into Tirahnn's outskirts.

"I have received word from Commander Husk that their mission has been largely successful. Our invasion force has encountered light resistance thanks to sabotage at the Separatist vehicle depot. However, a small force of tanks has begun moving through the city toward some of our troops, and it looks like they will reach our forces before we can drop in artillery of our own.

"Husk's commandos are too far out to stop them, but you might be able to. Unfortunately, the tanks are too small for us to target them easily from orbit, at least without civilian casualties and significant damage to the surrounding infrastructure. If you can plant a signal beacon on each of the tanks, we can pinpoint their positions from space and target them with more precise laser fire. I'm transmitting data on their route, including a narrow street that Intelligence has identified as a prime spot for an ambush."

Before breaking communications, Master Elasra asks to know the location of Commander Zolghast; he then dispatches a squad of clone troopers to retrieve Zolghast and bring him up to the *Solidarity*.

With their new mission in hand, the heroes can prepare to join in the fighting of the Battle of Tirahnn. The Battle of Tirahnn uses the Victory Points system (described in Chapter 3 on page 91) to determine whether or not the heroes' actions contribute positively or negatively to the outcome of the battle. The three major events that the heroes will participate in include the attack on the GAT convoy, the collapse of the access bridge, and preventing Commander Zolghast from escaping the planet.

Tanks in the Streets

The first mission set before the heroes is to ambush a convoy of Separatist tanks, planting signal beacons on them so that ships in orbit can target them without the fear of collateral damage. The heroes receive specific instructions on where to ambush the tanks, as well as instructions on how to convert a comlink into a signal beacon that the *Solidarity*'s computers will recognize. There are plenty of spare comlinks in the ion cannon control center's equipment stores for the heroes to bring four with them.

Tactical Encounter: The heroes should have no trouble reaching the ambush point without running into Confederacy interference, as most of the Separatist force is busy fighting off the Republic elsewhere. Refer to the "GAT Ambush" tactical encounter on page 216 for details on how to run this encounter.

Development: If the heroes manage to plant the signal beacons on the four GATs, their mission is a success. The *Solidarity* fires a precision strike down at the four tanks, obliterating each of them in a single shot. The heroes earn a Victory Point for success. If they fail to tag all four GATs with signal beacons, the untagged tanks continue forward to reinforce the Separatist lines. This earns the heroes a Defeat Point.

The following two encounters can happen in any order, as determined by the Gamemaster. If you choose, you can set it up so that the heroes receive both of the communications that kick off the following two encounters at or around the same time, giving them a choice of which to tackle first.

Calling in Reinforcements

If the heroes managed to prevent the clonetroopers from being killed in the crash of the LAAT/s earlier in the adventure, their efforts are rewarded in this section. Shortly before the invasion of Tirahnn begins, the heroes receive a distorted message via comlink from the clonetrooper squad. The squad has been assigned to support the heroes in their efforts, since they are already in close proximity to the city. The heroes can call upon the six clonetroopers and the clone pilot to assist them in any one of the following three major encounters. Tell your players that they can call on the clone troopers for reinforcements, but warn them that they will likely be able to do so for only a short period of time. After the clones assist the heroes, they receive new orders from Ops to regroup and join the main force invading the city.

A Turn of Good Luck

With the Battle of Tirahnn turning more and more in favor of the Republic, the heroes begin to catch fleeting glimpses of the Separatists falling back after repeated defeats in ongoing skirmishes. The heroes' comlinks crackle to life with a message from Commander Husk. It seems that the clone commandos have managed to completely cut off one of the Separatists' main lines of retreat, and the heroes are close to the secondary path the Confederacy is using. This path crosses an overpass above a road in the lower levels of the city. If the heroes can reach this bridge and collapse it in time, they can stop the Confederacy from retreating further, allowing the forces of the Republic to crush the resistance.

Tactical Encounter: Commander Husk relays the location of the overpass to the heroes, giving them simple directions to reach it from their current position. Refer to "The Overpass" on page 218 for details on how to run this encounter.

Development: If the heroes manage to destroy the bridge before the retreating Separatists reach it, their mission is a success. The heroes earn a Victory Point, and the battle nears its conclusion. If most of the retreating force reaches the overpass before it is destroyed, however, the heroes earn a Defeat Point.

Jedi Lies

At some point in the conflict, the heroes receive a message on a secure channel from a clonetrooper squad leader elsewhere in the city. According to the clone, he and his men were dispatched to retrieve Commander Zolghast and bring him back to the *Solidarity*. When they arrived at his location, they discovered he was gone. After a brief investigation, the clones discovered that

Master Elasra had been seen escorting Zolghast at the point of a lightsaber out of the location where the heroes had left him. This particular clone commander was present at the Battle of Brentaal IV where another Jedi Master, Quinlan Vos, betrayed the Republic to the Separatists. The clone suspects that Master Elasra may have betrayed the Republic, and is trying to keep Zolghast out of the heroes' hands.

The truth of the matter is that the communication between the heroes in the ion cannon control center and the *Solidarity* was intercepted by Confederacy spies. They dispatched one of their agents, a Clawdite transporter named Braxus Lyn, to rescue Zolghast and bring him out of the war zone. Lyn disguised herself as the Barabel Jedi Master (using a lightsaber she had taken from a dead Padawan during another battle) and retrieved Zolghast before the Republic could get there. Unfortunately, this coincided with Master Elasra's departure from the *Solidarity* in his *Aethersprite* interceptor to lead a squadron of V-19 Torrent starfighters in the space battle above Tirahnn. The clones have been unable to raise Master Elasra on the comlink, heightening their suspicion.

The clone commander requests that the heroes intercept "Master Elasra," who was last seen with Zolghast headed for a landing pad near the heroes' current location. The clone doesn't usually question the motives of the Jedi, but he has been suspicious ever since Brentaal IV, and Commander Husk has vouched for the heroes' reliability.

Tactical Encounter: When the heroes follow the clone's directions to the landing pad, they arrive to see a *Sheathipede*-class shuttle warming up on the landing pad, and several figures making their way toward its boarding ramp. Refer to the "No Escape" tactical encounter on page 220 for details on how to run this encounter.



DROIDS ATTACK DURING THE INVASION OF TIRAHNN.

Development: If the heroes manage to stop Zolghast from escaping on the shuttle, they can once again capture him and turn him over to Republic Intelligence. This earns them a Victory Point. If Zolghast manages to escape on the shuttle, however, the Republic loses a valuable source of intelligence, and the heroes earn a Defeat Point.

WHAT IF ZOLGHAST IS DEAD?

If, for some reason, the heroes killed Zolghast earlier in the mission, or if they chose to keep Zolghast with them the entire time, you may need to modify the final encounter in Part 3 to fit these developments. In the case of either of these scenarios, Braxus Lyn is a Separatist agent that has retrieved a number of datapads containing sensitive Separatist documents that would be of great value to the Republic. The clone commander that contacts the heroes instead requests that they intercept Lyn and retrieve the datapads, changing the objective of the "No Escape" encounter to stopping Braxus Lyn from escaping. Zolghast, of course, does not appear in the encounter in this situation.

EPILOGUE

Thanks to the efforts of the heroes, the Republic is able to liberate Tirahnn from the Confederacy and to restore order. Although the Republic suffered some losses, the battle went overwhelmingly in its favor. The real Jedi Master Elasra commends the heroes for their efforts, and assures them that they will receive honors for their assistance.

If the heroes earned more Victory Points than Defeat Points, the battle is even more of an overwhelming success for the Republic. It not only liberates Tirahnn, but also destroys or captures most of the Separatist fleet defending the city. Among the spoils is the personal starfighter belonging to Commander Zolghast, a P-38 starfighter (*Starships of the Galaxy*, page 121), which Master Elasra presents to the heroes as a token of gratitude. Moreover, thanks to the heroes' efforts, most of the fighting was localized in areas away from large civilian populations. Each of the heroes receives a commendation from the government of Tirahnn, and the party is rewarded with a gift of a top-floor suite of apartments in one of Tirahnn's most elegant skyscrapers and access to a private landing pad that leads directly to the suite. These accommodations are available for the heroes' use whenever they are on Tirahnn (and can serve as their base of operations for future adventures).

If the heroes earned more Defeat Points than Victory Points, the battle is still won but casualties—both Republic and civilian—are high. The heroes receive the same offer of thanks from Master Elasra, but neither of the boons granted by victory.

If the heroes have the same number of Victory Points as Defeat Points (possible only if they achieve excellent results in Part 2), the heroes receive either Zolghast's starfighter or the commendation from Tirahnn's government (Gamemaster's choice).

Encounter: Drop Zone

Challenge Level 6

SETUP: The heroes have crash-landed on Tirahnn in their LAAT/s, and have just finished shaking off the effects of the crash when a hungry roggwart, abandoned in the wilds as a result of the Separatist invasion of the planet, comes seeking food. The area of the crash is a rocky section of flat land, but the crash of the LAAT/s has not only dug a furrow in the ground behind the ship but also flung up large chunks of earth that have been scattered around like boulders.

The heroes and the clones who survived the crash have hauled themselves outside the downed ship; allow the heroes to place themselves around the LAAT/s as they see fit, based on what their characters would be doing after the crash. The surviving clonetroopers and clone commandos are busy unloading the ship, and should be positioned near the rear cargo hold. The roggwart enters from the northwest edge of the map, from behind some of the larger boulders.

Read-Aloud Text

The roggwart is hungry, and it is making no real attempt at stealth as it approaches. However, it is night, the heroes might be disoriented, and the boulders are large enough to obscure direct line of sight to the roggwart as it enters. Allow the heroes to make a Perception check to notice its approach; those who succeed on a Perception check (DC 14) notice the roggwart's approach and are not surprised. Those who fail the check are surprised, and a surprise round occurs at the beginning of combat. When combat begins, read the following text aloud to the players:

With a thunderous roar and rumbling footsteps, a massive, horned creature emerges from behind the boulders tossed from the ground by your crash. The creature is nearly three times the size of a Human, and has massive claws and a long, powerful tail. The creature walks with a loping gait and seems to be hunting for something small to eat—it looks like it thinks you will do!

Roggwart

Roggwarts are large, horned creatures native to Vendaxa, where they are natural enemies of the acklay. A roggwart's evolutionary adaptation makes it ideally suited to take on single foes, since it rarely encounters more than one acklay at a time. A roggwart stands on its hind legs and uses its sharp fangs, wicked claws, and thick tail to subdue its prey. The roggwart is not particularly cunning, but it is difficult to surprise, retaining its predatory instincts even in captivity. This particular roggwart recently escaped from captivity during the Separatist invasion of Tirahnn, but it has had to subsist on far less food than it normally would on Vendaxa. As such, it has become weakened, and although it still fights fiercely to protect itself, it is noticeably less of a threat to the heroes than it would be in its prime condition. Read the following description aloud:

Standing nearly 5 meters tall and weighing as much as a rancor, this lumbering beast looks to be a predator that is used to getting what it wants. However, this particular creature looks somewhat malnourished, and there is a sluggishness in its movement that suggests weakness.

Roggwart Tactics

The roggwart is hungry, and it plans to eat. The roggwart doesn't mind moving up into a position where it is surrounded, as it can knock opponents away easily with its enemy slinger ability. The roggwart wants to be as close to as many enemies as possible, allowing it to split its many attacks among those who threaten it.

Conclusion

When the roggwart is defeated, the heroes (and the clone commandos of Aurek Squad) can go about their assignments on the planet. The clonetroopers haul away the roggwart's body, and then set about disguising not only the area of the battle but also the trail left by the LAAT/s when it crashed. If any of the clones were killed in the fight, they are placed inside the LAAT/s before Commander Husk orders the explosives placed on the ship, ensuring that their bodies are cremated along with the LAAT.

Weakened Roggwart CL 6

Huge beast 13

Init +13; **Senses** low-light vision; Perception +9

Defenses Ref 23 (flat-footed 21), Fort 20, Will 14

hp 176; **Threshold** 30

Speed 8 squares

Melee gore +9* (2d6+10) and
bite +9* (2d6+10) and
2 claws +9* (1d8+10) and
tail slam +9* (1d8+10)

Fighting Space 3×3; **Reach** 1 square

Base Atk +9; **Grp** +29

Atk Options Bantha Rush, Battering Attack, Power Attack, Trip

Abilities Str 30, Dex 14, Con 28, Int 1, Wis 16, Cha 10

Special Qualities enemy slinger, pack resistant

Feats Bantha Rush, Battering Attack, Improved Defenses, Power Attack, Trip

Skills Initiative +13, Perception +9

Enemy Slinger—Once per round, when the roggwart successfully hits a target and moves it with the Bantha Rush feat, the roggwart can move the target 3 squares in any direction instead of 1 square.

Pack Resistant—Once per round, as a reaction when the roggwart is hit or missed by an attack, the roggwart can make a tail slam attack against one creature within its reach.

Weakened—This roggwart has been weakened by its extended time in the wilderness. Although many of its statistics remain unchanged, its attack bonuses and damage rolls have been modified to reflect its weakened state.

* *Includes 4 points of Power Attack*

Features of the Area

Although the clone pilot of the LAAT/s managed to bring the dropship down in an area that is relatively open, the crash itself has marred the terrain around it. All of the squares within or crossed by the furrow of earth leading out from behind the crashed ship count as difficult terrain. The large boulders on the map vary in size from 1.5 to 3 meters tall; all of them can be used to provide total cover for a Medium-size character standing adjacent to one of the boulders. However, the boulders are not big enough to completely hide the roggwart, and while it may be able to take advantage of cover, the boulders are not large enough to provide it with total cover. The wrecked LAAT/s is large enough that the roggwart could use it for total cover. Heroes can enter the wrecked ship's cargo hold and passenger bay as a move action; exiting the ship onto the ground costs one additional square of movement.



Zolghast's Bunker

Challenge Level 5

SETUP: Having located Commander Zolghast's secret bunker, the heroes have the chance to apprehend the Zygerrian Separatist and obtain the firing codes for the planetary ion cannon. The bunker is situated on open ground near several larger buildings.

When the encounter begins, Zolghast is inside the bunker, looking over the tactical display in the northeast corner of the bunker. His two Geonosian bodyguards stand flanking the barriers in the entranceway. One B1-Series battle droid mans the antipersonnel turret on the eastern side of the building, while the remaining three droids are standing at various computer stations throughout the bunker.

Read-Aloud Text

If the heroes make no attempts at stealth in their approach, they are easily spotted by the battle droid in the turret tower. Given Zolghast's paranoia, the droid has been ordered to open fire on anyone who has not been pre-authorized to approach. However, the turret has a limited line of fire, so it's possible the heroes can approach without alerting the droid. When the heroes approach, read the following text aloud:

The bunker—clearly a former police structure—sits in the middle of an open expanse that would have once held a variety of police and civilian vehicles. Atop one side of the building sits a small tower, possibly once attached to a landing pad, that has been converted into a gun turret. The front of the building boasts large blast doors, which are the only visible entrance.

Commander Zolghast

Commander Zolghast is a Zygerrian, a native of the Outer Rim whose species is known for its violence and combat prowess. Zolghast's paranoia leaves him holed up in this bunker for long periods of time. Since Zolghast is the only one with access to the firing codes, the heroes will need to subdue him and take the codes from him. If the heroes speak to Zolghast, he adopts the sneering tone of a man who thinks that his enemies are beneath his notice. He will not give the codes up willingly, and if he sees a chance to escape out the front of the bunker he does so.

Read the following description aloud:

This Zygerrian officer stands about as tall as a human, with dark red hair that almost seems crimson. Bony protrusions jut from the skin of his face, and his features seem angular. Though he appears to be in good shape, his cheeks are somewhat hollow, suggestion that he does not keep himself in excellent health.

Commander Zolghast CL 5
Male Zygerrian nonheroic 6/noble 1/officer 2
Force 3; **Dark Side** 6
Init +6 ; **Senses** Perception +5
Languages Basic, Bocce

Defenses Ref 19 (flat-footed 16), Fort 15, Will 23
hp 46; **Threshold** 20
Immune +5 to Fortitude/Will Defense against Use the Force checks

Speed 6 squares
Melee unarmed +6 (1d6+1)
Ranged heavy blaster pistol +8 (3d8+1)
Base Atk +6; **Grp** +8
Special Actions Anticipate Movement, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16
Talents Anticipate Movement, Deployment Tactics
Feats Improved Damage Threshold, Improved Defenses, Martial Arts I, Skill Focus (Persuasion), Skill Training (Deception), Toughness, Unstoppable Force*, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (Tactics) +10, Persuasion +17
Possessions heavy blaster pistol, code cylinder, comlink
* *Clone Wars Campaign Guide, page 31*

Commander Zolghast Tactics

Commander Zolghast's paranoia has prepared him well for the day he always suspected would eventually come when the Republic would send its assassins, which is what he assumes the heroes to be. He uses Anticipate Movement to maneuver his allies into position whenever the heroes try to approach him, trying to use the battle droids and his bodyguards to keep them far enough away that it is difficult for them to stun him. Likewise, he uses Deployment Tactics to make sure that his Geonosian bodyguards have a better chance to hit the heroes with their electro-staffs.

Geonosian Bodyguards (2)

Recognizing that Commander Zolghast's paranoia can make him unstable at times, his Confederacy superiors assigned a pair of Geonosian bodyguards to protect him from harm—and to keep an eye on him, should he finally crack under the pressure of his own suspicion. Former picadors in the Geonosian arena, both of the bodyguards are skilled warriors and masters of the electro-staff.

These squat, insectoid aliens have wrinkled brown skin and elongated faces that give them a morose expression. Each carries a long, thin pole, around the end of which crackles electrical energy, and each carries a sonic blaster pistol at its hip.

Geonosian Bodyguard **CL 3**
Medium Geonosian nonheroic 3/soldier 2
Init +7; **Senses** low-light vision; Perception +2
Languages Basic, Geonosian
Defenses Ref 15 (flat-footed 15), Fort 15 (20 against radiation), Will 12; +4 armor
hp 26; **Threshold** 15

Speed 6 squares, fly 6 squares, climb 3 squares
Melee electro-staff +6 (2d6+5, devastating 5)
Ranged sonic blaster pistol +4 (2d6+1 sonic1)
Base Atk +4; **Grp** +6
Atk Options Devastating Attack (advanced melee weapons)

Abilities Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Talents Devastating Attack (advanced melee weapons)
Feats Armor Proficiency (light), Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +7, Perception +2, Stealth +7
Possessions 2 electro-staffs or 1 sonic blaster pistol, warrior tunic (+4 armor; as combat jumpsuit)
1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Geonosian Bodyguard's Tactics
When it becomes clear that Zolghast is in danger, the Geonosian bodyguards spring into action. They try to use the movement that Zolghast grants them to get into flanking positions, ensuring that they hit their enemies with their electro-staffs (hoping to move enemies down the condition track). When faced with Jedi, they will use their sonic pistols to prevent their attacks from being deflected.

Conclusion
When the enemies are defeated, the heroes have the opportunity to take the code cylinder from Zolghast. This code cylinder contains all of the firing codes necessary to operate the planetary ion cannon. Furthermore, the heroes gain access to the turbolift in this building, which leads to a secret tunnel; that tunnel, in turn, leads to the secret entrance into the planetary ion cannon. The heroes can travel to the ion cannon this way, if they choose.

If the heroes manage to subdue Zolghast (either by stunning him or simply reducing him to 0 hit points), they must decide what to do with him until he can be extracted by the Republic for questioning. The heroes can choose to leave him here or to take him to another location for safekeeping. If the heroes decide to take Zolghast with them, he may wake up and try to sound an alarm; simply carrying around his unconscious body could be a great inconvenience. That said, if the heroes take this course of action, feel free to let them; dealing with moving a prisoner around while also trying to raid the planetary ion cannon should prove challenging and entertaining.

Features of the Area
The bunker has the following features.

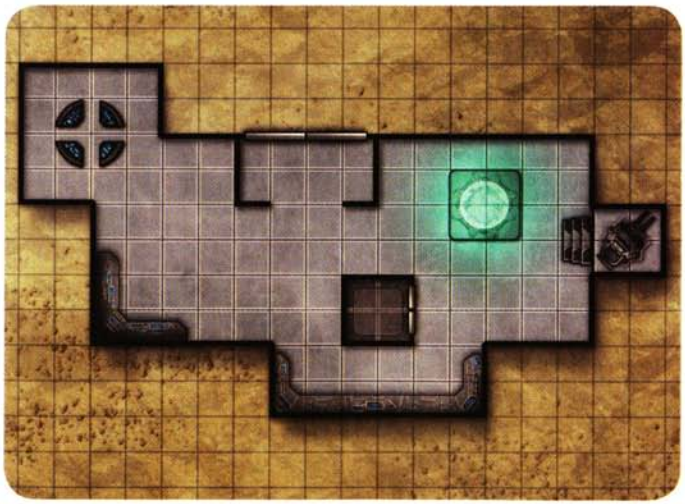
Blast Doors: The front doors to the bunker are standard blast doors. The blast doors have DR 10, 750 hit points, damage threshold 40, a Strength DC of 70, and a Break DC of 45. However, Zolghast hastily had a supposedly "upgraded" locking mechanism put on the doors, which was poorly installed by battle droids. A DC 19 Use Computer or Mechanics check causes the blast doors to open.

Tactical Display: The command bunker has a holographic tactical display that shows various locations on Tirahnn and tracking Separatist patrols throughout the city.

Gun Turret: This external gun turret was mounted at Zolghast's request. It provides a +2 Intelligence bonus to attack rolls and deals 6d10 damage. The turret also has autofire capability.

Computer Terminals: The computer terminals in this room are used to monitor communications of the various Separatist forces on Tirahnn. These computers have a starting attitude of indifferent and a Will Defense of 19.

Turbolift: This turbolift leads down to a series of tunnels that travel several miles across the city to the planetary ion cannon's secret entrance.



Back Door

Challenge Level 3

SETUP: When the heroes travel through the secret tunnels beneath Tirahnn to the planetary ion cannon, they must first get past a security checkpoint that Zolghast has positioned at the base of the structure. This secret entrance is guarded by battle droids as a safeguard against the commander's bunker being compromised.

This room functions as a security control room for the planetary ion cannon. The entire structure (detailed in the next three encounters) uses the battlestation rules from Chapter 5; Gamemasters should familiarize themselves with the rules in that chapter, as they may come into play during these encounters.

Read-Aloud Text

The droids go about their business in silence, so the heroes may not immediately know that they are about to walk into a security checkpoint. While the heroes are approaching the final bend in the tunnel, which will lead them into this encounter, allow them to make Perception checks; if any of the heroes gets a result of 14 or higher, they hear the droids moving around in time to stop before entering the security checkpoint. When the heroes engage the droids inside, read the following text aloud:

This small room is lit from above by luminescent glow panels, casting the entire permacrete room in a sterile light. Two sets of stairs lead up from the floor to a raised section, at the rear of which are two turbolifts. A single computer terminal is located between the turbolifts, its screen lit up with images of another location. A battle droid sits at this computer terminal, manipulating what are obviously security systems and alarms.

B1-Series Battle Droid (2)

B1-Series Battle Droid CL 1
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 9 (flat-footed 9), Fort 11, Will 11
hp 10; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +3 (1d3+1)
Ranged blaster carbine +1 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 1,800 credits

B1-Series Battle Droid Tactics

The two B1-Series droids are the primary operators of the security systems in this control room. One of the droids is always sitting at the security control computer, watching the screens for signs of security alerts from above. The other, when not performing this duty, stands aside and idles. If combat breaks out, the battle droid sitting at the computer console uses its first standard action to activate a Level 3 alarm, which sounds throughout the complex, then engages the heroes in battle.

B2-Series Super Battle Droids (2)

B2-Series Super Battle Droid CL 2
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 12 (flat-footed 12), Fort 12, Will 10
hp 21; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+1)
Ranged wrist blasters +4 (3d8) or
Ranged wrist blasters +2 (4d8) with Rapid Fire
Base Atk +4; **Grp** +6
Atk Options autofire (wrist blasters), Charging Fire, Rapid Fire, aid another (+5)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle)
Availability Military; **Cost** 3,300 credits

Droideka

Droideka Series Destroyer Droid CL 4
Large droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 40; **SR** 20; **Threshold** 18
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +7 (1d4+3)
Ranged laser cannon +12 (3d8) or
Ranged laser cannon +10 (4d8) with Rapid Shot or
Ranged laser cannon +7 (5d8) with Burst Fire or
Ranged laser cannon +10 (3d8) and
laser cannon +10 (3d8) or
Ranged laser cannon +8 (4d8) and
laser cannon +8 (3d8) with Rapid Shot or
Ranged laser cannon +5 (5d8) and
laser cannon +5 (3d8) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +17
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +13, Stealth +3
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 21,000 credits

Conclusion

If the heroes manage to take out the two B1 battle droids before the droids can raise an alarm on the computer console, they can deal with the other droids without fear of alerting the rest of the facility. If an alarm is raised, however, the main control center for the planetary ion cannon is placed on alert, and the heroes have no chance to surprise the droids guarding the ion cannon's control center. Additionally, in this situation, the droids guarding the control center will ready actions to fire on any intruders that exit the turbolifts, altering the set-up of the next encounter.

Features of the Area

The security control room at the secret entrance has the following features.

Control Center Computer: This standard computer has a Will Defense of 21 and an Intelligence modifier of +6. It has a base attitude of unfriendly, although if one of the battle droids triggered the alarm the base attitude changes to hostile.

Door: This door leads to the narrow passageway heading back to Commander Zolghast's bunker. The door is a standard metal door, with DR 10, 50 hit points, damage threshold 30, a Strength DC of 50, and a Break DC of 35.

Turbolifts: The two turbolifts lead up to the ion cannon control center, several stories above at ground level. Each turbolift is currently on this floor; access to the turbolifts is locked by the control computer in this room.



Encounter: Ion Cannon Control Center

Challenge Level 6

SETUP: The ion cannon control center is the site of the heroes' main objective for the first part of their mission. In order to seize control of the center, they must deal with a small army of battle droids, positioned to defend the control center against an assault. This encounter is several levels higher than the heroes' level, although most of the enemies are low CL.

If the droids at the security checkpoint have not raised an alarm, the control center features a variety of B1-Series battle droids at control stations throughout the room. A tactical droid coordinates their efforts, and four super battle droids stand watch.

Read-Aloud Text

When the heroes enter the control center, read the following text aloud:

This large chamber features the main firing controls for the planetary ion cannon. Three tactical displays stand on the western sides of the room, near the main blast doors that lead into the building. A pair of turbolifts adorn the southern edge of the room, while stairs lead up to a catwalk that follows the eastern and northern walls. The catwalk circles a massive power column, around which several computer consoles are connected to the column. A conference table, and a small number of chairs, sit unused below one section of the catwalk.

B1-Series Battle Droid (9)

B1-Series Battle Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 9 (flat-footed 9), Fort 11, Will 11
hp 10; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +3 (1d3+1)
Ranged blaster carbine +1 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 1,800 credits

B1-Series Battle Droid Tactics

The battle droids in the room begin the encounter operating the control computers of the planetary ion cannon. When combat begins, the droids open fire on the heroes; if they have difficulty hitting the heroes, they split into groups of three, with two droids using the aid another action to assist the third droid's attacks.

B2-Series Super Battle Droids (4)

B2-Series Super Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 12 (flat-footed 12), Fort 12, Will 10
hp 21; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+1)
Ranged wrist blasters +4 (3d8) or
Ranged wrist blasters +2 (4d8) with Rapid Fire
Base Atk +4; **Grp** +6
Atk Options autofire (wrist blasters), Charging Fire, Rapid Fire, aid another (+5)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle)
Availability Military; **Cost** 3,300 credits

Super Battle Droid Tactics

The super battle droids are not distracted by the control room's computers, so they open fire on the heroes as soon as it becomes apparent that the heroes are there. If the super battle droids have difficulty hitting the heroes, they split into groups of two, with one super battle droid using the aid another action to provide a +5 bonus (thanks to their synchronized fire circuits) to the attacks of the other droid.

Tactical Droid

Tactical Droid CL 1
Medium droid (4th-degree) soldier 1
Force 2
Init +6; **Senses** Perception +7
Languages Basic, Binary, 2 others

Defenses Ref 18 (flat-footed 17), Fort 13, Will 13
hp 30; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged blaster carbine +2 (3d8)
Base Atk +1; **Grp** +2
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis, Vehicular Combat

Abilities Str 10, Dex 12, Con —, Int 14, Wis 14, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light, medium), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Knowledge (tactics) +7, Perception +7, Pilot +6, Use Computer +7
Systems walking locomotion, heuristic processor, two hand appendages, internal comlink, synchronized fire circuits, durasteel plating, vocabulator
Possessions blaster carbine, electrobinoculars

Conclusion

When the heroes have subdued or destroyed all of the droids in the room, they will have successfully taken control of the ion cannon facility. The heroes now have the chance to open fire with the planetary ion cannon, completing their mission. If the heroes did not come through the secret entrance below the facility, it is at this point that the heroes may be ambushed by the droid reinforcements rising up through the turbolifts from below; these reinforcements shouldn't arrive until the fight is over (or nearly so) to keep from overwhelming the heroes.

Features of the Area

The features of the area are as follows.

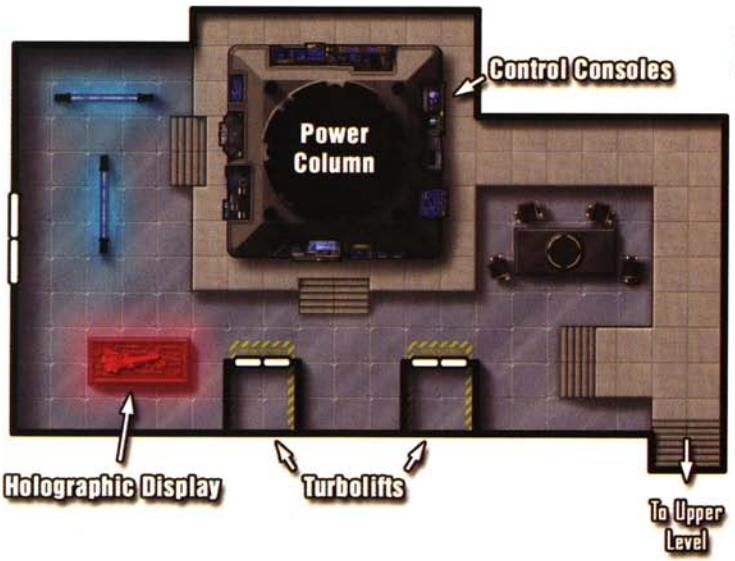
Blast Doors: The front doors to the ion cannon control center are standard blast doors. The blast doors have DR 10, 750 hit points, damage threshold 40, a Strength DC of 70, and a Break DC of 45.

Catwalk: The catwalk leading around the ion cannon's power conduit is roughly 2 squares (3 meters) off of the ground, and it is made of solid metal.

Tactical Displays: The ion cannon control center has a holographic tactical display that shows the state of the Separatist fleet in orbit above the planet, and it is constantly updated with sensor readings fed down to the planet by those ships. The control center likewise has two vertical tactical displays that can be used as cover.

Turbolift: Two turbolifts in this room lead down to the secret entrance below.

Ion Cannon Control Center



1 square = 1.5 Meters

Encounter: Rooftop Saboteurs

Challenge Level 7

SETUP: After the heroes have seized control of the ion cannon control center, they have little time to enjoy their victory. When heroes initiate the ion cannon's firing sequence, the Separatists immediately realize that the station has fallen into enemy hands. Confederacy Command on Tirahnn dispatches a squad of droid commandos, with an OOM-Series battle droid acting as a spotter, to destroy the ion cannon before the heroes can do any more damage.

Read-Aloud Text

The heroes are alerted by the computer systems inside the control center when the droid commandos arrive. The commandos begin setting explosives and disrupting the flow of power to the ion cannon, which triggers alarms in the control center. When this happens, read the following aloud:

Alarm klaxons sound in the ion cannon control center, and the screens of computer banks light up with intruder alerts. When examined, the displays show that several droids have begun disrupting the flow of power to the ion cannon and placing explosives on the roof. One of the droids notices the security cameras and orders the others to fire. The displays in the command center go blank, but alarms continue to sound.

Droid Commando (4)

Although Separatist droid armies rely heavily on their numbers to overwhelm enemy forces, the Confederacy does have need for elite droid units that can accomplish objectives that cannot be achieved through overwhelming force alone. As a response to the desire to have droid units capable of performing more subtle or delicate missions, the droid engineers at Baktoid Combat Automata produced the BX-Series droid commandos. With heuristic processors and memory banks loaded with complex military tactics and strategic information, droid commandos act as special forces capable of performing missions involving infiltration, stealth, and subterfuge.

This spindly droid is reminiscent of the standard battle droid, but sleeker and made of darker metal. The droid's diode eyes seem to reflect a degree of intelligence and competence not shared by its droid brethren.

Droid Commando **CL 6**
Medium droid (4th-degree) nonheroic 6/soldier 4
Force 3
Init +13; **Senses** low-light vision; Perception +13
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18
hp 37; **Threshold** 17
Immune droid traits

Speed 6 squares
Melee unarmed +8 (1d3+2)
Ranged blaster rifle +12 (3d8+2)
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot, Sniper
Special Actions Battle Analysis

Abilities Str 10, Dex 16, Con —, Int 14, Wis 16, Cha 8
Talents Battle Analysis, Cover Fire
Feats Coordinated Attack, Improved Defenses, Point Blank Shot, Precise Shot, Skill Training (knowledge [tactics]), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +12, Perception +13, Stealth +13
Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator
Possessions blaster rifle, electrobinoculars
Availability Military; **Cost** 17,900

Droid Commando Tactics

The droid commandos are setting explosive charges around the ion cannon when the heroes arrive. This takes each droid a full-round action, and each one makes an untrained Mechanics check at +7 (needing to hit a DC of 10) to set the explosive. The droid commandos must set one explosive at each corner of the ion cannon's space to trigger the chain reaction that will completely destroy the planetary ion cannon facility. If the heroes arrive and begin shooting, the droid commandos stop setting explosives and start attacking the heroes, using the Cover Fire talent to help protect one ally within 6 squares while it continues to set explosives.

OOM-Series Battle Droid

OOM-Series droids are originally designed by the Neimoidians to serve as crew aboard Trade Federation vessels. Yellow-striped OOM commanders oversee operations, blue-striped OOM pilots fly the ships, and red-striped OOM security forces protect vital areas. While not as effective as living crews, they require almost no day-to-day maintenance and consume little energy, and defective droids can be deactivated and replaced within minutes—all very important considerations to the cost-conscious Trade Federation.

This droid appears to be a standard battle droid, with yellow markings indicating officer status.

OOM-Series Battle Droid CL 2
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +7
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 21; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+1)
Ranged blaster carbine +4 (3d8)
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 11, Con —, Int 11, Wis 9, Cha 9
Feats Coordinated Attack, Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +7
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 900 credits

OOM-Series Battle Droid Tactics

The OOM-Series battle droid is present simply to act as a spotter and coordinator for the droid commandos, although they are competent enough not to need it. The OOM-Series droid keeps watch until combat begins, at which point it either attacks the heroes directly or uses Coordinated Attack to guarantee that it can aid its allies on attack rolls.

Conclusion

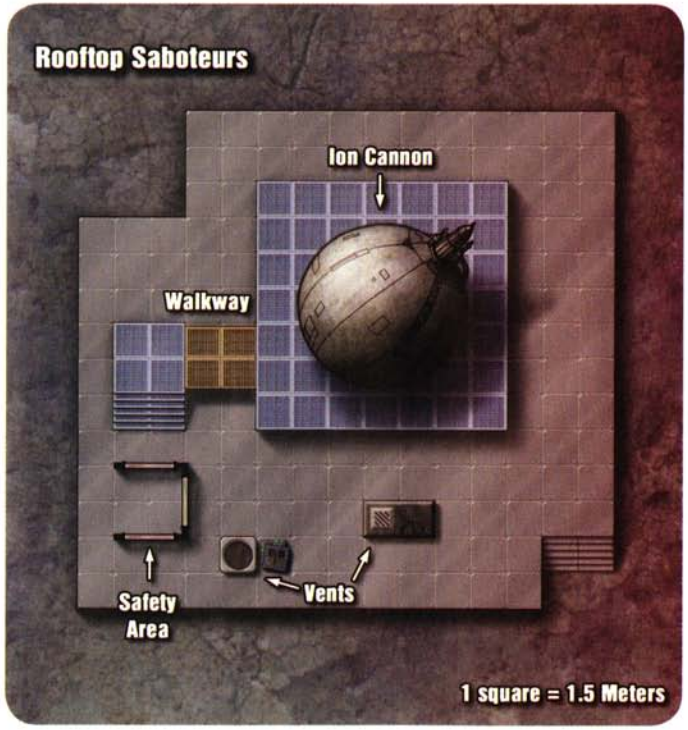
If the droids manage to defeat the heroes or run them off, then they do not detonate the explosives and instead reclaim the ion cannon for the Confederacy. If the droids manage to set all four of their explosives, they blow up the ion cannon. The heroes have a chance to escape—the explosions take several rounds to travel down the power column to the power core—but several blocks of the city are destroyed in the explosion.

If the heroes manage to defeat all of the battle droids before all four explosives are placed, the heroes retain control of the planetary ion cannon and Republic reinforcements can be sent to hold the control center while the heroes perform other tasks.

Features of the Area

The roof of the planetary ion cannon facility features the ion cannon itself, as well as several other objects of importance. The stairwell from the control center reaches the roof at the southeast corner of the rooftop. The ion cannon itself is atop a large platform in the center of the roof; a set of stairs leads up to a walkway that then connects to this platform. Characters can move freely under the walkway, but the stairs are solid.

A small safety area sits on the southwest corner of the roof. This is a three-walled transparisteel booth, where observers can stand to watch the cannon fire without suffering the negative effects of being close to the weapon when it discharges. The transparisteel walls of this booth have DR 5, 30 hit points, damage threshold 35, a Strength DC of 40, and a Break DC of 30. Otherwise, several vents and crates provide small amounts of cover on the roof.



Encounter: GAT Ambush

Challenge Level 4

SETUP: Having received orders from the Republic to ambush a convoy of GATs, the heroes finally reach the ambush point to see the vehicles rolling along before them. The four GATs are placed in a roughly square formation in the middle of the road. The four battle droid squads are placed around the GATs: one squad in the front, two squads between the GATs, and one squad to the rear.

The ambush point that the Republic has chosen prevents the GATs from lining up effective shots on the heroes, so the GATs only use their vehicle fire effects option (see the GAT Tactics section below). Moreover, the heroes have a particular objective in this encounter: placing the signal beacons on the GATs. Planting a signal beacon on a GAT is not a simple process; each beacon must be attached to a vehicle, which requires a character to be adjacent to the GAT and to spend a standard action to attach the beacon. The beacon cannot be attached from range (such as with the Use the Force skill), because the beacon must be attached to the hull of the GAT in such a way that it can use the metal of the hull to boost the signal that the Republic will use to target it.

Read-Aloud Text

When the heroes reach the ambush point, read the following text aloud:

Moving down the street slowly with a deep mechanical hum are four Separatist tanks. Marching alongside the tanks are four squads of battle droids, watching for attackers. The tanks seem to be having trouble maneuvering, and it's clear that their firing capability is quite limited.

GAT (4)

Baktoid Armor Workshop's answer to the Grand Army's TX-130 *Saber*-class fighter tank, the Ground Armored Tank (or GAT) is a lightly armed, lightly armored fast-attack vehicle built for recon and light infantry support. Often escorted by a squad of B1-Series battle droids on STAPs, the GAT is fast and agile, making it ideal for hit-and-run tactics. The GAT is controlled by an integrated droid brain.

Despite the fact that these vehicles are CL 10, they do not count toward the difficulty of the encounter and are worth no XP on their own, since they do not use normal combat tactics. See the Conclusion section for information on the XP award for destroying the tanks.

Ground Armored Tank **CL 10**
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 17 (flat-footed 14), Fort 23; +6 armor, Vehicular Combat
hp 175; **DR** 10; **Threshold** 33

Speed 8 squares (max. velocity 130 km/h)
Ranged medium laser cannons +6 (see below) or
Ranged missile launchers +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +25

Abilities Str 36, Dex 17, Con —, Int 14
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (expert); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 24 missiles
Availability Military; **Cost** 17,500 (11,000 used)

Shock and Awe (Fire Effect)—As a standard action, the GAT can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any enemy in this area of effect automatically moves an additional –1 step on the condition track when damaged by a successful attack that deals damage equal to or exceeding the target's damage threshold.

Medium Laser Cannons (pilot)
Atk +6, **Dmg** 4d10×2

Missile Launchers (pilot)
Atk +6, **Dmg** 8d6, 4-square splash

GAT Tactics

Due to the nature of the area of the ambush, the heroes can prevent the GATs from turning their weapons on the heroes directly. Each of the four GATs uses its Shock and Awe option each round, effectively blanketing the area of the combat encounter in their fire effect. During the fight, the GATs slow to a crawl, not wanting to be separated from their escorts; however, if all of the battle droid squads are defeated, the GATs begin moving again, using their entire round for all-out movement. If the heroes do not plant all of the signal beacons within 3 rounds after all of the battle droid squads are defeated, the GATs exit the narrow streets and gain the ability to turn their weapons on the heroes once more.

Battle Droid Squad (4)

Each battle droid squad consists of three B1-Series battle droids. These squads use the optional squad rules found in *The Clone Wars Campaign Guide*, summarized below. Each squad has orders to protect the GATs; when combat begins, they quickly move to attack the heroes. These squads function as cohesive units and act in concert with one another.

B1-Series Battle Droid Squad CL 3
Large droid (4th-degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 10
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,400 credits

Squad Traits—The melee attack of a squad is an area attack that affects all squares within its reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled, and its opportunity attacks are not considered to be area attacks.

Battle Droid Squad Tactics

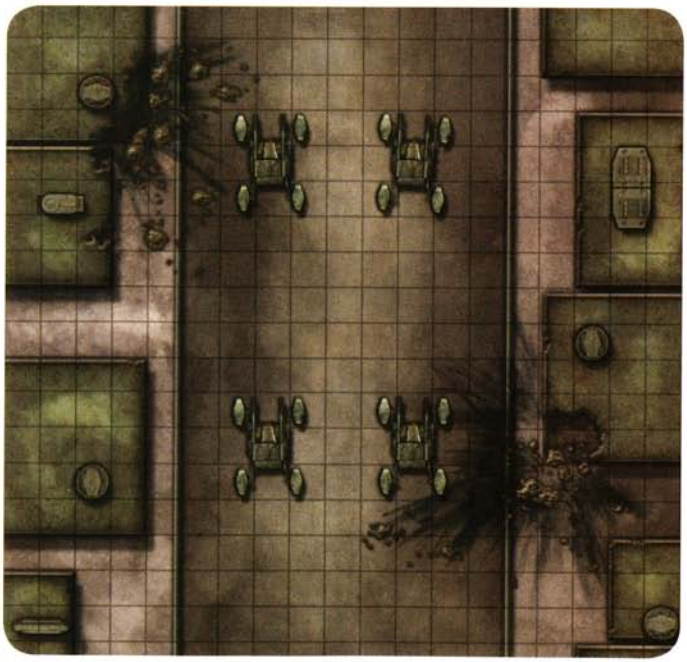
Each battle droid squad tries to take full advantage of the fact that the droids' ranged attacks have a splash radius, particularly targeting heroes standing adjacent to one another. As the heroes attempt to move through the tanks planting the beacons, the battle droid squads start creating lines of fire to prevent the heroes from moving quickly from one tank to the next.

Conclusion

If any of the heroes manages to destroy one or more of the GATs, this counts as if the heroes had planted a signal beacon on that tank. If the heroes manage to tag all four tanks with signal beacons, they need only get clear of the area before the Republic opens fire. All four tanks are destroyed by precision laser fire from the *Solidarity*, and the heroes are successful in their mission. If for some reason any of the tanks manage to escape, the heroes fail in their mission.

Features of the Area

The narrow streets in which this encounter take place have seen some combat earlier in the invasion, but most buildings remain standing and intact. Any of the squares filled with debris counts as difficult terrain; most of the debris is large enough that it can be used as cover. The buildings along this narrow street are small shops and storage facilities, each belonging to one of Tirahnn's merchant. Most are locked and have standard metal doors (DR 10, 50 hit points, damage threshold 30, Strength DC 50, Break DC 35), and inside the heroes find a variety of mundane items and trade goods. Each building is roughly two stories tall, with about 4 squares (6 meters) separating the roof from the street below.



Encounter: The Overpass

Challenge Level 6

SETUP: If the heroes decide to intercept the Separatist retreat, they have the opportunity to collapse a bridge on their escape route, effectively pinning the Separatist troops and heavy vehicles between the bridge and the oncoming Republic forces. The heroes have several options for collapsing the bridge; four well-placed explosive charges will do the trick, but the heroes may have other ideas. A sufficient amount of damage along the cracks in the bridge (visible on the map, and discussed in the Features of the Area sidebar on the next page) can collapse it, but feel free to allow the heroes to explore other options.

The Separatists are on their way, and an advance scout force arrives at about the same time as the heroes. The heroes have 10 rounds from the time combat starts before the main Separatist force arrives; if the bridge has not been collapsed by then, they fail to achieve their mission.

Read-Aloud Text

When the heroes arrive at the overpass, read the following text aloud:

This section of street features an overpass with a ramp leading down to the street below. The bridge has seen better days, and has clearly sustained some damage in the fighting. As you approach the area, a small scout force of Confederacy droids enters the area near the bridge. It's clear they mean to stop any opposition, as they have weapons at the ready.

Droideka (2)

Droideka Series Destroyer Droid CL 4
Large droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 40; **SR** 20; **Threshold** 18
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +7 (1d4+3)
Ranged laser cannon +12 (3d8) or
Ranged laser cannon +10 (4d8) with Rapid Shot or
Ranged laser cannon +7 (5d8) with Burst Fire or
Ranged laser cannon +10 (3d8) and
laser cannon +10 (3d8) or
Ranged laser cannon +8 (4d8) and
laser cannon +8 (3d8) with Rapid Shot or
Ranged laser cannon +5 (5d8) and
laser cannon +5 (3d8) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +17
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +13, Stealth +3
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 21,000 credits

Battle Droid Assassin

Battle Droid Assassin CL 4
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +4; **Senses** low-light vision; Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16

Immune droid traits
Speed 6 squares (walking)
Melee unarmed +6 (1d3+2) or
Ranged heavy blaster rifle +6 (3d10+1, devastating 5) or
Ranged heavy blaster rifle +6 (4d10+1, devastating 5) with deadeye or
Ranged hold-out blaster pistol +6 (3d4+1) or
Ranged thermal detonator +6 (8d6+1, 4-square burst)
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (rifles), Far Shot, Precise Shot, Point Blank Shot
Special Actions aid another (+4), Battle Analysis

Abilities Str 13, Dex 13, Con —, Int 10, Wis 10, Cha 9
Talents Battle Analysis, Devastating Attack (rifles)
Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10
Systems walking locomotion, remote receiver, synchronized fire circuits, 2 hand appendages, improved sensor package, internal comlink, vocabulator
Possessions heavy blaster rifle with standard targeting scope, hold-out blaster pistol, 2 frag grenades
Availability Military; **Cost** 6,460 credits

Battle Droid Assassin Tactics

The battle droid assassin begins the encounter hidden on one of the nearby buildings. This droid was left behind after an earlier skirmish, and it has been holding position to help defend the retreating Separatist force. The droid has made a Stealth check before the heroes arrive (at +4), so the heroes might spot the droid in advance. The battle droid assassin tries to aim before every shot, negating the heroes' cover and dealing more damage with its blaster rifle.

LR-57 Combat Droid (2)

A massive combat droid used by the Retail Caucus at the Battle of Christophsis, the LR-57 specializes in launching surprise attacks. The LR-57 typically operates in a passive standby mode, consuming only enough power to keep its sensors active in order to search for threats. When the combat droid detects a threat, it activates and goes into attack mode, sending a signal back to its remote processor and awaiting instructions.

LR-57 Combat Droid **CL 3**

Large droid (4th-degree) nonheroic 9
Init +5; **Senses** low-light vision; Perception +18
Languages Binary

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12; +6 armor
hp 33; **Threshold** 22
Immune droid traits

Speed 8 squares
Ranged double heavy blaster rifle +7 (4d10) or
Ranged double heavy blaster rifle +2 (6d10) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +18
Atk Options autofire (double heavy blaster rifle), Burst Fire

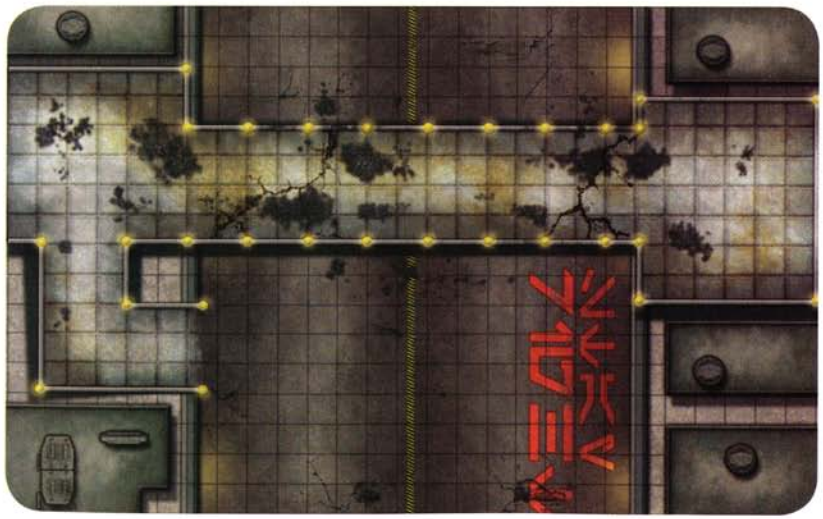
Abilities Str 24, Dex 12, Con —, Int 10, Wis 15, Cha 8
Feats Armor Proficiency (light), Burst Fire, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +18, Stealth +10
Systems walking locomotion, basic processor, remote receiver, 2 tool mounts, improved sensor package, internal comlink, locked access, vocabulator
Possessions double heavy blaster rifle, durasteel plating (+6 armor)
Availability Military; **Cost** 16,000 credits

Conclusion

If the heroes manage to collapse the bridge in fewer than 10 rounds, the Separatist retreat has nowhere to go, and the mission is a success. If the heroes take 10 rounds or more, the Separatists arrive, and it becomes too late to stop the retreat. The heroes may stay to collapse the bridge anyway, but some of the faster elements of the Separatist forces (such as rolling droidekas and Hailfire tank droids) make it past the overpass.

Features of the Area

Most of this area is taken up by the main street and a single, damaged bridge that crosses over it, perpendicular to the street. The bridge is made of thick permacrete, but the damage is has sustained since the invasion has weakened key parts of the structure. The bridge is 3 squares (roughly 4.5 meters) above the road, and a gently sloping ramp connects the two. A small barrier at the edge of the bridge provides cover from attackers below, and lights on that barrier provide illumination around the bridge at all hours. Four standard explosive charges, placed on opposite sides of the bridge at both ends, would be enough to collapse the bridge. Barring that, if any of the squares through which the large cracks run should take more than 80 points of damage (the bridge has DR 10), the bridge would collapse entirely.



Encounter: No Escape

Challenge Level 5

SETUP: After many skirmishes, the liberty of Tirahnn is assured, but the heroes have yet more work to do. When the heroes respond to the tip that a being that appears to be Master Elasra has retrieved Commander Zolghast, they make their way toward a landing platform on which sits a Confederacy shuttle. When the heroes arrive, Commander Zolghast and Braxus Lyn, the Clawdite impersonating Master Elasra, are just heading toward the shuttlecraft. The shuttle sits on the landing pad, warming up, and two squads of battle droids lurk around the edges of the landing pad.

In order to achieve victory in this encounter, the heroes need to stop Commander Zolghast from boarding the shuttle and ensure that he can be taken back to the *Solidarity* for questioning.

Read-Aloud Text

When the heroes arrive, read the following section aloud:

A single Separatist shuttle rests on the landing pad, lights flashing and steam billowing out of vents on its underbelly. Crossing the distance between you and the shuttle are two figures. The first is instantly recognizable as Commander Zolghast. Surprisingly, the second appears to be the Barabel Jedi Master, Ezar Elasra. He holds the commander at the point of his lightsaber, as though marching a prisoner along.

Commander Zolghast

Commander Zolghast **CL 5**
Male Zygerrian nonheroic 6/noble 1/officer 2
Force 3; **Dark Side** 6
Init +6; **Senses** Perception +5
Languages Basic, Bocce

Defenses Ref 19 (flat-footed 16), Fort 15, Will 23
hp 46; **Threshold** 20
Immune +5 to Fortitude/Will Defense against Use the Force checks

Speed 6 squares
Melee unarmed +6 (1d6+1)
Ranged heavy blaster pistol +8 (3d8+1)
Base Atk +6; **Grp** +8
Special Actions Anticipate Movement, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16
Talents Anticipate Movement, Deployment Tactics
Feats Improved Damage Threshold, Improved Defenses, Martial Arts I, Skill Focus (Persuasion), Skill Training (Deception), Toughness, Unstoppable Force*, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (Tactics) +10, Perception +5, Persuasion +17
Possessions heavy blaster pistol, code cylinder, comlink
* *See The Clone Wars Campaign Guide, page 31*

Braxus Lyn

Braxus Lyn is a Clawdite mercenary and general con artist for hire. Although she has seen her share of action during the Clone Wars, she is not technically a member of the Separatists' forces, preferring to remain a freelancer. Lyn specializes in fixing problems, particularly problems that involve intrigue and espionage. She was hired by the Separatists to help keep the wealthy elite of Tirahnn under control, and she was tapped to rescue Zolghast when news of his capture reached the Separatists. Realizing that the Republic would have both troops and probe droids throughout the city, she disguised herself as Master Elasra so that any Republic forces they encountered would be less likely to suspect deception. Gifted with basic Force sensitivity and a few tricks she has picked up in her travels, she has managed to maintain the deception thus far.

Braxus Lyn **CL 4**
Medium Clawdite nonheroic 3/scoundrel 3
Force 2; **Dark Side** 3
Init +10 ; **Senses** Perception +4
Languages Basic, Clawdite, Huttese

Defenses Ref 17 (flat-footed 15), Fort 13, Will 15
hp 20; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged heavy blaster pistol +6 (3d8+1) or
Ranged hold-out blaster pistol +6(3d4+1)
Base Atk +4; **Grp** +6
Atk Options Bantha Herder, Pistoleer
Special Actions Startle
Force Powers Known (Use the Force +17): *Force Thrust, Rebuke*

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 18
Special Qualities Shapeshift, Startle
Talents Disruptive, Knack
Feats Bantha Herder, Force Sensitivity, Force Training, Pistoleer, Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Use the Force), Weapon Proficiency (simple weapons)

Skills Deception +17 (+27 to disguise, can disguise as a full-round action at no penalty), Initiative +10 , Perception +4, Use the Force +17
Possessions heavy blaster pistol, hold-out blaster pistol, comlink, datapad, stolen Jedi robes and lightsaber, street clothes

Startle—Once per encounter, as a reaction to being attacked, Braxus Lyn can make a Deception check against her attacker's Will Defense. If successful, the attacker takes a -5 penalty on the attack roll.

Braxus Lyn Tactics

Since Lyn's mission is to get Zolghast on the ship and to keep him alive, her first instinct when the heroes arrive is to maintain the bluff. She uses her Deception skill to disguise herself as Master Elasra. Should the heroes see through the deception, she leaps into action, hurling enemies away with the Force (she will spend Force Points to regain the use of *Force Thrust* when necessary) and generally moving enemies into a position where the battle droid squads have optimal shots.

Battle Droid Squad (2)

B1-Series Battle Droid Squad CL 3
Large droid (4th-degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 10
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,400 credits

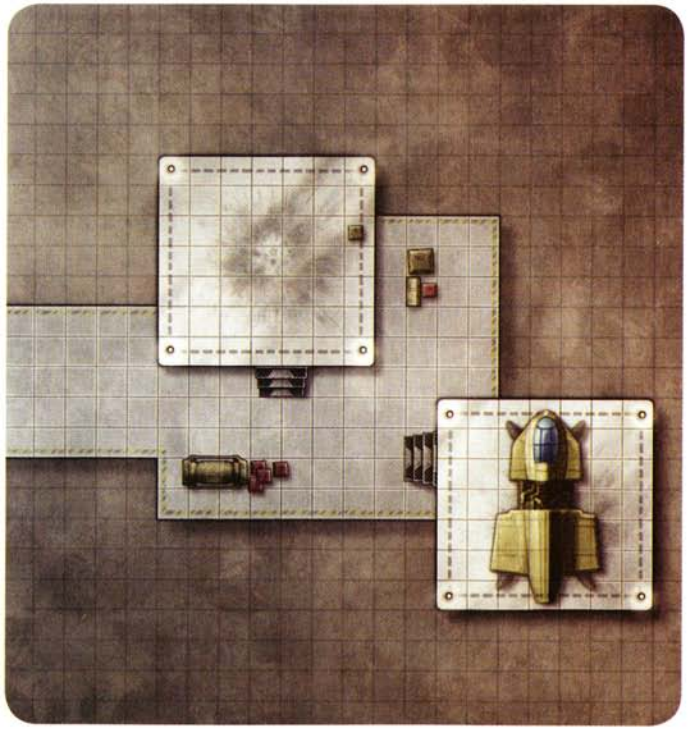
Squad Traits—The melee attack of a squad is an area attack that affects all squares within its reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled, and its opportunity attacks are not considered to be area attacks.

Battle Droid Squad Tactics

The battle droid squads have been ordered to guard the landing platform from inconspicuous positions, but once the shooting starts they emerge from hiding to fire upon the heroes. They take advantage of Zolghast's movement, granting abilities and try to focus their fire on any heroes that cluster together.

Conclusion

If the heroes fail to prevent Zolghast from boarding the shuttle, it blasts off for space and the heroes fail this aspect of their mission. If they manage to subdue Zolghast, they succeed and the Republic takes possession of him. Similarly, if the heroes manage to subdue Braxus Lyn, the Republic is doubly grateful to the heroes for having removed a Separatist pawn from play on Tirahnn. See the Epilogue (page 205) for more information on wrapping things up.



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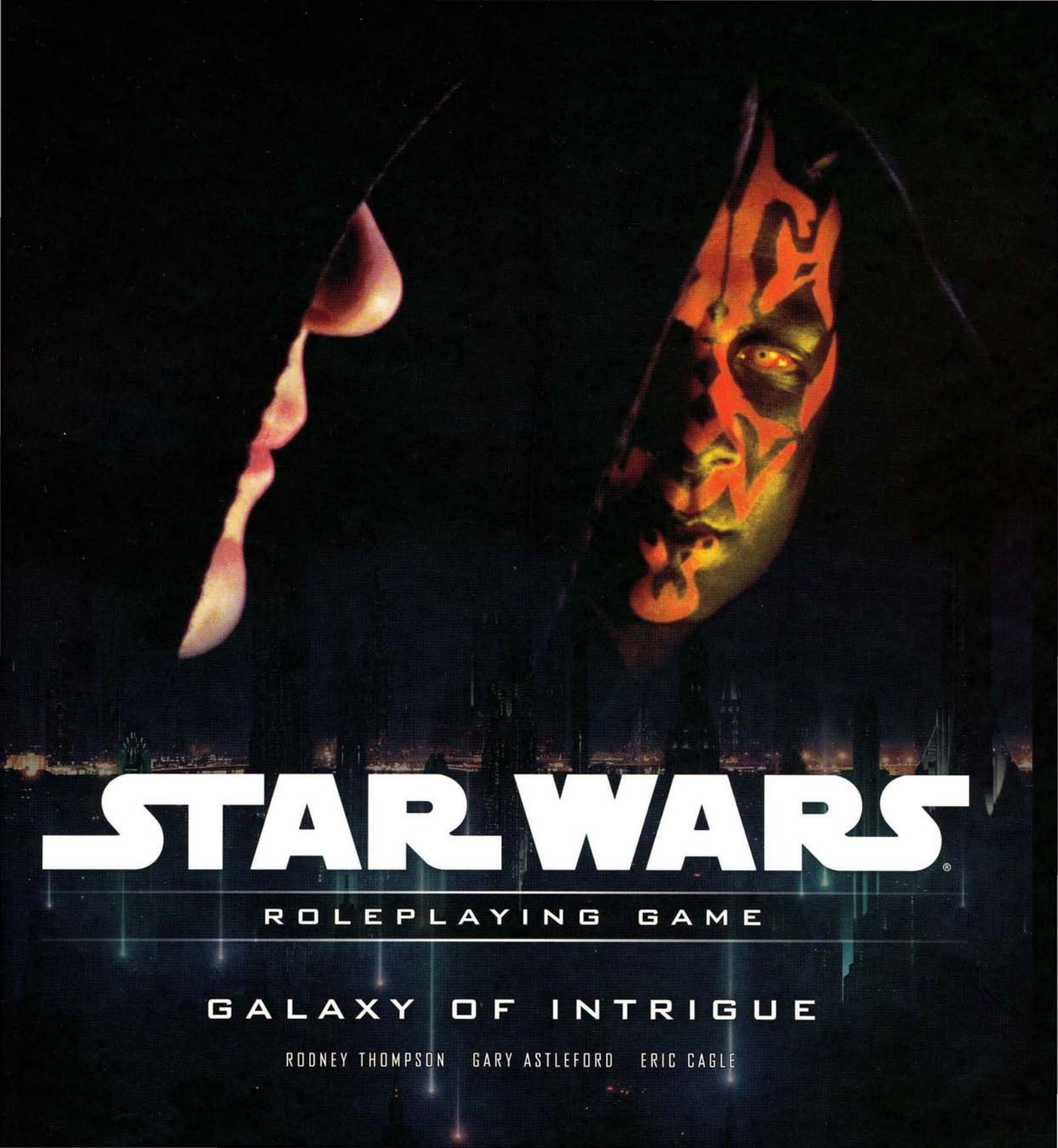

STAR WARS®

ROLEPLAYING GAME

GALAXY OF INTRIGUE

RODNEY THOMPSON GARY ASTLEFORD ERIC CAGLE

STAR WARS®

ROLEPLAYING GAME

Galaxy of Intrigue

RODNEY THOMPSON, GARY ASTLEFORD, ERIC CAGLE

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Introduction





The civilizations of the *Star Wars* galaxy are bound together in an intricate web of intrigue. Except for the most reclusive, every sentient being in the galaxy is involved in a conspiracy or plot, whether he or she knows it or not. A plot might be as benign as a corporation's ad campaign or as insidious as a scheme to overthrow the Republic. Heroes are pushed and pulled by powerful forces, such as planetary governments, the Jedi Council, or the military. A hero might owe a favor or have an obligation to someone and in turn wield control over others. Because of this web of intrigue, a *Galaxy of Intrigue* campaign can quickly move from the immediate to the vast, depending on how involved and wide-ranging the Gamemaster wants to make the adventure.

Galaxy of Intrigue is designed for any era of the *Star Wars* timeline. Whether during the Old Republic, Clone Wars, Rebellion, or Legacy eras, life in the galaxy is complicated, as planets wage war with each other, ideologies clash, and rulers fight for dominion and to achieve the destinies that lie within their reach. Even the relative peace preceding the Clone Wars is riddled with intrigue as groups and individuals take advantage of a distracted and apathetic populace to forward their own agendas.

With this book, Gamemasters can plunge heroes into a campaign of conspiracy. Although the heroes might be caught up in the plots of others, they can take an active role in solving mysteries or using their influence to help shape the galaxy, pulling the strings of intrigue themselves. *Galaxy of Intrigue* presents rules and suggestions for including noncombat elements into a campaign, allowing players with a flair for personal interaction, dialogue, and skill use to stand out. Characters from the noble class, with the most skills and talents for solving problems with dialogue or quick thinking, benefit most from the ideas presented in *Galaxy of Intrigue*. However, this book offers plenty for every class, even the most martial soldiers. The rules and ideas presented here should give the heroes of your campaign a new sense of purpose, helping them develop into multidimensional characters.

Using This Book

This book is the basis for a *Galaxy of Intrigue* campaign, capturing the feel of political events, clandestine adventures, and layers of subterfuge, double-cross, and hidden plans found throughout *Star Wars*. Chapters 1 and 3 are for players, and the remaining chapters are for Gamemasters.

Chapter 1: Heroes of Intrigue covers new species, especially ones known for political machinations or skill in intrigue. In addition, this chapter includes an array of new tools and options for character creation—such as talents, talent trees, and feats—for players who want their characters to shine in situations where skills, insight, and quick thinking are more important than going in with blasters blazing. However, opportunities for violence still abound.

Chapter 2: Skill Challenges introduces an optional mechanic that utilizes multiple skill checks to get all the heroes of an adventuring group involved in overcoming obstacles.

Chapter 3: Equipment contains new gear, weapons, vehicles, and droids suitable for use in a *Galaxy of Intrigue* campaign.

Chapter 4: Campaigns provides examples and advice for creating an intrigue campaign, in which subterfuge, deceit, and politics are important aspects of the heroes' adventures. Additionally, the chapter helps Gamemasters design villains that are both plausible and memorable.

Chapter 5: Factions and Organizations provides numerous examples of groups deeply immersed in politics, intelligence gathering, and clandestine operations. Each faction or organization entry includes goals, methods, and notable personnel, as well as ways to use the group as an antagonist or an ally for the heroes.

Chapter 6: Nyriaan presents a new planet that the Gamemaster can use for adventures rich in intrigue and conspiracy. This planet can serve as a base of operations or as an adventure setting.

Chapter 7: Intrigue Encounters includes eight mini-encounters that Gamemasters can weave into preexisting campaigns or use as new adventures. The mini-encounters cover a broad range of Challenge Levels and include the new skill challenge system from Chapter 2.

Chapter 8: The Perfect Storm is an adventure designed for four starting heroes of any background. The adventure takes place on the mining world of Nyriaan, and it can be set during any era of the *Star Wars* galaxy.

What Is a Galaxy of Intrigue Campaign?

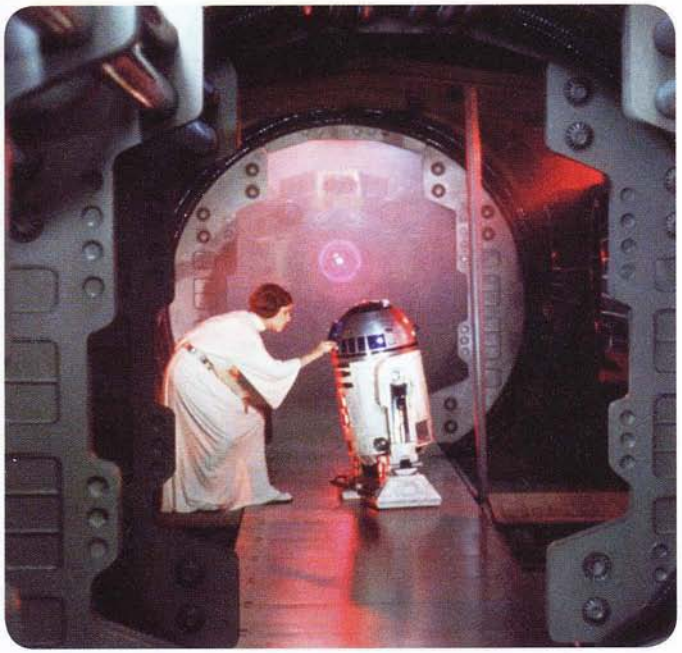
Just as *Scum and Villainy* looked at the seedier side of the *Star Wars* setting, where the heroes walked in the gray area between legality and illicit behavior, a *Galaxy of Intrigue* campaign enters the halls of power, where politicians shape the destiny of untold billions, corporations perform questionable deeds in pursuit of profit, and rebels plot to overthrow rulers. An intrigue campaign focuses on layers of deception, clandestine missions, and secret deals. Although heroes might be swept up in events and plans beyond their control, they are not mere pawns. They can use the same tactics against their enemies or the groups that oppose them. The heroes' activities might have a profound impact on the destinies of those around them, all through the techniques of cloak and vibrodagger.

Nothing Is What It Seems

In a *Galaxy of Intrigue* campaign, deception and lies are vital. As the heroes progress through encounters, each conclusion brings with it a number of additional questions to be answered, providing motivation for even more encounters. Heroes peel back the veneer that surrounds the forces of galactic society, revealing hidden secrets, old rivalries, and insidious plots that threaten to shift power in massive and dangerous ways. In turn, the heroes' goals should influence the galaxy around them. Over time, the heroes might begin to question the truth of the facade presented before them. Allies might turn out to be opponents and vice versa. The motives of even the most altruistic group or individual can become misguided, while the actions of the enemy might, in fact, hold a noble purpose.

Beyond the political arena, a *Galaxy of Intrigue* campaign also focuses heavily on the action of spies. Agents infiltrate military organizations to steal classified plans. Moles hide within the halls of power to relay information back to their controllers. Turncoats and saboteurs wreak havoc in factories and laboratories. Each character involved in a *Galaxy of Intrigue* campaign has his or her own motivations, adding additional layers of complication and conflict to a scenario and making a great adventure.

LEIA HIDES THE DEATH STAR PLANS INSIDE OF R2-D2



Politics Is Personal

Politics plays a major part in *Galaxy of Intrigue* campaigns, with politicians using the power of a legislature, a royal court, or even a tribal council to shape policy and influence the will of the people. Corporations use their influence and their lobbyists to ease restrictions on trade. Interest groups of all kinds use the political arena to make their voices heard and draw attention to their messages. Politics touches every aspect of life in the galaxy, even in the most far-flung, backwater planets.

As a case in point, the conflict in *Star Wars:* Episode I *The Phantom Menace* begins innocuously enough as a trade dispute. Over the course of that and the subsequent movies, however, the galaxy is rocked as the dispute quickly progresses through a blockade, an armed conflict, the removal of the Supreme Chancellor, the rise of Senator Palpatine, and eventually the full-scale war of the Clone Wars in *Star Wars:* Episode III *Revenge of the Sith.*

Tension Between Light and Dark

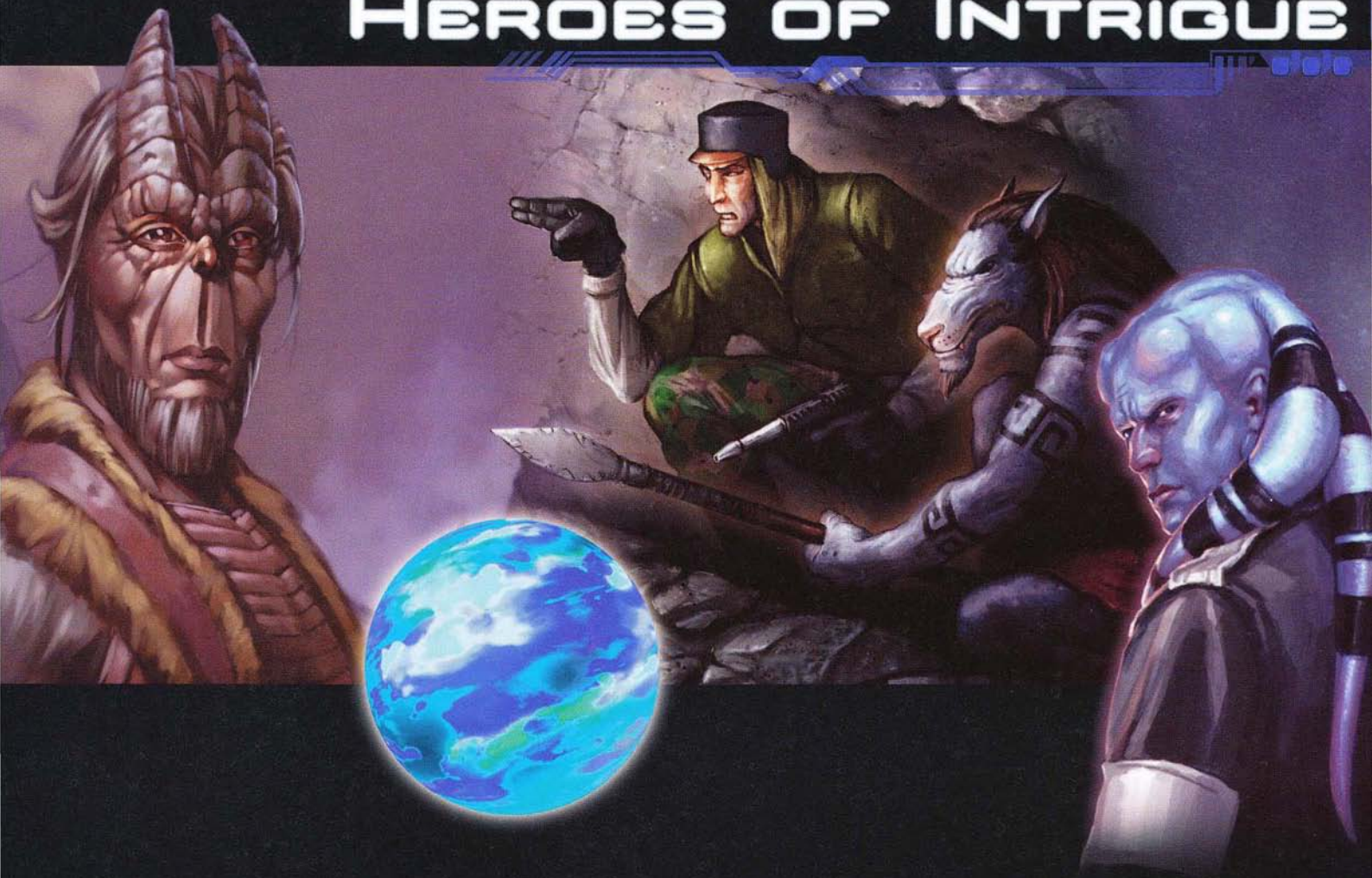
A *Galaxy of Intrigue* campaign can also incorporate the conflict between the light and dark sides of the Force. Practitioners of the Force might be major figures in a *Galaxy of Intrigue* campaign or mere players in the background, providing a bit of flavor. The Jedi maintain peace and harmony within the galaxy, working as negotiators and mediating disputes. However, Jedi often become immersed in plots and intrigue, and they must walk a careful path to maintain neutrality while seeking to solve problems. The machinations of intrigue sometimes push a Jedi too far, causing him or her to fall from the light side and into the dark.

The Sith serve the dark side and seek to subvert the balance of power in their favor, preferably at a very greedy, personal level. Yet not every practitioner of the dark side seeks wholesale genocide—many appear to be upstanding citizens, beloved by the galactic public. But while one hand spreads wealth, favors, and solutions to problems, the other is hidden from view, sowing the seeds of discontent and manipulating the lives of others. Gamemasters can use the tension between the light and dark sides of the Force, playing on the preconceived notions of the players and using the conflict as a canvas upon which to create entertaining and memorable adventures.

"I'M TAKING AN AWFUL RISK, VADER. THIS HAD BETTER WORK."

-GRAND MOFF TARKIN

Chapter 1
Heroes of Intrigue





Although the *Star Wars* universe is replete with scenes of breathtaking action, dramatic lightsaber duels, sweeping ship battles, and hair-raising escapes, it is also deeply immersed in intrigue. The galaxy is an enormous place with a huge variety of species, ideologies, corporations, and other groups jockeying to gain power and to carve their own destinies. A dense, if delicate, web of negotiations, treaties, alliances, and obligations weaves disparate groups together to stop the civilizations of the galaxy from descending into chaos. Sometimes this web keeps the peace, but often stability is threatened or overturned as masterminds scheme for more control. For the heroes, adventure is around every corner and, more often than not, comes looking for them instead of the other way around.

A *Galaxy of Intrigue* campaign has plenty of room for every type of character, although creating heroes for an intrigue campaign requires a bit more thought than it might in other settings. Campaigns that focus on intrigue are less about kicking down doors and tossing in thermal detonators (although there is a time and place for that, as well) than about the gradual, but steady, discovery of information and secrets as the heroes unravel plots. This chapter provides more species, new feats, new talents, and a new twist on skill use to help your characters fit into a world of back room deals, clandestine meetings, blackmail, infiltration, and political maneuvering.

At first glance, the noble class seems to be the wisest choice in an intrigue campaign. To be sure, with its tremendous amount of skills and its intrigue-inspired talent trees, the noble class is well suited for this type of campaign, but the other classes have just as much to offer. Scoundrels use their silver tongues or dastardly tricks for their own personal gain. Scouts, as masters of infiltration, use their resources to break into Imperial facilities or corporate offices to retrieve valuable information. Soldiers need not be brutish thugs and can include military intelligence officers or bodyguards for the rich and powerful, picking up vital secrets as they go about their duties. Jedi, known for their role as peacekeepers and negotiators, find themselves wrapped up in densely woven plots and shifting agendas on a daily basis. In short, every class has its place in a *Galaxy of Intrigue* campaign, as long as the characters realize that not every situation can be solved with combat. The heroes must rely on their powers of observation and deduction to move the story along, as well.

Species

Given the multitude of beings and cultures that inhabit the galaxy, many species rely on manipulation and diplomacy to advance their causes and do the best for their people. Certain species use intrigue and social engineering for noble pursuits, such as to maintain pacifist societies. Some, however, excel at pulling the strings of others for the sake of financial or political gain, or merely for the enjoyment of being in control.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1–1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use Tables 1–2 and 1–3 to help determine your character's age, height, and weight.

Table 1–1: Species Ability Adjustments

Species	Ability Adjustments
Bith	–2 Con, +2 Int, +2 Cha
Defel	–2 Str, +2 Int
Fosh	+2 Dex, –2 Con, +2 Cha
Givin	–2 Str, +2 Int,
Gotal	None
Herglic	+4 Str, –4 Dex
Mrlssi	–2 Str, +2 Int, +2 Cha
Neimoidian	–2 Str, +2 Cha
Umbaran	–2 Con, +2 Dex, +2 Wis

Table 1–2: Age By Species

Species	Child	Young Adult	Middle Adult	Middle Age	Old	Venerable
Bith	1–11	12–15	16–50	51–70	71–84	85+
Defel	1–6	7–10	11–49	50–74	75–89	90+
Fosh	1–11	12–17	18–55	56–70	71–84	85+
Givin	1–10	11–14	15–48	49–64	65–79	80+
Gotal	1–9	10–12	13–40	41–60	61–75	76+
Herglic	1–15	16–19	20–55	56–79	80–95	96+
Mrlssi	1–4	5–8	9–35	36–69	70–89	90+
Neimoidian	1–11	12–16	17–40	41–57	58–79	80+
Umbaran	1–10	11–15	16–44	45–69	70–89	90+

Table 1–3: Average Height and Weight

Species	Height	Weight
Bith	1.7 m	75 kg
Defel	1.4 m	45 kg
Fosh	1.3 m	40 kg
Givin	1.8 m	70 kg
Gotal	2.0 m	85 kg
Herglic	2.2 m	110 kg
Mrlssi	1.2 m	40 kg
Neimoidian	1.9 m	70 kg
Umbaran	1.7 m	60 kg

Bith

Bith have been part of the Galactic Republic for thousands of years. Intellectually advanced humanoids, Bith have oversized brains evolved to handle abstract skills such as language, mathematics, music, and scientific analysis. This fundamental shift to the intellect has caused brain functions related to instinct and biological drives to diminish. Their greater brainpower also means that Bith need to spend only four hours in a meditative trance to regain the energy that most species require eight hours to recover.

As a culture, Bith find the concept of warfare abhorrent, and most are pacifists. During the time of the Republic, the Bith are one of the loudest proponents for finding diplomatic solutions and for banning weapons and the industries of war. This pacifistic streak has roots in the Bith's past, when competition between two major corporations got out of hand, resulting in the release of a biological weapon that turned the surface of Clak'dor VII into an ecological wasteland. The survivors consequently sealed their cities in immense domes, while many ambitious Bith left their homeworld to travel the galaxy. During the time of the Clone Wars, the Bith hole up in their domed cities, remaining neutral and trying to ride out the worst of the fighting. Their wholesale return to galactic society does not occur until well into the time of the New Republic.

Bith are highly sought after in a wide variety of fields, including engineering, programming, education, commercial art, and, most importantly, ship design. Music is a vital and revered pursuit in Bith society. Bith musicians are relatively common (and welcome) and can be found playing in extravagant opera houses, seedy cantinas, and everything in between.

Personality: Bith are calm and rational, with a natural talent for technical and intellectual pursuits. Despite (or as a result of) its violent past, Bith culture is pacifistic. Individual Bith, however, run the range of demeanors, but most Bith lean toward using nonaggression to overcome difficulties. All Bith are stimulated by intellectual problems and artistic endeavors.

BITH



Physical Description: Bith are humanoid in shape; their most notable features are their bulbous heads and huge black eyes. Their skin is often somewhere between gray and pink, although some Bith have skin tints of yellow or green. They lack an external nose but have a finely tuned sense of smell. Their large eyes give them incredibly focused vision, allowing them to see into the microscopic scale, but in turn, they have poor long-range vision.

Homeworld: Bith originate from Clak'dor VII, a small planet in the Outer Rim that suffered heavily from the effects of biological warfare during a brief civil conflict. The inhabitants now reside in domed cities and rarely venture out of them onto the surface of the planet.

Languages: Bith speak and read Bith. Those who leave the confines of their cities learn Basic as well.

Example Names: Doikk, Figrin, Jinkins, Lirin, Nalan, Tech, Tedn, Thal.

Adventurers: Given their predilection for intellectual and peaceful pursuits, most Bith heroes are nobles. Force-users are uncommon, but some Bith have served with distinction in the Jedi Order over the millennia.

Bith Species Traits

Bith share the following species traits:

Ability Modifiers: –2 Constitution, +2 Intelligence, +2 Charisma. Bith bodily processes are not very efficient, but members of the species are bright and personable.

Size: Bith are of Medium size, gaining no bonuses or penalties for their size.

Speed: Bith base speed is 6 squares.

Meditative Trance: Bith can enter into a trance that lasts for four consecutive hours. At the end of the trance, they gain the benefits of having rested for eight consecutive hours.

Scent: Bith have an extremely strong sense of smell. At close range (within 10 squares), Bith ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see Survival on page 73 of the Saga Edition core rulebook).

Evolved Intellect: Whenever a Bith spends a Force Point for any reason, the Bith gains a temporary Force Point that must be spent to add to an Intelligence-based skill check. If the temporary Force Point has not been used by the end of the encounter, it is lost.

Automatic Languages: Basic and Bith.

DEFEL

Defel come from the high-gravity world of Af'El, which orbits the supergiant Ka'Dedus. The planet is unusual in that the atmosphere absorbs all light except that in the ultraviolet spectrum. The Defel, along with every other animal on the planet, have evolved to see perfectly well in ultraviolet, but they are completely blind when exposed to other wavelengths of light. Defel that leave their homeworld must wear special visors that allow them to see. This evolution also had an interesting effect on Defel fur, making the creatures effectively invisible in the normal light in which most other species operate. This near-invisibility has earned the Defel the nickname "wraiths" because in visible light, they appear as nothing more than vague shadows.

Due to the crushing gravity and harsh seasons of their homeworld, Defel bind together into close-knit communities to survive. However, they also possess a strong streak of independence in personal matters. They are tough, resilient creatures with a deep and complex sense of honor, especially toward their families and patrons. Their cities are built underground, and Defel are accomplished miners and metallurgists—one of the reasons that outsiders contacted them in the first place. Af'El is one of the few planets blessed with large quantities of meleenium, a primary component in the manufacturing of durasteel.

Most Defel are content to remain in the safety of their underground cities, and the planet's tortuous gravity and harsh conditions mean that it has few visitors. Defel that leave Af'El are drawn toward professions that take advantage of their natural stealth and invisibility, such as thief, assassin, scout, and bodyguard. Most of the galaxy's inhabitants believe that the Defel are only characters from stories—invisible demons that lurk in the shadows.



DEFEL

Personality: Defel love independence and freedom. They are a proud people with a strong sense of self, almost to the point of stubbornness. Defel are loyal to friends, family, and employers, but they are not always trustworthy in the conventional sense. They like to work in secrecy and rely on conniving and manipulation to get their way with other species.

Physical Description: Defel are a short, mammalian species with canine like faces and sharp white teeth. Their arms and legs are relatively long for their frames and end in sharp talons that are used for digging and scratching rather than combat. Most importantly, their special fur renders them nearly invisible in normal light, making a Defel appear to be little more than a patch of shadow. In ultraviolet light, however, Defel appear in bright, vibrant colors ranging from golden to a brilliant azure. Defel are effectively blind in normal light and must wear special visors to see when away from their planet.

Homeworld: Defel come from the planet Af'El, which orbits the supergiant Ka'Dedus in the Outer Rim. The world receives few visitors because of its high gravity and its unusual atmosphere that blocks all but ultraviolet light.

Languages: Defel speak and read Defel. Adventurous Defel that leave the homeworld learn Basic.

Example Names: Arleil, Klaar, Morr, Defeen, Thar'quan, Vox.

Adventurers: The few Defel that leave the gravity well of their home planet take advantage of their stealthy and elusive nature, and most become scoundrels or scouts. Their keen intellect also means that some Defel become nobles. Defel Jedi are almost unheard-of.

Defel Species Traits

Defel share the following species traits:

Ability Modifiers: –2 Strength, +2 Intelligence. Defel have slight builds but keen, probing minds.

Size: Defel are of Small size and gain a +1 size bonus to Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of characters of Medium size.

Speed: Defel base speed is 6 squares.

Partial Invisibility: The fur of a Defel helps bend all but ultraviolet light, rendering him or her nearly invisible. A Defel in shadowy illumination or darker conditions is treated as having total concealment. Defel are fully visible and gain no concealment against opponents with darkvision.

Special Equipment: The eyes of Defel have evolved in such a way that they can see only in the ultraviolet spectrum. Defel that leave Af'El must wear special ultraviolet visors to see in normal light. Without such a visor, a Defel is considered blind (see "Blindness" on page 254 of the Saga Edition core rulebook). An ultraviolet visor costs 2,000 credits. A Defel character begins play with this item at no cost.

Automatic Languages: Basic and Defel.

FOSH



Almost completely unknown by the rest of the galaxy, Fosh are an avianlike species that hail from an unknown planet. Outwardly quiet, reserved, and thoughtful, in truth Fosh are contemptuous of other species and consider all non-Fosh to be inferior. Fosh keep this condescension and bigotry to themselves, however. They are remarkably manipulative and are masters of intrigue, deal making, and deception. Only Bothans are more skilled at pulling the strings of others. Because the Fosh are close-mouthed and few in number, even the name and location of their homeworld is shrouded in mystery.

Fosh are short and slender with hollow bones. Their faces end in sharp beaks with openings that turn up at the back to give Fosh permanent, sardonic smiles. Their arms end in delicate hands that each have four taloned fingers. Their sturdy legs end in twin splayed talons that allow them to perch on incredibly narrow spaces, such as pipes or large branches. Soft whiskers radiate from the front ridges of their heads, much as hair does on a Human, along with two antennae, which do not seem to serve any purpose—at least, not one that scholars can identify. Feathers on a Fosh's head turn different colors, depending on the Fosh's mood. Because of their delicate nature and fragile makeup, most Fosh stay away from violence and rely on their manipulation skills to defuse difficult situations.

Personality: Fosh are quiet and private. They speak obliquely with other species, sowing confusion with cryptic phrases and riddles. Fosh rarely confess their true motivations for anything and focus on the long term, setting up elaborate plans and schemes to realize their interests. Most Fosh look down on other species, a fact they keep to themselves.

Physical Description: Fosh are short, slender, and graceful birdlike humanoids. Their heads are capped with two antennae and a plumage of feathers that change color based on each Fosh's mood. Their faces end in short beaks, and their eyes, which have a gemlike quality, are commonly colored ruby red, bright citrine, or deep azure. Special glands connected to their tear ducts allow Fosh to release a unique chemical that can be used to create powerful medicine. Using this ability takes a toll on a Fosh, who must rest to regain strength afterward.

Homeworld: Unknown.

Languages: Basic and Fosh.

Example Names: Larerre, Ootorr, Kourere, Vergere, Villatee.

Adventurers: Regal and charismatic, most Fosh heroes are nobles or scoundrels. Force-users are relatively common, but only a tiny fraction of Fosh have become Jedi. Few Fosh have the fortitude and propensity for violence necessary to become soldiers.

Fosh Species Traits

Fosh share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Constitution, +2 Charisma. Fosh are nimble and persuasive, but they possess frail and delicate bones.

Size: As creatures of Small size, Fosh gain a +1 size bonus to Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of characters of Medium size.

Speed: Fosh base speed is 6 squares.

Deceptive: A Fosh can reroll any Deception check, but must keep the second result, even if it is worse.

Healing Glands: Fosh can exude a powerful fluid from their tear ducts that can aid in the healing process for most species. A Fosh is always considered to have a medpac or medical kit for the purposes of making Treat Injury checks, and can perform Trained Only applications of the Treat Injury skill even when untrained.

Automatic Languages: Basic and Fosh.

Givin

Even with the diversity of species in the galaxy, the Givin often manage to shock or at least cause unease in most humanoids, since they greatly resemble walking skeletons. However, Givin are universally sought after as starship builders and engineers, both for their mathematically inclined minds and for their unique physiology that allows them to survive in complete vacuum.

Mathematics permeates every aspect of Givin society, so much so that even their language is infused with such concepts. Givin children start training early, preparing their minds to handle incredibly complex equations. Rigorous competitions determine the best and the brightest students, who are sent to monasteries where they spend their lives in deep contemplation, attempting to unravel the mysteries of life through formulae and mathematics.

The shipyards that circle Yag'Duhl, the Givin homeworld, produce sturdy and elegant starships and compete on a level matched only by the Duros and Verpine, the only species that receive grudging respect from the Givin. However, Givin designers do not equip their ships with navicomputers, since most Givin can calculate hyperspace jumps in their heads, and they often overlook life-support systems. Members of other species that purchase Givin-built ships must add these components.

Personality: Givin are so analytical and logical that they think and converse in mathematical terminology. They typically keep to themselves, leading other species to consider them withdrawn and somber. Givin approach most events with only vague interest. However, when presented with a mathematical puzzle, they become animated and verbose, especially with anyone that can keep up with their explanations. Givin informally refer to members of other species as "soft" and regard most of them with a mix of pity and contempt because of their inability to survive in a vacuum unaided.

Givin



Physical Description: Givin are gaunt and skeletal, with exteriors covered in sealed carapaces. These exoskeletons act as organic vacuum suits, allowing the Givin to survive in a complete lack of atmosphere and making them immune to the effects of inhalants. Their faces are best described as forlorn, with frowning mouths and dark, triangular eyes.

Homeworld: Givin are from the planet Yag'Duhl, located in the Inner Rim. Massive tidal forces constantly tug at the water and atmosphere of the planet, exposing areas to hard vacuum. The Givin reside inside sealed cities that are able to withstand the massive crush of tidal energy.

Languages: The Givin language is thick with mathematical terms, and the written language conveys information using hundreds of mathematical symbols. Individuals without a grounding in advanced mathematics find the species' language almost incomprehensible.

Example Names: Elis Helrot, Lersia Narth, Na-Soth Larr, Nisil Alarin, Sladru Nalas.

Adventurers: Givin that leave their homeworld are likely to become nobles or scouts. Givin scoundrels are also relatively common and have a propensity for gambling, a pursuit in which their mathematical skills give them an edge. Givin soldiers are tough and make excellent troops in hard vacuum encounters. Givin Force-users are rare.

Givin Species Traits

Givin share the following species traits:

Ability Modifiers: –2 Strength, +2 Intelligence. Givin lack physical strength, but they are extremely analytical.

Size: Givin are of Medium size, gaining no bonuses or penalties for their size.

Speed: Givin base speed is 6 squares.

Exoskeleton: The hard shells of Givin grant them DR 2 and a +2 species bonus to Fortitude Defense.

Deductive Reasoning: Givin constantly evaluate data, discarding inconclusive results. A Givin can reroll any Knowledge check, but the result of the reroll must be accepted, even if it is worse.

Unique Physiology: Givin have sealed exoskeletons and do not breathe in a conventional sense. They are immune to the effects of vacuum and to the effects of inhaled chemicals and poisons.

Automatic Languages: Basic and Givin.

GOTAL

Gotals are tall beings covered in thick fur that come from the moon Antar 4, one of several that orbit the gas giant Antar in the Prindaar System. The moon has a highly unusual cycle of light and dark, sometimes illuminated brightly and other times shrouded in complete darkness. To compensate for these uncertain conditions, Gotals evolved special cones atop their heads that sense subtle shifts in the electromagnetic field, allowing them to operate in light or dark without hindrance. The cones are sensitive enough to sense not only the presence of living creatures nearby but also a creature's mood or intent.

Emotions are an important part of Gotal culture. Young Gotals live in a constant state of confusion as they are bombarded by the emotions of others. Learning to handle this input is what pushes a Gotal toward adulthood and maturity. Adult Gotals are calm, almost serene beings, but despite their outward appearance, they feel the full breadth of emotions. Because they are so sensitive to emotions, Gotals quickly form meaningful relationships with one another. Gotals prefer to be around their own kind and dislike droids, mainly because the electromagnetic fields produced by droids cause an irritating buzz perceptible to the Gotals's heightened senses.

Gotals learned long ago to keep their opinions to themselves, and thus they make excellent negotiators and diplomats. Some individuals, however, use their natural abilities for nefarious purposes and become assassins or bounty hunters, tracking their prey by the emotional trail it broadcasts. Most species appreciate the self-discipline that Gotals exhibit, but some are hesitant to associate with members of the species for fear of having their private passions and motivations revealed.

Personality: Because they can read the emotions of other beings, Gotals have learned to be extremely polite and discreet with the information that they glean. They keep their own emotions to themselves and speak to others in neutral terms to maintain civility. Indeed, Gotals are incapable of expressing emotions in words, relying on their cones to communicate their feelings to other Gotals. As a result, Gotals speak only in abstract terms, leading most other sentients to think they are emotionless beings.

Physical Description: Gotals are tall creatures with flat, elongated faces. Thick, wiry hair covers most of their bodies. A Gotal's most notable feature is a pair of short cones that rises from his or her forehead. These

GOTAL



cones pick up subtle variations in the electromagnetic fields of other beings, providing the Gotal with the locations and emotional states of the other creatures.

Homeworld: Gotals come from the moon Antar 4, located in orbit around Antar in the Inner Rim.

Languages: Gotals speak Basic and Gotal. However, the form of Basic they speak is devoid of emotional context. The Gotal language is impossible for other species to learn, because so much of it relies on feedback relayed through their head cones.

Example Names: Abav Ghart, Glott, Kith Kark, Lishma, Mnor Nha, Pari Notgoth, Tolokai, To-yel.

Adventurers: Because Gotals can sense emotions, most adventuring members of the species become nobles, but some take advantage of their abilities and become scoundrels. When Gotals become scouts, they usually do so to escape the constant electromagnetic buzzing they experience when in close company with other species. Force-users are relatively common, and many Gotals become Jedi, combining their natural empathy with the Force to great effect.

Gotal Species Traits

Gotals share the following species traits:

Ability Modifiers: Gotals have no ability score adjustments.

Size: Gotal are of Medium size, gaining no bonuses or penalties for their size.

Speed: Gotal base speed is 6 squares.

Energy Reading: Gotals can read the emotions of any sentient being within 6 squares. As a standard action, a Gotal can make a Perception check against a target's Will Defense. A successful check reveals the target's emotional state (such as happy, sad, nervous, or scared).

Low-Light Vision: Gotals ignore concealment (but not total concealment) from darkness.

Sensor Cones: A Gotal can use the Sense Force and Sense Surroundings applications of the Use the Force skill untrained.

Automatic Languages: Basic and Gotal.

Herglic

Herglics are hulking bipeds that evolved from water-dwelling mammals on the planet Giju. Their ancestors' fins and flukes have been replaced by arms and legs, although Herglics still breathe through blowholes on the tops of their heads.

As a whole, Herglics are great believers in fairness and honesty. They are renowned for always being upright traders and for honoring any deal or bargain they make. They assume that others behave in a similar fashion, and few things anger a Herglic more than deceit and cheating.

Herglics are risk-takers, both by nature and by ancient cultural tradition. They love meeting new beings and experiencing the sights and sounds of new places. They develop space travel independently of other species, and it is Herglic exploration that helps the Old Republic spread through the stars as quickly as it does. Giju is among the first worlds in the Old Republic, and the Herglics often establish trading posts in colonies just for the excitement of visiting exotic locales.

Herglic mercantile networks are a vital part of the galactic economy for thousands of years, and these networks stand loyally with the Old Republic during its greatest challenges because the Herglics support the fairness and justice they see in the galactic government. However, Herglics become increasingly marginalized as decadence, corruption, and greed take hold of the galactic government at virtually every level.

Many consider the Herglics to be cowards and traitors to the people of the galaxy, and they are viewed with contempt in many quarters even a century after the fall of Emperor Palpatine. But the Herglics are happy to be in a position to help devastated worlds rebuild by supplying them with high quality goods at fair prices.

Personality: Herglics are so easy-going and gregarious that they drive more high-strung beings, such as the Ubese, to distraction. Herglics love interacting and socializing with others, and they are often very generous when it comes to sharing wealth and good fortune. Anyone in need usually finds his or her Herglic friends among the first to offer assistance. Their helpful nature causes many Herglics to fall victim to petty con artists, but professional criminals know that when a Herglic feels betrayed, he or she will go to great lengths to take revenge. More than one small-time swindler has been stalked by top bounty hunters after taking advantage of the wrong Herglic.

Members of the species also crave excitement—in fact, many Herglics become addicted to thrill seeking. This often manifests as a tendency to gamble to excess; only a strong-willed Herglic can pass up a game of chance. Once they start to gamble, they do not stop unless forced to quit, and a Herglic can easily lose everything—including the clothes off his or her back—in a short time by betting in the wrong casinos. For this reason, all forms of gambling are outlawed or heavily regulated on worlds with large Herglic populations.

Herglic



Physical Description: Adult Herglics stand between 1.7 and 2.2 meters in height, and their heavily muscled bodies are very wide for their height. In fact, Herglics are so large that they cannot fit through doorways or corridors built with less massive beings in mind. Virtually all ships piloted by Herglics are either specially constructed or extensively modified at yards operated by their species.

Herglic bodies are hairless, and their skin ranges from a deep blue-gray to a black that is darker than the depths of space. Some Herglics have white bellies or white stripes that run up the sides of their bodes and terminate at their large, heavily lidded eyes. Herglic eyes are nearly universally black in color, although some rare individuals might have blue or red eyes.

Homeworld: Herglics originate on the Colonies Region world of Giju, a planet known for its deep oceans and lush islands.

Languages: All Herglics know Basic and Herglic. Widely traveled Herglics often learn up to a dozen different languages.

Example Names: Stavros K'Hor, Udo Broxin, Fahjani Tohvar, Elbor Cruhn.

Adventurers: Adventuring Herglics tend to be merchants who deal with speculative cargo and ply out-of-the-way ports on obscure trade routes, or they are explorers who scout little-visited systems. Wealthy Herglics have been known to travel space looking for new experiences by becoming involved with unusual people or places. Some even work as spies or information brokers, using their massive bulk to hide in plain sight—surely no one that memorable could have been the source of the information that leaked from the ball hosted by the Moff last month. Common classes for adventuring Herglics are noble, scoundrel, and scout. During the ancient times of conflict against the Sith Empire, a few Herglics become Jedi, although their numbers fall as the Jedi withdraw socially from the peoples around them.

Species Traits

Herglics share the following species traits:

Ability Modifiers: +4 Strength, –4 Dexterity. Herglics are large and strong, but they lack grace and manual dexterity.

Size: As creatures of Large size, Herglics take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks, and they gain a +5 size bonus to damage threshold. Their lifting and carrying limits are double those of characters of Medium size.

Speed: Herglic base movement is 6 squares.

Sturdy: Herglics are solidly built and literally have tough skin. This trait lets them ignore punishment that might knock other beings flat. Whenever a Herglic catches a second wind, he or she regains a number of additional hit points equal to 5 + one-half its level.

Conditional Bonus Feat: Herglics are gregarious creatures with a gift for inducing others to open up. A Herglic with Gather Information as a trained skill receives Skill Focus (Gather Information) as a bonus feat.

Automatic Languages: Basic and Herglic.

MRLSSI

The diminutive Mrlssi hail from the Colonies Region world of Mrlsst, and they are the only sentient species native to their star system. They evolved from flightless avians, and their faces are dominated by large black eyes and hooked beaks.

Mrlssi are typically peaceful and scholarly. Their homeworld has long been home to some of the galaxy's most prestigious universities and research centers, including one of the leading institutions for applied sciences—the Mrlsst Trade and Science Academy. Out of Mrlssi schools grow a host of findings that ease the shipping of food and livestock between worlds, along with innovations that later become standard construction techniques for structures and vessels on planets and in space.

Despite their place of honor among the galaxy's scientists and engineers, Mrlssi are not commonly encountered off their homeworld. They rarely leave their home system, and when they do, they travel for specific purposes and to specific destinations. When their task is done, they return home. The exception is an enclave of Mrlssi that grew up on the world of Byblos, where Mrlssi professors have been fixtures at the engineering and applied astromechanics colleges of the University of Byblos for generations.

The Mrlssi stay out of the wars that mark the rise and fall of the Galactic Empire, so Mrlsst is spared most of the devastation experienced by other worlds. The reputations of the planet's schools suffer due to Imperial propaganda that demeans anything not dominated by Humans, but Mrlsst does not come under military attack until five years after Emperor Palpatine's demise on the second Death Star. As part of his campaign against the New Republic, Imperial Grand Admiral Thrawn besieges and bombards Mrlsst, laying waste to many of the world's ancient and beautiful campuses.

Proving that intellectual power endures, the Mrlssi quickly rebuild more modest campuses and soon are again at the forefront of learning and scientific development in the galaxy. Even the threat of the Yuuzhan Vong merely brightens the glow of knowledge around Mrlsst, as research scientists and students at the schools race to find ways to counteract the alien biotechnology.



Personality: Mrlssi are quick-witted and detail-oriented beings who value knowledge over physical possessions. Even the richest Mrlssi live modestly, although they often have huge libraries consisting of rare and obscure texts. Mrlssi are seldom impressed by shows of wealth or power, but they always have great respect for talented intellectuals and scientists.

Mrlssi are natural problem-solvers, and they love mysteries and puzzles. This quality, coupled with keen analytical abilities, is what makes their engineers so good at improving upon existing designs. They can spot a design weakness and work at it until they have found the key to fixing the limitation.

Mrlssi enjoy intelligent conversations and tinkering with gadgets, and they love nothing more than friendly debates over the relative strengths of various starships or speeders. They also delight in jokes and wordplay, considering themselves among the galaxy's foremost humorists. However, Mrlssi humor is often so dry or based on convoluted premises that members of other species can have a difficult time knowing when a Mrlssi is joking.

Physical Description: Mrlssi are a blue-skinned, diminutive species. The average adult stands between 0.7 and 1.3 meters tall. Their bodies are covered in feathers, but their arms, legs, and faces are scaly. Young Mrlssi have brown or gray feathers, but as they age, they develop brightly colored plumage. Mrlssi have three clawed digits on each of their hands and feet.

Mrlssi speak in high, piping voices. When they communicate in their native language, the sound of their vocalizations is generally considered to be beautiful, but when they speak Basic, their voices are grating to some species.

Homeworld: The Mrlssi originate on Mrlsst, a Colonies Region world noted for its lush jungles and institutions of higher learning.

Languages: Mrlssi know their native language (Mrlsstese) and Basic. Many also master the Durese and Arkanian languages so they can study classic scientific texts in their original forms.

Example Names: Kepor Dagwa, Virssl Jasst, Crlisst Herssek, Krssibel Waray.

Adventurers: Adventuring Mrlssi are extremely rare, but the few that exist tend to be explorers or spies. The former are usually scholars with an interest in lost civilizations, and they can be found just about anywhere in the galaxy, leading archeological expeditions chartered by top universities and wealthy patrons. The latter might not be scholars, but they take advantage of their species' bookish, harmless reputation to engage in industrial espionage (or worse). Mrlssi agents are among some of the favorite outside operatives employed by Bothan agencies, and they are key to a number of successful Alliance operations during the Galactic Civil War.

Species Traits

Mrlssi share the following species traits:

Ability Modifiers: –2 Strength, +2 Intelligence, +2 Charisma. Mrlssi are small creatures, but they are quick-witted and very charismatic.

Size: As creatures of Small size, Mrlssi gain a +1 size bonus to Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of characters of Medium size.

Speed: Mrlssi base speed is 4 squares.

Skills: Mrlssi have a natural inclination for working with mechanical devices. Mechanics is always a class skill for Mrlssi.

Scholarly Inclination: At 1st level, a Mrlssi gains any one trained Knowledge skill as a bonus skill.

Conditional Bonus Feat: Mrlssi love intellectual discussions. A Mrlssi with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

Automatic Languages: Basic and Mrlsstese.

NEIMOIDIAN

Neimoidians descend from a group of Duros colonists that, during the earliest period of their species' exploration of space, venture far beyond the edge of regions considered possible to settle. These colonists exist in isolation for thousands of years, in the small cluster of stars from which they draw their name. When contact is reestablished by the Twelfth Alderaanian Expedition, the expedition discovers a unique civilization that has spread to a dozen planets and is based around trade and conspicuous consumption.

The Neimoidians quickly find a place in galactic civilization, excited by the prospect of markets beyond their own worlds. For several centuries, they are among the leading forces behind the construction of new starports and the upgrade of existing ones. They trade with everyone—Republic or Sith, Hutt or Herglic—because to the Neimoidians, all that matters is a market for their goods. They help found the Trade Federation, a cartel of mercantile interests that, driven by Neimoidian greed, becomes so powerful that it threatens the very interstellar commerce it exists to protect. When the organization attempts to become the sole conduit for trade in certain parts of space, the Senate and the Jedi intervene. The Trade Federation is shattered, and Neimoidians see the wealth and galactic authority they accumulated over centuries evaporate within a few short years.

Neimoidian leaders then make the decision to ally with the Separatist movement led by renegade Jedi Count Dooku, which results in the complete dismantling of everything they had built beyond their home systems. For the entire period of the Galactic Empire, Neimoidian starports are under heavy Imperial control, and any efforts they make to reestablish their once-mighty trade networks are undermined at every turn.

As a result, Neimoidian society turns inward in a self-imposed isolation that is as total as any they experienced during the millennia they spent as a "lost Duros colony." The Neimoidians remain isolationists through the Legacy era, and the few Neimoidians that wander beyond their home space are usually on the run from enemies at home and passing themselves off as Duros.

Personality: Neimoidians are greedy and cowardly, always striving to acquire just one more credit but trying to make sure that someone else takes whatever risks are associated with getting it. Any agreements or promises they make are always full of loopholes and caveats, since Neimoidians never want to suffer the embarrassment of a bad deal or risk being unable to predict every eventuality. Neimoidians want to appear cunning and as if they are the intellectual masters of every situation they encounter, but they typically are just conniving and devious.

Neimoidians hate manual labor and physical activity, viewing such actions as tasks for underlings. They are very fond of mechanical equipment that does work for them and they are enthralled by labor-saving devices of all kinds. Droids are especially popular among Neimoidians.

Physical Description: Neimoidians are slight of build and stand between 1.6 and 2 meters in height. They are hairless, with large red eyes and wide, lipless mouths. Their skin is usually bluish gray, but it can range in tone from very pale to almost black. Neimoidians favor expensive clothing



NEIMOIDIAN

and are always seen in public wearing whatever symbols of office or rank they possess.

Homeworld: Neimoidians hail from a cluster of planets in the far reaches of the Colonies Region; the humid world of Neimoidia is their main home.

Languages: Basic, Durese, and Neimoidian.

Example Names: Rune Haako, Hath Monchar, Daultay Dofine, Tey How.

Adventurers: Prior to the rise of the Empire, Neimoidian adventurers tend to be political leaders or merchants who have fallen on hard times and struggle to regain their former status by working as blackmailers or informants. In later eras, Neimoidian adventurers are dedicated professionals who work in a range of occupations requiring the underhanded double-dealings at which they excel, such as trade negotiator, diplomat, debt collector, private investigator, and corporate spy. Regardless of occupation, Neimoidian adventurers are usually nobles or scoundrels.

Species Traits

Neimoidians share the following species traits:

Ability Modifiers: –2 Strength, +2 Charisma. Neimoidians avoid physical activity and confrontation, preferring instead to rely on the power of their personalities to achieve success.

Size: Neimoidians are of Medium size, gaining no bonuses or penalties for their size.

Speed: Neimoidian base movement is 6 squares.

Conditional Bonus Feats: Neimoidians strive to slant deals in their favor, and they make agreements that they can break easily if they feel so inclined. A Neimoidian with Deception as a trained feat gains Skill Focus (Deception) as a bonus feat. A Neimoidian trained in Persuasion gains Skill Focus (Persuasion) as a bonus feat.

Automatic Languages: Basic and Neimoidian.

UMBARAN

The Umbarans hail from a hard-to-reach world deep within the Outer Rim's Ghost Nebula. Although they have been part of galactic civilization for millennia, very few Umbarans have left their home system, and even fewer have risen to positions of power and fame in the galaxy. Umbarans are interested in alien cultures and civilizations, but they prefer to observe from a distance rather than take an active role in events.

During the rise of the Empire, the Umbarans spend a few decades moving through the halls of supreme political power. An Umbaran named Sly Moore serves as Palpatine's chief aide during his later years as Chancellor of the Republic and the earliest period of his reign as Emperor. Moore's prominence in galactic politics causes her to be so admired on her homeworld that she inspires other Umbarans to venture out into the rest of the galaxy. Many of them join Moore on Coruscant, and soon Umbarans are a common sight on that world.



As Palpatine's New Order becomes increasingly biased toward Humans, Moore vanishes from the Emperor's side and moves into more shadowy roles within his government. From deep within the intelligence apparatus, she and other Umbarans lead efforts to root out anyone who is not unquestionably loyal to Emperor Palpatine, and they answer only to the Emperor. They are so effective that even Emperor Palpatine's most dedicated followers grow to fear them, something that strengthens the antialien sentiment among many of the Emperor's closest advisors. The Umbarans are particularly disliked by officers of Imperial Intelligence, who resent the fact that they are subject to Umbaran scrutiny—a resentment that grows every time the Umbarans unmask a Rebel double agent in their ranks.

After the death of Emperor Palpatine and the collapse of his government, the Umbarans find themselves under threat from the Rebels they had hunted and the New Order supporters they had intimidated. When former head of Imperial Intelligence Ysanne Isard forges a powerful coalition on Coruscant dedicated to reestablishing a strong Galactic Empire, the remaining Umbarans flee the planet, knowing that Isard will seek brutal revenge for the embarrassments they caused her organization when she was rising through the ranks of Imperial Intelligence.

Even before the fall of the Empire, however, Umbarans already begin to retreat from the galaxy. As the full scope of Emperor Palpatine's evil becomes more evident and knowledge of the atrocities committed in his name more widespread, the Umbarans grow embarrassed over Moore's association with the Emperor, and they resume their reclusive ways. In fact, they withdraw even more fully than before, fearing retribution from the many species surrounding them.

As memories of the Empire start to fade in the minds of the galaxy's beings, Umbarans begin to filter back out into the galaxy in the low numbers typical of their off-world presence during the Old Republic.

Personality: Umbarans seem aloof, distant, and cold to all but their closest friends and family members, and it is a rare observer who has the patience to wait for an Umbaran to let his or her guard down. As such, the few Umbarans active beyond their homeworld tend to be regarded by other beings as ciphers.

Because of this emotional distance, many non-Umbarans mistakenly assume that Umbarans are indifferent to those around them. Nothing could be further from the truth. Although Umbarans keep their own affairs private, they constantly and quietly try to learn as much as they can about the affairs of others. The Umbaran knack for uncovering secrets has led to rumors that all members of the species are telepaths, but the truth is that they move about unnoticed simply because of their outsider status, listening and observing all the while.

Physical Description: Umbarans are thinly built humanoids with sunken eyes and pallid skin tones that range from snowy white to pale blue. Male Umbarans stand between 1.7 and 2 meters tall; females tend to be shorter and slighter of build.

Homeworld: Umbarans originate from the isolated, dark world of Umbara on the Outer Rim.

Languages: Basic and Umbarese.

Example Names: Sly Moore, Hant Tuff, Zan Palton.

Adventurers: Most Umbaran adventurers are hard-bitten loners who come off as antisocial in their interactions with others. They often work as bounty hunters, explorers, or administrators of remote facilities that are mostly automated. A few Umbarans have been known to work for intelligence organizations and corporations as spies, usually as "deniable assets." Umbaran adventurers can be of any class, although scoundrels and scouts dominate. Nobles tend to be the coldest and most unfriendly of Umbaran adventurers, since they typically harbor dark secrets that caused them to leave their homeworld under less-than-reputable circumstances.

Species Traits

Umbarans share the following traits:

Ability Modifiers: –2 Constitution, +2 Dexterity, +2 Wisdom. Umbarans are not as sturdy as many species, but they are naturally stealthy and observant.

Size: Umbarans are of Medium size, gaining no bonuses or penalties for their size.

Speed: Umbaran base movement is 6 squares.

Darkvision: Umbarans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Stealthy: An Umbaran can reroll any Stealth check but must keep the second result, even if it is worse.

Conditional Bonus Feat: Umbarans are born observers, and they enjoy watching events from hidden vantage points. An Umbaran with Gather Information as a trained skill gains Skill Focus (Gather Information) as a bonus feat.

Automatic Languages: Basic and Umbarese.

New Talents for Heroic Classes

The galaxy is rife with intrigue. Every species, corporation, planet, fiefdom, and other group has its own agendas and methods for getting its way. With so many interests jockeying for power, for good or for ill, nearly every individual can be considered to be involved in some form of conspiracy, if only as part of a demographic to be catered to or exploited. Even the hinterlands of the Outer Rim are home to plots for riches or power, meaning that only the most isolated creatures can truly pursue their destinies without influence. Heroes, however, are not such beings. They find themselves more enmeshed in the games of intrigue with every passing moment. This section explores how heroes who embrace those schemes and maneuvers can rise to become more than mere pawns—they can be vital parts of the board and, in some cases, the players who move the pieces in the first place.

Noble

Nobles are the movers and shakers of the galaxy, shaping policy, setting examples, and dictating the courses of countless lives. Nobles live and breathe intrigue, from the local level all the way up to the Republic Senate and everything in between. They are masters of brokering deals, shifting attitudes, and shaping mobs to suit a political purpose.

Outside the safety of the palace, corporate boardroom, or Senate, nobles use their presence and oratorical skills to motivate and their actions to inspire. Most nobles find violence distasteful, but when a situation turns sour, they are often the first to pick up a blaster to engage in "extreme negotiations," using power to turn the tables. They also know that utter eradication of the enemy is rarely the best solution to a problem. The wisest nobles use their abilities to persuade their allies as often as they try to win over their opponents.

Nobles realize that the fates of many beings, whether members of their immediate clans or the population of an entire sector, rest on their shoulders. Some nobles carry this weight with confidence, sacrificing their own best interests for the sake of the people they support. Others see their status and clout as a way to improve their station through graft, corruption, and the general abuse of power. Truly adroit nobles blur the line between their outward actions and their actual motives. Some act as rakes while attempting to use covert methods to push through important legislation. Others (such as Senator Palpatine) pose as apparently selfless public servants who quietly use their positions to further sinister plots.

In a campaign of intrigue, nobles are an obvious choice for a heroic class. They help soothe frayed feelings and negotiate to gain benefits for their group. They broker deals and diffuse tense situations before blasters are drawn. And nobles are frequently travelers, using their wealth and influence to dabble in all the limitless experiences of the galaxy, trying new things until they become bored or find something else to draw their attention.

MASTER OF INTRIGUE TALENT TREE

You are a skilled manipulator and have mastered the art of working behind the scenes to accomplish your goals. Flash and spectacle are inferior tools, only suitable for those without your unique talents.

Advanced Planning: When you roll Initiative for combat, choose one willing ally within your line of sight. You and that ally swap Initiative results.

Blend In: You know how to blend into a variety of cultures and groups with ease. As a swift action, you gain total concealment when adjacent to at least two other creatures. This benefit does not apply to attacks from adjacent creatures.

Done It All: When you select this talent, choose two talents (from any nonprestige class) that you do not possess but for which you meet the prerequisites. Once per turn on your turn, you can spend a Force Point as a free action to gain the benefits of one of those talents until the end of your next turn.

Get into Position: Once per encounter, at the start of your first turn, choose two allies within 12 squares and in your line of sight. Each ally can immediately move up to his or her speed as a reaction.

Master Manipulator: You are a master of making things happen the way you want them to. You can use each of the following actions once per encounter as a swift action on your turn:

Demand Recovery: Select one ally within 5 squares and in your line of sight. That ally moves +5 steps on the condition track and gains a +2 morale bonus to attack rolls and skill checks until the end of your next turn.

Exceptional Control: Roll a d20 and note the result. Once before the end of the encounter, as a reaction you can replace the result of any enemy's or ally's d20 roll with the result you rolled for this ability. The enemy or ally must be within your line of sight.

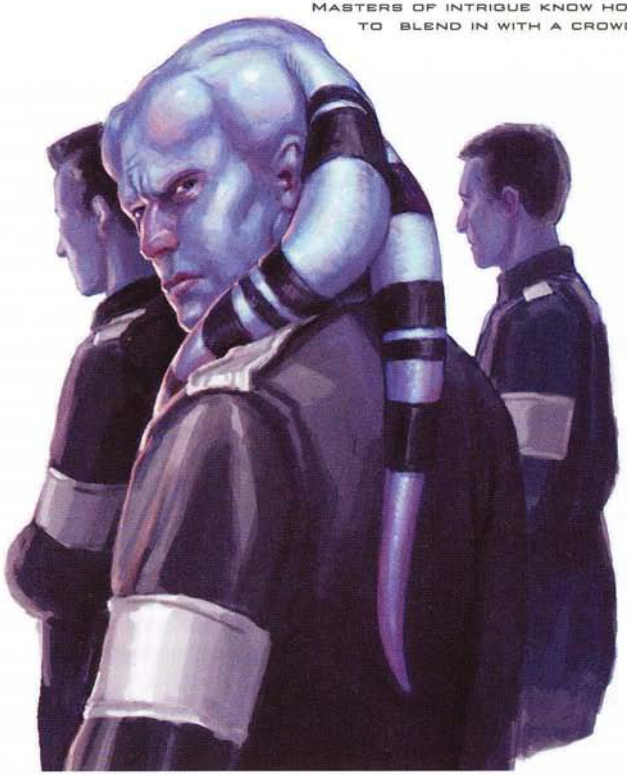
Word of Warning: Select one ally within 5 squares and in your line of sight. Once before the end of the encounter, as a reaction to that ally having any defense score targeted by a skill check or an attack, you can replace that ally's defense score with your same defense score until the attack or skill check is resolved.

Prerequisite: Advanced Planning, Get into Position.

Retaliation: Whenever you move down the condition track as a result of taking damage that equals or exceeds your damage threshold, the next time you hit and damage a creature or a droid with a melee or a ranged attack before the end of your next turn, you automatically move the target –1 step on the condition track.

Prerequisite: Advanced Planning.

MASTERS OF INTRIGUE KNOW HOW TO BLEND IN WITH A CROWD.



SKILL CHALLENGE TALENT TREE

You excel at complex tasks and are always called upon when your allies need something done quickly and done right.

Guaranteed Boon: Whenever you spend a Force Point to add to a skill roll in a skill challenge and accrue a failure for that skill check, you regain that Force Point.

Leading Skill: Whenever you earn a success in a skill challenge, you gain a +2 insight bonus to your next skill check made with a different skill in the same skill challenge.

Learn from Mistakes: Whenever you accrue a failure in a skill challenge, you grant the next ally to take an action in the skill challenge a +2 insight bonus to a skill check, provided that ally takes a different action (and uses a different skill) than you did.

Try Your Luck: Whenever you accrue a failure in a skill challenge, choose one ally. The next time that ally uses the same skill that you used to accrue a failure before the end of the skill challenge, that ally rolls two dice on the skill check and keeps the better result.

SUPERIOR SKILLS TALENT TREE

You're not just good at what you do, you're the best. Failure is but a stumbling block, and great success always follows.

Assured Skill: When you select this talent, choose one skill. Whenever you roll a skill check with that skill, you can choose to lose any competence bonuses to that skill check and instead roll 2 dice, keeping either result.

You can select this talent multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Critical Skill Success: Whenever you roll a natural 20 on a skill check, choose one other skill. Once before the end of your next turn, you can choose to gain a +5 competence bonus to a check with that skill as a free action.

Exceptional Skill: When you select this talent, choose one skill. Whenever you roll a skill check with that skill, a result of 2–7 on the die is always treated as though you had rolled an 8.

You can select this talent multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Prerequisite: Trained in the chosen skill.

Reliable Boon: Whenever you spend a Force Point to add to a skill check, you always reroll a result of 1 on any of your Force Point dice, and continue to reroll until you get a result of 2 or higher.

Skill Boon: When you select this talent, choose one skill. Whenever you spend a Force Point to add to that skill, increase the die type of your Force Point by one step (i.e. from d6 to d8, d8 to d10, or d10 to d12), to a maximum of d12.

You can select this talent multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Prerequisite: Trained in the chosen skill.

Skill Confidence: When you select this talent, choose one skill. Whenever you roll a natural 19 or a natural 20 on a skill check with that skill, you gain the benefits of the Critical Skill Success talent and also gain bonus hit points equal to your Charisma modifier.

You can select this talent multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Prerequisite: Critical Skill Success, trained in the chosen skill.

Skillful Recovery: When you select this talent, choose one skill. Whenever you fail a skill check with that skill, you gain one temporary Force Point. That Force Point can only be spent to add to a skill check with the skill you chose for this talent. If the Force Point is not spent by the end of the encounter, it is lost. For the purposes of this talent, failing a skill check means failing to get the minimum possible result from the skill check.

You can select this talent multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Prerequisite: Trained in the chosen skill.

SCOUNDREL

Like nobles, scoundrels thrive in the maze of obligations, corruption, and deals that runs throughout so much of the galaxy. Perhaps better than most, they understand how intrigue is part of the fabric of society and view it as a resource to be exploited rather than reviled. Successful scoundrels can use the web of pacts, lies, and compromises to their advantage, pitting opposing groups against each other or finding holes in the system that they can exploit for political, personal, or financial gain.

Although the general impression of scoundrels is that they live and work in the margins of society, just as many cruise the upper echelons of the galaxy, wheeling and dealing with Senators, HoloNet stars, prominent business people, and other elite individuals. This arena of intrigue is ripe with opportunity for scoundrels to run con jobs and commit outright theft. However, those who dare to rise to this level of society are playing a dangerous game—beings of privilege and influence usually play for keeps, and it takes just one wrong word or deal gone bad for them to crush the offender. Sometimes this retribution comes through legal channels, but more often than not, the elite dispatch private bodyguards or bounty hunters to exact revenge for lost revenue, fouled business agreements, or failed political ventures.

Of course, just as some nobles fail to live up to their name, some scoundrels fail to live down to theirs. More than a few revolutions are led by charismatic, talented scoundrels who use clandestine activities or guerilla tactics to win freedom from oppression. For these scoundrels, the system is broken, and they consider it futile to attempt routine diplomacy or work through the courts. They know that only grand gestures—in the form of bombs, hacked HoloNet feeds, or kidnappings of prominent individuals—will grab the attention of uncaring leaders and the docile masses.

REVOLUTIONARY TALENT TREE

You seek to overthrow the system and are adept at being a monkey wrench in the cogs of society, but often at the cost of others' rights, freedoms, and lives.

Bomb Thrower: You are skilled in making and handling impromptu explosives. You gain a +5 bonus to Mechanics checks for the purposes of handling explosives. In addition, you can spend a full-round action to craft the equivalent of a frag grenade from spare parts you have on hand. You must have access to the appropriate supplies, such as an old blaster, a toolkit, or materials found inside a hangar bay.

Prerequisite: Trained in the Mechanics skill.

For the Cause: Whenever you or an ally within 6 squares of you takes damage that exceeds that character's damage threshold, you and all allies within 6 squares of you gain a +2 bonus to attack rolls and damage rolls until the end of your next turn.

Prerequisite: Make an Example.



A Kel Dor revolutionary leading troops

Make an Example: Whenever you hit with an attack and deal enough damage to exceed a target's damage threshold, that target takes a –5 penalty to attack rolls against you until the end of your next turn. This is a mind-affecting effect.

Revolutionary Rhetoric: As a standard action, you can do or say something that causes an enemy to doubt its motives. Choose one enemy within 12 squares and in your line of sight, and make a Persuasion check against the target's Will Defense. If you succeed, the target can take only move actions and swift actions until the end of your next turn. This effect ends if you attack the target. This is a mind-affecting effect.

Scout

Intelligence gathering is vital for any sort of clandestine activity, legal or otherwise. Scouts serve as forward observers, reconnaissance experts, advanced deployment personnel, and explorers for all manner of organizations. Although scouts might believe that their travels to the far-flung regions of the galaxy keep them free from the entanglements of intrigue, most would be alarmed to find that they still are used as cogs in the machine of conspiracy.

Not all scouts are silent stalkers; some are scientists and researchers who prefer doing their experiments in the field for immediate results. In this pursuit, they might become embroiled in the politics of their university, corporation, or patron. New discoveries might be fast-tracked before they are ready to be revealed or quietly hushed up to avoid disrupting markets or upsetting the status quo. The discovery of an ancient Sith ruin or an unknown cache of prized ore is precious knowledge—knowledge that can be exploited by the right group. Scouts who reveal this information to the public for the good of all might find themselves the targets of greedy or angry forces that want such secrets for their own reasons.

Scouts also serve the vital role of exploring unknown regions, mapping new areas of space and being the first to encounter unfamiliar species and civilizations. In any first-contact scenario, scouts serve as impromptu ambassadors, deciding what information to share with (and conceal from) new acquaintances. Although most of these scouts are not as skilled at diplomacy as are nobles, they must try to reach friendly accords with the newly discovered people—if only to escape with their skins intact. On occasion, primitive species might mistake scouts for gods or demons and petition them to answer questions or resolve disputes. Unscrupulous scouts take advantage of this confusion to enrich themselves or carve out their own small fiefdoms to exploit.

Espionage Talent Tree

You use your knowledge of stealth and survival to make yourself a master of espionage and a valuable resource for those who wish to keep their hands clean in dirty situations.

Fade Out: You know how to make yourself scarce when dealing with suspicious or hostile beings. You can use your Stealth skill, not Deception, to create a diversion to hide (see page 73 of the Saga Edition core rulebook). If you are trained in the Deception skill, you gain a +5 bonus to your skill check for the purposes of creating a diversion.

Prerequisite: Trained in Stealth.

Keep Together: Whenever you are hit or missed by a melee or a ranged attack, you can move up to your speed as a reaction, provided that you end your movement adjacent to an ally. This movement does not provoke attacks of opportunity.

Prudent Escape: Whenever you reduce a target to 0 hit points or otherwise render a creature unconscious, you can choose two allies within 6 squares of you and within your line of sight. You and the allies you chose can immediately move up to your speeds as a reaction. This movement does not provoke opportunity attacks.

Reactive Stealth: When you are missed by a ranged attack and have concealment or cover from the attacker, you can move up to half your speed as a reaction and make a Stealth check to become hidden from your attacker, provided you still have concealment or cover at the end of your movement.

Prerequisite: Trained in Stealth.

A SCOUT AND HIS NELVAANIAN ALLY PREPARE FOR A FIRST ENCOUNTER.



Sizing Up: Once per encounter, you can make a Perception check against the Will Defense of a single target that is within 6 squares of you and within your line of sight. If you succeed, you gain a +2 insight bonus to all skill checks and attack rolls against the target until the end of the encounter.

SOLDIER

Soldiers serve as pawns in the intricate plots of various organizations in the galaxy. When negotiations break down or when force seems to be the most logical way to further an agenda, soldiers serve on the front lines, using their might to advance the edicts of a distant individual or group that sits safely behind durasteel walls and powerful shields. For soldiers, the circumstances do not matter—they receive their orders (or promises of pay) and do their duty to the best of their ability.

Although many soldiers relish the relatively simple life of combat, their job is to serve the interests of others. Thus, even the most combat-oriented soldiers can find themselves part of elaborate plans, bureaucratic entanglements, or the like. Some soldiers begin to question the motives or rationale behind a particular engagement or the faction they serve. A few turn traitor or reinterpret their orders to their own liking, often at the risk of reprisal. Soldiers with an entrepreneurial spirit might follow their orders to the letter but dabble in their own projects on the side, using the chaos of war to benefit themselves in some way. Although no professional army admits it, graft and corruption are always present, and war profiteering lines the pockets of those willing to seize the initiative. Company quartermasters sell "lost or destroyed" equipment, intelligence officers purchase bonds or strike deals based on their secret findings, and so on.

In times of conflict, soldiers might be the only ones willing and able to deal with the locals and, as a result, could be dragged into all manner of schemes and obligations, some of which might seem beyond their capabilities. For example, soldiers might be asked to help rebuild villages or negotiate peace between opposing groups; while doing so brings the soldiers short-term benefits, the long-term consequences could embroil them in intrigue and politics outside the scope of their field manual's guidelines.

The following new talents are intended for use with the soldier class.

NEW BRAWLER TALENTS

The following new talents belong to the Brawler talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can choose talents from the Brawler talent tree can choose these talents as well.

Crowd Control: You can grab two adjacent creatures at a time.

Prerequisite: Entangler.

Disarm and Engage: When you successfully disarm an opponent, you can make an immediate free attack with the disarmed weapon at a –5 penalty. If you are not proficient with the weapon, you take the penalty for nonproficiency as well.

Entangler: When grabbing a target, you take a –2 penalty to your attack roll (instead of the normal –5 penalty). Until the target breaks the grab, it takes a –5 penalty to attack rolls, including those made with natural and light weapons (instead of the normal –2 penalty).

Reverse Strength: You know how to use an opponent's strength against it. Whenever you successfully grapple an opponent, you deal damage equal to the opponent's Strength modifier (minimum 1 point).

NEW COMMANDO TALENTS

The following new talents belong to the Commando talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can choose talents from the Commando talent tree can choose these talents as well.

Coordinated Effort: When you use the aid another action to grant a bonus on attack rolls, if you are aiding the target of your Dedicated Protector talent that ally also gains a +2 bonus to damage rolls on the attack you aided.

Prerequisite: Dedicated Protector.

Dedicated Guardian: You can use each of the following actions once per encounter:

Blast Shield: Spend a swift action. Until the end of your next turn, the ally who is under the effects of your Dedicated Protector talent is treated as having the Evasion talent for the purposes of determining damage from an area attack. If the ally already has Evasion, the damage from a successful area attack is reduced by 1 die.

Take the Pain: Whenever your Dedicated Protector target would move down the condition track, you can, as a reaction, choose to move the same number of steps down the condition track instead (preventing the ally from moving down the track).

Team Effort: Spend a swift action. Until the end of your next turn, while you are adjacent to your Dedicated Protector target, any enemy that is adjacent to you and to that ally is considered flanked.

Prerequisites: Dedicated Protector, Harm's Way.

Dedicated Protector: Once per encounter, you can designate one ally within 6 squares of you. Until the end of the encounter, that ally gains a +1 morale bonus to Reflex Defense as long as it remains adjacent to you. Any individual can only be the target of this talent once per encounter.

Prerequisite: Harm's Way.



A Heroic bodyguard

New Talents for Prestige Classes

The following talents expand the talent trees available to the prestige classes in the Saga Edition core rulebook.

Ace Pilot Talents

Nobles, Senators, captains of industry, and other VIPs rely on ace pilots to operate their luxurious starships and vehicles and to deliver them to their destinations in one piece. These talented pilots are experts at using defensive flying maneuvers to keep their ships, and the riders within, safe from harm.

NEW EXPERT PILOT TALENTS

The following new talents belong to the Expert Pilot talent tree (see page 207 of the Saga Edition core rulebook), which is available to members of the ace pilot prestige class. Any character who can choose talents from the Expert Pilot talent tree can choose these talents as well.

Clip: When you use the ram action, you reduce the size of your ship by two categories for the purposes of taking collision damage. The rammed ship takes damage appropriate to the actual size of your ship.

Master Defender: When you fight defensively, either your vehicle gains a +5 dodge bonus to Reflex Defense if you and your gunners take a –2 penalty to attack rolls, or it gains a +10 dodge bonus if you and your gunners take a –5 penalty to attack rolls.

Shunt Damage: Once per encounter, if your ship takes damage, make a Pilot check and compare the result to the Reflex Defense of one adjacent allied ship. If your check result is higher, the allied ship takes the damage instead.

Bounty Hunter Talents

Bounty hunters are an integral part of any intrigue campaign, sent by the elite to track down dangerous individuals or missing persons or to spy on a target and report his or her activities back to the client. Bounty hunters are adept at locating beings that do not want to be found.

NEW BOUNTY HUNTER TALENTS

The following new talents belong to the Bounty Hunter talent tree (see page 208 of the Saga Edition core rulebook), which is available to members of the bounty hunter prestige class. Any character who can choose talents from the Bounty Hunter talent tree can choose these talents as well.

Detective: You are skilled in locating individuals and using research and surveillance to learn some of their most intimate secrets. When you make a Gather Information check to locate an individual, the DC is reduced by 10, and the time and bribery cost are reduced by half.

Electronic Trail: Once you have located a target using Gather Information, you can track its electronic presence. Once per day, you receive a catalog of the target's electronic trail, which includes the amount and location of credits spent, the routes of any public transportation taken, and the sites

viewed on the HoloNet while the target was logged in using its primary identity. To receive this information, you must have access to a computer or datapad plus access to a network or the HoloNet. The electronic trail does not reveal bank balances or other secret information, which requires a separate Gather Information check.

Prerequisites: Nowhere to Hide, trained in the Use Computer skill.

Revealing Secrets: Your investigations reveal information that your target thought was secret. When you make a Gather Information check to learn secret information, the DC is reduced by 10 and the bribery cost is reduced to one-fifth the original cost.

Prerequisite: Detective.

Crime Lord Talents

By definition, crime lords are masters of intrigue. They have their fingers in untold pies, skimming profits off the top and constantly searching for new ventures to bring in capital, favors, and bargaining chips for later use. Crime lords are notorious for employing minions and thugs to do their bidding.

NEW MASTERMIND TALENTS

The following new talents belong to the Mastermind talent tree (see page 210 of the Saga Edition core rulebook), which is available to members of the crime lord prestige class. Any character who can choose talents from the Mastermind talent tree can choose these talents as well.

Attract Superior Minion: You attract a particularly skilled and powerful minion. The minion is a nonheroic character with a class level equal to your character level. This talent otherwise functions as the Attract Minion talent.

Prerequisites: Attract Minion, Impel Ally I, Impel Ally II.

Contingency Plan: Once per encounter, if you fail an attack roll, a skill check, or the use of a talent that requires an opposed check, you can move your speed as a reaction.

Gunslinger

Masters of the pistol, gunslingers are surprisingly common among the higher echelons of society, where they are experts in the ancient art of pistol dueling. Some gunslingers who follow this custom do so to repair their damaged honor or resolve disputes that are so grievous that death is the only solution. Other gunslingers simply enjoy pistol dueling and use it to prove their skill and for fun.

NEW GUNSLINGER TALENTS

The following new talents belong to the Gunslinger talent tree (see page 216 of the Saga Edition core rulebook), which is available to members of the gunslinger prestige class. Any character who can choose talents from the Gunslinger talent tree can choose these talents as well.

Damaging Disarm: If you successfully disarm an opponent using a ranged attack, the target also takes half damage from the attack.

Prerequisite: Ranged Disarm.

Pistol Duelist: You are a master of the elegant, if archaic, custom of dueling with pistols. You can use each of the following actions once per encounter as a standard action:

End Game: You make a single ranged attack with a pistol against an opponent within range. The opponent's damage threshold is halved (round down) for the purposes of this attack.

Snap Aiming: You make a single ranged attack with the benefits of aiming.

Stand Steady: You gain a +4 bonus to your Reflex Defense until the end of your next turn and make a single ranged attack.

Feats

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. These feats are designed with intrigue-oriented characters in mind, although any character who qualifies can select these feats.

Adaptable Talent

You're a multitalented being, capable of pulling all kinds of tricks out of your sleeve.

Benefit: Choose one talent that you meet the prerequisites for, from a class you possess. Once per day, after at least 6 hours of rest, you can choose to swap out one of your current talents for the talent you chose for this feat. The talent you swap out cannot be the prerequisite for any other talent you have. You can swap back to your original talent after at least 6 hours of rest.

Bone Crusher

You are skilled at dealing lasting damage to grappled opponents.

Prerequisites: Crush, Pin.

Benefit: When you deal damage to a grappled opponent, the opponent also moves –1 step on the condition track.

Brilliant Defense

You think quickly enough on your feet to stay alive in dangerous situations.

Prerequisite: Intelligence 13.

Benefit: Once per encounter, you can add your Intelligence bonus to your Reflex Defense as a reaction; this benefit lasts until the start of your next turn.

Channel Rage

You have learned to turn your rage into pure will and determination.

Prerequisite: Rage species trait.

Benefit: Once per day, instead of entering into a rage, you gain a +5 bonus to Will Defense until the end of the encounter. This bonus counts as using your rage ability for that day.

Table 1-4: Feats

Feat Name	Prerequisites	Benefits
Adaptable Talent	–	Gain access to an additional talent.
Bone Crusher	Crush, Pin	Move damaged grappled opponent –1 step on the condition track.
Brilliant Defense	Int 13	Add your Intelligence bonus to your Reflex Defense as a reaction.
Channel Rage	Rage species trait	Instead of raging, gain +5 to Will Defense.
Cut the Red Tape	Trained in Knowledge (bureaucracy)	Use Knowledge (bureaucracy) in place of Gather Information.
Demoralizing Strike	Cha 13	Make an intimidation check when you deal damage with an attack of opportunity.
Disturbing Presence	Trained in Deception	Make a Deception check to move through threatened area without provoking attack of opportunity.
Expert Briber	Cha 13	Reduce the time and cost of bribery attempts.
Flèche	Base attack bonus +1	When charging, turn any natural attack roll of 17+ into a critical hit.
Forceful Recovery	Force Sensitivity, Force Training	Regain one Force power when you catch a second wind.
Grazing Shot	Point Blank Shot	Strike two targets in direct line of sight, dealing half damage to each.
Hobbling Strike	Sneak Attack, Rapid Shot, or Rapid Strike	Reduce the target's speed instead of dealing extra damage.
Improved Opportunistic Trickery	Combat Reflexes, Opportunistic Trickery	Sacrifice attack of opportunity to reduce target's Reflex Defense by 5.
Indomitable Personality	Cha 13	Add your Charisma bonus to your Will Defense as a reaction.
Master of Disguise	Trained in Deception, Cha 13	Gain +5 to creating a deceptive appearance or a forged document and reduce the penalty for rushing.
Meat Shield	Point Blank Shot, Precise Shot, base attack bonus +4	Gain cover bonus equal to opponent's cover bonus.
Opportunistic Trickery	Combat Reflexes, Sneak Attack	Sacrifice attack of opportunity to reduce target's Reflex Defense by 2.
Recurring Success	–	Gain extra use of a 1/encounter talent or feat.
Resolute Stance	Base attack bonus +1	Gain +2 or +5 to Will Defense when you fight defensively.
Sadistic Strike	–	Move opponents –1 step on the condition track when you deliver a coup de grace.
Silver Tongue	Trained in Persuasion	Intimidate a creature or change its attitude as a standard action.
Skill Challenge: Catastrophic Avoidance*	–	Catastrophic failures in a skill challenge occur less frequently and with milder results.
Skill Challenge: Last Resort*	–	Reroll a third failed skill check during a skill challenge and take the better result.
Skill Challenge: Recovery*	–	Treat a skill challenge as if it had the recovery effect.
Stand Tall	–	When you take damage, nearby allies attack your attacker.
Wookiee Grip	Str 13	Wield two-handed weapons in a single hand.

* *This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 2.*

Cut the Red Tape

You know how to work the bureaucratic system to get information you need.

Prerequisite: Trained in the Knowledge (bureaucracy) skill.

Benefit: You can use your Knowledge (bureaucracy) modifier instead of your Gather Information modifier when making Gather Information checks. If you are entitled to a Gather Information check reroll, you can reroll your Knowledge (bureaucracy) check instead (subject to the same circumstances and limitations). You are considered trained in the Gather Information skill for the purposes of this check.

Demoralizing Strike

You know how to dishearten your opponents when they least expect it.

Prerequisite: Charisma 13.

Benefit: When you successfully deal damage to an opponent with an attack of opportunity, you can immediately make a Persuasion check to intimidate the opponent as a free action.

Disturbing Presence

Your presence is such that enemies let you move past them freely.

Prerequisite: Trained in the Deception skill.

Benefit: If you succeed on a DC 15 Deception check, you can move through the threatened area or fighting space of an enemy as part of your move action without provoking an attack of opportunity. Each threatened square or occupied square that you move through in this manner counts as 2 squares of movement.

Normal: You can tumble through an occupied enemy square only by using the Acrobatics skill.

Expert Briber

You are adept at greasing the palms of contacts to minimize the amount of the bribe normally required.

Prerequisite: Charisma 13.

Benefit: When using the Haggle application of the Persuasion skill (see page 71 of the Saga Edition core rulebook), you reduce the DC reduce the price of the item haggled over by 10.

Flèche

You throw yourself at your opponent to make a single precise strike.

Prerequisite: Base attack bonus +1.

Benefit: Once per encounter, when you charge, you can turn any natural attack roll of 17+ into a critical hit.

Forceful Recovery

The Force is strong with you, and it gives you focus and vitality.

Prerequisite: Force Sensitivity, Force Training.

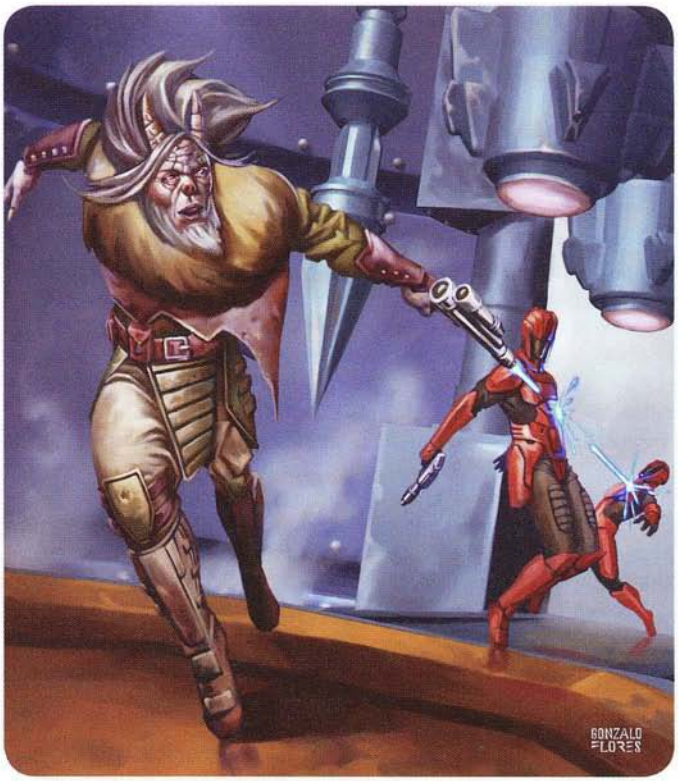
Benefit: Whenever you catch a second wind, choose one expended Force power and return that power to your Force suite.

Grazing Shot

Using precise aim, you can hit two targets with a single shot.

Prerequisite: Point Blank Shot.

Benefit: When you successfully make a ranged attack against a single target, you can make a second attack roll against an additional target that is in direct line of sight and no farther than 6 squares from the original target. If the second attack roll succeeds, make a single damage roll, and divide the damage equally between the two targets. If the second attack roll fails, you deal no damage to either target.



Sometimes, a grazing shot is exactly what you need.

Skill Challenge Feats

Some of the feats in this chapter interact with the mechanics used for skill challenges that are described in Chapter 2. If the Gamemaster does not use skill challenges in the campaign, players should not choose any skill challenge feats for their heroes. If the GM later decides to introduce skill challenges into an ongoing campaign, players should have the option of replacing one or more of their current feats with skill challenge feats when appropriate.

Hobbling Strike

You know where to hit your enemy to slow it down.

Prerequisite: Sneak Attack, Rapid Shot, or Rapid Strike.

Benefit: Whenever you would deal extra damage by using Sneak Attack, Rapid Shot, or Rapid Strike, you reduce the target's speed by 1 square until the end of the encounter instead of dealing the extra damage.

Improved Opportunistic Trickery

When your opponent lets down its guard, you open it up to additional attacks.

Prerequisites: Combat Reflexes, Opportunistic Trickery.

Benefit: Whenever an opponent provokes an attack of opportunity from you, once per turn you can sacrifice the attack to reduce the target's Reflex Defense by 5 until the end of the target's next turn.

Indomitable Personality

Your powerful personality helps you cope with attacks that assault your will.

Prerequisite: Charisma 13.

Benefit: Once per encounter, you can add your Charisma bonus to your Will Defense as a reaction; this benefit lasts until the end of your next turn.

Master of Disguise

You are adept at creating convincing disguises in remarkably short periods of time.

Prerequisites: Trained in the Deception skill, Charisma 13.

Benefit: You gain a +5 insight bonus to your Deception check when creating a deceptive appearance or a forged document. In addition, you can rush the process by taking a penalty of –2 to the Deception check.

Normal: When you rush the creation of a deceptive appearance or forged document, you take a –10 penalty to your Deception check.

Meat Shield

You are adept at using an opponent's defense to your own advantage.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: Whenever an opponent attacks you while in cover provided by another character, creature, or droid, you are treated as being in cover from attacks by that opponent.

Opportunistic Trickery

When your opponent lets down its guard, you know how to set it off balance for several moments.

Prerequisites: Combat Reflexes, Sneak Attack.

Benefit: Whenever an opponent provokes an attack of opportunity from you, once per turn you can sacrifice that attack to reduce the target's Reflex Defense by 2 for the following round.

Recurring Success

You know how to make your enemies fall for the same trick twice.

Benefit: When you select this feat, choose one talent or feat that can normally be used only once per encounter. You can use that talent or feat one additional time per encounter.

You can select this feat multiple times. Each time you do so, you must choose a different skill to gain the benefits of this talent.

Resolute Stance

By standing your ground, you focus your mind to repel any assault.

Prerequisite: Base attack bonus +1.

Benefit: When you fight defensively, you gain a +2 morale bonus to your Will Defense. If you make no attacks until your next turn, you gain a +5 morale bonus to your Will Defense until the start of your next turn.

Normal: When you fight defensively, you gain a +2 dodge bonus to your Reflex Defense. If you make no attacks until your next turn, you gain a +5 dodge bonus to your Reflex Defense until the start of your next turn.

Sadistic Strike

By dispatching a helpless creature, you terrify opponents around you.

Benefit: When you deliver a coup de grace to a helpless creature, all opponents within line of sight move –1 step on the condition track until the end of the encounter.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by certain classes. Each class can add the following feats to their relevant bonus feat list.

CLASS	BONUS FEATS
Jedi	Brilliant Defense, Resolute Stance, Stand Tall
Noble	Brilliant Defense, Cut the Red Tape, Demoralizing Strike, Disturbing Presence, Expert Briber, Flèche, Indomitable Personality, Master of Disguise, Sadistic Strike, Silver Tongue, Stand Tall
Scoundrel	Disturbing Presence, Expert Briber, Hobbling Strike, Improved Opportunistic Trickery, Indomitable Personality, Master of Disguise, Opportunistic Trickery, Sadistic Strike, Silver Tongue, Stand Tall
Scout	Grazing Shot, Hobbling Strike, Meat Shield, Stand Tall
Soldier	Bone Crusher, Flèche, Grazing Shot, Hobbling Strike, Meat Shield, Resolute Stance, Sadistic Strike, Wookiee Grip

Silver Tongue

You are adept at quickly changing a creature's attitude toward you.

Prerequisite: Trained in the Persuasion skill.

Benefit: You can intimidate a creature or change its attitude as a standard action.

Normal: Intimidating a creature or changing its attitude requires a full-round action.

Skill Challenge: Catastrophic Avoidance

Your luck is such that catastrophe occurs less frequently for you when you are engaged in stressful situations.

Benefit: Once per skill challenge that has a chance of catastrophic failure, this failure occurs only if you fail a skill check by 15 or more. In addition, when a catastrophic failure occurs, you accrue one failure in the skill challenge, not two.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 2.

Skill Challenge: Last Resort

When failure threatens, you throw everything you have at the skill challenge to prevent disaster.

Benefit: Once per skill challenge, when you or an ally accrues a third failure (which would normally end the skill challenge), you or the ally can reroll the attempt, keeping the better result.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 2.

Skill Challenge: Recovery

You can snatch victory from the jaws of defeat when involved in a skill challenge.

Benefit: Once per skill challenge, you treat the challenge as if it had the recovery effect, even if it does not have that effect.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 2.

Stand Tall

Your courage under fire inspires those around you to acts of bravery.

Benefit: Once per encounter when you take damage, all allies who are within 6 squares of you and within your line of sight can, as a reaction, make a single attack on the target that damaged you.

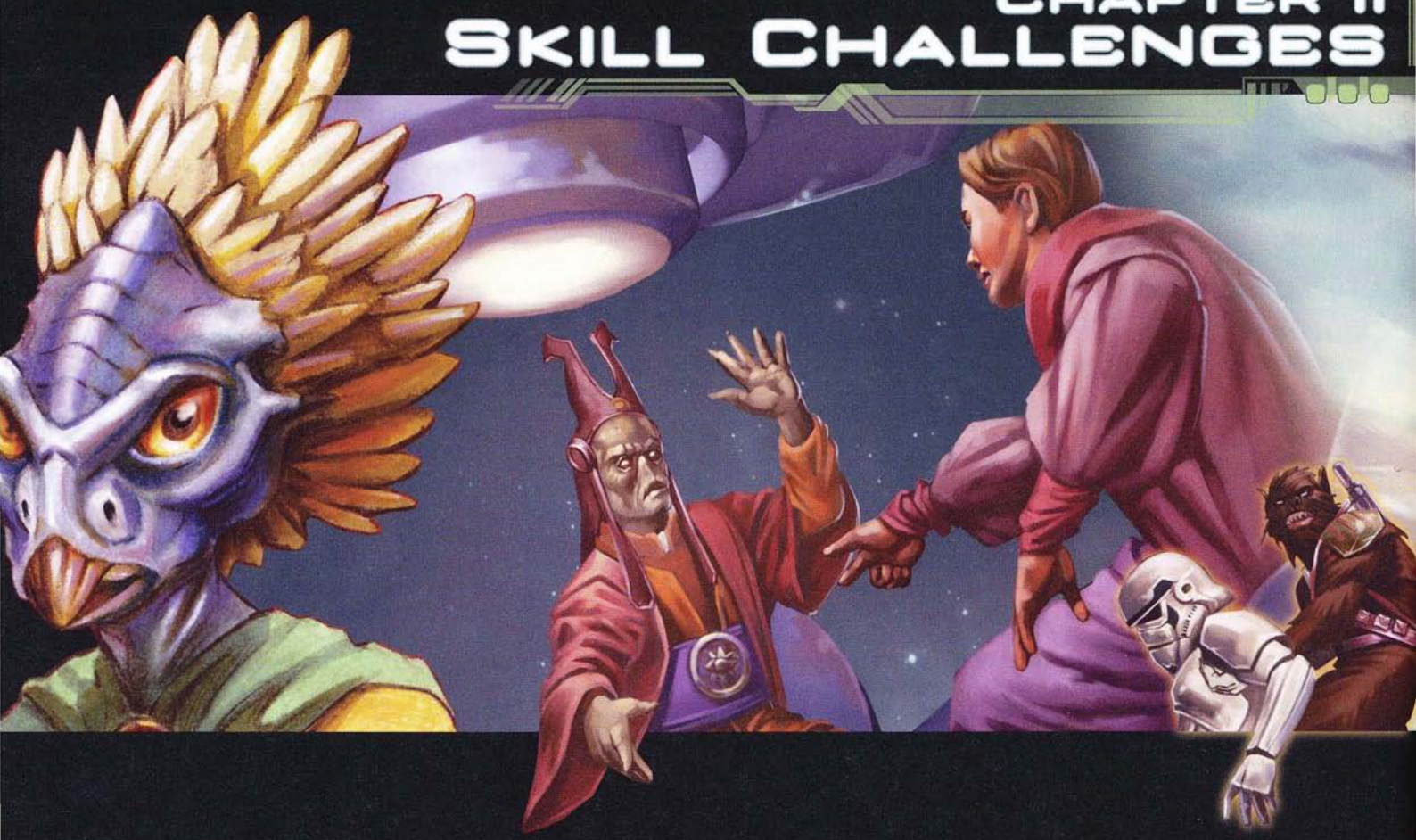
Wookiee Grip

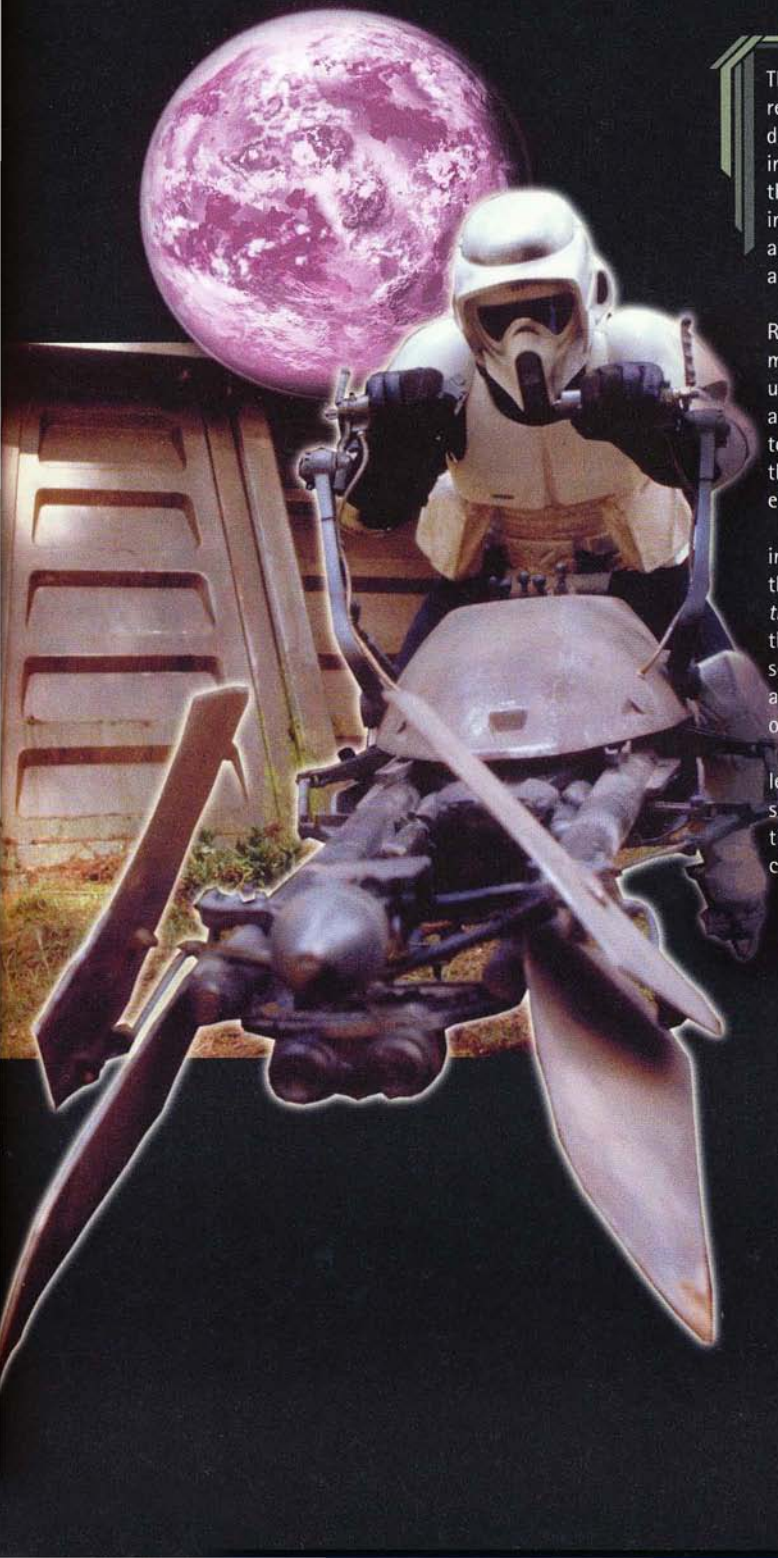
Your strength is such that you need only one hand to use weapons that normally require two hands.

Prerequisite: Strength 13.

Benefit: When using a weapon in which you are proficient and that normally requires two hands, you can wield that weapon with a single hand. You take a –2 penalty to attack rolls with the weapon when it is used in this manner.

Chapter 11
Skill Challenges





The *Star Wars* saga is full of examples of heroes doing amazing things. Such remarkable exploits often take place during shootouts, lightsaber duels, and dogfights between X-wings and TIE fighters. But not every exciting scene in the films is about combat; many of them focus more on skills and talents that do not relate directly to fighting prowess. Chase sequences, stealthy investigations, tense negotiations, and other such scenes reflect the heroes' abilities to use their cunning, their creativity, and their well-honed skills to achieve their goals.

This chapter introduces the concept of skill challenges to the *Star Wars* Roleplaying Game. A skill challenge is a mechanical framework that Gamemasters can use to create exciting and interesting scenes in which the heroes use their skills, not their combat abilities, to accomplish a particular goal. In a skill challenge, the heroes make a series of related skill checks that combine to determine whether they face victory or defeat. A skill challenge can take the place of a combat encounter in an adventure or can augment a combat encounter by adding a skill-based element.

Many scenes from the *Star Wars* films could be represented in a roleplaying game as skill challenges. The asteroid chase in *The Empire Strikes Back*, the negotiation between Luke Skywalker and Jabba the Hutt in *Return of the Jedi*, the Podrace in *The Phantom Menace*, Obi-Wan's investigation of the Jango Fett mystery in *Attack of the Clones*—all of these are examples of sequences in which heroes use multiple skills as part of a concerted effort to accomplish a task. Typically, a skill challenge represents a scene or a group of scenes that moves the plot forward through skill use rather than combat.

This chapter teaches Gamemasters how to create their own skill challenges and run them in adventures. Players might want to familiarize themselves with the Playing Skill Challenges section (page 32), which provides tips on interacting with skill challenges and using them to create exciting, cinematic scenes.

Running Skill Challenges

In many ways, a skill challenge is like any other encounter. It has opportunities for success and penalties for failure. It requires multiple heroes to participate and often has both obstacles and antagonists. However, whereas combat encounters require the heroes to use weapons or special attacks to achieve victory, a skill challenge requires them to use their skills and creativity to succeed.

One of the most important points to remember is that a skill challenge, like a combat encounter, is meant to create an exciting scene or sequence of scenes in the tradition of the *Star Wars* films. A skill challenge should have the same tension and uncertainty as a combat encounter, with real consequences for success and failure. When running a skill challenge for players, you have many of the same responsibilities as when running a combat encounter: You must keep the game moving, ensure that the pace does not slow too much, encourage players to be creative and act cinematically, and adjudicate the rules of the challenge.

A Note to Players: Playing Skill Challenges

For players, skill challenges represent a chance not only to use your skills in a meaningful way but also to have your heroes contribute to an exciting scene. Skill challenges are great for fleshing out your characters, letting their personalities come to life in the actions they take outside of combat encounters. A skill challenge offers an opportunity to roleplay your characters' strengths, and perhaps even weaknesses, in a dynamic way.

As a player, your responsibility in the skill challenge is to come up with creative actions that can help your allies achieve the goal of the challenge. When it is your turn, think of an action that is appropriate for your hero in that situation. If possible, the action should play to your hero's strengths and give you a chance to show off your character's areas of expertise. Describe the action to your Gamemaster, and, if the GM approves of the idea, make a skill check (or another check that the GM calls for) to determine the result. Once each of your allies has had a chance to act, it will be your turn again, provided that the skill challenge has not ended.

Over the course of the skill challenge, the situation might evolve. You might receive new information, the backdrop could change, or the goals could shift as the challenge progresses. Be sure to think about how your hero would react to the changing circumstances of the skill challenge, and come up with new and interesting things to do. Below are some tips to help you choose actions that will contribute to an exciting, dynamic scene.

Think Cinematically

Skill challenges represent interesting and thrilling scenes in the *Star Wars* milieu, and you should take actions that fit that aspect of the saga. Heroes in *Star Wars* take risks and engage in reckless stunts, yet they often succeed despite overwhelming odds. So too should your hero take risks. Think about the valiant actions depicted in the films—the heroes jump out of windows and grab onto flying droids high in the skylanes of Coruscant, and they leap onto the backs of speeder bikes to recklessly pursue scout troopers on Endor. When trying to decide what to do during a skill challenge, think not only about what your character would do based on his or her personality, but also about what your character could do that would be cinematically daring.

Use Your Strengths

During a skill challenge, you should use your strengths to achieve the most success. Think beyond your skill modifiers; consider what your character is good at, and use that knowledge to inform the types of actions you take. For example, if you are a Rebel saboteur, you are much more than a collection of Mechanics and Use Computer checks. You probably have talents, feats, equipment, and perhaps prestige class features that contribute to your overall capability as a saboteur. Try using abilities that add to the cinematic drama of the scene, even if they do not necessarily grant bonuses to your skill checks. For instance, your hero could simply make a Mechanics check in an attempt to cause a bridge collapse, or your character could set up a turret to fire lasers at the support struts for the bridge. Although the former solution is serviceable, the latter option makes use not only of your skill but also, potentially, of your talents and equipment, and it results in a more vivid scene.

Embrace Versatility

Sometimes it might seem as if the best option in a skill challenge is to do the same thing over and over again. However, this repetition will grow boring quickly, and it could end up making the skill challenge harder for you and your allies. If the Gamemaster restricts the number of times a skill can be used in the challenge, taking the same action multiple times will run up the count, closing the door on that option for your fellow heroes. For this reason, during a skill challenge you should embrace versatility, use different skills, and take advantage of your character's talents, feats, and other assets. In this way, you will create a more exciting and interesting scene, and you will not deny your allies a chance to use the same skills.

The basic skill challenge mechanics are relatively simple. Over the course of the challenge, the heroes take actions that either succeed or fail. If the heroes accrue a set number of successes before a set number of failures, they succeed in the challenge. If they accrue too many failures, they fail the challenge.

Of course, that description is a very simplified version of the mechanics; the rest of this section provides a step-by-step breakdown of the process used when a Gamemaster runs a skill challenge. Throughout this breakdown, examples walk you through a sample skill challenge based on the Endor speeder bike chase in *Return of the Jedi*. The examples do not detail the entire sequence, but instead they highlight how elements of the skill challenge combine to create an exciting and iconic scene from *Star Wars* lore. The premise of this skill challenge is that the heroes have arrived on Endor and encountered a scout trooper patrol. Their goal is to make sure the scouts do not report back to their superiors and alert the Empire to the Rebel presence on Endor.

Determining Participants

The first step when running a skill challenge is to determine who the participants are—typically, all heroes who are present when the challenge begins participate in a skill challenge. If the heroes have been separated somehow, only a few might participate initially, but you can add more participants later if the scene evolves to allow for a logical place to include them. Likewise, depending on how the skill challenge progresses, you might rule that some heroes can no longer participate because they have moved too far away from the action, been knocked unconscious, or otherwise been prevented from interacting with the challenge.

When determining who the participants in a particular skill challenge are, keep in mind that a participant in a skill challenge must take actions that contribute to the challenge. A hero who is present but who does not contribute to the challenge is not really a participant. As a general rule, once a participant in a skill challenge takes an action, he or she cannot take another action until all other participants have taken actions. The participants do not necessarily need to keep acting in the same order, but one or two heroes should not contribute to the success of the challenge while three others stand idly by.

Participation is as important in a skill challenge as it is in a combat encounter. In combat, enemies present a challenge to the entire party. If several heroes take no actions, they and their allies will be wiped out; the balance of combat depends on all heroes making progress toward defeating their enemies. Similarly, a skill challenge requires all heroes to contribute toward reaching their goal.

For example, the heroes present during the Endor sequence are Han Solo, Chewbacca, Luke Skywalker, and Princess Leia. The Gamemaster determines that these four heroes can participate in the skill challenge when they come across the scout troopers.

No Substitute for Roleplaying

Skill challenges are not intended to be a substitute for the standard roleplaying and noncombat scenes that probably already exist in your campaign. Rather, skill challenges are frameworks that let you track successes, failures, and consequences over a series of multiple skill checks. Skill challenges give you an idea of how many experience points to award for a particular scene, and they help you create encounters that involve more than simply making a few skill checks, but they should not replace the dialogue and interactions that you already have. While participating in a skill challenge, players should describe their actions and get into their roles just as they would at any other time.

Setting the Scene

Once the participants in the challenge have been determined, you must set the scene for the heroes. This important step gives the players an idea of what actions they can take to contribute to the skill challenge. In a combat encounter, you provide basic descriptions of the terrain, the enemies, and other bystanders and objects so that your players are informed about the situation. In a skill challenge, you set the scene in such a way as to help the players recognize options for various actions. They need to have a clear picture of what is going on so they can take actions that are appropriate to the scene.

For example, the Gamemaster might describe the scout troopers on Endor as being somewhat distracted, standing idly in the forest. Parked speeder bikes sit nearby, indicating that the scout troopers have traveled ahead of some larger force. The terrain is thick and obscures the area surrounding the clearing, giving the heroes ample places to hide, and the ambient noise of the forest covers their whispered conversation. The Gamemaster's description presents several options to the heroes—sneaking up on the scout troopers, stealing the speeder bikes, and so on—that will be part of the challenge once the heroes begin taking actions.

Starting the Challenge

After determining the participants and setting the scene, it is time to start the challenge. The players take turns describing their actions, making skill checks or using other abilities, and the Gamemaster adjudicates the results. You can choose the order in which the players will act, or you can let them decide if the order does not matter to the mechanics of the challenge. The players can act in the same order each time or in a different order. The main rule is that each participant must take an action before any given participant can take his or her next action. Thus, after hero 1 takes an action, all other heroes must take actions before hero 1 can act again. As the participants take actions, be sure to track how many successes and failures they accrue.

Using Skills

During a skill challenge, most of the heroes' actions involve using skills. When a hero takes an action, the player describes what action is being taken and how that action is intended to help the party achieve success in the challenge. If the Gamemaster determines that the action would indeed contribute to the challenge, the hero makes the relevant skill check. The Gamemaster compares the skill check result to predetermined skill DCs, which are set during the creation of the skill challenge. This comparison determines whether the action succeeds or fails, contributing to the total number of successes or failures for the overall challenge. Finally, the Gamemaster describes the results of the action and how the scene has changed, if at all.

Most skill challenges have varying difficulties for different actions. Actions that are more likely to be successful or that make more sense in the current situation have lower DCs than do actions that seem to be more of a stretch. When a player describes the action that his or her hero takes, you must determine whether it seems like a plausible way to contribute to the challenge's progress. If the action seems unlikely to work, you should give it a harder DC than you would give to an action that is a better match for the challenge. Of course, allowing the players to be creative with their actions is more likely to result in an exciting and cinematic scene, but in some cases, even creative actions have little chance of succeeding.



Han Solo sneaking into the bunker on Endor

Typically, a player should describe a specific action, then associate the action with a particular skill. For example, a player might say, "I try to convince the bounty hunter that we're not his quarry, and that the bounty is actually for another group of heroes who look like us. To do that, I make a Deception check." On the other hand, a player who simply says, "I make a Deception check" is not choosing an action—merely picking a skill. Having the players describe their actions not only lets them contribute to the skill challenge narrative but also encourages them to think creatively about how their heroes behave.

Returning to the Endor example, Han Solo decides to sneak up on one of the scout troopers. Han's player describes the action as creeping up behind the scout trooper in an attempt to subdue him quietly. However, when Han rolls his skill check, he rolls too low, accruing a failure. The Gamemaster describes the results of the action (Han steps on a twig and alerts the scout troopers), and the challenge continues. Throughout the chase sequence, we see Leia using the Pilot skill to maneuver a speeder, Luke using Jump to leap to an adjacent speeder bike, and Leia using Deception to trick a scout trooper into believing that she crashed.

Aid Another

The aid another action is typically used to grant bonuses to allies who make skill checks or attack rolls. In a skill challenge, the aid another action can be a powerful tool, especially when combined with talents such as Coordinate or Skilled Advisor, which can drastically increase the bonuses provided. Since a skill challenge puts a large emphasis on making skill checks, it might seem that an easy way to earn successes would be to let the hero with the highest skill modifier make the check while the other heroes use aid another. However, the aid another action works differently during skill challenges.

Only characters trained in a skill can aid another with that skill. Unlike normal skill checks, a hero must be trained in a skill to use the aid another action with that skill. This rule helps to encourage skilled characters to make their own checks, while preventing everyone from taking the aid another action on every skill check.

For a given skill, the maximum bonus a character can receive from aid another is +10. A hero can gain only so much benefit from his or her allies during a skill challenge. In addition, if the heroes use talents to increase the bonuses, the group will reach the cap of +10 more quickly, which means other heroes will be free to take their own actions.

Choosing to aid another rather than take an action has consequences. When one hero aids another in combat, the first hero gives up the chance to take down an enemy in exchange for helping an ally succeed. Similarly, in a skill challenge, choosing to aid another should be a choice, not the default. If a hero decides to aid another rather than take his or her own action to contribute to the challenge, the situation might grow more dire. Perhaps it will become slightly tougher or change in some way that further hinders the heroes. Do not punish a hero for choosing to aid another, but do make the consequences clear.

Noncontributing Skill Checks

Sometimes a player wants to make a skill check that does not necessarily contribute to the success or failure of a skill challenge, such as a Knowledge check to see what his or her hero knows. Gamemasters can allow such checks without worrying about accruing successes or failures. For example, while Luke and Leia are speeding through the forest on Endor, Luke might make an Intelligence check to see what he knows about the speeder bike they are piloting. The Gamemaster reveals that its communication systems can be used to jam transmissions, and Luke relays that information to Leia. Luke's check did not contribute to the overall success or failure of the skill challenge, but it allowed Leia to make a Use Computer check to jam the scout troopers' transmissions on her next action.

A good rule of thumb is that if a skill check would not directly cause positive or negative results in the challenge, it should not accrue successes or failures.

Using Ability Checks

Sometimes an action is not covered by a specific skill, and you need to find another way to adjudicate that action. Ability checks are one way of resolving this kind of action; simply choose the ability (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) that most closely relates to the action in question. The player rolls a d20 and adds his or her relevant ability score modifier to determine the result. Keep in mind that, in many cases, an ability check will be far lower than a skill check, whether trained or untrained, because the heroes do not gain the half-level bonus that applies to skill checks. Try to call for ability checks sparingly, and cast actions as untrained skill checks whenever possible.

Using Talents, Feats, or Equipment

For players, skill challenges present exciting opportunities to show off what they can do. Sometimes the most appropriate or most cinematic action that a hero can take involves not just a skill but a talent, feat, piece of equipment, or class feature. When a player wants to use one of these different options, it is almost certainly in your best interest to allow it, provided that the action is plausible and makes sense for the character. This alternative allows the player to make use of the character resources in which he or she invested, and it opens up options that a raw skill check does not.

When a hero uses a talent, a feat, a piece of equipment, or another special ability, you can still call for a skill check as part of that action, although you do not have to—sometimes, you can simply grant an automatic success for a clever application of a nonskill resource. Typically, when a player makes creative use of such resources, you should set the skill DC one step easier than normal. Consider it a reward for the player's good selection of handy talents, feats, or equipment. However, if the use of that particular nonskill resource becomes habitual, feel free to treat it like any other skill check. For example, Vor'en the soldier is participating in a skill challenge in which he must escort a droid carrying sensitive information across a battlefield in the middle of a large-scale ground conflict. Vor'en has the Harm's Way talent, which allows him to take damage instead of an adjacent ally. Vor'en wants to use this talent to physically shield the droid from incoming attacks, which the Gamemaster determines is a sufficiently creative use of a talent to warrant a success. Since Harm's Way requires no skill check normally, the Gamemaster awards Vor'en an automatic success in the skill challenge.

Using Combat Actions

Combat actions can sometimes be used to accrue successes in a skill challenge, although they should occur infrequently. Typically, combat actions have the same DCs as skill checks, based on whether the action is likely to contribute positively to the challenge. Sometimes, taking a combat action (such as shooting a blaster, setting off an explosive, or making a Bantha Rush against an enemy) can contribute just as well as any skill. For example, a sniper might shoot out a lamp near the entrance to an abandoned warehouse, making it easier for the scoundrel to sneak inside. However, Gamemasters should be aware that, if too many combat actions are allowed, the skill challenge might turn into a combat encounter. That's okay—in fact, combat



Chewbacca readies a shot.

encounters and skill challenges might flow seamlessly together—but if too many combat actions are taken, you should be ready to create a combat encounter on the fly.

For example, at the beginning of the Endor chase sequence, Chewbacca sees that scout troopers on speeder bikes are about to get away. Knowing that he cannot reach the speeder bikes in time, he takes a shot with his bowcaster, hoping to destroy one of the speeders before it can escape. He makes an attack roll and succeeds, which not only contributes a success in the skill challenge but also affects the shape of the challenge as the chase begins. Later, Luke uses his lightsaber to cause a speeder to crash into a tree, earning the final success necessary to end the challenge.

Using Force Powers

As with combat actions, sometimes Force powers (or other Force-related abilities) can contribute to a skill challenge. When a hero uses the Force as his or her action during a challenge, you can adjudicate the action in several ways. First, keep in mind that no matter what form the action takes, you can use the same DCs that are used in other parts of the challenge as the minimum for success. When the hero describes the action, determine whether it is similar enough to an existing power, talent, or application of the Use the Force skill to adjudicate the action with those rules. For example, if a hero wants to use the Force to convince a warehouse guard to wander off, that is similar to the *mind trick* Force power. To perform that action, the hero must expend that Force power and follow its normal rules. Generally, using the power successfully is enough to warrant a success in the skill challenge.

For other Force-related exploits that do not fall clearly under the domain of a particular Force power or talent, you can simply have the hero make a Use the Force check, just as he or she would make any other skill check in the challenge. For example, if the character wants to use the Force to hold open a closing door, he or she would have to succeed on a Use the Force check (with a DC equal to a relevant DC for that skill challenge) to earn a success. As with any other action, failing to meet the DC accrues a failure and has its own consequences.

Concluding the Challenge

The skill challenge ends when one of three events takes place. First, the challenge ends if the heroes achieve the required number of successes before accruing a set number of failures, earning success in the challenge overall. Second, the challenge ends if the heroes accrue a certain number of failures (usually three) before gaining the required successes, meaning they fail the challenge overall. Third, the challenge can end prematurely as a result of the heroes' actions; for example, they might decide to break off the challenge and begin a combat encounter instead. When the challenge ends, the heroes still must deal with the consequences of their actions.

R2-D2 accrues a failure in a skill challenge at the bunker.



Example of Play

The following example of play is designed to demonstrate how a Gamemaster runs a skill challenge and how players might act and react during the challenge. As with the example of play from the Saga Edition core rulebook, Michele is the Gamemaster during the session and runs the skill challenge. Chris is playing Sia-Lan, a female Human Jedi Knight, and Mike plays Rorworr, a Wookiee scout and gunslinger. Penny is playing a blue-skinned elite trooper named Vor'en, and Brian's character is Deel Surool, a canny Twi'lek scoundrel. Elements of the sample skill challenge will be explained in more detail in Designing Skill Challenges, starting on page 40.

Skill Challenge: Escape From Kessel

In this skill challenge, the heroes are trapped in the spice mines of Kessel and must escape to freedom. The spice mines are currently under the control of the Colicoids, an insectoid species responsible for the design of the Droideka. The heroes have a chance to escape while being herded back to their barracks, and their goal is to make their way out of the mines, through the detention facility, and out to a landing pad where a spice-hauling vessel is refueling for take-off. During the breakout, 10 other prisoners also decide to fight their way to freedom, helping the heroes escape.

CL 8

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Perception [DC 18]: The heroes can keep their eyes and ears open for the signs of approaching Colicoid guards. Alternatively, the heroes can search for side tunnels and passages that are rarely used.

Persuasion [DC 23]: The heroes can convince some of their fellow prisoners to keep watch or fan out to distract the guards and prevent them from catching the main group.

Stealth [DC 18]: The heroes can attempt to sneak by Colicoid patrols and to ensure that none of the other prisoners makes too much noise.

Survival [DC 28]: The heroes can search for signs of Colicoid tracks in the tunnels they are following, using that knowledge to determine which passages the insectoids are least likely to search.

Challenge Effects: The following are suggested effects for this skill challenge:

Close Call: The heroes accrue failures only on skill checks that fail by 5 or more.

Degrees of Failure: Any failures accrued by the heroes reduce the number of nonheroic prisoners that reach the ship and escape.

Success: If the heroes succeed, they make their way to the Lantillian short hauler sitting on the landing pad. They successfully steal the ship and jump into hyperspace.

Failure: If the heroes fail the skill challenge, they are cornered by Colicoid guards and must engage in a difficult combat encounter to finally gain their freedom. If the heroes succeed but accrued one failure during the challenge, only five of the other prisoners make it to freedom with them. If the heroes succeed but accrued two failures during the challenge, none of the other prisoners reach the short hauler—all 10 are recaptured by the Colicoids.

Michele (GM): *After several hours of plotting, the time finally comes for you to make your escape. As the Colicoid guards herd you toward the spice mines, you see an opening when the guards are distracted, and you run into an empty tunnel. About 10 other prisoners make a run for it with you.*

One of those prisoners tells you that a spice freighter is sitting on a landing pad on Kessel's surface, and that you probably could steal it and escape from the planet. First, though, you've got to get away from the Colicoids and reach the ship. As you make your way through near-total darkness in the mines, you hear the sounds of pursuit not far behind. The air is thick with the smell of spice, and you know that you have only minutes in which to make your escape.

This is a skill challenge, so each of you must contribute to the escape. What do you do?

Skill Challenge Transparency

How much should you tell your players during a skill challenge? In a combat encounter, the players know that they are engaged in combat and that they will act in a certain order, and they have a good idea of what they must do to succeed. A skill challenge, however, can be a bit more ambiguous. As a Gamemaster, it is up to you to decide how much to tell players about the challenge. Additionally, the right choice for one skill challenge might not be right for another, so do not be afraid to experiment with how much you reveal. There are three general categories of skill challenge transparency.

Total Disclosure: You hide nothing from your players. You tell them when they are in a skill challenge, what skills are their best choices, how many successes they need, and any special rules that apply to the skill challenge. You might even reveal the DCs of the skill checks they must make. Because of the focus on game mechanics, this kind of transparency works best for skill challenges that have little dramatic tension, such as those without direct antagonists. For example, a skill challenge in which the heroes must work together to rebuild a broken-down starship is not a particularly dramatic scene, so the mechanics would not disrupt the flow of the game.

Partial Disclosure: You tell your players a few things, but keep other things secret. You reveal that they are in a skill challenge and perhaps explain any special rules for the challenge. Otherwise, it is up to the players to feel out the situation, using roleplaying and their own insight to determine what skills will help them achieve success. This kind of transparency works best for skill challenges that have some dramatic tension but that still require the players to focus on a specific goal. For example, a chase sequence through city streets provides an interesting narrative, but you should make the scene's game mechanics obvious so the players realize that their actions have immediate consequences.

Secret Challenge: You hide everything from the players, including the fact that they are in a skill challenge. You keep track of the challenge behind the scenes as a means of directing the flow of the game or providing experience points for a noncombat encounter. This kind of transparency works best for scenes that rely heavily on roleplaying and dialogue (such as negotiations) so that the game mechanics do not interfere with the drama. This degree of transparency also works for skill challenges that take place over long periods of time, since it allows the plot to develop naturally without the players worrying about the skill challenge.

Consider how Michele set the scene, providing the basics of the surroundings and some description of the sights and sounds. She also provided a clear goal for the heroes: escape. Because she has decided to have at least some transparency, Michele informs the players that they are now in a skill challenge.

Brian (Deel): *Don't worry, everyone—I've been in tougher spots than this before. Just do what I tell you, and everything will be okay. I'd like to make a Persuasion check to try to convince some of the other prisoners that escaped with us to help us find the fastest route to the surface.*

Brian rolls a d20 and adds his Persuasion modifier, getting a result of 26. Michele compares this to the DC that she set for the skill and determines that Brian's check was successful, making a note that the heroes have earned their first success in the challenge.

Michele (GM): *The other prisoners seem to be on board with your leadership, and a Sullustan captive pushes his way forward and offers to take the lead in scouting ahead. It looks like you've managed to get the other prisoners' full assistance, which should prove beneficial in making your escape. Who's next?*

Penny (Vor'en): *As the Sullustan scouts ahead, I follow close behind him in case he needs someone to watch his back. I don't want our new friend getting grabbed by a Colicoid patrol. I'd like to make a Perception check to watch for the guards and make sure the Sullustan can find a path without being captured.*

Penny rolls a d20 and adds her Perception modifier, getting a result of 19. Fortunately, Perception is one of the easier skills to use in this challenge, and Michele records the success.

Michele (GM): *It's a good thing you did that. Just as the Sullustan seems to find a route to the surface, you hear the sound of a Colicoid patrol rounding the corner. You manage to grab the Sullustan and yank him back just in time to avoid being noticed by the guards. Once they're gone, the rest of the prisoners come forward, and you can start making your way toward the surface. What now?*

The last two skill checks are good examples of what happens when players use expected skills. Each player described his or her character's actions, then made a skill check. After the result was determined, Michele described the ramifications of each action, improvising the presence of the helpful Sullustan prisoner and the near miss when Vor'en kept him from being spotted. That approach brings more excitement to the game than simply saying, "Your skill check succeeds."

Chris (Sia-Lan): *When Vor'en tells us how narrowly our Sullustan friend avoided being spotted, I decide to clear my mind and trust in the Force to guide us around any potential patrols. I'd like to make a Use the Force check to calm my mind and try to sense the presence of any Colicoids along our path.*

Since Use the Force is not one of the skills suggested for this challenge, Michele has to decide whether to allow this action. The idea seems to be reasonable given the circumstances, and it fits Sia-Lan's character, so Michele decides to allow it. She determines that, thanks to the disorienting environment and the unfamiliar minds of the Colicoids, the skill check should have a moderate difficulty—in this case, DC 28. Chris rolls a d20 and adds his Use the Force modifier, getting a result of 22. Michele notes this as a failure, since it is more than 5 below the DC she set (the threshold defined in the "Close Call" effect).

Michele (GM): *As you extend your senses along the path, you determine that there is a cluster of Colicoid minds almost directly ahead, probably some kind of security checkpoint. However, as you focus on the path ahead, you cease to pay attention to your pursuers. Cries of fear sound from the prisoners behind you—a security patrol has caught up to your group! As some of the prisoners behind you are caught, you realize that you still have a chance to escape, but about half the prisoners who fled with you have been recaptured. Rorworr, it's your turn. What do you do?*

The above is a good example of allowing players to improvise their skill use, which Michele deals with by assigning a DC based on the circumstances. Likewise, the failed skill check has tangible consequences—five of the prisoners were recaptured (as described in the Failure section of the skill challenge).

Mike (Rorworr): *As much as it pains me to leave them behind, it's now or never for our escape. I let out a mournful hoot and begin to move forward. I'd like to see if I can sneak us all past that security checkpoint. I'm going to make a Stealth check to move us all quickly and quietly past the Colicoids ahead, making sure that everyone remains silent as we creep by.*

Mike rolls a d20 and adds his Stealth modifier, getting a result of 22. This is good enough to beat the DC that Michele set, so she marks it as a success—the third of the challenge so far.

Michele (GM): *Thanks to your years of evading predators on Kashyyyk, you're able to guide your allies like a hunting party right past the Colicoid security post. As you do so, you notice that the rough-hewn tunnels give way to metal floors and walls, signaling your entrance into the artificial facilities built into the surface. Within moments, you leave the darkness and enter the stark, sterile interior of the Colicoid administrative facility. The sounds of alarm klaxons blare within, so you believe that you're probably still in danger of pursuit by the guards. Now that everyone has taken an action, it's up to you guys who determine who goes next.*

At this point, Michele has changed the scene significantly, taking the chase out of the mines and into a service tunnel within an administrative facility. This not only provides a new backdrop for the scene but also opens up more technology-oriented skill uses. By changing the scene, Michele keeps things fresh and helps give players new ideas for actions to try.

Penny (Vor'en): *The corridor that we're moving down—does it look like a fairly modern facility?*

Michele (GM): *Yes. In fact, it looks as though this wing of the building was renovated fairly recently.*

Penny (Vor'en): *Okay, I'm going to try to find a computer panel and see if I can pull up a schematic of the facility so we can find our way to the landing pad.*

Michele (GM): *Finding a computer is no problem. Would you like to make a Use Computer check to try to bring up the schematic? The system's on lockdown, but you might be able to get through the security.*

Penny (Vor'en): *Sure.*

Michele determines that this is probably a hard challenge, given that the heroes are in a prison facility in lockdown mode, so she sets the DC at 32. Penny rolls a d20 and adds her Use Computer modifier. Knowing that the skill check will be difficult, Penny decides to spend a Force Point to augment her result. The final result is 32 exactly, which Michele marks as a success.

Michele (GM): *Success! Not only do you bring up the schematics, but you also find a good path through the facility that seems to take you directly to the landing pad. It's a bit of a distance to travel, and you've still got five other prisoners in tow, but you think you can make it there if you hustle. Who's next?*

Chris (Sia-Lan): *Since we're inside the facility and away from the mines, there are probably security devices tracking our movements. I'd like to use the Force to pull down any security cameras or sensors that I see, blinding the building's security forces to our activities.*

Michele determines that this action is reasonable and much easier than trying to detect the Colicoids (since the security devices cannot really resist the Jedi's efforts), so she assigns the check a medium DC of 23. Chris rolls a d20, adding his Use the Force modifier for a total of 27. Michele marks this as a success—the fifth accrued in the challenge so far.

Michele (GM): *Great work! As you follow the directions that Vor'en continues to issue, you start using the Force to wrench free any security devices you see. The shouts of pursuit come from elsewhere. You think you've temporarily confused the guards because it takes them a moment to figure out which direction you're going. What now?*

Mike (Rorworr): *Does it look like we're getting close to the landing pad?*

Michele (GM): *So far, you've basically come up through hallways that are used to access the mines. However, thanks to your Sullustan friend, you entered through an area that's some kind of heavy machinery entrance, so you haven't run into many Colicoids. You're approaching the more heavily trafficked areas now. Although you guess that you're not far from the landing pad, more caution might be called for.*

Mike (Rorworr): *Right. Good to know. Given that, I'd like to see how much I know about Colicoid biology. Do I think they are hindered by darkness?*

Michele (GM): *You can make a Knowledge (life sciences) check to see.*

Mike (Rorworr): *Okay, I rolled a 16.*

Michele (GM): *You don't think they have the ability to see in the dark. Since that wasn't something directly contributing to your escape, you can still take an action.*

The above is a good example of improvising skills (Use the Force) and using skills that do not directly contribute to the skill challenge (Knowledge [life sciences]).

Mike (Rorworr): *I'd like to see if I can find a power conduit nearby to disrupt some of the lights between here and the landing pad. We should have a better chance of escaping under cover of darkness.*

Michele (GM): *There are power conduits throughout the walls of this service passageway. You'd need to make a Mechanics check to disable the lights down the corridor.*

Since the facility is of fairly recent construction, Michele sets a medium DC of 23 for this skill check. Mike rolls a d20, adds his Mechanics modifier, and gets a result of 24. Michele notes it as a success. The heroes have now accrued six successes and one failure.

Michele (GM): *As the lights flicker and go out, you hear Rorworr offer a triumphant growl in the darkness. Unfortunately, it's pretty dark for you, too, but the landing pad seems to be near the end of this service tunnel. As you make your way down the passage, a loud clatter and the harsh sounds of an alien language warn you that Colicoid guards are stumbling around blindly through the tunnels. After a few moments, they move on, not having found you.*

You travel a few more minutes and enter a passageway that still has some emergency lighting and leads to the landing pad. As promised, the Lantillian short hauler sits on the pad beneath a magnetic field that keeps out the vacuum outside. You dash up the open ramp, herding the five remaining prisoners up with you, and not a moment too soon—Colicoid guards and droidekas begin spilling out of the passageway you just left. Once inside the ship, you close the hatch, but upon arriving in the cockpit, you find that the ship's design—meant for Colicoids—is completely alien. Even the computer displays information in an unfamiliar language. Deel, you're next.

Michele has once again changed the scene, moving the action into the short hauler that the heroes will use to escape. They need only two more successes to finish the skill challenge, and the confines of the ship should offer at least a few new opportunities for the heroes to use their skills.

Brian (Deel): *I'm no good piloting an alien ship, especially if I can't read the controls. I'd like to make a Use Computer check to see if I can have the computer automatically translate everything into Basic.*

Michele determines that such translation is probably a common function for most ship computers and gives the check an easy DC of 18. Brian rolls a d20 and adds his Use Computer modifier for a total result of 18—a lucky thing that making the changeover was so easy. Michele notes the success.

Michele (GM): *Deel spends a few moments tinkering with the computers, then familiar Aurebesh letters suddenly scroll across the screen. Meanwhile, the ring of laser fire striking the ship grows more frequent, and it looks like the enemy is within seconds of reaching the vessel. Everyone has taken a second action, so anyone can act next. What do you do?*

Brian (Deel): *Time to blast off. Everyone strap in; this could be a bumpy ride. I drop into the pilot's chair, fire up the engines, and punch it! I'll make a Pilot check to get us out of here.*

Michele determines that because the heroes are inside the ship, blasting off is a pretty easy way to get to freedom, so she sets an easy DC of 18. Brian rolls a d20, adds his Pilot modifier, and gets a result of 25. Because the heroes have earned eight successes before accruing three failures, they succeed on the skill challenge.

Michele (GM): *As the engines roar to life, the ship blasts away from the landing pad. Red blaster bolts streak up from below, flashing past the cockpit window, but within moments, you're well out of range. However, your sensor board begins to light up. It looks like the Colicoids have scrambled some starfighters to intercept your escape . . .*

Designing Skill Challenges

Designing a skill challenge is much like designing a combat encounter. As the Gamemaster, you determine the location of the skill challenge, the obstacles and antagonists that might play into the scene, several options for providing the heroes with variety, and the consequences of success or failure. Conceptually, skill challenges and combat encounters are similar, although they differ in execution.

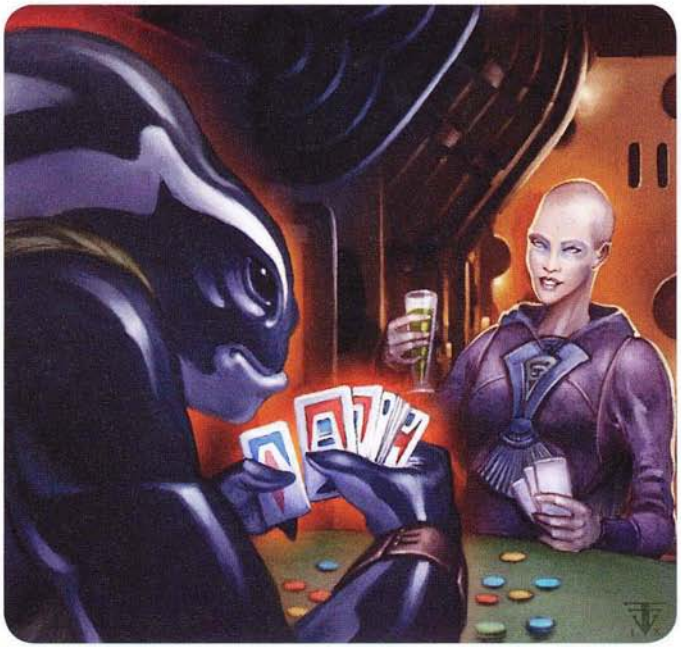
This section walks you through the creation of a skill challenge, from the initial concept to challenge effects that can be added to spice things up. By following these steps, you can create skill challenges that contribute to exciting scenes in the *Star Wars* tradition.

Choose the Concept

The first step in creating a skill challenge is coming up with a compelling idea. Typically, when forming the basic concept, you want to focus on three primary areas: creating a cinematic scene, involving all the heroes and giving them meaningful ways to contribute, and producing a satisfactory resolution to their actions and to the skill challenge as a whole.

First, create a cinematic scene. Think of the many scenes in the *Star Wars* films. The ones that best translate into skill challenges are those in which skills are more useful than combat prowess in resolving the situation, characters take risks to achieve rewards, and the heroes' actions have a sense of tension that encourages them to take risks. For example, breaking into the bunker during the Battle of Endor meets these criteria. Although combat is taking place around them, the heroes (specifically Princess Leia, Han Solo, R2-D2, and Chewbacca) don't try to blast their way into the bunker, but instead use

A GAME OF SABACC CAN BE A CHALLENGE.



their skills to get inside. They take risks, such as attempting to hot-wire the controls, earning both successes and failures (such as when R2 is blasted away from the control panel). The scene is filled with tension because the heroes know that if they do not disable the deflector shield, the Rebel fleet attacking the second Death Star will be crushed. When coming up with a basic concept for a skill challenge, consider these questions:

- How does the scene encourage or require skill use?
- What kinds of risks can the heroes take to achieve success?
- What provides the sense of tension for the scene?

With these questions answered, you can start building more specific concepts for the challenge.

Second, involve all the heroes and give them meaningful ways to contribute. You do not have to tailor every element of the skill challenge to specific characters, but do find ways to include elements and actions that interact well with the party's talents. For example, if the heroes have plenty of technical skills and enjoy using gadgets and computers, you might want to design skill challenges that let them call on those resources. Of course, not all heroes in a group have the same skills, so a challenge such as this one should also provide opportunities for the nontechnical characters. For example, if the party includes a slicer, an outlaw tech, and a starship pilot, you might create a skill challenge that focuses on using those heroes' talents

to steal a starship from a top-secret facility. However, the party probably also includes a soldier, a noble, or a scout who might have different skills. Perhaps they could subdue the guards at the facility, talk their way past security checkpoints, or sneak into the control room to plant a malicious program the slicer cooked up. Your concept of the skill challenge should be broad enough to suit multiple heroes.

Lastly, think about the different directions in which the skill challenge can evolve. Although you can never fully predict the actions the heroes might attempt, you can probably foresee some of the skills they might employ and sketch out a few ways in which the skill challenge can develop. Consider how the basic situation might change—both for the better and for the worse—as the heroes take actions, and how the challenge might reach a satisfactory resolution. Remember that the heroes' actions should have repercussions.

Not a Skill Challenge

This chapter explains what a skill challenge is, but you should also understand what is not—or should not be—a skill challenge. Just because the heroes make skill checks to solve a problem, that does not necessarily mean they are participating in a skill challenge. Examples of when you should not use the skill challenge system include:

- Any time a situation can be resolved with a single skill check
- Any situation that does not give multiple heroes something to do during the challenge
- Any situation that has no risk of failure
- Any series of events that lacks tension or cinematic flair
- Any situation that does not evolve as the heroes take actions

Consider the Duration

After coming up with a good concept for your skill challenge, decide how long it should take, in terms of real time and game time experienced by the heroes. Since a skill challenge is somewhat more abstract than a combat encounter, it can unfold over the course of a gaming session or even an entire adventure. Similarly, a skill challenge might represent an individual scene in the lives of the heroes, or it might span multiple scenes and be broken up by other events and encounters. When designing a skill challenge, you do not necessarily need to set strict guidelines for its duration, but do consider how it should unfold and at what pace.

Some skill challenges are meant to be resolved in a relatively short amount of game time. In such cases, present situations that lend themselves to being finished without interruption. For example, a skill challenge based on surviving travel through an asteroid field is unlikely to be interrupted by other scenes and should be run straight through from beginning to end. These types of skill challenges take less time at the gaming table and often reach resolution in one scene (or in very few scenes) as the story unfolds.

Other skill challenges that play out over a long sequence of game time might have interruptions. For example, consider a skill challenge that revolves around hunting down a crime lord that has gone into hiding. You can design a series of consecutive scenes that relate directly to the skill challenge, but you can also break up the action with combat encounters (perhaps the heroes jump some of the crime lord's thugs and attempt to subdue them) or interesting roleplaying scenes (perhaps the heroes talk to a bartender in a cantina frequented by the crime lord). The skill challenge might even be interrupted by another, shorter skill challenge—for example, the heroes flush the crime lord out of hiding but then must engage in a speeder chase to finally run him down.

Determine CL and Complexity

Now that you have a basic concept for the skill challenge and a general idea of how long it should take, you can determine the two most important factors: the challenge level (CL) and the complexity. Setting the CL of a skill challenge is just like setting the CL of a combat encounter. To produce a balanced challenge and a tense scene, set the CL at or near the average level of the heroes. Setting the CL higher or lower makes the challenge more or less difficult, respectively.

The complexity of a skill challenge determines how many separate skill checks must be made to succeed in the challenge overall (see Table 2–1). A complexity 1 challenge requires the heroes to earn five successes to succeed in the challenge; a complexity 2 challenge requires eight successes; and a complexity 3 challenge requires 11 successes. Regardless of complexity, if the heroes fail three separate skill checks, they fail the challenge overall.

The combination of CL and complexity also determines the experience value of the skill challenge. A complexity 1 skill challenge awards experience points equal to that of one opponent of a CL equal to the skill challenge's CL; likewise, a complexity 2 challenge awards experience points equal to that of two such opponents, and a complexity 3 challenge awards points equal to that of three such opponents. Thus, a complexity 2 skill challenge at CL 7 is worth the same amount of experience points as defeating two CL 7 opponents.

When designing a combat encounter that includes a skill challenge, take the challenge into account when calculating the difficulty of the encounter—just count the challenge as a number of opponents. For example, when determining the difficulty of a combat encounter that includes a complexity 2 skill challenge at CL 5, simply count the challenge as two CL 5 opponents.

Many times, you can include a low-complexity skill challenge of a lower CL in a combat encounter to give the heroes opportunities to take actions other than fighting. Much in the same way that you might include stormtroopers that are well below the heroes' level to soak up their attacks, a low-complexity, low-CL skill challenge can take up the heroes' actions during combat without making the encounter much more difficult.

Set Skill DCs

The CL of the challenge determines the target DCs of skills used in the challenge. Table 2–1 lists the skill DCs for challenge CLs under five general categories: easy, medium, moderate, hard, and heroic. When you create a skill challenge, these DCs determine success or failure for various skill uses. As the Gamemaster, you must determine whether each hero's action has a higher or lower likelihood of success, then assign a general difficulty (and thus a specific DC) to that skill check. The more plausible the hero's action in the situation, the lower the general difficulty category (and thus the DC) should be.

Easy skill checks should be used for actions that have an extremely high likelihood of success, even if the heroes don't end up with a very high check result. Examples include using Persuasion to convince a friendly shopkeeper to help or using Mechanics to perform enough repairs to get a lightly damaged speeder up and running. You should assign an easy DC whenever you think that the hero's action is easy to achieve and represents a good solution to that part of the challenge.

Medium skill checks should be used for actions that have a good chance of success but might become failures if the heroes bungle the check. Examples include slicing into a relatively light security system or climbing over a security wall in a lightly defended compound. You should assign a medium DC when you think the hero's action should succeed, but there is still some risk of failure due to a rare mistake.



Searching for Luke on Hoth is a skill challenge with high skill DCs.

Harder Checks at Higher Levels

The method described for assigning skill check DCs might give the impression that performing the same task is more difficult for heroes of higher levels, since the DCs are based on character level. However, the expected DCs are really just abstractions that represent many factors, with the assumption that challenges grow more difficult as heroes gain levels. Thus, a 10th-level hero making a Stealth check might need to beat a higher DC than he or she did when at 4th level because the circumstances surrounding the Stealth check are more difficult. At 10th level, the skill challenge faced by the hero might have more vigilant guards, better security protocols, more precise sensors, or any number of other factors that make it harder to succeed on a Stealth check.

This system allows you to design level-appropriate challenges without having to figure out the statistics for every guard, officer, and computer system the heroes might encounter. That said, you are free to assign skill check DCs based on other factors. For example, you can assign DCs based on the defense scores or skill modifiers of opponents, or on the statistics for hazards, vehicles, or objects. Similarly, you can mix and match within a skill challenge, assigning some DCs based on abstractions and others on an enemy's Will Defense or Perception bonus. Just remember that the result of a skill check against a defense score or a skill modifier should still count as a success or a failure.

Moderate skill checks should be used for actions that have some chance of success but also a strong chance of failure. Examples include bribing an Imperial official to look the other way or flying a starship between buildings in a planetary metropolis. You should assign a moderate DC when the hero's action is risky but still a plausible solution to that part of the challenge. You can also assign a moderate DC when the hero's action uses a skill that is not optimal for the situation but that could produce results.

Hard skill checks should be used for actions where the odds are stacked against the hero and the chance of failure is high. Examples include hiding from security guards in an open hangar or making an Acrobatics check to drop through a laser security grid. You should assign a hard DC when the hero's action probably should fail, but when luck or exceptional skill could pull off a miracle. You can also assign a hard DC when the skill the hero wants to use is unlikely to produce results during that particular skill challenge.

Table 2-1: Skill Challenge DCs by CL

Challenge CL	Easy DC	Medium DC	Moderate DC	Hard DC	Heroic DC
1	13	18	23	26	31
2–3	14	19	24	27	32
4–5	16	21	26	29	34
6–7	17	22	27	30	35
8–9	18	23	28	32	37
10–11	19	24	29	33	38
12–13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16–17	23	28	33	38	43
18–19	24	29	34	39	44
20	26	31	36	41	46

Heroic skill checks should be used for actions where success seems almost impossible. Examples include convincing a stormtrooper to betray the Empire or using the Force to plant suggestions in the mind of a Dark Jedi. You should assign a heroic DC when the hero's action has almost no chance of success or when it is implausible to expect any results from the chosen skill.

Choose Primary Skills

Although this step is not strictly necessary, it is a good idea to assign DCs to a small number of skills that the heroes are likely to use in the challenge. You will almost certainly need to improvise some DCs during the challenge, but you can probably predict some of the more obvious skill uses in advance and assign those DCs ahead of time. You should also note a few plausible uses of those skills in case you need to provide suggested actions to heroes who are stumped or need pointers.

Of course, a set of primary skills is merely a handy starting point and does not limit the skill challenge in any way—the heroes still can attempt any actions they want. In fact, you should encourage your players to think creatively and reward them for doing so by allowing them a chance at success, no matter how small. Even if a skill is not considered a primary skill for the challenge, if a player suggests something that seems at least remotely plausible, give him or her the chance to try.

Create Options

When designing and running skill challenges, one of your biggest goals is to provide interesting options for the players. You should create opportunities for using a variety of skills, effectively setting up various "targets" for the heroes. The characters should be aware of the different elements placed before them and realize the potential for interactions. They don't negotiate only with a Hutt—his majordomo and protocol droid are also present. They don't simply evade a squad of stormtroopers—they can choose to hide in the slums or sneak through the elite section of town. They don't merely navigate an asteroid field—they can plunge into a dust cloud, zoom close to one of the biggest rocks, or try to reach a less dense area that has more room to maneuver. Such opportunities will present themselves in the way you describe the scene, so keep in mind that presenting multiple characters, locations, or objects makes it easier for the players to come up with interesting actions.

Add Challenge Effects

The final step in designing a skill challenge is to add one or more challenge effects (described in the next section) that modify the basic rules of the challenge. These extra effects are not required, but they can help give each skill challenge its own feel, just as adding special terrain features to a combat encounter can make it seem unique. If you want to use such effects, choose them in advance (not on the fly), based on the nature of the skill challenge in question. You also might want to make your players aware of the effects in case their presence alters the way the heroes would behave in that situation.

Challenge Effects

The effects described below provide small alterations to the game mechanics of a skill challenge, changing the way it plays out. Each effect has a unique rule associated with it, and some of the effects might be incompatible with one another—or at least require some adjudication from the Gamemaster. The description of each effect includes examples of how it can be used and suggestions for when it might be included in a skill challenge.

Antagonist

The antagonist effect represents an opponent that actively works against the heroes as they perform the skill challenge. Rather than failing due to their own mistakes, the heroes face the threat of failure because of the efforts of the antagonist. In a skill challenge with the antagonist effect, the heroes do not accrue failures when they fail a skill check. Instead, the antagonist takes its own actions and makes its own skill checks (against the same DCs faced by the heroes), and each success the antagonist accrues counts as one failure for the heroes. The antagonist takes an action each time all the heroes have taken actions, ensuring that failures are accrued only after the heroes have had a chance to earn successes.

For example, you might use this effect when the heroes are being pursued by a bounty hunter or when an enemy slicer is attempting to break into the heroes' computer system.

Use the antagonist effect when:

- an opponent or entity is actively working against the heroes.
- you want to encourage the heroes to act without fear of making the situation worse.
- the actions of the heroes would not directly contribute to failure.

Catastrophic Failure

The catastrophic failure effect represents the fact that the heroes' plight is so delicate that a significant failure causes the situation to worsen rapidly. When a hero attempts an action and fails by a large margin, that failure moves the characters much closer to ultimate defeat. In a skill challenge with the catastrophic failure effect, if a participant fails a skill check by 10 or more, the heroes accrue two failures instead of one.



Luke Skywalker reacts after a catastrophic failure in a negotiation skill challenge.

For example, you might use this effect when the heroes are navigating an extremely dangerous asteroid field or trying to maintain a low profile in the seat of their enemy's power.

Use the catastrophic failure effect when:

- dire failure has a chance of producing dire consequences.
- you want to increase tension in challenges with lower CLs.
- you want to encourage heroes to aid the skill checks of their allies instead of making their own checks.

Changing Objectives

The changing objectives effect represents a more significant shift in the heroes' situation than usual. As the heroes accrue successes and failures, the objectives of the skill challenge change, and the relevant skills and actions available to the heroes change as well.

For example, you might use this effect when the heroes learn that the quarry they have been chasing actually needs their protection, or when the crime lord they have been negotiating with decides to turn them over to the authorities, forcing the characters to flee.

Use the changing objectives effect when:

- you want to combine two scenes into a single skill challenge.
- you have heroes with wildly different skill sets.
- the pace of the skill challenge slows and needs to be invigorated.

Close Call

The close call effect represents situations in which the heroes can fail to make progress toward their goal without making overall conditions worse. With this effect, the heroes accrue a failure only if they fail a skill check by 5 or more.

For example, you might use this effect when the heroes are trying to track down an informant who has no allies on the planet, or when traveling overland across a world with few natural hazards.

Use the close call effect when:

- the actions of the heroes must fail dramatically to make their situation worse.
- you want to make success in the skill challenge easier without lowering skill DCs.
- you want to allow heroes to fail without obligating them to spend Force Points to earn a success.

Containment

The containment effect represents situations in which the actions of the heroes can bring only success, not failure. Conditions grow worse only when no one contributes to the completion of the challenge. With this effect, the heroes do not accrue failures for failed skill checks. Instead, they accrue a failure only if no hero earns a success during an increment of time predetermined by the Gamemaster. This increment can be as short as a single combat round, or could encompass a longer period of time such as a minute, hour, or day. Each hero need not contribute to this skill challenge.

For example, you might use this effect when the heroes are trying to stop a fire from spreading, or during a foot chase through empty streets.

Use the containment effect when:

- the actions of the heroes cannot make things worse.
- you want to allow one hero to manage the skill challenge while the other heroes take other actions.
- failure in the skill challenge depends on outside or natural forces.

Degenerating

The degenerating effect represents situations in which failures can make the situation worse without ending the skill challenge. In a degenerating skill challenge, the heroes' actions have repercussions, and failures cause conditions to grow more dire, but the challenge does not end when the heroes accrue three failures. Instead, the general difficulty category for skill checks increases by one step for each failure accrued. For example, on the first failure, easy checks become medium checks, medium checks become moderate checks, and so on. Similarly, each success decreases the difficulty category by one step. The skill challenge ends when there are no possible skill DCs below a certain general category (as determined by the GM). For instance, the GM could determine that the skill challenge will be over when all of the skill checks have become hard.

For example, you could use this effect when the heroes are trying to avoid capture by the Empire while on Coruscant or trying to navigate a starship through a dangerous cluster of black holes.

Use the degenerating effect when:

- you want to reinforce the cost of failure in the situation.
- you want the challenge to grow more difficult as it progresses.
- you want to allow the heroes a chance to recover from their mistakes in a noticeable way.

Anakin loses allies during a space travel skill challenge in an example of degrees of failure.



Degrees of Failure

Similar to a degenerating skill challenge, a skill challenge with the degrees of failure effect grows more dangerous as the heroes accrue more failures. The challenge itself does not become more difficult, but the heroes face other consequences, which might not become evident until after the challenge is over. The skill challenge ends when three failures are accrued, as normal, but even if the heroes succeed, they must deal with consequences based on the number of failures accrued during the challenge.

For example, you might subtract a number of credits from the heroes' reward for each failure, or the heroes might face a combat encounter with an encounter CL set by the number of failures accrued.

Use the degrees of failure effect when:

- you want distinct consequences for failure that last beyond the scope of the skill challenge.
- you want to reinforce the need for perfect success in a challenge.
- you want to reward heroes for completing a skill challenge without accruing failures.

Degrees of Success

Similar to a degrees of failure skill challenge, a skill challenge with the degrees of success effect rewards the heroes for accruing successes, even in the face of ultimate failure. Each time the heroes earn a certain number of successes, they gain some type of benefit, regardless of the number of failures they have accrued. The number of successes needed to gain a benefit can vary depending on the skill challenge. In a complexity 1 skill challenge, each success could grant a benefit, whereas in a complexity 3 skill challenge, the heroes might need three successes to earn a benefit.

For example, you might determine that successes with certain skills alter the circumstances of the challenge, granting the heroes bonuses to other skill checks. Alternatively, the heroes could earn credits, pieces of information, experience points, or story rewards for their successes.

Use the degrees of success effect when:

- you want distinct benefits for success that last beyond the scope of the skill challenge.
- you want to reward the heroes for successes in a difficult skill challenge that they are likely to fail.
- you want each success to contribute to the collective knowledge possessed by the heroes.

Extreme Success

The extreme success effect allows heroes to bring a skill challenge to its conclusion more quickly by pulling off exceptional actions. With this effect, if a hero earns a success with a check result that is 10 or more points higher than the target DC, the hero earns two successes for the party instead of one.

For example, you might use this effect when running a skill challenge for characters who are particularly suited to the task, or a challenge in which exceptional success puts the forces working against the heroes at a significant disadvantage.

Use the extreme success effect when:

- the heroes are well suited to the skill challenge's demands.
- you want to allow the heroes to end the skill challenge more quickly than normal.
- you want to reward high skill rolls in a challenge with a low CL relative to the party.

Individual Effort

A skill challenge with the individual effort effect focuses not only on the heroes' ability to work together but also on their separate contributions to the challenge. When a skill challenge has this effect, each hero must earn a number of individual successes equal to the challenge's complexity before the party accrues enough failures as a whole to fail the challenge.

For example, you can use this effect to reflect the need for everyone to contribute, such as when all the heroes are flying their own starfighters through a dangerous section of space, or when each hero must endure Imperial interrogation separately.

Use the individual effort effect when:

- you want to require each hero to attempt actions during the skill challenge.
- you want to increase the overall difficulty of the challenge without increasing skill check DCs.
- each hero's contributions must be relatively equal to ensure success.

Initiative

A skill challenge with the initiative effect has a predetermined order in which the heroes can act. Each hero makes an Initiative check and acts in that order, just as in a normal combat encounter.

You can use this effect for skill challenges that take place during a combat encounter, or for those that occur in a very short amount of time (a matter of seconds or minutes).

Use the initiative effect when:

- running a skill challenge in combat.
- the heroes' ability to act in the challenge is based on their reaction times.
- you want to have a fixed order in which the heroes act.

Opposed DC

A skill challenge with the opposed DC effect represents a situation in which someone or something is actively working to deter the heroes' efforts. Like the antagonist effect, this pits the heroes directly against an opposing force that determines the difficulty of success. A skill challenge with the opposed DC effect does not use the skill check DCs from Table 2–2, above. Instead, the DC is set by the skill check or defense score of an opponent. The Gamemaster must know the skill checks and defense scores of the relevant opponents to determine successes and failures.

For example, you can use this effect for skill challenges in which the heroes try to outmaneuver an enemy antislicer droid, or when they engage in a battle of wits with an enemy commander.

Use the opposed DC effect when:

- the skill challenge has a specific opponent or set of opponents.
- the heroes are taking actions directly against an individual.
- you don't want to base the skill check DCs on the situation.

Recovery

A skill challenge with the recovery effect represents a situation in which the heroes can make amends for mistakes they made earlier in the challenge. When a hero succeeds on a check by 5 or more, that hero can choose to remove one failure instead of earning a success.

You might use this effect when your heroes are negotiating with a noble who is as easily flattered as offended, or during a skill challenge in which the heroes are working to evade a pursuing bounty hunter.

Use the recovery effect when:

- the situation allows the heroes to make up for their mistakes.
- you want to encourage skilled heroes to compensate for the lower skills of other heroes.
- you want to reward heroes for significant successes without bringing the challenge to a premature end.

Restricted Skills

A skill challenge with the restricted skills effect represents a situation in which the same trick will not work more than a few times, if at all. This should be true in most skill challenges—you should not allow a hero to complete a challenge by using the same skill over and over again—but this effect imposes more strict limitations. You can implement this effect in three ways. First, you can forbid certain skills from being used in the challenge. Second, you can limit the number of times that certain skills can be used, either by an individual hero or by the party overall. Third, you can rule that when a hero accrues a failure with a certain skill, that skill can no longer be used to earn successes in the challenge.

For example, you could use this effect in a challenge with a Hutt crime lord as he judges the heroes' worthiness to work for him, or when the characters are trying to sneak into a secret research facility where failure triggers alarms.

Use the restricted skills effect when:

- you want to encourage heroes to vary the skills they use.
- the situation warrants that you bar a particular skill from being used.
- you want to encourage less obvious solutions to the problems of the skill challenge.

Second Effort

A skill challenge with the second effort effect represents a situation in which, despite a lack of skill or composure, the heroes manage to succeed through pure grit and determination. With this effect, any hero who accrues a failure can make a sacrifice to turn that failure into a success. The exact nature of the sacrifice is up to the GM, but examples include moving down the condition track, taking damage, or losing a Force Point.

You can use this effect in skill challenges that reward determination, such as pushing through a driving storm on Dorin despite failing to find shelter, or blasting through a blockade with no regard for the final state of the ship.

Use the second effort effect when:

- you want to give the heroes the chance to sacrifice resources for success.
- the skill challenge has a higher CL and you want to reduce the odds of outright failure.
- the heroes' determination can overcome their lack of ideas or competence with skills.

Timed Challenge

The timed challenge effect represents a situation in which the heroes must worry more about the passage of time than about their individual failures. This effect creates tension and keeps the heroes' eyes on their chronometers as the skill challenge progresses. With this effect, the heroes do not accrue failures for failing skill checks, but instead must earn the required number of successes before a certain amount of time passes (either in rounds or in a more general sense).

For example, you might use this effect in skill challenges in which the heroes must destroy a communications satellite before an enemy fleet arrives, or in which the heroes have to trek through the wilderness before a wounded prisoner dies.

Use the timed challenge effect when:

- you want to introduce a sense of apprehension.
- you want to encourage all the heroes to participate without worrying about accruing failures.
- you want to give the heroes more flexibility in choosing who acts and in what order.



Rebel pilots face a timed challenge while making a trench run.

Success and Failure

With the skill challenge designed, the last step is to determine the consequences of success and failure. Typically, success is self-evident—the heroes achieve the goal that they set out to achieve, such as finding the information they need or escaping from the Empire.

However, determining the results of failure can be a bit more tricky. As in a combat encounter, failure should have some kind of effect on the heroes' resources. It should not prevent the story from advancing or bring the adventure to a halt, but failure should lead to negative consequences for the heroes. For example, if they are engaged in a skill challenge that requires them to chase a quarry with a bounty on his or her head, failing the skill challenge does not necessarily mean that the target gets away. Instead, it could mean that the quarry makes it to a safe house, and the heroes must fight their way in. Alternatively, the target could escape but leave behind a trail that the heroes have to follow into a more dangerous environment. The failure of a skill challenge should still lead the story forward, but it can create new complications and twists for the characters. In most cases, even if the heroes fail the skill challenge, they still earn experience points for it, just as they would for a combat encounter.

You should know ahead of time what the consequences of failing a skill challenge will be for the heroes. Below are several suggestions for failure conditions that you can use when designing skill challenges.



BEING CAPTURED BY ENEMIES IS ONE POSSIBLE RESULT OF FAILING A SKILL CHALLENGE.

Failure Condition: Combat Encounter

If the heroes fail the skill challenge, they are led to a combat encounter, usually one with the same CL as the challenge. Thus, if the heroes fail a CL 8 skill challenge, they should have a combat encounter appropriate for 8th-level heroes. In this case, the heroes earn no experience from the skill challenge; instead, their XP reward is based on the combat encounter.

Failure Condition: Loss of Allies

For a more story-related failure condition, failing a skill challenge could result in the death, capture, or forced abandonment of allies or other relevant characters. For example, in a skill challenge in which the heroes fly a squadron of starfighters through a dangerous area of space, failure could mean that none of the heroes' fellow pilots survive the trip. Alternatively, failure could mean that certain allies—whether present or distant—are captured by the enemy, opening new avenues for adventure.

Failure Condition: Loss of Equipment

Similar to the previous failure condition, failing a skill challenge could cause the heroes' equipment (including droids and vehicles) to become lost or damaged. For example, in a skill challenge in which the heroes infiltrate an Imperial facility to destroy a shield generator, failure could mean that the explosives they brought are damaged, forcing them to find another way to blow up the building.

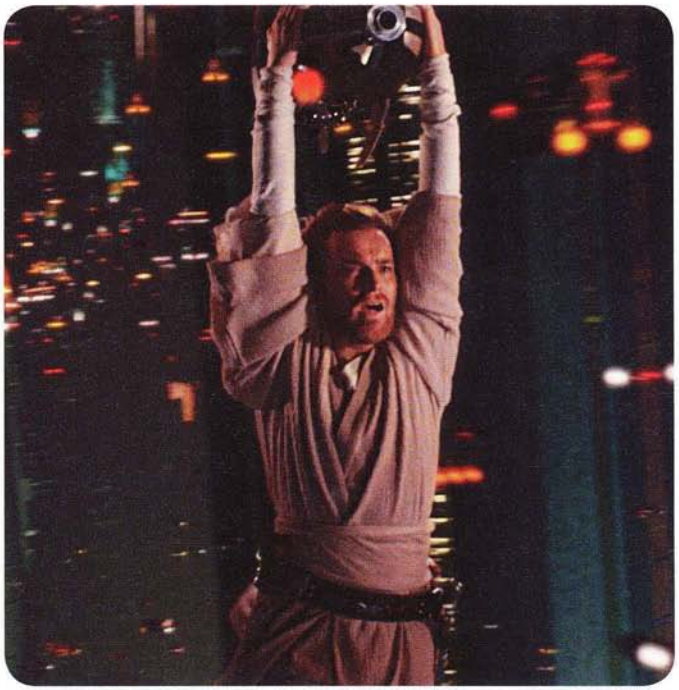
Failure Condition: Loss of Force Point

If you want to use a failure condition based on the metagame, failing a skill challenge could result in the loss of a Force Point for each hero who participated in the challenge. This type of failure condition could be used when the heroes have failed in a matter of importance to the adventure, representing that the Force is not with them as strongly as it normally is.

Failure Condition: Loss of Second Wind

Failing a skill challenge could result in the loss of a second wind for each hero who participated in the challenge—a good choice for challenges that involve physical endurance. This failure condition represents physical exhaustion, and it could mean that heroes who have only one second wind per day cannot recover quickly from their wounds. For example, in a skill challenge in which the heroes must trek through the Felucian jungle, failure could represent the heroes reaching their destination but being exhausted by the effort.

Obi-Wan hangs onto a droid in a dangerous, but cinematic, challenge.



Skill Challenge Tips

Now that you know how a skill challenge works, this section offers tips on creating more exciting challenges. Although each challenge is different, certain aspects of their creation and execution can make them more memorable. As the Gamemaster, it is your job to use the rules—and these suggestions—to create scenes that excite your players, tell an interesting story, and fit into the *Star Wars* saga.

Encourage Cinematic Play

Part of your responsibility as a Gamemaster is to promote cinematic play. In *Star Wars*, taking risks is part of the fun and can lead to great thrills, and in a skill challenge, goals that otherwise would be incredibly difficult might be within the heroes' grasp. To encourage the players to take cinematic actions, present situations in which there are many opportunities to do so. Part of this is simply a function of choosing interesting terrain and locales for the skill challenge, but as the challenge evolves, you might need to present new situations in which the heroes can take audacious chances and still flourish. You can be a bit more lenient when the players want to take risks, especially if it will produce a more exciting scene. If a hero wants to attempt a daring action that has potential to make the scene more stirring, feel free to assign a skill check DC that is lower than might normally be expected.

Offer Suggestions

As with combat encounters, sometimes a skill challenge can bog down. The players might have a hard time deciding on their next actions, or they might be paralyzed by the fear of doing something wrong. Sometimes, the players' interest might wane, or a failure can make the situation seem hopeless. In these cases, it is up to you as the Gamemaster to offer gentle nudges to keep the challenge moving. When the action slows down too much, feel free to suggest good skill uses that the heroes can try, especially if you know that the tasks would be relatively easy for them to perform. Some players might feel lost because they did not follow your description of the situation, and giving them suggestions of what to try can help clarify the needs of the challenge and fire their imaginations.

Create Evolving Situations

A skill challenge is supposed to be a dynamic, evolving scene. As the heroes gain successes and failures, the situation should change accordingly. The heroes' actions should have an impact on the scenario, and the characters should feel that they are making progress, not just taking futile actions. Even better, altering the situation as a result of the heroes' actions opens up fresh creative opportunities, especially if the new circumstances lend themselves to other skills. For example, during a negotiation, the heroes should see some indication that their arguments are having an effect on the Hapan noble whom they are entreating for aid. After accruing a few successes, perhaps they convince the noble to help them, only to discover that they must also convince the other members of her house to assist, meaning that the heroes now must deal with a whole council. On the other hand, accruing a failure might cause the noble to become offended and summon her guards to take the heroes away; the characters then must convince the guards to wait long enough for them to make a second plea.

Evolving situations create more interesting opportunities and more engaging scenes. If a scenario develops beyond the place where it started, it is more likely to be seen as progress in the plot of the campaign. When a situation evolves, something about it should change—the locale, the person with whom the heroes must interact, the tone or sense of urgency, and so on. The new conditions should open up more possibilities for heroic actions and give players something new to do rather than repeat the same actions from their previous turns.

Impose Consequences

As you create evolving situations, remember that the choices the players make should have consequences. They likely will use the skills and abilities that grant them the best chances of success. However, keep in mind that using the same resources over and over again might have negative consequences, and encourage the heroes to choose from a variety of actions that are appropriate for each situation. For example, if you have a Jedi hero whose best skill is Use the Force, he or she might try to use that skill to solve every problem in the skill challenge. If that occurs, from time to time you should impose repercussions for relying on that skill too much. In the Rebellion era, for instance, someone who uses the Force repeatedly could draw the attention of the Empire, so the Jedi's recklessness could cause the heroes to be hounded by Imperials.

Additionally, each time a hero earns a success or a failure in a skill challenge, allow a larger consequence to alter the situation or come back into play down the line. Keep the challenge dynamic by having it reflect the heroes' actions. For example, in the Endor chase sequence, Luke makes a Jump check to knock a scout trooper off a speeder bike, and he succeeds. As a consequence of his action, Luke gains control of a speeder bike and can act independently from Leia (whereas before, his options were more limited).

Add Skill Challenges to Combat

Sometimes, a skill challenge can be used during combat to represent complex tasks. When you run a skill challenge as a part of a combat encounter, your players will almost certainly act on initiative order, and you should not require all heroes to contribute to the success of the challenge. The challenge should have enough transparency for the players to make informed decisions about what their heroes do.

Skill challenges that occur during a combat encounter usually require the heroes to work together on a complex task while engaging in combat with enemies. Returning to the Endor example, think of the scene outside the entrance to the bunker, in which the heroes try to break in while fighting the forces of the Empire. As the combat progresses, the heroes (in this case, Han Solo and R2-D2) attempt a variety of skill checks to gain entry to the bunker, occasionally stopping (in Han's case) to make attack rolls.

As discussed at Determine CL and Complexity on page 41, when you use a skill challenge in combat, consider it part of the encounter's design when determining encounter difficulty. Typically, given the peril of combat, you should include only complexity 1 skill challenges in combat encounters. Additionally, when designing encounters, you can include a complexity 1 skill challenge without adding the skill challenge's CL to the encounter's total CL. In essence, complexity 1 skill challenges are "free" when included in a combat encounter and do not affect the calculations you make to determine the difficulty of the skill challenge.

Break Up the Challenge

You need not run all parts of a skill challenge consecutively. After a round of skill checks, you can put the challenge on hold and engage the players in another scene before returning to the next round of checks. This is a great way to play out skill challenges that take place over a longer period of time. For example, if the heroes are members of New Republic Intelligence sent to root out Imperial agents who are inciting sedition among a planet's populace, the skill challenge goal might be to uncover the identities of the provocateurs. Finding the Imperials could be a complex skill challenge that unfolds over several days. After the heroes accrue a few successes and failures, the Gamemaster can put the skill challenge on hold so the characters can deal with other events (such as a riot) that require their attention. Breaking up a skill challenge is also a good way to reinforce the dynamic nature of the scene. After the first failure in a skill challenge, you might put it aside to run a short combat encounter, then return to the challenge after the encounter is resolved. When you pick the challenge back up again, the scene has changed, and the parameters of the challenge might have changed as well.

Improvise

Any Gamemaster running a skill challenge must be prepared to improvise. Thinking on your feet is key to creating an interesting challenge, and you should be ready to engage in both active improvisation and reactive improvisation.

Active improvisation comes into play when you need to spice up the skill challenge for one reason or another. Perhaps your players have hit a dead end, run out of ideas, or simply lost interest in the challenge. Alternatively, you might run out of sensible responses to the heroes' actions before the skill challenge has been resolved. If this happens, you should improvise new situations, new locales, or new parameters for the challenge. For example, during a skill challenge that involves negotiation with a Hutt crime lord, the players might tire of the constant back-and-forth with the gangster and lose interest. Improvising, you decide that the Hutt has likewise grown bored with the heroes and throws a switch that opens a trap door, dropping the characters into a system of caverns filled with predatory beasts. The skill challenge changes from a negotiation to an escape sequence, requiring the heroes to make their way out of the caverns before being eaten by whatever creatures lurk in the dark.

Reactive improvisation comes into play as a result of the heroes' actions. Sometimes, the players will take actions that you did not anticipate, or they will find loopholes in the scene that cause them to do something unexpected. That's okay—in fact, it can be a lot of fun for both you and the players if you let them be clever and creative. Rather than reject the actions because you did not prepare for them, improvise ways that the actions can succeed, and in turn transform the skill challenge. For example, the heroes are participating in an investigative skill challenge to find a fugitive. One of the characters, in a surprising turn, puts up a large sum of credits as a bounty on

the target rather than continuing the investigation. Improvising, you allow the action, and some days later, a bounty hunter shows up with the quarry in tow. However, the skill challenge continues; the heroes must negotiate with the bounty hunter, then escape the bodyguards that the quarry summoned when taken into custody.

Sample Skill Challenges

The rest of this chapter presents sample skill challenges that were designed with the rules described in the previous part of the chapter. They show how to design skill challenges to fit a variety of situations, and each skill challenge can be used in your game as is.

The first two examples demonstrate how the complexity of a skill challenge can vary based on your needs. They also illustrate extremes of skill challenge design. The first example is a simple, straightforward challenge that was formed quickly to produce a short scene, whereas the second uses many elements to create a more complex scene that changes as the skill challenge evolves.

Following the first two examples are a variety of sample skill challenges, including some intended for use during combat encounters, that you can use as models for building your own.

Simple Skill Challenge: Breaching the Bunker

In this skill challenge, the heroes must breach the front entrance to an Imperial bunker and retrieve the Empire's battle plans for an upcoming conflict. This challenge is intended for use during a combat encounter; the heroes must choose between working toward the skill challenge and firing back at the enemies that are trying to stop them. When the challenge begins, the blast doors to the bunker are sealed, and the heroes must get inside to retrieve the data they need.

CL 2

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (technology) [DC 14]: The heroes can attempt to recognize familiar pieces of technology, which can help identify the method for opening the blast doors or extracting information from the bunker's computers.

Mechanics [DC 19]: The heroes can try to activate the blast doors' opening mechanism, allowing them to enter the bunker.

Persuasion [DC 24]: The heroes can attempt to convince an Imperial officer at their mercy to grant them entrance into the bunker or to call up the information needed from its computers.

Han hotwires the Endor bunker.



Use Computer [DC 19]: The heroes can try to slice into the blast doors' locking mechanism to open them or retrieve the needed information from the bunker's computers.

Challenge Effect: The following is a suggested challenge effect for this skill challenge:

Timed Challenge: The heroes have 10 combat rounds to complete the challenge. After that point, they automatically fail the challenge.

Success: After two successes, the blast doors open, allowing the heroes to enter the bunker and work on retrieving the data. If the heroes succeed on the skill challenge overall, they obtain the needed information and have a chance to escape before reinforcements arrive.

Failure: If the heroes fail the skill challenge, reinforcements arrive in the form of six CL 1 stormtroopers. The heroes still have a chance to retrieve the data, but the fight becomes more difficult.

Complex Skill Challenge: The Podrace

In this skill challenge, the heroes are sponsoring a Podracer in the Ando Overland event, which features 12 racers. Two of the heroes operate a two-seater racing pod, and the other members of the party act as pit crew, spotters, and crew chiefs. The heroes' goal is to secure victory in the three-lap Podrace. This skill challenge is broken into three phases that describe what happens as the race progresses.

CL 6

Complexity: 3 (11 successes before 3 failures)

Podrace Phase 1

The first lap of the race is relatively straightforward.

Suggested Skills: The following are suggested primary skills for this phase of the skill challenge:

Initiative [DC 22]: The pilot can attempt to use quick reflexes to get off to a quick start, while other heroes can try to look ahead in the race to anticipate trouble.

Knowledge (tactics) [DC 17]: The copilot or crew chief can make a Knowledge (tactics) check to analyze enemy flight patterns and advise the pilot on the best path to grab the lead.

Perception [DC 22]: The spotter, copilot, or any other character with a clear view of the track can look for danger on the track ahead or identify which racers are reckless and which ones are likely to allow the heroes' Podracer to draft behind them.

Pilot [DC 17]: The pilot of the Podracer can make a Pilot check to attempt some fancy flying, dancing the vehicle around opponents or across safer ground.

Challenge Effects: The following are suggested challenge effects for this phase of the skill challenge:

Degrees of Failure: The outcome of this skill challenge depends on the number of failures the heroes accrue. The fewer failures the heroes have at the end of the first lap, the better their finishing position.

Extreme Success: Any hero who succeeds on a skill check by 10 or more earns two successes instead of one.

Recovery: Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Success: When the heroes have earned four successes, move on to phase 2 of the race.

Failure: If the heroes accrue no failures during the first lap, their racer is in the lead at the end of the lap. If they accrue one or two failures, their racer is in the middle of the pack at the end of the lap. If they accrue three failures, their racer crashes, but no one is harmed.



Podrace Phase 2

When phase 2 begins, so does the second lap of the race. As the competition nears its midpoint, the heroes' Podracer has a chance to make a short pit stop. At this point, the heroes notice that a rival pit crew is acting suspiciously—one of its members sneaks into a covered parts shed while dragging a droid.

Suggested Skills: The following are suggested primary skills for this phase of the skill challenge:

Mechanics [DC 22]: The Podracer makes a pit stop that is quick and efficient, allowing the heroes to make fast repairs without losing too much ground.

Pilot [DC 17]: The pilot of the Podracer continues to try to outmaneuver his or her opponents. Additionally, the pilot might try to engage in aggressive tactics, running other racers off the course.

Stealth [DC 27]: Any hero on the pit crew can try to sneak into the parts shed where the rival crew member dragged the droid.

Challenge Effects: The following are suggested challenge effects for this phase of the skill challenge:

Degrees of Failure: The outcome of this skill challenge depends on the number of failures the heroes accrue. The fewer failures the heroes have at the end of the second lap, the better their finishing position.

Extreme Success: Any hero who succeeds on a skill check by 10 or more earns two successes instead of one.

Recovery: Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Success: When the heroes have earned a total of seven successes, move on to phase 3 of the race.

Failure: If the heroes accrue no failures during the second lap, their racer is in the lead at the end of the lap. If they accrue one or two failures, their racer is in the middle of the pack at the end of the lap. If they accrue three failures, their racer crashes, but no one is harmed.

Podrace Phase 3

When phase 3 begins, so does the final lap. With the race nearing completion, the rival crew's plans are revealed. The crew is strapping ion bombs onto droids and intends to release them onto the track to take out the frontrunners before they can reach the finish line. Several droids are released onto the track at the start of this phase, and they collide with a Podracer that lags behind the others. As the ion bomb explodes, communications throughout the arena are disrupted, and the target racer crashes.

Suggested Skills: The following are suggested primary skills for this phase of the skill challenge:

Acrobatics [DC 27]: One of the heroes on the pit crew can attempt to dash onto the track, grab one of the ion bomb droids, and drag it away, all the while narrowly avoiding the Podracers that rush by. If a hero managed to sneak into the parts shed during phase 2, that hero can react more quickly to stop the droids and must make a DC 22 (rather than 27) Acrobatics check.

Deception [DC 22]: The pilot of the Podracer can attempt to fool opponents into following a more dangerous path or to otherwise fake out the competitors with tricky maneuvers.

Pilot [DC 27]: Due to the disrupted communications, performing risky stunts is much harder because the heroes in the pit crew cannot warn the pilot and copilot of upcoming danger. If at least one hero succeeds on a Use Computer check to reestablish communications, the DC of the Pilot check drops to 17.

Use Computer [DC 17]: The heroes can try to recalibrate their communications devices, reestablishing contact between the pit crew and the Podracer.

Challenge Effects: The following are suggested challenge effects for this phase of the skill challenge:

Degrees of Failure: The outcome of this skill challenge depends on the number of failures the heroes accrue. The fewer failures the heroes have at the end of the final lap, the better their finishing position.

Degrees of Success: Certain skills in this phase of the challenge are easier if the heroes have already earned success with other skills.

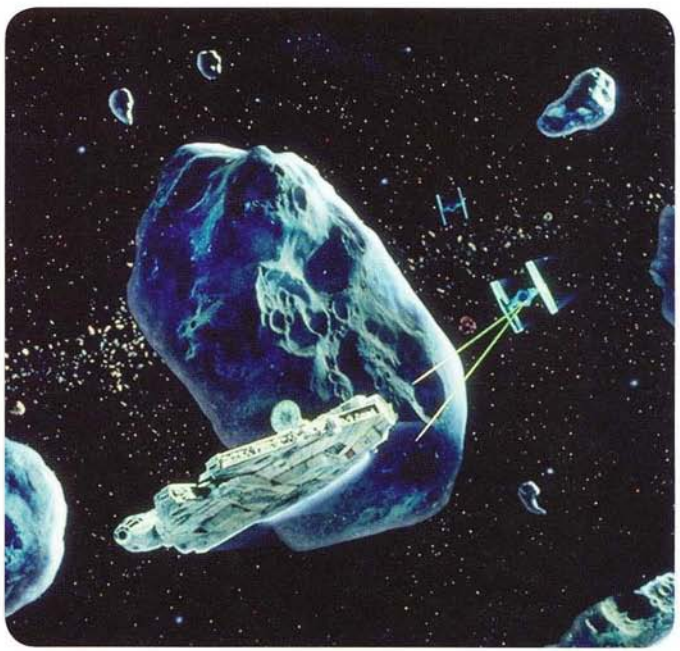
Second Effort: Late in the race, the heroes have a chance to push themselves and their racer to the limit. Whenever the pilot or copilot would normally accrue a failure in this phase of the skill challenge, that hero can move the Podracer –1 step on the condition track to convert that failure into a success. Condition track penalties of the Podracer are also applied to the skill checks of the pilot and copilot.

Success: When the heroes have earned a total of 11 successes, the race ends. Their position in the race depends on the total number of failures they accrued.

Failure: If the heroes have no failures when the skill challenge ends, their Podracer comes in first place. If they have one failure, their racer comes in second place. If they have two failures, their racer comes in third place. If they accrue their third failure during phase 3, they finish the race in seventh place (out of a possible 12).

Skill Challenge: Asteroid Field Escape

This skill challenge represents a chase sequence through an asteroid field. The heroes, aboard their ship, are attempting to escape from pursuing enemy starfighters. This challenge is intended for use during a combat encounter, giving the crew of the ship something to work toward while the gunners fend off the enemy starships.



Escaping through an asteroid field

CL 9

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Fire Starship Weapons [Reflex Defense 23]: A gunner aboard the heroes' ship can fire a weapon (which must deal at least 2d10×2 points of damage) to clear a path through the asteroid field.

Knowledge (physical sciences) [DC 18]: The heroes can attempt to use their knowledge of asteroid field physics to determine the safest route through the field.

Mechanics [DC 23]: The systems operator aboard the ship can make a Mechanics check to boost the strength of the ship's shields against an incoming asteroid collision, blunting or negating the impact.

Pilot [DC 28]: The pilot of the ship can make a Pilot check to keep the pursuing starfighters at bay and make it safely through the asteroid field.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Catastrophic Failure: Any hero making a Pilot check to control the ship who fails the check by 10 or more earns two failures instead of one.

Degrees of Success: The heroes' progress through the asteroid field makes it harder for the pursuing starfighters to avoid the ship's gunners. Each time the heroes earn a success, one of the ship's gunners gains a +2 circumstance bonus to his or her next attack roll made before the end of his or her next turn.

Initiative: The heroes must act in order of initiative during the skill challenge.

Success: The heroes evade the pursuing starfighters and make it safely through the asteroid field.

Failure: The heroes' ship is shot down or damaged by asteroids, crash-landing on one of the largest asteroids in the field.

Skill Challenge: Covert Infiltration

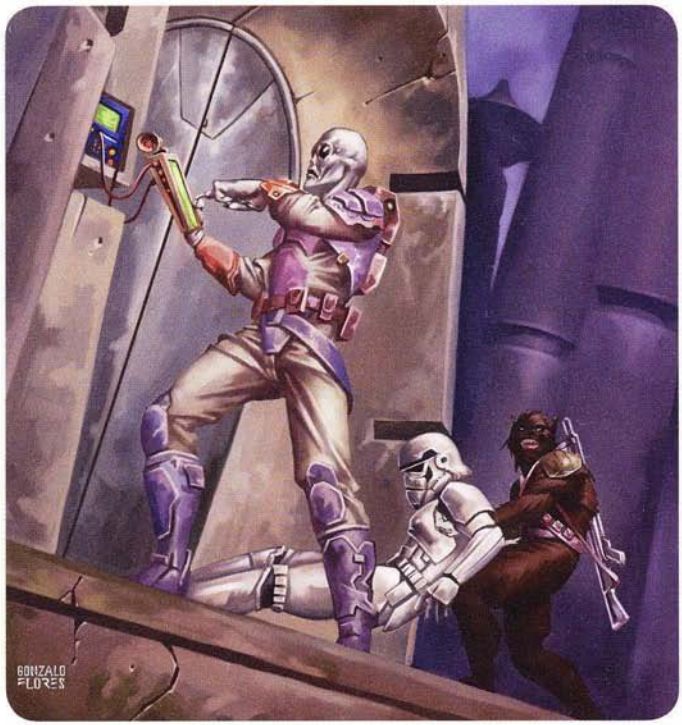
In this skill challenge, the heroes must covertly infiltrate an extremely secure facility, such as the headquarters of Imperial Intelligence or the Corporate Sector Authority. The heroes have located the facility, which is well guarded and has excellent security measures, and they need to get inside and reach a particular chamber.

CL 12

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Acrobatics [DC 21]: The heroes can attempt to climb into ventilation ducts or wriggle through maintenance crawlspaces to avoid more attuned sensors.



Deception [DC 26]: The heroes can try to convince the guards on duty that they belong in the facility, despite not having proper identification.

Stealth [DC 26]: The heroes can attempt to slip by security patrols without being noticed and to pass under security cameras outside their range of vision.

Use Computer [DC 21]: The heroes can try to slice into the facility's central computer to deactivate security devices along their route.

Challenge Effect: The following is a suggested challenge effect for this skill challenge:

Recovery: Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Success: The heroes reach the location they seek without being captured or triggering an alarm.

Failure: The heroes reach their destination but are confronted by guards, and alarms sound throughout the facility.

Skill Challenge: Interrogation

This skill challenge represents the interrogation of a prisoner. The heroes have captured an enemy soldier, droid, or bureaucrat and are attempting to learn what they can from the detainee. The characters must get the information they seek from the target to further their own goals.

CL 3

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 19]: The heroes can attempt to trick the prisoner into revealing the information they seek, pursuing a certain line of questioning in the hopes of deceiving the captive into letting something slip.

Persuasion [DC 24]: The heroes can try to convince the prisoner, either sincerely or through intimidation, that revealing the information is in his or her best interests.

Use the Force [DC 24]: The heroes can attempt to use the Force to extract the information from the prisoner—the target is betrayed by his or her thoughts.

Challenge Effect: The following is a suggested challenge effect for this skill challenge:

Containment: The heroes do not accrue failures for failed skill checks. Instead, they accrue a failure only if everyone takes an action but no one earns a success.

Success: The heroes learn the information they seek.

Failure: The prisoner's will proves too strong, no matter how intense the interrogation, and it becomes clear that the heroes will learn nothing more from their captive.

Skill Challenge: Investigation

In this skill challenge, the heroes are trying to uncover information about a particular person, object, or organization. For the purposes of this challenge, the heroes are covertly investigating their target in an urban environment, and they must discover what they need without attracting the notice of the enemy.

CL 5

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 26]: The heroes can attempt to trick someone who has knowledge about their target—such as a close friend or a person working on a relevant project—into revealing the information that they seek.

Gather Information [DC 16]: The heroes can gather rumors in local cantinas in an attempt to piece together the information they need.

Knowledge (galactic lore) [DC 16]: The heroes can try to recall bits of related information that they learned in the past, applying it to the current situation to assemble a more complete picture of their target.

Use Computer [DC 21]: The heroes can attempt to slice into planetary networks to retrieve secret information, learning what they can from the databanks of secure computers.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Close Call: The heroes accrue failures only on skill checks that fail by 5 or more.

Degrees of Success: For every two successes the heroes earn, they learn a new piece of information about their target.

Success: The heroes learn everything they need to know about their target.

Failure: The heroes fail to learn everything they need. Worse, their enemies become aware that the heroes are present and seeking information.



Obi-Wan participates in an investigation skill challenge on Kamino.

Skill Challenge: Negotiation

In this skill challenge, the heroes have earned enough of a reputation to convince an Imperial Senator to meet with them. They want to persuade him to betray the Empire and start working for the Rebel Alliance. During their audience, the heroes must convince the Senator that it is in his best interests to begin acting as an Alliance spy in the Senate and on Coruscant.

CL 12

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [Opposed DC]: The heroes can fabricate evidence that the Empire is a threat to the Senator, or they might invent an Imperial atrocity that hits close to home for the Senator (even though it is not true).

Knowledge (galactic lore) [DC 26]: The heroes can recall information about the Senator, such as his military service record from the Clone Wars or his participation in anticorruption rallies as a youth, and use it as leverage against him.

Knowledge (social sciences) [DC 31]: The heroes can put forth a point of philosophy, well known on the Senator's homeworld, that engages him and makes a good case for joining their cause.

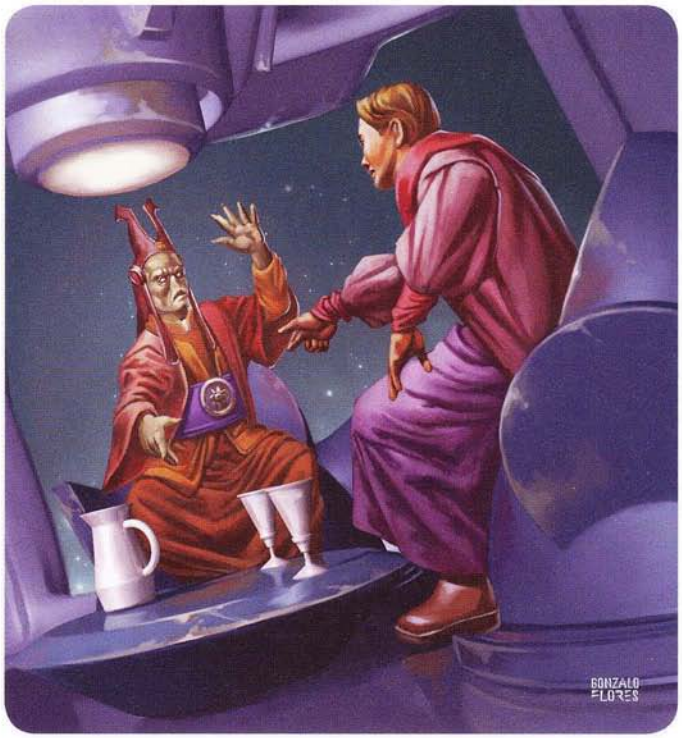
Persuasion [Opposed DC]: The heroes can make an impassioned plea for the Senator to join the Rebel Alliance, using smooth and winning words to convince him that they are in the right.

Use the Force [Opposed DC]: The heroes can attempt to read the mood or surface thoughts of the Senator, using that knowledge to better influence him and to avoid offending him.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Antagonist: Although the Senator shows signs of being sympathetic to the Rebellion, the Empire has placed an adjutant in the Senator's office who makes counterarguments and begs the Senator to report the heroes to the Imperial Security Bureau. The adjutant is the foil to the heroes' arguments, and she attempts to stymie their efforts with Imperial propaganda. The heroes do not accrue failures when they fail skill checks. Instead, each time all the heroes have taken an action, the adjutant makes a skill check (determined by the GM) against the Senator's Will Defense; if she succeeds, the heroes accrue one failure.

Opposed DC: Skills used against the Senator directly, including Deception, Persuasion, and Use the Force, target the Senator's Will Defense. Alternatively, if the heroes try to attack the adjutant's arguments directly, she sets the DC with the result of her Persuasion check.



Recovery: Since the Senator has heard of the heroes and is amenable to their cause, he is willing to listen to them despite the arguments of the adjutant. Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Success: The heroes convince the Senator to help the Rebel Alliance. He agrees to act as their spy in the Senate and on Coruscant. To ensure that the Imperial adjutant does not cause trouble for the heroes, the Senator has her subdued by guards and shipped off to the spice mines of Kessel.

Failure: The adjutant's arguments convince the Senator that treason is too dangerous. He calls for the heroes to be arrested, and the adjutant alerts the ISB of their actions. The heroes might have a chance to repair their relationship with the Senator in the future, or he might become an antagonist that works against the Alliance on Coruscant.

Skill Challenge: Overland Travel

This skill challenge represents traveling across a dangerous expanse of wilderness. It can be used in a variety of environments, including the deserts of Tatooine and the jungles of Felucia. Higher-level versions of this skill challenge could work in environments that are even more hazardous, such as the toxic surface of Dorin or the volcanic wastes of Mustafar.

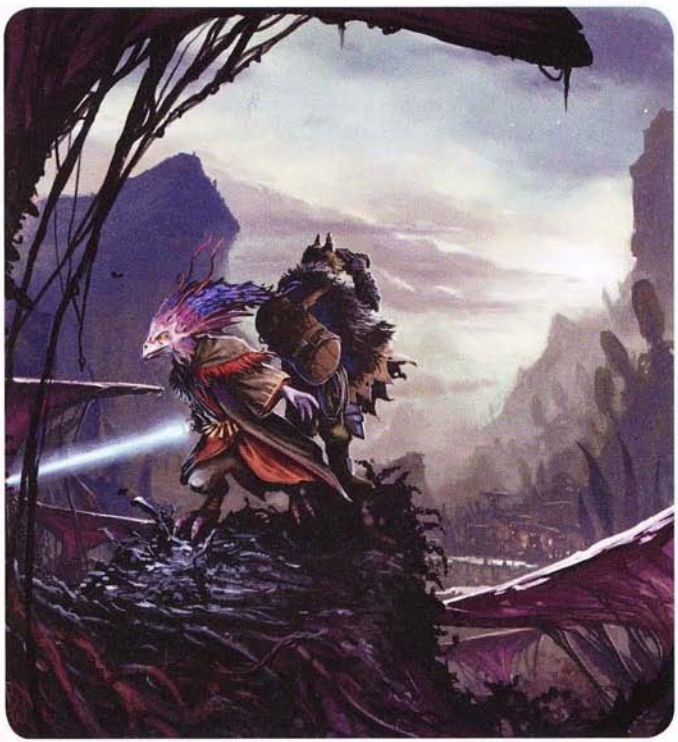
CL 4

Complexity: 3 (3 successes per hero before there are no skill DCs below DC 34)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Endurance [DC 16]: The heroes can attempt to push on even when fatigued, using less water and fewer supplies and shortening their trip by setting a more brisk pace.

Knowledge (life sciences) or Knowledge (physical sciences) [DC 16]: The heroes can identify hazards and dangerous wildlife, avoiding potential threats to their safety.



AN OVERLAND TRAVEL SKILL CHALLENGE ON FELUCIA

Perception [DC 21]: The heroes can try to plot a course by identifying major landmarks and using those sights to make sure that they remain on the correct path.

Survival [DC 16]: The heroes can attempt to find safe trails and scavenge for more supplies to ease the burden on their resources.

Treat Injury [DC 21]: The heroes can try to treat each others' fatigue and injuries, ensuring that they continue on at a good pace across the dangerous land.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Degenerating: Each failure increases the difficulty of all skill uses by one step (from DC 16 to DC 21, from DC 21 to DC 26, from DC 26 to DC 29, and from DC 29 to DC 34). Each success reduces the difficulty of all skill uses by one step, but no further than the original DC of each skill.

Extreme Success: A hero who succeeds on a skill check by 10 or more earns two successes instead of one.

Individual Effort: Each hero must earn three successes to complete the skill challenge.

Success: The heroes reach their destination safely.

Failure: If the heroes accrue enough failures to shift all skill DCs to 34, they fail the challenge and become lost in the wilderness. Each hero also loses one second wind and gains a persistent condition that can be removed only by eight hours of rest in a civilized area. As long as the persistent condition remains, the heroes lose one second wind each day.

Skill Challenge: Searching the Debris Field

In this skill challenge, the heroes are aboard their starship investigating a debris field left behind after a major space battle. They are searching for something—perhaps survivors of the clash or rare cargo that was aboard one of the ships—but to find it, they must navigate through the debris field without destroying their own vessel.

CL 8

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Mechanics [DC 23]: The heroes can attempt to boost power to their sensors, increasing the chance that they will find what they are hunting.

Perception [DC 23]: The heroes can try to use visual scanning out the cockpit windows or gun turrets to spot anything the sensors miss.

Pilot [DC 23]: The ship's pilot or copilot can attempt to plot a safe grid pattern to search the debris field without taking too much damage.

Use Computer [DC 18]: The sensor operator can try to calibrate the sensors to more closely match the profile of the object that the heroes are looking for.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Degrees of Failure: For each failure earned, the heroes' ship collides with a chunk of space debris that is of Colossal size, taking 8d6+10 points of damage.

Extreme Success: A hero who succeeds on a skill check by 10 or more earns two successes instead of one.

Success: The heroes find the object they seek and load it safely onto their ship.

Failure: In addition to any damage sustained from collisions with debris, the heroes fail to locate the object in time. It might have been salvaged by rivals or destroyed in a collision.

Skill Challenge: Slicing the HoloNet

This skill challenge represents an attempt to slice into the HoloNet, which the Empire has declared to be for military use only. The communications network is under tight Imperial control, and security is high. This challenge can be used in a combat encounter or separately as part of a short sequence in an adventure.

CL 11

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 24]: The heroes can attempt to falsify credentials that would earn them access to the HoloNet.

Knowledge (bureaucracy) [DC 19]: The heroes can try to use their knowledge of Imperial bureaucracy to cut through the restrictions placed on the HoloNet with a few correctly placed requests.

Use Computer [Opposed DC]: The heroes can attempt to bypass Imperial security measures, working against antislicer droids to gain access to the HoloNet.

Challenge Effect: The following is a suggested challenge effect for this skill challenge:

Opposed DC: An antislicer droid creates the opposed DC for the heroes' Use Computer checks to slice into the HoloNet. The droid has a Use Computer modifier of +18.

Success: The heroes gain access to the HoloNet and can send and receive transmissions.

Failure: Not only do the heroes fail to gain access to the HoloNet, but the authorities are alerted to their attempt, and the Empire begins hunting for the slicers responsible.

Skill Challenge: Smuggling Contraband

This skill challenge represents smuggling goods past government officials. The goal is to move the contraband, which is currently in the hold of the heroes' ship, to the intended buyer without being caught by the authorities. This skill challenge can start when the heroes arrive in the star system where the goods are to be delivered and continue through the process of landing on the planet and unloading the contraband into the buyer's waiting speeder.

CL 4

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 21]: The heroes can attempt to bluff their way past the authorities, convincing the customs inspectors that their ship holds nothing of interest.

Perception [DC 21]: The heroes can watch out for customs patrols that might appear when the cargo is being off-loaded.

Persuasion [DC 26]: The heroes can try to convince the customs officials to turn a blind eye to the contraband.

Pilot [DC 16]: A hero piloting the ship can try to avoid coming within sensor range of other vessels in orbit that might scan the heroes' ship and detect the contraband.

Stealth [DC 16]: The heroes can attempt to hide the contraband on their ship, perhaps in smuggling compartments or among other, more legitimate cargo.

Use Computer [DC 16]: A sensor operator on the ship can try to use the ship's sensors to jam the sensors of other vessels scanning for contraband.

Challenge Effect: The following is a suggested challenge effect for this skill challenge:

Close Call: The heroes accrue failures only on skill checks that fail by 5 or more.

Success: The heroes off-load the contraband from their ship and deliver it to the buyer without being caught.

Failure: The authorities discover the presence of the contraband and attempt to seize it—by force, if necessary.

SPEEDER BIKE CHASES MAKE EXCITING SKILL CHALLENGES.



SKILL CHALLENGE: SPEEDER BIKE CHASE

In this skill challenge, the heroes must ride speeder bikes through a busy urban area to pursue a criminal fleeing in a landspeeder. During the chase, the heroes travel through different parts of town and herd their quarry into a place where he or she can run no more. As the heroes accrue failures, the target threatens to slip further away, potentially shaking pursuit altogether.

CL 8

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 28 or 23]: The heroes can try to remember what they have heard about the city to find shortcuts and secret routes. This DC could be reduced to 23 for heroes who are familiar with the city.

Perception [DC 23]: The heroes can attempt to find the best path to keep pace with their quarry or look for indicators as to where the target is headed next.

Pilot [DC 18 or Opposed DC]: The heroes can pilot their speeder bikes along the fastest routes, avoid debris and obstacles, and find other ways to close the gap with their quarry. If the heroes get too close, the target becomes able to make Pilot checks to set the DC for the heroes' checks.

Stealth [Opposed DC]: The heroes can try to sneak through the city using alternate routes, cutting their quarry off as long as they remain unnoticed. This check is opposed by the target's Perception check.

Use Computer [DC 32]: The heroes can use their speeder bikes' primitive onboard computers to track the target's landspeeder or intercept its communications. This check is difficult due to the limited nature of the speeder bikes' computers.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Containment: The heroes do not accrue failures for failed skill checks. Instead, they accrue a failure only if everyone takes an action but no one earns a success, since to maintain pursuit, they need to keep the target in sight of only one character.

Opposed DC: Certain skills in this challenge can be opposed by the criminal being pursued.

Restricted Skills: The following skills cannot be used in this challenge: Gather Information, Survival, Swim, or Treat Injury.

Success: The heroes catch the criminal.

Failure: The criminal gets away.

SKILL CHALLENGE: TACTICAL LEADERSHIP

This skill challenge, intended for use during combat encounters, represents the clash of tactical minds on opposite sides of a conflict. The heroes attempt to outwit the enemy commander, using tactical prowess to outmaneuver their opponents. This skill challenge works well during space combat involving capital ships (allowing heroes to participate as the commanders of a fleet in a massive naval battle) or during mass combat encounters.



ACKBAR AND OTHER REBEL COMMANDERS ENGAGE IN A TACTICAL LEADERSHIP CHALLENGE.

CL 14

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 27]: The heroes can attempt feints, false retreats, and other bluffs to lure the enemy into a disadvantageous position.

Knowledge (tactics) [Opposed DC]: The heroes can try to outwit the enemy commander with tactical maneuvers designed to break through enemy formations.

Perception [DC 22]: The heroes can attempt to identify flaws in the enemy's strategy, allowing them to take advantage of those weaknesses.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Antagonist: During this skill challenge, the heroes face off against the tactical prowess of the enemy commander. The heroes do not accrue failures for failed skill checks. Instead, the enemy commander makes skill checks as though participating in the skill challenge, and each time the commander earns a success, the heroes accrue a failure.

Opposed DC: All Knowledge (tactics) checks are opposed. When the heroes make a Knowledge (tactics) check, the enemy commander makes a similar check to set the DC. Likewise, when the commander makes a Knowledge (tactics) check, one of the heroes makes a similar check to set the DC.

Success: The heroes outwit the enemy commander and give their allies a significant advantage in the battle. All of the heroes' allies participating in the battle gain a +2 circumstance bonus to attack rolls and all defenses until the end of the battle.

Failure: The heroes are outwitted by the enemy commander and left in a disadvantageous position. All of the heroes' enemies participating in the battle gain a +2 circumstance bonus to attack rolls and all defenses until the end of the battle.

Skill Challenge: Traversing the Minefield

This skill challenge is intended for use in a combat encounter in which the ground has been seeded with a variety of antipersonnel mines. The heroes must find a way to traverse the minefield while defeating their opponents. Failure can trigger explosions, and success helps other members of the party identify locations where the mines have been placed.

CL 10

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (technology) [DC 19]: The heroes can attempt to recall knowledge about the nature of antipersonnel mines, gaining clues that could indicate what different types of buried mines look like.

Perception [DC 19]: The heroes can try to notice signs of upturned soil or other indicators of the placement of mines.

Use the Force [DC 24]: The heroes can attempt to use the Force to sense spots where great danger awaits them, likely indicating the presence of mines.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Degrees of Failure: Each time the heroes fail a skill check while in the minefield, they trigger an antipersonnel mine in an adjacent space.

Degrees of Success: Each time the heroes earn a success while in the minefield, they learn the locations of at least three active antipersonnel mines.

Initiative: The heroes must act in order of initiative during the skill challenge.

Success: The heroes learn the location of every antipersonnel mine in the field and can see all mines on the battle map.

Failure: The heroes fail to identify any more mines and must risk triggering undetected mines as they cross the field.

Skill Challenge: Sabotage Mission

In this skill challenge, the heroes must perform a mission to sabotage (and, ultimately, destroy) a capital ship hovering above a blockaded planet. The heroes are capable of taking care of the mission themselves, but it will be dangerous, and there will almost certainly be opposition within the vessel. Fortunately, the ship is mostly manned by droids, so they can use some of their tricks to fool automated systems without having to worry about alerting an enemy that thinks creatively to their presence.

CL 6

Complexity: 2 (8 successes before 3 failures)

Mission Phase 1

The first phase of the mission requires the heroes to make their way through the ship to its main reactor, then sabotage it. The heroes should have come up with their own plan for the infiltration, but they begin outside of the capital ship and must find their way onto it. Once onboard, they need to locate the main reactor, and then make their way there without arousing any suspicion. After they have sabotaged the reactor core, the ship is doomed, and their mission is a success.

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [DC 22]: The heroes might use Deception to steal a cargo ship with the authorization to board the target vessel, or disguise themselves and fool the witless droids piloting a shuttlecraft bound for the target ship.

Knowledge (technology) [DC 17]: While onboard the capital ship, the heroes can attempt to recall any knowledge they might possess about the design of the ship's interior, making it easier to move throughout the ship without being spotted.

Stealth [DC 22]: The heroes might sneak aboard and stow away on one of the target ship's shuttles in order to gain access to the ship. Onboard the capital ship, the heroes can use Stealth to move throughout the ship without being spotted.

Use Computer [DC 22]: The heroes can use the Use Computer skill in order to gain access to the capital ship's computers, download schematics, reroute security patrols, and blind the ship's sensors to their presence.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Changing Objectives: Once the heroes have accrued a certain number of successes (4), the objective of the skill challenge changes to escaping from the capital ship.

Close Call: The heroes only accrue failures when they fail skill checks by 5 or more.

Success: After four successes, the heroes reach the chamber that houses the ship's main reactor. There, they can set up the explosives that destroy the main reactor. Since the reactor is volatile, they probably want to be long gone by the time the explosives go off. This moves the mission into Phase 2, described below.

Failure: Each time the heroes accrue a failure, enemy forces discover their attempts and move to stop them. The heroes must deal with a combat encounter appropriate for 6th-level characters. Since the ship is manned by droids, the heroes likely encounter a droid patrol (a typical patrol might consist of 2 droidekas, 4 B1-Series battle droids, and an IG-100 Series MagnaGuard). If the heroes accrue their third failure during this segment, they fail in their mission and are faced with an overwhelmingly difficult enemy force (three to four times as many enemies as is found in a typical patrol), whose intent is to capture the heroes (not kill them).

Mission Phase 2

Once the heroes have set the explosives on the reactor, they now need to get far away to safety. Getting off of the ship is just as dangerous as the task of getting onto it,

Suggested Skills: The following are suggested primary skills for this skill challenge:

Mechanics [DC 22]: As the heroes make their escape, they can use the Mechanics skills to jam doors, retract bridges, and otherwise create impediments that would slow down any pursuers trying to follow them as they escape.

Perception [DC 22]: The heroes can use Perception to watch out for enemies, find the fastest path back to the hangar, or eavesdrop on droid patrols to find out where to go.

Pilot [DC 17]: If the heroes secure a getaway vessel, one hero can make a Pilot check to blast their way out of the ship's hangar before their explosives go off.

Use the Force [DC 27]: Force-sensitive heroes can use the Use the Force skill to sense danger ahead and warn their allies when they might be walking into a trap.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Catastrophic Failure: If a hero fails a skill check by 10 or more, the heroes accrue two failures instead of one.

Restricted Skills: Each skill can only be used once in Phase 2. Additionally, Pilot checks can only be attempted once the heroes have access to a ship.

Success: When the heroes have achieved their eighth success in the skill challenge, they no longer need to fear for their safety, at least for the time being. They successfully escape from the sabotaged ship, which explodes and then falls in chunks into the planet's atmosphere.

Failure: Each time the heroes accrue a failure, the heroes run afoul of the droid defenders of the ship that have begun scrambling to make it to the hangar bays in time to be loaded onto troop transports. The heroes must deal with a combat encounter appropriate for 6th-level characters. Since the ship is manned by droids, the heroes likely encounter a droid patrol (a typical patrol might consist of 2 droidekas, 4 B1-Series battle droids, and an IG-100 Series MagnaGuard). If the heroes accrue their third failure during this phase, they become trapped on the ship as it breaks apart and begins plunging into the atmosphere.

Chapter III
Equipment





For most of the intrigue-savvy people of the galaxy, wits and secrecy are the two most valuable weapons in their arsenals. However, sometimes inherent ability and learned skills are only part of what it takes to maintain secrecy or manipulate one's enemies. From time to time, even the wisest conspirators must make use of the technology that the galaxy has to offer, although they often use those things in deceptive ways. For the master of intrigue, equipment and weapons are merely a means to an end, but one should always make sure to have the right tools for the job.

Most equipment used by masters of intrigue is designed to either create or enhance deception, keep secrets a secret, reveal someone else's secrets, or protect the keeper of a secret from harm. For example, the Xerrol nightstinger sniper rifle, which produces an invisible blaster bolt, creates deception by preventing observers from seeing where the shot comes from. Likewise, the same weapon can be used to keep a secret a secret by taking out someone who is doing too much snooping around. Most of the equipment and weapons in this chapter perform one of those four functions, but they do so in very different ways.

Droids are always something of a risk in an intrigue-based campaign. On one hand, droids are immune to many tricks that living beings are susceptible to. They often cannot be bribed, smooth talked, or deceived into revealing the information within their databanks. They are often more focused on their missions than are living beings, and they are incapable of actively betraying someone thanks to their rigid programming. However, droids also present a significant risk, in that someone with the right computer slicing skills can extract information from them. Moreover, droids are often less capable of defending themselves and thinking creatively than their living counterparts, making it more likely that they will fall into enemy hands.

Most of the vehicles presented in this chapter are designed to put more tools in the hands of the intrigue-minded player or villain. Scout ships with excellent sensor cloaks can make spying on the enemy easier, and many spies prefer vessels with low profiles over those that, while more defensible, are more likely to attract notice.

EQUIPMENT AND WEAPONS

Equipment and weapons are not the main focus of a *Galaxy of Intrigue* campaign, but they do have their place. The powerbrokers and masterminds who create the intricate plots and conspiracies that drive this style of campaign know that equipment is just another tool to be used. Still, the elite have access to equipment and weapons that are experimental, highly illegal, or otherwise too expensive for most individuals to employ.

RANGED WEAPONS

In *Galaxy of Intrigue* campaigns, assassins use of a variety of ranged weapons to deliver a lethal message, and some VIPs prefer ranged weapons that are small, easily hidden, but still powerful. The weapons in Table 3–1: Ranged Weapons are described below.

Blaster, Wrist

Pistol

For those needing the ultimate in discretion, a wrist blaster provides protection without drawing attention. It is popular with assassins, diplomats working in hostile territories, and other VIPs who hate being completely unarmed. The wrist blaster is worn as a bracelet and looks like an ordinary piece of jewelry. The bulk of the wrist blaster contains the power cell, which is powerful enough to deliver the same damage as a blaster, but contains enough energy for only a single shot.

A wrist blaster is meant for use in close quarters. Special alloys mask the wrist blaster from sensor scans for weapons. Detecting a wrist blaster with a sensor scan requires a DC 25 Use Computer check.

Darter

Simple Weapon

A darter is a large pistol that launches a dart by use of a compressed air canister. Although the range is limited and the damage minor, the darts can deliver poison or a surveillance tagger (see page 67). Poachers, game wardens, security personnel, assassins, and even medical personnel use darters in their duties.

A darter's maximum range is the Short range increment. A dart carrying poison delivers the toxin if the darter successfully deals damage.

Snare Pistol

Pistol

The smaller cousin of the snare rifle described in *Scum and Villainy*, the snare pistol carries the same capabilities, but in a smaller weapon and with a considerably shorter range. A snare pistol fires a length of weighted synthcord that wraps around the target, allowing the weapon's wielder to initiate a grab or grapple against an enemy at up to Short range. An enemy that is grabbed or grappled can attempt to escape the snare with a DC 15 Acrobatics check or to break it with a DC 20 Strength check. You can use the Pin and Trip feats with a snare pistol, but you cannot use the Crush, Throw, or Bone Crusher (see page 26) feats.

A snare pistol uses a specialized cartridge that holds 2 shots. Replacement cartridges weigh 1 kg and cost 25 credits each.

Xerrol Nightstinger

Rifle

Used by assassins, the Xerrol nightstinger is a sporting blaster rifle designed for sniping at long range. Instead of using an energy cell for ammunition, the nightstinger utilizes special canisters of exotic gasses that produce powerful shots that are invisible to the eye, so a sniper can fire the weapon without revealing his or her position. Imperial snipers make use of an unusual tactic, firing at special redirection crystals to create confusion and divert attention to another location (see page 67).

Each gas canister contains enough charges for five shots and costs 1,000 credits.



A XERROL NIGHTSTINGER DOESN'T GIVE AWAY A SNIPER'S LOCATION.

Table 3-1: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Xerrol nightstinger	1,500	3d6	–	S	4.5 kg	Energy	Illegal
PISTOLS							
Tiny							
Blaster, wrist[1]	800	3d4	–	S	0.5 kg	Energy	Illegal
Medium							
Snare pistol[1]	600	–	1d4	S	2 kg	Bludgeoning	Licensed
SIMPLE WEAPONS							
Medium							
Darter	150	1	–	S	3 kg	Piercing	Licensed

1 *Inaccurate weapon. This weapon cannot fire at targets at medium or long range.*

Poisons and Toxins

Poison has long been a favored tool of assassins, and death by poison is a common feature of any intrigue campaign. Described here are several additional poisons, toxins, and dangerous chemicals that might find their way into an adventure. For more information, see "Poison" on page 255 of the Saga Edition core rulebook.

Bundar Root (CL 1): Bundar root causes short-term memory loss and affects a victim's ability to reason. When a creature ingests bundar root, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack is successful, the target suffers a –5 penalty to all skill checks that round. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Chuba Poison (CL 8): Potentially causing a stroke in a creature that ingests it, chuba is derived from glands of the gorg, a small amphibious creature found on swampy planets. When a creature ingests chuba poison, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target moves –1 step on the condition track. If the attack beats the target's Fortitude Defense by 10 or more, the target remains at that position on the condition track until three separate and successful DC 20 Treat Injury checks are made. If the attack fails, the target suffers no ill effects.

Devaronian Blood-Poison (CL 4): Devaronian blood-poison is a rare crystalline gem which is poisonous on contact. Each round that a creature is in contact with Devaronian blood-poison, make an attack roll (1d10+5) against the target's Fortitude Defense. If the attack succeeds, the target is wracked with pain, can move only at half speed, and moves –1 step on the condition track. If the target moves to a point on the condition track that would normally reduce it to half speed, the target is immobilized instead. The poison attacks each round until cured with a successful DC 20 Treat Injury check.

Irksh Poison (CL 13): Irksh poison is a deadly substance created by the Yuuzhan Vong for their undercover agents to use on themselves in case they are captured. When a creature ingests irksh poison, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target takes 8d6 points of damage and moves –1 step on the condition track. If the attack fails, the target takes half damage and does not move on the condition track. The poison attacks each round until cured with a successful DC 28 Treat Injury check.

Quongoosh Essence (CL 3): When a creature ingests quongoosh essence, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target moves –1 step on the condition track. A target moved to the "Helpless" step on the condition track by the poison becomes blind but not unconscious or otherwise helpless as a result of this poison (see page 254 of the Saga Edition core rulebook). All targets have concealment from the blind creature. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Trihexalon (CL 15): Also known as Dragon's Breath or Hex, this potent biological agent comes in a powder form and causes massive breakdown in organic material. Each round that a creature is in contact with trihexalon, make an attack roll (1d20+20) against the target's Fortitude Defense. If the attack succeeds, the target takes 10d6 points of damage and moves –2 steps on the condition track. If the attack fails, the target takes half damage, but still moves –1 step on the condition track. The poison attacks each round until cured with a successful DC 30 Treat Injury check. Because trihexalon causes disintegration of biological matter, a creature that takes full damage from trihexalon loses any limb in contact with the poison (roll randomly if the contact is not otherwise determined).

EQUIPMENT

The following new equipment is suitable for use by heroes in any *Galaxy of Intrigue* campaign. Table 3-2: Equipment lists the prices and weight of these items. Refer to the descriptions below for other pertinent information.

Antitoxin Patch

This adhesive patch is applied near the stomach (or similar organ, depending on the species). It emits a low dose of antitoxin, giving the wearer a +10 equipment bonus to Fortitude Defense against ingested poisons and a +5 equipment bonus to Fortitude Defense against inhaled poisons. An antitoxin patch lasts for 24 hours. For each consecutive day that an antitoxin patch is worn, the target moves –1 step on the condition track.

Comlink, Earbud

The earbud comlink is a tiny comlink fitted for the wearer's ear, allowing unobtrusive private communication for anyone needing to be discreet—ambassadors, card cheats, and spies, for example. The earbud comlink's size, shape, and color give the wearer a +5 equipment bonus to Deception checks for the purpose of hiding its presence. The earbud comlink can be programmed to initiate or receive a transmission when the wearer touches his or her ear or even clicks or grinds his or her teeth. Because of its minute size, the earbud has the same range as a short-range comlink—50 kilometers or low orbit.

Flash Suppressor/Silencer

The Merr-Sonn Nonsonic is a typical example of a flash suppressor/silencer. Fitting over the muzzle of any Small or larger slugthrower, this device reduces both the sound and the muzzle flash when the weapon is fired. A flash suppressor/silencer imposes a –10 penalty to Perception checks to discern the sound or spot the flash of an equipped slugthrower. It reduces the maximum range of the weapon by two range increments.

Holo Converter

This small, blocky device is attached to a holoprojector and uses powerful algorithms to alter the outgoing signal, modifying the images and sounds received on the other end so that the user's appearance and voice are disguised. The holo converter can even disguise the user's gender and species. Preset with up to 10 different personae, complete with rotating wardrobe, the holo converter grants a +5 equipment bonus to Deception checks for the purposes of making the receiver believe that the user is another person.

Panic Ring

Despite the name, this device is available in a variety of shapes and sizes, the most common being a large, ornamental ring. Diplomats, wealthy CEOs, and anyone who fears kidnapping or ambush wear panic rings. A secret catch (DC 25 Perception check) reveals a small button that, when pressed, releases an encrypted emergency signal. This signal has a range of 100 kilometers and continually broadcasts a preset signal—usually "wearer in danger"—to local law enforcement, personal security, or any other group designated by the wearer. Changing this signal requires a DC 25 Mechanics check, and failure by 5 or more activates the panic ring.

TABLE 3-2: EQUIPMENT

COMMUNICATION DEVICES	COST	WEIGHT
Comlink, earbud	200	–
Panic ring	300	–
Holo converter	3,000	2 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Surveillance detector	450	0.5 kg
Surveillance tagger	450	0.5 kg
Veridicator	4,000	0.1 kg
Vid-vox scrambler	3,400	0.5 kg
MEDICAL GEAR	**COST**	**WEIGHT**
Antitoxin patch	25	–
Toxin detector	700	0.5 kg
TOOLS	**COST**	**WEIGHT**
Redirection crystal	500	–
Shield cage	10,000	20 kg
WEAPON ACCESSORIES	**COST**	**WEIGHT**
Flash suppressor/silencer	400	0.2 kg

Redirection Crystal

A redirection crystal is filled with Tibanna gas and has a small blasting tube. Snipers and assassins use them to seemingly bank blaster shots, allowing the shooter to hide in one location while making a shot appear to come from another position. When struck by blaster fire, the gas inside the crystal explodes, directing the shot through the blast tube at the established angle. Only skilled snipers and assassins use redirection crystals because of the sheer difficulty in making a successful strike. Redirection crystals are sometimes used in conjunction with the Xerrol nightstinger (see page 64), taking advantage of the weapon's invisible blaster shot to confuse the enemy.

A redirection crystal is Fine size, giving it Reflex Defense 15, plus penalties for distance. If an attack with a blaster weapon successfully hits the redirection crystal, make a second attack roll against the intended target, with a -10 penalty and additional range-increment penalties. The redirection crystal is destroyed, leaving only minuscule fragments, requiring a DC 30 Perception check to notice and a DC 30 Knowledge (technology) check to identify.

Shield Cage

A shield cage is a portable shield generator used to trap a target rather than protect it from harm. Wealthy bounty hunters, criminal masterminds, and other VIPs use shield cages to trap targets, sometimes setting the cages beneath chairs or inside doorways. A shield cage is a large flat disk, 2 meters in diameter. It must be connected to a power supply to operate and drains portable power generators after 2 hours of continuous use.

A shield cage produces a shield bubble that fills a single square. Multiple shield cages can be linked together, each expanding the shielded area by one additional square. Targets are trapped inside and cannot move until the power is turned off. The shield is air permeable, allowing the target to breathe and communicate verbally, but nothing else can pass through the shield except damage that exceeds the shield's rating (SR 15).

Surveillance Detector

A surveillance detector is a small, handheld device that scans an area for eavesdropping devices and surveillance taggers (see below). When activated, the surveillance detector grants a +10 equipment bonus to Perception checks for locating active or passive surveillance devices within 6 squares of the detector. It can be set to either display the presence of eavesdropping or to emit an alarm when such attempts are detected.

Surveillance Tagger

The surveillance tagger is a tiny, unassuming tube containing a Fine sized dart and a compressed air canister. When fired, the dart attaches itself to the target with a combination of adhesives and magnetism and activates a homing beacon. The homing beacon has a range of 1 kilometer and enough power to transmit for 40 hours.

To use the surveillance tagger, the user must succeed on a ranged attack against a target within 6 squares of the user. The size of the dart imposes a -20 penalty to Perception checks to notice it. An activated signal tagger allows the user to track the movements of the dart with a DC 10 Use Computer check and a datapad or an appropriate sensor package.

Toxin Detector

Assassination by poison is one of the dangers faced by nobles, politicians and other notable figures. This tiny handheld device scans food and drink to determine if it is spoiled or contains poison. Using the device requires a standard action. It has a range of one square and contains data for up to 100 different species. The toxin detector can be set to blink a light (green for safe food and red for dangerous) or to vibrate slightly when a toxin is detected. For an additional 100 credits, the toxin detector can be disguised as a bracelet or other piece of jewelry for maximum discretion.

Veridicator

Worn as an inconspicuous bracelet, the veridicator uses sophisticated sensors to monitor a target's heart rate, pupil dilation, perspiration, and other involuntary stress responses. It compares this information to its internal database, determining the emotional state of the target and indicating if he or she is lying. The veridicator then relays this information to the wearer as a series of pulses, temperature variations, or vibrations.

Once activated, the veridicator needs a full round to acquire the data from a single target within 6 squares of the user. Then the veridicator provides a +5 bonus to Perception checks for the purpose of sensing deception or influence or for gambling against other players in games such as sabacc. The veridicator can be programmed for only a single species at a time. Changing the settings requires a DC 10 Use Computer check.

Vid-Vox Scrambler

When activated, this Tiny handheld device emits a low-frequency wave that scrambles all video, audio, and holographic recording within its area of effect, while leaving normal conversation unaffected. Vid-vox scramblers are prized by anyone worried that their conversations are being recorded, including criminal masterminds, CEOs, spies, and the paranoid.

The vid-vox scrambler prevents all video, audio, and holographic recording in the squares adjacent to and the square including the device. Anyone eavesdropping or reviewing recordings of targets protected by an interference generator must make a DC 30 Perception or Use Computer check to pick up only scattered words and phrases. A scrambler can operate continuously for one week on a single power cell, or it can be connected to a generator or other permanent power source.

Equipment and Weapon Upgrades

The following upgrade is for use with either gear or weapons. Most universal equipment upgrades can be applied to any type of equipment, although some upgrades have limitations or special rules when applied to armor or weapons. Weapon upgrades can be applied only to weapons. See *Scum and Villainy* for more information on equipment upgrades and additional optional rules.

Componentization

Componentization is a process where a single piece of equipment or weapon is composed of several different pieces, each of which is disguised to appear as another type of equipment, such as a comlink, a datapad, or even a vibroshaver. Componentization is a common upgrade for assassins, smugglers, and nobles who want to carry weapons or other equipment into a location secretly.

The basic componentization upgrade (one upgrade slot) breaks the item or weapon into two component parts, each one size category smaller than the original item. An item or weapon with the deluxe upgrade (two upgrade slots) breaks down into four items, each two size categories smaller than the original item. For example, a Medium sporting blaster rifle can break down into two Small objects with the basic upgrade or into four Tiny objects with the deluxe upgrade.

A full round is required to assemble a componentized item from two parts. Two full rounds are required to assemble a componentized item from four parts. Identifying a component as part of this upgrade package requires a DC 30 Perception or DC 25 Knowledge (technology) check.

Vehicles

On the whole, the elite of the galaxy—those most embroiled in intrigue and conspiracy—prefer to travel in the lap of luxury. Although a crime lord might set up headquarters in a battered cargo scow, most prefer to own and travel in the best vehicles available, complete with a discreet and accommodating crew to cater to their every need. The starships and vehicles here might not be the fastest or the best armed, but they get the heroes where they need to be in style.

Starships

Below are examples of starships that the heroes might encounter or use in a *Galaxy of Intrigue* campaign.

PTV-2100 Incarcerator

Designed by Kuat Drive Yards during the Clone Wars, the PTV-2100 is a lucrative, if understated, transport vessel. The sole purpose of this vessel is the transport of prisoners, including some of the most dangerous individuals in the galaxy. Heavily armed, the incarcerator is a slow and ponderous starship, so it relies on smaller, more nimble starfighters or frigates for protection. Although used primarily by governments, incarcerators are also employed by large criminal organizations for hauling individuals to the spice mines or slaves to markets in the Outer Rim.

The greatest part of an incarcerator is devoted to prison cells of various size and security, including minimum-security holding pens and thick-walled, heavily shielded isolation rooms with redundant protective measures. The hallways and cells are outfitted with cameras and sensors to monitor the inmates, and guard stations feature weaponry to quell riots or to stun or kill escapees.

The PTV-2100 incarcerator is a slow, ponderous vessel, so other ships can easily catch up with it. However, it excels at repelling boarding actions. The incarcerator and all allies in adjacent squares gain an additional die of damage against starships moving into the same square as the incarcerator to dock with it or board it.

PTV-2100 Incarcerator **CL 16**
Colossal (frigate) space transport
Init −4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 40; +13 armor
hp 1,600; **DR** 15; **Threshold** 140

Speed fly 1 square (starship scale)
Ranged 2 turbolaser batteries +12* (see below)
Ranged 2 point-defense batteries +8 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +52

Abilities Str 71, Dex 10, Con —, Int 18
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 250 (skilled); **Passengers** 1,500 (prisoners)
Cargo 5,500 tons; **Consumables** 1 year; **Carried Craft** 2 shuttles
Hyperdrive ×3 (×12 backup), navicomputer
Availability Military; **Cost** 4.5 million (1.8 million used)
**Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +12 (−8 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense laser battery (2 gunners)
Atk +8, **Dmg** 2d10×2

Modified Incom A-24 Sleuth

The sleuth is a highly maneuverable scout ship with excellent sublight speed. Despite being older than more popular scout ship models, the sleuth became Mol Hedron's choice for spying on the fledgling New Republic. Most of the time, the New Republic never even knew he was there. On the rare occasion when they did discover his presence, he was able to complete transmission and jump away.

The modified sleuth contains a high-powered transmitter capable of sending a nearly undetectable signal by tight beam. Intercepting these signals is extremely difficult. Even if intercepted, the signal is often coded and requires deciphering.

Modified Incom A-24 Sleuth CL 10

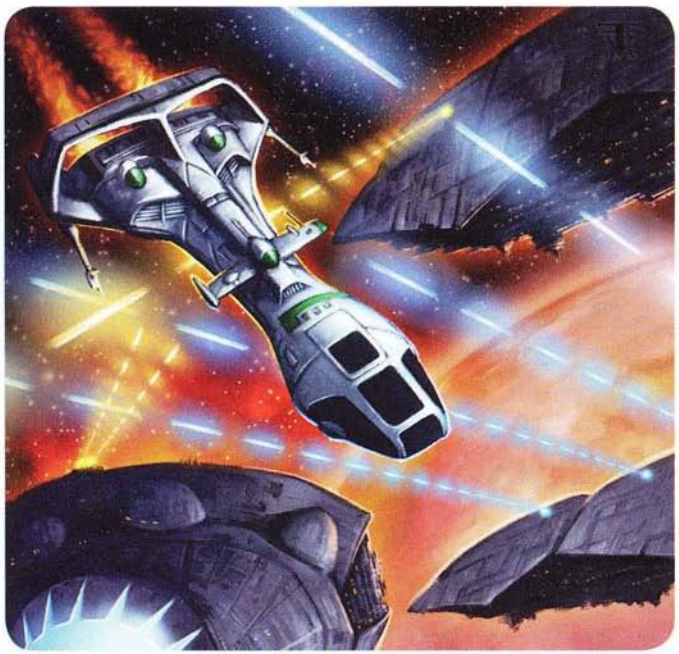
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 25; +7 armor
hp 110; **DR** 10; **SR** 15; **Threshold** 45

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +32

Abilities Str 40, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5, Use Computer +6 (+13*)

Crew 1 plus astromech droid (skilled); **Passengers** 1
Cargo 3 tons; **Consumables** 3 months; **Carried Craft** none



AN A-24 SLEUTH BLASTING ITS WAY PAST AN IMPERIAL BLOCKADE

Hyperdrive ×1 (backup ×10), navicomputer, 10-jump memory (astromech droid)
Availability Military; **Cost** not available for sale
**If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)
Atk +7, **Dmg** 4d10×2

Ferret-class Reconnaissance Vessel

When New Republic Intelligence needs a single, stealthy pass through the heart of enemy territory, they choose the top-secret *Ferret*-class reconnaissance vessel. Operating on ion engines and utilizing a baffled drive technology, this droid-piloted ship becomes more difficult to detect at sublight speeds. Each Ferret is equipped with a large sensor-decoy package. In addition, they are coated with sensor-evading materials and fitted with a Fabritech sensor mask.

A Ferret is designed for stealth and, therefore, gains a +5 technology bonus to Stealth checks to hide the ship. When its sublight baffled drive is active, the ship moves at half normal speed but gains an additional +5 technology bonus to Stealth checks to avoid detection. The Ferret can run on its baffled drive for only one hour. Also, the ship's complement of sensor decoys can be deployed in the event of discovery. If deployed, the ship can reroll its Stealth check once per encounter. The Ferret contains enough sensor decoys to use this capability twice before needing to resupply.

Republic Engineering Corporation *Ferret*-class Reconnaissance Vessel CL 12

Gargantuan starfighter
Init +6; **Senses** Perception +8

Defense Ref 15 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged concussion missiles +9 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +36

Abilities Str 42, Dex 16, Con —, Int 18
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use Computer +8

Crew 3 (expert); **Passengers** none
Cargo 2 tons; **Consumables** 3 months; **Carried Craft** none
Payload 6 medium concussion missiles
Hyperdrive ×1 (×8 backup), navicomputer
Availability Military; **Cost** 890,000 (not available used)

Medium concussion missiles (pilot)
Atk +11, **Dmg** 9d10×2



Prowler-class Reconnaissance Vessel

For longer reconnaissance and spy missions, the New Republic depends on its top-secret *Prowler*-class reconnaissance vessel. The Prowler is basically an expanded Ferret body containing less equipment. The ship is intended for two- to three-month tours while its crew works to keep it from becoming a target. Like Ferrets, the Prowler operates on ion engines, is coated with sensor-evading materials, and features an advanced masking system.

A Prowler is designed for stealth and, therefore, gains a +4 technology bonus to Stealth checks to hide the ship. When its sublight baffled drive is active, the ship moves at half its normal speed but gains an additional +4 technology bonus to Stealth checks to avoid detection. The Prowler can run on its baffled drive for only three hours. The ship has a complement of sensor decoys that can be deployed in the event of discovery. If the decoys are deployed, the pilot can reroll the Stealth check once per encounter. The Prowler contains enough sensor decoys to use this capability four times before needing to resupply.

Republic Engineering Corporation
***Prowler*-class Reconnaissance Vessel** **CL 12**
Gargantuan starfighter
Init +6; **Senses** Perception +8

Defense Ref 16 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 10; **Threshold** 48

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Ranged concussion missiles +10 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +38

Abilities Str 46, Dex 16, Con —, Int 16
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use Computer +8

Crew 6 (expert); **Passengers** none
Cargo 3 tons; **Consumables** 5 months; **Carried Craft** none
Payload 10 medium concussion missiles
Hyperdrive ×1 (×10 backup), navicomputer
Availability Military; **Cost** not available for sale

Medium concussion missiles (pilot)
Atk +10, **Dmg** 9d10×2

Sabaoth Frigate Spy Ship

The Sabaoth spy ship is a modified frigate used as a scout vessel by the Sabaoth mercenary squadron, led by Captain Cavik Toth. This ship's modifications include sensor stealth, the ability to tap into communications, and an advanced sensor package. These additions come at the expense of the tractor beam projectors and half the heavy laser cannons found on other Sabaoth frigates. This ship was used around the time of the Occupation of Karthakk. Jedi Master Adi Gallia encountered a Sabaoth spy ship during a meeting with Reti in the Ruby Nebula. Believing it was tapping communications between them, Adi Gallia destroyed the ship from her Delta-7 *Aethersprite*-class light interceptor.

Sabaoth Frigate Spy Ship CL 11
Colossal (frigate) capital ship
Init +1; **Senses** Perception +8 (+13 with sensor package)

Defense Ref 14 (flat-footed 11), Fort 34; +11 armor
hp 650; **DR** 15; **SR** 105; **Threshold** 134

Speed fly 3 squares (starship scale)
Ranged 4 heavy laser cannons +9 (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +5; **Grp** +49

Abilities Str 58, Dex 16, Con —, Int 18
Skills Initiative +1, Mechanics +8, Perception +8 (+13 with sensor package), Pilot +1, Use Computer +8

Crew 100 (expert); **Passengers** 450
Cargo 1,200 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×3 (×18 backup), navicomputer
Availability Military; **Cost** not available for sale

Heavy laser cannon (gunner)
Atk +9, **Dmg** 6d10×2

Ground Vehicles

Just as they have access to the finest starships, the galaxy's elite ride in the most luxurious ground vehicles possible. Emphasizing comfort and speed, these vehicles are, nonetheless, heavily armored and armed to protect their passengers, although weapons and armor are cleverly disguised or kept subtle to be discreet.

Corona Limited Luxury Groundspeeder

The Mobquet Corporation Corona Limited luxury groundspeeder is a popular model of high-end ground transportation found in almost every sector of the galaxy. The interior of the groundspeeder is opulent, with kudana leather seats that can change to sleeping berths for three with the flip of a switch. The Corona Limited comes in 500 different colors, some of which are not discernible to the Human eye—a marketing scheme that makes the model extremely popular with species with greater spectrum perception.

Corona Limited Luxury Groundspeeder CL 4
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +6

Defense Ref 14 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 5; **Threshold** 34

Speed 12 squares (max. velocity 300 km/h)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26

Abilities Str 38, Dex 16, Con —, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 6
Cargo 300 kg; **Consumables** 2 days; **Carried Craft** none
Availability Licensed; **Cost** 70,000 (20,000 used)

SoroSuub JG-8 Luxury Landspeeder

During the Rise of the Empire era, the SoroSuub JG-8 luxury landspeeder serves as a status symbol for the wealthy and powerful. Expensive and built for style rather than performance, the JG-8 seats two in an open-air compartment. Twin turbothrust engines are mounted at the rear, augmented by ornate steering fins in the front. Although passengers wear webbing to keep them inside the vehicle, special tuning of the repulsorlift also provides continuous gravity relative to the passenger's orientation, preventing them from falling out even in the unlikely event that the JG-8 flips upside down.

SoroSuub JG-8 Luxury Landspeeder CL 2
Large ground vehicle (speeder)
Init +8; **Senses** Perception +6

Defense Ref 14 (flat-footed 11), Fort 15; +2 armor
hp 55; **DR** 5; **Threshold** 20

Speed fly 12 squares (max. velocity 450 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +2; **Grp** +12

Abilities Str 21, Dex 16, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 45,000 (12,500 used)

Droids

Droids are a vital part of any *Galaxy of Intrigue* campaign. For example, protocol droids help translation, smooth over misinterpretations, and serve as walking repositories of information to help during negotiations. Droids also serve another purpose: As ubiquitous as they are, droids blend into the background easily and overhear conversations or record clandestine meetings when the parties involved believe they are otherwise alone. Counter-espionage hardware and software are developed for droids to oppose electronic eavesdropping and other advances. In a *Galaxy of Intrigue* campaign, droids are primarily used as translators, bodyguards, and valets on the legal side of operations and for espionage, sabotage, and assassination on the not-so-legal side.

First-Degree Droids

First-degree droids are medical, analytical, or scientific droids. Specific examples include the 5-BT threat analysis droid.

5-BT Threat Analysis Droid

Built by Arakyd Industries decades before some of its more notorious droids, the 5-BT threat analysis droid is the precursor to the Mark VII and to other Inquisitor models. The 5-BT is a tiny spherical droid designed to accompany a VIP during assignments. A wide array of sensors scan for threats to its owner, including poisoned food or drink, eavesdropping devices, or hidden assassins. In addition, the 5-BT monitors a person's voice and nonverbal cues to detect stress—possibly indicating an impending attack—and dishonesty. New 5-BTs are sold with a bracelet that enables the droid to warn its owner of a threat by sending a signal that causes the bracelet to vibrate discreetly. Alternatively, the droid's warning can be directed to an earbud comlink. The 5-BT is also equipped with the equivalent of a holdout blaster, providing additional protection of its owner when warnings alone are insufficient.

5-BT threat analysis droids can be played as droid heroes.

5-BT Threat Analysis Droid **CL 1**
Tiny droid (1st-degree) nonheroic 3
Init +13; **Senses** darkvision, low-light vision; Perception +15
Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 12), Fort 7, Will 12
hp 7; **Threshold** 7
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed –1 (1 point)
Ranged blaster +4 (3d4)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +2; **Grp** –6
Special Actions Coordinated Attack

Abilities Str 4, Dex 14, Con —, Int 13, Wis 15, Cha 9
Feats Coordinated Attack, Skill Focus (Initiative, Perception), Skill Training (Initiative), Weapon Proficiency (pistols)
Skills Initiative +13, Knowledge (tactics) +7, Perception +15
Systems hovering locomotion, basic processor, instrument appendage, tool appendage, improved sensor package, locked access, darkvision, translator unit (DC 10), vocabulator
Possessions blaster (treat as hold-out blaster), surveillance detector, toxin detector, veridicator
Availability Restricted; **Cost** 17,490 credits

Second-Degree Droids

Second-degree droids are typically astromech droids and technical droids. Specific models include the NR-1100 slicer droid.

NR-1100 Slicer Droid

The NR-1100 slicer droid is designed to slip into hostile territory and slice into computer networks. Used primarily by the Rebel Alliance, NR-1100s are crucial tools for stealing Imperial data or infecting networks with dangerous viruses.

The NR-1100 slicer droid uses repulsorlift technology and special sound dampeners that make it virtually silent. Its small size allows it to move through ventilation ducts and underground tunnels with ease where droids of Medium size would have trouble navigating. Although unarmed, the NR-1100 comes equipped with a self-destruct system to prevent it from falling into enemy hands or to serve as an ultimate solution for destroying data on the rare occasion when it fails to slice into a network.

NR-1100 slicer droids cannot be played as droid heroes.

NR-1100 Slicer Droid **CL 3**
Small droid (2nd-degree) scoundrel 3
Init +3; **Senses** darkvision, low-light vision; Perception +7
Languages Basic (understand only), Binary, 2 unassigned

Defenses Ref 18 (flat-footed 16), Fort 11, Will 15
hp 25; **Threshold** 11
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +0 (1 point)
Ranged blaster +4 (3d6+1)
Base Atk +2; **Grp** –1
Atk Options Point Blank Shot
Special Actions self-destruct (+5 area attack, 4d6, 2-square burst)

Abilities Str 6, Dex 15, Con —, Int 15, Wis 12, Cha 10
Talents Gimmick, Master Slicer
Feats Skill Focus (Gather Information, Stealth, Use Computer), Point Blank Shot, Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +11, Knowledge (technology) +8, Mechanics +8, Perception +7, Stealth +18, Use Computer +13 (can reroll when improving access and keep the better result)
Systems hovering locomotion, basic processor, 2 hand appendages, 1 tool appendage, darkvision, improved sensor package, self-destruct system (4d6), locked access, internal comlink
Possessions security kit, sensor pack, video recorder, blaster (treat as blaster pistol)
Availability Illegal; **Cost** 16,430 credits

Third-Degree Droids

Third-degree droids are typically protocol droids and replica droids. Specific examples include the 3D-4 administrative droid and the M4-Series messenger droid.

3D-4 Administrative Droid

To sidestep competition with its noted rival, Cybot Galactica, Genetech develops the 3D-4 administrative droid for administrative duties and systems management rather than direct diplomatic efforts. The 3D-4 is a common companion for business persons, ambassadors, and others requiring a droid that can fill multiple roles. The 3D-4 can handle basic negotiations and translate for its owner, and it carries an extensive database of data pertaining to business, trade, and law. Although the stock model comes unarmed, many owners refit their 3D-4s with hidden weaponry, in case negotiations become hostile.

3D-4 administrative droids can be played as droid heroes.

3D-4 Administrative Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +0
Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 10
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Ranged concealed hold-out blaster +0 (3d4)
Base Atk +0; **Grp** +0

Abilities Str 8, Dex 10, Con —, Int 12, Wis 10, Cha 12
Feats Skill Focus (Knowledge [bureaucracy], Persuasion), Skill Training (Persuasion), Weapon Proficiency (pistols)
Skills Knowledge (bureaucracy) +11, Knowledge (galactic lore) +6, Perception +0, Persuasion +11
Systems walking locomotion, basic processor, 2 hand appendages, translator unit (DC 10), internal storage (5 kg), vocabulator, internal comlink (encrypted)
Possessions concealed hold-out blaster (+5 bonus to Stealth check to conceal the weapon), audio recorder, video recorder
Availability Licensed; **Cost** 7,320 credits

M4-Series Messenger Droid

This ubiquitous and extremely useful droid is used to relay messages to individuals who prefer receiving news in person, without transmitting or receiving information through comlinks. It can record messages, store data, or carry appropriately sized objects for delivery. The M4 is equipped with a small blaster for defense, although some municipalities require the blaster to be deactivated or removed prior to sale. The M4 is used in both the civilian and military worlds and is famous for its tenacity in completing its message-delivery missions. Its size, spherical shape, and repulsorlift allow it to slip into remarkably small spaces.



A MESSENGER DROID DELIVERING A HOLOGRAPHIC MESSAGE

M4-Series Messenger Droid — CL 1

Diminutive droid (3rd-degree) nonheroic 2
Init +9; **Senses** darkvision; Perception +13
Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 15), Fort 7, Will 12
hp 4; **Threshold** 7
Immune droid traits

Speed 9 squares (flying)
Melee claw -2 (1 point)
Ranged blaster +4 (3d4)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +1; **Grp** -11

Abilities Str 4, Dex 16, Con —, Int 12, Wis 14, Cha 10
Feats Skill Focus (Perception, Stealth), Skill Training (Initiative), Weapon Proficiency (pistols)
Skills Initiative +9, Perception +13, Stealth +29
Systems flying locomotion, basic processor, 1 claw appendage, internal comlink, internal storage (1 kg), locked access, darkvision, vocabulator
Possessions blaster (treat as hold-out blaster), audio recorder, holo recorder
Availability Licensed (restricted with weapon); **Cost** 88,000 credits

Fourth-Degree Droids

Fourth-degree droids are combat droids, such as guard droids, battle droids, assassin droids, and probe droids. Examples include the FIII footman droid, the BL-Series battle legionnaire, and the B4J4 security droid.

FIII Footman Droid

Created by the Tac-Spec Corporation as the ultimate servant droid, this expensive model is marketed to the House of Tund on the dark-side-tainted planet of Vjun, although extremely wealthy buyers from other planets see the advantages of this model and purchase as many as possible. The FIII footman droid primarily serves as a humble valet, waiting tables, cleaning rooms, cooking food, and driving vehicles. However, the droid has a highly advanced processor more akin to those in assassin droids, making it an effective killing machine and a consummate bodyguard. These droids are incredibly strong, agile, and customizable, carrying powerful hidden weaponry to protect their owners.

Fidelis and Solis were two FIII Footman Droids who served House Malreaux on Vjun for several centuries.

FIII footman droids cannot be played as droid heroes.

FIII Footman Droid — CL 9

Medium droid (4th-degree) scoundrel 5/soldier 4
Init +12; **Senses** darkvision, low-light vision; Perception +14
Languages Basic, Binary, 3 unassigned

Defenses Ref 22 (flat-footed 19), Fort 25, Will 23
hp 54; **Threshold** 25
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +12 (1d6+9)
Ranged miniaturized rail cannons +10 (3d12+4) or
Ranged miniaturized rail cannons +8 (4d12) with Rapid Shot
Base Atk +7; **Grp** +10
Atk Options Combat Reflexes, Dastardly Strike, Point Blank Shot, Rapid Shot, Sneak Attack +2d6, Whirlwind Attack
Special Actions Draw Fire, Harm's Way, Logic Upgrade: Defender, Melee Defense

Abilities Str 20, Dex 16, Con —, Int 16, Wis 16, Cha 13
Talents Dastardly Strike, Draw Fire, Harm's Way, Sneak Attack +2d6
Feats Armor Proficiency (light, medium), Combat Reflexes, Logic Upgrade: Defender, Martial Arts I, Melee Defense, Point Blank Shot, Rapid Shot, Skill Focus (Deception), Skill Training (Knowledge [galactic lore]), Weapon Proficiency (pistols, rifles, simple weapons), Whirlwind Attack
Skills Deception +15, Initiative +12, Knowledge (galactic lore) +12, Knowledge (tactics) +12, Perception +14, Treat Injury +12, Use Computer +12
Systems walking locomotion, heuristic processor, 2 hand appendages, darkvision, improved sensor package, diagnostics package, internal comlink (encrypted), locked access, vocabulator, translator unit (DC 15), durasteel plating (+6 armor)
Possessions 2 miniaturized rail cannons (treat as blaster cannons)
Availability Military; **Cost** 35,630 credits



BATTLE DROID AND SLICER DROID

BL-Series Battle Legionnaire

Designed by the Confederacy of Independent Systems, the BL-Series battle legionnaire bears an uncanny resemblance to the innocuous 3PO-Series protocol droid, but it is armed with a variety of weapons. The Mandalorian protectors are the primary recipients of these droids during the Clone Wars, although battle legionnaires see limited engagements with other groups and units. The Mandalorians paint their battle legionnaires dark green and gold to distinguish them from protocol droids.

BL-Series battle legionnaires cannot be played as droid heroes.

BL-Series Battle Legionnaire CL 3

Medium droid (4th-degree) nonheroic 9
Init +16; **Senses** darkvision, low-light vision; Perception +12
Languages Basic, Binary, Mando'a

Defenses Ref 17 (flat-footed 15), Fort 12, Will 11
hp 22; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee finger blades +8 (2d4+2)
Ranged assault blaster +3 (3d8) with autofire or
Ranged assault blaster +6 (3d8) with braced autofire or
Ranged assault blaster +1 (4d8) with autofire and Rapid Shot
Base Atk +6; **Grp** +8
Atk Options autofire (assault blaster), Rapid Shot
Special Actions brace (assault blaster), Coordinated Attack

Abilities Str 14, Dex 15, Con —, Int 13, Wis 13, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Rapid Shot, Skill Focus (Initiative), Weapon Proficiency (advanced melee weapons, pistols, rifles)
Skills Initiative +16, Perception +12
Systems walking locomotion, basic processor, 2 hand appendages, gyroscopic stabilizers, darkvision, improved sensor package, internal comlink, quadanium plating (+5 armor), internal storage (1 kg), vocabulator, silence-bubble generator
Possessions assault blaster (treat as light repeating blaster), finger blades (treat as vibrodagger), medpac (in internal storage)
Availability Military; **Cost** 15,090 credits

Gyroscopic Stabilizers—A BL-Series battle legionnaire gains a +5 stability bonus on checks to resist attempts to knock it prone.

B4J4 Security Droid

Blujay designs the B4J4 security droid for use in the corporate sphere, and this model can be found in the largest and most prestigious corporate headquarters of the galaxy. As unobtrusive as possible, the B4J4 nonetheless is heavily armed. Its repulsorlift enables it to fly, so that it can ignore stairs and swiftly traverse turbolift shafts as needed. It carries twin heavy blasters—preset to stun setting to avoid casualties—and a snare pistol, which launches cables that entangle dangerous individuals.

B4J4 security droids cannot be played as droid heroes.

B4J4 Security Droid CL 2

Small droid (4th-degree) nonheroic 6
Init +9; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 14 (flat-footed 13), Fort 11, Will 10
hp 14; **Threshold** 11
Immune droid traits

Speed 9 squares (flying)
Melee claw +5 (1d3+1)
Ranged heavy blaster pistol +6 (3d8) or
Ranged heavy blaster pistol +4 (4d8) with Rapid Shot
Ranged snare pistol +6 (special)
Base Atk +4; **Grp** +0
Atk Options Rapid Shot

Abilities Str 12, Dex 12, Con —, Int 11, Wis 11, Cha 8
Feats Armor Proficiency (light), Rapid Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols)
Skills Initiative +9, Perception +13
Systems flying locomotion, basic processor, claw appendage (concealed), internal comlink, vocabulator, plasteel shell (+2 armor)
Possessions 2 heavy blaster pistols, snare pistol
Availability Restricted; **Cost** 25,340 credits

Chapter IV
Campaigns





In addition to the Force, the galaxy is bound together by one other factor—intrigue. Republic Senators bluster and pontificate in the Senate Rotunda on Coruscant and engage in secret deals behind closed doors. Criminal masterminds scheme for profit and power, sometimes behind a facade of legality and legitimacy. Corporate CEOs try to maximize profits and expand their market shares while trying to force the competition out of business. Even a simple avenue in an obscure settlement on Tatooine can hold a wealth of secret deals, power struggles, and tangled relationships—all potential hooks for adventure.

A *Galaxy of Intrigue* campaign can occur during any era, so Gamemasters have full leeway in when and where the game can take place. During the Old Republic era, corporate power expands and the Sith operate openly. The Clone Wars era is thick with intrigue, espionage, and intelligence gathering, not only between the Republic and Separatists, but also among neutral or otherwise unaligned planets and organizations—each with its own motives and agendas. The Dark Times are rife with paranoia and treachery, with the heroes facing the unbelievable might of the Empire. The Rebellion era pits the Rebel Alliance against Imperial forces for decades, leaving tremendous room for any intrigues the Gamemaster and players develop.

In a *Galaxy of Intrigue* campaign, the heroes delve into the tangled skein of intrigue to foil plots and expose the truth. As with *Scum and Villainy*, the heroes do not have to be the most law-abiding or altruistic individuals, and in fact, characters who strictly adhere to legal behavior can derail a campaign to a certain degree, since breaking and entering, assassination, extortion, and illegal slicing are standard themes. In most cases, the heroes are the underdogs, going up against powerful political organizations, corporations, or criminal networks. Secrecy and duplicity are the tools of a *Galaxy of Intrigue* campaign, and even trust can be employed as a weapon. Nothing is as it seems in this type of campaign, as layers are peeled away to reveal deeper, darker secrets threatening the safety of the galaxy and the balance of good and evil.

A Gathering of Heroes

Although getting heroes together for a *Galaxy of Intrigue* campaign can be relatively easy, assembling a group of the right types of heroes and players for this type of campaign takes a bit more finesse. After all, some heroes, especially nobles and scoundrels, naturally fit into games where cloak and dagger maneuvering, political intrigue, and double crosses are commonplace. However, other heroes, such as scouts and soldiers, are better suited to the wilderness or the battlefield. A player who wants to portray a martial hero might change his or her mind upon hearing the type of campaign the Gamemaster has planned, and while the player ultimately decides the type of hero to play, the Gamemaster should clearly indicate that any class is appropriate in the campaign and that a variety of characters will be necessary for the adventuring group's survival.

If the Gamemaster and players have the time, allowing each player to begin the campaign with his or her own solo mini-adventure can help to craft the web of how the heroes' backgrounds and destinies are intertwined. When they finally adventure as a group, elements from each hero's past come forward, binding the heroes together.

Shared Hero Backgrounds

In a game where intrigue is the dominating theme, bringing the heroes together is considerably easier than in most campaigns. After all, the essence of intrigue is the intricate weaving together of plots and lives. Heroes from vastly different cultures, species, social classes, and heroic classes can be thrust together with a common event or patron. Indeed, part of the fun of an intrigue campaign can be figuring out what the heroes have in common—unraveling this mystery then leads to further adventures.

For example, the heroes are thrust together into an adventure when a local official is assassinated. Although they come from different backgrounds and classes, they begin to unearth clues and hints that tie them together. Each is related to the victim. The noble once worked for the official as an advisor, and the soldier was hired by another party to break the legs of the official's companions. The official framed the group's scoundrel long ago as a scapegoat for a crime he didn't commit, and so on.

However, unless the adventure revolves around the heroes' back-story, avoid weaving too intricate a web of relationships among the heroes. Allow the players to determine their characters' histories, and then build their ideas into your own plans. A simple, if broad, way to join the heroes together is to have them come from the same homeworld or belong to a large organization.

Common Origins

The heroes might commence the first story arc operating with some common elements. The Gamemaster should divulge common information relating to the first story arc during the players' precampaign discussion, encouraging them to work the features into their heroes' backgrounds.

Below are short examples particularly well suited for *Galaxy of Intrigue* campaigns. They should help the Gamemaster generate opportunities for the players to build common bonds.

- The heroes belong to a mercenary contingent hired by an anonymous but high-paying patron to perform a variety of shady paramilitary activities on a war-ravaged planet without getting involved with either side of the conflict.
- The heroes are assigned as the entourage, bodyguards, and trouble-shooters for a powerful Core Worlds noble. They are constantly on the move and ordered to take on varied, dangerous, and sometimes bizarre assignments to advance the noble's cryptic agendas.
- The heroes are spies ordered to go in deep undercover to unearth secrets about a corporation's plans to create super weapons and sell them to the highest bidder.
- The heroes are crew members of a luxury yacht that shuttles VIPs to different worlds. They overhear secrets and become unwittingly entangled in the schemes of their passengers.

A campaign idea that railroads the players into creating certain kinds of characters is less than ideal, and a Gamemaster should avoid imposing limitations on character types because of the kind of campaign being run. One hero in the mercenary contingent, for example, could be a Jedi sent to gather intelligence and discover the identity of the patron sending mercenaries to a neutral planet's civil war. The luxury yacht crew could be a loose association of scouts, scoundrels, soldiers, nobles, and even a Jedi. Players' enjoyment of the campaign depends more on how they define their heroes' motivations and what secret information, if any, they arrange with the Gamemaster.

Allies

Patronage, favors, mentors, and obligations are the key elements of a *Galaxy of Intrigue* campaign. Any number of a hero's allies could have their own connections, sometimes obvious, other times not, to the allies of another hero in the group. Depending on the relationship, a hero could be asked, begged, or ordered to do a favor on the ally's behalf, introducing them to the other heroes to form the adventuring group. However, in a *Galaxy of Intrigue* campaign, an ally has the potential to turn into an adversary.

Allies can provide information, transportation, access, and credits to the heroes as needed. When the heroes are on the run, allies might grant them a safe haven or use political power to call off the pursuit. Nothing comes for free, though, and the heroes are expected to return the favor whenever and however they can, creating hooks for new adventures in the process.

- The heroes all have ties to local law enforcement and are sometimes called upon to lend their unique skills to help in an investigation.
- The heroes have access to a representative of the Galactic Republic through blood relatives, old familial ties, or the time that they spent under the representative's tutelage.

- The heroes perform favors for a smuggler who makes runs for extremely wealthy and powerful individuals. The smuggler gives the heroes the use of a ship and provides access to the movers and shakers of the galaxy.

Location

Heroes might visit a location that generates intrigue. Certain places, such as royal palaces or the Senate on Coruscant, are prime settings for secret deals and skullduggery. Intrigue might be only a conference room away, or secret meetings might be occurring in hidden passageways. Even a chaotic battlefield can be full of intrigue. The heroes might be spies who must infiltrate a capital city during a vicious firefight, passing themselves off as members of the enemy force. Or in the middle of fierce house-to-house fighting, the heroes could stumble upon the corpse of an enemy courier carrying a cryptic message that reveals traitors within the heroes' unit.

This central location could later serve as a headquarters of sorts for the heroes to return to. Guildhalls, palaces, and other government facilities are all excellent venues for the heroes to come together and become surrounded by the sort of intrigue that sets off adventures.

- The heroes are all members of a house of bounty hunters, headquartered in a hollowed-out asteroid located near the Hydian Way.
- The heroes are employees of the same government, granted special authority to travel freely on its behalf.
- The heroes are all undercover agents who work from a secret field office, complete with a legitimate front.

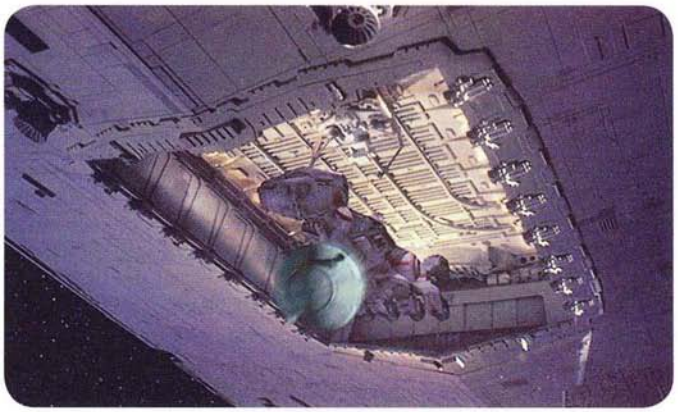
Event

A single event can set a plot in motion, with the heroes either being integral elements or unwitting participants who must unravel the plot, restore their sullied names, or do the bidding of their patron. The heroes might have different motivations or reasons for uncovering the truth, but they must work together to achieve their goals.

Countless events in *Star Wars* can draw heroes together, such as the prolonged conflict of the Clone Wars, the annihilation of Alderaan, or the blockade of Naboo.

- The heroes witness an epic battle between two mighty Force users, resulting in the death of one of the combatants. As witnesses to the duel, they might be questioned about the event, or others might try to have them killed to keep the death of the Force user hushed up.
- The heroes are passengers aboard a small freighter bound for the Core Worlds. Upon waking, they find that the captain has been murdered in his locked cabin. The crew immediately blames the heroes for the crime, but the heroes suspect several NPCs with mutinous motivations.
- The heroes work on behalf of the Republic when Order 66 is carried out. After the deaths of untold numbers of Jedi, the heroes are surrounded by scores of now-hostile clone troopers.

EVENTS LIKE THE CAPTURE OF THE *TANTIVE IV* BRING HEROES TOGETHER.



Adversaries

Setting up a common adversary is a great way to draw heroes into a campaign of intrigue. The heroes bring to the table their own motivations and grudges, and they find that the best way to bring an antagonist down is to cooperate. The adversary can be anything or anyone, from a single powerful individual to a criminal cartel, a corporation, or an entire government. Of course, in a *Galaxy of Intrigue* campaign, an adversary might be an ally who betrays the heroes or one whom the heroes discover to be responsible for reprehensible acts.

Remember, however, that adversaries are not necessarily out for the heroes' blood. A rival corporation or intelligence organization might be more interested in subverting or capturing the heroes to learn what they know. Of course, if the situation becomes messy, violence is bound to happen, but the cleverest of adversaries try a variety of tactics in their attempts to dominate the heroes, including blackmail, extortion, and going after the heroes' loved ones or associates. The old adage "My enemy's enemy is my friend" applies to this situation, uniting heroes from seemingly opposing ideologies or mindsets to bring down a particular adversary.

- The heroes owe money or obligations to a crime lord noted for cruelty and a willingness to hurt the families and associates of those who do not repay their debts.
- The heroes' home planet has been slowly poisoned by the illegal dumping of toxins by one of the Banking Clan's numerous subsidiary manufacturing corporations. Corruption and public apathy has kept this information from the rest of the galaxy, so the heroes must find the damning evidence that could bring the polluters to justice.
- The heroes belong to different, but allied, intelligence organizations, each of which is tasked with undermining a regional office of Imperial Intelligence. Tackling such an imposing foe requires them to band together, combining their skills and resources.

Campaign Elements

The most satisfying campaigns blend combat, chases, and hair-raising escapes with investigation, NPC interactions, and other roleplaying aspects that do not involve violence. After all, *Star Wars* isn't *Star Wars* without blaster fights and lightsaber duels, but a Gamemaster can easily incorporate the randomness of combat into the planned story arc.

A *Galaxy of Intrigue* campaign is probably best initially portrayed as something else entirely. The heroes go on adventures oblivious, at first, to the machinations slowly drawing them into a plot. Once engaged, however, the heroes can find the world turned upside down—allies turned enemies, enemies turned allies, secret knowledge brought out into the light of day, and seemingly unrelated events revealed as part of a vast conspiracy. Intrigue occurs everywhere, so the heroes might become involved with the upper echelons of society in one encounter and then with the seediest parts of a spaceport in the next.

The Halls of Power

The Republic Senate, the noble houses of the Core Worlds, the board of directors of the Techno Union—each of these groups is involved in making decisions that have immense implications for untold billions of sentient beings throughout the galaxy. Within the palaces, boardrooms, and Senate chambers of the galaxy, those in power make deals and advance their agendas. These actions usually occur in the light of day, where bills are voted upon and debates take place to sway the opinions of their comrades. However, much also occurs behind closed doors, with secret alliances, political maneuvering, and even assassination attempts lurking just beneath the veneer of civility.

In a *Galaxy of Intrigue* campaign, the heroes might be members of a powerful group or might represent the interests of a particular cause. They meet with kings and tribal leaders, corporate CEOs, or crime lords to broker deals, often within the gilded halls that represent the power of the people. Although grand and plush in appearance, these buildings where the powerful meet and craft agreements are in fact hotbeds of deceit. The heroes might spend their time traveling from one of these places to another, or the might spend an entire adventure in a single location attempting to unravel a mystery.



A literal hall of power: the Senate building

Those who walk the halls of power have vast resources, influence, and money at their command—enough so that the heroes might think that making an enemy of one of these VIPs is tantamount to suicide. To be sure, the Gamemaster should use these resources to put pressure on the heroes, just to let them know what they are up against, including opponents that use political maneuvering or the courts and bureaucracies to block investigations. Although the heroes can use the system to fight the system, *Star Wars* is not about campaigns littered with court documents and injunctions. Situations involving red tape should be resolved with a few Knowledge or Persuasion checks, leaving the rest of the time for cloak-and-dagger work.

Adventure Hook: The heroes are part of the entourage of a junior Senator, recently and hastily appointed after his predecessor was gunned down on the streets of her home planet. They travel to Coruscant, where the Senator must submit legislation to gain assistance against the pirates who have turned his system into a lawless zone. However, the new Senator is completely out of his element in the rough and tumble political cyclone of the Senate Chambers. The heroes find that they must protect the vulnerable Senator, both from the predations of politicians who seek to suborn him and from physical harm as well, as a cartel of corrupt officials that are bankrolling the pirates to do their best to prevent the Senator from submitting his plea for help.

Everyone Has Secrets

Even the most minor NPC in a *Galaxy of Intrigue* campaign can have a back story and motivation that the Gamemaster and heroes can take advantage of during the adventure. Everyone has something to hide, whether a secret shame, a criminal background, a family scandal, or some other bit of information that they would rather not have out in the open. A Galaxy of Intrigue campaign presses this theme as much as possible, with characters taking extreme measures to keep secrets hidden or to uncover the dirty laundry of others. Corporations—especially those that deal in weapons manufacturing, drugs, medicine, or other technologies with the potential for abuse—spend millions of credits to keep the skeletons in their closets locked away from prying eyes.

In an intrigue campaign, the heroes quickly discover that everyone has a secret and that their own pasts might come back to haunt them. The heroes can be manipulated with blackmail, as outside forces use scandalous information to lead the heroes to do their bidding or force them to pay an exorbitant price to keep it hushed up. Of course, if the heroes are unscrupulous, they might find that blackmail works in their favor as well. Even the Jedi, with their codes of conduct, know that using information to leverage a situation can be the best solution to a problem, especially if it averts violence. Heroes who insist that they have nothing to hide can still run afoul of dirty secrets—perhaps not their own, but those of their comrades, families, or

patrons, who plead with the hero to conceal the secret or to silence those who might bring it out in the open.

Adventure Hook: After a battle in space, the heroes are forced to land their damaged starship on a barren planet far from help. Dangerous beasts and fierce windstorms make repairs difficult. The next day, a strange but friendly man emerges from the storm, claiming to have seen the ship's descent and offering assistance. He says that he is a hermit who came to the planet to contemplate the Force and to live in harmony with this hostile planet, but the heroes soon discover that the hermit's promised aid is a clever ruse, since he is actually a mass murderer on the run from his crimes. The hermit attempts to draw the heroes away individually, setting them up so that their possible deaths appears to be caused by native animals or exposure to the elements.

Power, Corruption, and Scandal

Any student of the Force can tell you that power corrupts. As nobles, Senators, and leaders grow in power, so too does the temptation to glean a few extra credits along the way or to use their influence to push through decisions that serve the few over the concerns of the many. In some cultures—especially those in the Outer Rim—graft and corruption are built into the system, with kickbacks and bribes as an integral part. No one blinks an eye at throwing in a few hundred additional credits to obtain a license or to pay off a law-enforcement officer. In other cultures, the mere idea that money or favors can be traded to push a particular agenda is anathema, although the temptation is there.

Corruption can be an important element of a *Galaxy of Intrigue* campaign. Not every official is on the take, but the heroes should not be surprised if they are expected to pay through the nose or if they must do some favors to gain the trust of key individuals. Corruption is all a matter of scope, of course. A wealthy diplomat might laugh at the idea of the heroes offering less than hundreds of thousands of credits for influence with his or her government, while a city clerk might grant the heroes an hour of access to government computers for something as simple as a packet of spice or an old, beat-up landspeeder.

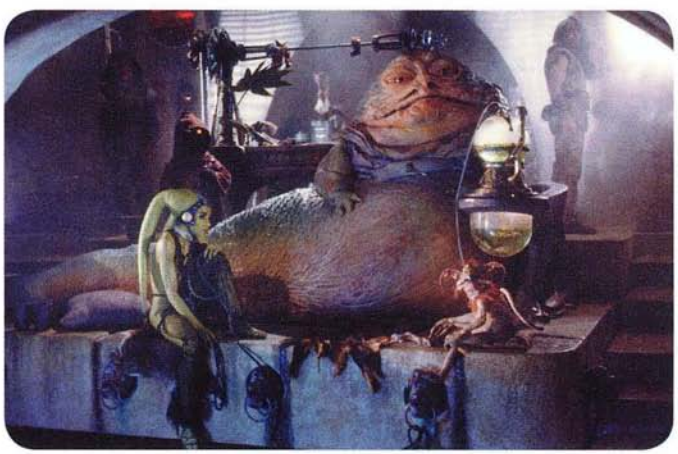
With corruption comes scandal. When secrets are dragged out into the light for all to see, formerly altruistic and trusted officials become mired in shame or charged with criminal wrongdoing. Religious leaders might be revealed as heretics, and beloved nobles might be exposed as traitors against the people they rule. For politicians, the threat of scandal is part of doing business. They do their best to keep their scandals and those of their associates hidden from view, while striving to uncover their opponents' scandals. Every day, the HoloNet features scandals ranging from the absurd to the monstrous. As such a scandal unfolds, the accused finds that friends and allies become hard or impossible to reach, and even simple tasks, such as traveling, become more difficult since they are dogged by reporters, law enforcement officials, or victims looking for vengeance. As the heroes go about their adventures in a *Galaxy of Intrigue* campaign, they might realize that their own reputations and honor are precious commodities.

Adventure Hook: The heroes are employed as personal servants for a noble, well known and beloved for providing food and medical relief to refugees during the Clone Wars. During a particularly crucial mission, word spreads over the HoloNet that she has been using the relief organization as a front to provide intelligence and supplies for the Separatists. Although she vehemently denies it, the heroes are presented with evidence that makes her claim of innocence suspect. They have seen the good that her efforts have provided, but if the rumors are accurate, the heroes are considered accomplices unless they turn her in or help hide her secrets.

Spies and Espionage

Every organization with a political agenda has its own spies, informers, and moles to ferret out information about rivals. Saboteurs, assassins, and enforcers do their best to disrupt the agendas of their enemies. Even during the most tranquil and enlightened times, spies work behind the scenes on behalf of their patrons. Indeed, the eras of relative quiet are still rife with intrigue, as the paranoid prepare for the coming decline or unscrupulous groups and individuals look to exploit the sleeping masses.

In a *Galaxy of Intrigue* campaign, the heroes might be part of an intelligence organization dedicated to any of these assignments. Different missions require different skill sets, so a diverse adventuring group can be an advantage. Nobles and scoundrels have social skills, and scouts are treasured for the ability to sneak into locations. Soldiers provide the necessary muscle when subtlety does not do the trick or when things go wrong and comrades need protection. Although the Jedi strive to avoid politics, many of their missions can be considered espionage because they gather information, follow up reports of corruption, and troubleshoot situations that threaten the peace of the Republic.



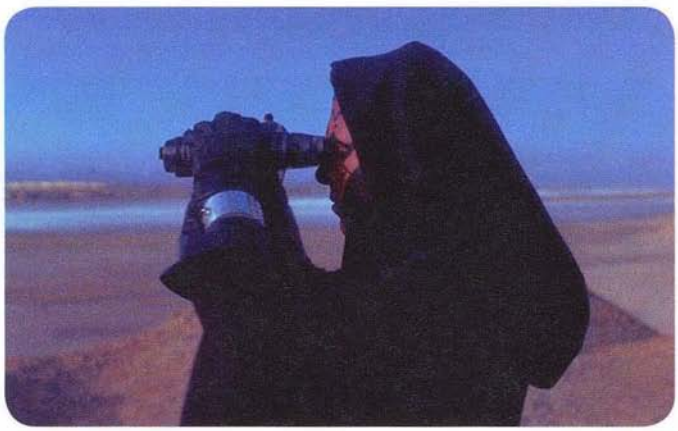
JABBA THE HUTT'S WEALTH AND RESOURCES ARE VAST.

Adventure Hook: After a cell of undercover operatives on New Plympto is discovered and terminated, Rebel Intelligence approaches the heroes individually to replace the cell of spies. However, the heroes are unaware that although the cell was indeed eradicated, the Empire had infiltrated it prior to its destruction. The heroes' handler, the Imperial mole, sends them on missions to uncover secrets of the Empire, but all for the purpose of locating additional Rebel spies and contacts. After the heroes gather enough information for the mole, he intends to set up an ambush to bring them in for questioning and detention. If the heroes learn of his secret beforehand, however, they can use it to their advantage, providing false information and setting a trap for the mole instead.

Secret Knowledge

Sometimes the heroes uncover knowledge that has been long forgotten or kept hidden from prying eyes for untold millennia. Secret societies and special-interest groups quietly remove mention of certain planets from public records or hush up the discovery of an ancient Sith temple, perhaps for the common good, but more often to keep the forbidden knowledge—and the power it provides—for themselves.

When confronted with previously secret or forbidden knowledge, the heroes must decide whether to release the information to the public, regardless of its impact on the galaxy, or to keep it to themselves and possibly capitalize on it for personal gain. Uncovering secrets stirs up a hornet's nest of trouble, as rivals, officials, criminals, or others come asking questions or demanding it for themselves.



DARTH MAUL SPYING ON MOS ESPA

Adventure Hook: During the course of the campaign, the heroes discover that a corporation has been funneling resources and manpower to a moon clearly labeled off limits by the Republic. After infiltrating a corporate freighter, they make their way to the moon and find a massive archaeological dig revealing a staggeringly old starship buried in the crust. The ship's origins are unknown. However, the intact but nonfunctioning technology on board could throw financial markets and the balance of power in the sector into chaos. Do the heroes try to shut down the operation, inform their superiors, or attempt to take it for themselves?

A Matter of Trust

Just as in *Scum and Villainy*, trust and betrayal are important in an intrigue campaign, and require additional mention here. In a campaign in which alliances might be nothing more than clever ruses and everyone has something to hide, players can soon fall into a trap of no longer trusting anyone, regardless of their apparent friendliness or helpfulness. A campaign can quickly fall apart if the Gamemaster's plans involve the heroes trusting a particular individual. The easiest, although least effective, way to circumvent such a possibility is to arrange for the heroes to have no choice but to deal with the NPC in question. However, trust is rarely given in such circumstances, so the heroes can probably see the NPC's betrayal far in advance.

The reverse is also true, in that alliances can shift, sometimes without notice, turning adversaries into potential allies. As the heroes uncover secrets, they can use them to their advantage, perhaps by presenting useful information to an enemy, since those with a sense of business or political savvy know that even an opponent can be a useful resource if approached in the right manner. Players should be encouraged to use their skills, wits, and diplomacy to find common ground with their enemies whenever possible, opening the door to additional adventures down the road.

Lastly, in a game rife with intrigue, the heroes might even begin to view each other suspiciously. If the heroes are thrust together with little unity to begin with, the campaign could possibly unravel as the heroes accuse their comrades of duplicity and holding back secrets. Although a certain amount of paranoia and suspicion is to be expected in a game of intrigue, the Gamemaster should be ready to step in before the situation gets out of hand and the heroes refuse to trust each other enough to even adventure together.

Adventure Hook: The heroes' mentor provides them with intelligence, gear, ships, and other resources. Over time, though, the mentor contracts a disease that even the best medical droids and physicians cannot cure. The mentor sends the heroes on increasingly lucrative, but dangerous, tasks in a desperate gambit to raise additional funds for his treatment. Eventually, the mentor sells the heroes out to their enemy for a big payoff and promise of access to expensive experimental care. Although the mentor loathes himself, he has little choice. If the heroes show mercy, they might be able to help him with his treatment.

Building an Intrigue Campaign

Creating adventures for a *Galaxy of Intrigue* campaign requires a little more foresight and planning than for other types of campaigns. Although it should also present opportunities for prolonged blaster fights, harrowing starship chases, and Jedi bounding about with lightsabers in hand, an intrigue campaign focuses more on uncovering secrets, on the intricate pull of power and corruption, and on helping shape the galaxy's destiny through subterfuge, negotiation, and investigation. The players and the heroes they portray find that asking questions, remaining alert for clues, and using deductive reasoning advance the story.

Pacing

Pacing is a crucial element in any *Galaxy of Intrigue* campaign. If done correctly, the heroes discover tantalizing clues as they progress through their adventure, revealing previously unknown connections, unearthing the motivations of NPCs, and realizing that all is not as it appears, leading to a satisfying epic conclusion. Each session should combine social interaction, investigation, and deduction along with a healthy dose of action and combat to keep the game lively and interesting.

A Gamemaster should first determine how long the campaign will run. If the *Galaxy of Intrigue* game is intended to last for just a few sessions, then the clues and revelations should come rapidly and clearly, giving the heroes obvious paths to pursue during a session or for future sessions. If possible, each session encapsulates its own mini-arc, with a well-defined beginning, middle, and end, giving the heroes a sense of satisfaction at figuring out a vital piece of information. For example, during the first session of the campaign, an Imperial spy has managed to infiltrate the Rebel base that the heroes call home, unearthing vital strategic information and details about troop movements. The heroes must determine how the spy got into the facility in the first place. Then they uncover clues indicating where the spy escaped to, and they travel there for further investigation. For the last portion of the session, the heroes confront one of the spy's contacts, resulting in a gun battle as the contact tries to escape. Upon capturing or killing the contact, they discover just how vital the information was and what it means for the Rebellion. During the next session, they head off to their next location and plunge deeper into the intrigue laid out before them.

If the campaign is intended to take place over the course of several sessions, then the adventure should move at a slower—but no less exciting—pace with numerous side treks and intertwined plots, both to keep the heroes guessing and to keep the game from bogging down if they are stymied by a particular avenue of inquiry.

Asajj Ventress attempts to earn King Katunnko's trust.



Layers Upon Layers

Even mundane scenes of a *Galaxy of Intrigue* campaign can contain the seeds for intrigue, so each encounter should relate to some scheme or plot. Masterminds hatch intricate plans with both minute and wide-sweeping scopes. Look at how each encounter fits into the overall arc of the story. Sometimes the players themselves help write the story in ways that are unanticipated but work well to add another layer of intrigue. With a little creativity, even a seemingly random encounter can be used as a stepping stone for further adventures or to advance the campaign. For example, a burglary unrelated to the heroes uncovers their secret plans, putting them in jeopardy when this information is sold to the highest bidder.

Conversely, the heroes' actions can have repercussions. Perhaps they interrogate a shopkeeper to find the location of a local crime boss. The Gamemaster decides on the spot that the shopkeeper—now fearing retribution for revealing this information—decides to pay local thugs to stop the heroes from finding the crime boss and revealing the transgression. If the heroes kill or injure the thugs, local law enforcement arrives and brings the heroes in for questioning. Once they are detained, the heroes discover that the police captain is in the pocket of the crime lord.

In another example, the Jedi Council asks the heroes to look into the disappearance of a Jedi Knight and a Padawan sent to handle a dispute between a Mid Rim planet and a nearby system. Upon arrival, the heroes quickly discover that the Jedi met with the planet's authority figures and then disappeared—the rulers accuse the other system of kidnapping the Jedi to disrupt negotiations. However, the heroes quickly realize that the planet boasts an unusually high number of servants with the characteristic traits of slavery, which is illegal in that sector of the galaxy. When the evidence of slavery is brought up to the rulers of the planet, the situation quickly takes a turn for the worse. Assailants capture the heroes and shuttle them up to a waiting slave vessel with a crew from the other system. If the heroes escape to reveal that the rulers of the supposedly warring planets are actually in partnership, gathering slaves to be sent to the fighting pits of Nar Shaddaa, they then draw the ire of the Hutts, who in turn send bounty hunters to silence the heroes permanently.

Pitfalls to Avoid

One key to creating a campaign of intrigue is the judicious use of suspense to keep the players on the edge of their seats. However, creating suspense can be a tricky affair, balancing expectation with realistic results or decisions that might derail the outcome that you intended.

Pacing Is Everything

Intrigue works best when information is revealed in a timely manner that keeps the heroes both guessing and hungry for more. To walk the fine line between interesting and dull, incorporate the uncovering of information along with action. For example, in order for the heroes to find out the identity of a traitor who has been shipping weapons to the Separatists, they must break into their own organization's computers without revealing their actions to their superiors.

"A Figure Bursts Through the Door with a Blaster..."

A common theme from the noir genre is a lone assailant bursting through a door blasting. The motivation for the attacker could be almost anything. Perhaps the attacker is a lackey of the main villain or a person with a grudge. This sort of random encounter spices up a scene that has slowed down with investigation or too much talk among the players. It spurs action and opens the door to finding out the attacker's identity and motives.

Of course, this technique should be used sparingly, or else the players might see lulls in the campaign as a setup for an ambush. You can vary the theme with a damsel in distress or a courier bearing a summons for the heroes to come before the Republic Senate.

Provide Tangible Results

Avoid burying the campaign in so many layers of intrigue that trying to sort out the truth is almost impossible, and worse, boring. A Gamemaster should look at each encounter and figure out exactly what sort of information or result the heroes should learn at its conclusion, clearly indicating that they are making progress. An apparently meaningless, random event might later be revealed to be a crucial element, but using that technique too often, or making epiphanies too subtle, can frustrate players. Allowing the heroes to winnow out red herrings in a solid and undisputed way also helps them feel that they are making progress. If you find that the heroes are following an incorrect conclusion for too long, help them get back on track. Even the simple task of having your players roll a Wisdom check can make them realize that they are chasing a dead end and lead them back to the more relevant path.

Encouraging the players to make full use of their characters' skills, especially when utilizing the Skill Challenge system (see Chapter 2: Skill Challenges), provides concrete and clear results for success.

Savvy Players

Unless you are a true mastermind, the players might see right through the intrigue you have laid out, coming to the correct conclusion on their own well in advance of the point you expected. Such a result is particularly likely in situations requiring only a single answer—identifying the professor's murderer or determining what the corporation is building on that secret moon base, for example. Several techniques can mitigate this problem:

- Shift later events so that the heroes' conclusions are close, but not exactly correct.
- Create a separate encounter or adventure that prevents the heroes from seeing the conclusion of the original adventure until later on.
- Make their conclusions an element of yet another, larger conspiracy leading to further adventures.

If your players are particularly insightful and solve the riddles early, they should be rewarded for their keen perception and deduction!

Intrigue Campaign Arcs

Even with all of the general guidelines this book provides, coming up with an intriguing storyline that uses many of the elements presented here can be a challenge. In order to help you envision what an entire campaign based on intrigue might look like, this section presents several new campaign arcs. These campaign arcs describe the basic premise of a campaign, and then walk you through the general events that take place over the course of the campaign, eventually culminating in the climax of the campaign. You can use these sample campaign arcs as the basis for a campaign, or just as inspiration when crafting your own campaigns.

Some of your players will be as savvy as Lando Calrissian.



The Secret Revolution

In the Secret Revolution campaign, the players become swept up in a web of intrigue meant to cover up the fact that a secret organization is planning to overthrow the galactic government. This campaign works best during a time period when the galactic government is mostly benevolent, such as during the days of the Old Republic, so that the players feel some reason to keep the government from being overthrown. The primary conflict in this campaign involves the heroes coming up against the revolutionaries, and hopefully stopping from harming the Republic.

The campaign opens when the heroes respond to a bounty posting on an Inner Rim world, with a bounty on the head of a Senator's aide (wanted alive) who has supposedly gone underground after betraying the Senator. As it turns out, the aide was actually kidnapped by a cabal of disgruntled soldiers, and the bounty was actually a plot to have the aide rescued from kidnapping. The heroes discover that the bounty was put on the aide by a member of the Senate Guard, a human named Bail Falcris, and he thanks the heroes and pays them to continue working for him. The aide reveals that his kidnappers took him after he discovered that his Senator had been communicating with someone called Domino, who has been hiring criminals and kidnappers on the Outer Rim for months. Over the course of the next few levels, the heroes try to find out who Domino is by posing as mercenaries for hire, but just as they are getting close their benefactor, Falcris, is recalled by the Senator that had been suspected of dealing with Domino. Now facing bureaucratic roadblocks, the heroes must find hard evidence (beyond the testimony of the aide) that the Senator was dealing with criminals under the table. They do so, and the Senator is arrested and imprisoned.

As the second act of the campaign begins, the heroes are meeting with Falcris when an attempt is made on the Senate Guard's life. Republic Intelligence traces the attack back to a former Padawan that washed out of the Jedi Order and who now runs a semi-legitimate information brokering business out of Nar Shaddaa. When the heroes arrive, they find the Padawan already dead, and the computers containing the Padawan's stores of information stolen. This leads the heroes on a chase around the galaxy, always finding themselves one step behind the mysterious Domino. Their break comes when the heroes are contacted by a member of Domino's organization—a Sullustan slicer—who has decided to turn over a new leaf. The arranged meeting turns out to be a trap that leaves the Sullustan dead, but also sees the heroes recovering a computer core that the slicer had brought with him, rich with information on Domino's communications habits.

It is in the third act of the campaign that the full extend to the revolutionaries' plan is unveiled. The computer core that the heroes recovered contains communications between the mysterious leader of the organization and a number of undercover cells throughout the galaxy. Each communiqué seems to be setting up the assassinations of literally hundreds of Senators. After conferring with their contact in the Senate Guard, the heroes discover that each of the assassinations targets a Senator that is scheduled to be away from Coruscant at the same time. More frightening is the inference that Domino has some plan in place to take out all of the Senators on Coruscant during a Senate meeting. The heroes' final missions in the campaign require them to travel to distant stars and warn Senators of the plots against them, foil attacks on those Senators, and uncover the nature of the plot against Coruscant. The heroes finally discover the true identity of Domino when they go to warn a Senator about an impending assassination attempt, only to find out that the Senator was safe all along—because he or she was Domino all along.

The climax of the campaign takes place when the now-revealed Domino informs the heroes that the tragic deaths of nearly every other Senator is unavoidable. Domino reveals that Senate building is going to be the target of a tragic capital ship laser misfire, and that revolutionary forces are going to be on hand to finish off anyone that escapes. Domino also informs them that the Holonet has been brought down to keep them from interfering with his or her plans. With the heroes on the far side of the galaxy, and the true nature of the attack on the Senate now revealed to them, the heroes must race against time to make it back to Coruscant, disable the sabotaged capital ship that is going to be firing on the Senate, and then aid the Senate Guard in protecting the Senators from revolutionary forces.

Plot and Metaplot

This section on campaign arcs is intentionally written as era-neutral. However, most of the eras in the *Star Wars* story have their own metaplot to deal with; that is to say, they have their own overarching story that defines what the era is all about. The Rebellion Era has the struggle against the Empire, the Rise of the Empire has the Clone Wars, and the New Jedi Order has the Yuuzhan Vong invasion. When using one of these campaign arcs, it's important to make sure that you use the trappings of that era's metaplot, but then make the main plot of your campaign your own. These campaign arcs work best when they are tweaked to fit in with the overall story of the era, and if you adapt the story to the era then it is less likely that your heroes will focus on the idea of "being in an intrigue-based campaign" and more likely that they will feel caught up in the story. Feel free to change who the villains are, who the heroes' allies are, and the specifics of certain events such that they blend with, not stand out against, the era's metaplot.

Hostile Takeover

The Hostile Takeover campaign is a bit different from the others presented here, in that its scope is limited to a single sector of space. This kind of campaign can work during any time period, and in fact since the action is relatively confined in the galaxy it can work in conjunction with a second campaign arc as well, with the heroes alternating between plots. Though this campaign arc also somewhat relies on the heroes feeling amicable toward the government of the sector, you can adapt the story of the campaign such that the heroes might have other reasons for not wanting to see the government fall. For example, in the Rebellion Era this campaign arc might take place in a sector of space that is filled with Rebel sympathizers, and planets that have joined the Rebellion, meaning that the heroes won't want to see the government fall since it is largely sympathetic to their cause.

At the start of the campaign, the heroes are working in a remote sector of space when they receive a distress call from a starship that has come under attack and needs assistance. When the heroes arrive, they discover that the ship was attacked by pirates. As they investigate further, they find that these pirates have seemingly come out of nowhere, with significantly more advanced technology and resources available to them than other pirates. As reports come in from across the sector of similar attacks, the heroes discover that the pirates have significant financial backing, in the form of a group of powerful corporate entities whose wealth is spread throughout the sector. Realizing that those companies' ships never seem to run afoul of the pirates, the heroes also discover that the pirate threat is coming from a nearby asteroid base, and have a chance to stop the pirates once and for all.

With the pirates dealt with, the second act of the campaign involved the heroes' investigation into the involvement of the corporations who backed the pirates. Initial clues seem to indicate that the pirates were but one part of a larger plan, and through several adventures the heroes uncover other parts of that plan: sabotaging planetary weather control systems, inciting criminal riots in major cities, and staging attacks against well-populated areas by brigands and mercenaries. Over time, the heroes come to realize that these corporations are trying to incite unrest in the population, and in particular are making it seem like the sector governments cannot protect the people. The second act culminates when the heroes stop a major attack on a highly populated city, foiling a plan that was to be the corporations' capstone in a campaign to discredit the government.

As the campaign draws to a close in its final act, the heroes have not only stymied the corporate group, they have also become targets themselves. The corporations leverage their clout to portray the heroes as villains who were trying to perpetrate the very act they tried to stop in the second act, forcing the heroes to go underground rather than continue to fight. The heroes struggle to clear their names, and eventually discover that the corporations involved in the plan all seem to be under the influence of a Dark Jedi, and her evil apprentice. The two dark Force-users have been manipulating the corporations in order to destabilize the sector, and have planned to install their own puppet government once the sector government falls.

The climax of the campaign comes when the heroes infiltrate the towering structures controlled by the Dark Jedi and her apprentice, ending in a final showdown with the villains in the transparisteel-walled towers. With the Dark Jedi defeated and her schemes revealed, the heroes' names are cleared, and the villainous corporations crumble as their sedition becomes public.

Invasion from the Unknown Regions

In the Invasion from the Unknown Regions campaign, the heroes find themselves confronted with knowledge that no one in the known galaxy possesses—the knowledge of a secret invasion force poised to strike at civilization. This kind of campaign can work during pretty much any time period, though similarities to the Yuuzhan Vong invasion might mean that the campaign has a bit less impact during that time. Of course, you can always adapt the campaign to involve the Yuuzhan Vong invasion itself, but that might require some serious alterations to the conceits of the plot.

As the campaign opens, the heroes are traveling through the Outer Rim near the fringes of the Unknown Regions when they experience a hyperspace anomaly. More specifically, they are pulled out of hyperspace by a large object that simply shouldn't be there. As they enter realspace, they find themselves drifting at the edges of a massive fleet of ships, all of a completely alien design. It soon becomes clear that this is an invasion fleet, poised to strike at the galaxy, but when the heroes try to warn the government they find

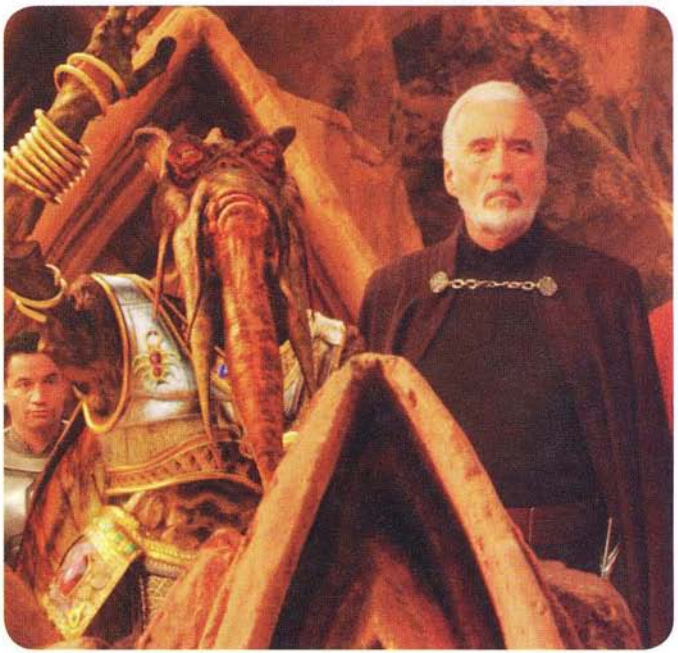
that the fleet seems to have simply vanished. Over the course of several adventures, they follow a trail of sightings of this phantom fleet across the Outer Rim, and soon discover a frightening truth: the invasion has already begun. The invaders from the Unknown Regions have recruited many beings across the galaxy and have bribed them to sabotage planetary defenses across the Outer Rim. At the conclusion of the first act of the campaign, the invasion fleet launches attacks across the Outer Rim, and the heroes must quickly locate the saboteur on their own world in order to protect their planet from being invaded.

As the second act of the campaign opens, the invasion has begun, and countless worlds across the Outer Rim have fallen under the control of the invaders. Yet once the initial assault is over, the invaders seem to sit on their laurels. All space traffic and communications into, and out of, the captured worlds is cut off by the invaders. Weeks pass, and no further advancements are made. Since the heroes have been on the front of the invasion, they are tasked with infiltrating a captured world and finding out the next step in the invaders' plans. They do so, and spend several adventures infiltrating a captured world and insinuating themselves into the invaders' organization. Over time, the heroes realize that the invaders seem to lack any leadership at all, and at the climax of the second act they discover the truth: the invaders have no leader, for he, she or it was killed during the initial invasion. This fact has been kept from the invaders' forces by a cabal of officers, who fear that the invasion will fall apart if it becomes clear that their glorious leader is dead. As the heroes are about to reveal this fact to the galaxy, the invaders' leader miraculously reappears, and commands the invaders to launch a renewed assault against Mid-Rim worlds.

In the final act of the campaign, the heroes begin by discovering that the seemingly reborn leader is, in fact, a Clawdite imposter who was brought in by the cabal of conspirators. Worse, the Clawdite is a Black Sun Vigo, and now the invaders have one of the galaxy's most powerful criminal organizations on their side. With the invasion driving closer to the core every day, the heroes must find some way to reveal the Clawdite imposter and crush the spirit of the invasion. They find help in an unlikely place—a disgruntled Black Sun Vigo who doesn't want to kneel to invaders any more than he wanted to kneel to the galactic government. The heroes must recruit this Vigo, convince him to support their efforts, and then reveal the Clawdite imposter (likely by killing him and revealing the truth about his shapeshifting abilities).

The climax of the campaign comes shortly after the heroes make their revelation. As the invasion force begins to crumble under the knowledge that their sacred leader has died, the desperate cabal initiates one final parting shot against the galaxy. The mothership of the invasion fleet has been set on a hyperspace collision course with a major galactic metropolis (Coruscant, Empress Teta, Eriadu, Lianna, or Taris). The heroes have mere hours to stop the ship from slamming into Coruscant (even with planetary shields up, the death toll would be incredibly high just from fallout), and with that done the final threat to the galaxy from this invasion is put to rest.

Count Dooku, a villain of intrigue



Creating Villains of Intrigue

The *Star Wars* universe is full of villains who play the game of intrigue like master dejarik players, pulling innumerable strings to shape the destiny of the galaxy to their own twisted agendas. Count Dooku masterfully manipulates the Separatists to act as pawns for the Sith Lord Darth Sidious. Prince Xizor carefully and studiously shapes the Black Sun into a personal empire that threatens that of the actual Empire.

When creating a *Galaxy of Intrigue* campaign, the Gamemaster should spend time crafting the prominent villains. Most villains are able to hold their own against the heroes in combat, but a villain with considerably fewer levels than the heroes can still have access to sufficient influence, power, and resources to make the heroes' lives miserable. For example, the main villain of a campaign could be a child regent with only a few levels in the Noble class, but with a high Intelligence score, a full army of soldiers, and a coterie of spies to call upon.

Motivation

Determining the primary motivation of the villain goes a long way in determining how that villain can serve as an antagonist for the heroes. Is the villain a wealthy merchant who views competition as merely part of business, bereft of personal feelings? Did the heroes wrong the villain in some way, bringing shame and dishonor that must be avenged? Or is the villain driven by the influence of the dark side of the Force? A villain who regards the heroes as mere obstacles or annoyances can perhaps be bought off or negotiated with, but a villain driven by emotions might refuse to rest until the heroes' heads adorn the front of a luxury speeder.

Resources

The most effective villains are those with access to a large repository of resources, such as a personal army, vast family wealth, or powerful political clout. A wealthy or powerful villain has enough minions—typically droids, soldiers, or thugs—to send against the heroes, ensuring that they will have someone or something to fight when the game becomes too easy or the adventure gets too sluggish. However, as the heroes advance in level, the large number of low-level thugs required to make an encounter challenging can become unwieldy.

Beyond mere thugs, villains also have minions with superior skills and abilities, making them serious challenges on their own. Palpatine trains Darth Maul as his Sith apprentice, powerful enough to kill a Jedi master in his own right. Count Dooku directs the relentless Asajj Ventress to do his bidding. Darth Vader hires a crew of bounty hunters to hunt down the Rebels, with Boba Fett capturing Han Solo. Powerful and interesting minions can both distance the villain from danger and confuse the issue of who ultimately is operating behind the scenes. Setting up a few encounters in which the heroes must deal with a skilled minion without knowing his or her motivation is a great way to make your villain seem more mysterious and powerful.

Political power can be a serious problem for heroes, as adversaries frustrate the heroes' efforts with simple inconveniences such as docking fees or with greater threats, such as by branding them as traitors to the Republic. Although realistic, overuse of a villain's political or financial power can frustrate players who find that their heroes can never directly confront their enemy because of laws, denial of access to their funds, and the like. However, using this power occasionally can force the heroes to become creative when their usual avenues are denied. But *Star Wars* is about action, and no one wants to have his or her character spend the adventure going from bureaucrat to bureaucrat just to secure the proper documentation to leave the planet.

Jedi as Villains

Jedi are staunch defenders of liberty and dedicated to maintaining peace within the galaxy, so they are usually considered good guys. Jedi uphold ideals that are considered noble and rarely take sides. However, conventional wisdom can be turned on its head, making a Jedi the primary villain of your campaign. Jedi are not universally respected or loved throughout the galaxy. Some regular citizens consider the Jedi to be meddlers or mere muscle to enforce the Republic's corrupt policies.

This setup works best when the heroes are portraying antiheroes, as described in detail in *Scum and Villainy*. If the heroes' party consists of smugglers, mercenaries, con artists, and disgraced aristocracy, then Jedi might likely butt heads with the heroes' agenda. A Jedi sent on the trail of the heroes can be a challenging foe.

If the main villain of the campaign is a Jedi, then the heroes will be in a uniquely uncomfortable position. Perhaps the villain is teetering on the edge of slipping over to the dark side, or perhaps a Jedi hero is accused (rightly or not) of deeds consistent with the dark side. Part of the adventure might involve the Jedi hero attempting to clear his or her name, all the while avoiding capture by the Order he or she belongs to.

Methods

Once a villain's motives and resources are determined, then the methods that the villain employs come next. Is the villain a mastermind who prefers to sit behind layers of false fronts and minions, pulling on the strings of the heroes' destinies from afar? Or is the villain more aggressive, preferring to get up close and personal with the heroes? Once this aspect has been factored in with the villain's resources, adventures can seem to write themselves. For example, a relatively poor but charismatic and determined gang leader might not have a lot of credits to spend on bounty hunters or on bribing officials to make life difficult for the heroes, but she probably has access to dozens of loyal minions who can harass the heroes. On the other end of the power spectrum, a wealthy Senator can use political contacts to foil the heroes on many avenues, possibly using violence as a last resort.

Choosing your villain's classes can influence the methods used when confronting the heroes. A villain with many levels in soldier would probably use military-style tactics and resources against the heroes, while a scout villain might hunt the heroes as if they were prey in the wild, setting traps or shooting them from afar. Noble and scoundrel villains work the social angles, using influence and their charismatic personalities to turn allies into enemies or to set up the heroes in political ambushes. However, you do not have to determine a villain's methods solely by class. Playing against type can make truly memorable villains, such as a soldier who uses his clout in the Senate to make life miserable for the heroes or a noble who feels that only personal combat can avenge a transgression committed by the heroes.

Contingency Plans

One crucial element when creating a villain—especially if that villain is a criminal mastermind—is determining how he or she handles the inevitable disruptions caused by the heroes' meddling. When creating adventures, break down the encounters and think ahead to the logical conclusions that might occur, just as the villain would. Taking into account possible failures as well as successes will keep your adventure from being derailed by the unexpected. The villain might have a vessel or escape pod ready to flee the scene if the situation goes wrong, or a patsy might be set up to take the fall if the heroes present the authorities with evidence leading to the villain's arrest. Just as generals on the battlefield must plan for defeat, so too must the villains of your *Galaxy of Intrigue* campaign be prepared for setbacks.

For example, a villain plans to blackmail a politician into releasing the villain's main minion from a prison moon. However, the villain's plan is foiled if the heroes, after having heard about the villain's intentions, break into the prison themselves and kidnap the minion or leak the politician's corruption to the news media, making the blackmail attempt pointless. Realizing that the heroes might get to the politician before he does, the villain arranges for the politician to be assassinated, preventing the villain's plans from being exposed and diverting attention away from the plot to release the minion. Alternatively, if the heroes break the minion out on their own, then the minion directs the heroes to a hidden location for a prearranged ambush by the villain.

Fighting the Powers That Be

In most *Star Wars* roleplaying campaigns, the heroes' ultimate solution for dealing with a villain involves a climactic battle of blasters and lightsabers. In a *Galaxy of Intrigue* campaign, however, the consequences for such behavior can be severe.

The Repercussions of Heroism

In many *Star Wars* campaigns, the violent actions of the heroes are glossed over in the aftermath. For example, if the heroes bring a crime lord to justice, they receive their reward and move on to the next adventure, and no one asks any questions about the dozens of corpses left behind in the aftermath of the combat. In a *Galaxy of Intrigue* campaign, however, such events should not go unnoticed. The Gamemaster can add law enforcement into the mix, perhaps with an intense investigation afterward in which Sector Rangers question the heroes about several bystanders murdered in the confrontation. Alternatively, friends, relatives, or colleagues of the crime lord's servants might come looking for revenge against the heroes.

Heroes should consider the consequences of kicking in the door of the main villain and gunning him down, especially if he is an unarmed politician or other noncombatant. Heroes who disregard the law so blatantly might find themselves under arrest or marked for bounty by the villain's constituency, corporation, or other affiliations. If the heroes continue to use violent means they could be labeled vigilantes. And although their motives might be pure, life will never be the same for the heroes if they become the targets of law-enforcement agencies, the Jedi Order, or hordes of bounty hunters.

Not every encounter or adventure should result in mass inquisitions. *Star Wars* is about action and heroism, not courtroom battles, but occasionally following up an adventure with a lot of questions from the authorities can send the heroes a signal about consequences. Use this feature to your advantage when making campaigns. If the heroes find themselves in hot water after completing an encounter, perhaps they then must clear their names or become more deeply entangled in layers of intrigue as their heroic deeds are instead twisted by the media into something horrific.

Removing the Villain

When building your *Galaxy of Intrigue* campaign, consider what might happen if and when the heroes kill the main villain sooner than you intend. After all, if your adventure hinges on a climactic showdown against the villain and the heroes shoot down his ship as he attempts to flee an early encounter, then you are left without a way to keep the adventure moving along. Here are some suggestions for dealing with the repercussions of a villain being removed from the picture earlier than anticipated.



Sometimes villains like Darth Maul die too soon.

Replacements

One way to keep an adventure on track after the unintended demise of the villain is to create a replacement. The logical choice is one of the villain's trusted minions who is privy to key plans and has a deep understanding of the layers of intrigue set in place. The downside, of course, is that minions are weaker than the villains they work for. So when that climactic battle occurs, you might need to adjust the replacement villain's statistics, increase the number of his or her minions, or add an additional element to make the encounter more difficult for the heroes.

Depending on the era, clone technology can be another solution for bringing the villain back into the campaign. For example, Emperor Palpatine returns as a clone after the destruction of the second Death Star. Of course, cloning is logical when the villain is powerful or wealthy enough to access such advanced technology. If your main villain is a petty warlord or young upstart politician, then cloning stretches credulity. Use this tactic sparingly because it dilutes the heroes' efforts to bring down their opponents, and it can be demoralizing, causing the heroes to wonder why they should even bother when the villain keeps coming back healthy and full of revenge.

Dealing with the Aftermath

If the heroes defeat the villain sooner than expected, you probably still have several unresolved plot threads that can occupy the heroes. The villain's trusted allies, contacts, and minions might continue to advance the cause or take it in a new direction, albeit with their own personal touches. Between gaming sessions the Gamemaster should consider how events would play out without the villain's involvement. Even with the villain's demise, secret weapons labs continue developing the ultimate weapon, assassins follow through on orders to kill their targets, and bribes and blackmail attempts continue as if nothing was amiss. Of course, the assassin expects someone to pay after the job, or the weapons researchers might decide to test the weapon on the intended target without approval. Each of these factors gives the heroes a significant amount of cleanup to do even after the death of the villain.

Another solution to the premature loss of a villain is to allow the heroes to revel in their success, moving them along on another, completely different encounter. Then, as they progress in the adventure, slowly reintroduce elements of the villain's scheme back into the scene. For example, after killing the villain in an early encounter, the heroes believe that the threat is over. The Gamemaster begins a new chapter completely unrelated to the previous storyline. After a few sessions, the heroes receive a cryptic note about "unfinished business" from one of the original villain's comrades, drawing them back into the intrigue that they thought was concluded.

THE JEDI COUNCIL CAN OFTEN PROVIDE AID AS WELL AS STAND IN THE WAY OF A JEDI'S GOALS.



DESIGNING AN INTRIGUE ADVENTURE

So far, this chapter has discussed how to create intrigue campaigns in general and how to create villains to populate them. This section goes into more detail about how to create an adventure that is rife with intrigue and that fits in with the other concepts introduced in this book.

Most adventures contain some degree of intrigue. The heroes don't know who is behind the kidnapping of Wookiee slaves, or they stumble on plans for a secret battlestation. What separates an adventure based on intrigue from other adventures is that, from beginning to end, the entire purpose toward which the heroes are working is either a secret they must keep or a mystery they must unravel. Whether the heroes are proactive or reactive, or whether the adventure involves a lot of combat or very little, everything the heroes do is either part of a clandestine operation or is part of a plan to unravel a well-hidden secret.

From there, the adventure can progress like most others, with a few modifications. An intrigue-heavy adventure acts as a microcosm for the way the larger campaign plays out, and it uses many of the elements discussed earlier in the chapter. This section will construct the basic outline of an intrigue adventure, with an example of each element.

Start with a Secret

The core of an intrigue-based adventure is a secret. At its heart, an intrigue adventure should revolve around secrecy and protecting valuable knowledge. There are two major kinds of secrets that the heroes of an intrigue adventure must deal with: the secret objective, and the secret charge. A good secret, of either kind, on which an adventure can hang is more than just a passing bit of information; its revelation should have major repercussions not only on the heroes but also on the whole galaxy.

A secret objective is something that the heroes are trying to uncover. This could be a secret they know to exist—the true identity of the assassin that killed their Senator benefactor—or it could be a secret that they didn't even know existed beforehand. The latter kind of secret is often treated as a surprise twist or reveal at some point in the adventure; a good example of this secret twist is the revelation that Darth Vader is Luke's father at the end of *The Empire Strikes Back*. Luke was unaware that the secret existed, but once it was uncovered it radically altered the way that he saw the conflict between the Empire and the Rebellion, and forever changed his destiny.

A secret charge is a secret that the heroes have been given the opportunity to protect. Often, this secret is merely the secret of their actions. For example, if the heroes are planning to raid an Imperial weapons depot, they will want to keep their plans, and even their actions, secret in order to avoid drawing unnecessary attention. In an intrigue adventure where the heroes have a secret charge, their protection of that secret should be of the utmost importance. Regardless of whether or not their actions succeed or fail elsewhere, revelation of the secret they have been charged with should seem like a failure to them.

When coming up with the secret at the core of an intrigue adventure, use these simple guidelines:

- The secret should be something that has wide repercussions as a consequence of its revelation. Simple secrets don't make great adventure hooks.



The existence of the Blue Shadow virus was a well-kept secret.

- Choose a secret that creates opportunities for dangerous situations. Discovering which Hutt crime lord hired the Senator's assassin can be dangerous; discovering who is spreading rumors about a local Moff probably isn't.
- The secret should be something the heroes care about. If they have no attachment to the Jedi Master who is secretly still advising the government on his home planet, the heroes won't be drawn into the adventure.
- The secret should be something that is not easily uncovered. Layers upon layers should separate the secret from its revelation. This goes for secret charges as much as secret objectives.

Example: The heroes have spent a few adventures finding the location of a secret weapons manufacturing facility where a Hutt crime lord is producing arms for a mercenary army. As agents of the Rebellion, they know that those weapons could prove extremely valuable to their cause, and plan to steal them. The basic secret of the adventure is the secret mission the heroes are about to undertake; if either the Empire or the Hutts discovered their secret plans, they would surely be ambushed and captured or killed.

Provide Ample Skill Opportunities

Once you have the core of your adventure (its secret) in hand, you can begin constructing an adventure around it. Intrigue adventures usually provide players with lots of chances to use their skills in creative ways. While covert assassinations and other combat scenarios are certainly part of intrigue adventures, open violence is often too messy or too high profile to be an effective weapon in an intrigue campaign. Instead, you should try and focus on challenges that the heroes can use their skills to overcome, giving the players encouragement to do more than just go in, blasters blazing.

One of the best ways to design adventures that make heavy use of skills is to take a look at which skills the heroes are trained in and which ones they have Skill Focus feats for, and to design the challenges around those skills. Your heroes have invested valuable resources in obtaining those skills; let them use them. Likewise, don't be afraid to design challenges that cater toward lesser-used skills. Your soldier with a high Intelligence might have trained in Climb or Endurance, two skills that often see less use than Deception, Persuasion, or Use the Force. It's OK to construct situations where heroes with those skills can shine, even if they might seem a little out of place at first. Just because the heroes are infiltrating a party aboard a star yacht doesn't mean that those skills couldn't come into play. Maybe the soldier needs to climb up to a secret smuggling compartment high in the cargo hold, or forcibly hold a door open for several rounds while other heroes slip in, and then out, with whatever they came for.

Lastly, make it obvious when skill use could be a good solution. Many times, players can overlook the opportunities you set in front of them, and it's OK to offer suggestions during game play. When crafting your intrigue adventures, don't be afraid to put notes in your descriptions that highlight individual skills for use in that section.

Example: Raiding a Hutt weapons factory has to be more than smash-and-grab; the factory is well protected, and only authorized ships are allowed to land and offload supplies to the factory. The heroes will need to find someone who knows the security protocols (Gather Information, Perception), create false credentials or buy them (Deception, Persuasion), steal a cargo vessel destined for the factory (Pilot, Stealth), slice into the plant's security system to hide from sensors (Use Computer), and then reach a watchtower and disarm the guards there (Climb).

The Challenge of Investigations

When the concepts of secrets and skill use are thrown together in an adventure, it's tempting to fall back on the age-old investigation adventure. While this can be rewarding, there are a few pitfalls that you should be aware of before designing an entire adventure around investigation. First and foremost is to not overuse the investigation adventure; if the heroes spend every adventure going through the same kind of investigatory routine, they are quickly going to get bored with investigations as a whole. Setting a mystery in front of the heroes and turning them loose can be fun every once in a while, but over time the players might feel like they are playing "find the plot hook" every adventure.

When you do decide to create an investigation-based adventure, follow the advice about providing skill opportunities, above, and make sure that a wide swathe of skills are available as solutions. Although it's tempting to say that investigations are all about Deception, Gather Information, Perception, and Persuasion, there can be much more to investigations than that. Using skill challenges (see Chapter 2) is a good way to encourage your players to be proactive during an investigation, as it can help them see tangible results even when using unorthodox skills.

Lastly, failing a skill check or two should never derail the entire adventure. If your players fail to persuade the Imperial officer to let them see the prisoner in the brig, make sure there are other ways for them to get in and get the information they need from that prisoner. Whenever your adventure depends on the heroes learning something through investigation, make sure there are multiple ways that they can get the information they need. One failed Gather Information check shouldn't leave the heroes clueless. Even in failure, the players should be directed toward another solution. Continuing the example above, when the officer rebuffs the heroes, perhaps the scout sees on a monitor console behind the officer that there is an air duct leading into the prisoner's cell that the scoundrel might be able to sneak through.

Put the Heroes in Danger

So far, a lot has been said about secrets and skills, but perhaps the most important part of an intrigue adventure is the sense of danger. A secret is just a piece of information that the heroes don't know...until there is danger involved. When danger surrounds a secret, it makes the secret more exciting, builds tension, and can increase the heroes' desire to pursue that secret.

Putting the heroes in danger doesn't always mean pointing a blaster at them (although it can). The heroes might be in danger of being reveled as Rebel agents working undercover on a Core world; although that would eventually bring more direct danger (stormtroopers kicking down the door), the simple threat of Imperial reprisals is enough to raise the tension during an adventure. Threats to the heroes should always be visible and present. Otherwise, the PCs might not even be aware of the danger they face, which drains the tension out of the situation. The heroes should know that they are in danger, and they should know that the danger is directly tied to the secrets they are trying to uncover or protect.

Example: Besides the obvious danger that they face when infiltrating the weapons factory, the heroes discover that they are not the first ones to try and raid the Hutt factory. A group of mercenaries tried the same thing and were slaughtered when they arrived. It turns out the mercenaries were betrayed by one of the very people that provided them with information or with help in making it to the manufacturing facility. The heroes now have to figure out who the traitor is before they launch their own attack, balancing their need for help against the knowledge that someone might betray them.

Intriguing Combat

One of the easiest ways to throw some danger into an intrigue adventures is with combat. However, a good combat encounter in an intrigue adventure has more going on than simply defeating the enemy. When designing combat encounters for intrigue adventures, keep in mind that other objectives are at hand. When stormtroopers kick down the door, the heroes have to do more than defeat them; they have to defeat them, stop them from calling for help on the comlink, and keep witnesses from calling the Imperial garrison to report the firefight. Likewise, when the heroes finally make their way into the weapons manufacturing facility, they have to do more than just kill the guards; their objectives include stealing weapons as well as hiding their own identities. After all, it does them little good to pull off the theft, only to be pursued by bounty hunters hired for reprisal.

Combat should be used to reinforce the danger of an adventure, but it can also move the plot forward. Perhaps the heroes need to dispose of a local Moff—quietly—before he can order the execution of an informant carrying critical information. Combat in an intrigue adventure need not be flashy or on a massive scale; a short skirmish with Czerka Corporation enforcers in the lobby of a high-rise on Taris can be just as exciting as a starfighter dogfight, especially if the heroes have to keep the enforcers from sounding the alarm. Remember, when adding tension to the adventure via combat,

to make sure to give the heroes plenty of chances to succeed in ways that keeps the adventure moving forward. Failing in a combat encounter should be like failing a skill check; even in failure, another way of accomplishing the heroes' goal should be revealed.

Twists and Revelations

As the adventure begins to draw to a close, it becomes time for secrets to be revealed. As with all adventures in a *Galaxy of Intrigue* campaign, there are layers within layers within layers of secrets, and as the adventure progresses some secrets should be revealed, while others should turn out to be quite different from what the heroes expected. It's important to let the players feel like they are uncovering critical information, or succeeding at protecting it, in tangible ways. Even within the context of a single adventure, there should be moments of revelation: the heroes discover that the bartender at the cantina has been selling secrets to the Hutts, or the party's slicer finally uncovers the secret access codes that will allow them to bypass automated security satellites. These particular revelations don't open up the plot of the entire adventure, but they do amount to progress, which is very important during an adventure involving a lot of secrets.

Likewise, an unexpected twist, when used judiciously, can not only bring the plot forward but also alter the way the heroes perceive the situation. However, there is a fine art to introducing a twist, and too blunt or too severe a twist can be jarring to the players. A twist in an adventure should be just believable enough that the players buy it, but it should also be shocking. The twist in *The Empire Strikes Back* when Lando betrays the heroes is shocking, because he is likable and an old friend of Han's, but believable thanks to Leia's suspicion and the clear power that Darth Vader has over him. When crafting a twist, look for places where story could conceivably go, and then eliminate any of the ones that seem too obvious. What you're left with is a series of twists that are believable, yet likely won't be expected.

Example: Part of the premise of the adventure is that the Hutts are hiding their stockpile of weapons from the Empire, which is one reason why it is shrouded in so much secrecy. A good twist for this adventure would be that the Empire, or rather a powerful figure within the Empire, actually knows about the Hutt weapons plant and is having the weapons crafted for a private army of his or her own. Then, when the heroes arrive, they face not only thugs working for the Hutts, but small groups of well-trained Imperial forces.

One Door Closes, Two Doors Open

When the adventure is finally done and the heroes have achieved their goals, there is one more important technique that you should use when wrapping up the adventure. Each adventure will answer some questions, or allow the heroes to keep their own secrets safe, but after each success two (or more) secrets should be introduced. Although eventually you'll need to reveal all of these secrets, a successful intrigue adventure leaves the heroes wanting to know more. Moreover, it helps lend credence to the idea that nothing is ever as simple as it seems, and that there are always wheels within wheels in any intrigue-based campaign.

The kinds of secrets that you might introduce can be either secret objectives or secret charges, and most will set the stage for subsequent intrigue adventures. However, these need not always be adventure hooks: Some of the questions these secrets raise might be little more than insights into the backgrounds of the heroes' allies, or questions about events that, at the time, seemed simple and straightforward. For example, at the conclusion of an investigation adventure, the heroes have discovered the information they were looking for; at the last minute, however, they discovered that their enemy for that adventure was only a pawn in someone else's scheme. Who that enemy served, and what the larger scheme is, can be the basis for future adventures. Alternately, this revelation can be used not to expose a larger plot on behalf of their enemies, but to make the heroes question the allies and benefactors who put them on the trail in the first place.

Example: To conclude our sample adventure, the heroes eventually make it to the weapons factory, defeat the Hutt's thugs and the Imperial forces alike, and make off with the contraband with the secret of their identities intact. However, they discover two new mysteries in the process. First, they learn that someone on the inside disabled the factory's communications system, keeping it from calling for help; someone wanted the heroes to succeed, but who? Second, they learn that the powerful Imperial agent that commissioned the weapons does not actually exist; someone fabricated the existence of a Moff, but for what purpose?

The Art of Indirection

One way to really alter the feel of an intrigue-based campaign is to always keep in mind that, when it comes to secrets and plots, nothing is ever direct and to the point. Enemies come at you from odd angles, allies never tell you everything they know, and simple acts have wide-ranging repercussions. A *Galaxy of Intrigue* campaign is all about using indirect methods to accomplish goals, because indirect methods are usually best for maintaining secrecy. When knowledge is power, any method that preserves knowledge—or creates false information—can be the difference between being powerful and being powerless.

Below, you will find some general advice on creating situations where indirect methods come into play. Like the section on building campaigns, villains, and adventures above, this section is intended to provide some basic guidelines for creating interesting events that occur in your campaign. Think of these suggestions as directions for constructing an individual scene within an adventure. Mixing and matching the advice below can produce memorable sequences that reinforce many of the themes of a *Galaxy of Intrigue* campaign.

Enemies Target the Innocent

It is almost a given that the heroes' enemies won't come directly at them when it's time to strike, at least not at first. Enemies in an intrigue-heavy campaign know better than to try and take the heroes on with direct attacks and violence; savvy heroes will overcome such challenges quickly. Instead, such enemies try to hit the heroes where they are most vulnerable: through their allies. While a hero walks around in power armor or wields a lightsaber with amazing skill, he or she has little control over the lives of allies or over the lives of innocents. An opponent in an intrigue adventure will likely try to target those who can't defend themselves, to use as leverage against the heroes. The bounty hunter doesn't attack the heroes; he kidnaps their mentor and holds her hostage, offering to trade her life in exchange for turning over one of the heroes' party.

This kind of indirect attack works on almost any scale. Grand Moff Tarkin, a master of intrigue, uses this technique with Princess Leia to try and get her to reveal the location of the Rebel base: He knows his threats against her do no good, so he threatens Alderaan with the Death Star instead. The threats do not always have to be of physical violence, either. A powerful corporate executive might threaten to bring financial ruin to the heroes' benefactor, or an unscrupulous Senator's aide might threaten to reveal that Senator's dark past on the eve of a critical vote. For the most part, villains use these indirect attacks to get the heroes to do something, or to not do something, that the villain wants.

Occasionally, the villain strikes out at the innocent or the heroes' allies as a reprisal for the heroes' actions. This can be used as a deterrent against future actions by the heroes, or simply to reinforce the fact that the villain is, in fact, their enemy.



Dorme is just one of the innocents targeted by the Queen's enemies.

Proxies, Liaisons, and Masks

It is common for those involved in heavy intrigue to keep their identities and the identities of their allies a secret. Anonymity ensures security, and security is something everyone in this kind of adventure should be aware of. In a *Galaxy of Intrigue* campaign, it is common practice for both allies and villains to make use of proxies and liaisons during contact with the heroes. The heroes might not meet a mysterious benefactor, but instead deal only with a droid sent in his stead. An informant might refuse to come herself, instead sending a street urchin to deliver a message to the heroes. Enemies will often refuse to involve themselves in schemes personally, instead using pawns to direct their operations from a distance.

Disguises are equally common among those with secrets to keep. Exposing one's true identity is always a risk, and one that few with important secrets are willing to take. The *Star Wars* setting offers ample opportunities for such indirect contact. Villains can appear as holograms. Crime lords can send protocol droids to deal with the heroes, while others might hire shapechanging Clawdites to impersonate them, never making contact directly. Regardless of the actual method, allies and villains alike should erect barriers between themselves and the heroes, making extensive use of both proxies and technology to keep at a distance.

Trust Doesn't Come Easy

Much of the above advice on proxies and masks is a result of trust issues. When it comes to the intrigues of the galaxy, there is little room for trust. Trust often leads to betrayal, which can put months or even years of hard work to ruin. It should come as no surprise after a while that not even the heroes' allies will trust them, and in turn the heroes shouldn't give out their trust easily. Trust, in an intrigue-heavy campaign, is something that should be won, and winning trust isn't easy. It's important to remind the players that their allies have a hard time trusting them; if the heroes sense insecurity in their allies, it can help make those allies seem more real, and likewise make the heroes' own lack of trust seem less like paranoia and more like good tactics.

This is one area where the line you must walk as a GM is very fine. If the allies show too little trust in the heroes, the heroes might lose interest in working with them. The heroes should see some progress in earning the trust of their allies; each time they successfully complete an adventure, for example, they earn a bit more trust, and their next interaction with a certain ally should reflect that. The ally might be more forthcoming on details, or might finally offer to meet them in person. Building trust takes time, but the heroes should feel as though they are actually building it and making progress in their relationships.

Decoys and Misdirection

A favorite tactic of those steeped in intrigue is to let others do the dirty work. Sending your own agents in to complete a job is all well and good, but the preferable solution is to convince someone else to do it for you. Not only is this typically cheaper, it also means fewer ties between the people performing the mission and those that set it into motion. Although a benefactor that manipulates the unwitting heroes into doing his or her bidding might be cliché, there are also other ways that decoys can be used in an intrigue campaign. Villains might use this tactic on others among the heroes' enemies, making the heroes think that an attack came from one source when the truth is that the villain caused it. Similarly, a villain might dupe one of the heroes' allies into doing his or her bidding. Introducing an aspect of betrayal, even unwitting betrayal, into the game is a way of creating greater tension.

At some point, though, a villain has to take direct action in order to further his or her goals. When this happens, the best weapon in the schemer's arsenal is misdirection. Even if a villain convinces someone else to do the dirty work, that villain will still need to exercise cunning to keep the heroes from tracing the deeds back to him or her. This is something that anyone skilled in the art of subterfuge knows: One of the best ways to hide your trail is to make sure that there is a trail leading somewhere else. Enemies might lay down false clues to lead the heroes (and others) away from their trail, but be careful with using this tactic too much. In a roleplaying game, the players rely on the Gamemaster for much of their information, and if that information turns out to be a false trail or a red herring too often, the players will begin to second-guess everything the Gamemaster says.

The Art of Being Seen

Tied to the concept of misdirection, the art of being seen refers to a technique where one provides false information simply by making it appear as though one thing has happened, when it truly hasn't. A favorite tactic of those with exceptionally good resources at their disposal, this kind of deception often relies on disguise, forgery, and other similar techniques to create a scene that is meant to be witnessed, either by the heroes or by others. One of the things that make a deception like this so effective is that these are not just rumors being whispered in dark cantinas; the witnesses see and hear these things themselves.

For example, the heroes have had a Falleen crime lord in their sights for a long time, and have become a thorn in his side. No longer able to operate without the heroes watching his every move, the Falleen puts a plan into motion to create a scene that the heroes are intended to witness. The crime lord offers to turn himself in to them, and arranges a meeting place where the deal can go down. As he is turning himself in, a crazed woman leaps out of a nearby crowd and guns him down, claiming to be a widow of a man the crime lord has executed. The Falleen lies dead before the heroes, and now they no longer have to worry about him.

Or do they? Perhaps the woman was a plant, and the whole scene was staged. Maybe the Falleen turning himself over was a replica droid, or a shapechanger, or a talented con artist. Maybe the Falleen was wearing armor and only meant to look dead, and when carted off to the morgue he stops playing dead and slips away unseen. Now, because the heroes think he is dead, the crime lord is free to act without their interference. The Falleen created a deception that he wanted to be seen, planting false information that is less likely to be scrutinized because the heroes saw it firsthand.

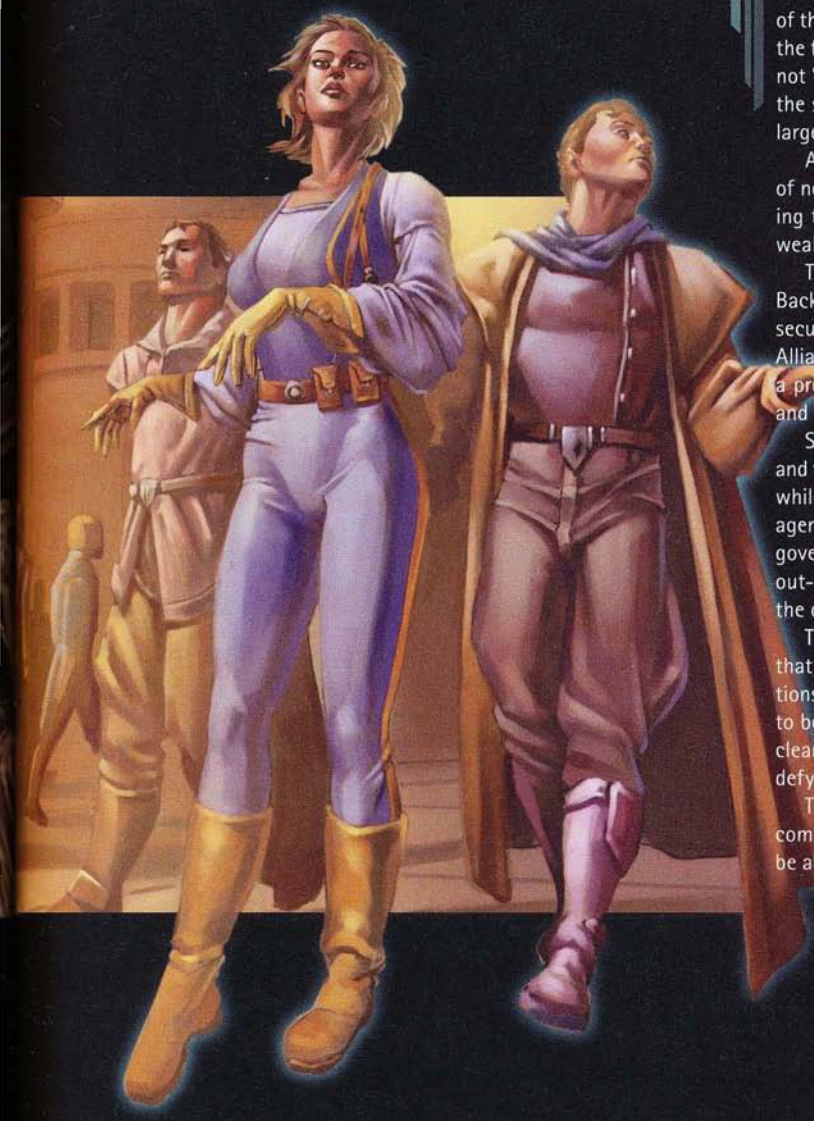
Clashing Factions

One final way to flesh out the events in your intrigue adventures is to understand the maxim that while manipulating individuals is good, manipulating factions is better. The entire concept of noble houses jockeying for position is based around this principle, and it is one that anyone with any skill in intrigue knows. It is for this reason that most politicians and powerful people tend to ignore the individual and instead try to maneuver large organizations into doing what they want. It's not just a matter of scale, but a matter of effectiveness; organizations are made up of individuals, and by convincing an organization to act in one way, it becomes easier to manipulate the individuals associated with the organization into acting along the same lines.

On a more practical level, this means that the enemies the heroes face aren't just going to be content with dealing with the heroes' small group, and instead will try to target any larger factions the heroes are a part of or are allied with. If the heroes are members of the Jedi Order, for example, their enemies will attempt to trick not just the heroes but the entire Order into taking action or into indecision. Although larger organizations are more difficult to manipulate, that won't stop the heroes' enemies from trying. If an enemy can pit one faction against another, that becomes the ultimate misdirection. To continue the example above, the villain might fabricate evidence that a crime syndicate is secretly being run by a resurgent Sith Order, pitting the Jedi Order against the crime syndicate while the villain continues to make his own plans, now free of the heroes' scrutiny while they are engaged in the faction conflict the villain manufactured.

Chapter V
Factions and Organizations





In the *Star Wars* galaxy, war is not always obvious and in the open. While the skies are full of fighters and blaster reports echo in the streets, more subtle combatants watch from the shadows. A Rebel deep within the ranks of the Imperial Army can do as much for the war effort as a fighter pilot on the front line. In fact, she might do more than the pilot, because if she does not "lose" a report from her Imperial Intelligence counterpart inserted into the staff of Admiral Ackbar, the pilot could be blown to pieces by a much larger, much better prepared force guarding the convoy he is sent to raid.

As the Empire and the Alliance struggle for control of the galaxy, leaders of noble houses curry favor with one side or the other, all the while hedging their bets. No matter which side wins, the nobles plan to retain their wealth and power.

The same is true in the boardrooms of the galactic megacorporations. Back room talks are organized with those who have the Emperor's ear, while security operatives are dispatched to either befriend or defend against the Alliance. The companies exist to supply the galaxy with goods and to turn a profit, and they need to protect their ability to do this during both war and peace.

Small stellar nations on the Empire's borders, such as those of the Chiss and the Hapans, need to secure their safety during and after the conflict. And while Imperial troops and Alliance soldiers blast away at each other, double agents, corporate spies, and emissaries from noble houses and independent governments whisper to one another and exchange information in their out-of-the-way corners. War in the shadows can be every bit as exciting as the one being waged in the open.

This chapter presents organizations that embody some of the intrigues that can unfold in a *Star Wars* campaign. The members of those organizations can be the heroes' friends, foes, or both, depending on the objectives to be achieved. Although most parts of the Empire and the Alliance are as clearly contrasted as black and white, many of the groups in this chapter defy such easy categorization.

They say to keep your friends close and your enemies closer. When it comes to the organizations and people in this chapter, the heroes might not be able to tell the difference.

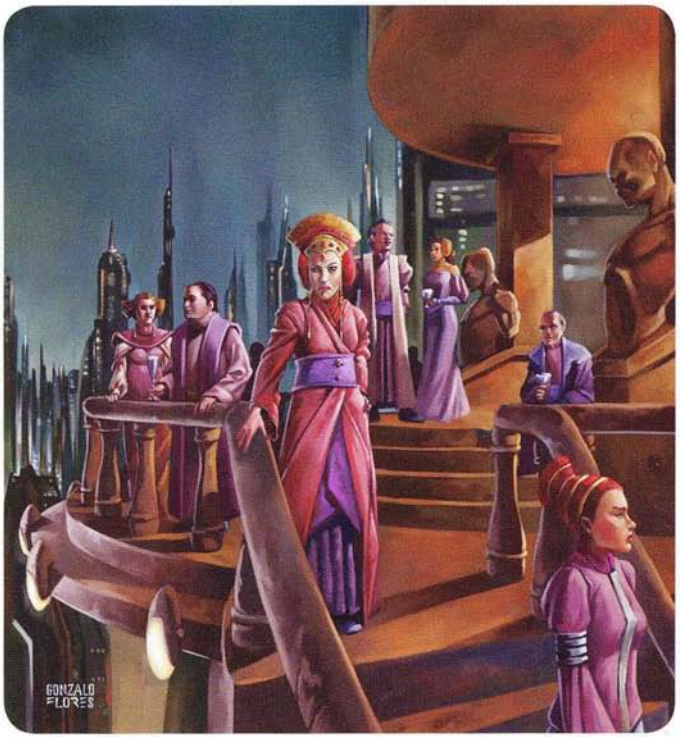
CORE WORLD NOBLES

Core World nobles are born and die in the lap of luxury, spending their days surrounded by fabulous wealth and organizing their years around festival days and key social events that they attend so that they can be seen by commoners and outshine their peers. Some of these nobles serve with distinction as officers in the military, some have successful political careers, and a few leave their marks on history as part of the Jedi Order. However, most nobles are dabblers and dilettantes who focus more on fashion and high society gossip than on any form of career or real work. Few Core World nobles are actively involved in business affairs. Instead, their wealth is derived mostly from holdings and investments established during colonization booms in previous ages of the galaxy, and it is managed by retainers whose families have served the noble houses for generations.

Whether they hail from Alderaan, Coruscant, Ralltiir, or any other Core systems listed in the ancient Registry of Noble Houses, Core World nobles are the very definition of the idle super-rich, and they go to great lengths to display their wealth. They travel set circuits, hosting and attending lavish parties and balls where their main objective is to upstage their fellow nobles.

Even when rendered relatively destitute—a fate that befalls a number of Core World noble families whose holdings are damaged or destroyed by galaxywide conflict—they keep up their extravagant lifestyles for as long as possible, even if it means the next generation of the family will have to live in poverty. Of course, "poverty" to a Core World noble is what most galactic citizens would define as "wealthy." It usually takes two or three generations for a family to fully exhaust its riches, and before that happens, it often manages to recover, perhaps by looking to other noble families for financial infusions through arranged marriages or even for help in securing honest work. Corulag's House Korden has been known to save noble houses teetering on the brink of ruin by forcing a work ethic on them. Members of House Korden are rare among Core World nobles in that they remain involved in the businesses that were the foundation of the lofty social status they currently enjoy.

As a whole, the Core World nobles are a frivolous bunch that are disconnected from the day-to-day affairs of the galaxy yet believe that their rank in society makes them superior to other beings. Their greatest concerns revolve around being invited to the right parties, repaying social snubs in kind, and putting upstarts and social climbers in their places. (Few things annoy a Core World noble more than the notion that the so-called nobles of the Tapani Sector, the self-declared Lords of the Expanse, are close to being their equals. Nor can they stand it when someone thinks that a member of the Tagge family is a Core World noble just because he or she has Palpatine's favor and a hereditary title of baron.)



The arrogance of Core World nobles leads them to be taken in easily by fads and swept up in political causes that might prove detrimental to their own best interests in the long run. A prime example of this manipulation occurs when Emperor Palpatine gains the support of major families in the Registry by blaming aliens for the financial devastation of the Clone Wars (which causes many of the social season's parties to be scaled back) or by giving the nobles positions in his government that sound important but that are ultimately meaningless. The real intelligence officers and politicians of the New Order consider the Core World nobles to be clowns. But Emperor Palpatine furthers the illusion of their significance by tasking them with rooting out Rebel sympathizers among the nobles, rewarding them for betraying their own by giving them the assets seized from the accused. Thus, many families, basking in the false impression of power and respect, assist Emperor Palpatine in strengthening his hold on the galaxy. By the time the more intelligent among them become aware of their mistake, most are too fearful of losing their wealth and status to act.

Although their reputation for disconnected frivolity is a drawback for most Core World nobles, the more cunning members of the families exploit this image so that they are underestimated. Over the centuries, some of the galaxy's greatest corporate spies, most successful art thieves, and most celebrated Rebel intelligence agents pose as empty-headed Core World nobles to hide their true natures and activities.

Goals

As a group, Core World nobles want little more than to enjoy themselves, their wealth, and the adoration of their peers and the lesser beings they happen to pass on the way to parties. At the same time, they strive to outshine other nobles so that they will be noticed, gaining the attention they crave. To do this, they are always seen in the most cutting-edge fashions or the most expensive and opulent versions of formal wear or traditional garb. They also attempt to appear to be more generous than their peers, and if one noble is heard to be funding a home for wayward Wroonian females, another will soon start a university for them.

While the Core World nobles strive to be the brightest stars among their peers, they also work to tarnish the images of potential rivals. They are particularly fierce when targeting anyone not of noble rank who appears to be stealing their limelight or otherwise encroaching on their sphere of existence.

Methods

Core World nobles abhor violence and most forms of direct confrontation. They deal in whispered half-truths and lies intended to undermine and embarrass rivals. If rumor and innuendo fail to stop a competitor, the nobles have their retainers secure hirelings that will take more direct action. A Core World noble is not above blackmailing a rival into throwing a race or spending thousands of credits to steal the design of a gown for the next big ball.

When Core World nobles enter politics or military service, they employ the same underhanded and duplicitous methods, resulting in careers that are either very short or very long and corrupt. Political nobles have been known to force rival houses into exile by skillfully applying pressure and by fabricating evidence of treason. Such scheming is especially common in the early days of Palpatine's Empire. Much of the Alliance's initial funding comes from Core World nobles who were ousted and hope to regain their place in society.

Notable Members

With lineages so ancient that their family names are carved in dead languages on the foundation stones of long-lost cities, some Core World nobles legitimately can claim that their ancestors witnessed the birth of the Jedi Order or the formation of the Old Republic.

Thrackan Sal-Solo

A descendent of ancient Corellian royalty, Thrackan Sal-Solo is raised in a noble house on the verge of exhausting its last credit. His mother schools him in the traditions and habits of Core World nobles, and his bearing serves him well. Despite his impoverished state, Sal-Solo's grace and heritage land him a good position in the Imperial Navy, and he ends up an important player in Corellian politics, eventually becoming the head of state. Unfortunately, he is a virulent speciesist and launches genocidal attempts to drive aliens off the world of Corellia. He is the cousin of Han Solo and has always felt great shame over that association.

Finis Valorum

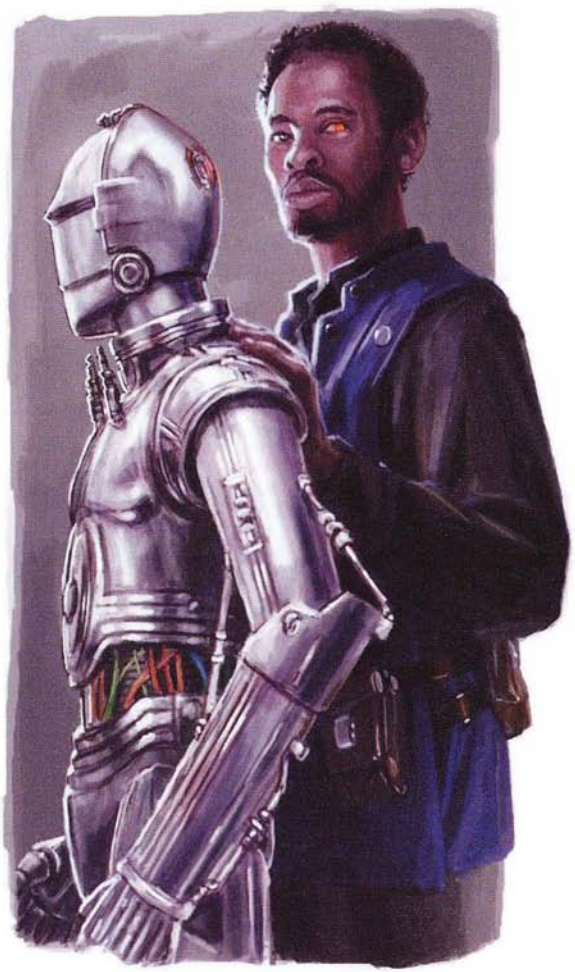
For 30 generations, House Valorum involves itself in Old Republic politics, concerned mostly with securing funding for arts projects and seeing that the central galactic government establishes some form of educational standards in the systems it governs. Finis Valorum rises through the Senate and eventually becomes Chancellor of the Republic. He is an honorable man with a good heart, but he is too idealistic to succeed in the position. The Tarkin family manipulates him early in his reign, and Palpatine ultimately drives him from office in disgrace during events that lead to the Clone Wars.

Using Core World Nobles

Core World nobles make great patrons for a party of characters who are just starting out. They can also be used to show heroes that looks can be deceiving. For example, the heroes might be cajoled by their patron into performing a silly bit of sabotage against a gown that a rival noble plans to wear at a ball the following night, only to discover that the rival is secretly a Rebel agent or a master thief. The heroes then must decide whether to switch allegiances, become targets, or turn the rival in to the proper authorities.

Droid Equality Foundation

For as long as droids have existed, some individuals have seen these mechanical beings not as tools, but as fellow sentients that deserve the respect accorded to all intelligent species. Throughout the millennia, various groups have addressed the concerns of droids, although most were laughed off as naive idealists. However, as droid technology advances, the distinction between a sentient droid and a nonsentient droid becomes murkier, making it more difficult to argue against giving droids the rights enjoyed by other intelligent lifeforms.



Droid Equality Foundation

The Droid Equality Foundation is one of the largest, most vocal, and most powerful organizations in the galaxy to promote the cause of droids' rights. However, behind its appearance of altruism lies a dark secret—the current head of the foundation, Jolor Oron, is in fact a replica droid whose ultimate purpose is the complete destruction of droids throughout the galaxy. Programmed long ago by a brilliant technician with a serious grudge against droids, Jolor publicly advocates for peace and integration while covertly plotting to poison galactic opinion toward droids.

Goals

The apparent goal of the Droid Equality Foundation is the emancipation of droids, raising their status from that of mere tools to that of sentient beings, with all the rights that living creatures possess. The foundation views the shackles of the restraining bolt and droid caller as symbols of oppression, and it works with sympathetic groups and individuals to help free droids from this plight. However, the foundation's true purpose is to stir up public resentment of droids so that they are seen as threats (as many droids proved to be during the Clone Wars). The foundation tries to spotlight legal disputes to draw awareness to the droid situation and to secretly nurture bias and bigotry toward these mechanical beings. It spreads reports of droids rebelling against their masters—exaggerating or fabricating details about bloody revolts—to foster fear and suspicion.

Methods

The Droid Equality Foundation is an outspoken group that lobbies governments to pass initiatives to enhance the status of droids, and it manipulates the media to spark debate on the plight of droids. However, change is slow to come, and foundation members frequently organize huge protests and strikes on planets that have large droid work forces. Smaller covert cells of the foundation take more extreme steps, including sabotaging droid manufacturing facilities, assassinating enemies, and encouraging the wholesale revolt of droids. Through it all, the foundation strives to present a noble face to the public while working toward its true goal.

Notable Members

The Droid Equality Foundation is an immense organization that is spread thinly across the galaxy and includes members with many different points of view.

Jolor Oron

Jolor Oron, the current head of the Droid Equality Foundation, exhibits a calm, cool demeanor as he preaches peace, tolerance, and understanding between droids and other beings. Jolor appears to be a tall, slender near-Human from a remarkably long-lived species that is thought to be sparse in population. In reality, Jolor is a nearly flawless replica droid with a highly advanced heuristic processor. Modified long ago by a brilliant technician whose family was killed by Separatist droids during the Clone Wars, Jolor became a weapon against droids. His purpose is to slowly change the galaxy's opinion on droids until, eventually, they are completely eliminated. Beneath Jolor's charismatic personality lies code designed to help bring about the destruction of all droids. Jolor understands his purpose and accepts the irony of the situation with the cold logic that only droids possess.

T-215 ("Toowon")

T-215, known as "Toowon," is an ancient CZ-Series secretary droid with a serious chip on its shoulder. Considered to be a dangerous radical by most authority figures, Toowon espouses the belief that droids should break the shackles of slavery and ownership imposed on them by organic sentients. Toowon moves from droid factories to sector palaces, stirring up rebellion wherever it goes. It is aggressive and abrasive in conversation, but remarkably persuasive in its arguments. Many critics of the Droid Equality Foundation point to Toowon as a prime example of why droids should not be granted full rights, although Jolor defends Toowon's behavior as a cautionary tale of what happens when a group is oppressed by the masses. All manner of uprisings, strikes, and industrial sabotage have been pinned on Toowon's metal shoulders, but so far, no one has been able to gather sufficient hard evidence of illegal activities. The foundation's army of lawyers and lobbyists works hard to keep it this way, much to the dismay of the organization's detractors.

A7-E3PO ("Aysev")

The protocol droid A7-E3PO (known as "Aysev") serves as the Droid Equality Foundation's voice of reason and patience. It speaks for Jolor Oron when he is not available and sometimes is sent as a representative in its own right. Aysev lacks the fussiness found in many protocol droids and projects a soothing personality with an uncanny ability to shift the attitudes of others during debates. Aysev is a counterpoint to Toowon's radical (and potentially dangerous) creed but is quick to defend the passion of its "brother" for the cause. Aysev travels the galaxy to spread the beliefs of the Droid Equality Foundation and can be found in courts, corporate headquarters, the Galactic Senate, and other governmental bodies, lobbying on behalf of the organization. Aysev possesses a secret, however—it is aware of Jolor's true plan. The protocol droid has been reprogrammed by its leader to exhibit utmost loyalty, even though the foundation's real goal works against the interests of all droids, including Aysev.

Kiyr Gir'sku

Kiyr Gir'sku serves as the second most prominent "soft skin" in the organization, behind Jolor Oron. Kiyr, a Bothan noble, is a master litigator who takes on the largest and potentially most explosive cases in the courts of the galaxy, using her media savvy and flamboyant personality to create a circus on HoloNet feeds. Sadly, Kiyr is ignorant of the foundation's true purpose and is viewed by Jolor as merely a tool to be exploited.

Using the Droid Equality Foundation

The Droid Equality Foundation functions as a specialty organization that possesses a narrow focus but has broad implications for a *Star Wars* campaign. Droids are everywhere, and the Gamemaster could seed the background with reports of droids going on strike, businesses shutting down due to droid inactivity, fights between droids and organic beings, or even riots in the streets. The foundation could be in the forefront or the background, adding an air of intrigue and ulterior motives to seemingly unrelated events. Heroes with a sympathetic attitude toward droids might be targeted by antidroid activists, corporations, or government groups that lump the characters (intentionally or otherwise) in with the foundation, which is viewed as merely misguided by some and as dangerous by others.

If any of the heroes are droids, the Droid Equality Foundation can help them cut through the red tape regarding droid/owner regulations and responsibilities or act as legal counsel for heroes who run afoul of the law. In places where droids have no rights whatsoever, the intervention of the foundation can keep them from being systematically dismantled as a result of a transgression or a misunderstanding. The foundation also serves as a way to provide heroes with "unattached" droids that are looking for their places in the galaxy. By proving their independence, individuality, and usefulness, adventuring droids help to advance the belief that droids should be granted the same rights as other sentient beings.

If the heroes catch wind of the Droid Equality Foundation's true purpose, they earn the group's wrath. Since public sentiment about droids is already rather calcified, the heroes might find that authority figures consider their discovery to be little more than conspiracy theory claptrap. The foundation's inner circle spends a great deal of time monitoring news feeds that come close to revealing the truth, spreading lies and counter-rumors, and ruining the reputations of their opponents. Particularly careless heroes might even face an assault by the foundation's little-known assassination division.

The Firebird Society

Until the Imperial period, the Firebird Society is a harmless organization devoted to providing networking support and recognition for female military officers. As with so many other parts of galactic civilization, it becomes something more sinister when touched by Emperor Palpatine's shadow.

Founded on the Core World of Lianna 2,000 years ago, the Firebird Society is initially created as an exclusive club for females who achieve top status as fighter pilots in the Lianna military academy. They serve as "wingmates" for one another as they rise through the ranks of the military and as mentors for similarly talented women who follow in their engine wash.

As the centuries pass, the Firebird Society achieves its goals and transcends its roots by transforming into an organization with a far less restrictive membership requirement. Chapters of the Firebird Society start appearing at military academies throughout the galaxy and in all branches of the armed services. Membership remains exclusive to females, and a candidate has to be nominated by two members in good standing, one of whom must produce the Firebird Society pin for the newcomer. Members also have to be dedicated to upholding the highest standards in military traditions and to defending their sisters-in-arms and the Republic in general. In some parts of space, members of the Firebird Society perform so well on the field of battle that the group becomes a semiofficial organization, with members being granted permission by the High Command to wear their Firebird pins on their dress uniforms. Some of the most highly decorated pilots and officers who fight alongside the Jedi during the Freedon Nadd Uprising are Firebirds.

As Palpatine's New Order gains in strength, it brings more than political change and rank speciesism to the structure of the galactic military. Sexism bordering on misogyny becomes common in the highest ranks of all military branches, and soon only the most exceptionally talented women (or those from the wealthiest and most powerful noble or ancient military families) are able to rise above the rank of major in the Army or the rank of commander in the Navy.

When Major General Tessala Corvae gets fed up with the situation, the Firebird Society becomes home to a secret order dedicated to striking back at those who would deny rightful opportunities to female officers. Under her leadership, this subgroup uses any means necessary to punish military officers who stand in their way, short of betraying the Empire to the Rebels. Members engage in blackmail and vigilante attacks against corrupt officials and suspected Alliance agents alike. At its height, the secret Firebird Society has over 200 members and is well equipped with misappropriated Imperial military hardware.

Eventually, Corvae's Firebirds become so successful that they are targeted by the intelligence organizations of both the Alliance and the Empire. Although both sides capture some members, the Firebirds remain unfailingly loyal to the sisterhood, and the organization remains intact and mostly hidden.

When Ysanne Isard takes control of Imperial Intelligence following Palpatine's fall, Corvae offers the services of her group. Isard is impressed with the Society's record, and she promotes many members to key, high-level military posts while keeping others working covertly as her eyes and ears within Imperial ranks.

The Firebird Society has always been composed mostly of fighter pilots, although its ranks are open to all branches of military service. Even members of the Space Rescue Corps can be considered for membership in the official group; distinguished military service is the only requirement. Similarly, the Firebirds have been almost exclusively Human through the centuries, although there are no restrictions on what species a member must be.

During the Legacy era, the Firebird Society is placed on the Galactic Alliance Guard's watch list of subversive organizations, primarily because the GAG does not trust any group whose members seem more loyal to one another than to the Alliance. To some extent, the GAG is right not to trust the Firebird Society. Although violent vigilantism died with Tessala Corvae, the group continues to aggressively and covertly seek damaging information against any individual or organization it perceives as standing in the way of a worthy female's military career for no reason other than her gender.



THE FIREBIRD SOCIETY

Goals

The official Firebird Society exists as a way to recognize elite military officers and provide its members with a network of contacts through which they might further their careers. During the Imperial period, a small movement within the Society is dedicated to undermining and destroying the careers of male officers they view as standing in the way of female advancement. Ultimately, both branches of the Society are interested in recognizing and promoting the military prowess of honorable female officers throughout the galaxy. They simply differ in how far they are willing to go to achieve that goal.

Methods

The official Firebird Society holds regional meetings during which individual members keep their eyes open for new recruits or opportunities to help their sisters advance their careers.

The secret Firebird Society uses the meetings to covertly exchange intelligence about politicians and military functionaries they blame for their stalled careers. The Firebirds then use this information to undermine these targets, perhaps by leaking details about corrupt activity the targets are involved in or by blaming the targets for security breaches or sabotage (perpetrated by the Firebirds themselves). Occasionally, the secret Firebirds also engage in vigilante attacks against suspected Alliance agents or corrupt officials, forcing the disbandment of Rebel cells. When on such attack missions, the Firebirds wear hoods and masks to conceal their identities, and they don form-fitting black commando jumpsuits that leave no doubt about their gender.

The secret Firebirds also create their own weapons caches and secure transports for their missions. They accomplish this by altering supply orders and manifests so that arms and even small ships are directed to the Society's clandestine hideouts.

Notable Members

The membership roster of the Firebird Society reads like a who's-who of the best and brightest female military commanders to serve during the past two millennia. However, one woman more than any other has made an impact on the galaxy at large: Tessala Corvae.

Tessala Corvae

Major General Tessala Corvae comes from a long line of highly decorated officers and possesses a brilliant military mind and a natural flair for command. Yet after working twice as hard to achieve her rank as officers who had a fraction of her talent or heritage, she ends up in command of a battalion stationed on Tallaan in the Tapani Sector, where the worst conflicts are brawls between young nobles during parties. With no opportunity to prove herself in the real war, Corvae knows that she has reached the pinnacle of her career, thanks to the misogynistic military high command of the New Order.

As she fumes over her fate, an idea starts to form in her mind. She has been a member of the Firebird Society since her days at the Academy. She never considered it more than a simple social club and minor networking tool, but now she starts to view it as more. She realizes that the Firebird Society could become a vehicle through which female officers could earn true respect and recognition, even if only among their peers.

Corvae forms a secret organization within the structure of the Firebird Society. She reviews the service records of thousands of members and carefully feels out the opinions of a dozen who seem the most brilliant and most embittered by their lack of advancement. After determining their true level of anger and frustration, she offers them an opportunity to use their superior skills and intellects in the service of the Empire while evening the score.

Corvae's secret Firebirds evolve into a shadowy group hunted unsuccessfully by both Alliance and Imperial Intelligence. She eventually allies with Ysanne Isard and finally achieves the recognition she sought for herself and her followers.

Ultimately, Corvae dies in the same battle that leads to the demise of Isard and the final fall of the Empire.

Using the Firebird Society

Originally, the Firebird Society is a mostly harmless sorority whose members network and help one another advance their careers. A particularly sexist member might try to undermine the careers of males who are viewed as obstacles—particularly after Palpatine comes to power—but in general, the society is a benign group working to legitimately advance the careers of its members.

Once Tessala Corvae creates the secret branch of the Firebird Society, however, the intrigue and conspiracy blossom. The clandestine group maintains a treasure trove of blackmail material that the Alliance could put to excellent use if it could gain access to the information. Heroes with Rebel sympathies, if recruited, might end up as double agents within the ranks of the organization. An Imperial officer could offer a captured Rebel an opportunity to walk if she locates and destroys damaging information about him that is in the Firebirds' possession.

A natural use for the Firebirds Society is to have a party of female heroes legitimately join the society. The heroes can work to bring down the Rebels and their sexist Imperial male counterparts by any means available.

The Galactic Alliance Guard

When the weak central government of the New Republic is unable to coordinate an effective response during the Yuuzhan Vong invasion, Chief of State Cal Omas spearheads a reorganization of the galactic government. He creates a stronger regime that takes many political and military decisions away from individual star systems. The result is the Galactic Federation of Free Alliances (shortened to "Galactic Alliance"), and this new centralized government not only drives back the Yuuzhan Vong but also forges a series of alliances that unites such disparate groups as the Chiss, the Hapans, and the Imperial Remnant under one banner. Not since the height of the Old Republic has a central galactic government included so many people under its control.

For five years, the Galactic Alliance directs efforts to rebuild a galaxy devastated by the Yuuzhan Vong. In the face of growing protests and violent terrorist groups opposing the increasingly dictatorial methods of the government, a covert branch of Alliance Intelligence is formed. Termed the Galactic Alliance Guard (GAG), this secret police force is dedicated to finding and eliminating those who threaten galactic peace and order.

From its founding, the GAG is led by Jedi Knight Jacen Solo, who is severely scarred by trauma experienced during the Yuuzhan Vong War. As a result, he brings an overzealous and coldhearted attitude to his duties, giving those under his command leave to use any methods to identify enemies of the Alliance and force them to reveal their comrades. The GAG is soon feared across the galaxy by common citizens from every walk of life, no matter what their political bent.

The fanaticism and brutality with which Jacen Solo and the GAG hunt down those considered to be enemies of peace lead him to fall prey to the corrupt guidance of Lumiya, a self-styled Dark Lady of the Sith. Jacen's excesses grow more severe, and eventually he gives himself fully to the dark side and is reborn as Darth Caedus. He then turns the GAG apparatus toward elevating himself to the position of leader of the Galactic Alliance and in doing so triggers the Second Galactic Civil War.

Darth Caedus is killed in a lightsaber duel by his twin sister, Jedi Knight Jaina Solo, in 41 ABY. That same year, many of the GAG's top operatives are killed during a failed operation in the Corellian System.

Goals

The Galactic Alliance Guard is founded to protect government institutions and citizens from violent terrorist attacks being coordinated primarily from Corellia. Later, the organization expands its mandate to target anyone their leader views as a threat to galactic peace and to his own power. Anyone who expresses a negative opinion of the Galactic Alliance risks brutal interrogation in the GAG's holding cells at its Coruscant headquarters or aboard its mobile command center, an *Imperial II*-class Star Destroyer named the *Anakin Solo*.

The GAG wants to seem as omnipresent as the intelligence apparatus of Palpatine's Empire had been, and it wants to inspire the same level of fear in the populace. On Coruscant, the group achieves this goal, although on Corellia, the GAG only hardens resistance against the central government, inspires further terrorism, and ultimately is one of the catalysts of the Second Galactic Civil War.

Once Jacen Solo falls to the dark side and seizes the reins of galactic power, the GAG becomes his personal enforcement tool. Anyone he views as standing in the way of his personal goals—which involve bringing about a lasting peace by forcing the galaxy to obey his will—is targeted for imprisonment or assassination.

After Jacen Solo's defeat, the GAG is formally disbanded. If any of the organization's top operatives survive, it is likely that they continue to operate in secret as the Galactic Alliance reestablishes itself (now under the leadership of Grand Moff Tarkin's one-time mistress Daala) and that they harbor particular animosity toward Corellians.

Methods

The Galactic Alliance Guard is well equipped and well funded, staffed with top agents recruited from the Coruscant Security Force, the Galactic Alliance Intelligence Service, former New Republic Intelligence and Special Forces operatives brought out of retirement, and a handful of Jedi. The GAG has access to the most elaborate and modern surveillance and communication gear available, as well as a vast budget, all of which is put to efficient use. Forty years of counterintelligence, insurgency, and counterinsurgency expertise is brought to bear in the creation of the GAG, and its intelligence-gathering methods and capabilities are the finest and most extensive that the galaxy has ever seen.

All manner of simple and technological methods are applied, including sitting in cantinas and listening to conversations, planting bugging devices, and designing elaborate systems to monitor local and interstellar transmissions for key phrases, faces, or images. The GAG gathers and processes all information that might lead to plots against the Galactic Alliance and its citizenry.

If someone is suspected of being a terrorist or of harboring antigovernment sentiments, the GAG dispatches teams to arrest the suspect and his or her entire family. They subject the suspect to the harshest forms of interrogation, hoping to force him or her to reveal fellow conspirators. Meanwhile, they apply other techniques to the suspect's relatives—including letting them witness what is happening to the suspect—to gain supporting information or the names of more targets for investigation.

The GAG also encourages informants to report anyone they believe to be suspicious, and the group pays handsomely for tips that provide actionable intelligence.

When Jacen Solo assumes the identity of Darth Caedus, the GAG morphs into a brutal paramilitary force that orchestrates assassinations and engages in commando operations augmented by the *Anakin Solo*.



Notable Members

In its early days, the GAG includes a wide swath of top-of-the-line operatives from four decades of galactic intelligence operations; it is a veritable who's-who of spies and law enforcement personnel. Shortly before the death of Jacen Solo, however, the group consists more of operatives who have been drummed out of various intelligence services than of those who have served with honor.

Jacen Solo (Darth Caedus)

As a young man, Jacen Solo is a gentle Jedi whose empathy for all living things causes him to develop a number of Force skills related to animals and nature. However, torture at the hands of the Yuuzhan Vong and the death of his younger brother Anakin darkens and stunts Jacen's spirit. He becomes easy prey for the dark side, and when he gets a taste of real power as the head of the GAG, it claims him.

Jacen is an officer who leads from the front. He never asks his agents to perform tasks that he himself is not willing to do, and he personally conducts some of the most brutal raids, most vicious interrogations, and bloodiest assassinations. Jacen even attempts to assassinate his own parents when he comes to the conclusion that they are plotting against both him and the Galactic Alliance—Han Solo is a Corellian, after all.

Despite his dark and violent turn, Jacen's heart remains committed to the same goal he has followed since childhood: bringing peace and harmony to those around him. But, twisted as he is by the dark side, he intends to force that peace and harmony upon the galaxy on his terms.

Using the Galactic Alliance Guard

The GAG is nearly perfect for a campaign in which the Gamemaster wants to hit a range of intrigue-related story points. When it is first formed, the GAG is a place where law enforcers and covert agents (such as the heroes) use their skills to prevent terrorism and ferret out those who would disrupt the hard-won peace enjoyed by the galaxy after the defeat of the Yuuzhan Vong. But as time goes on, the heroes realize that their missions increasingly are directed not at terrorist sympathizers and insurgents but at harmless writers or politicians who have questioned the government's direction. At this point, the heroes might be approached by someone working for another branch of the regime or for the Jedi Order who seeks their help to determine Jacen Solo's true agenda. This contact might be sincere or might be a plant sent by Jacen to test the party's loyalty. Depending on their interests, the heroes might find themselves at odds with the GAG, or they might become Jacen's trusted minions and help support his overthrow of the Galactic Alliance leadership, whom he views as having betrayed the public trust.

The GAG can also be used as a simple replacement for the stormtroopers and Imperial Intelligence officers of the Rebellion era, but putting the heroes on the inside and having them gradually realize the truth about the organization is a more exciting story prospect.

The Hapans

The Hapans are a species of attractive near-Humans who hail from the Hapes Cluster, a group of stars isolated from the rest of the galaxy by ionized gas clouds that are difficult to navigate. Hapans diverge from baseline Humans in that they tend to have weak night vision because their planets never get truly dark due to the illuminated gases that fill their star systems.

Hapans live on 67 worlds that they call the Hapes Consortium. They have been ruled by a strict matriarchy led by a Queen Mother for 4,000 years, ever since a group of females enslaved by the pirates who first settled the Hapes Cluster rose up against their captors. The Hapans intentionally isolate themselves from the rest of the galaxy, their mighty warships zealously patrolling the few passages that exist through the stellar drifts and repelling all attempts at military action, diplomacy, or trade that the Old Republic or the Sith attempt to initiate with them.

Things change with the fall of Emperor Palpatine's government and the creation of the New Republic. Queen Mother Ta'a Chume personally leads diplomatic efforts that result in the Hapes Cluster becoming a founding state in the New Republic, but the Hapans ultimately play a very small part in the new galactic government. They do not even bother to seat more than a third of their Senate delegates, nor are they particularly cooperative with mercantile houses wanting to establish trade on anything but a few border worlds.



The Hapans

The Queen Mother is, primarily, looking for a way to pacify a growing rebellion on the planets located on the frontier between the Hapan dominion and the rest of the galaxy. These worlds have always been difficult to govern, but they become even more unruly in the period during which Emperor Palpatine rules the galaxy. Imperial Intelligence provides support for would-be insurgents in the hopes of gaining a foothold from which the Empire can scout the mysterious and reportedly very rich regions of the Queen Mother's domain.

By allowing the restless planets to feel as if they have some independence from the government and a part to play in the galaxy, the Queen Mother hopes to give them the illusion of freedom. However, no laws change on those worlds, and the enforcement methods of Hapan police and space patrols remain as draconic as ever. The majority of Hapans stirred up by Emperor Palpatine's agitators are content with the illusion of change, and Hapan control is reasserted.

Due to a shaky history with Force users, the Hapes Consortium is not fond of Jedi. In fact, an organization known as Ni'Korish, which is named for the mother of Queen Mother Ta'a Chume, reflects its namesake's deep hatred for the Jedi.

Because of the many pirates that plague the Hapes Consortium, the government keeps a sizable fleet to protect its worlds. The Hapan Royal Navy includes Hapan Battle Dragons and *Nova*-class battle cruisers among its key capital ships. The fleet's known flagships include *Star Home* and *Song of War*. For starfighters, the Consortium prefers the Olanji/Charubah Miy'til fighter and assault bomber. (For details on the Miy'til, see page 112 of *Starships of the Galaxy*.)

During the Yuuzhan Vong invasion, the Hapans lose most of their fleet at the Battle of Fondor. The public perception is that they could have kept their fleet and remained safe within the stellar drifts if they had stayed out of galactic affairs. As a result, the Hapan government becomes even more isolationist during the Legacy era, despite a desire for more openness on the part of Queen Mother Tenel Ka.

Goals

The Queen Mother's government in all its forms and branches wants to maintain control. For the Hapan rulers, keeping order comes first, and the happiness of the people is a distant second. The government wants its citizens to be healthy, wealthy, and comfortable, but only if it can tell them when and how to enjoy such benefits. The leaders are also concerned with maintaining female superiority within Hapan culture by continuing traditions held since the first Queen Mother took her throne.

Over the centuries, there are a variety of movements that intend to bring change to Hapan society, usually focused around granting males the rights to own and inherit property and to receive advanced education without the authorization of female relatives or government officials. These movements range in character from peaceful groups that petition the Queen Mother's

government to violent insurgencies that seek to overthrow the Hapan leadership and carve out their own territory within the Consortium. Invariably, leaders of these groups continue their work from prison.

Methods

On the surface, Hapan society appears beautiful and graceful. The people are considered to be more physically attractive than the Human norm elsewhere in the galaxy, and their architecture, ship designs, and fashion focus on elegant lines that echo rather than overwhelm the beauty of the environment. Beneath the surface, however, Hapan society is brutal, oppressive, and violent. From the lowest beggar to the Queen Mother, Hapans get ahead in life by forcing their will on others, using blackmail, threats of violence, and outright violence. Still, the illusion of civil society must be maintained, and no criminal is punished more harshly than the murderer or blackmailer who is caught red-handed.

The Queen Mother's government does what it can to discourage rampant violence, but the government institutions that exist to protect and control the people are structured to use fear to achieve their ends. In addition, a well-known network of informants, police officers, and others have the freedom to be judge, jury, and executioner when the situation warrants it. This network rarely uses this draconian authority, however, instead relying on the nonlethal technology of the Gun of Command. This unique weapon fires an energy beam that makes the target docile and pliant to suggestion. The Hapans use it to force suspected criminals to make public admissions of guilt before the captives are taken to prisons, subjected to more extensive brainwashing techniques, and reprogrammed to be productive citizens. Of course, some political figures cannot be dealt with in such a fashion, and some criminals are beyond the reach of the law. When the Hapans deal with such people, assassinations are commonplace.

The resistance to the Queen Mother's government is no less underhanded and brutal. In fact, the insurgents tend to be more violent than the oppressors, since they often fund themselves by piracy and by holding public figures for ransom.

In the past, someone who got on the wrong side of a powerful leader or group in Hapan space could seek safety by fleeing beyond the territory of the Consortium. But as the Hapans expand their interests outside their borders, so too do their assassins begin to pursue targets to the ends of the galaxy, if need be.

Notable Members

Before the Galactic Civil War, members of Hapan society have no significant impact on the galaxy at large. After that conflict, Hapans begin to become active outside their own territories.

Prince Isolder

Known as the Chume'da or prince, Isolder is the second son of the Queen Mother during Emperor Palpatine's reign and in the early years of the New Republic. He spends his youth adventuring throughout and beyond Hapan space, hunting the pirate lord who assassinated his older brother. Isolder eventually returns to Hapes, where he assumes his duties as crown prince. During a series of adventures surrounding his mother's diplomatic mission to Coruscant, he meets and falls in love with Dathomiri Princess Teneniel Djo and marries her over his mother's objections.

When Isolder's mother steps down from the throne, he rules as Queen Mother Djo's consort. He is more widely traveled than many Hapans, and Djo is an outsider, so the two of them start to change the strict and matriarchal nature of the government. When most of the Hapan fleet is lost fighting the Yuuzhan Vong and Queen Mother Djo is assassinated following a miscarriage, Isolder's daughter Tenel Ka takes the throne.

Queen Mother Ta'a Chume

With the longest recorded reign of any Queen Mother of the Hapes Consortium, Ta'a Chume is a cold-hearted, vicious ruler who would do anything to cling to power, short of openly bringing shame to the royal bloodline. A great strategist, she maneuvers those around her like pawns in a game to do whatever suits her needs. She views her eldest son, Kalen, as pathetic and orders his assassination. When her younger son, Isolder, falls in love with Lady Ellian, Ta'a Chume orchestrates the lady's murder. The Queen Mother reluctantly accepts Teneniel Djo as Isolder's wife, but her plots continue.

Using the Hapans

Players choosing to take on the role of a Hapes Consortium member should decide with which noble house they are connected. The Gamemaster is encouraged to create characters that oppose the goals of Hapan heroes. The Consortium might be used to aid or deter New Republic plans, to give Jedi party members a difficult time, or to serve as allies against the local pirates or the invading Yuuzhan Vong.

Those allied with the New Republic might be able to find friends within the Hapes Consortium, but not everyone in the Consortium is sympathetic. Females, especially beautiful ones, find it easier to make alliances here. Jedi will not earn respect or trust easily. Because of the cluster's isolationist history, its residents do not warm to outsiders. Those who fight pirates or keep the Yuuzhan Vong invasion out of the Hapes Cluster might find allies within the Consortium. The Hapans might even aid against the Imperial Remnant, but only if it suits them.

Pirate and mercenary characters will find themselves at odds with the Hapes Consortium. Force-users are not well liked in the cluster and might become the victims of frame jobs or assassination attempts. Noble women of influence in the Consortium might be targeted by other female nobles scheming to increase the chances of their bloodlines taking the throne someday.

House Korden

For 14,000 years, the fortunes of House Korden have been tied intimately to those of the galactic citizenry. The name might not loom large in the public consciousness, but few histories of galactic civilization are written without reference to the Korden line.

Some 12,000 years before the Battle of Yavin, successful Corulag merchant Haddius Korden stakes his future on the ever-larger waves of colonists that are heading to the farthest frontiers of space to make new lives for themselves. He reshapes the family business into Korden Outfitting and Surveying and sets about supplying gear and necessities for the colonists' new homes. The business venture is a tremendous success.

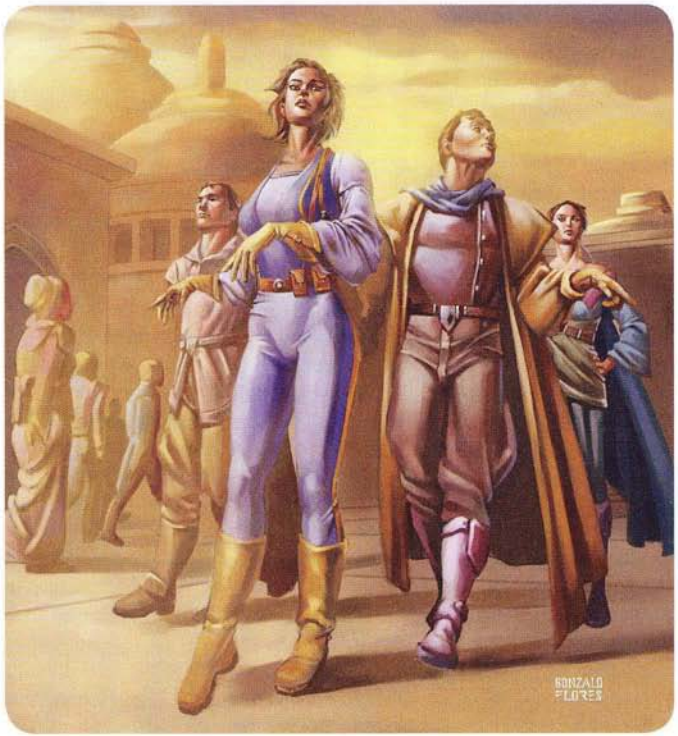
As the centuries pass, the Korden family starts investing in actual colonies. As a result, a Korden Outfitting and Surveying retail outlet is usually the first business in a colony's new port, and the Kordens are among the first major landowners in thousands of colonies. During the Imperial period, the family owns property in over 6,000 star systems.

As interstellar commerce matures, the Kordens' early efforts in starport development are central to developing port regulations. They spend a good deal of credits petitioning the Republic Senate and local governments to standardize safety requirements for starships of all types and sizes. They feel that too many lives are lost because unscrupulous traders market substandard ships, perform slipshod repairs, and sell badly mixed fuel.

House Korden is officially created 9,349 years before the Battle of Yavin. As part of the observation of the 1,000th year since the colonization of the Expansion Region world of Novar, the people create a principality for the Kordens, granting them 3,000 square kilometers of land on Novar. In one corner of that domain, the Kordens build an elaborate vacation resort to be used by themselves, their friends, and their favored employees and retainers. They open the rest of the land for public use and continue to keep the area maintained as a nature preserve.

As the Republic grows in strength and influence, House Korden's Core Worlds roots guarantee that the Republic has the support of both the Korden family and its company, but the far-flung and diverse natures of its holdings ensure a perspective that is broader than most. Over the millennia, Kordens are found as representatives in the Senate and among the ranks of the Jedi Order, and in both places, they are voices of moderation and peace, arguing that armed conflict leads to suffering that politicians and generals never see or experience. Even when its corporate empire is in flames during the Great Sith War, House Korden argues for peace to the very end.

During the Imperial period, House Korden's long-held pacifist beliefs fall by the wayside. While wearing a purposefully bland mask in public, the House quietly supports the Rebel Alliance with supplies and equipment needed to establish hidden bases in inhabited systems. The Kordens' lack of open support for the Empire costs their business billions of credits, and the family suffers socially and financially, but when Emperor Palpatine's end comes, the Kordens are among a very few of the galactic elite whose honor is intact.



Goals

The Korden family is rare among the elite. Its members are motivated by serving the greater good, and they never lose sight of the fact that wealth and power do not earn them a place above the common citizens of the galaxy. The Kordens want to bring comfort, happiness, and prosperity to as many people as they can, regardless of species or political affiliation, and they want to do it in ethical ways. They use their wealth and authority to be advocates for the ordinary people.

Methods

Members of the Korden family have always believed firmly in the rule of law, and they wields whatever influence they can to enforce it. When they encounter a situation that they consider to be unfair or unjust, they use their wealth and standing to address problems in the system. But they do not flaunt their credits or authority, preferring a more subtle, low-key approach.

For example, when the Republic sets aside the Corporate Sector as a free trade zone, House Korden eagerly helps survey the region and establishes early settlements. When more organized efforts get under way, the Kordens decide they cannot take part. Colonists on worlds sponsored by the Corporate Sector Authority are required to enter into agreements that render

them one step above slaves, a requirement that the Kordens find abhorrent. House Korden leases its Corporate Sector grants to other firms and turns its back, while quietly lobbying the Senate to impose more regulations on the corporations operating in the region.

Predictably, the Korden family's tradition of working within the system to improve it fails completely during Palpatine's rise to power. The family's quiet attempts to mount political resistance to the New Order results in Palpatine's propagandists labeling the Kordens as the sort of do-nothing leeches that brought the galaxy to its current state. Although the Kordens counter such publicity on worlds where they have large holdings, they become pariahs, and most markets—except those on wild, untamed worlds and with certain large corporate clients—are closed to them. As a result, the Empire virtually forces the Kordens to work with the Alliance. Even then, the Kordens argue for peaceful overtures and diplomacy, encouraging propaganda efforts intended to cause military officers to defect to the Rebellion.

Notable Members

In its 14,000-year history on the galactic scene, the Korden family has touched every corner of the explored galaxy.

Prince Tavin Korden

The head of Korden Outfitting and Surveying during Palpatine's reign as Chancellor and Emperor, Tavin Korden indiscreetly reveals his true opinions about the New Order during a meeting of Corulag's Planetary Assembly. Lord Darth Vader subsequently starts harassing him and other Kordens. Tavin is a close friend of Orman Tagge, the head of the Tagge Company, and together the two concoct a number of subtle schemes to turn the tables on Vader. (Friendship and hatred of Vader are the only things the two men share; Tavin never reveals his deep sympathies for the Rebel Alliance to Tagge.)

Jedi Master Jayshon Korden

During the wars that lead to the scattering of the Mandalorians and the eradication of the Sith Empire, Jayshon Korden is a reluctant warrior who fights alongside his fellow Jedi while arranging secret negotiations with their enemies. Korden's attempts at paving the road to a negotiated peace fail miserably. As the Jedi Order rebuilds in the wake of the war, Korden's philosophies help to shape the future of the Order, and a number of isolated Korden family holdings are given to the Jedi for agricultural purposes or as places to build new temples and training centers.

Arani Korden

The eldest child of a branch of the Korden family that settled Naboo as part of the first group of colonists on that world, Arani Korden is a frivolous, spoiled teenager—until she takes part in the underground resistance during the Trade Federation's occupation. More than any Korden in centuries, she sees that true suffering exists in the galaxy and that people with backgrounds of privilege and power must take responsibility.

Arani asks her father to arrange a job for her at the Korden Outfitting and Surveying headquarters on Corulag. As Palpatine reshapes the Republic in his image, Arani watches reports from all corners of Korden's business empire of the chaos and destruction that spread as the old ways crumble and as the Jedi are betrayed.

Arani's experience on Naboo causes her to feel more loyalty for and support of the Jedi Order than the average citizen feels, and she helps a number of Jedi escape the Empire's clutches. That same experience leads Tavin Korden to place Arani in charge of Korden's internal security; he reasons that someone who was a rough-and-tumble delinquent in her youth is ideal for outwitting hijackers and thieves. However, as the Rebel Alliance's opposition to Emperor Palpatine's reign grows, Arani uses her position to facilitate thefts of equipment from Korden warehouses, which are then delivered into Rebel hands.

Arani eventually becomes the head of the company, and as the New Republic devolves into a dictatorship, she turns Korden resources to founding out-of-the-way settlements that remain secret from the regime. She also helps people who need to keep a low profile vanish into the wilds of the company's undeveloped holdings.

Using House Korden

House Korden is an ancient noble family. As such, its members have reputations to protect and holdings and secrets to guard. They might be more concerned about the common citizen than are most of their peers, but they are still nobles.

The family employs thousands of retainers. The heroes might be among them and could be called upon to perform tasks such as covering up some of Arani Korden's more embarrassing youthful indiscretions or discovering and countering plots launched against the family by Darth Vader and his followers as payback for Tavin Korden's comments. Alternatively, the heroes might be hired by others to find or fabricate evidence that would show the Kordens to be traitors to the Empire.

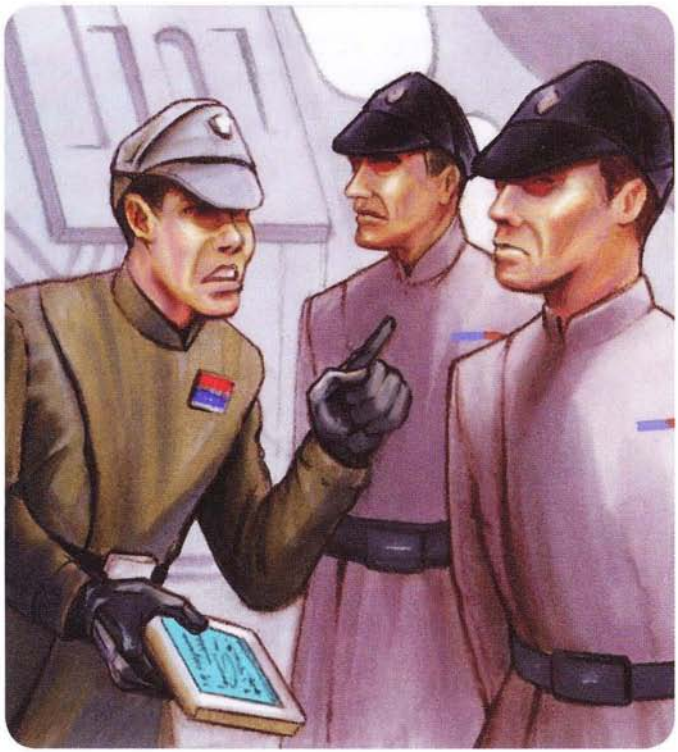
Korden Outfitting and Surveying is also a rich source of intrigue. During the early years of the family business, the heroes might untangle schemes aimed at stopping colony efforts being funded by the firm. Once the Empire is established, the heroes might be tasked with finding Imperial agents among the firm's staff so that Arani Korden can aid the Alliance safely, or the characters might be Imperial agents trying to catch Arani red-handed. Similar scenarios work during the Legacy era.

Imperial Intelligence

Although scattered and a shadow of its former self, what is left of the Imperial Intelligence network tries to thwart the rise of the New Republic. Once the Empire has been split into endless, petty factions, each military leader, rogue warlord, and greedy politician needs information not just about the New Republic but also about the other factions vying for Imperial control.

After surviving the Battle of Endor in disarray, Imperial Intelligence aids director Ysanne Isard in taking over the Empire. Eventually, competing warlords lead to a variety of agents, military leaders, Moffs, governors, and other Imperial representatives coming into conflict for territory and information. In some cases, this conflict pits Imperial Intelligence against itself. Many personnel and resources end up in the service of Warlord Zsinj and, later, of Grand Admiral Thrawn.

Imperial Intelligence members receive standard military ranks and wear official Imperial uniforms when not in the field.



IMPERIAL INTELLIGENCE

Goals

Imperial Intelligence seeks to help restore the Empire to its former glory and to crush the New Republic. Sometimes, though, its goals might seem at odds even with itself due to the many warlords vying for power among the remains of the network.

Methods

The organization, which is responsible for covert operations, uses most of its resources to spy on the New Republic, but it also spies on itself and other Imperial agencies. Eventually, agents begin to take orders from sector Moffs without regard for High Command. Imperial Intelligence also works with Imperial Palace security as necessary. In addition, the group keeps track of various government and corporation activities throughout the galaxy, and agents note mercenary, bounty hunter, and outlaw activities.

Warlord Zsinj is fond of using Imperial Intelligence. His agents infiltrate the New Republic, including its fleet. His greatest nemesis is New Republic Intelligence's Wraith Squadron.

One of the ships used by Imperial Intelligence is a modified Incom A-24 Sleuth scout ship. The Sleuth is known for its ability to slip past blockades undetected. Mol Hedron uses one of these vessels to intercept New Republic messages and deliver them to Imperial Intelligence using an advanced tight-beam subspace transmission.

Notable Members

Ysanne Isard remains at the forefront of most Imperial Intelligence dealings even after she moves on to become a warlord. During the time of its conflicts with the New Republic, Imperial Intelligence has several key agents that become thorns in the side of the fledgling New Republic government. (For more information about a basic Imperial Intelligence agent, see page 184 of *The Force Unleashed Campaign Guide*.) Members include informants, agents, spies, black ops experts, spymasters, and leaders.

Rodin Baem

Imperial operative Rodin Baem purchases information from spies and others within the New Republic for the Imperial Remnant. Thanks to his information-gathering skills, the Empire hinders the rebuilding efforts of the new government. Baem's known Imperial associates include Admiral Gaen Drommel and Moff Lankin.

Ten Dorne

Formerly one of the engineers who assisted the Rebel Alliance's Admiral Ackbar in creating the B-wing assault starfighter, Ten Dorne now works for the Empire. The female Sluissi has vast knowledge of the ships of the New Republic fleet. Prior to defecting to the Empire, Dorne works on an experimental shearing plane, a device that might render tractor beams ineffective.

Haanen Felean

As a member of the Rebellion, this Klatooinian supply officer equips various cells with materials and provisions. During the rise of the New Republic, Felean defects from the Alliance and joins the Empire, providing his new allies with information on plans to rebuild the Republic and with commonly used New Republic supply routes. His information leads the Empire to New Republic bases across the galaxy.

Ysanne Isard

Before his death, Emperor Palpatine places his faith in Ysanne Isard as the Director of Imperial Intelligence. In fact, he presents her with the *Lusankya*, an *Executor*-class Star Dreadnought, which she uses as her headquarters—complete with prison and brainwashing facilities. At the birth of the New Republic, few know of the *Lusankya*'s hidden location, buried beneath Coruscant's surface.

Isard tortures her captives to collect secrets and turns selected prisoners into sleeper agents. She is known for her masterful interrogation skills and can extract full and true confessions out of most subjects before day's end.

While in control of the Empire, Isard manipulates other Imperial nobles and creates a vendetta against the New Republic's Rogue Squadron. She recruits Imperial Intelligence agent Kirtan Loor to help her destroy the squadron. She also manages to get a spy inside the squadron to discover the identities of the pilots. Isard learns that the New Republic plans to take Coruscant from her, so she orders the creation of the Krytos virus, which affects non-Humans. She allows it to be added to the planet's water supply as the New Republic takes the world.

False Kadann

Imperial Intelligence is credited with doing whatever it takes to fulfill its needs. The group goes so far as to have one of its own, a Bimm agent known as the false Kadann, masquerade as the Supreme Prophet of the Dark Side in a plot to control Imperial subjects. He and other Imperial Intelligence operatives form the Church of the Dark Side to promote the false religion. Although he lacks the Force sensitivity of the true Kadann, the false Kadann takes advantage of his connections to make "prophecies" based on intel gathered by spies and informants. In the event that his educated guesses do not come to pass, other "prophets" make them occur. The false Kadann's arsenal includes murder and bribery.

Other Eras

The version of Imperial Intelligence discussed on these pages is that from the time after the death of Emperor Palpatine. However, the organization has existed from the time of to its conversion from Republic Intelligence at the end of the Clone Wars. For more information on Imperial Intelligence at the height of the Galactic Empire, see *The Force Unleashed Campaign Guide*.

Using Imperial Intelligence

Imperial Intelligence agents can be anyone, anywhere, but they are more likely to be Human males. A player who chooses to take on the role of an agent might need to hide his or her true identity and agenda from the other player characters. If the spy's activities are discovered, it could cause tension and create havoc among the party. Complicated situations are likely to arise, in which the agent must choose between loyalty to the party and his or her secret mission.

Heroes who are Imperial sympathizers might make contacts within Imperial Intelligence to gather or purchase information to prepare for a mission. Freelance characters might also spy or carry out special ops for the greater glory of the Empire. Independent parties, such as groups of mercenaries, bounty hunters, or outlaws of the New Republic, could buy information from (or sell it to) Imperial Intelligence agents. Heroes allied with the New Republic will have a difficult time working with Imperial Intelligence unless they find a common enemy, such as the Yuuzhan Vong.

Almost anyone can find his or her path blocked by Imperial Intelligence agents. Even loyal subjects of the Empire might find the group's intrusive activities excessive. As they say in the world of spies, trust no one. Player character parties made up of New Republic allies or outlaws on the run from the Empire have much to fear from Imperial Intelligence. Fringe elements—such as mercenaries, criminals, and bounty hunters—are usually on shaky ground with the Empire already. Such characters could easily find agents skulking in the shadows wherever they go because their latest job infuriated some official of the Imperial Remnant.

Kashyyyk Resistance

The Kashyyyk Resistance is a formal name given to the informal organization responsible for fighting against the oppression of the Wookiee species. The Kashyyyk Resistance truly forms around the time of the Clone Wars, at first as a group of Wookiees fighting off the Separatists, and then later as a rebellion against the Empire and its practice of using Wookiees as slaves. Once the Empire has risen to its peak, the Kashyyyk Resistance engages in a desperate struggle not only to survive but also to free their people from oppression.

The Kashyyyk Resistance has no formal organization, although it does have leaders and small groups that could be described as cells. The Resistance forms when a small group of Wookiees finally decides to stand up to their oppressors. Although sometimes these small groups join together to form a larger force, this can be dangerous, as their Imperial masters are ruthless in crushing opposition and zealous in searching out any organized resistance movement. For this reason, the Kashyyyk Resistance can only communicate sporadically, and many members of the resistance don't know that there are others on their world resisting the Empire. On rare occasions, multiple groups of freedom fighters will come together to strike a blow at the Empire, but the Empire's response is usually swift and devastating.

The Kashyyyk Resistance is mostly made up of Wookiees that have thrown off the bonds of slavery and have gone into hiding within the jungles of their world. However, some off-world help occasionally makes its way to the Resistance, although the Wookiees are reluctant to trust outsiders for fear that their help may actually be an Imperial trap. On rare occasions, members of other insurgent organizations (such as the Rebel Alliance) will come to Kashyyyk specifically to aid the Wookiees' cause, and in those cases the Empire finds itself facing an enemy with the resources of a larger organization but with the ferocity and local knowledge possessed by their Wookiee slaves.

Goals

The Kashyyyk Resistance has one overarching goal, shared by all of its disparate members: free the Wookiee species from the oppression of slavery, and cast the Empire out of Kashyyyk. In the short term, their goals focus on increasing the number of freed Wookiees (by raiding small slave transports) and finding ways to smuggle those that have been freed off-world. The Kashyyyk Resistance aims to sabotage further Imperial efforts on the planet and to ensure that as many Wookiees as possible reach the safety of other planets.

Methods

Kashyyyk Resistance fighters use the dense jungles of their world to move undetected, then climb up the towering trees to strike at targets. This tactic sometimes allows them to free Wookiee slaves before blending back into the dense foliage. In the event that Imperial forces pursue, the Empire's casualty rate is high.

Although Wookiees are renowned for their great strength, the freedom fighters also defeat targets with traditional bowcasters, grenade launchers, and recon droids. These droids, which are used to scout nearby areas, are linked through comlinks for remote control. Their explosive charges are capable of dispatching hidden opponents.

During the second Battle of Kashyyyk, Wookiees use retrofitted oevvaor jet catamarans (see page 219 of *The Clone Wars Campaign Guide*) in an attempt to fend off Imperial landers and gunships. Some local traders and merchants help evacuate Wookiee families or engage Imperial slave transports.



The Kashyyyk Resistance

Notable Members

Although most members of the Kashyyyk Resistance are Wookiees, a few key offworlders come to their aid, including several Jedi, smuggler Han Solo, and slicer Filli Bitters.

Chewbacca

Chewbacca, a Clone Wars veteran, is a well-known and respected Wookiee. Chewie, as his Human friends call him, bonds a life debt to Corellian smuggler Han Solo for saving him from Imperial slavery. The two become best friends and work to free captive Wookiees and stop Trandoshan slavers.

Filli Bitters

Filli Bitters is a Human scoundrel who has a crush on the Jedi Olee Starstone. Bitters serves as slicer on the *Drunk Dancer*, a smuggling freighter. He programs a derelict Separatist ship to take out an Imperial cruiser, enabling Wookiees to flee Imperial forces during the second Battle of Kashyyyk.

Han Solo

Corellian smuggler Han Solo helps his best friend, Chewbacca, to free Wookiees from Imperial captivity and Trandoshan slavers. For Solo, it begins when he is a lieutenant in the Imperial Navy, ordered to assist in slaving and construction work. While on this assignment, he meets an injured Chewbacca. During a construction job, a senior officer draws a blaster on the Wookiee, and things escalate quickly. Solo stuns the officer, saves the Wookiee, and helps him escape. Later, Chewbacca informs Solo that he is losing family and friends to slavery, and the duo head to Kashyyyk to help. During a Life Day Celebration, they save Chewbacca's son Lumpawarrump from Imperials. Solo's most important aid to the resistance includes defeating Trandoshan slaver Pekt and Moff Darcc.

Jent Koush

Imperial Lieutenant Jent Koush, stationed on Kashyyyk, finds himself sympathetic to the Wookiees' plight. Through the alteration of manifest records, he secretly aids Wookiees escaping Imperial control whenever possible. Allegedly, he also gives aid to smugglers, merchants, and others who try to help the resistance. Most often, that aid comes in the form of misdirection or turning a blind eye to certain activities. It is not clear whether Koush has contacts within the Rebel Alliance or acts of his own accord.

Galen Marek

Raised on Kashyyyk, Galen Marek is the son of Jedi survivors of Order 66. After Vader murders his father, Marek is taken by Vader to become the Sith Lord's secret apprentice under the name "Starkiller." Galen Marek aids the Wookiees as they resist the newly formed Empire, destroying the Empire's gigantic machine used to transport Wookiee slaves into space. His family's crest later becomes the inspiration for the Rebel Alliance's symbol.

Salporin

Master of the curved ryyk blades and veteran of the Clone Wars, Salporin is one of the Wookiees enslaved by the Empire. A childhood friend of Chewbacca, Salporin learns that a group of Rebel Alliance commandos have infiltrated Kashyyyk's jungle and breaks free to find them. His knowledge of the forests and Imperial slave camps, as well as his battle skills, are valuable in helping liberate Kashyyyk from Imperial control. (For more on Salporin, see page 217 of *The Clone Wars Campaign Guide*.)

Using the Kashyyyk Resistance

Most Kashyyyk Resistance plots revolve around rescuing enslaved Wookiees, stopping slavers, or making hit-and-run strikes on Imperial forces, vehicles, or structures. While members' plans are usually straightforward, their strategies and their natural strength allow them to persevere during dark times.

Heroes wanting to help the Kashyyyk Resistance will have to be careful how they go about it, since the Empire has officers, troops, and spies trying to put down the freedom fighters or anyone giving aid. Heroes who are Wookiee resistance fighters combat not only Imperials and slavers but also the planet's natural fauna, creating challenging encounters that rely on excellent tactics, team coordination, and some surprises.

The Alliance and others sympathetic to the Rebel cause find the resistance accepting of aid. Most Wookiee warriors who flee Kashyyyk following Imperial bombardment are willing to join the Rebellion as freedom fighters. Wookiees are not above accepting assistance from smugglers, mercenaries, or other similarly unsavory types.

Trandoshans and members of the Imperial forces are not likely to ally with the resistance. The Trandoshans' history of slavery and brutality is enough to enrage even the calmest Wookiee, and the bombardment of their world by Imperial forces not long after the attempted Confederate invasion does not leave the Wookiees sympathetic to the Empire, either.

Naboo Resistance Movement

The resistance movement on Naboo ten years before the outbreak of the Clone Wars is a good example of a short-term organization that deals in intrigue. Formed during the Trade Federation blockade and occupation of Naboo, the Naboo Resistance is formed by the volunteer security forces of Theed and encompasses a planet-wide insurgency against the occupying forces. Although the Naboo Resistance only exists for a short time, the resourceful members of this organization stage a campaign of covert operations, espionage, sabotage, and armed resistance against the droid armies occupying their home planet.

The Naboo Resistance first forms in Theed, when Jedi Knights free the Queen of Naboo and many of her security forces from Federation captivity. These freed security forces in turn contact other security forces in other human cities, creating a growing network of resistance cells that spreads across the planet in days. Thanks to their security training, the personnel of the Naboo resistance are highly organized and create an underground paramilitary force that carries out a campaign of complex operations against the Trade Federation's forces. The Naboo Resistance already has an organizational structure in place at the time it is formed (using the same hierarchy as the existing security forces), meaning that the Resistance suffers none of the organizational growing pains of other subversive groups.

Although most of the organization is made up of former security personnel, volunteers from across Naboo quickly flock to the Resistance, providing either direct support or funneling food and supplies to Resistance members. The Resistance includes a small cadre of skilled pilots and mechanics, allowing them to use what vehicles the Resistance has to devastating effect. The Resistance does garner some off-world assistance, particularly in the form of mercenaries who work against the Trade Federation, but for the most part its membership is confined to citizens of Naboo. Late in the occupation, the Gungans join forces with the existing movement, but their involvement in the Resistance is short-lived as the occupation ends within days of the accord between the people of Naboo and the Gungans.

Goals

The Resistance's primary goal is to free the people of Naboo from the occupation of the Trade Federation. Their short-term goals include disrupting Federation communications, smuggling supplies to other Resistance cells, hiding Resistance members from droid security forces, and ensuring that the people of Naboo suffer as few casualties as possible.

Methods

During the land-based portion of its strategies, the Naboo Resistance Movement prefers hit-and-run tactics, diversions, and an alliance with the Gungans and their Grand Army. To free their planet from the Trade Federation, the resistance is not above accepting aid from mercenaries, such as Nym. The movement's vehicles include Gian speeders for land-based attacks and Naboo Royal N-1 starfighters, part of the Royal Space Fighter Corps, which are used in the assault against the Trade Federation's droid control ship. For more details on the N-1 starfighter, see page 118 of *Starships of the Galaxy*.

Notable Members

Although the Naboo Resistance Movement's key members are its Queen and governor, many others assist them in freeing Naboo from the Trade Federation's grip. In addition to those described below, Jedi Master Qui-Gon Jinn, Obi-Wan Kenobi, and pilots of Bravo Squadron (the group led by Ric Olié) lend their aid to the resistance.

Gregar Typho

Naboo lieutenant Gregar Typho is the nephew of Captain Panaka. During the resistance, Typho is injured and loses his left eye. For more details on Typho, including his life after the Naboo Resistance, see page 14 of *Threats of the Galaxy*.

Jar Jar Binks

Recently promoted General Jar Jar Binks of the Gungan Grand Army helps lead the Gungan forces as they fend off the battle droids of the Trade Federation. Binks also accompanies Queen Amidala as she attempts, through political means, to convince the Republic Senate to free their world.

Nym

Although the Feeorin pirate Nym is not officially a member of the Naboo Resistance, he attacks the Trade Federation blockade several times and is later declared a hero of the resistance. He works with Vana Sage, Rhys Dallows, and Reti against the blockade. Their attacks include striking a Trade Federation freighter convoy, attacking other convoys and escorts, disabling missile frigates, and attacking part of the battle droid forces destined for the Battle of Grassy Plains. Nym is responsible for destroying heavy artillery guns, AATs, and Scarab droids. For more details on Nym, see page 216 of *The Clone Wars Campaign Guide*.

Padmé Naberrie

Padmé Naberrie, also known as Queen Amidala of Naboo, leads the resistance to free her people from control of the Trade Federation. When her appeal to the Republic Senate fails, she takes matters into her own hands and forms an alliance with the Gungans, with whom her people share the world. Together, they face the invading battle droids.

Panaka

Captain Panaka is head of the Royal Naboo Security Forces and uncle of Gregar Typho. He and his men are overwhelmed by battle droid leader OOM-9's forces and captured along with the Queen. Later, after being freed by the Jedi, he helps create the battle plan and coordinate the liberation of the capital city. Panaka also assists the Queen and the Jedi in freeing the captured Naboo pilots to launch an attack against the droid control ship in orbit.

Ric Olié

Naboo Royal Space Fighter Corps Commander Ric Olié is a starship pilot who serves in the Royal Naboo Security Forces. Olié leads the space battle against the Trade Federation droid control ship to save the overwhelmed Gungans.

Roos Tarpals

Captain Roos Tarpals is one of the leaders in the Gungan Grand Army. Tarpals, an old friend of Jar Jar Binks, serves bravely in the battle to repel Trade Federation forces.

Rugor Nass

Gungan High Council Boss Rugor Nass makes an alliance with the Naboo to defeat the Trade Federation invaders. After being petitioned by Queen Amidala and outcast Jar Jar Binks, Nass comes to realize that the inhabitants of the world need to join against their common enemy. He commits the Gungan Grand Army to repel the battle droid invasion forces.

Sio Bibble

Naboo Governor Sio Bibble begins formation of the resistance while Queen Amidala attempts to end the Trade Federation occupation of Naboo through political means.



Using the Naboo Resistance Movement

Naboo Resistance Movement members are likely to be Human or Gungan and can be of most classes. A hero who takes the role of a Naboo freedom fighter will need strong tactics to deal with battle droid forces or a silver tongue to deal with Trade Federation leaders. Skill challenges can create a series of events leading up to a rescue attempt by the resistance.

During the resistance, the people of Naboo ally with the Gungans and accept help from mercenaries such as Nym. They also take aid from the Jedi Council, but they do not necessarily follow Jedi advice. They are independent in nature, as the example set forth by their Queen demonstrates. The citizens of Naboo are members of the Republic, but the invasion lessens their taste for politics and weakens their faith in the galactic government. Most of the inhabitants of Naboo would ally with a Republic official, but some might feel differently.

Freedom fighters from Naboo are likely to be at odds with anyone representing the Trade Federation. Most of the time, they fight or outwit battle droids, but some confrontations include the federation's Neimoidian leaders. These enemies might find themselves the targets of sabotage by the resistance or assaults by Gungan forces.

New Republic Intelligence

Following the Battle of Endor and the death of Emperor Palpatine, the Rebel Alliance reforms as the New Republic and in doing so also forms the underlying New Republic Intelligence (NRI). The newly formed military division is led by General Airen Cracken, former resistance fighter and Rebel Alliance general, who is assigned the duties of Supreme Commander for Intelligence. Under his leadership, the NRI keeps a watchful eye on warlords, foreign governments, mercenaries, bounty hunters, spies, corporations, the Imperial Remnant, and other threats to the fledgling government.

Information gathered by the NRI is reported to various New Republic divisions. As a branch of the military, NRI members receive standard military ranks but wear dark green uniforms when not in the field. The NRI runs parallel to the New Republic Fleet Intelligence, whose members wear Defense Fleet uniforms.

The intelligence service is divided into several subdivisions, including Alpha Blue, Alpha Red, Analysis Bureau, Intelligence Operations Command, Ongoing Investigations Division, Special Threats Division, and Tactical Analysis Bureau.

Goals

The NRI's purpose is to help rebuild the Republic by tracking, documenting, and eliminating its many foes. Its foremost goal is to stop the disorganized Imperial Remnant. Additionally, the NRI keeps track of the increasing criminal activities of terrorists, smugglers, mercenaries, and spies.

Methods

Gathering secret information requires a wide variety of personalities, knowledge, skills, and technologies. The NRI collects holovids, sensor scans, personal histories, corporate records, captured Imperial databases, and any other information it can obtain. The NRI's networks dig deep into acquired Imperial archives to determine threat levels to the safety of the New Republic. The NRI also uses reports from underground agents, researchers, service personnel, and documented events. Despite the group's best efforts to gather accurate information, some reports originate from unreliable sources such as independent traders, smugglers, mercenaries, or other unsavory sorts.

Sometimes the NRI feeds false information to spies of the opposition. This form of counterintelligence is heavily used during the Yuuzhan Vong invasion.

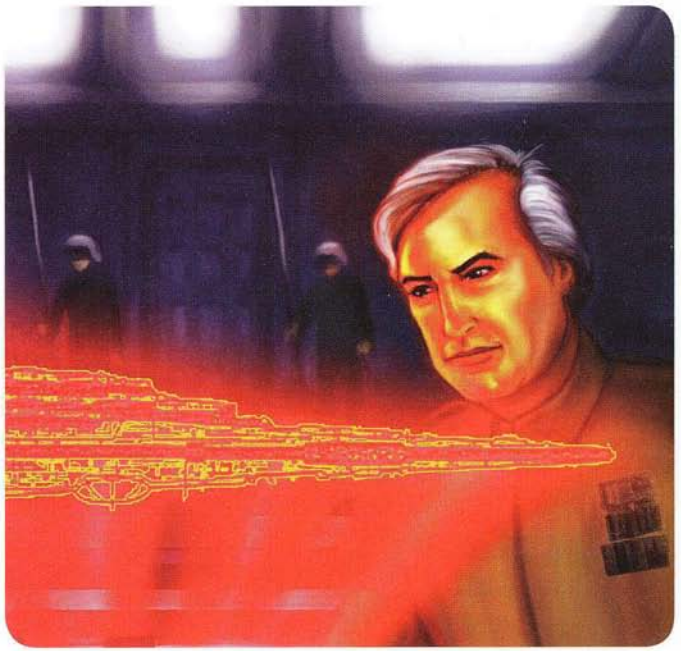
The NRI also uses ships and pilots, such as Wraith Squadron, as Intel units. Speedy and stealthy ships are its choice information-gathering fleet. NRI agents and operatives are fond of the Incom T-65BR X-wing starfighter (see page 153 of *Starships of the Galaxy*), as well as Republic Engineering Corporation *Ferret*-class and *Prowler*-class reconnaissance ships. The Ferret is a pilot-free intelligence-gathering vessel. Designed as a covert ship from its conception, it is better matched to infiltrating hostile territory than the T-65BR. Its hull is coated in sensor-negating materials and uses a new baffled drive system. The baffling allows the ship to leave a minimal trail at sublight speeds. The Prowler shares most characteristics with the Ferret but requires a sentient crew and is designed for longer missions. Each of these stealth ship models includes a decoy package.

Notable Members

Although General Airen Cracken has been at the forefront for most of the NRI's history, field operatives are the backbone of the organization. These agents risk their lives to glean every possible piece of covert information, or they take calculated risks to rescue fellow operatives whenever a cover is blown. Members include informants, spies, black ops experts, spymasters, and leaders. For more information about a basic intelligence officer, see page 61 of *Threats of the Galaxy*.

Tru'eb Cholakk

Tru'eb Cholakk is a Twi'lek slave turned gunrunner who sold arms to struggling Rebel Alliance cells and now serves the New Republic. Primarily working the Outer Rim Territories and the Mid Rim in his modified Ghtroc freighter, the *Luudrian Star*, Cholakk seeks out worlds in conflict so that he can help oppressed people. For more details on Ghtroc freighters, see page 88 of *Starships of the Galaxy*.



New Republic Intelligence

General Airen Cracken

Willing to bend the rules if he deems it necessary to the stability of the New Republic, Airen Cracken makes his mark on many important events throughout the galaxy. After the New Republic takes control of Coruscant, Cracken forms the New Republic Security Force and relocates it there. His forces are instrumental in combating Warlord Zsinj, Ysanne Isard, and others who vie for galactic control. During this time, he deals with Rogue Squadron and Wraith Squadron; later, he oversees the separation of the NRI from the New Republic military. At that point, he becomes the Director of New Republic Intelligence.

Belindi Kalenda

Following the accidental death of her older brother, Tindel, the Human Belindi Kalenda is taken in by a military orphanage and trained by the Empire. Years after the Battle of Endor, she becomes one of the first New Republic Military Academy graduates and works in the Operations branch of NRI Special Threats. By showing "great courage and resourcefulness," according to *Cracken's Threat Dossier,* Kalenda earns Cracken's trust and respect. Because of her wide-spaced and glassy eyes, she almost seems cross-eyed, and many believe her to be blind. As a wise agent, she takes advantage of this misconception, and it becomes her most effective disguise.

Jan Ors (alias Captain Jan Strange)

As former Imperial Intelligence agent Captain Jan Strange, Jan Ors reached nearly legendary status with the Alliance to Restore the Republic. Although she appeared to be an asset to the Imperial Surveillance section, she was in reality a double agent working for the Alliance. Following her deep cover and the fall of the Emperor, Ors assists the New Republic and agent Kyle Katarn on many missions to thwart the Imperial Remnant.

In fact, it is Ors who convinces Rebel Alliance leaders to trust Katarn, a former Imperial cadet. She falsifies accounts of their previous meetings to assist in his defection. Later, Ors joins the Alpha Blue branch, where she accompanies Katarn on missions against the Imperial Remnant. Just before the Yuuzhan Vong invasion, Ors is promoted to lead Alpha Blue.

Ander Rendrake

Ander Rendrake is an important NRI field operative who acquires data in his role as a lieutenant and communications officer aboard the *Imperial*-class Star Destroyer *Vendetta.* In addition, he runs a black market aboard the capital ship. As the vessel's "scrounge," he has built up an in-depth network through which he can send sensitive data to New Republic Intelligence.

Rivoche Tarkin

Rivoche Tarkin is the niece of Grand Moff Wilhuff Tarkin. Her uncle and her father, Brigadier Gideon Tarkin, both swear allegiance to the New Order and Emperor Palpatine. After her father dies in the Erhynradd Mutiny, Rivoche stays at her uncle's estate and begins to question his beliefs after seeing the cruelty around her. Eventually, she earns a place as a deep-cover agent for the Rebellion, with contacts throughout the Core Worlds. Because of her background, she gains access to information that most agents could never acquire, and her family name alone places her above most Imperial suspicions.

General Airen Cracken keeps her identity secret even within his own ranks. If Rivoche's status as a deep-cover agent were to leak out, it could put her life in danger and stir up trouble among those who doubt her support or seek revenge for her family's dark deeds. Following her extraction, she serves the NRI as a reporter and accompanies Generals Wedge Antilles and Lando Calrissian aboard the Star Destroyer *Liberator* during a series of assaults that eventually lead to the capital ship crash-landing on Coruscant.

Using New Republic Intelligence

New Republic Intelligence has participated in many official military missions as well as many that are off the record. These missions include infiltrating Coruscant, dealing with the Krytos virus, bringing down Warlord Zsinj, assisting in the Black Fleet Crisis, overseeing the addition of Adumar to the New Republic, attempting to thwart the Corellian Crisis, and gathering information during the Yuuzhan Vong invasion. The Bacta War was retroactively claimed by the NRI as one of its operations.

New Republic Intelligence agents can be of any species, gender, or class. A player who chooses to take on the role of an NRI agent might need to hide his or her true identity and agenda from the other player characters. As with characters affiliated with Imperial Intelligence, if a NRI agent's activities are discovered, it could cause conflict in the party. Similarly, situations might arise in which the agent must choose between loyalty to the party and accomplishing his or her secret mission.

A party of heroes allied with the New Republic might be able to establish contacts within the NRI to gather information needed for missions. Freelance heroes might also spy or carry out special ops for the fledgling government. Independent parties, such as mercenaries, bounty hunters, or outlaws on the run from the Empire, could buy information from (or sell it to) NRI agents. Faithful New Republic members should have few problems with the NRI unless they come under suspicion, perhaps as the result of the leak of false information.

Player character parties composed of Imperial allies or outlaws wanted by the New Republic frequently will be opposed by the NRI and fringe characters such as mercenaries, criminals, and bounty hunters will not be looked on kindly by the organization. Such characters could easily carry out a job that thwarts a New Republic mission and subsequently find a homing beacon hidden on their ship or NRI agents waiting in the docking bay. Heroes allied with the Imperial Remnant will be unlikely to find themselves working with the NRI unless they unite against a common foe, such as the Yuuzhan Vong.

Praetorite Vong

Prior to launching a full invasion, the Yuuzhan Vong send in their spearhead force, the Praetorite Vong. These specialist military forces, led by a high prefect from the intendant caste of the Yuuzhan Vong, infiltrate targets to spy and spread confusion, hoping to weaken their enemies for the first wave of invasion forces. Primary members come from the intendant caste, but the membership of the Praetorite Vong includes other castes and a vast number of slaves. When fighting becomes necessary, warrior caste members augment core personnel.

Information gathered through deep-cover spies and military scouts is analyzed to select the best targets for the Praetorite Vong. The size of a strike force ranges from a few dozen members to several million.

Among its troops, the Praetorite Vong have scouts, pioneers, logistics corps members, assault troops, engineers, and defensive units. Some members act as bodyguards for high-ranking commanders. In addition, a group of underlings known as the Shamed Ones serve the Praetorite Vong. Their status is the lowest of the low within Yuuzhan Vong society.

Yuuzhan Vong are immune to the Force and cannot be sensed normally using the Force.

Goals

The Yuuzhan Vong seek conquest because they believe that the worlds they invade were promised to them by their gods. In addition, they see the use of mechanical technology as an abomination that must be stopped.

The primary goal of the Praetorite Vong is to pave the way at the location called Vector Prime for the forthcoming invasion of the promised land. This activity includes espionage and intelligence gathering, infiltration, preparing bases of operation, and sowing seeds of confusion within the target governments. The Praetorite Vong hope to turn the populations of target worlds against themselves.

Methods

Infiltration is the hallmark of the Praetorite Vong. Keeping the outlying planets at odds with one another, agents hope to render the worlds defenseless for the impending invasion. The Praetorite Vong recruit saboteurs, spies, and propagandists from the local populace to work against their own governments and societies.

As with all Yuuzhan Vong, the Praetorite Vong use only organic gear, weapons, and ships. In fact, they consider technology to be an outrage against their gods. Their hatred of mechanized vehicles and droids runs deep. While subverting the local governments, they spread antidroid propaganda to help eliminate that which they despise.



When they need to gather information, the Praetorite Vong use chilabs—tiny, grublike creatures that record audio and visual data while hidden inside Yuuzhan Vong nasal cavities. The collected information is transferred to a biological memory device called a qang qahsa. The Praetorite Vong also use creatures known as sliviliths as living probes.

When in deep cover, Praetorite Vong use ooglith cloakers and masquers. These biological entities grant a Yuuzhan Vong protection and allow it to adopt a Human disguise, respectively. The gablith variant disguises the spy as a Duros or other non-Human. Another symbiotic tool is the tizowyrm, an organic translator carried inside the ear that allows a Yuuzhan Vong to speak other languages.

Among its arsenal of organic starships, the Yuuzhan Vong employ yorik-stronha—spy vessels that are built from yorik coral and that resemble asteroids. The invaders use these ships to enter a system undetected so that they can study space traffic and enemy fleet strength or secretly insert Praetorite Vong spies behind enemy lines. The subsequent invading force arrives in a convoy of mammoth worldships.

Notable Members

Although Prefect Da'Gara is a key member, the Praetorite Vong require a wide variety of skill sets to accomplish their manifest destiny. Soldiers and scouts find plenty of opportunities within the order, and nobles have an equally important role.

Da'Gara

Prefect and leader of the Praetorite Vong, Da'Gara is a ruthless and fanatical warrior. He keeps in contact with spy Yomin Carr through Carr's hidden villip. The two coordinate the infiltration of the *Star Wars* galaxy.

E'thinaa

E'thinaa is an agent of the Praetorite Vong. He is placed in a high-ranking military position within the Ssi-Ruuvi Imperium and is instrumental in the rise of the Keeramak—a multicolored Ssi-Ruu that is thought to fulfill prophecy. The Praetorite Vong hope to use the Ssi-Ruuk as a diversion during the invasion.

Nom Anor

Executor Nom Anor is one of the chief spies among the Praetorite Vong. A member of the intendant caste, Anor disguises himself as the leader of the Red Knights of Life on Rhommamool and works to bring down Sernpidal's moon, killing millions. He is credited as being responsible for half the invasion. Anor infiltrates the Imperial Interim Council and strikes a deal with Boba Fett to have the Mandalorians aid the invasion force.

Yomin Carr

An agent and scout of the Praetorite Vong, Yomin Carr infiltrates the ExGal station on Belkadan. From there, Carr keeps in contact with Prefect Da'Gara using a hidden villip to coordinate the destruction of the populace. He is also responsible for infecting New Republic diplomats with a fatal Yuuzhan Vong disease.

Using the Praetorite Vong

In addition to baiting targets into ambushes, creating governmental strife, and spreading antidroid propaganda, the Praetorite Vong are not above making suicide attacks. Members of the Praetorite Vong will even commit ritual suicide when facing defeat.

To be a member of the Praetorite Vong, a character must be of the Yuuzhan Vong race or one of its inferior subjects. Players choosing to take on the role of a Praetorite Vong member must select a caste, a connection to the group, and their duties within it. Praetorite Vong characters have many opportunities for subterfuge, infiltration, and dealing with counterintelligence agents, perhaps from New Republic Intelligence or local organizations.

Few creatures can find allies among the Praetorite Vong. Members of races that respect nature and shy away from technology are more likely to find common ground with most Yuuzhan Vong, and anyone willing to convert and follow the will of the invaders' gods might receive aid. In addition, the Praetorite Vong might be willing to make temporary truces to gain assistance or unhindered travel. They are most likely to ally with the Mandalorians and the Hutts early in the invasion. Aside from the main forces, the Shamed Ones—who hold the *Jeedai*, or Jedi, in almost religious awe—might collaborate with other races if they believe that it will lead to their freedom.

Droids, Jedi, and Force-users in general are targets for the wrath of the Praetorite Vong, although their hatred does not end there. The Yuuzhan Vong are at war with the entire galaxy. Even those who ally with the invaders might find themselves at odds with the extragalactic race, especially if they make undercover attempts to aid Yuuzhan Vong targets or report the details of Yuuzhan Vong fleet locations.

The Tagge Company

The Tagge Company ("TaggeCo") is one of the most diversified megacorporations in the galaxy. It starts as a heavy construction, mining, and exploration company that, to a large degree, is a front for a crime syndicate with an extensive interest in counterfeiting and contraband. By the time of the Clone Wars, however, it transforms into a legitimate business operation, even if it continues to operate in a brutal fashion.

TaggeCo is founded 200 years before the Battle of Yavin when a crime boss, Tarzen Tagge, becomes a local hero on his Mid Rim homeworld of Tepasi by using his fleet of small freighters (and a couple of hijacked bulk freighters) to ferry supplies and crews to a part of the world devastated by a series of groundquakes. By the time the area's production facilities and roads are rebuilt, the foundation of TaggeCo is also in place.

Although Tarzen Tagge could have taken this chance to convert his enterprise into a legitimate business, he is so entrenched in the criminal mindset that he sees the construction company as the perfect front for his smuggling operation. While the company secures and works construction contracts on other worlds, the criminal side of the enterprise uses those opportunities to smuggle goods to new markets.

Even though his construction firm is a front, Tarzen insists that it deliver top-notch work because he does not want the facade to become the target of complaints or investigations. The end result is a reputation so sterling that the company competes on a galactic scale within a few short decades. In fact, suppliers cannot keep up with the company's demand for construction materials when it lands a contract to expand a starport on Wroona. Although Tarzen first attempts to fall back on old habits—stealing supplies from the competition—his brother Halven suggests that they start their own supply chain to locate and mine resources.

Tarzen receives permission to explore a large group of planets that were set aside centuries ago for corporate development by the Republic. When established megacorporations try to stop this rapidly growing upstart by refusing to sell it scout ships and supplies, the Tagges acquire a small company that specializes in customizing ships and convert it to a full-fledged ship construction and design firm by extending employment offers (of the kind that cannot be refused) to a handful of engineers. Soon, the company has its own multipurpose bulk freighter/survey ship/colony transport, the highly sophisticated House of Tagge Mining Explorer.

In the background, the criminal enterprise continues. The Mining Explorers carry everything needed to survey planetary systems and perform analyses of samples on location, and they double as mobile bases for establishing planetary operations. Meanwhile, the ships' labs serve as drug refining centers. The shipyard that builds the Mining Explorers also does a booming side business in knock-off parts for other ships.

The various industries started by Tarzen Tagge and his brother feed the legitimate economy of their homeworld, sparking a boom that Tepasi has not seen since its initial colonization. The grateful government grants Tarzen a chain of islands as a hereditary barony. In less than a generation, the Tagges go from being lowlifes to rubbing elbows with the galactic elite.

At its height, TaggeCo owns hundreds of subsidiaries, including publishing houses, news agencies, starship design firms, shipyards, computer companies, security providers, speeder design and manufacturing firms, medical and pharmaceutical corporations, and more. It expands most rapidly during Palpatine's reign as Chancellor of the Republic and becomes a symbol of his New Order during the Empire. For a while, the company's oft-lampooned slogan "TaggeCo: We're Everywhere You Are" is absolutely true.

When the New Order falls to the Rebel Alliance, TaggeCo bears the brunt of the aftermath. Its assets are seized by local governments throughout space, and many of its executives are imprisoned or killed. Within a few short years, an enterprise that had spanned the stars is reduced to a single facility on Tepasi, where the Tagge name is still revered.

Goals

For the first few hundred years of its existence, TaggeCo has the straightforward goal of maximizing its profits and expansion through any means possible. During the Imperial period, this means taking full advantage of any political or business opportunity that is connected to Emperor Palpatine's government, as well as doing everything it can to put down uprisings against the New Order. After Palpatine's fall, the company struggles to save what it can as it crumbles to pieces.

Methods

When conventional buy-out offers for competitors or enticing employment contracts for executives fail, TaggeCo falls back on intimidation, blackmail, industrial espionage, and terrorism. The company's intelligence-gathering capacity rivals that of Imperial Intelligence, and TaggeCo is even more unscrupulous in its methods.

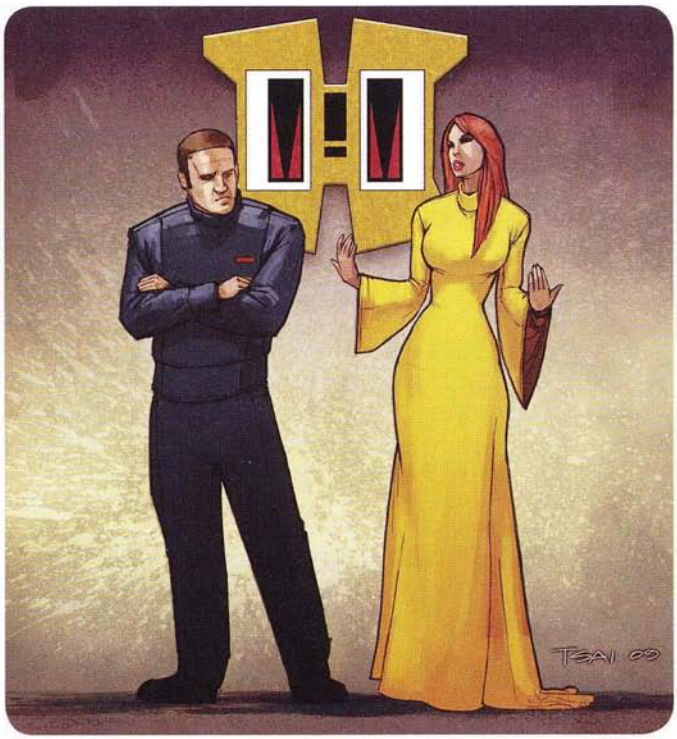
Notable Members

The Tagge family has been known for flamboyance and brutality since it first emerged on the galactic scene.

Domina Tagge

The fifth child of the core Tagge family, Domina is born two years before the death of her parents, and, from the age of 7, she is raised in an isolated monastery by a religious order founded around Jedi traditions of peace and harmony (but not the Force). Her oldest brother sends her there, hoping that the isolation from the family business and the corrupting influence of New Order operatives will allow her to develop into a woman of true nobility—someone who might bring grace to the thuggish Tagge family and guide the company into a future divorced from its criminal roots.

Orman's dreams for his little sister are shattered when Darth Vader draws her into their feud. Vader uses Domina and the Sacred Circle Monastery as part of a scheme to capture Luke Skywalker, but she double-crosses Vader



because she sees his plan as an opportunity to gain revenge on those responsible for the deaths of her brothers, Orman and Silas. Domina is as ruthless and calculating as any Tagge since her great-grandfather Tarzen.

Following her conflict with Vader and Skywalker, Domina is forced to leave the Sacred Circle, and she assumes leadership of TaggeCo and the title of baroness. She turns the company's security forces and laboratories toward destroying the Rebels, and for several years, TaggeCo poses as much of a threat to the Alliance as the Imperial military and intelligence agencies do. However, Domina remains obsessed with vengeance against Darth Vader, and her fixation undermines the effectiveness with which TaggeCo coordinates its efforts with the Empire.

Domina Tagge vanishes under mysterious circumstances while inspecting a laboratory that develops biological weapons.

Silas Tagge

The second oldest Tagge sibling during the reign of Emperor Palpatine, Silas Tagge is a brilliant engineer and physicist who leads TaggeCo's network of research facilities, which include pharmaceutical labs and secret weapons design shops. Silas Tagge approaches science the way some beings approach religion—with complete fanaticism and a devotion that overwhelms common sense. He never wears natural fibers and never eats anything but highly processed food substitutes, usually vitamin-enriched pastes.

Tagge's devotion to all things scientific is matched only by his amorality and sociopathy. No sacrifice is too great if it advances his projects, and, since his projects are funded through TaggeCo, no sacrifice is too great to ensure the company's success. Of course, underlings and test subjects always make those sacrifices.

Under his guidance, TaggeCo becomes a scientific brain trust rivaled only by government-sponsored efforts on Arkania and projects managed by the Empire's Grand Moff Tarkin and Grand Admiral Zaarin. In fact, the Empire and TaggeCo compete for the best and brightest students from technical academies throughout the galaxy, with TaggeCo often recruiting the superior talent due to a habit of making offers that cannot be refused.

Tagge and his design teams are almost as prolific as Tarkin and Zaarin when it comes to devising weapons of mass destruction. His crowning achievement is the Omega Frost, a weapon that uses electromagnetics and other force fields to drop temperatures below what had been considered absolute zero in an area that could theoretically span an entire solar system.

Tarzen Tagge

Although descended from a long line of criminals, Tarzen Tagge loves his homeworld of Tepasi and is willing to sacrifice selflessly for it. He lays the foundation for TaggeCo when he takes on the task of rebuilding a ground-quake-ravaged region after the planetary government fails to take action. He also sets the stage for TaggeCo's future methods by using his new wealth and prestige to destroy the politicians who did not help the locals. Tarzen is a brutal thug, and he delights in shocking members of the corporate elite.

USING TAGGECO

TaggeCo can be the source of just about any form of intrigue and double-dealing.

During the company's early years, heroes might be smugglers working for the company or scouts conducting surveys for it. Along the way, they discover that there is more to the job than meets the eye. After the heroes gain this knowledge, a TaggeCo executive marks them for death—or perhaps invites them deeper into the company's heart of darkness.

During the initial years of Orman Tagge's reign, the heroes might be industrial spies working for or against TaggeCo. Later, Rebel agents could break into the company to steal plans for a weapon being developed for the Empire.

After the Battle of Yavin, the heroes might infiltrate TaggeCo to learn which of the company's many Mining Explorers houses a secret Imperial Intelligence prison, knowledge the heroes need to rescue a key captive. Established Rebel agents might find themselves contacted by Orman Tagge, who wants to recruit them in a scheme to embarrass or assassinate Darth Vader. The heroes might also be hired by Domina, but if they are Alliance agents rather than independent operators, she is likely to betray them at the end of their mission.

Tapani Nobles

The noble houses of the Tapani arise after an ambitious warlord named Shey Tapani brings several squabbling independent Human colonies under one banner some 7,300 years before the Battle of Yavin. Tapani allows the leaders of the conquered colonies some degree of self-governance, naming them nobles in the Tapani Empire.

The government system unique to this isolated section of the Colonies Region evolves for centuries on its own, apart from the Sith Empire, the Republic, and other major powers that rise and fall around it. The Tapani Empire trades with its Herglic and Mrlsst neighbors, but since no major hyperspace lanes enter its territory, it has little contact with the rest of the galaxy. During this time, Tapani society becomes severely stratified; the ruling elite develop a three-tiered system of nobles, and those who are ruled do what they are told. The ordinary citizens are mostly happy and prosperous because the nobles are expected to uphold codes of conduct meant to prevent excesses, but commoners can hope to achieve the rank of knight at best—the only nonhereditary noble rank. Lords and Highlords are born, not made.

After a dynasty that lasts nearly 5,000 years, the Tapani Empire gives way to a federal government ruled by a council of nobles from the empire's one-time capital on Procopia. Seven noble houses oversee dozens of minor ones, arranged in an elaborate hierarchy that evolves over centuries, and a vast lower class of common citizens. The seven major houses of Tapani are House Barnaba, House Cadriaan, House Calipsa, House Mecetti, House Melantha, House Pelagia, and House Reena. Each determines how to govern the planets over which it holds sway, but they present a united front to outsiders. This unity eventually gains them admission into the Old Republic, and the Tapani Sector is formally created. Consistently navigable hyperspace lanes are charted, and from these, routes to major Tapani worlds are charted in turn.

Although the Tapani send representatives to the Galactic Senate—representatives appointed by the Grand Council rather than elected by the people—they view the Republic as a business necessity and look down on the rest of civilization, when they care about it at all. The Tapani nobles remain interested mostly in their internal affairs, dealing with the outside only when absolutely necessary.

An exception arises when the Jedi discover that the bloodline of House Pelagia is strong in the Force and that an unusually high number of commoners native to the House's throneworld of Pelagon are Force-sensitive. The Jedi establish a training center on the world, which gives House Pelagia more of a stake in the galaxy. While the rest of the noble Houses enrich themselves financially through the use of the new trade routes, House Pelagia becomes the most outward looking and cosmopolitan among them. Together, House Pelagia, House Melantha, and House Cadriaan become the only economic and political forces that truly matter in the sector as the Republic slouches toward Empire.

Pelagia pays a heavy price for its association with the Jedi, however. When the Jedi Purge is decreed, Pelagia's ancient rival House Melantha strikes hard against its holdings, using ships and weapons that Emperor Palpatine secretly provided to them in preparation for this day. House Pelagia is shattered, and House Melantha seizes most of its territory, leaving only a few token bombed-out worlds as its domain. House Melantha goes on to become the Emperor's favored proxy in the sector, although he makes sure that the other Houses also remain strong so that Melantha does not grow too confident. (The exception is House Pelagia. It survives the Rebellion era on the charity of allied Houses like Calipsa and Reena and starts its slow rebuilding process only after the Emperor's demise at the Battle of Endor.)

Goals

All Tapani nobles are driven to succeed, to be the best in their chosen fields, and to receive the maximum amount of public exposure for their acts. They pursue these goals not because they want to prove their superiority—that is a foregone conclusion—but because it is their duty to be the best at all they do. Anything less would be a betrayal of their heritage and their place in society. Tapani nobles always cover up their failures and shortcomings.

Methods

Tapani nobles are a highly legalistic set of beings. They rely on social and legal codes to settle disputes and accomplish goals. If appeals to tradition do not resolve a situation, the nobles resort to lawsuits. If working through the proper channels also fails, they fall back on threats and blackmail. They rarely use these unsavory methods themselves, instead letting their retainers "do whatever is needed" so they can deny involvement if something goes wrong. The nobles are not above hiring spies and saboteurs to harass or inconvenience their personal, social, and business rivals.

Most crimes committed by Tapani nobles within their sector are swept under the rug by their peers and the courts, although the offenders are usually sent into exile. The exception to this arrangement is murder, especially if the victim was of noble rank—typically, killers are executed quickly and publicly.

If a dispute is more intimate, a Tapani noble might invoke an ancient code to challenge the offender to a duel. These duels are technically illegal, but no one is ever prosecuted for engaging in them.

Notable Members

Tapani nobles are as varied as the citizens they rule. Some are business dealers, some are artists, some are politicians, some are interested in spreading pain and suffering, and some are professional partiers more dedicated to the social circuit than the most frivolous Core World noble.

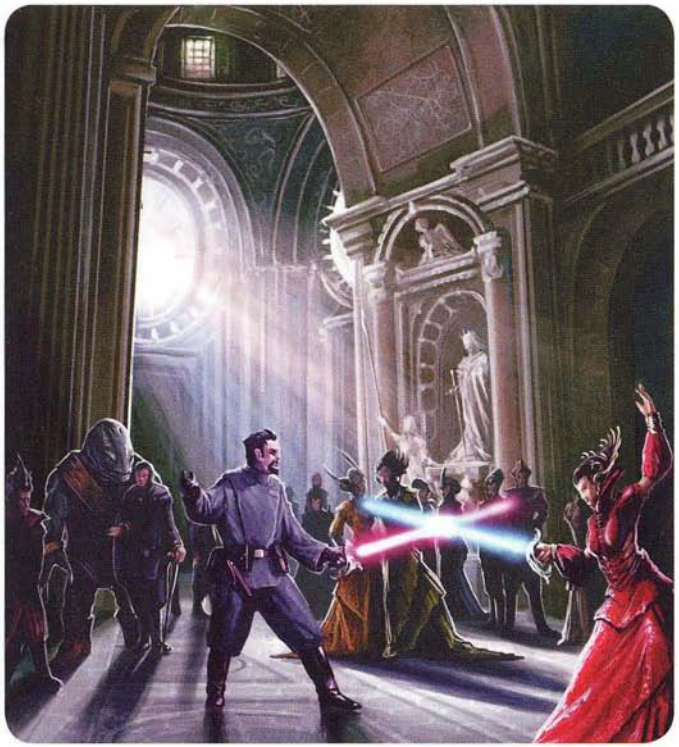
Grand Admiral Octavian Grant

Grand Admiral Grant is a Tapani Lord of House Mecetti who, after serving with distinction in the Tapani Home Defense Fleet, joins the Imperial Navy and proves himself a brilliant tactician during the late stages of the Clone Wars. He is one of the 12 officers to be elevated to grand admiral when Emperor Palpatine creates that rank.

Although Grant has a brilliant military mind, he does not generate the sort of personal following that the other grand admirals do—at least, not outside the Tapani Sector. He is much loved at home, and the Tapani media cover every campaign he conducts and every function he attends throughout the galaxy with great detail, with reporters assigned to do nothing but keep track of him. However, Grant carries with him the belief that he, as a Tapani noble, is superior to those he deals with. He is not aggressive about declaring his superiority, but he never curries favor with sector Moffs or Imperial advisors, nor does he engage in political games with other admirals. He will not lower himself to the level of his inferiors but simply performs his duties as the Emperor has decreed. (Secretly, Grant wonders if perhaps even Emperor Palpatine is inferior to him, being neither a true noble nor Tapani.)

After the Battle of Endor, Grant alone among the surviving grand admirals does not continue the fight against the Rebels or try to carve out a personal kingdom. Instead, he offers to defect to the Rebel Alliance, an offer that is turned down. However, the Alliance allows Grant to retire to a private estate on the Inner Rim resort world of Rathalay.

Grant remains a celebrated figure in the Tapani Sector, and whenever he hosts a gathering at his Rathalay home, it is covered in the society sections of news broadcasts.

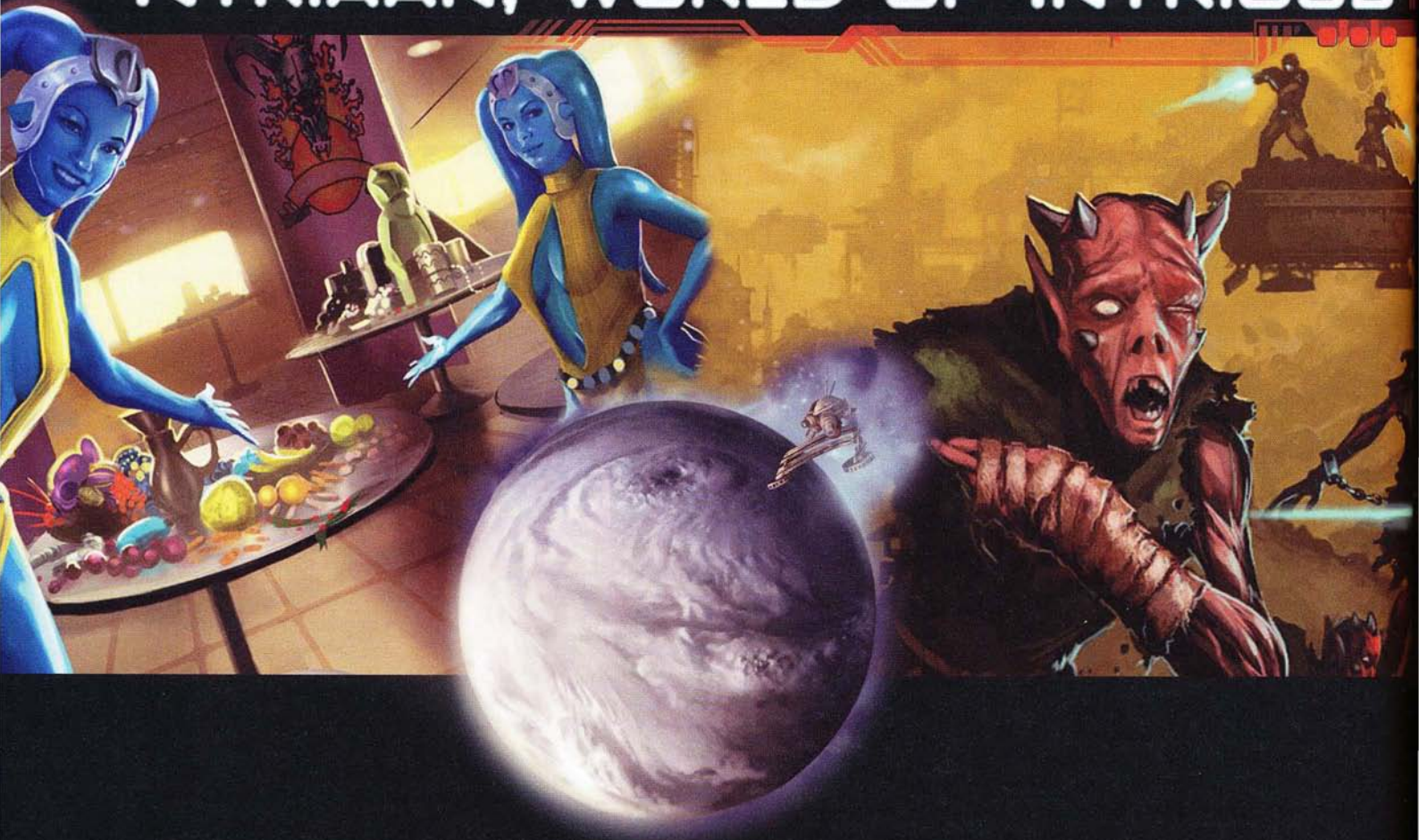


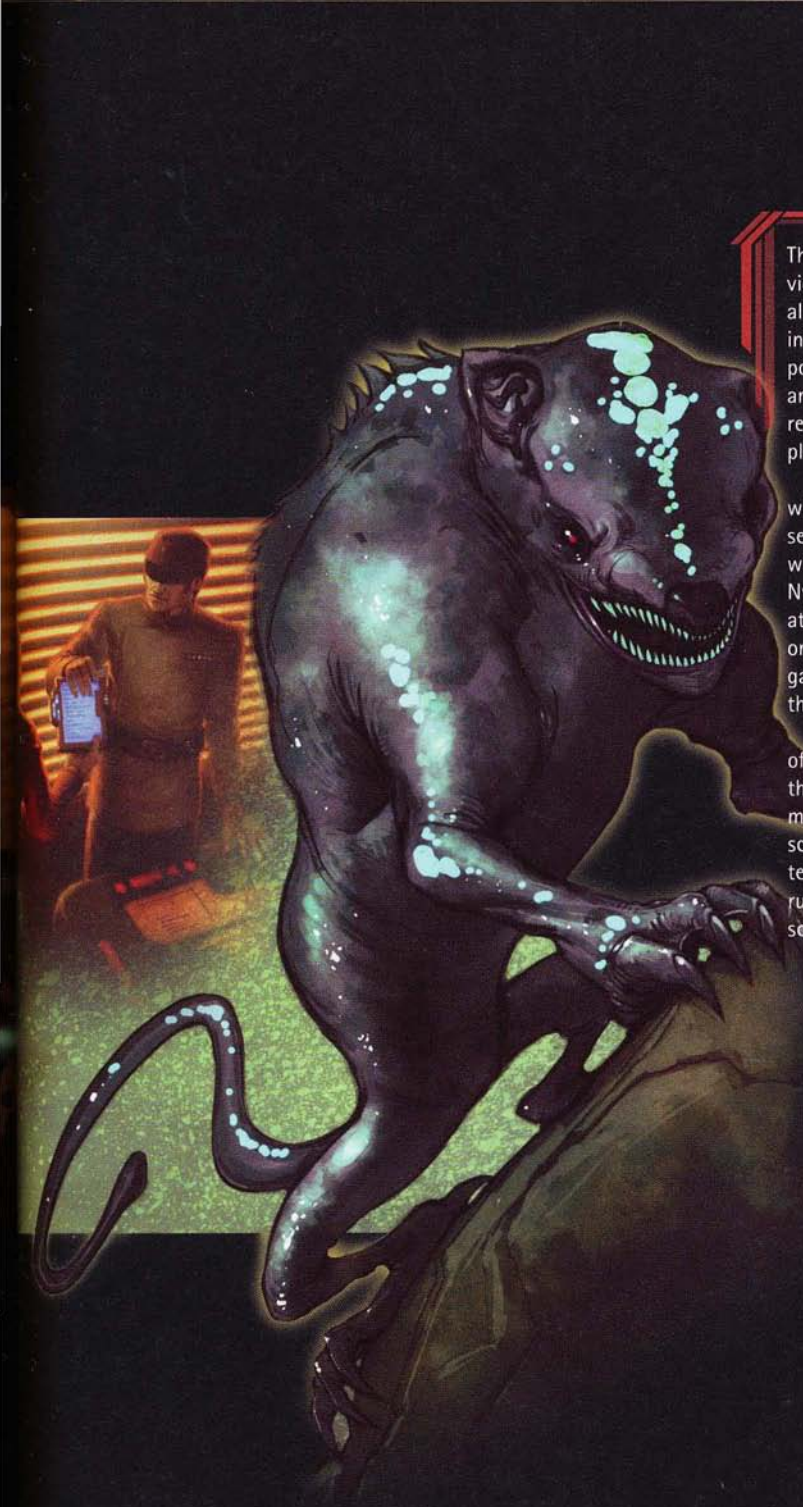
Tapani nobles

Using the Tapani Nobles

Tapani nobles are an insular lot, but during the Imperial period, members of House Pelagia try to rebuild their fortunes and reputation by engaging in business outside the sector. They are watched by the Empire and harassed by agents of House Melantha, both of whom fear that Jedi might still be hiding in the rubble of Pelagia. Nobles of House Pelagia might hire a party of heroes to assist with various tasks, or perhaps one of the characters is a member of the House.

Chapter VI
Nyriaan, World of Intrigue





The planet Nyriaan is the center of a struggle as turbulent as the planet's violent atmosphere. It is a world rich in madilon, a rare naturally occurring alloy that is crucial to modern hyperdrive production, making Nyriaan an invaluable piece on the game boards of a dozen competing galactic superpowers. Nyriaan possesses great stores of a much-sought-after commodity, and many beings in the galaxy would do almost anything to acquire those resources. Controlled by none and coveted by many, Nyriaan is a dangerous planet steeped in intrigue and conspiracy.

Nyriaan is covered in a dense cloud layer that makes landing on the planet without assistance challenging. Moreover, the planet's atmosphere makes sending data and other communication by any means difficult, effectively walling off the planet from the rest of the galaxy. The high demand for Nyriaan's resources, combined with the difficulty that outsiders face when attempting to intervene in the planet's affairs, creates a situation where only those on the planet can truly influence the flow of resources to the galaxy, and it puts a great deal of power in the hands of those who control the madilon mines on the planet's surface.

By the same token, the inhabitants of Nyriaan are caught in the midst of a constant struggle between the various factions seeking to control the planet's natural resources. Daily life on Nyriaan is filled with political maneuvering, infighting between factions, espionage, sabotage, and the scheming machinations of the most cunning minds in the galaxy. Although tensions on Nyriaan rarely erupt into full-scale, violent conflict, the intrigue runs so thick on the planet that anyone—and everyone—is entangled in some scheme or plot.

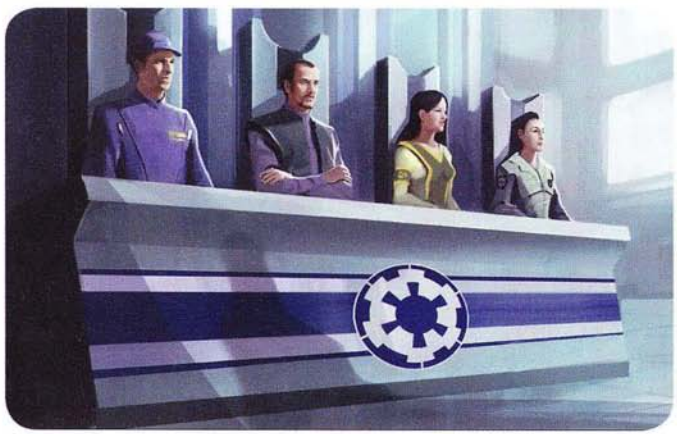
TEN ASPECTS OF NYRIAAN

Nyriaan is a world where heroes with a knack for intrigue can flourish. As the Gamemaster, you should familiarize yourself with the basics of the planet to create adventures filled with twisting plots and unraveling mysteries.

Nyriaan is rich with a rare mineral called madilon. Madilon, valuable even in small quantities, is a mineral that allows hyperdrives to be miniaturized enough to fit into smaller ships, such as space transports and starfighters.

Nyriaan is covered in a cloud layer that blocks communications and makes unaided landing on the planet almost impossible. Communications, sensors, and other methods of broadcasting and receiving information are ineffective when trying to penetrate the planet's atmosphere. Even communications on the surface face serious challenges. The planet's unique atmosphere both isolates it and serves as a protective shield.

The planet's governing council is comprised of members representing several different factions that constantly vie for greater control of the planet's mining industry. The Corporate Sector Authority, the Mining Guild, and the current reigning galactic government (be it Republic, Empire, or otherwise) all hold seats on the governing council and share control of the planetary government.



NYRIAAN'S GOVERNING COUNCIL

The factions on Nyriaan strive to undermine and weaken one another in the hopes of driving off competitors. Although the government of the planet is shared, each faction struggles for power and tries to depose its weaker enemies to increase its own share of control over Nyriaan.

Temporary alliances, and their inevitable betrayal and collapse, keep the wheels turning on Nyriaan. No faction has ever risen to dominate Nyriaan because as one faction grows too powerful, the others unite against it. The factions are forced to work together to prevent one faction from gaining too much power, but each faction is secretly working to tip the balance of power so far in its favor that the other factions can do nothing to stop it.

Workers in Nyriaan's mines have long been treated badly by the mining operations, eventually driving the workers to rebellion. The bureaucrats in charge of the mining operations on Nyriaan see their workers—including the relocated Elomin and Pa'lowick species—as a disposable commodity. Frequent worker uprisings must be squelched by the planet's police and military forces lest they disrupt the entire mining operation.

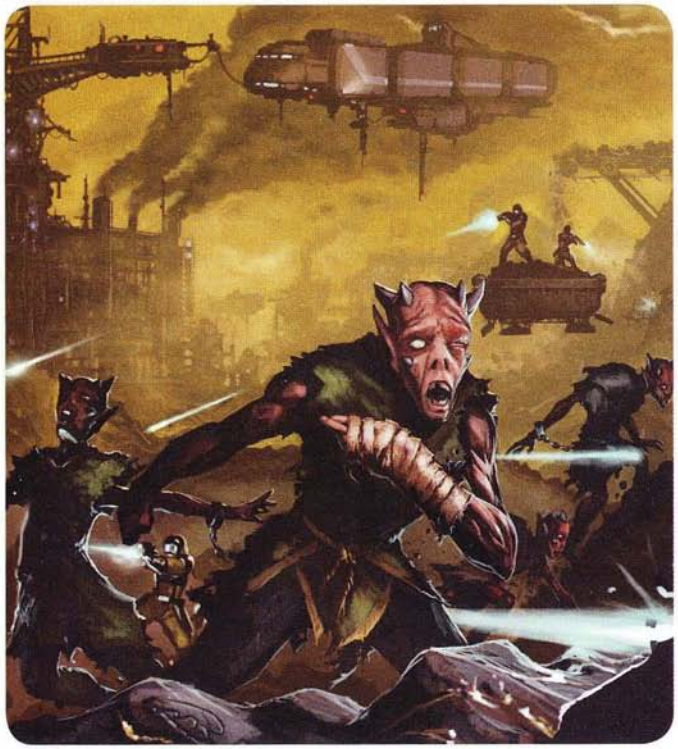
Sabotage, theft, and violence are common tactics used by the different factions. Although full-scale battles rarely break out on Nyriaan, the factions on the planet are not afraid to get their hands dirty by taking out opponents. Conspiracies, covert activity, assassinations, and other underhanded deeds are common means of advancing one's interests on Nyriaan.

Anyone who visits the planet is assumed to be working for a faction—either an off-world faction or one from Nyriaan. No one comes to Nyriaan without good reason, and any new arrivals are immediately treated as potential allies or enemies by the factions of the world. Unsuspecting visitors who are unused to the high degree of political maneuvering constantly taking place on Nyriaan are soon drawn into conflicts they had no intention of meddling in.

Nyriaan's cloud layer enables conflicting groups to use the world as neutral ground. Since Nyriaan's atmosphere makes invasion fleets and orbital bombardment nearly useless, Nyriaan is used as a haven where meetings between rival factions can take place without fear of ambush. Diplomats from warring offworld groups commonly meet on Nyriaan to broker treaties and other deals.

Nyriaan holds many secrets. Nyriaan is home to a Sith Lord in stasis, a cache of ancient Mandalorian weapons, and other mysteries that have yet to be uncovered. From time to time, scavengers and other treasure hunters come to Nyriaan, hoping to plunder the planet of its secret riches. Some of these treasure hunters are sponsored by major factions on Nyriaan.

ELOMIN MINERS ESCAPE RETRIBUTION FOLLOWING A RIOT.



Shrouded in Secrecy

Nyriaan is the fifth planet of the Luire system. Although located in the Mid Rim, the Luire system is so close to the Expansion Region that it has been mistakenly labeled as part of that region from time to time. If not for Nyriaan's unique atmosphere and strong magnetic fields, its valuable resources likely would have been exploited and completely depleted by the corporate operations that left many Expansion Region systems in tatters.

Aside from Nyriaan's deposits of madilon, there is little else of value in the Luire system. Of the seven planets that orbit the system's white star, which is also known as Luire, Nyriaan is the only habitable world. Five of the remaining six planets are gas giants with countless small moons. The last planet, Caillte, is a frozen, irregularly shaped asteroid, rarely noticed by passing prospectors.

Nyriaan's cloak of perpetual clouds blocks light from its sun. The clouds descend to the surface of the planet, forming thick fog banks and restricting visibility. The planet's unusually strong ionosphere and intense magnetic field render all conventional communications, sensors, and scanning equipment useless. Landing on Nyriaan is a risky endeavor. Apart from the hazards presented by the impenetrable atmosphere, powerful storms in the planet's ionosphere can ionize starship systems and nullify sensors. Vessels with hardened systems stand a better chance of surviving the descent, but only a few such vessels of sufficient size exist in the galaxy—most are automated drones or small survey ships with little capacity for colonization.

Madilon

Even though Nyriaan is home to a number of other valuable resources, not the least of which is its distinctive biosphere, the bounty that most groups seek to reap from the planet is the alloy madilon. Discovered in the Old Republic era, about 5,000 years before the Great Hyperspace War, madilon enables hyperdrive technology to become progressively smaller. Using madilon, starship and hyperdrive manufacturers create relatively small vessels with excellent hyperdrive capability. Without madilon, however, powerful modern hyperdrives would need to be ten times larger.

Madilon is a naturally occurring, light-weight memory alloy with a unique molecular structure. The alloy possesses high tensile strength while still retaining an incredible amount of elasticity, especially under stress. These properties allow it to remain rigid while still resisting the stressful effects of hyperspace travel. Even though its role in hyperdrive construction is so important, the amount of madilon required for a single hyperdrive system is relatively small. Successful synthesis of the material has eluded scientists, making veins of the alloy highly prized and sought after the galaxy over. Few planets possess significant deposits of madilon, and those that do are tightly guarded.

Nyriaan

Region: Mid Rim
Climate: Tropical
Gravity: Standard
Moons: 2
Length of Day: 22.25 standard hours
Length of Year: 226 standard days
Sapient Species: 98% Human, 2% other species
Government: Various
Capital: Locus
Major Exports: Ore (madilon), radioactive compounds
Major Imports: Equipment, foodstuffs, luxury items

Knowledge (Galactic Lore)

DC	RESULT
15	Nyriaan is a major source of madilon, an alloy crucial to the construction of hyperdrive engines.
20	The planet's strong magnetic field and thick, turbulent ionosphere disable conventional sensors, making landing on the planetary surface without aid nearly impossible.
25	Nyriaan hosts no native sapient species, but several Human tribes populate the world's farthest reaches. These tribes are said to be descended from an exploration vessel that crash-landed on Nyriaan at least one thousand years ago.
30	Scientists have hypothesized that Nyriaan's cloudy atmosphere might be forcibly condensed on a planetary scale, neutralizing the atmospheric disturbance and creating a number of seas on the planet's surface.

Atmosphere and Weather

The surface of Nyriaan is moist and sultry, but not particularly wet. Although standing bodies of water are relatively rare, the world's perpetual fog and thick cloud cover ensure that nothing is ever completely dry. The heat retained by the thick atmosphere is generated by intense geothermal activity deep beneath the planetary crust, and it is released by vast geyser fields and hot springs. Although Nyriaan's atmosphere is predominately nitrogen and oxygen, the constant expulsion of hot gasses from the planet's interior causes the air to be strong with the scent of sulfur and other gasses.

The mean surface temperature of 40° centigrade is within acceptable limits for most species, but the heat is further exacerbated by the world's extreme humidity. Nyriaan's polar regions are no exception to this rule since most of the planet's geothermal anomalies are located at its poles. Visitors find Nyriaan's climate to be extremely uncomfortable, even after prolonged exposure.

Vast storms—referred to as tempests by Nyriaan's populace—are a constant threat to settlements and mining camps. Coalescing high in the planet's choking atmosphere, these massive storm formations eventually extend from the edge of space to the surface the planet. A tempest can last for months, circling the globe several times before dispersing. At any one time, as many as a dozen small tempests can be active, with major disturbances occurring once every three or four years. The lack of mountains and other large surface features contributes to the force and violence of Nyriaan's tempests.

Since surface-based sensors are useless, Nyriaan's tempests must be monitored visually from orbit. Daily reports are exchanged between surface facilities and the Tempest Observation Bureau by laser comm arrays. Although it is apolitical and billed as a neutral organization, the TOB commands a great deal of power and respect on Nyriaan because of the Bureau's access to up-to-the-minute weather feeds and analysis, as well as the extensive storm database it uses to analyze tempests and predict possible trends.

Geography

The surface of Nyriaan consists of plains and gently rolling hills. Low-lying gullies and valleys collect moisture, creating boggy conditions and increased growth of the native flora. The northern hemisphere consists of shallow, rocky valleys, where most of Nyriaan's mining operations are found. Only a few viable mines and quarries are located in the southern hemisphere, and the loamy soil found there does not conceal much in the way of valuable alloys, ores, or minerals. The largest standing bodies of water on Nyriaan, such as Lake Viron and the Yellow Sea, are found in the planet's southern hemisphere.

Even though Nyriaan features a great deal of geothermal activity, few active volcanoes break through the planetary surface. Fields of hot-water geysers and boiling springs are common, especially in the planet's extreme polar regions. The extreme temperatures and the dangerous eruptions of steam, poisonous gasses, and mud make these geologically active areas not navigable by foot. Several of Nyriaan's known indigenous species are evolved to survive these extremes of temperature, but most of the native species have yet to be researched and catalogued.

Surface Conditions

Nyriaan is a dark place, but in the wild, bioluminescent flora produce a significant amount of ambient light. Although shrouded in mists and fogs of varying density, the planet's surface is still navigable. Given optimal atmospheric conditions, visibility averages about 30 meters (20 squares), creating an eerie landscape in which the light shines up from the ground rather than down from the sky. Larger species of local fungi, which spring treelike from the soil, develop brightly glowing buds—or lanterns, as they are called locally—that shed even more light.

Even in populated settlements and cities, surfaces are covered with beds of fungus that produce dim phosphorescence. Constant attention and cleaning is required to remove such fungal accumulations, which can grow into massive coral-like formations. Vehicles, weapons, and personal armor are not immune to this phenomenon and must be scrupulously maintained to preserve functionality.

Although most equipment can be used on the planetary surface without ill effect, sensors and communications gear suffer from interference. Personal comlinks are rendered useless by the interference, while computers and datapads, if properly shielded, can be used without penalty. Most surface-to-surface and surface-to-orbit communication is accomplished by laser comms. Electrobinoculars, recording devices, and sensor packs, however, are incompatible with Nyriaan's atmospheric peculiarities. The sensitive surveillance gear used by spies is also affected, although many factions have developed units that function despite the ambient interference.

Skill Challenge: Overland Survival

Traveling across the surface of Nyriaan can be dangerous, especially given the fact that the planet's atmosphere tends to wreak havoc with portable sensors and other survival equipment. Should the heroes find themselves stranded on Nyriaan with no means of transportation (for example, if their ship crashed on approach to the planet), you can use this skill challenge to represent the difficulty of making it to safety. Note that this should be a challenge for low- to-mid-level heroes; by the time the heroes reach 8th–10th level, they should have enough resources and survivability to make their way across the planet safely. If the heroes are traveling through a particularly hazardous area of the planet, feel free to scale up the challenge by increasing its CL (and adjusting the skill DCs accordingly).

CL 6

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this challenge:

Endurance [DC 17]: A hero can attempt to carry more of the burden of supplies or to take on more than his or her share of the scouting and hunting duties in order to allow his or her allies to preserve their strength.

Knowledge (physical sciences) [DC 17]: A hero can attempt to use his or her knowledge of terrain formations to find easier paths, reducing the chances of running into danger during the trek.

Survival [DC 22]: A hero can attempt to use common survival techniques to bolster his or her allies' energy reserves and find adequate food, water, and shelter during the trek.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Degrees of Failure: Each time a hero earns a failure (whether or not that failure is later removed), the heroes are delayed in their trek by one day.

Recovery: Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Second Effort: Whenever a participant in the skill challenge would accrue a failure, he or she can instead choose to move –1 persistent step down the condition track to turn that failure into a success. This persistent condition can only be removed by resting for 8 hours in a civilized location with adequate food, water, and medical resources.

Success: The heroes make it safely to civilization. The time it takes to reach civilization depends on their relative distance and overland speed, modified by the number of failures they accrued (see the *Degrees of Failure* challenge effect, above).

Failure: The heroes become lost in the wilderness of Nyriaan and encounter a hazard or dangerous wildlife in an encounter appropriate to their level. Once that encounter is complete, they can attempt this skill challenge again to reach civilization.

Settlements

Settlements dot Nyriaan's surface. Few contain large populations; most settlements average fewer than five hundred inhabitants each. A settlement might persist for several years, only to be destroyed by a passing tempest or abandoned when a nearby mine dries up. Many such settlements spring back to life years later, although not always in the same locations as their previous incarnations.

Large communities, such as Locus, are built on Nyriaan's driest land, where larger permanent structures can be erected with little threat of moisture-induced subsidence in the soil. Aside from the constant darkness and inclement weather, little differentiates these small cities from their counterparts on other planets throughout the galaxy. Architecture ranges from prefabricated colonial structures to buildings of the proto-Imperial style common on other colony worlds.

Settlements established by the Corporate Sector Authority are modern and visually striking. All are brightly lit, highly regimented, and well maintained. CSA guards patrol in small groups, routinely checking everyone for proper identification and authorization to travel. Conversely, independent mining towns are universally shoddy in their construction. Crime is rampant, and law in such places is determined by whoever can defend themselves and the stakes they claim.

Arumed

Arumed is a small Corporate Sector facility that manages to survive unimpeded due to its focus on biotechnology and medicine, as opposed to madilon. The settlement is named after AruMed, the corporation that administers it. Unlike other CSA facilities, this settlement welcomes anyone in need. Although its corporate policy emphasizes obtaining new biotechnologies from previously undiscovered planetary resources, doctors in the facility are willing to offer emergency and even long-term care to individuals in need.

The doctors' behavior is not entirely altruistic. Arumed's chief scientists are studying the physiology of those living on Nyriaan, especially as it concerns symbiotic fungal growths such as Tempest's Blessing. Most natives avoid Arumed, but those who do end up in the care of the corporation's physicians are often subjected to tests that exceed the scope of any injury or condition they might be suffering.

Plot Hook: Several natives have vanished in the vicinity of Arumed, and native scouts sent to find them disappear as well. The heroes are contacted by a native delegation from Starveil that wants to locate its missing people without stirring up trouble. They suspect that the missing natives are being held in the Arumed facility, perhaps against their will.

Locus, Capital of Nyriaan

The planetary capital of Nyriaan is Locus, which is built around the remains of the Republic vessel of the same name. Home to the only starport on the planet, Locus is not controlled by any one superpower or government. Instead, the city, which is built in a pinwheel shape, has been divided into different sectors, each of which is controlled by a different faction. In addition to the aligned sectors, several neutral zones in Locus cater to independent miners, prospectors, and traders. After its establishment in 30 BBY, the Nyriaan Concord is also headquartered in one of the city's neutral zones.

The largest of the city's aligned sectors belongs to the Corporate Sector Authority. The CSA has a long-standing interest in Nyriaan, either because the planet represents such incredible profits or because the Corporate Sector is unwilling to admit that the madilon it takes from the planetary mines is more trouble than it's worth. The Corporate City Sector is heavily trafficked by armed security, and high walls topped by stun fields surround it on all sides. In addition to facilities that cater to CSA employees and house its day-to-day operations, the Corporate City Sector of Locus also features a small starport, complete with advanced Laser Transport Array receivers.

The Republic Sector is the next largest of Locus's regions. Although it changes hands several times over the course of Nyriaan's history, the Republic Sector is the most recognizable part of the city, no matter the era. Upkeep is sporadic, sector services are largely undependable, and security is alternately lax or heavy handed. Although far from a slum, the Republic Sector does not compare favorably to the Corporate City Sector in a variety of ways.

The Neutral Zone is in the center of Locus. In addition to housing the planetary government after its establishment, it is also home to Nyriaan's one true spaceport. Raised gondola transport systems and a wide net of Laser Transport Arrays surround the facility like iron flowers. The sector's services are provided by independent contractors and are, therefore, more reliable than those found in the Republic Sector. Living conditions decline the farther from the spaceport one travels, and neighborhoods farthest from the city's hub are little better than slums.

The majority of Nyriaan's criminal activity takes place in Locus's Neutral Zone. Criminal syndicates, such as Hutt kajidics and Black Sun, operate there with relative impunity. Violence, while not common, is not unknown in the seedier parts of the sector. The Neutral Zone also provides a haven for espionage, as agents from the ruling factions rub elbows with one another in cantinas, speakeasies, and supply depots.

Plot Hook: A Corporate Sector employee contacts the heroes, asking for aid. He possesses information concerning a valuable shipment of madilon (or another commodity) that is scheduled to leave Locus, and he is looking for a party to sabotage the CSA Laser Transport Arrays, causing the transport carrying the shipment to crash. In reality, the shipment is part of an off-world personnel transfer, and the mission is actually an attempt at an internal CSA assassination.

New Lowick

In 29 BBY, the Corporate Sector Authority sponsors a large emigration of Pa'lowicks into the Luire system. Luring the aliens with promises of new lives as corporate employees on a lush world of opportunity and adventure, the Corporate Sector instead provides the newly indentured Pa'lowicks with back-breaking labor in the madilon mines. Although many Pa'lowicks honor their one-sided contracts with the CSA, a handful break ties with their new masters to eke out an existence elsewhere. The settlement of New Lowick results from these defections.

With its population composed solely of Pa'lowicks, New Lowick might be mistaken for a traditional Pa'lowick village. The Pa'lowicks, being adaptable, grow accustomed to Nyriaan's harsh climate. In fact, those who leave their CSA contracts behind soon come to appreciate their new home for its moist atmosphere, dark ambience, and plentiful fungi. Friendly and open to new alliances, the free Pa'lowicks reach out to other Nyriaanans with varying degrees of success.

The appearance of New Lowick does little to stem the tide of Corporate Sector greed. Once word of the Pa'lowick settlement reaches the CSA, retrieval teams are sent to bring back laborers who have violated their work contracts. In addition to netting guilty Pa'lowicks, the CSA also manages to capture a handful of Pa'lowicks who are legally free. Unwilling to spend time on such trivialities, the CSA puts the captives back to work while making painful examples of those that refuse to submit.

Despite the occasional raids by CSA security, New Lowick continues to thrive. An underground community is established to aid Pa'lowicks and others who have been forced into labor by the CSA. Not only do the free Pa'lowicks of New Lowick support this freedom movement, several native settlements participate as well. After all, anything that harms the Corporate Sector's operations on Nyriaan is seen as beneficial to the native clans.

Plot Hook: A recent violator of a Corporate Sector labor contract is hiding in New Lowick. A Pa'lowick with unusual Force powers, the fugitive is considered blessed by her fellow Pa'lowicks. The Corporate Sector Authority knows of the fugitive's powers and has been using her as an organic divining rod to locate madilon deposits in the mines. The heroes are approached by the

Pa'lowick underground and asked to escort the fugitive away from Nyriaan. Conversely, the CSA might contact the players and ask them to track down and capture the wayward worker.

Prosperity

The largest CSA settlement outside Locus is cynically dubbed Prosperity by the corporate employees who originally settled it. Nevertheless, Prosperity is a bright light in the dark Nyriaanan wilderness. A good deal of this light is cast outward toward the world beyond its fifteen-meter-high walls. The fusion generators that power Prosperity are never turned off, and the terrain surrounding the community has been cleared of any obstructions to provide CSA guards an open killing ground for over three hundred meters in every direction. In reality, Prosperity is little more than a frontier outpost erected to keep the natives at bay while the nearby Prosperity Mine is gutted of all remaining madilon.

Weekly shipments of ore are sent to Locus for processing by repulsorlift transports, while new laborers and fresh troops are brought in at least once a month. Mortality rates are high in Prosperity for a number of reasons, the most evident being that the facility is a popular target for native insurgents. The Prosperity Mine is also rife with safety violations that would be corrected on other worlds.

Plot Hook: The CSA is experimenting with new mining technology in one of its nearby mines, and madilon output in Prosperity has increased by nearly two hundred percent. This rate of productivity, if sustained, might undermine the efforts of other interests on Nyriaan. The heroes are contacted to find out what the new mining technology is and, if possible, to sabotage it.

Silence

Silence stands as a testament to the grit of Nyriaan's independent miners and the entrepreneurial spirit of those who can remain planetside for an extended length of time. The run-down colonial prefabs of the original town center are covered in thick layers of phosphorescent fungus, barely resembling the structures that lie beneath. The streets of Silence, if you can call them such, are narrow, muddy, and treacherous.

Although Silence has little light, the small prospecting town does offer one amenity: company. The community here is as tightly knit and supportive as any you might find on Nyriaan or any other back-water planet. Locals know one another on sight, and strangers stick out painfully. Citizens are not shy about confronting newcomers, so they seem rude and suspicious to the uninitiated. Nevertheless, anyone who proves to be useful, or at least amicable, can expect to be welcomed back to Silence if they ever decide to return.

Despite the affable demeanor of its citizens, Silence is home to a large contingent of smugglers and petty criminals. Madilon is the initial commodity for Silence's scum, but new sources of profit are established following the discovery of Nyriaan spice. Although the town remains a haven for Nyriaan's unwashed offworlders, it becomes much more dangerous once spice enters the equation.

Over the decades following its establishment, Silence is destroyed and rebuilt at least three times. The remains of the old town lie beneath the creaking structures of the new one. Townsfolk occasionally comb these sunken, mud-soaked ruins for salvage, but most of what remains after the last tempest has already been taken and recycled.

Plot Hook: A number of miners have gone missing outside Silence, and local wildlife is thought to be behind the disappearances. A group of locals approaches the heroes about tracking down the beast or beasts responsible. In truth, the missing miners have been killed by claim jumpers who are looking to sell their mines to the Mining Guild. Alternatively, the claim jumpers might be Mining Guild employees disguised as criminals.

New Species: Pa'lowick

The Pa'lowick, a species firmly grounded in tradition and belief, are native to the planet Lowick. Although primitive and reluctant to leave their homeworld under most circumstances, they nonetheless enjoy contact with other species and appreciate technology that they can use to further their traditional ways of life. A Pa'lowick has a rotund torso, slender arms and legs, two eyes atop short eyestalks, and a slim proboscis featuring a pair of Humanlike lips at the end. Tusks grow from a secondary mouth beneath the proboscis, but the tusks are lost when a Pa'lowick reaches middle age.

Pa'lowick Species Traits

Pa'lowicks share the following species traits:

Ability Modifiers: –2 Strength, +2 Wisdom.

Size: Pa'lowicks are of Medium size, gaining no bonuses or penalties for their size.

Speed: Pa'lowick base speed is 6 squares.

Expert Swimmer: A Pa'lowick can reroll any Swim check. In addition, a Pa'lowick can choose to take 10 on Swim checks even when distracted or threatened.

Hold Breath: Pa'lowicks are at home either in air or in water. A Pa'lowick can hold his or her breath for a number of rounds equal to 25 times his or her Constitution score before needing to make Endurance checks to hold his or her breath.

Primitive: Pa'lowicks do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Language: Lowickese.

Starveil

The largest native settlement on Nyriaan is called Starveil after the Old Republic vessel that crashed there. Much of the *Starveil*'s hull remains intact, and has been integrated into the surrounding Meadlin's trees. Centuries of growth and use has made the transition between the exterior of the ship and its interior seamless. The elders of the Melan clan administer Starveil, keeping the peace and defending it from intruders. Few offworlders are allowed within the settlement's sacred boundaries, and the natives are not shy about protecting their home. Nevertheless, a small colonial town, Temperance, has sprung up about a kilometer from the edge of the native community.

With a native population nearing one thousand, Starveil is viewed by corporate interests as a nest of snakes. The CSA occasionally petitions for the native settlement to be destroyed, especially during times of heightened insurgent activity. However, the Melan clan is never successfully implicated in any form of guerrilla activity, and Starveil continues to act as a hub for native communities that would rather remain anonymous. In Starveil, several native clans from across Nyriaan establish small enclaves, jokingly referred to as "embassies" by corporate agents.

Plot Hook: Natives have reportedly kidnapped the son of a Tapani noble and taken him to Starveil. Since no offworlders are allowed within the boundaries of this sacred native settlement, gaining entry and retrieving the boy is difficult, if not impossible, without external aid. The heroes are contacted by the Tapani noble house in question and asked to infiltrate Starveil to locate the boy. If they do, they learn that the boy has gone with the natives willingly to marry the daughter of a native elder.

Temperance

Temperance is established outside Starveil by offworld traders attempting to capitalize on the native market. Although the town is not an immediate success for merchants hoping to hawk their wares to the locals, their perseverance eventually pays off. Native technology is based heavily on that of the Old Republic, so spare parts and modern weapons become popular commodities in the native marketplace. Although some products are initially of low quality, the native clans that frequent Temperance make a point of taking merchants to task for defective goods.

Agents from Nyriaan's factions find work in Temperance, given its proximity to Starveil and the frequency of native traffic into the village. Independent fortune seekers and adventurers also frequent Temperance, and the cantinas and hotels along the settlement's main thoroughfare are constantly filled with rowdy patrons. Fights break out every evening, and an ad hoc arena has been erected on the outskirts of town. The Temperance Arena boasts weekly gladiatorial bouts, and individuals are welcome to settle their own personal vendettas there anytime they choose.

Plot Hook: Large numbers of blaster carbines, ostensibly for hunting use, have recently been sold to native insurgents. Many of the carbines, however, have been rigged to explode when fired, leading the natives who purchased them to seek out the seller and repay his treachery in kind. Unfortunately, the seller is nowhere to be found. The heroes are contacted to locate the merchant who sold the carbines to the natives. Alternatively, the heroes are contracted to sell the sabotaged weapons to the natives, but are not told of the deadly nature of the product.

Tonnage

The largest of the Mining Guild's colonies on Nyriaan is Tonnage. Built at a focal point between four profitable madilon mines, Tonnage sees a constant flow of the valuable alloy pass through its processing facility. Given the Mining Guild's experience with ore processing, Tonnage features an on-site smelting facility where madilon is extracted and cast into ingots prior to being shipped offworld. This practice saves the Guild credits in the long run, because the excess weight of slag and other impurities is left behind.

Unfortunately, the Mining Guild's industriousness comes at a price to the local environment. Dumping of waste and other contaminants is widespread, and the land surrounding Tonnage is quickly becoming a wasteland. This ecological disaster does little to endear the Mining Guild to the natives, who view the facility as a blight that must eventually be dealt with.

Plot Hook: A Mining Guild whistleblower is looking for someone to escort him out of Tonnage in exchange for a large amount of information on the Mining Guild's operations on Nyriaan. The heroes are contacted, either by the whistleblower or a third party, to facilitate the extraction. Even after the whistleblower is found and removed from Tonnage, the information given in exchange exposes anyone involved with its release to a great deal of hostile attention from Mining Guild operatives.

Tor'Oront

A smaller mining colony on the surface of Nyriaan, Tor'Oront is unique in that it is made up almost entirely of Elomin settlers who came to the planet long ago to work as miners and laborers. The founding of Tor'Oront took place in the days of the Old Republic when a con artist from the Corporate Sector tricked a group of Elomin settlers into coming to Nyriaan. Once there, the con artist effectively forced the Elomin into a kind of indentured servitude, using the settlers to mine madilon right under the nose of the planetary government. Though eventually the Elomin overthrew the con artist and freed themselves, most were too poor to leave the planet. After a time, the planetary council agreed to allow the Elomin to stay, though the Elomin are often used and abused by the Nyriaanian government.

Tor'Oront is named for a city on the planet Elom. The settlement is rough, even after centuries of habitation, and while they do have the basic necessities, most Elomin in Tor'Oront live lives not much better than slaves. In fact, the buildings and hovels of Tor'Oront are comparable to the slave quarters of Mos Espa on Tatooine with regards to their amenities, which is to say there are few. Many of the Elomin of Tor'Oront dream of one day returning to Elom, but so far they have lacked any ability to get their whole colony off-world, and few are willing to leave their families behind.

New Species: Elomin

Elomin Species Traits

Elomin share the following species traits.

Ability Modifiers: +2 Intelligence, –2 Charisma. Elomin have trouble relating to other species, but they are exceptionally good at a number of intellectual pursuits.

Size: Elomin are Medium size, gaining no bonuses or penalties for their size.

Speed: Elomin base speed is 6 squares.

Impose Order: Elomin are exceptionally focused on order, and strive to ensure that their chaotic companions are in the place where they are supposed to be. Once per encounter, an Elomin can spend a swift action to allow each ally within 12 squares to move up to half that ally's speed as a reaction. This movement does not provoke opportunity attacks.

Logical Mind: Elomin gain a +5 species bonus to Will Defense against mind-affecting effects.

Languages: Basic and Elomin

Vineyard

Unlike Nyriaan's larger settlements, Vineyard is not designed around an ore processing facility. Established by House Melantha in 16 BBY, Vineyard is more akin to a place where colonials might take a holiday retreat, rather than a focal point for noble house profits. Despite its luxurious accommodations, Vineyard serves a singular purpose: to serve the Imperial aristocracy, such as it is, on Nyriaan.

Although Melantha's mining operations elsewhere on Nyriaan are profitable enough, the house leadership views cultivation of its Imperial ties as much more valuable. As such, Vineyard offers Imperial officers and their retinues a bright spot in an otherwise dismal landscape. Imperial clients are pampered, sometimes free of charge, but anyone with sufficient money and connections can make a reservation in Vineyard and experience the decadence that the Tapani nobility take for granted.

The concentration of high-level Imperials in Vineyard makes it a prime target for espionage and skullduggery during the Rebellion. A number of Alliance agents find work within the spa as servants and menial laborers, and even unaligned workers are willing to sell the secrets that fall unbidden from the lips of House Melantha's clients. Security is tight, of course, and covert maneuvers attempted in Vineyard must be made with great care.

Plot Hook: A high-ranking Imperial officer is taking an extended vacation in Vineyard. Local Alliance cells recognize a prime opportunity to hurt the Empire by taking out one of its most experienced officers. The heroes are tasked with gaining entrance to Vineyard so that they can either assassinate or capture the officer.

Madilon Mines

Although the surface of Nyriaan is by no means rocky, the boggy nature of the landscape gives way to solid bedrock after only a few meters. Madilon deposits have formed deep within this bedrock, and into these depths miners must descend if they are to pry the valuable alloy from the guts of the planet.

With few exceptions, the mines of Nyriaan are dank, dark, and dangerous. Although some are natural cave networks, the vast majority of mines are created by enterprising prospectors and corporate workers. Surface moisture seeps into the tunnels, making footing treacherous in even the best of conditions. The walls of the tunnels seem to sweat, and nothing remains dry for long. Unless properly protected against moisture, droid labor tends to corrode and malfunction within a short period of time. Even so, droids are occasionally used for mining, but organic labor is more economical and less likely to require constant maintenance.

Madilon veins are located in areas of high geothermal activity, so mines are often filled with noxious vapors and scalding steam. The heat of the planet seeps up to the soles of a miner's feet and courses out of the surrounding walls. The phosphorescent fungus of the surface is no less prevalent below, and it casts its eerie luminescence from wherever it can successfully take root. Conditions are cramped in newer mines, while older, more highly developed mines have large galleries where the rock has been blasted, drilled, or chipped away. Miners might remain underground for days or sometimes weeks at a time, depending on the richness of the mine's lode or the employer's concern for safety. The lucky few who have successfully staked and maintained private claims must still beware of claim jumpers, both criminal and corporate.

The largest of Nyriaan's mines are the domain of the planet's heavy hitters: the Corporate Sector, the Mining Guild, the Empire, and so on. These vast networks of laser-carved stone descend for kilometers into the bowels of the planet, and they grow hotter as they delve deeper. Lava flows and underground rivers of boiling water are constant dangers at such depths, and drilling into such a hazard can be deadly. Unstable strata can cause fatal cave-ins, and without the resources or incentive to rescue trapped miners, survivors of such accidents are rare.

Nyriaan and the Galaxy

Nyriaan is not the only planet with a supply of madilon beneath its crust. Many such worlds are scattered throughout the galaxy, each with its own reserve of the precious material. The majority of these planets are claimed or occupied by a single power, making them jewels that are otherwise inaccessible to other would-be mining interests. Nyriaan is such an object of contention because it is not controlled by a single power and is instead split between several.

ON NYRIAAN, MANY DARK DEALS TAKE PLACE BEHIND CLOSED DOORS.



Increasing the amount of madilon available on the galactic market affects its price throughout the galaxy. Although the difference in price might seem marginal on a per-unit basis, it becomes more significant as quantity increases and demand decreases. The price decrease is good for end users, such as hyperdrive and starship manufacturers, but bad for mining interests and speculators. Nyriaan's deposits of madilon are significant, so they will likely influence prices on the galactic stage for centuries to come.

Galactic powers respond by sending agents to Nyriaan to artificially influence the planet's rate of madilon production. The threat of outside forces creating temporary shortages or making the extraction process more costly by sabotage or theft is a constant worry for Nyriaan's colonists. In addition, other powers and mining interests attempt to use Nyriaan's natives against their competition, especially during times of crisis.

NYRIAAN TIMELINE

10,000 BBY: Madilon is discovered and becomes a principle component in hyperdrive production. Millennia pass before the true miniaturization of hyperdrive technology is realized, but the use of madilon allows manufacturers to construct more compact systems than ever before. Limited availability of the alloy restricts its use. However, deposits of madilon are found on several planets over the course of the following centuries.

4,129 BBY: The Luire system is discovered and surveyed by the Old Republic. Initial reports indicate that the Luire system is of little interest, and it is largely ignored.

4,067 BBY: The *Starveil*, a Republic-aligned civilian exploration vessel, is lost while performing a comprehensive study of the Luire system. The last communication from the *Starveil* indicates that the crew is planning to attempt a landing on the fifth planet in the system. Two rescue ships are dispatched to locate the missing *Starveil*, but the vessel is never found.

3,964 BBY: A short-lived Mandalorian outpost, Unity, is established on Caillte, the last planet of the Luire system. The Mandalorians use the facility for six years before mysteriously abandoning it.

3,957 BBY: The Sith take a mild interest in the Luire system following Darth Glovoc's vision that something of interest is concealed on the surface of the system's fifth planet. Glovoc takes command of the *Dying Sun*, an *Interdictor*-class warship, and he orders his crew to set a course for the Luire system.

3,956 BBY: As it surveys Nyriaan, the *Dying Sun* encounters several Republic cruisers that have stumbled into the Luire system. In the ensuing battle, three Republic cruisers are destroyed and the *Dying Sun* is critically damaged. Caught in Nyriaan's gravity well, the *Dying Sun*'s orbit slowly decays, and it eventually makes planetfall. Escape pods from the *Dying Sun* and from the Republic cruisers crash on Nyriaan, but none is ever heard from again.

NYRIAAN OF THE DISTANT PAST

Nyriaan is a paradise for enterprising geologists and climatologists, given its distinctive mineral deposits, geologic activity, and violent weather patterns. Taming the planet has become an obsession for the groups that desire control of its valuable resources. Most have sought to conquer Nyriaan through technology and perseverance. Others, however, seek to change the planet rather than bend to the restrictions it imposes upon them.

So far, research points to Nyriaan's distant past, when it was a world with a more habitable environment. Vast seas covered the planet's surface tens of thousands of years ago. Some manner of geologic upheaval or cosmic event caused the oceans to evaporate, forming the thick atmosphere that now envelops the planet. Scientists speculate that if the moisture in the atmosphere were to condense into rain, it would flood Nyriaan's surface. This change would destroy the world's ecosystem, not to mention most of its inhabited settlements, but researchers theorize that it would result in a more stable atmosphere.

3950 to 500 BBY: At least thirty vessels of various types are lost in close proximity to the Luire system. Local spacer legend proclaims that the space surrounding the system is haunted.

405 BBY: The Corporate Sector Authority establishes a small outpost on Caillte. Ostensibly, the outpost is a mining facility, but actually, it is a small scientific outpost used for testing questionable technology. During the construction of the Caillte facility, the Corporate Sector discovers the remains of a subterranean settlement that dates to the Mandalorian Wars.

403 BBY: A CSA scouting vessel, *Commerce*, disappears while attempting an orbital scan of Nyriaan. Corporate Sector survey ships confirm that the planetary atmosphere, combined with its magnetic field, makes conventional observation of the planet impossible. Additional CSA ships are dispatched to investigate the planet, but no significant discoveries are made. The *Commerce* is never seen again.

90 BBY: Two Republic-funded survey vessels, the *Locus* and the *Ardent Virtue*, arrive in the Luire system to conduct a five-year observation of the system's five gas giants. By this time, the Corporate Sector outpost on Caillte has been reduced to a skeleton crew of unfortunate employees sent there in lieu of disciplinary action.

87 BBY: The *Locus* loses power while scanning Nyriaan's atmosphere from orbit. The vessel founders and makes a controlled descent to the planetary surface. The *Ardent Virtue* attempts a rescue, but its initial attempts to contact the crew of the *Locus* are unsuccessful and two planetary shuttles are lost in the process.

86 BBY: The *Ardent Virtue*, with additional support from the Republic, constructs a primitive gondola that is tethered to the orbiting starship and lowered to the surface of the planet. Crews secure a planetside station for the gondola eight kilometers from the site of the crashed *Locus*. The wreckage of the *Locus* is found, but none of the surviving crew is found by the landing party. Crew from the *Ardent Virtue* conduct preliminary surveys of the planet from the ground and establish laser comm arrays to communicate directly with their ship.

85 BBY: Traces of madilon are found in soil and rock samples taken from Nyriaan. Although the *Ardent Virtue* attempts to keep the information a secret, the CSA research station on Caillte intercepts communications from the *Ardent Virtue*, and several members of the *Ardent Virtue*'s crew attempt to sell the information for personal profit. The latter half of the year sees a steady influx of survey and prospecting vessels into the Luire system, many of which unsuccessfully attempt landings on Nyriaan.

84 BBY: The CSA claims possession of the entirety of the Luire system, but is rebuffed by the Republic. In the lengthy legal battle that ensues, a planetary quarantine is enforced on Nyriaan, preventing vessels from attempting to land. Despite the quarantine, high levels of activity continue in the Luire system for the next three years.

LANDING ON NYRIAAN IS DANGEROUS FOR ALL SHIPS.



81 BBY: A Republic court rules that the CSA's only legally held property in the Luire system is Caillte. Nyriaan is opened for settlement, and all eligible parties (including the Corporate Sector Authority) are permitted to stake individual claims if they can establish permanent settlements on the planet's surface. Several settlements are established by updated gondola technology. Two of these settlements belong to House Reena, while one belongs to House Mecetti, both noble houses of the Tapani Sector.

69 BBY: The first laser transport arrays are established on Nyriaan by the Corporate Sector Authority, allowing properly equipped vessels to land on the planetary surface.

67 BBY: The specifics of laser transport array technology are leaked, enabling anyone to acquire and use the technology to land on Nyriaan's surface in relative safety. The CSA protests, accusing the Republic of stealing and leaking the data.

66 BBY: The Hyperspace Navigator's Guild presses the Senate to pass legislation requiring that bonded navigators assist with all LTA-assisted landings on Nyriaan. Despite Corporate Sector protests and accusations of legalized extortion, the bill passes in the Senate by a wide margin.

47 BBY: A coordinated uprising by Nyriaan natives wipes out a number of frontier villages and mining towns. Although the uprising is a response to a CSA-sponsored liquidation of a Nyriaanan settlement, it is made to look like an unprovoked attack.

43 BBY: The Nyriaanan clans negotiate a planetwide nonaggression pact with the Republic and various mining interests. Although the CSA attempts to stall the proceedings, a grudging peace descends upon the planet. Amar Cros, a Jedi Knight sent to negotiate the nonaggression pact with the natives, refuses to return to the Jedi Temple on Coruscant.

39 BBY: Through the machinations of the Mining Guild, the Trade Federation insinuates itself upon madilon exports throughout Mid Rim and Expansion Rim systems. Although intending to appear completely autonomous, the Mining Guild represents Trade Federation interests on Nyriaan in an attempt to drive up prices. The Corporate Sector Authority, helpless to react legally, attempts to undermine the Mining Guild. In response, the Mining Guild sabotages CSA ore transfer facilities.

36 BBY: The CSA violates mining agreements by prospecting on native Nyriaanan land. Hostilities between natives and settlers erupt once more, this time directed solely at the Corporate Sector Authority. Elements of the Trade Federation and Mining Guild quietly support the native insurgency.

30 BBY: The Year of the Luire Accord. By decree of the Senate, Nyriaan is divided into a number of regions, parceled out to groups based on their political and financial backing. In addition, Locus is cordoned off into sectors, and a planetary government, the Nyriaan Concord, is based there. Several reservations are also set aside to preserve the environmental purity of Nyriaan, such as it is, as well as to appease native Nyriaanan groups. As a result, native clans withdraw into Nyriaan's unexplored regions.

29 BBY: The Corporate Sector Authority initiates a massive immigration of indentured laborers, primarily Pa'lowicks. The Pa'lowicks are subject to many corporate abuses allowed by the contract arranged with them by the CSA. Within the year, every major settlement on Nyriaan is host to a Pa'lowick ghetto. Pa'lowicks who manage to free themselves from their corporate bondage establish the settlement of New Lowick.

22 BBY: The Clone Wars begin. Although no ally to the Trade Federation, the Corporate Sector Authority opposes the Republic. An uneasy truce between the Trade Federation and the CSA is established.

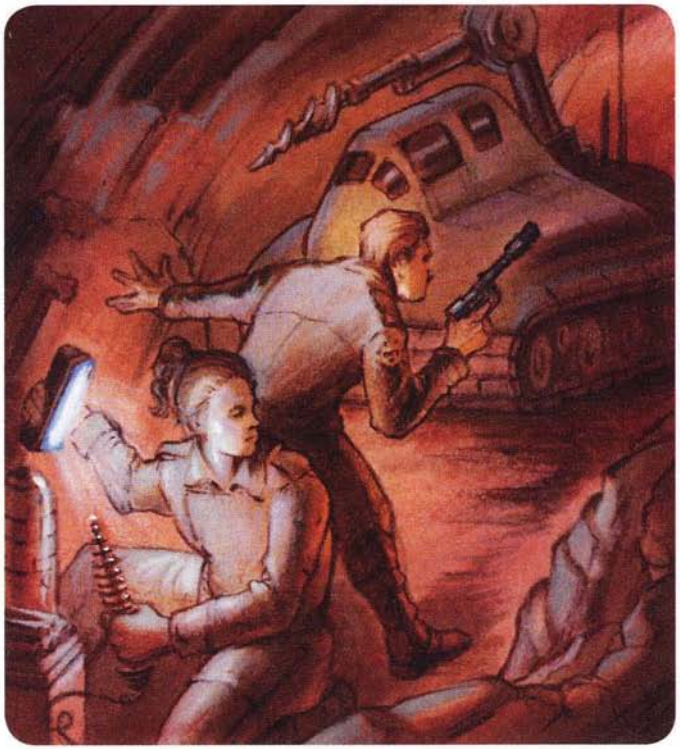
21 BBY: The Confederacy of Independent Systems wages what becomes known as the First Battle of Nyriaan. With support from elements of the Corporate Sector Authority, the Republic's holdings on Nyriaan are annexed and split between the Mining Guild and the CSA.

19 BBY: A combined Republic and Jedi strike force arrives in the Luire system, starting the Second Battle of Nyriaan. The fight is short, resulting in the defeat of the Confederacy of Independent Systems. Shortly after Republic victory is declared, the Emperor initiates Order 66 and all Jedi known to be in the system are killed.

17 BBY: House Melantha of the Tapani Sector nobility stakes a mildly profitable claim on Nyriaan.

13 BBY: The Empire begins construction of a massive ion shielding station just outside Locus.

MINING GUILD SABOTEURS



8 BBY: The Empire's first ion shielding station is completed. The station is capable of projecting a nearly limitless number of energy shields to protect starships from the effects of Nyriaan's ionosphere and magnetic fields. The Empire and the Mining Guild are able to begin Operation Cloudfall, which involves stripping the entire planet of all useful ore.

1 BBY: Rebel agents and their allies sabotage the Empire's ion shielding station. The sabotage is not nearly as effective as was hoped, and the station is operational again within three months.

2 ABY: Operation Cloudfall is neutralized by a Rebel Alliance-sponsored insurgency. Most of the Imperial operation's labor force consists of Wookiee and Mon Calamari slaves, most of whom are all too happy to bolster the local insurgency.

8 ABY: The New Republic offers to recognize the complete planetary autonomy of Nyriaan, as governed by the planetary natives. Offworld interests in Nyriaan's madilon exports rail against the offer. Nyriaan's native clans, although intrigued, are suspicious of the offer.

10 ABY: The Corporate Sector Authority legally challenges the New Republic for rights to elicit Nyriaan's independence, beginning a lengthy court battle that is never fully resolved.

26 ABY: The Yuuzhan Vong invade the Luire system and conquer Nyriaan. Nyriaan's atmosphere and magnetic field have no adverse effect on Yuuzhan Vong biotechnology, making their invasion that much easier. Yuuzhan Vong priests believe the planet to be blessed because of the resistance of its atmosphere to the Force. All mining operations on Nyriaan are destroyed. The native Nyriaanans watch quietly from the shadows, taking no side in the conflict.

29 ABY: Following the Second Battle of Coruscant, several Yuuzhan Vong refugees make their homes on Nyriaan. After a period of transition, the aliens are accepted as equals by Nyriaan's native clans.

31 ABY: The New Republic reestablishes the city of Locus and begins reconstruction efforts. These efforts include the repair of the Imperial ion shielding station.

38 ABY: Major mining operations are reestablished on Nyriaan's surface by the Corporate Sector Authority. Since the CSA avoided invasion by the Yuuzhan Vong, they are economically and industrially solvent enough to rebuild their old facilities and continue their former operations unhindered.

41 ABY: The New Republic's ion shielding station is completed. Although a number of technical problems arise, the station is fully operational by the end of the year.

Landing on Nyriaan

One vexing problem for prospectors and settlers is the simple matter of landing on the surface of Nyriaan. Many starships are lost to the planet's unique combination of ionosphere and magnetic fields, and career spacers consider Nyriaan to be bad luck. When the *Locus* is lost and the *Ardent Virtue* comes to her rescue, the first practical landing on Nyriaan is performed by a jury-rigged gondola system. Later, when the planet is opened to prospectors, the Corporate Sector introduces a more efficient, albeit more dangerous, system that employs laser arrays.

Gondolas

The first method used to reach the surface of Nyriaan—other than crash-landing—is a gondola. The theory behind the gondola is simple enough: a ship, station, or vessel in a stationary orbit lowers a cable system to the planetary surface. Once the cable is properly anchored on the planet, transports are attached to it and cycled to and from the planetary surface with relative ease. Tethered transports can be small starships or simply pressurized cargo containers.

Because of Nyriaan's strong magnetic field, successful deployment of a gondola requires that the deploying vessel's orbit is high enough to avoid the planet's magnetic interference. Although this distance varies based on a number of factors, the minimum orbital distance between Nyriaan's surface and an orbiting vessel is 900 kilometers.

A Republic attack shuttle receives sheilding before landing on Nyriaan.



Although the gondola system functions and continues to remain in use, it is impractical for a number of reasons. The physical requirement of providing nearly 2,000 continuous kilometers of strong cable is the first obstacle. In addition to the cable requirement, a suitable anchor must also be secured beneath the planet's surface. The speed at which such a contraption can convey containers to and from the surface is limited, and averages from four to five hours per trip. Multiple containers can be conveyed simultaneously, but this procedure requires precise timing. Other issues, such as Nyriaan's tempests, create additional dangers. Even minor storms in the planet's atmosphere increase the risks of using a gondola system.

Gondolas have been compared disparagingly to low-tech skyhooks. Although skyhooks have been considered as an alternative on Nyriaan, the power requirements and the inevitable disruption of those systems by Nyriaan's atmosphere and magnetic fields made the technology unsuitable for use on Nyriaan.

Laser Transport Arrays

Recognizing the limited capability of gondolas for transporting materiel and personnel to and from Nyriaan's surface, the Corporate Sector Authority devises laser transport arrays as an alternative. Nyriaan's thick atmosphere prevents most light from reaching the planetary surface, but a narrow band of wavelengths manage to penetrate the world's thick cloud cover. Powerful lasers attuned to such wavelengths can easily pierce Nyriaan's atmosphere.

Such lasers are used to communicate with facilities on Nyriaan's surface shortly after its initial settlement. The CSA takes the technology one step further with the development of laser transport arrays—or LTAs. Starships equipped with a laser acquisition system (LAS) can lock on to the beams produced by LTAs and follow them to the planet's surface in relative safety. A safety corridor of two laser beams (one outgoing and another incoming) is required for the system to work effectively. Laser acquisition systems, expensive and largely unnecessary away from Nyriaan, are usually rented and affixed to starships in orbit at exorbitant prices.

Traveling to and from the surface of Nyriaan in this manner is not without risk. The majority of a starship's systems, including computer systems and sensors, must be powered down during the journey, and only the most basic control systems can be active to minimize the risk of ionization. Additionally, sublight propulsion systems can operate only at their lowest power settings, making a slow ride, with no margin for error on the part of the pilot.

Despite the relative safety of the process, mistakes and accidents happen all too frequently. If either of the laser transport arrays malfunction or shut down during a flight, accurate avionics data (such as altitude, speed, or heading) are unavailable. And the minimal shipboard systems required for flight are subject to the whims of Nyriaan's magnetic fields and ionosphere. Such malfunctions, while rare, are nonetheless dangerous.

Laser transport array technology is among the CSA's most prized secrets during the early days of Nyriaan's colonization, but the plans for the system are eventually stolen and disseminated. The Corporate Sector immediately blames Republic espionage for the leak, but no proof of the Republic's involvement in the scandal is ever produced. Some suggest that elements within the CSA leaked the technology for profit, an allegation that the Corporate Sector vehemently denies.

With laser transport arrays seeing widespread use in the Luire system, the Republic soon steps in to regulate use of the technology, initially arguing that LTAs are a form of safety equipment, the malfunction or misuse of which could result in disaster and loss of life. Not surprisingly, the legislation is supported by the Hyperspace Navigator's Guild, a body that had lost a great deal of its once far-reaching power. With enough money, senatorial votes are bought and paid for. Soon afterward, regulations stipulate that a bonded navigator must be aboard any ship that attempts a descent or ascent by LTA technology. Navigator's fees, of course, are payable prior to services being rendered.

Landing by Laser Transport Array is somewhat more difficult than a normal landing given the lack of sensor data, reduced engine power, and the sluggishness of the controls due to a decrease in the effectiveness of starship control surfaces. A typical orbit to surface landing by LTA requires a DC 15 Use Computer Check followed by three consecutive DC 15 Pilot checks. Failing the Use Computer check indicates a LTA problem that must be corrected before landing or takeoff can occur. Failing any of the Pilot checks results in a cumulative DC increase of +5 on all remaining Pilot checks for that specific landing, and failure of the third check results in a crash-landing.

Shielding Stations

One of the most hotly contested technologies on (or more appropriately, above) Nyriaan are the shielding stations. Starting around the time of the Clone Wars, these orbital space stations use experimental shield projection technology to sheath ships in a special shield that is capable of withstanding the ionic forces of Nyriaan's atmosphere. Using the same technology that will later be developed into off-ship combat shielding by Lando Calrissian, these shielding stations guarantee a ship safe descent into the atmosphere thanks to powerful shield projectors that use the station's own reactor to power them. This means that the shields are harder for the ion storms in the atmosphere to interrupt them, and guarantees a smoother and safer ride to the surface. Though the technology isn't perfect and accidents happen, it is by far the safest way to descend onto the surface of Nyriaan.

When a ship with proper authorization approaches Nyriaan, they enter a queue of ships awaiting remote shielding before descent onto the planet. Not just any ship gains access to this service; only those approved by the planetary government are given such a privilege, and it is believed that non-government starships must pay an exorbitant "shield license fee" to the right government office, a sum of 50,000 credits which is believed by most to be a semi-legitimate bribe. The government periodically awards temporary shipping licenses to vessels doing government work, and corporate vessels usually have such a license as a matter of common operation around Nyriaan. Once a shielding station license is held by a ship, it can request off-ship shielding for descent onto the planet. Unfortunately, the return trip back up to orbit must use the other means available, but even a one-way safe trip onto Nyriaan is worth the high price.

Nyriaan's shielding stations are a prized commodity, and are almost constantly a main source of contention between the factions that rule Nyriaan. Fortunately the stations are also extremely valuable to invader and defender alike, meaning that when outside forces attack the planet they almost always take the shielding stations intact. On at least one occasion, the commander of a shielding station ordered it to be destroyed via self-destruct system rather than let it fall into enemy hands, but the station was quickly replaced once the planet was once again freed.

Skill Challenge: Blind Descent

Should the heroes attempt to make a blind descent into Nyriaan, there is a significant chance that they will not make it down safely. The descent is tough, even for veteran pilots, and the risk of failure also brings with it the promise of a crash landing. However, if the heroes are foolhardy (or simply desperate) enough to attempt a blind descent into Nyriaan without the advantage of any of the planet's normal technology, use the skill challenge below to determine the outcome of their descent.

CL 12

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Mechanics [DC 31]: While the ship makes its descent, heroes aboard the ship can make Mechanics checks to boost power to shields and internal system buffers, reducing the chances that the ship will suffer a blackout during its approach.

Perception [DC 31]: The heroes can use Perception to watch out for stray bolts of energy discharging through the atmosphere, warning the pilot when it looks like things are going to get rough up ahead.

Pilot [DC 26]: The pilot of the ship can try to bring the vessel down on a safe course using instinct and natural skill to guide the craft.

Use Computer [DC 21]: A hero can use the Use Computer skill to calculate trajectories, anticipate wind and energy discharge powers, and try to boost sensors to provide the pilot with at least some data with regards to their descent.

Use the Force [DC 35]: Force-sensitive heroes can use the Use the Force skill to sense danger in the descent, but the strange atmospheric effects of the planet make this a tricky proposition at best.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Catastrophic Failure: If a hero fails a skill check by 10 or more, the heroes accrue two failures instead of one.

Degrees of Failure: The final outcome of the skill challenge depends on the number of failures accrued during the entirety of the skill challenge.

Second Effort: Whenever the heroes accrue a failure, they can choose to instead have their ship move –1 persistent step down the condition track, and turn that failure into a success.

Success: When the heroes have achieved their eighth success in the skill challenge, they make it safely to the ground. However, depending on the number of failures they have accrued (and the number of times they had to use the Second Effort challenge effect), their ship may not be in very good condition.

Failure: Each time the heroes accrue a failure, their ship ends up landing more and more off-course. Each time the party accrues a failure, their ship takes 5d10×2 damage. If the challenge ends with 1 failure, the ship lands 1d10 km off-course. If the challenge ends with 2 failures, the ship lands 3d10 km off-course. If the heroes fail the skill challenge, the ship crash lands 5d10 km off-course, and the ship is automatically reduced to 0 hit points. The heroes take each take 3d10×2 damage from the crash.

Nyriaan and the Force

Force-users are consistently confounded by the interference they receive when using Force powers in the vicinity of Nyriaan. The first Force-user to notice this phenomenon is Darth Glovoc, and Jedi from the Republic later rediscover the phenomenon. To be clear, Nyriaan does not prevent use of the Force. Powers used on the surface of the planet work normally, as do those used in space outside the planet's magnetic field. However, attempting to use powers through the atmosphere invariably fails. Jedi hypothesize that the planet's atmospheric conditions are to blame, although this theory has not been confirmed. Nyriaan's tempests also cause difficulty for Force-users within close proximity of the storms.

Assume that any Force power used by an individual on Nyriaan's surface against a target outside Nyriaan's atmosphere automatically fails, and vice versa, including powers of extrasensory perception, such as sense Force and farseeing, as well as any attempts at telepathy or other forms of communication. Essentially, Nyriaan's atmosphere is considered to be Force null.

Use of the Force on the planet is somewhat less restricted, although still difficult, and is dependant largely on atmospheric conditions. Whatever causes this interference, it makes no distinction between light-side and dark-side powers; all are penalized equally. During calm weather conditions, which are rare during most of the planetary year, Force powers can be used on Nyriaan with no penalty. During inclement weather, which is common throughout the year, the DC of any Force power increases by 5. During strong storms, including low-end tempests, the DC modifier is +10. The strongest of Nyriaan's tempests result in a maximum of +15 to the DC of any Force power.

The Reasons Why

No one is sure why Nyriaan's atmosphere affects the Force powers. Scholars believe that it is a combined result of the planet's ionosphere and magnetic field. Others theorize that a heretofore undiscovered lifeform or sentience lives within the atmosphere and impedes or intercepts the use of Force powers. Disciples of Darth Glovoc believe that something within Nyriaan is to blame.

Despite the difficulties experienced by Force-sensitive individuals on Nyriaan, Force sensitivity remains a valuable talent. Mundane surveillance devices on Nyriaan are only slightly more useful than dianoga waste, so Force-users who want to sell their services as living listening devices can turn their talents to a profitable, if dangerous, profession.

Ecology

Animal and plant life on Nyriaan evolve to survive efficiently in the planet's harsh greenhouse environment. The majority of animal life is amphibious, despite the fact that large bodies of water are a rarity. A plethora of small insectoid species have also been documented, many of which are parasitical. The native amphibians possess slimy hides and/or bioluminescence. Many of Nyriaan's native lifeforms extract needed moisture, as well as some nutrients, from the thick fog that covers the planet.

Most of Nyriaan's animal species are small—often no larger than gorts—and subsist easily in ponds or small pools of standing water. The few large species present are nomadic, traveling in herds. Such animals include the herbivorous lluma and small prides of the omnivorous pherin, which are constantly stalked by packs of chlovi cats.

Nyriaan's animals are typically amphibious, and its plant life is fungal. Much of the flora is low-lying, growing on any damp surface and collecting nutrients from the omnipresent fog. Despite the violent storms that crisscross the planetary surface, a number of treelike fungi grow to exceptional heights, enabling them to exploit the high winds to spread their spores.

Like Nyriaan's fauna, much of the fungus generates dim levels of bioluminescence and phosphorescent light, lending a ghostly ambiance to the mist-shrouded landscape. Many species of fungus are capable of growing upon nearly any surface, so structures, vehicles, and even clothing can develop beds of fungi that grow from hitchhiking spores. Although most are harmless, a few indigenous funguses are actively parasitic and can be crippling or deadly if allowed to grow upon an individual's skin unchecked.

Common Animal Species

The following three species—lluma, pherin, and chlovi cats—are indigenous to Nyriaan. Although hundreds of thousands of other animal species have evolved on Nyriaan, these are the most commonly recognized creatures on the planet.

Lluma

The lluma are a large, long-limbed species that roams the surface of Nyriaan in herds. They are herbivorous, grazing on a wide variety of fungi as they roam. Lluma herds typically consist of at least twenty individuals, although as many as two hundred roam Nyriaan's equatorial regions in larger herds. The creatures are considered a delicious staple of the local menu, and some of the smaller herds have been hunted to death by colonists and settlers.

Lluma are hermaphroditic and are able to assume one of three genders depending on the composition of the herd and the season. A single bull usually protects the herd, although large herds can have several. Fertile females, also known as cows, make up about twenty percent of any given herd. They mate continually with the bull, storing fertilized eggs in large pouches until the young hatch. The remaining eighty percent of the herd maintain a neutral gender, neither male nor female. The purpose of these neuters is not completely clear, but they seem to perform a protective role by surrounding fertile males and females as the herd travels.

Biologists study lluma because the species seems to have an innate reliance on the violent tempests that wrack the planetary surface. Lluma herds follow in the paths of prior tempests, sometimes changing direction when their route intersects the path of another tempest. Scientists hope that research into this behavior yields clues that might help to predict future tempests.

This large amphibian is covered in a slimy gray-brown hide. Two lines of green bioluminescent spots, which start just behind its bulbous eyes, pulse along either side of its prominent backbone. It possesses a long, curving neck, four long knobby legs that end in four-toed feet, and a short, stubby tail.

Lluma CL 7
Large Beast 8
Init +5; **Senses** darkvision; Perception +11

Defenses Ref 14 (flat-footed 13), Fort 16, Will 12
hp 84; **Threshold** 21

Speed 8 squares
Melee trample +8* (1d6+16) or
Melee trample +10* (1d6+20) with Powerful Charge
Base Atk +6; **Grp** +18
Atk Options Bantha Rush, Power Attack, Powerful Charge

Abilities Str 24, Dex 12, Con 22, Int 1, Wis 14, Cha 6
Feats Bantha Rush, Power Attack, Powerful Charge
Skills Perception +11
** Includes 5 points of Power Attack*

Lluma Tactics

Lluma prefer to flee rather than fight, although lluma bulls protect their herds violently if provoked. Cows can also become violent when their young are endangered. In either case, lluma of any gender charge and trample enemies, crushing them until they exhibit no sign of life.

Pherin

Pherins are omnivores of Medium size. They are as close to being genuinely sentient as any other species native to Nyriaan. A pherin is froglike, with four spindly limbs, knobby joints, bulbous eyes, and a wide, tooth-lined mouth. Two or more pherin families might travel alongside a herd of lluma, competing—and occasionally feuding—with other groups of pherin for resources and food.

Pherins have been known to use rudimentary tools, including improvised melee weapons and thrown stones. They are curious to a fault, and many meet violent ends after wandering into a prospecting town or other settlement. Like the lluma they follow, pherins can assume one of three genders,

seemingly at will. Family units consist of equal numbers of males and females, with neuters making up between ten and twenty percent of the population.

The creature is Human-sized, but its form is distinctly alien. Long, spindly limbs with large, knobby joints protrude from its body at seemingly random angles. Its wide head is squat with two bulbous eyes that look about independently. A series of blue-green spots produce a dim glow along the creature's abdomen.

Pherin **CL 3**
Medium Beast 4
Init +4; **Senses** darkvision; Perception +4

Defenses Ref 14 (flat-footed 12), Fort 11, Will 12
hp 26; **Threshold** 11

Speed 6 squares
Melee slam +3* (1d4+8) or
Melee bite +6 (1d6+5)
Base Atk +3; **Grp** +6
Atk Options Power Attack

Abilities Str 16, Dex 14, Con 12, Int 2, Wis 14, Cha 10
Feats Power Attack, Toughness
Skills Acrobatics +9
**Includes 3 points of Power Attack*

Pherin Tactics

Pherins attack en masse, disabling targets that seem dangerous or especially intimidating before moving on to less-capable prey. Although they are peaceful and rarely attack unless provoked, they are nonetheless capable of spontaneous violence if given the opportunity. Male pherins are more likely to attack than females, with neuters being especially aggressive if their family unit is threatened.

Chlovi Cat

Chlovi cats, which are not feline at all, reside at the top of Nyriaan's food chain. They have been responsible for hundreds of deaths in mining towns across the planet. Settlers on Nyriaan shoot chlovi cats on sight rather than risking the danger that they represent. Unfortunately for Nyriaan's colonists, chlovi cats have learned to predict the movements of their prey and attack from ambush rather than attempting direct assaults.

Named after a species of fungus that grows across Nyriaan's surface, chlovi cats are small amphibians with long, sinewy bodies and glistening skin that changes color from black to steely gray. Like other species on Nyriaan, they create bioluminescence, which they use for mating displays and rudimentary communication while hunting. A chlovi cat's primary weapons are its wide maw filled with needlelike teeth and four sets of wickedly curved claws.

CHLOVI CAT



Despite their small size, a pack of chlovi cats can bring down a full-grown Iluma bull. They prefer to eat young Iluma and pherins, although chlovi cats that have tasted Human flesh prefer it to their natural staples.

This amphibian is the size of a large dog and has a long, sinewy body. Its skin glistens with a slimy coating and changes color as the chlovi cat creeps through the fungal underbrush.

Chlovi Cat **CL 5**
Small Beast 6
Init +6; **Senses** darkvision; Perception +6

Defenses Ref 17 (flat-footed 14), Fort 12, Will 14
hp 33; **Threshold** 12

Speed 8 squares
Melee 2 claws +4 (1d3+3) and
bite +4 (1d4+3) or
Melee 2 claws +2 (2d3+3) with Rapid Strike
Base Atk +4; **Grp** +2
Atk Options Rapid Strike
Special Actions Coordinated Attack

Abilities Str 10, Dex 16, Con 13, Int 2, Wis 16, Cha 8
Feats Coordinated Attack, Improved Defenses, Rapid Strike (claws)
Skills Stealth +16

Chlovi Cat Tactics

Chlovi cats use pack tactics, communicating with their pack mates through a combination of bioluminescent displays and croaking calls. They swarm over targets in groups of three or more, biting and clawing in an attempt to disable their prey. Once the prey is disabled, the rest of the pack converges on the victim.

Common Plant Species

The number of different plant species on Nyriaan is staggering, and fewer than five percent have been identified by scientists. However, a number of these fungi are notable.

Chlovi

One of the most common of Nyriaan's plant species is the chlovi, a large fungus that grows in large, spiraling patches all across the planet's surface. It is edible and, having become an important part of the local cuisine, is considered a delicacy. Attempts to cultivate chlovi have varying degrees of success. Problems in the chlovi's development arise when the fungi produce spores. Some growers hypothesize that chlovi depends upon interaction with the predatory chlovi cats, which use patches of the fungus as hunting and nesting grounds. The specific connection between the two is yet to be determined.

Chlovi grows in spiral formations, with individual plants consisting of oblong brown bodies with brightly colored phosphorescent red and orange gills that produce spores.

Falsin's Rot (CL 7)

Named after the fungus's first recorded victim, Falsin's rot is a much-feared parasite that is rare in Nyriaan's more civilized locations. It begins as a spore that can take root anywhere on a subject's skin, although infections usually begin on the extremities. Painful, itching lesions form as the fungus multiplies, spreading along the limbs and onto the victim's torso and abdomen. If left alone, Falsin's rot consumes a subject in less than a standard week.

Although deadly in the earliest days of Nyriaan's colonization, Falsin's rot can be treated and cured. Treatment consists of applications of salves concocted from combinations of local flora and standard medicinal compounds, such as bacta. If treated early, few signs of the infection remain. Victims of advanced cases exhibit severe scarring, with the worst cases resulting in limb loss.

When a character is exposed to Falsin's rot, make an attack roll (1d20+10) against the character's Fortitude Defense. If the attack roll succeeds, the character takes 1d8 points of damage and moves –1 persistent step on the condition track (see page 148 of the Saga Edition core rulebook). This attack occurs again each day that Falsin's rot remains untreated. Furthermore, a character who remains at –3 steps on the condition track for two days as a result of Falsin's rot permanently loses the use of an affected limb. Treatment requires a successful DC 20 Treat Injury check.

Meadlin's Tree

The largest fungi on Nyriaan are known as Meadlin's trees, after the Ithorian botanist who discovered them. Meadlin's trees regularly grow up to sixty meters tall, with some specimens in the unsettled regions of Nyriaan reported as twice as tall as that. Individual fungi grow and twine and merge together, forming complicated networks that resemble large root formations that span several kilometers. Spherical bioluminescent spore buds grow from Meadlin's tree outcroppings, and provide dim blue illumination.

Within the caverns and canyons of the largest networks of Meadlin's trees, natives of Nyriaan traditionally make their homes. Native communities care for the trees, directing their development and using the fast-growing branches and boughs to form defensive emplacements and living spaces.

Nyriaan Spice

One of Nyriaan's most recent contributions to the galactic fringe is known as Nyriaan spice. It begins as a low-lying fungal weed called mire nettle. When properly processed, mire nettle is transformed into a powerful narcotic stimulant that enhances awareness and provides an unparalleled euphoric experience. Natives of Nyriaan have long used mire nettle as a mild intoxicant. Pharmaceutical interests in the medicinal potential of the fungal weed ultimately lead to distilling the active ingredients into a powerful form of spice. Although it has yet to make much of an impact on the galactic drug trade, Nyriaan spice is gaining a momentum as Black Sun and the Hutt kajidics experiment with it in the Inner and Outer Rims.

When imbibed, Nyriaan spice provides an instant second wind, moving the user +1 step on the condition track and granting a +5 bonus to his or her damage threshold for 1 hour. In addition to the usual effect, Force-sensitive characters who are exposed to Nyriaan spice gain a +5 bonus to Use the Force checks made in conjunction with the farseeing Force power. When the effect of Nyriaan spice wears off, users lapse into near catatonia, resulting in a –5 penalty to Wisdom for 4 hours.

Tempest's Blessing

One of Nyriaan's notable parasitic fungi is referred to by planetary natives as tempest's blessing. The fungus, which is a fine gray dust that adheres to exposed skin, lives in symbiosis with its host organism. Natives apply tempest's blessing spores to their bodies as part of a purifying ritual. Application of the fungus results in a distinctly unpleasant body odor, loss of body hair, and a two-fold increase in the normal requirement of ingested liquids.

Tempest's blessing increases the visual acuity of its host organism, granting darkvision for as long as the fungus is present and growing on the host's body. Bathing and scraping the body removes the fungus, although the process is uncomfortable. In addition, tempest's blessing cannot survive in white light, and prolonged exposure—one hour or more—to such light kills the fungus, as well.

Government Authority

Nyriaan is ruled by a governing council that oversees the planet's bureaucracy. The governing council consists of four representatives from various factions. The Mining Guild and the Corporate Sector Authority each have a permanent seat on the council. In addition, one seat is held by a member of a noble house, and this seat is hotly contested by nobles from across the galaxy. Nobles from the Tapani Sector have traditionally held this seat the longest, although from time to time a noble house from the Core Worlds will assume control of the council seat for a time. This seat is appointed by the three other members of Nyriaan's governing council and usually falls to the house that bribes the right people or fits in with the council's plans the best. The final seat on the governing council is always held by a member of the reigning galactic government. The other factions on Nyriaan are happy to share control of the planet with the galactic government, because this prevents that government from trying to seize control of Nyriaan by force.

The governing council, called the Council by the locals, oversees the highest levels of the planet's government. Beneath the Council is a bureaucracy that enacts the Council's decrees. Each major settlement on Nyriaan has its own bureaucratic system that reports to the Council and its bureaucracy, creating a tree of authority that stretches across the planet. Although this decentralizes the Council's power, it also means that no one faction or government office ever has too much power. Some members of the Council have tried to consolidate power in the past, but their power grabs have been short-lived as other Council factions opposed their efforts.

Law Enforcement

Law enforcement on Nyriaan is not a function of the government bureaucracy. One faction holding a Council seat is required to provide a private security force to police the planet. While this may seem as if it puts a single Council seat in a position of great power, it is also a significant drain on that seat's resources, as bringing in a private security force (and keeping it supplied) is no easy task on Nyriaan. Every five years, a new seat is chosen by the Council to provide planetary law enforcement, and no seat can hold this responsibility twice in a row. However, during the two decades when the Empire is at its height, the Council enacts a special decree that allows the Empire to provide planetary security for the duration of the Emperor's reign (a necessary concession after the Moff sitting on the Council threatened to invade the planet by force if the measure was not passed by the Council).

The Factions of Nyriaan

Over the years that Nyriaan is in the sights of the galaxy, it does not always play an important role in the galactic economy. Once its bounty is discovered, however, Nyriaan becomes a coveted asset to be controlled. Unfortunately for the most powerful factions with interest in Nyriaan, their attempts to garner complete control of the world are met with opposition on many fronts.

The Natives of Nyriaan

Humans have populated Nyriaan for at least four thousand years, perhaps longer. The original colonists are the crew of the *Starveil*, a Galactic Republic exploration vessel that crashes on the planet. Because of the ion storms in the planet's upper atmosphere, they are unable to leave the planet even after repairs are made to the ship. The *Starveil* crew's descendants go native and survive through a combination of ingenuity and determination. From a starting population of 52 individuals, their numbers grow over the millennia through childbirth and through the addition of other groups of survivors to their population.

Nyriaan's current native population is unknown, but authorities estimate it to be anywhere between 1,200 and 2,000 individuals living in small communities. In truth, the figure is much larger. Although they have been confined to Nyriaan for generations, the planetary natives are biologically Human. Minor evolutionary changes are evident, such as their adaptation to the darkness prevalent on the planet's surface. Their spoken language is a mixture of High Galactic and Basic that has been combined into a unique colloquial dialect. Referred to as Nyriaanan by locals, the language is easily learned by anyone who speaks Basic and has a passing familiarity with High Galactic. Likewise, Nyriaanans easily learn Basic once exposed to it.

New Species: Near Human (Nyriaan Native/ Nyriaanan)

The Human natives of Nyriaan, also known as Nyriaanans, appear at first glance to be of typical Human stock. Their skin is pale and their eyes are well suited to Nyriaan's dim light. Nyriaanans are stocky, although a good deal of variation exists in body types depending on an individual's clan or tribe. Nyriaanans are distrustful of outsiders, and they see settlers, colonists, and prospectors as competitors for Nyriaan's resources. They despise corporate interests above all, because they fear that their planet might be destroyed in the pursuit of an easier way to procure madilon.

Nyriaanans divide themselves along family lines into hundreds of different clans. Some are nomadic, wandering the waterlogged plains of their homeworld, while others inhabit the same groves of Meadlin's trees that their ancestors settled centuries, or even millennia, before. They are a peaceful people, but the natives are easily angered by offworlders that care more for turning a profit than for honor or integrity.

Although they are not technological in nature, Nyriaan's natives foster the technology of their ancestors as well as adopt newer technology as they acquire it. In fact, Republic anthropologists that have come to Nyriaan to study the native clans are surprised by how the Nyriaanans manage to maintain and continue to utilize Old Republic technology. For natives, everything has a use, and keeping the artifacts of yesteryear in good working condition honors one's ancestors.

Nyriaanan Species Traits

Nyriaanans share the following species traits:

Ability Modifiers: +2 Wisdom, –2 Charisma.

Size: Nyriaanans are of Medium size, gaining no bonuses or penalties for their size.

Speed: Nyriaanan base speed is 6 squares.

Bonus Class Skill: Survival is always considered a class skill for Nyriaanans.

Bonus Feat: Like their Human ancestors, Nyriaanans are versatile and gain one bonus feat at 1st level.

Low-Light Vision: Nyriaanans ignore concealment (but not total concealment) from darkness.

Languages: Nyriaanan.

The Sith on Nyriaan

During the Jedi Civil War, a brief but violent battle takes place in the Luire system. When the debris clears, the Galactic Republic has successfully dealt a killing blow to the *Dying Sun*, a Sith *Interdictor*-class warship. The Republic never considers why the Sith are in this largely ignored area of space and assumes that the enemy vessel was merely avoiding discovery by hiding in a remote system. The *Dying Sun* is eventually pulled into Nyriaan's gravity well, and it breaks up into several pieces as it tumbles to the planet's surface. A number of these pieces endure the crash, and perhaps even more miraculously, a handful of the *Dying Sun*'s crew manages to survive as well.

Although their population has never been significant, the surviving Sith pull together under the ruthless leadership of Darth Glovoc, their captain, and survive the hardships of Nyriaan. Over the millennia the Sith become twisted and inbred, biding their time until they are able to shrug off Nyriaan's shackles and fight the Jedi once more. The Sith occasionally encounter other Nyriaan natives, upon whom they prey mercilessly, but they are mostly content to subsist on their own in relative seclusion.

Darth Glovoc goes into suspended animation within an oubliette, initially awakening every hundred years or so to take stock of his people and their progress. His episodes of consciousness grow less and less frequent as the millennia slowly pass until he is worshiped as a sleeping god, the Dying Sun, by the depraved descendants of his crew. After the colonization of Nyriaan, his sleep becomes fitful and restless. The creatures that serve Darth Glovoc's sleeping form try to awaken him, but to no avail. If he finally regains consciousness, he doubtless brings his servants together to venture out in search of conquest beyond the murky prison of Nyriaan.

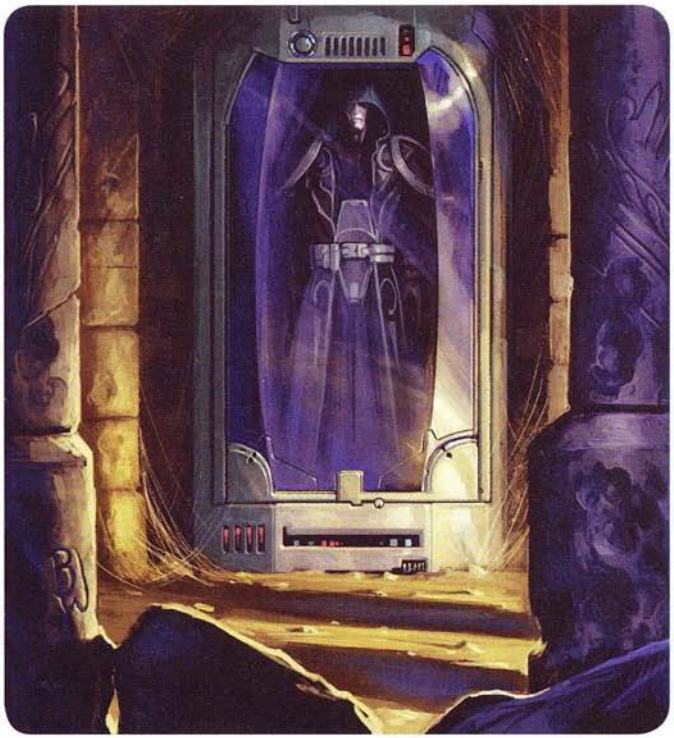
The Old Republic Era

During the years of the Old Republic, Nyriaan is little more than a turbulent blip on the sensor screens of anyone who chances to pass through the Luire system. Given the lackluster first impression that the system makes on passersby, that Luire serves as little more than an occasional battleground during the many wars between the Old Republic and the Sith Empire is hardly surprising.

The Galactic Republic

The earliest reports of a Galactic Republic survey vessel entering the Luire system date back to 4,129 years prior to the Battle of Yavin. The survey finds little of interest in the system and marks it as such. From that point onward, Luire is rarely visited by Republic-aligned forces. Civilian prospectors and criminals, especially pirates, find occasion to enter the Luire system, but they rarely stay long.

DARTH GLOVOC



In 4,067 BBY, sixty-two years after the system is initially surveyed, the *Starveil*, a civilian exploration vessel partially funded by the Galactic Republic, arrives in the Luire system. The *Starveil*'s purpose is officially declared to be exploration with a focus on finding alien life, yet Republic records of the ship's findings are sketchy at best. The captain of the *Starveil*, Bethanie Melan, holds the rank of commander in the Republic Navy prior to her resignation and subsequent attachment to the Starveil Project. No official explanation is ever given for her departure from the Navy, nor is her commission ever officially listed as being terminated.

The truth of the Starveil Project, although never revealed to the public, is that it is searching for the remains of a highly secret and experimental Republic Navy vessel that is reported lost in the vicinity of the Luire system. Beginning with the planets closest to Luire, the *Starveil* conducts a thorough scan of the entire system in an attempt to locate the remains of the mysterious experimental vessel.

The results of the scans remain inconclusive until the *Starveil* approaches Nyriaan. Nyriaan's magnetic and atmospheric anomalies prevent successful orbital scans, forcing Melan to attempt a landing upon the turbulent world to get a first-hand look. Melan's last communication to the Republic reveals her intention to land, as well as her suspicion that her crew might not be able to leave the planetary surface once they make their landing. After this communication, the *Starveil* is never heard from again.

Following the *Starveil*'s disappearance, the Republic sends a pair of rescue ships to the Luire system. The ships orbit Nyriaan, but neither attempts to make planetfall at the commanders' discretion. The final report of the rescue vessels lists the *Starveil* as being lost due to Nyriaan's magnetic field, and all crew are officially listed as dead.

The final report could not be further from the truth. Although the *Starveil* does crash on Nyriaan, most of the crew, including Bethanie Melan, survives the crash. The *Starveil* survivors become the first of Nyriaan's colonists and form the basis for the planet's native population, which plays an important role in Nyriaanan politics in the centuries to come.

The Mandalorians

Mandalorian interest in the Luire system is brief and restricted to the system's seventh planet, Caillte. A tiny outpost, dubbed Unity, is established on Caillte in the last months of the Mandalorian Restoration. To avoid detection, the settlement is concealed beneath the rocky crust of the barren planet. Although it is intended as a forward supply post, Unity becomes something more in the early years following the Mandalorian Wars.

Feruun Lern, a Mandalorian crusader who is highly regarded by his fellow clansmen, establishes his dominance on Unity shortly after the outpost is founded. Although Unity is intended to supplement the Mandalorian advance into the Mid Rim and beyond, Lern invites others to join him, both to rediscover the warriors within themselves and to establish themselves as new warriors within the Mandalorian movement. Many of these revitalized Mandalorians, along with Feruun Lern, leave Unity and join their brothers at Malachor V.

When the Mandalorians are defeated at Malachor V, Lern and his surviving comrades return to Caillte for a short time. In his absence, the outpost is stripped by Neo-Crusaders and other Mandalorians who have chosen to abandon their warrior heritage. As the Jedi Civil War rages, Lern and his followers, viewed as staunch traditionalists, leave Unity and join with Canderous Ordo. Together they seek glory in death during the Dark Wars against the Sith. Although some survive, Lern and most of his clan lose their lives.

Without the Mandalorians, the Unity outpost remains empty and forgotten beneath Caillte's surface until its dusty corridors are rediscovered by the Corporate Sector Authority in 405 BBY. Although much of what remained following the Mandalorian Wars is lost, enough remains behind to whet the CSA's appetite for forgotten technologies and techniques of war.

The Sith Empire

Darth Glovoc, self-proclaimed Lord of the Mind's Eye, wages a series of successful campaigns during the waning years of the Jedi Civil War. Considered brilliant but mad—even by the standards of the Sith— Darth Glovoc is often left to his own devices. When not engaging the Republic, he spends his time in deep meditation, searching for the key to his people's ultimate victory.

On the eve of Darth Malak's death at the hands of Revan, Darth Glovoc experiences an epiphany in the form of a dream. In his vision, he sees a dark world covered in perpetual cloud, violet lightning piercing the dimness of the planet's surface like bolts of dark-side energy. As vague as the vision is, Glovoc awakes from his trance with an overwhelming desire to see this world, to walk its shadowed vistas, and to conquer its sodden landscape. Something is there, he is sure, and the dark side beckons him to find it.

Darth Glovoc takes his flagship, an *Interdictor*-class warship dubbed *Dying Sun*, and sets course for the one place that his records show matches his vision: the Luire system. He is sure that Luire is his destination, and he executes on the spot those who dare to contradict him. Leaving the Jedi Civil War behind, the *Dying Sun* forges its way across the galaxy. As the warship travels through hyperspace, Darth Glovoc sleeps, his mind's eye seeking out the turbulent planet of his prophecy.

Although he finds Nyriaan, Darth Glovoc's mind cannot penetrate its roiling veil of clouds—as if the planet resists his attempts to see what lay on its surface. This phenomenon both enrages and mollifies him at the same time, for it proves that something on the planet deserves his attention. When the *Dying Sun* leaves hyperspace just outside the Luire system, the captain of the ship intrudes upon Darth Glovoc's chambers to inform him of the journey's end. Instead of a slow death at Darth Glovoc's enraged hands, the captain finds his lord awake and serene—or so he seems.

Darth Glovoc orders the *Dying Sun* to proceed directly to the fifth planet of the system and to begin a comprehensive scan of the area surrounding the planet. Unfortunately, the *Dying Sun*'s active sensors attract the attention of a Republic strike force, which moves to intercept the Sith. With his attention focused on Nyriaan, Darth Glovoc fails to notice his approaching enemies until too late.

The resulting battle is swift and brutal. The Sith crew, no strangers to war, fight well. Three Republic cruisers and countless Republic starfighters are destroyed, even as the *Dying Sun* is whittled away by massed fire and volleys of enemy torpedoes. The *Dying Sun*, its back broken in the violent combat, begins a slow, uncontrolled descent into the clouds below. The remaining Republic ships claim victory, take stock of their dead and wounded, and leave the Luire system behind.

The Rise of the Empire Era

On the surface, the conflict that is so prevalent during the Rise of the Empire seems a distant distraction from Nyriaan's own politics. Nevertheless, the effect of the Clone Wars and its aftermath are no less pronounced in the Luire system. Much of the conflict on the planet during this time stems from the Corporate Sector Authority and its desire to control the extraction and dispersal of Nyriaan's veins of madilon.

Although Nyriaan begins as a lawless and sparsely populated colony world, it grows in stature during this time. The formation of the Grand Army of the Republic boosts the need for madilon, since new ships must be designed and built to support to war effort. The Confederacy of Independent Systems recognizes the Republic's reliance on Nyriaan's cash crop and does not sit idly by. Between the Mining Guild and the Corporate Sector Authority, the Republic's assets on Nyriaan are put through a proverbial wringer.

The Confederacy of Independent Systems

The Confederacy's interest in Nyriaan is a passing one, and is reflected solely in the business practices of the Commerce Guild, the Trade Federation, and the Mining Guild. In fact, Count Dooku's only concern for Nyriaan is that all Republic holdings on the planet be neutralized in order to deny his enemies the alloy they require to fuel the war effort. With the First Battle of Nyriaan in 21 BBY, this goal is easily achieved, and the Republic's facilities and mines are divided between the Confederacy's allies.

All is not peaceful following the battle, however. With the Republic's restrictions and rule of law no longer applicable, the Mining Guild and CSA ramp up their operations and begin to exploit native land. The native Nyriaanans, no strangers to corporate greed, resist violently. CSA and Mining Guild operations suffer at the hands of the natives who are, at times, supported by remnants of the Republic as well as by Commerce Guild and Trade Federation agents.

When the Second Battle of Nyriaan takes place in 19 BBY, the Confederacy's forces are swept aside in a single night. With the combined blow of losing both Count Dooku and General Grievous only a few days earlier, the CIS's will to fight is completely broken, and the Republic's clone units spend much of the battle mopping up and taking prisoners. When Order 66 is issued by the Emperor, the three Jedi in the system are assassinated by their erstwhile allies.

The Trade Federation, the Commerce Guild, and the Techno Union fail to survive the Clone Wars intact, but the Mining Guild comes out ahead. Although officially supportive of the Confederacy, the Mining Guild does not marshal forces during the Clone Wars. Additionally, all evidence of Mining Guild complicity with the Confederacy somehow vanishes around the time of the Second Battle of Nyriaan. Emperor Palpatine is unconcerned, however, and folds all Trade Federation, Commerce Guild, and Techno Union holdings on Nyriaan into those controlled by the Mining Guild.

The Corporate Sector Authority

Of all the parties claiming a stake in Nyriaan's riches, the Corporate Sector Authority probably has the most solid claim to entitlement of any. Establishing a small base on Caillte in 405 BBY, the Corporate Sector Authority views the Luire system as little more than the location of a remote research facility. In fact, the outpost becomes a prison of sorts for employees who have achieved spectacular failure in the eyes of the Authority, but who are innocent of any criminality.

The Caillte outpost's pilot light is kept on for more than three hundred years. In the centuries of its occupation, the Corporate Sector discovers a number of caverns, caves, and subterranean structures that date back to the Mandalorian Wars. Artifacts of the period, including weapons and other martial technologies, are unearthed. The Mandalorian connection to Caillte is kept secret, and becomes the pet project of a number of Corporate Sector viceprexes.

When traces of madilon are discovered on Nyriaan by the Republic, the Corporate Sector's interest in the Luire system is suddenly renewed. The CSA immediately claims dominion over the entire system, insisting that their outpost on Caillte constitutes ownership of Nyriaan as well. In response, the Republic quarantines the system and initiates a lengthy court battle to determine who has mining rights on Nyriaan.

In the end, a combination of Senatorial corruption and the flexibility of law results in a legal loss for the Corporate Sector. Although it is permitted to stake claims upon Nyriaan like any other interested party, the CSA is found to lack entitlement to planetary ownership. The CSA response—both to increase its own profitability as well as to spite its competitors in the Republic—is to advance its own technology to allow for greater production. The most important of these assets is the laser transport array, a device that allows properly equipped vessels to navigate through Nyriaan's atmosphere in relative safety.

LTA technology proves valuable to all interested parties on Nyriaan. Despite the CSA's attempt to keep the inner workings of the laser transport arrays a secret, Republic spies procure the information from CSA contacts. Although expensive to produce and install, laser transport arrays become the standard method of landing and taking off from Nyriaan's surface. They become so prevalent that the Hyperspace Navigator's Guild, hungry for a piece of Nyriaan's profitability, petitions for a Republic mandate requiring a bonded navigator aboard all incoming and outgoing flights.

Despite the constant troubles experienced by the CSA on Nyriaan, the planet's value to the Corporate Sector is undeniable. Throughout most of Nyriaan's tumultuous history, the CSA remains one of the major players in the planet's affairs. The CSA's methods are of dubious morality, especially when they concern the planetary natives, but the bottom line is the final arbiter of right and wrong in the eyes of the CSA's Direx Board.

The Galactic Republic

The Galactic Republic presents two diametrically opposed faces to anyone interested in profiting from Nyriaan's bounty. The first is that of an august body concerned with fair play and preservation of natural resources, while the second is one of greed, corruption, and avarice fueled by the desire for political gain. Insofar as Nyriaan is concerned, the Republic's interests in the inhospitable world are initially focused on denying its entirety to the Corporate Sector Authority. In fact, a great deal of the intrigue on Nyriaan during the Rise of the Empire is prosecuted between the Corporate Sector and the Republic.

Madilon is such a rare commodity that the Republic is just as concerned with keeping its own options open in regard to the precious metal as it is in allowing smaller, noncorporate entities to practice a bit of free enterprise. Not only that, but the Republic is the first faction to make a successful landfall on Nyriaan, albeit by gondola technology. In this regard, Senate politicians are inclined to believe that if Nyriaan belongs to any one group, it is to the Republic. Only because of the interest of high-paying groups, such as the Mining Guild and the Hyperspace Navigator's Guild, do they acquiesce to allowing others to stake claims and extract ore.

The Luire Accord of 30 BBY creates a planetary government known as the Nyriaan Concord. The Concord allows anyone with a claim on Nyriaan to petition the body for aid or arbitration. A Senator is elected by the members of the Concord to represent the Luire system in the Senate. The Concord also includes a separate political body, referred to as the Native Delegation, made up entirely of Nyriaanan natives. Despite their presence in the Concord, the concerns of the natives are largely ignored by the corporations that dominate its day-to-day politics.

During the Clone Wars, Nyriaan is taken over by the Confederacy of Independent Systems. The loss of Nyriaan for the seventeen months that the Confederacy has complete control of the planet is felt by the Republic's war machine. Despite the dire need for madilon, Republic forces are able to acquire the alloy as spoils of war as the tide turns against the Separatists. When the clones finally return to the Luire system, the Confederacy is only a hair's breadth away from total collapse. Only a slight nudge, militarily speaking, is needed to reclaim Nyriaan and its deposits of madilon for the Republic.

Ghia Preyssola

One of the Republic's staunchest agents on Nyriaan is Ghia Preyssola. Ghia, a Twi'lek, has been a willing tool of the Republic for most of her life. She is responsible for forming and coordinating Republic intelligence cells in and around the Luire system, and she does so with a significant amount of aplomb. When the hammer falls and the Confederacy invades, Ghia seeks refuge with independent miners and prospectors in the village of Silence. She reemerges when the Republic returns, and continues to perform her job for the Rebellion after the establishment of Emperor Palpatine's New Order.

This striking Twi'lek female—her green eyes an arresting contrast to her flawless blue skin—does not fit the description of a typical colonial miner. She looks as though she was once lithe, but her grace has given way to ropy muscles that are an obvious product of hard physical labor.

Ghia Preyssola **CL 6**
Medium Twi'lek scoundrel 4/scout 2
Destiny 1; **Force** 4
Init +5; **Senses** low-light vision; Perception +9
Languages Basic, Ryl

Defenses Ref 22 (flat-footed 18), Fort 20, Will 18; Dodge
hp 43; **Threshold** 20

Speed 6 squares
Melee unarmed +7 (1d8+6)
Ranged blaster pistol +7 (3d6+3)
Base Atk +4; **Grp** +7
Atk Options Lucky Shot, Point Blank Shot, Running Attack
Special Actions Knack

Abilities Str 16, Dex 15, Con 13, Int 10, Wis 13, Cha 14
Special Qualities deceptive
Talents Evasion, Knack, Lucky Shot
Feats Dodge, Martial Arts I, Martial Arts II, Point Blank Shot, Running Attack, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Acrobatics +10, Deception +10 (can reroll), Gather Information +10, Perception +9
Possessions blaster pistol, miner's outfit, comlink, breath mask, field kit, syntherope

Ghia Preyssola's Tactics

Having lived for years in the tough mining town of Silence, Ghia Preyssola is renowned for her skill at hand-to-hand combat. Few knowingly enter into a boxing match with her, and those who do usually end up unconscious or dead. Lacking an opportunity for confrontation of a more personal nature, she is never shy about pulling her trusty blaster pistol.

The Jedi Council

The Jedi Council shows little interest in Nyriaan as a whole. Although initially troubled by the planetary atmosphere's resistance to the Force, the Council finds that it has enough to worry about without focusing its limited resources on a world that is interesting only for the single commodity that it can produce. When native unrest comes to a head in 47 BBY, the Jedi are obliged to take notice. A single Jedi, Amar Cros, is sent to negotiate a truce. Despite his best intentions, a treaty is not recognized until 43 BBY.

During his time on Nyriaan, Cros becomes enamored with the mysterious planet and its native population. Despite the Council's request that he return to the Jedi Temple on Coruscant, Cros decides to remain on Nyriaan. The Jedi tolerate his insubordination, feeling that it is better that they have an envoy on the planet in the event of further violence erupting. Another uprising occurs seven years later, this time with Amar Cros at the forefront of the native insurgents.

Although the Council declares that Cros has become a rogue Jedi, they refrain from sending a Jedi Master to deal with him directly. By the time the violence subsides in 30 BBY, Cros surfaces once again as the leader of the native delegation to the Nyriaan Concord. Finding the Concord to be just as ill-prepared and corrupt as the Galactic Senate, Cros leaves in disgust, taking a large contingent of natives into Nyriaan's unexplored regions.



THE NOBLES OF THE TAPANI SECTOR KNOW HOW TO OFFER A PROPER BRIBE.

Amar Cros

Amar Cros has given up his Jedi robes in exchange for the clothes of a native Nyriaanan. Although he still clings to some of his Jedi philosophy, he sees the current struggle between the natives and the offworlders as a different type of war with a different kind of morality. In his fight against Nyriaan's oppressors, Amar Cros does anything to win. He is willing to call upon the dark side of the Force if it means serving the greater good. That he has not fallen to the dark side is a wonder to most Jedi, but Amar is never too proud to seek solace in mediation and atonement when the opportunity presents itself.

With his graying, braided hair and the lightsaber dangling from his belt, this older Nyriaanan looks out of place among his native companions. He eyes you with a mixture of suspicion and contempt, as if he is deciding what to do with you.

Amar Cros **CL 10**
Medium Human Jedi 7/Jedi Knight 3
Destiny 2; **Force** 5; **Dark Side** 2
Init +11; **Senses** Use the Force +13
Languages Basic, Nyriaanan

Defenses Ref 23 (flat-footed 22), Fort 23, Will 24; Deflect, Lightsaber Defense, Niman
hp 89; **Threshold** 23

Speed 6 squares
Melee lightsaber +9* (2d8+12) or
Melee lightsaber +11/+11 (2d8+7) with Double Attack
Ranged by weapon +11
Base Atk +10; **Grp** +12
Atk Options Cleave, Double Attack (lightsabers), Great Cleave, Power Attack
Special Actions Adept Negotiator, Force Persuasion, Lightsaber Defense
Force Powers Known (Use the Force +13): *battle strike, farseeing, Force slam* (2), *mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Power Mastery (rebuke)

Abilities Str 14, Dex 12, Con 12, Int 13, Wis 15, Cha 17
Talents Adept Negotiator, Deflect, Force Persuasion, Lightsaber Defense, Multiattack Proficiency (lightsaber), Niman
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Great Cleave, Power Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +11, Initiative +11, Knowledge (galactic lore) +11, Persuasion +8, Use the Force +13 (can substitute for Persuasion checks)
Possessions lightsaber (self-built), native Nyriaanan garb
**Includes 5 points of Power Attack*

Amar Cros's Tactics

Amar Cros uses the Force as his primary weapon, using his lightsaber when necessary to lay his enemies low. He rarely fights alone, preferring to keep a small cadre of Force-sensitive natives with him. Although not trained as Jedi, his apprentices are nonetheless formidable.

Tapani Nobility

When madilon was discovered on Nyriaan, the floodgates open up to any group interested in capitalizing on the valuable metal. Word spreads as far as the Tapani Sector, and within a few months, parties representing various noble houses arrive in the Luire system, ready join in stripping Nyriaan of its assets.

The first of the noble houses in the Luire system is House Reena. Reena is well known for its profitable mining operations within its home sector. Although much of the ore that supports House Reena's economy is relatively mundane, House Reena does possess at least one mining operation that produces madilon. House Reena's people are well spoken of, both in and out of the Tapani Sector, and they have few enemies even among their fellow nobles. Prior experience with madilon, as well as experience creating and maintaining profitable mining ventures, makes House Reena one of the fastest growing and most profitable of the noncorporate operations on Nyriaan.

The next of Tapani's noble houses to stake a claim on Nyriaan is House Mecetti. Interested only in what it can gain by exploiting Nyriaan, House Mecetti chooses to use thinly veiled violence to prey on small-time stake holders and mining groups. Although House Mecetti's mining operations are plagued by the effects of their poor working conditions, House Mecetti manages to turn a small profit from its activities on Nyriaan while simultaneously keeping an eye on House Reena's operations.

House Melantha initially chooses to watch as its sister houses stake their claims on Nyriaan, waiting until just after the Clone Wars to become involved. Given House Melantha's support of the Emperor's New Order, as well as the whisperings that House Melantha would gain control of much of the Tapani Sector if the Empire ever decided to invade, few are surprised when the fruits of House Melantha's mining labors on Nyriaan are ceded directly to the Empire.

When the Confederacy invades the Luire system, both House Reena and House Mecetti abstain from taking sides. While House Reena continues to operate at peak capacity, House Mecetti uses the chaos as an opportunity to strengthen its own position through claim jumping operations and outright theft. When the Republic returns, House Mecetti reverts to its covert activities once more.

The Rebellion Era

Following the Clone Wars and the formation of the Empire, Nyriaan remains much the same as it did under the Republic. Although the Corporate Sector Authority and the Mining Guild retain their holdings on the planet, they are required by treaty to divert the vast majority of their mined ore directly to Imperial interests at prices that are dictated by the Empire. Both entities chafe under the Imperial yoke, but the alternative—complete Imperial control of their holdings as punishment for their involvement with the Confederacy of Independent Systems—is unthinkable. Life on Nyriaan continues much as it has for the past several decades, although Nyriaan's citizens are aware that the Empire is now in complete control.

The result is a thriving black market in madilon, and several of the galaxy's largest criminal enterprises, including the Hutt kajidic and Black Sun, exhibit a renewed interest in Nyriaan. Even with a pronounced Imperial presence in the form of stormtroopers and orbital starships, Nyriaan is far more lawless than it once was. The Empire, concerned only with procurement, is unconcerned with the rights of Nyriaan's natives. When the inevitable uprisings occur, the Empire steps in and puts them down violently; in response, the native insurgents resort to guerilla tactics to slow their enemies' mining operations.

The Galactic Empire

One benefit that the Empire brings to Nyriaan is technological progress. Unwilling to rely on outdated technology such as gondolas and laser transport arrays, the Emperor charges his scientists and engineers to design and construct a series of ion shielding stations in Nyriaan's equatorial regions. The first of these massive facilities, powerful enough to project a moon-sized energy shield into high orbit, is completed in 8 BBY. The Empire controls the facility, but prefers to maintain it with a civilian staff culled from both Sienar Technologies and Kuat Drive Yards.

Once the first of these massive shielding stations is in place and functional, the Empire begins Operation Cloudfall in conjunction with the Mining Guild. Operation Cloudfall is a secret project that involves the systematic stripping of Nyriaan of all valuable resources. The operation runs on schedule, and in the short term, the Empire appears to have merely stepped up wartime production of madilon. When native clans protest Imperial exploitation of their lands, they are killed or enslaved. Although Operation Cloudfall brings ecological disaster to nearly twenty-five percent of Nyriaan's surface, it ultimately fails when native insurgents, supported by the Rebel Alliance, succeed in neutralizing much of the Imperial work force. Given that most of that workforce is comprised of Wookiee and Mon Calamari slaves, the insurgency grows with every prisoner that is liberated.

Other Corporate Interests

The two largest corporate interests in the Luire system during the Rebellion era, other than the Corporate Sector Authority and the Mining Guild, are Sienar Technologies and Kuat Drive Yards. Both companies are closely allied with the Empire, and receive a number of lucrative contracts in support of the New Order. Both corporations are instrumental in the design and construction of Nyriaan's ion shielding stations, and each plays a critical role in both maintaining and operating these massive facilities.

Kuat Drive Yards is responsible for the initial design of the ion shield projector. Using their expertise in planetary weaponry as a basis for the projector, KDY's engineers develop a monstrous facility that is surprisingly efficient in spite of its huge size. Perhaps just as surprising is the lead time necessary to construct the facility: a minimum of five years. A number of KDY executives lose their lives when important deadlines are not met to the Emperor's satisfaction. In the end, the facility is operational on schedule, and it sets the standard for the shielding station that is eventually constructed on the forest moon of Endor.

KDY sees to the design and construction of the ion shielding stations, but Sienar Technologies is brought in to staff and maintain them. Sienar also uses the opportunity to capitalize on the ready availability of madilon to design new hyperdrive engines in its Locus-based research facility. Sienar is a quiet yet sinister presence on Nyriaan. It sends a number of agents into the surrounding areas to spy on Corporate Sector interests and to maintain a covert network that answers only to Sienar's board of directors.

The Rebel Alliance

The entry of the Rebel Alliance on the galactic scene does not go unnoticed by Nyriaan's natives. Those natives with contacts offworld seek to garner Alliance support for their continued insurgency against their oppressors, both corporate and Imperial. Few of the remaining factions on Nyriaan are inclined to resist the Imperial occupation because it allows them to increase their workflow.

Keeping madilon out of the hands of the Empire and, more importantly, putting it into the hands of the Rebellion and its allies is a high priority for the Alliance. Although the Rebel Alliance's presence on Nyriaan is small in the early years, it gradually increases and finally peaks just after the Battle of Yavin. Assuming that a second Death Star is a distinct possibility, and knowing that such a project requires vast amounts of the rare alloy, the Alliance rallies what support it can in the Luire system.

Zerik

Among the Rebel agents operating on Nyriaan, the most enigmatic is Zerik, a Bothan who began his stint with the Alliance prior to the destruction of Alderaan. Pragmatic by Bothan standards, he quickly recognizes the evils of the Galactic Empire and Emperor Palpatine's New Order. Rather than seek wealth for his services, Zerik performs much of his pro-Alliance work for free.

The death of his sister—one of the Bothans who die in the effort to retrieve information pertaining to the second Death Star—eclipses any value Zerik has for his own life with a seething, uncontained hatred. Although he still works for the Rebellion, Zerik is more interested in making the Empire pay for his sister's death than he is in overthrowing its tyranny.

The Bothan you see before you is dressed in the stained coveralls of a career miner, yet the dangerous twinkle in his eyes reveals a more sinister intention. As he talks, his right hand rarely ventures far from the butt of the blaster pistol in a holster on his belt.

Zerik **CL 8**
Medium Bothan scoundrel 5/soldier 3
Destiny 1; **Force** 4; **Dark Side** 3
Init +13; **Senses** Perception+5
Languages Basic, Bothese, Ryl, Nyriaanan

Defenses Ref 24 (flat-footed 20), Fort 21, Will 22
hp 56; **Threshold** 21

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged blaster rifle +10 (3d8+4) or
Ranged blaster rifle +11 (4d8+4) when aiming or
Ranged blaster rifle +8 (4d8+4) with Rapid Shot
Base Atk +6; **Grp** +7
Atk Options autofire, Careful Shot, Dastardly Strike, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skirmisher, Sneak Attack +1d6, Sniper
Special Actions Indomitable

Abilities Str 13, Dex 19, Con 12, Int 14, Wis 12, Cha 13
Talents Dastardly Strike, Demolitionist, Indomitable, Skirmisher, Sneak Attack +1d6
Feats Careful Shot, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Sniper, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +10, Gather Information +15, Initiative +13, Knowledge (bureaucracy) +11, Mechanics +11, Stealth +13
Possessions blaster rifle, blaster pistol, knife, 2 thermal detonators, field kit

Zerik's Tactics

Zerik prefers to remain hidden until he feels that the time is right to strike his enemies. He feigns a harmless demeanor, hoping to lull his targets into a sense of false confidence before unleashing his formidable combat skills against them. In the event that he is unable to rely on surprise, Zerik fights like a cornered animal. He has no honor, especially when dealing with Imperial agents, and does anything to win. Short of victory, he accepts only death. To Zerik, surrender is never an option.

Most Alliance agents on Nyriaan operate as sleeper agents within the different factions on the planet. Many disguise themselves as independent miners or prospectors, while a few are employed by Sienar, KDY, the Mining Guild, or the Corporate Sector Authority. Most work with criminal organizations to secure much-needed resources for the Alliance, while others keep tabs on Imperial operations such as Operation Cloudfall. These agents eventually form the backbone of armed resistance on Nyriaan following the death of Emperor Palpatine on the second Death Star.

"The Rebel Alliance is too well equipped, they're more dangerous than you realize."
-General Cassio Tagge

The New Jedi Order Era

The invasion of the Yuuzhan Vong leaves few systems untouched, and Luire is no exception. Given Nyriaan's inexplicable effect on the Force, as well as the volatility of its atmosphere, the Yuuzhan Vong invasion is quick and brutal. Yuuzhan Vong see Nyriaan as a holy place, and a contingent of warriors and priests is left behind to police it after the initial invasion of the Luire system. Nyriaan's industry, which focuses primarily on madilon, is virtually eradicated during the Yuuzhan Vong invasion. Since they have no use for the rare alloy and consider the technology used to extract it to be in direct defiance of Nyriaan's sanctity, the invaders are unremitting in their assault upon the commercial interests that dominate the planet.

Prior to the Yuuzhan Vong invasion, the New Republic does what it can to mitigate the damage inflicted upon Nyriaan by the Empire's failed Operation Cloudfall. An offer is extended to Nyriaan's natives by Republic politicians, asking them to join the New Republic. In exchange, these politicians offer to lobby the Senate for Nyriaan's independence, which would allow the natives to form their own government and collect tariffs and other export fees from mining interests on their planet. The Corporate Sector and the Mining Guild are not at all happy with such a proposal, and they protest loudly. Nyriaan's native clans, although interested in the offer, are wary of becoming embroiled in the New Republic's politics. They've known little goodwill from any of their planet's invaders, and are suspicious of the New Republic's motives.

Even after their acceptance of the offer, the native clans on Nyriaan are cast into a political limbo as the Corporate Sector files legal objections with the New Republic Senate. As the legal battle rages, the CSA and the Mining Guild step up their operations on Nyriaan, determined to gut the planet of as much alloy as they can before a decision is made. Distracted by the Imperial Remnant as well as other threats to their new government, the New Republic never formally recognizes Nyriaan prior to the Yuuzhan Vong invasion.

The New Republic

The New Republic finds itself troubled on a number of fronts following Emperor Palpatine's death. Despite the numerous problems confronting it, the Republic reaches out to the natives of Nyriaan in 8 ABY and attempts to bring them into the fold. The gesture is only partially successful, as elements of the Corporate Sector block the New Republic with legal proceedings, citing decisions made by the Senate of the Galactic Republic.

Even so, Nyriaan remains a valuable resource that the New Republic wants to keep close. Republic agents are sent to Nyriaan, both to monitor the powerful factions that plunder its landscape as well as to woo the native clans with promises of equality and prosperity. Unfortunately, these efforts bear little fruit. The little that is accomplished is marred by CSA and Mining Guild interference, both overt and covert.

When the Yuuzhan Vong invade and scour Nyriaan in 26 ABY, the New Republic's presence there—like the presence of all technological powers—is nearly obliterated. The few remaining Republic agents hide among Nyriaan's native clans, which watch the alien invaders warily from the shadows. Although they are not friends of the Yuuzhan Vong, the clans view the aliens as an improvement on their world's former tenants. After all, the Yuuzhan Vong show Nyriaan a kind of respect that, up until that time, only the native clans had shown to it.

Following the retreat of the Yuuzhan Vong, the New Republic attempts to reestablish the city of Locus and repair the ion shielding station there. The station is, however, beyond repair, forcing the New Republic to dedicate more resources to rebuilding it. The process is long one, taking nearly twice as long as the original Imperial construction did. In the meantime, less impressive means of making planetfall, such as gondola systems and laser transport arrays, are brought back into use.

The Yuuzhan Vong

For the brief time the Yuuzhan Vong control Nyriaan, they are content to search its landscape for answers to questions of faith. They are aware of the existence of the native clans on Nyriaan, but are content to leave them alone, initially. As time wears on and contact between the two species becomes more common, the Yuuzhan Vong begin using natives as fodder for experiments. The natives, not taking kindly to the Yuuzhan Vong's renewed interest, hide and fight back in equal amounts, with varying degrees of success.

By the time that the Yuuzhan Vong are defeated at the Second Battle of Coruscant, the guerilla war on Nyriaan reaches its peak. The natives, supplemented with whatever resources the New Republic can spare, fight a daily, desperate battle to evict their enemies from the surface of Nyriaan. When the time finally does come, most of the Yuuzhan Vong heed the call of their brothers and sisters, leaving Nyriaan without so much as a backward glance. A handful, however, remain behind, unwilling to leave the paradise that they have found. In time these expatriates manage to connect with the native clans in a way that their people could not—or would not—when they were Nyriaan's masters.

The Legacy Era

After centuries of abuse, the Nyriaan of the Legacy era is much as it was before the crash of the *Locus*. The Yuuzhan Vong invasion leaves Nyriaan's mining infrastructure in tatters, while landing upon the surface of the planet is a complicated affair once more. With the rest of the galaxy a shambles, Nyriaan is once again a remote pearl in the minds of the galactic powers that once coveted its treasures. While the New Republic, the CSA, and countless other governments bury their dead and rebuild their infrastructures, the natives of Nyriaan and the remaining Yuuzhan Vong continue to integrate with one another. By the time Cade Skywalker witnesses the death of his father on Ossus, the two cultures have melded seamlessly.

The Corporate Sector Authority returns to Nyriaan with a vengeance. In the absence of the exercise of any real authority by the New Republic, the CSA takes de facto control of the entire planet. The natives and their new Yuuzhan Vong allies do not take kindly to the corporate invasion, resisting it on every front. CSA facilities are sabotaged, employees are killed or disappear, and in a handful of rare events, open warfare takes place between CSA security forces and armies of natives. This ongoing struggle provides much of Nyriaan's backdrop during the Legacy era. Despite their losses, the CSA sees madilon as far too profitable for them to be dissuaded from their exploitation of Nyriaan. The CSA's executives, safe in their boardrooms, care little for anything but the bottom line.

The Galactic Alliance

Although it initially continues the work of the New Republic on Nyriaan, the Galactic Alliance fails to recognize the potential of Nyriaan's bounty. Instead, it cedes stewardship of the planet to the Corporate Sector Authority, accepting shipments of madilon in exchange for control of the planet. Until the Alliance's overthrow by the Galactic Empire, it maintain a grudging presence on Nyriaan to oversee Corporate Sector operations. Alliance agents are sent into the wilderness to contact native clans, but most are never heard from again. A number of these agents run afoul of the clans, while the rest are silenced by the CSA, which happily blames their deaths upon Nyriaan's natives.

The ascension of the Galactic Empire results in a nearly immediate loss of Nyriaan for the Alliance. The Alliance agents who remain on Nyriaan join their new masters, leave the planet entirely, or retreat into the wilderness and attempt to wage a guerilla war. A few manage to contact elements of Nyriaan's native clans with varying degrees of success, while the remainder are hunted down by the Corporate Sector Authority and turned in for bounties offered by the Galactic Empire.

The Galactic Empire

Under the rule of Roan Fel and his predecessors, Imperial interest in Nyriaan is cursory at best. The valuable metal exports from the planet are taxed, but little else is done to curb the violence that continues to be targeted at the planetary natives. Prejudice against the Yuuzhan Vong, especially following the Sith-sabotaged terraforming attempts on other worlds, is easily manipulated in the CSA's favor. Although Emperor Fel garrisons troops in and around Locus, ostensibly to keep the peace, little is done to curb the excesses of the Corporate Sector Authority.

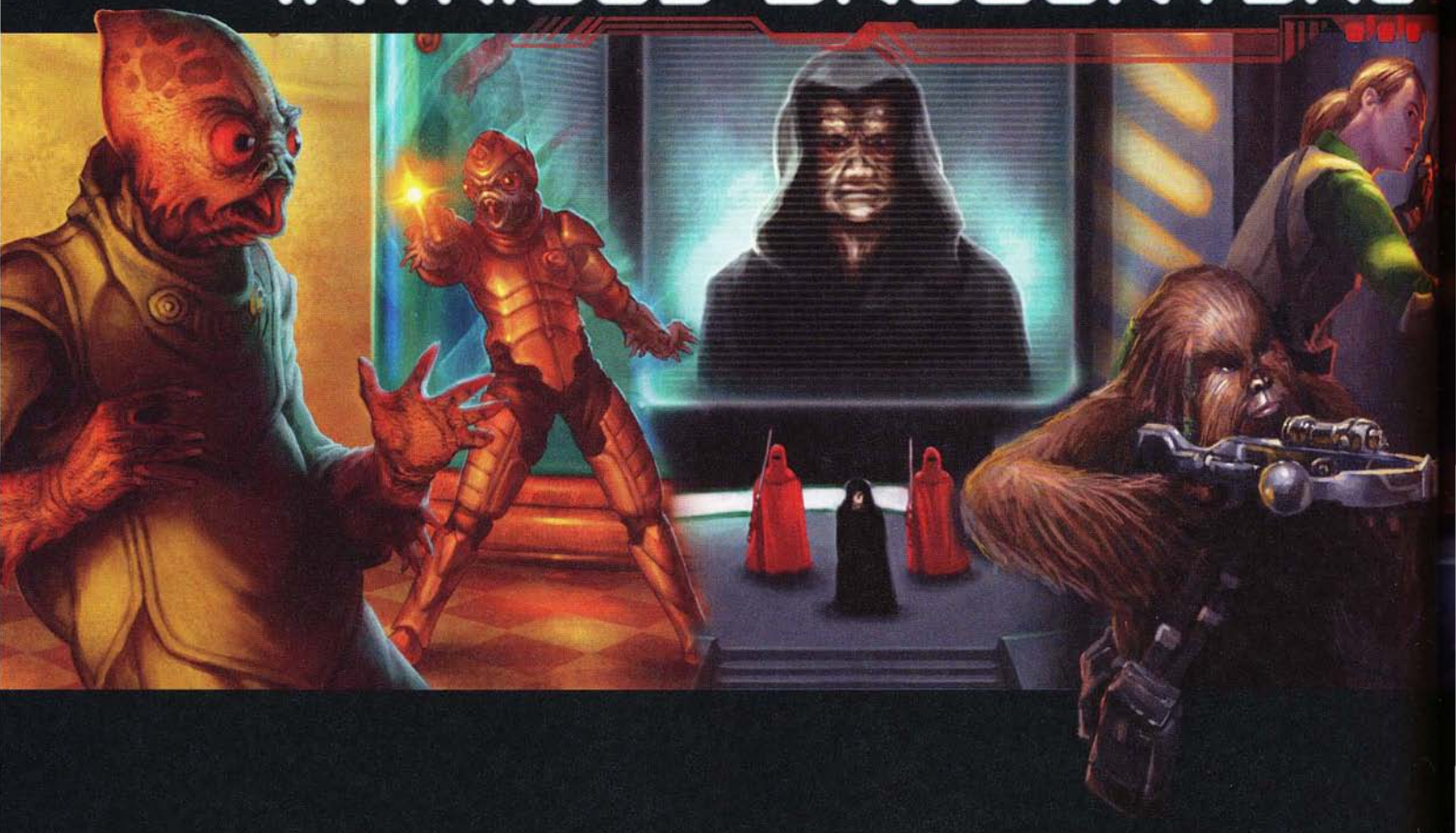
When Darth Krayt usurps the throne, his interest in Nyriaan is piqued when Sith agents uncover rumors of the *Dying Sun*. A Sith warship dating to the years of the Old Republic, the *Dying Sun* would be quite a find, especially if it contains Sith artifacts such as holocrons from that bygone age. In 132 ABY, Darth Krayt dispatches Darth Vurik to Nyriaan to investigate rumors of the *Dying Sun*. As he investigates the scant clues provided by his master, Darth Vurik discovers the descendants of the Sith who survived the crash of the *Dying Sun*. The descendants of the Sith, twisted in both body and spirit by their fanatical worship of the sleeping Darth Glovoc, resist Darth Vurik's advances, and many lose their lives in defense of their comatose master.

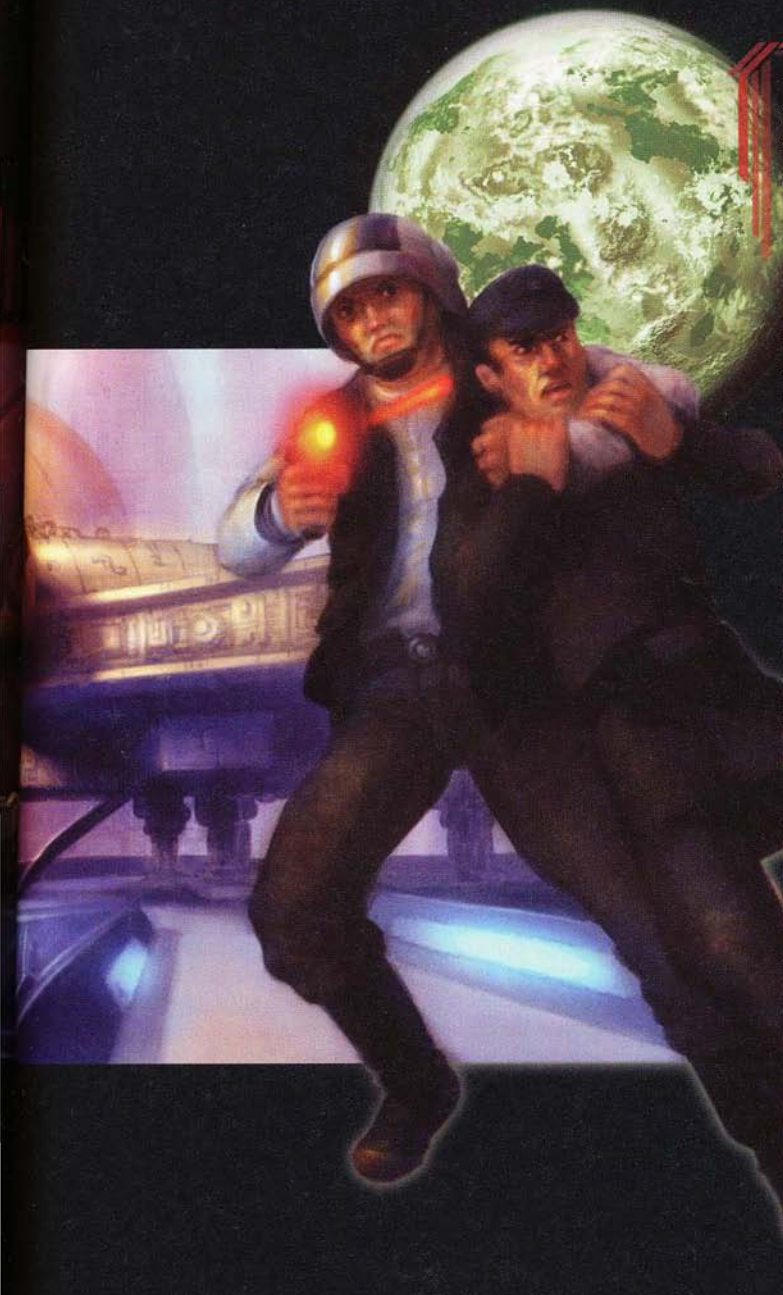
Darth Vurik's investigations into the Sith natives are not unnoticed. Members of Nyriaan's native clans observe him as he moves through their wilderness, as do the Jedi who hide among them. Before Darth Vurik can discover the location of Darth Glovoc, the sleeping captain of the *Dying Sun*, he is set upon by several fugitive Jedi. Although he is defeated, Darth Vurik leaves many of the Jedi wounded and kills at least one before retreating to Locus. While the Jedi and Darth Vurik distract one another, the Sith natives move Darth Glovoc to another hidden location. Haunted by his failure, Darth Vurik does not immediately report back to Darth Krayt. Instead, he hires bounty hunters to locate and kill the Jedi on Nyriaan while he continues his hunt for Darth Glovoc's body.

"MY VISION OF GALACTIC ORDER IS NOT YET A REALITY BUT IT WILL BE...IT WILL BE..."

-DARTH KRAYT

Chapter VII
Intrigue Encounters





This chapter is intended for Gamemasters and contains several mini-adventures ideally suited for heroes of intrigue. If you're a player, you probably should skip this chapter and wait for your GM to spring these adventures on you and the other players in your group.

Using Mini-Adventures

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the GM needs to fill a few hours of play with an entertaining diversion from the main plot. The GM can improvise something, but, when he or she is at a loss for a scenario (or is just pressed for time), a mini-adventure might fit the bill.

The mini-adventures presented here cover a range of themes and challenge levels, including stakeouts, infiltrations, and the extraction of deep-cover spies from behind enemy lines. Each mini-adventure includes background on the events and challenges presented in the scenario, which the Gamemaster can use to construct a few "off-the-cuff" situations or as a jumping-off point for future encounters.

In addition, each mini-adventure also features a fully developed tactical encounter designed to serve as the climax of the scenario. The Gamemaster can use these encounters as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The GM can also reference these encounters when designing his or her own mini-adventures and scenarios.

These mini-adventures are designed to cater to different heroes' abilities, as well as the players' interests, within the realm of intrigue. For example, action-oriented heroes should appreciate "My Enemy's Enemy," while stealthy and tech-savvy heroes will like "Arms Dealers Beware." Heroes hoping to show off their espionage skills should enjoy "Betrayal at Cloud City" and "Double Down." Similarly, "Opportunity Knocks" is aimed at heroic nobles, and the group's fast-talking con artist should find that "Shooting Trouble" makes good use of Deception and Persuasion. Each mini-adventure in this chapter gives heroes of all classes a chance to shine, even if the scenario is not aimed specifically at their competencies.

Each mini-adventure opens with a two-page spread that outlines the plot and various encounters. This is followed by another two-page spread detailing the climactic encounter. In addition, the mini-adventures make use of the new skill challenge rules described in Chapter 2.

Although these mini-adventures are designed to be completely independent of one another, common threads run through all of them, allowing them to be strung together and run as a sort of "sub-campaign" within the main campaign. How they are used is purely up to the Gamemaster's discretion.

Adventure #1: Shooting Trouble

"Shooting Trouble" is a mini-adventure designed for 2nd-level heroes. In this scenario, the characters are hired to infiltrate a corrupt corporation's branch office to slice into its mainframe and locate incriminating evidence. Along the way, however, they learn that the organization they are working for might not have the best of intentions.

Adventure Background

Although the Joruba Consortium is relatively unknown to the general populace, it is well respected in the Mid Rim business community as a capable wholesale distributor for a bewildering array of goods—airspeeders, foodstuffs, holovid projectors, and much more. The Consortium does not produce these goods, but buys them in enormous quantities and ships them throughout the galaxy using its diverse fleet of starships. Beneath this veneer of respectability, however, lies a dark truth. The Joruba Consortium uses its shipping fleet, wealth, and bureaucratic favors to smuggle almost every type of illegal item known, including slaves, to the lawless planets of the Outer Rim.

A pair claiming to be members of the Sector Rangers—a law-enforcement agency with authority throughout the galaxy—approaches the heroes with an unusual request. Officers Malbo and Tyri are in deep cover for their agency, investigating the Joruba Consortium for smuggling, tax evasion, and trafficking in sentients. They tell the heroes that they are close to cracking the case but require one last bit of evidence to close the books. This information lies within a computer network inside one of the Consortium's branch offices on the edge of Hutt Space. Unfortunately, the rangers claim, neither they nor their usual contacts can infiltrate the office without blowing their cover. Malbo and Tyri request that the heroes undertake the mission on behalf of the Sector Rangers. They will provide a method for infiltrating the office and another for escape if the heroes will undertake to secure the evidence. In exchange, they the promise both credits and the goodwill of the Rangers.

By Hook or by Crook

Malbo and Tyri offer 15,000 credits to the heroes, payable when they deliver the desired information. With a successful Persuasion check opposed by Malbo or Tyri's check (+15), the heroes can increase this amount to 17,500 credits. If they make the check by 5 or more, they increase the reward to a maximum of 20,000 credits.

If the heroes find the circumstances suspicious, demand more credits, or otherwise do not want to take the job, the request for assistance quickly turns to innuendo and then threats. Malbo (playing the bad cop) drops hints about the heroes' past that can be used as leverage against them. If even this fails to sway them, Malbo reveals incriminating information about a relative or colleague of one of the heroes—information that is not public knowledge. It becomes obvious that the pair have been watching and researching the heroes for some time. If the heroes consent to take the job, at which point Malbo and Tyri revert to their pleasant and professional demeanors.

Wait, Isn't This Illegal?

The characters might realize that taking the actions required of them without a warrant, as civilians, is illegal and that any evidence gathered stands a good chance of being thrown out of court. They would be right to question Malbo and Tyri on these points. Despite their assurance that everything is above board, the truth is that this operation is being carried out without the proper paperwork or legal approval. The situation sets up further opportunities for the heroes to be pulled deeper and deeper into corruption.

Just the Hired Help

Once the heroes agree to take part in the mission, Malbo and Tyri give them a day to tie up any loose ends and arrange to meet them at the nearest starport the following day. During that meeting, the rangers take the heroes into a private room and explain that they will travel to the planet Nyriaan aboard a Joruba Consortium freighter. The heroes are to pose as corporate troubleshooters sent by headquarters for a surprise inspection of the facility's computer network and security measures. Each hero is given an appropriate outfit (either business attire or a Consortium uniform, depending on the character's skill set) and a code cylinder containing data on his or her false identity. Because the mission is meant to be clandestine, Malbo and Tyri forbid the heroes from taking oversized weapons that cannot be stowed in their luggage, including weapons from the rifle or heavy weapons groups. Heroes can attempt to smuggle in these items, however, with a Deception check opposed by Malbo or Tyri's Perception check (+10). If caught, they will be ordered to hand over the weapons, which will be returned after completion of the mission.

There is a catch, of course. The code cylinders have only enough data for the heroes to board the Joruba Consortium freighter, the *Windswept*. Once aboard, the heroes need to make contact with the real troubleshooting team, also aboard the vessel, and obtain their code cylinders. When the real cylinders are connected to the heroes' cylinders, they will slice through



the encryption and adjust the heroes' identifications, making them seem authentic. If the heroes ask about using deadly force to obtain the cylinders, Malbo and Tyri are remarkably noncommittal and simply reply that the heroes should do what needs to be done. They note that bribes have been made to the right people to allow the heroes' presence on the *Windswept* to be removed from the ship's logs.

Once the heroes are ready, the rangers point them to the appropriate gate and explain that after completing the mission, the characters must return to the starport on Nyriaan. There, they will board another vessel named the *Last Call*, which will return them to their point of origin, where they will receive their reward.

I'm Taking This (CL 2)

The *Windswept* is an aging Corellian corvette, garishly painted in the colors of the Joruba Consortium. The false identification in the heroes' code cylinders allows them to board the vessel with no problems, and they are shown to their quarters while the ship takes off for Nyriaan. Once aboard, the heroes are free to move about the passenger area, where they encounter three groups of passengers, each of which is affiliated with the Consortium in some way. One group consists of Joruba employees who are the real troubleshooters; the other groups can be fleshed out by the Gamemaster as desired. The heroes have a full day to formulate their plans and obtain the code cylinders from the real troubleshooters before the *Windswept* arrives at Nyriaan.

The real troubleshooter team has the same number of members as the heroes' party. They spend half the journey in their quarters (each member of the team shares a cabin with another member) and the other half in the passenger common area, watching holovids, reading, or conversing with one another. The heroes must figure out a way to get the troubleshooters alone long enough to obtain the code cylinders that they wear on their uniforms. The characters can try several avenues.

If a Joruba employee is in his or her quarters, the heroes must gain access to the room. Bypassing the door lock requires a DC 20 Mechanics check. With a DC 15 Persuasion check, a hero could convince a crew member that he or she is the rightful occupant of the room, locked out by accident. If the heroes gain access to a room, there is a 50% chance that the Joruba employee inside is asleep (imposing a –10 penalty to Perception checks to notice the heroes sneaking in). If combat occurs, see below.

The heroes could also attempt to use Stealth checks to pick the pocket of a Joruba employee and take the troubleshooter's code cylinder. Because the employees stick together when outside their quarters, they gain a +2 bonus to Perception checks to notice such attempts.

Of course, even if the heroes obtain all the real code cylinders, they still must contend with the Joruba employees, who will try to exit the *Windswept* when it docks on Nyriaan and head for the branch office. If the heroes kill the troubleshooters, each character immediately gains a Dark Side Point. With a DC 20 Stealth check, the heroes can hide a body on the *Windswept* well enough for it to remain undiscovered until they are long gone. More ethical heroes could subdue the employees and store them bound and gagged in a storage closet or the like. With a DC 15 Intelligence check, the heroes can find a suitably disused space in which the employees will not be discovered by the crew before the ship heads back to the Mid Rim.

Combat

If violence ensues, the Gamemaster should create a basic map for the appropriate area. Passenger quarters are 2 squares wide by 3 squares long, and each room contains two bunks, a table, and a basic computer. The ship's common area is 5 squares by 5 squares, with couches and tables arranged as appropriate. In the common area, any particularly loud noise (such as blaster fire) draws the attention of a crew member in 1d6 rounds. If the noise occurs in a passenger's quarters, make a +5 check against a generic crew member's Perception check (+2) to determine whether anyone is alerted.

Encounter: The Trouble-shooting

Challenge Level 3

SETUP: This encounter serves as the climax of "Shooting Trouble," the mini-adventure introduced on the previous two pages.

If the heroes manage to obtain the real code cylinders and prevent the genuine troubleshooting team from reaching the Joruba branch office on Nyri-aan, they can travel to the facility with no additional problems. The real code cylinders provide the necessary identification, and the security staff admits the heroes and gives them access to the facility's main computer system.

Outside the main computer room is a security station, where four bored security guards (use the Rebel Trooper statistics on page 280 of the Saga Edition core rulebook) monitor the room with cameras. Two technicians remain inside the computer room while the heroes go about their activities.

The computer room contains three terminals that are not linked to one another in any way. The heroes must complete a skill challenge to determine which terminal holds the database with the information they seek.

Skill Challenge: The Slice

In this skill challenge, the heroes must determine which computer system contains the files they seek. At the same time, they must maintain their cover as legitimate Joruba employees inspecting the systems for faults in its security measures, fooling the two technicians. As the heroes accrue failures, the technicians become suspicious, eventually calling the security guards to seize the intruders.

CL 3

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [Opposed DC]: The heroes bluff their way through a tight spot by threatening dire consequences for a technician that questions their activities as corporate troubleshooters.

Knowledge (technology) [DC 18]: The heroes determine which of the systems is primarily used for data storage and which is used for security and monitoring.

Persuasion [Opposed DC]: The heroes try to persuade the technicians to reveal information that will help them determine which computer system contains the data they seek.

Use Computer [DC 20]: The heroes slice through the many layers of the computer's defenses to find the incriminating information they seek.

Use the Force [Opposed DC or DC 18]: The heroes attempt to determine whether the technicians are holding back information about which system contains the data they seek. The heroes can also use move object to block the security cameras from monitoring their activities.

Challenge Effects: The following is a suggested challenge effect for this skill challenge:

Opposed DC: The technicians that the heroes are trying to fool or keep distracted throughout the skill challenge use Perception to see through deceptions and sense the heroes' intentions.

Success: The heroes manage to locate and download the files they seek without setting off alarms or drawing undue attention from the technicians or the security guards.

Failure: The heroes set off an alarm in the security system or in the firewall protecting the data, or they do something that makes the technicians overly suspicious. Either way, the technicians call for the four security guards, who arrive the following round.

Joruba Consortium Troubleshooter Team Members

The members of the Joruba Consortium troubleshooter team are no-nonsense individuals that just want to get the job done. They are inherently wary, but they have no reason to suspect the heroes at first.

Joruba Consortium Troubleshooter Team Member CL 2
Medium Human nonheroic 6
Init +4; **Senses** Perception +10
Languages Basic, Bocce, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 11, Will 12
hp 20; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 13, Con 12, Int 15, Wis 14, Cha 11
Feats Cut the Red Tape, Mechanics, Use Computer), Skill Focus (Knowledge [technology], Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (bureaucracy) +10, Knowledge (technology) +15, Mechanics +15, Perception +10, Use Computer +15
Possessions blaster pistol, Joruba Consortium uniform, comlink, code cylinder

Joruba Consortium Technicians (2)

The technicians have endured visits from snooping corporate troubleshooters before and are not thrilled to have the heroes in the computer room. If combat breaks out, the technicians hide or flee but do not confront the heroes.

Joruba Consortium Technician CL 0
Medium Human nonheroic 2
Init +1; **Senses** Perception +11
Languages Basic, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10
hp 4; **Threshold** 10

Speed 6 squares
Melee unarmed +1 (1d4)
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10
Feats Skill Focus (Knowledge [technology], Mechanics, Perception, Use Computer), Skill Training (Perception)
Skills Knowledge (technology) +12, Mechanics +12, Perception +11, Use Computer +12
Possessions datapad, Joruba Consortium uniform

Features of the Area

The computer room has the following features:

Illumination: Any area occupied by a character is well lit unless otherwise noted.

Doors: The door to the computer room is a strong blast door with DR 15 and 80 hit points. The lock can be overridden with a DC 20 Mechanics check.

Security Camera: Two cameras (each DR 1, 5 hit points) monitor the computer room, providing a constant feed to the security station. The heroes can destroy the cameras or use some other method to block their view. Simply covering or disabling the cameras, however, draws the attention of the guards in 1d4 rounds.

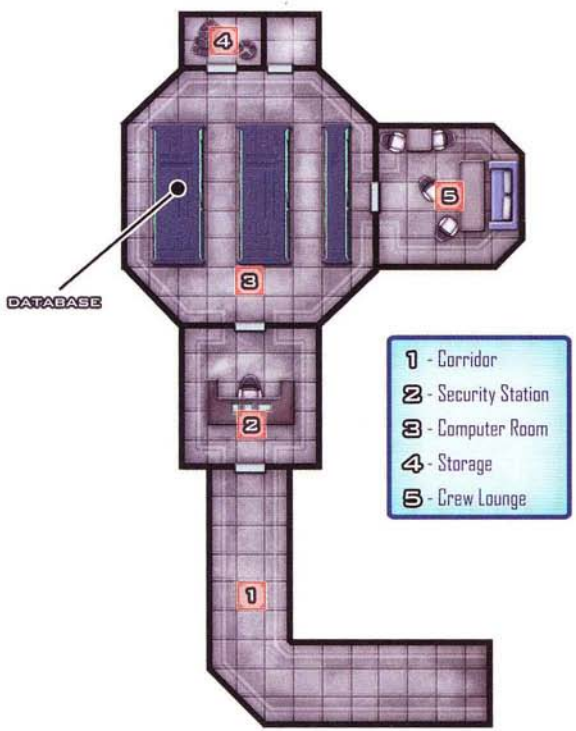
Databases: One of the three computer terminals in the room contains the data that the heroes seek. The systems are not linked to one another, preventing the characters from logging into one system to access another.

Conclusion

If the heroes obtain the data they need from the computer system and make their way to the *Last Call*, they discover that Malbo and Tyri are waiting for them aboard the vessel, although the rangers reveal themselves only after the ship is in deep space. They ask for the data, and if the heroes give it to them, the rangers deliver the payment agreed upon.

If the heroes take at least 10 minutes to look through the data before delivering it, they discover that it implicates Malbo and Tyri in some illicit business activities of the Joruba Consortium—the real reason that the rangers wanted the data. If the heroes confront Malbo and Tyri with this information, the rangers try to arrest them to shut them up. If the heroes resist, combat occurs; treat both rangers as bounty hunters (see page 283 of the Saga Edition core rulebook).

The heroes might defeat Malbo and Tyri or find some other way to deliver the information to the headquarters of the Sector Rangers. If they bring proof of corruption to the officers' superiors, they receive 10,000 credits as a reward, and they might be asked to help the Rangers further investigate the Joruba Consortium's misdeeds.



Adventure #2: Arms Dealers Beware

"Arms Dealers Beware" is a mini-adventure designed for 2nd-level heroes. It gives the heroes an opportunity to stake out a facility where illegal arms are believed to be stored and sold.

Adventure Background

For the past year, the Hutt crime cartel based on Nar Shaddaa has been secretly operating a warehouse on Naboo, outside of their usual jurisdiction. Naboo, a peaceful world that has strong restrictions on weapons, has had a recent outbreak of crime. Local authorities have been baffled by this turn of events, and their investigations have been fruitless.

Events escalated earlier this week when a Naboo plasma-processing factory was the target of a major theft. The factory was hit by heavy weapons, such as those normally used only by the Naboo Royal Security Force. This event triggers hysteria and fear among the peaceful populace. Naboo's government has sent out a request for mercenaries to aid it in uncovering the source of these illegal weapons and munitions.

The heroes hear of the job offer through HoloNet resources. The contact is Trayl Caltos, a lieutenant with the Naboo Royal Security Force. Caltos is a lower supervisor who has been charged with investigating the matter and ending it by any means necessary. All of the crime zones so far have been in the capital city of Theed.

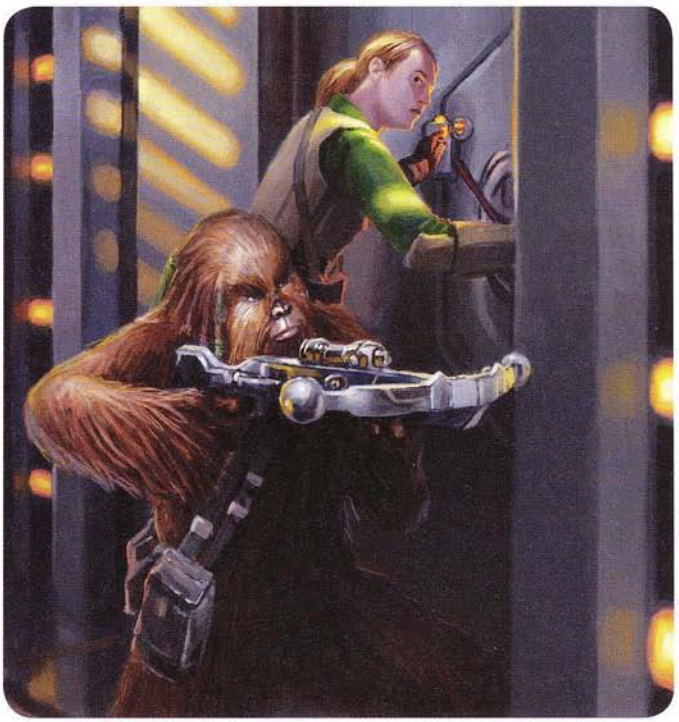
Caltos offers the heroes 2,500 credits to aid the security force in staking out a potential illegal-arms warehouse. If they accept, he provides them with a special intercepting short-range comlink and a set of coordinates for a building in the warehouse district on the outskirts of Theed. Caltos recommends that the heroes begin their stakeout of the building as soon as possible—if they hurry, they can arrive around dusk. He believes that the criminals, who typically work after dark, might know that the security force is on their scent. He adds that the real criminals responsible for the illegal weapons are a Corellian scoundrel named Kal Jorek and his Defel sidekick, known only as Frizz. Caltos believes that their capture might also lead to identifying their offworld partners—the ones ultimately responsible for the lives lost. Caltos asks the heroes to report any findings to him using the special comlink.

Bargaining With Caltos

The heroes might choose to bargain with Caltos for more credits. With a successful Persuasion check opposed by the lieutenant's check (+13), the heroes can negotiate the pay up to 3,000 credits. If they beat his check by 5 or more, they can negotiate a payment of 4,000 credits. If they try for even more, Caltos explains that he is not authorized to offer additional pay.

The Stakeout

Around dusk, the heroes reach the coordinates supplied by Caltos, arriving at what appears to be an abandoned warehouse in a run-down portion of the Theed outskirts. If they believe that they are staking out the correct warehouse—that is, if Caltos did not admit that he was sending them on a decoy mission—the heroes probably make DC 24 Stealth checks to sneak or hide in the warehouse district. Most likely, they will choose a hiding place to lie in wait.



Breaking into the warehouse

The Switch (CL 4)

After a while, the heroes hear a few approaching voices. If the heroes are out in the open, four approaching thugs (see page 284 of the Saga Edition core rulebook) easily spot them and open fire with blaster pistols. If the heroes defeat the thugs, they can confiscate their opponents' comlinks and overhear communications that reveal that the heroes are, indeed, at the correct location.

If the heroes make successful Stealth checks to remain hidden from the approaching thugs, the characters eavesdrop as the thugs make small talk outside the warehouse. After a moment, one of the thugs answers a call on his comlink. The hero in possession of the special comlink provided by Caltos can try to tap into the thug's communication. With a successful DC 21 Use Computer check, the hero intercepts the thug's conversation and learns that they are, indeed, outside the correct warehouse.

If the heroes use Stealth to get the drop on the thugs and attack, begin the surprise round in their favor.

Warning Caltos

If the heroes decide to contact Caltos to apprise him of the news, they learn that he is currently under fire from another group of thugs. If the heroes offer aid, Caltos refuses, claiming that his soldiers can handle the situation, and he orders the characters to raid the warehouse they are staking out: "The weapons flow must be stopped!"

Skill Challenge: Rumble in the Warehouse

When the heroes approach the main entrance to the warehouse, read the following text aloud:

The main entrance to the warehouse features an unexpected blast door. A computer interface terminal is located to the right of the door. You see no cover and no easy way inside the building.

As you evaluate the scene, you hear someone shout "Over there!" as another group of thugs rounds the corner and opens fire on you.

Entry

In this skill challenge, the heroes must gain entrance to a possible illegal weapons facility as thugs engage them in combat. As the heroes accrue failures, additional thugs arrive or additional security measures (such as automated weapons) activate. Each success indicates another level of security protocol bypassed.

CL 2

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Use Computer [DC 24]: The heroes can attempt to slice into the computer interface to bypass the blast door's security protocols. If they accrue a failure, the interface might sustain damage, in which case the heroes can try to use this skill to repair it. A successful repair does not accrue a success in the skill challenge but instead removes the failure from the previous check.

Knowledge (technology) [DC 27 or 24]: The heroes can try to remember what they know about computer lock systems to bypass the door's security protocols. The standard DC is 27, but it can be reduced to 24 for heroes who have experience in bypassing security locks.

Mechanics [DC 19]: The heroes can use the Disable Device application of the skill (which requires a security kit) or the Repair application (which requires a tool kit). A successful Disable Device check earns a success. A successful Repair check removes a failure caused by a failed Disable Device check.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Close Call: Because of variance in security protocols, some attempts yield no change in the outcome. The heroes accrue failures only on skill checks that fail by 5 or more.

Initiative: Since the heroes are engaged in combat, they must act in order of initiative during the skill challenge.

Restricted Skills: The following skills cannot be used in this challenge: Gather Information, Survival, Swim, and Treat Injury.

Success: The heroes enter the warehouse to learn whether it contains the illegal weapons.

Failure: Thugs overwhelm the heroes, who are either captured or forced to flee.

Encounter: Raiding the Warehouse

Challenge Level 2

SETUP: This encounter serves as the climax of "Arms Dealers Beware," the mini-adventure introduced on the previous two pages.

Read-Aloud Text

In this encounter, the heroes face off with thugs and their leader, Kal Jorek, as they further investigate the suspect warehouse. When the heroes enter the building, read the following text aloud:

As your eyes readjust from the night outside to the artificial lighting inside the warehouse, you see many large crates in stacks of varying height. Some are lined against the walls and some are out in the middle of the warehouse.

Across the room, you see a round table where five individuals are seated, playing sabacc. One is a Human, possibly Corellian. To his right is a small, barely visible, almost blurry figure. The others appear to be common thugs. They look up from their game when you enter. The Human yells "They've found us!" as he topples the table in front of him, scattering cards, drinks, and credit chips. The others draw their weapons.

Kal Jorek

A low-grade weapons smuggler, Kal Jorek has been upsetting peaceful systems for years by importing illegal weapons. Jorek creates a demand for his wares by promoting chaos and fear, after which the local populace comes to him for weapons to protect themselves. Jorek, who ultimately answers to the Hutt crime cartel in Nar Shaddaa, leads a small band of thugs, which includes his right-hand "man," a Defel he calls Frizz.

Kal Jorek (J) **CL 3**
Medium Human scoundrel 2/noble 1
Force 1; **Dark Side** 2
Init +9; **Senses** Perception +7
Languages Basic, Defel, Huttese, 3 unassigned

Defenses Ref 19 (flat-footed 16), Fort 14, Will 17
hp 25; **Threshold** 14

Speed 6 squares
Melee unarmed +1 (1d4+1)
Ranged heavy blaster pistol +5 (3d8+1)
Base Atk +1; **Grp** +4
Atk Options Far Shot, Point Blank Shot, Precise Shot
Special Actions Disruptive, Inspire Confidence

Abilities Str 11, Dex 16, Con 10, Int 14, Wis 12, Cha 14
Talents Disruptive, Inspire Confidence
Feats Far Shot, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +9, Deception +8, Initiative +9, Mechanics +8, Perception +7, Persuasion +8, Stealth +9
Possessions heavy blaster pistol, 1,200 credits

Kal Jorek's Tactics

When he sees the heroes, Kal Jorek uses his Disruptive talent, spending 2 swift actions to topple the card table and the cards, drinks, and credit chips resting on it. Until the start of his next turn, he suppresses all morale and insight bonuses of the heroes within his line of sight. Jorek then uses his standard action to activate his Inspire Confidence talent, granting a +1 morale bonus to the attack rolls and skill checks of allies within his line of sight until the end of the encounter (unless he becomes unconscious or dies). Additionally, he uses the table as cover as long as the heroes are at range. Whenever Jorek has 2 swift actions to spare, he uses Disruptive again to cause further chaos.

Frizz

This Defel befriended Kal Jorek soon after leaving his homeworld of Af'El. Because Jorek could not properly pronounce the Defel's name, the smuggler decided to call him "Frizz," and the new name stuck. Frizz has grown accustomed to the moniker.

Frizz (F) **CL 2**
Small Defel scout 1/scoundrel 1
Force 1; **Dark Side** 1
Init +9; **Senses** Perception +6
Languages Basic, Defel, 3 unassigned

Defenses Ref 18 (flat-footed 15), Fort 14, Will 13
hp 30; **Threshold** 14

Speed 6 squares
Melee unarmed –1 (1d3)
Ranged blaster pistol +4 (3d6+1)
Base Atk +0; **Grp** +3
Atk Options Point Blank Shot, Sneak Attack +1d6
Special Actions Shake It Off

Abilities Str 8, Dex 16, Con 13, Int 16, Wis 10, Cha 12
Special Qualities partial invisibility
Talents Improved Stealth, Sneak Attack +1d6

Feats Point Blank Shot, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +5, Endurance +7, Initiative +9, Jump +5, Knowledge (technology) +9, Mechanics +9, Perception +6, Stealth +14 (can reroll, keeping the second result)
Possessions blaster pistol, ultraviolet visor, 900 credits

Partial Invisibility—The fur of a Defel helps bend all but ultraviolet light, rendering him or her nearly invisible. A Defel in normal light is treated as having concealment, and a Defel in shadowy illumination or darker conditions is treated as having total concealment. Defel are fully visible and gain no concealment against opponents with darkvision, but low-light vision gives no such benefit.

Ultraviolet Visor—The eyes of Defel have evolved in such a way that they can see only in the ultraviolet spectrum. Defel that leave Af'El must wear a special ultraviolet visor to see in normal light. Without such a visor, a Defel is considered blind.

Frizz's Tactics

Frizz tries to stick to the darker areas of the warehouse so that he has total concealment from which to strike out at nearby heroes. He enjoys sneaking up on victims with his Stealth skill and making ranged sneak attacks.

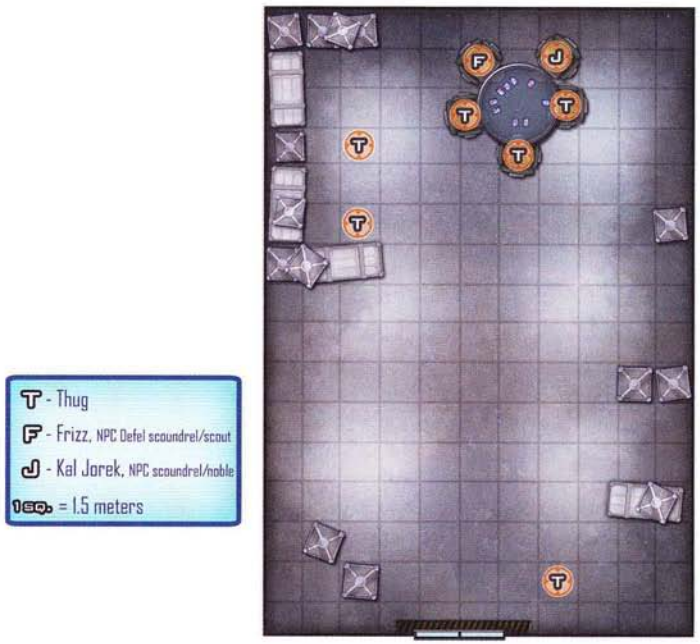
Conclusion

Following the warehouse fight, the heroes recover many crates of illegal weapons. Caltos arrives with his soldiers shortly after the heroes win the battle. Caltos explains that he and his group were ambushed as a diversion to draw them away from the real weapons hideout. He congratulates the heroes on recovering the illegal arms and reminds them to come by his office later for the promised reward.

If the heroes kill Kal Jorek, Caltos admits that he feels justice has been done—Jorek's criminal enterprise has claimed the smuggler's own life. Still, Caltos would have liked for Jorek to have been taken alive for questioning. There is no guarantee that the supply chain of illegal weapons will end with his death.

If the heroes capture Jorek alive and turn him over to Caltos, the lieutenant is grateful, promising that the arms dealer will be interrogated and subject to Naboo justice. Caltos believes that the weapon supply line has been dealt a critical blow and that Jorek will be made to reveal the identities of his suppliers.

If the heroes capture the elusive Frizz, Caltos says that he has never actually seen a Defel up close before (in fact, few people have). In response, the shadowy shape seems to grin with pride. Caltos gives the heroes an additional 500 credits for the Defel's capture.



Features of the Area

The warehouse interior has the following features:

Illumination: The battle takes place indoors, with penalties for low light.

Cover: The warehouse is full of places where the heroes can gain cover, including numerous large crates full of military-grade weapons.

Table: The thugs use this small card table to play sabacc.

MINI-ADVENTURE #3: BETRAYAL AT CLOUD CITY

"Betrayal at Cloud City" is a mini-adventure designed for 4th-level heroes. It gives characters of intrigue an opportunity to do what they do best—make under-the-table political deals, meet in secret, and apprehend elusive double agents.

ADVENTURE BACKGROUND

Recently, Iridonia increased the taxes on technology imported from Duro, and the Duro's government officials are furious about the higher tariffs. In retaliation, they have banned shipments of all technology to Iridonia. As anyone might imagine, the Zabrak have not taken the ban well, although not all residents of their planet are in agreement. After a short time, word reaches the Duro government that the Zabrak are ready to negotiate.

The heroes, who are likely working with an intelligence bureau, receive orders to finalize an under-the-table political deal between the Iridonian dictatorship and the corporate leaders of Duros. Cloud City, above the gas giant Bespin, has been selected as a neutral location where each government's officials will feel more at ease, and the covert treaty will be kept from prying eyes. Reportedly, the Zabrak rulers have asked to meet in secrecy so the news does not spread to their populace. The Duros, wary of this request, have asked the heroes to mediate on their behalf.

MEETING THE SIDES

After the heroes arrive on Cloud City, they meet with Belai Kaleeg, the Duros corporate official, to discuss the details of the signing. Kaleeg tells them that he was contacted by a female Zabrak by the name of Koon Odan, who said that the Iridonian government would like to secretly negotiate a treaty to end the trade disagreement. Kaleeg was told that the Zabraks are willing to make a substantial offer "that would be in our best financial interests." However, he refuses to reveal the details of the transaction to the heroes, claiming that he is sworn to secrecy by his government.

Kaleeg offers to purchase dinner for the heroes at the Twin Star restaurant in the upper plaza, arranging to meet them there after they talk to the Iridonian representative.

Next, the heroes meet with Koon Odan, the female Zabrak. She has little to say and is straightforward and almost rude. Odan provides them with the time and location for the treaty signing and quickly leaves.

With a successful Perception check opposed by Odan's Deception check (+9), the heroes notice that she seems nervous, impatient, and in a hurry to be someplace else. Unknown to the heroes, Odan recognizes someone in the crowd, and the sighting makes her anxious about the coming transaction.

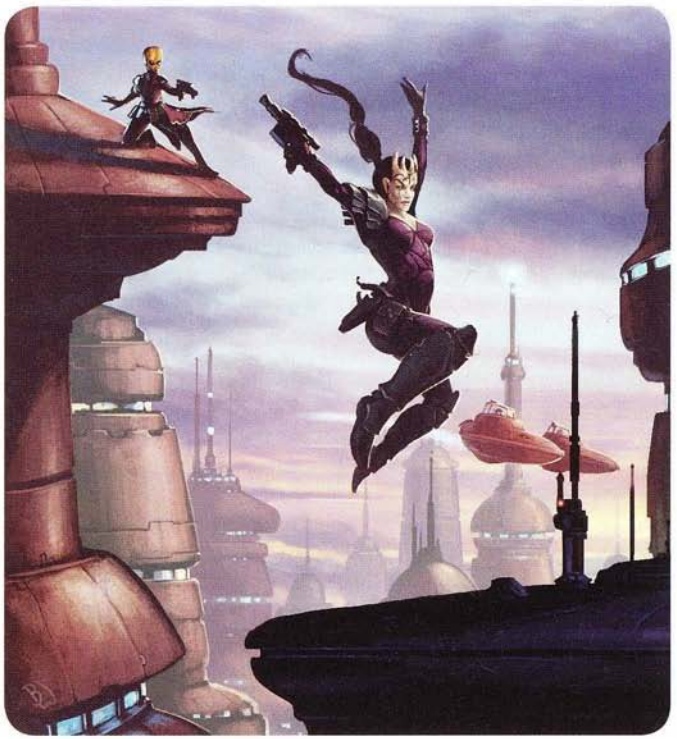
ASSASSINATION ATTEMPT (CL 4)

The heroes meet Belai Kaleeg for dinner at the Twin Star restaurant. The upper plaza is a nice area, filled with tourists, well-to-do travelers, and business representatives. It is far different from the rougher crowds found in Port Town or the Mining Quarter. Music flows into the restaurant from the small synthtone cantina next door.

Suddenly, the meal is interrupted by the shriek of laser fire—Kaleeg has been shot! He slides out of his chair and falls to the floor. A second blast hits the chair where he had been sitting. The heroes catch a glimpse of a cloaked figure fleeing into the crowded corridor.

If the heroes give medical aid to Kaleeg, he can be stabilized with a successful DC 21 Treat Injury check. Upon closer examination, the heroes learn that the Duros has been shot in his arm and should survive, but it would be wise for him to seek medical help immediately.

If the heroes pursue the cloaked figure, they can spot the suspect in the crowd with a successful Perception check opposed by the figure's Stealth check (+10). The suspect rounds a corner. With an additional successful Perception check opposed by the figure's Stealth check (+10), the heroes determine which adjoining corridor the suspect ran down. When they arrive, they find only the cloak lying on the ground.



ESCAPING THROUGH THE STREETS OF CLOUD CITY

The Signing

After an uneventful night, the heroes escort a wounded but recovering Belai Kaleeg to the room where the treaty is to be signed. Koon Odan arrives on time. Kaleeg, increasingly suspicious following the events of the previous day, requests that both he and Odan be searched for weapons prior to the transaction. If the heroes comply, they learn that neither representative has a weapon.

Odan provides a legal datapad and a credit chip. Kaleeg looks them over, then hands them to the heroes to inspect. With a successful Use Computer check (an automatic success), the heroes find that everything is in order. With a successful Perception check (DC 16), the heroes notice that Odan is calm and collected.

Kaleeg attempts to agree to the terms of the document shown on the datapad, but the screen suddenly goes blank. Puzzled, he hands the datapad to the heroes for further inspection. With a successful DC 16 Use Computer check, the heroes find that all of the datapad's documents have been locked or deleted. In addition, the credit chip attached to the datapad now has no balance and reports that all assets have seized by the Iridonians.

Odan does not know why the datapad and credit chip no longer function, and she worries that she is being set up—perhaps by her own government, or perhaps by Kaleeg and the heroes. Regardless, she decides to make a quick exit. With a successful Perception check opposed by Odan's Deception check (+9), the heroes notice that she has become extremely nervous and is easing toward a nearby window.

Unless she is physically subdued, Odan leaps out the window and runs away. Kaleeg yells something about a double cross and orders the heroes to "bring that Zabrak back!"

Skill Challenge: The Chase

In this skill challenge, the heroes must pursue Koon Odan on foot through the corridors, walkways, businesses, and crowds of Cloud City's upper plaza. During the chase, the heroes travel through different parts of the plaza in an attempt to cut off her escape route. As the heroes accrue failures, Odan slips farther away, possibly escaping altogether. Once the heroes have earned either five successes or two failures, the objective of the skill challenge changes—an assassin enters the chase, targeting Odan. At this point, the heroes are in opposition to the assassin rather than to Odan.

CL 4

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 26 or 21]: The heroes can try to remember what they know about Cloud City to find shortcuts or secret routes. The DC is reduced to 21 for heroes who are familiar with the city.

Perception [DC 21]: The heroes can attempt to locate the best path to keep pace with Odan or notice indicators that suggest where she is headed next.

Stealth [Opposed DC]: The heroes can try to sneak along alternate routes to cut Odan off. This check is opposed by Odan's Perception check.

Use Computer [DC 28]: If one of the heroes stops at a computer terminal, he or she might be able to determine Odan's possible routes and relay that information to the other heroes via comlink. The hero who stops to check the computer is effectively out of the chase but can check the computer again if Odan's path changes.

Treat Injury [DC 15 or 25]: This is a restricted skill that can be used to earn successes only after the changing objectives effect is initiated. To earn a success with this skill, the heroes must heal Odan from wounds she sustains from the assassin. To attempt to heal her, a hero must have a medpac; having a medical kit grants a +2 equipment bonus to the check. Making a DC 15 check allows a hero to administer first aid. Making a DC 25 check allows a hero to revivify Odan if she has died within 1 round.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Changing Objectives: When the heroes accrue either five successes or two failures, the cloaked assassin from the day before opens fire on the fleeing Odan. She stops to take cover at the nearest spot, giving the heroes another round or two (depending on how close they are) to catch up. The hidden assassin continues to fire from afar at Odan, ignoring the heroes unless they close with him in melee range. This development should cause the heroes to suspect that Odan is innocent of the assassination attempt on Kaleeg and make them want to question her. Their new objective is to stop the assassin from killing Odan.

Containment: The heroes do not accrue failures for failed skill checks. Instead, they accrue a failure only if everyone takes an action but no one earns a success, since to maintain pursuit, they need to keep Odan in sight of only one character. After the changing objectives effect is initiated, the containment effect no longer applies.

Opposed DC: Certain skills in this challenge can be opposed by Odan. After the changing objectives effect is initiated, certain skills can be opposed by the assassin.

Restricted Skills: The following skills cannot be used at the start of this challenge: Gather Information, Survival, Swim, and Treat Injury. After the changing objectives effect is initiated, Treat Injury can be used, but only to heal injuries that Odan receives.

Success: The heroes catch up to Odan, who is still alive, and defeat the assassin.

Failure: Odan gets away or is killed.

Encounter: Chase Through the Clouds

Challenge Level 2

SETUP: This encounter serves as the climax of "Betrayal at Cloud City," the mini-adventure introduced on the previous two pages. This encounter can be used when the heroes catch up to Koon Odan, or to break up the action in the middle of the skill challenge.

Read-Aloud Text

If the heroes chase Koon Odan, their pursuit begins on Cloud City's upper plaza. Read the following text aloud:

Humans and Ugnaughts traverse the busy corridors of Cloud City's upper plaza. Koon Odan darts through the crowd, dodging passersby as she heads in the general direction of the Twin Star restaurant where you had dinner the evening before. A patron of a nearby dance hall stumbles out amid a blast of laser illuminations and pulse-pounding music and nearly trips Odan, who spins to avoid the collision and continues her flight.

Koon Odan

A female Zabrak, Koon Odan arranged to meet with Duros corporate representative Belai Kaleeg to negotiate a trade agreement to benefit their worlds. She is unaware that her government sent a second agent (the assassin) on a mission opposing her own.

Koon Odan (O) CL 4

Medium Zabrak scoundrel 3/noble 1
Force 2
Init +11; **Senses** Perception +3
Languages Basic, Bothese, Durese, Ryl, Rodese, Zabrak, 3 unassigned

Defenses Ref 21 (flat-footed 17), Fort 16, Will 18
hp 34; **Threshold** 16

Speed 6 squares
Melee unarmed +2 (1d4+2)
Ranged by weapon +6
Base Atk +2; **Grp** +6
Atk Options Acrobatic Strike, Point Blank Shot, Running Attack

Abilities Str 10, Dex 18, Con 12, Int 16, Wis 12, Cha 14
Talents Disruptive, Presence, Walk the Line
Feats Acrobatic Strike, Linguist, Point Blank Shot, Quick Draw, Running Attack, Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +11, Deception +9, Gather Information +9, Initiative +11, Perception +3 (can reroll, keeping the second result), Persuasion +9, Stealth +11, Use Computer +10
Possessions noble's clothing, datapad, secure credit chip containing 1,250 credits

Koon Odan's Tactics

Koon Odan does not attack the heroes unless cornered and threatened. Even then, she fights unarmed unless she can somehow acquire a weapon. She spends all of her efforts fleeing and trying to stay ahead of the heroes. She heads down a path similar to that taken by the assassin the day before.

Assassin

This unknown male Zabrak was sent to kill representative Belai Kaleeg to stop the trade agreement from being signed. After the assassination attempt fails, Kaleeg receives new orders—take out Koon Odan instead.

Assassin (A) CL 4

Medium Zabrak scoundrel 4
Force 2; **Dark Side** 4
Init +10; **Senses** Perception +3
Languages Basic, Zabrak, 2 unassigned

Defenses Ref 20 (flat-footed 17), Fort 15, Will 17
hp 29; **Threshold** 15

Speed 6 squares
Melee baton +5 (1d6+4)
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster pistol +4 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +6
Atk Options Careful Shot, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +2d6

Abilities Str 14, Dex 16, Con 10, Int 14, Wis 12, Cha 11
Talents Sneak Attack +2d6
Feats Careful Shot, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +10, Deception +7, Gather Information +7, Initiative +10, Perception +3 (can reroll, keeping the second result), Stealth +10, Use Computer +9
Possessions blaster pistol, cloak, baton, 1,600 credits

Assassin's Tactics

The assassin does not attack the heroes unless he is threatened by them in melee. He spends all of his efforts trying to kill Koon Odan. During the skill challenge, once the changing objectives effect is initiated, the assassin is revealed in his hiding place atop the building in the center of the encounter map, and he begins shooting at Odan. If the assassin kills Odan, he flies off on a small repulsorlift craft.

Features of the Area

The Cloud City upper plaza has the following features:

Illumination: The battle takes place during the day, with no penalties for low light.

Cover: The corners and other structures in the corridors offer cover for the heroes.

Cantina: A small synthtone cantina is next door to the Twin Star restaurant. Maneuvering through the cantina is considered difficult terrain.

Civilians: When the chase begins, civilians are walking the corridors. Some disperse or head inside businesses to avoid the confrontation, especially if blasters are fired.

Computer Terminal: The computer terminal is designed for public use. This object also provides cover.

Dance Hall: A dance hall adjoins the building where the treaty is to be signed. When Koon Odan leaps out the window, she lands just outside the hall's entrance.

Docking Pad: The docking pad has a lone cloud car. If Koon Odan reaches the cloud car, she can use it to escape.

Restaurant: The Twin Star restaurant is one of the finer establishments in the upper plaza. Maneuvering through the restaurant is considered difficult terrain.

Security: If blasters are fired, Cloud City Security Force officers are likely to arrive on the scene.

Window: The heroes begin the encounter near the window of the meeting room, after Odan jumps out of it.



Conclusion

If Koon Odan survives, she surrenders to the heroes once the dust settles. She explains, "I was sent here by my government to oversee the treaty signing. But it appears I was blacklisted—that assassin is one of our agents. Perhaps my government had second thoughts about my mission. It seems there are more sinister forces at work here."

If the heroes subdued the assassin, his story matches the one Odan tells. Later, during transport, he is found mysteriously dead or missing.

If the heroes contact the Iridonian government, Zabrak officials deny any involvement in the activities of the past few days. They claim to know nothing about Odan's mission or the assassin. Strangely, Odan's datapad and credit chip are fully restored within a few minutes after the communication. The treaty goes ahead as planned.

If Odan is killed, the assassin tries to flee. Whether he is caught or escapes, the proposed treaty between Iridonia and Duro is canceled. Eventually, the disagreements between the two worlds escalate, resulting in a small-scale war in which other, more powerful entities intervene.

Mini-Adventure #4: Eye on the Prize

"Eye on the Prize" is a mini-adventure designed for 6th-level heroes. The heroes, part of Alliance Intelligence, are ordered to help a prominent neurobiologist escape from Imperial custody and reach a vessel that will ship him to safety.

Adventure Background

As the war between the Empire and the Rebel Alliance grinds on, the Empire takes more extreme measures to ensure victory, including the creation of powerful biological and chemical agents to raze entire planets. The Empire has forced countless scientists who excel in biology, chemistry, and weapons development to create vast stockpiles of virulent strains and toxic substances. Some of these scientists work willingly for the Empire, while others chafe at the abuse of their knowledge for such a purpose.

Alliance Intelligence has recently intercepted communications about the reassignment of Saludor Narubo, a brilliant Givin neurobiologist noted for developing vaccines for some of the galaxy's most devastating diseases. The Alliance realizes that if anyone could create even more dangerous strains of biological agents, it's Saludor, and has decided to abduct the scientist before he is shipped off to some hidden base, never to be seen again.

The heroes are sent to the planet Taris, where Narubo has worked for decades. At this time, neither the Rebel Alliance nor the Empire has a strong footing on Taris, and both groups maintain an extremely low profile on the world. The heroes must work undercover to get the job done with little in the way of assistance from their superiors.

Plotting the Assault

Alliance Intelligence has little information on the Empire's plans, but it knows that Narubo remains under guard at his laboratory in the Middle City on Taris. Spies have revealed that the Imperials plan to transfer the neurobiologist within a few days after the heroes arrive. Analysis droids have concluded that the best time to kidnap Narubo is the moment that he leaves his lab under guard. Imperial agents will be relatively few and probably will try to remain as inconspicuous as possible in order to avoid drawing attention to the transfer. Alliance Intelligence provides the heroes with false identities and 10,000 credits to use for bribes or for purchasing equipment on Taris.

The area around Narubo's laboratory is cramped enough that traffic consists primarily of groundspeeders and public transportation; fliers need to cruise well above ground level or risk smashing into gantries. If the heroes use surveillance on the lab, allow them to make three separate Perception checks against the Imperial agents guarding Narubo. The Imperials consist of a field officer (treat as Imperial Officer; see page 280 of the Saga Edition core rulebook) and seven lower grade agents (treat as Elite Rebel Troopers, without armor; see page 281 of the Saga Edition core rulebook). If the heroes succeed on all three checks, they learn that the Imperials never leave the facility, except for a single lower agent out front keeping watch.

If the heroes hope to escape with the neurobiologist, they will have to obtain their own transportation to get him to the spaceport. For 500 credits, they can rent a Corona Limited luxury groundspeeder, which is large enough for their purposes and can be parked nearby for a speedy escape (or they can steal one if they do not want to leave a trail). Alternatively, they can steal the Imperials' groundspeeder.

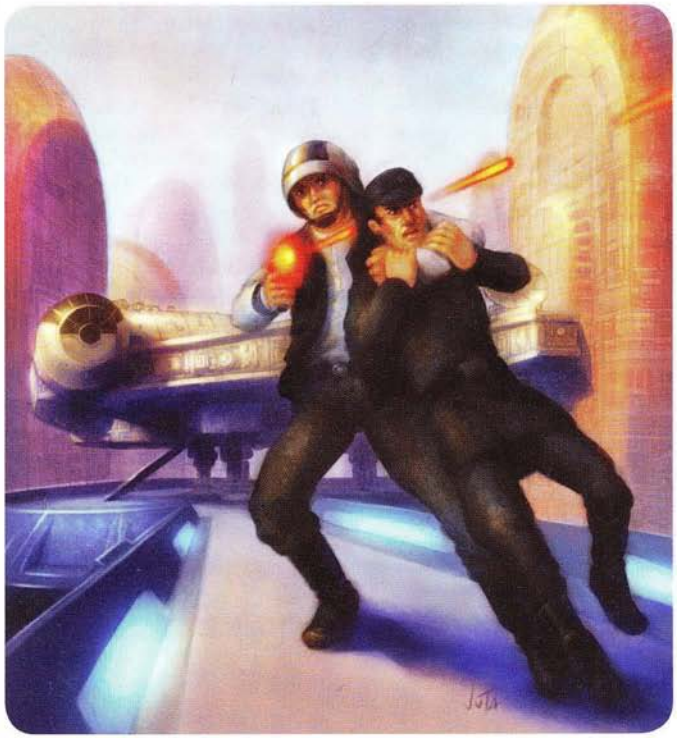
A successful DC 20 Knowledge (tactics) check reveals two locations nearby that would allow snipers a clear shot at Imperial agents exiting the laboratory, but still be close enough for the heroes to grab Narubo and reach their escape vehicle.

The Kidnapping

Once everything is in place, the heroes have to wait for the Imperials to leave the laboratory. The agents have hired a Corona Limited luxury groundspeeder by comlink, along with two smaller landspeeders (treat as SoroSuub X-34 landspeeders; see page 176 of the Saga Edition core rulebook) as additional protection, to arrive and whisk the scientist away.

The area in front of the laboratory is a street front 20 squares wide by 20 squares long, with the southernmost 4 squares being the street itself. Once the heroes begin their assault, the field officer and three of the agents form a shield around Narubo and move as quickly as possible to the Corona groundspeeder, which is driverless. The other four Imperials find cover and attack the heroes.

Holding an Imperial officer hostage



The Escape

If the heroes manage to snatch Narubo alive from the Imperials and board a groundspeeder, they must flee their pursuers through the twisting, crowded roadways of Taris. If any Imperials are left alive with functioning vehicles, they give chase. Otherwise, a secondary team of reinforcements with the same numbers (an officer and seven agents) arrives to pursue the heroes.

Skill Challenge: Fleeing the Imperials

In this skill challenge, the heroes attempt to shake off the Imperials that are in hot pursuit of them after their successful kidnapping of the neurobiologist Saludor Narubo.

CL 6

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 25 or 21]: The heroes can try to use their knowledge of Taris and the city's winding streets to figure out the best way to elude their pursuers. The DC is reduced to 21 for heroes who are familiar with the area.

Perception [DC 23]: The heroes can attempt to travel along unexpected routes or enter locations where the Imperials are unlikely to follow.

Pilot [DC 18 or Opposed DC]: The heroes can pilot their groundspeeder along the fastest routes, dodge debris and obstacles, and find other ways to elude the Imperials. If the Imperials get too close to the heroes' vehicle, the Imperials become able to make Pilot checks to set the DC for this skill.

Stealth [Opposed DC]: The heroes can head into traffic to throw off their pursuers, hiding within the flow of other vehicles. This check is opposed by the Imperials' Perception check (+10).

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Opposed DC: Certain skills in this challenge can be opposed by the Imperials in pursuit.

Restricted Skills: The following skills cannot be used in this challenge: Gather Information, Survival, Swim, and Treat Injury.

Success: The heroes manage to shake off their pursuers and reach the spaceport without further incident.

Failure: The Imperials catch up to the heroes and corner them, engaging in a firefight. Local law enforcement officials show up in large enough numbers that the Imperials withdraw. Later, the field officer uses bribes and threats to have Narubo released into Imperial custody while the heroes are sent to prison.

Encounter: Unexpected Visitor

Challenge Level 8

SETUP: This encounter serves as the climax of "Eye on the Prize," the mini-adventure introduced on the previous two pages.

The heroes have managed to escape with Narubo, who is extremely grateful for their help. They reach the Taris Spaceport and must board the freighter awaiting them—a Corellian YT-1300 left at the dock by the Alliance exclusively for their mission. The ship has no crew, so the heroes must pilot the freighter using the coordinates encrypted in its navicomputer.

There is one hitch, however. Karvas Toll, an Imperial agent, had been sent to monitor the transfer of Narubo from afar and act as a failsafe in case something goes wrong. Toll watched the abduction from his speeder bike and followed the heroes at a distance, avoiding being spotted by the characters or the other Imperials. He trailed the heroes to the YT-1300 at the spaceport. Once there, he manages to sneak aboard the ship unseen.

Toll intends to prevent the heroes from taking off until his backup arrives. If that proves impossible, he plans to take Narubo hostage and force the heroes to fly to an Imperial cruiser outside the system.

Read-Aloud Text

When the heroes get inside their transport and prepare to take off, read the following text aloud:

Just as you begin preparations to take off, you hear a loud pop, and the lights of the ship suddenly go out. In the gloom, a shadowy figures moves with alarming speed. "Not so fast, Rebel scum," says a male voice. "I'm here to claim our prize back."

Karvas Toll

Karvas Toll grew up in the slums of Taris, where his future was limited to joining a gang or being a victim of one. After watching an Imperial propaganda program on the HoloNet, Toll realized that the Empire was the best way to break out of his situation and joined up. Amazingly, instead of shipping Toll off to some distant warfront, the Imperials realized that he was a natural as a spy and surveillance expert, as well as deadly with a blaster and a vibroblade. After a training stint offworld, Toll returned to Taris to assist Imperial Intelligence cells there, using his knowledge of the planet to carry out clandestine acts on behalf of the Empire.

Toll considers himself a patriot and believes that the Empire has the galaxy's best interests at heart. Quiet, observant, and stealthy, Toll is often used by his handlers to clean up after missions gone awry or to step in when further assistance is needed. He dresses like a native of Taris, but his demeanor makes it clear that he is dangerous, and most citizens give him a wide berth on the streets.

Karvas Toll (K) **CL 8**
Medium Human scoundrel 5/scout 3
Dark Side 8
Init +7; **Senses** Perception +16
Languages Basic, Givin, Huttese

Defenses Ref 24 (flat-footed 20), Fort 20, Will 21; Dodge, Mobility
hp 58; **Threshold** 20

Speed 6 squares
Melee vibroblade +8 (2d6+4)
Ranged heavy blaster pistol +8 (3d8+4) or
Ranged heavy blaster pistol +6 (4d8+4) with Rapid Shot
Base Atk +5; **Grp** +8
Atk Options Point Blank Shot, Rapid Shot, Sneak Attack +1d6
Special Actions Knack, Shake It Off

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 15, Cha 14
Talents Hidden Movement, Improved Stealth, Knack, Skirmisher, Sneak Attack +1d6
Feats Dodge, Mobility, Point Blank Shot, Rapid Shot, Skill Focus (Perception, Stealth), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +12, Deception +11, Perception +16, Pilot +12, Stealth +17 (can reroll, keeping the second result), Use Computer +11
Possessions heavy blaster pistol, snare pistol, vibroblade, encrypted comlink, Aratech 74-Z speeder bike

Karvas Toll's Tactics

Toll excels at sneaking into locations unnoticed and waiting for just the right moment to strike from the shadows. Once on board the heroes' ship, he cuts a secondary power circuit and plunges the YT-1300 into darkness. An expert at close combat, Toll uses his vibroblade to engage the heroes in melee after targeting them with a few blaster shots. He tries to move as swiftly as possible to get close to Narubo and use the neurobiologist as a shield, buying time until his reinforcements arrive. As a loyal Imperial agent, Toll knows the penalty for failure and fights to the death. If he is close to being taken down, Toll turns his blaster or vibroblade against Narubo to deny the Rebels the prize.

Conclusion

If the heroes defeat Toll, the ship's navicomputer reveals that the Alliance has a Corellian corvette waiting on the far fringes of the system. The YT-1300 is programmed to fly the heroes and Narubo directly to the other vessel. Once there, Narubo is whisked away for debriefing, presumably to inform the Alliance about the new strain of contagion he was developing for the Empire's biological warfare program.

If Toll recaptures Narubo, he uses the Givin as a shield to keep himself from harm. If the heroes do not manage to get the YT-1300 off the ground, Imperial reinforcements eventually arrive in large numbers, along with local law enforcement. The heroes are taken to a Taris prison on charges of kidnapping, conspiracy, and property damage (along with murder, if applicable).

If Toll recaptures Narubo but the YT-1300 takes off, the Imperial agent orders the heroes to enter new coordinates into the navicomputer—coordinates that take them to a Star Destroyer on the fringes of the Taris System. Once there, the heroes are taken into custody and later shipped to a prison colony, where they are interrogated until they reveal whatever Alliance secrets they possess.

Features of the Area

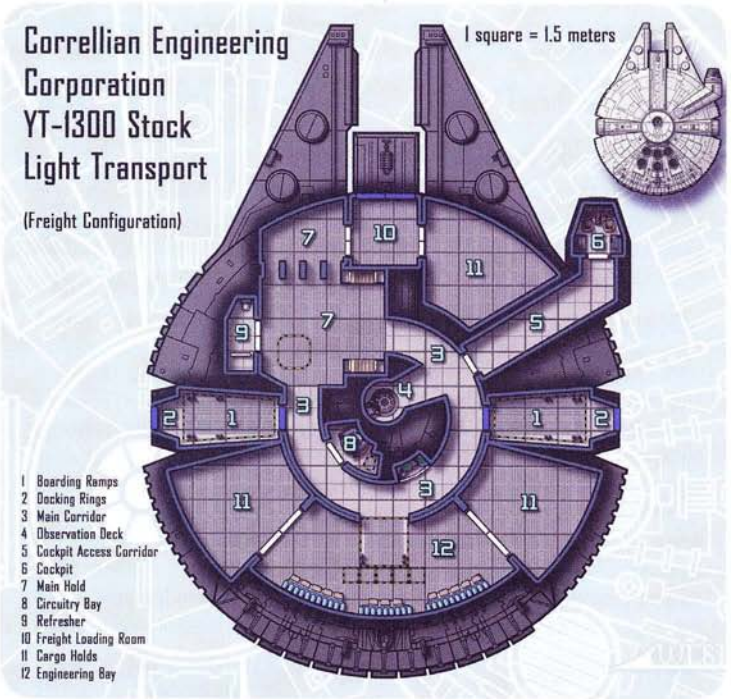
The flight deck of the Corellian YT-1300 transport has the following features:

Illumination: Because Toll cuts the primary power, the ship is mostly dark, providing concealment to all characters.

Bridge: The blast doors leading to the bridge have DR 15 and 80 hit points. Because the power is shut off, they can be opened by hand with a DC 20 Strength check.

Cover: The landing pad is full of places for the heroes to find cover. In some cases (such as a character sitting inside the loading vehicle), the Gamemaster can rule that the target has improved cover.

Refresher: The refresher contains a medpac.



Mini-Adventure #5: My Enemy's Enemy

"My Enemy's Enemy" is a mini-adventure designed for 8th-level heroes. In this scenario, the characters work for a Mon Calamari ambassador who is in deep negotiations to mend ties with the Quarren. A failed attempt on the ambassador's life reveals a similar plot to kill the Quarren ambassador.

Adventure Background

The heroes work as bodyguards and assistants for Nuukol, the Mon Calamari ambassador in charge of brokering a compromise with the Quarren. Groups on both sides have attempted to disrupt the negotiations, stirring up hatred and misunderstanding to muddy the waters.

After months of discourse, the Quarren have finally agreed to send their own ambassador, Tsillog, to Coruscant to meet with Nuukol and hammer out an accord. However, in an unprecedented move, Tsillog has also scheduled a press conference outside the Quarren embassy to lay out the proposal to the people—a move that the Mon Calamari consider inflammatory. To change the tone back in their favor, Nuukol has arranged his own press conference in front of the Mon Calamari embassy a day beforehand. He hopes that by having the voices of both parties heard, public opinion will remain stable enough for the negotiations to begin in earnest.



A Mon Calamari attempts assassination.

While other members of his staff arrange for the press conference, Nuukol asks the heroes to remain vigilant, since threats have been made against him and his delegation. Although tensions are high, the ambassador makes it clear that he wants the heroes to maintain a low profile. To show suspicion is to show weakness, which is something that he and the Mon Calamari cannot afford at the moment.

Showtime

On the day of Nuukol's press conference, throngs of supporters, detractors, and reporters gather outside the Mon Calamarian embassy. The ambassador rehearses his speech in an antechamber inside the main lobby of the embassy. The lobby swarms with dignitaries and support staff, all moving with great anticipation. However, unknown to everyone, two Mon Calamari radicals have infiltrated the embassy and plan to kill the ambassador inside the main lobby.

Tasked with Nuukol's protection, the heroes can decide how to arrange themselves to best survey the area for threats. The main lobby is a open space 15 squares by 15 squares, with a ceiling several dozen meters high. The main doors (2 squares wide) are on the north end of the area. Four identical antechambers (each 4 squares by 4 squares) are evenly spaced along the sides of the main lobby. At any given time, there are a dozen support staff personnel in the lobby (treat as unarmed Rebel Troopers; see page 280 of the Saga Edition core rulebook); if violence erupts, they duck for cover or cower on the ground.

Have any heroes watching the main lobby for trouble make a Perception check against the radicals' Deception check (+13). If the heroes succeed, they notice that four bureaucrats seem to be milling about longer than usual. Two of them are innocent bystanders waiting to see the ambassador up close, but the other two are radicals intent on killing Nuukol. If the heroes succeed at the Perception check by 5 or more, they notice that the two radicals have concealed weapons. If the heroes approach them for questioning, the radicals stall for a round while the ambassador leaves the antechamber and heads toward the front door of the embassy.

Read-Aloud Text

The action begins when Ambassador Nuukol reaches the center of the lobby. The two radicals approach him from either side with weapons drawn (and possibly with the heroes in hot pursuit). Read the following text aloud:

Ambassador Nuukol leaves the antechamber and walks toward the middle of the lobby, consulting a datapad containing the speech he is about to give. The bureaucrats and embassy workers in the lobby move out of his way. Then an angry voice fills the vast chamber. "Traitor!" screams one of the bureaucrats as he rushes toward Nuukol. "You cannot negotiate with these monsters! For Mon Calamari!"

Assassination Attempt

When combat begins, one of the radicals should be within 4 squares of Nuukol. As soon as possible, he activates the thermal detonator in his hand, hoping to vaporize the ambassador while serving as a martyr for the cause. However, the detonator is faulty; when it explodes, it releases a spray of shrapnel instead of a blast. Anyone caught in the explosion takes half damage (piercing). Five bystanders are wounded and fall to 0 hit points each. The radicals' blaster pistols are also faulty and can fire only one shot each before they fuse shut.

Regardless of the actions of the heroes, Nuukol is severely wounded by the shrapnel, caught in the crossfire, or otherwise injured and reduced to 0 hit points.

Mon Calamari Radicals (2) CL 5
Medium Mon Calamari scoundrel 5
Dark Side 3
Init +13; **Senses** low-light vision; Perception +13
Languages Basic, Mon Calamarian, 1 unassigned

Defenses Ref 18 (flat-footed 17), Fort 15, Will 17
hp 32; **Threshold** 15

Speed 6 squares (swim 4 squares)
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Sneak Attack +2d6
Special Actions Disruptive

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 12, Cha 13
Special Qualities breathe underwater, expert swimmer
Talents Disruptive, Sneak Attack +2d6
Feats Grazing Shot, Master of Disguise, Point Blank Shot, Skill Focus (Deception, Initiative, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Gather Information +8, Initiative +13, Perception +13, Stealth +8
Possessions blaster pistol (one shot only), thermal detonator (faulty)

The Failed Martyr

After the assassination attempt, medical droids and additional security personnel arrive in 1d4 rounds to tend to the wounded. Critically injured, ambassador Nuukol is rushed to the embassy's medical facilities. Several minutes after the blast, an attaché informs the crowd outside about the assassination attempt and cancels the press conference. The confused and shocked audience begins shouting and rushing the door of the embassy, held in check by the security personnel (and the heroes, if they want to assist). If any radicals survived, they ask to talk to the heroes.

Read-Aloud Text

If the heroes interrogate the radicals, at an appropriate point during the questioning, read the following text aloud:

The Mon Calamari stands up straight and squares his shoulders. "None of this matters, you realize," he says. "Ours was just one part in the plan to prevent negotiations. The Quarren scum is supposed to be speaking tomorrow to spread even more lies about how his people want peace. We're going to make sure that won't happen, either, despite the failure today."

Interrogation

The heroes can interrogate the radicals to learn their purpose. Interrogation reveals that they are part of a cell of Mon Calamari who object to peaceful coexistence with the Quarren. They point to past events to show that every attempt at harmony has failed. If asked, the radicals say that their leader is an individual known as "Avreet" (the Mon Cal word for "comrade"), although they have never met him or her.

The radicals also reveal that an assassin hired by another cell intends to kill the Quarren ambassador when he gives his speech the next day. The radical knows nothing about the assassin other than to say, "He's not one of us."

If the heroes ask why the radicals' weapons were faulty, have the characters make another Persuasion check. If they succeed, the radicals look angry and complain that they picked up their weapons from a drop point in a seedy hotel. They have no idea why the weapons malfunctioned, although now they suspect that perhaps they were set up to fail.

Desperate Diplomacy

When Nuukol regains consciousness, he sends a nurse to summon the heroes to his bedside. Despite the attempt on his life, the ambassador tells the heroes that the negotiations must continue as scheduled. He stresses that the assault will only make matters worse as the Mon Calamari citizens harden their stance toward the Quarren. He asks the heroes what they learned from the radicals, and after hearing of the threat on Tsillog, he tells the characters to warn the Quarren delegation. If the other ambassador is attacked, war will almost certainly break out between the two species.

If the heroes try to contact Ambassador Tsillog (either via comlink or by traveling to the Quarren embassy), have them make a DC 25 Persuasion check. Success means they are allowed to talk to him (on screen or in person), although he proves to be unfriendly, brusque, and highly suspicious. If the heroes fail their Persuasion check, a lesser Quarren dignitary relays the message. Regardless, the ambassador's point is clear—although he is saddened at the attempt on Nuukol's life, he sees no reason to fear another attack and will hold his press conference as intended. Tsillog then excuses himself and either has the heroes escorted to the door or cuts off the transmission. All other attempts to contact the ambassador fail.

Encounter: Hunt for the Assassin

Challenge Level 9

SETUP: This encounter serves as the conclusion of "My Enemy's Enemy," the mini-adventure introduced on the previous two pages.

As planned, the Quarren ambassador sets the stage for a press conference in front of his embassy. The setup is similar to the conference arranged at the Mon Calamari embassy, with a podium, holovid cameras, and the like, but the crowd is considerably larger than the one yesterday.

On orders from Ambassador Nuukol, the heroes must attend the press conference and try to locate and stop the assassin before he can kill Tsillog. The Quarren ambassador has only minimal security, supporting his profession of disbelief in the heroes' claim.

Read-Aloud Text

When the heroes arrive at the plaza and begin hunting for the assassin, read the following text aloud:

The plaza in front of the embassy is filled with all manner of sentients—mostly Quarren, but also including dozens of other species. The mood is tense as the crowd awaits the ambassador. The plaza is large and far away from other buildings, making it unlikely that a hidden sniper could shoot Tsillog. You believe that anyone who wanted to kill the ambassador would have to get relatively close to him.

Skill Challenge: Spotting the Killer

The heroes must search for the assassin in a mob of sentients that includes plenty of Quarren, a host of other species, and a few Mon Calamari engaging in heated political debates with other members of the crowd. Tensions are running high. The heroes engage in a skill challenge to spot the assassin, a Rodian named Loodux, before he attacks.

CL 9

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (social sciences) [DC 30]: The heroes can try to study the body language of members of the crowd to determine which individuals seem out of place or suspicious.

Knowledge (tactics) [DC 20]: The heroes can attempt to identify the most likely locations from which an assassin would have a clear line of approach to Tsillog.

Perception [Opposed DC]: The heroes can spot Loodux drawing his weapon as he prepares to fire at the ambassador or spot him as he throws down his smoke grenade. The check is opposed by Loodux's Stealth check (+18).

Persuasion [DC 25]: The heroes can question members of the crowd to learn whether they have seen any suspicious individuals or anyone that seems to be carrying a weapon.

Stealth [Opposed DC]: The heroes can move unobtrusively through the crowd looking for suspicious characters or can catch Loodux unaware as he prepares his attack. The check is opposed by Loodux's Stealth check (+18).

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Opposed DC: Certain skills in this skill challenge can be opposed by Loodux.

Restricted Skills: The following skills cannot be used in this challenge: Gather Information, Survival, Swim, and Treat Injury.

Success: The heroes spot Loodux before he attacks. As a result, the combat does not begin with a surprise round.

Failure: The heroes fail to spot Loodux before he tosses down his smoke grenade and attacks. As a result, they cannot act during the surprise round.

Loodux

Other members of the Mon Calamari radical group hired Loodux, a Rodian assassin, to kill the Quarren ambassador. Loodux is well known for his pistol work and his penchant for bold showmanship. The radicals want a spectacle and believe that a lone assassin killing Tsillog up close and personal would serve their cause effectively. Loodux is a perfect fit. Although his primary motivation is the payment he will receive, he has also come to share the radicals' distrust of the peace accord. In addition, the Rodian is more than a little insane.

Loodux has bland features, which he uses to his advantage to blend in with the crowd outside the embassy. He wears typical garb in muted tones, making him look like an average sentient waiting to hear the ambassador speak.

Loodux (L) **CL 9**
Medium Rodian scoundrel 5/soldier 2/gunslinger 2
Dark Side 8
Init +18; **Senses** low-light vision; Perception +9
Languages Basic, Mon Calamarian, Quarren, Rodese

Defenses Ref 27 (flat-footed 23), Fort 21, Will 21
hp 56; **Threshold** 21

Speed 6 squares
Melee stun baton +7 (1d6+4)

Ranged heavy blaster pistol +12 (3d8+7) or
Ranged heavy blaster pistol +10 (4d8+7) with Rapid Shot
Base Atk +7; **Grp** +11
Atk Options Dastardly Strike, Deceptive Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +2d6

Abilities Str 10, Dex 18, Con 10, Int 14, Wis 10, Cha 13
Talents Dastardly Strike, Deceptive Shot, Sneak Attack +2d6, Weapon Specialization (pistols)
Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception, Initiative, Stealth, Survival), Skill Training (Survival), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +13, Deception +15, Initiative +18, Perception +9 (can reroll, keeping the second result), Pilot +13, Stealth +18, Survival +14
Possessions heavy blaster pistol with targeting scope, smoke grenade, stun baton, breath mask, concealed holster, encrypted comlink, SoroSuub JG-8 luxury landspeeder (see page 71)

Loodux's Tactics

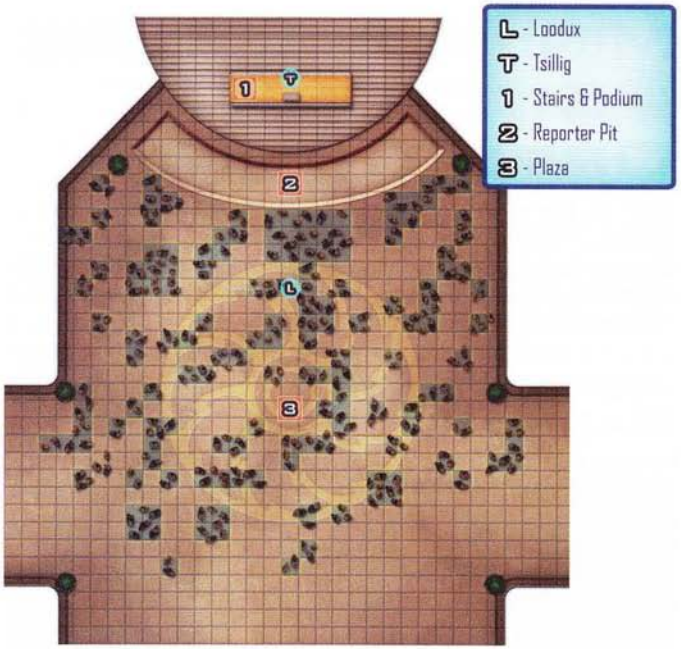
Loodux's plan is simple and brash. He intends to blend in with the crowd until Ambassador Tsillog comes out to speak. When the crowd begins to cheer or boo as Tsillog steps up to the podium, Loodux will be close to the front, where he will release a smoke grenade to cause panic. In the chaos, he will line up his shot, kill the ambassador, and trigger his comlink to summon the driver of his landspeeder. As the speeder carves a path through the crowd, Loodux will leap on board, shooting at anything and anyone that gets in his way.

Conclusion

If the heroes stop Loodux before he kills Tsillog, they are approached by the grateful ambassador once the chaos dies down. He apologizes for doubting them and promises to go forward with the negotiations as planned. In addition, Tsillog offers each hero a reward of 5,000 credits, along with the possibility of additional diplomatic favors.

If the heroes manage to capture Loodux alive and interrogate him, they realize that he is somewhat insane. However, the Rodian's confusing answers to their questions provide clues that help the heroes determine the identity of "Avreet," the leader of the radicals that set up the assassination attempts. If the heroes follow through on this information, they eventually discover that Avreet is Ambassador Nuukol.

If the heroes confront Nuukol, he confesses and admits that the attempt on his own life did not go as planned. The thermal detonator was not supposed to work at all, and he expected the two radicals to be killed. Nuukol thought that an attempt on his life would sway public opinion in his favor. On the other hand, he fully intended for Tsillog to be killed, because then the Quarren would assign a new ambassador, perhaps one who truly wanted peace between the two species. Nuukol is later sent to a prison colony on one of Mon Calamari's moons.



Features of the Area

This area in front of the Quarren embassy has the following features:

Illumination: The battle takes place during the day, with no penalties for low light.

Crowded Plaza: The plaza in front of the embassy is packed with sentients. Each blank square is assumed to have a single being in it. The areas indicated on the map are considered difficult terrain and impose a –5 penalty to Perception checks to locate a specific individual (such as Loodux). When combat begins, creatures knocked prone are trampled by the panicking crowd and take 1d6 points of damage per turn until they can stand up again.

Cover: Except for the area immediately in front of the podium, there are enough beings in the plaza that all creatures are considered to have cover.

Reporter Pit: The area immediately in front of the podium is filled with dozens of reporters and holovid cameras.

Smoke: When Loodux activates his smoke grenade, it fills a 2-square burst radius with smoke, providing concealment. Creatures without protective gear that remain within the burst radius suffer the effects of smoke (see page 256 of the Saga Edition core rulebook).

Mini-Adventure #6: Opportunity Knocks

"Opportunity Knocks" is a mini-adventure designed for 9th-level heroes. In this scenario of political espionage, the heroes intercept a coded transmission that promises the opportunity of a lifetime.

Adventure Background

For many, it has been a long New Order. The Rebel Alliance has tried many avenues but has yet to strike a major blow against the Empire. Fear causes many defiant sorts to stay on the outskirts of the galaxy and wait for the right opportunity. That very chance just might have presented itself.

While on a far less important mission, the heroes intercept a coded transmission. After decoding it, they discover that Emperor Palpatine is slated to visit one of the floating domed cities of Duro regarding a new line of starships to be built for himself and his enforcer, Darth Vader. If the heroes negotiate with a Duro government official who has shown sympathy for the Rebellion in the past, they might be able to place themselves in the right position to assassinate Emperor Palpatine. Secretly, however, the transmission is a trap baited for the Alliance.

Decoding the Transmission (CL 5)

When the heroes realize that they have intercepted the transmission, first they must make a DC 27 Knowledge (technology) check to record it to their ship's computer before the message disappears. Next, they must make a DC 35 Use Computer check to find the advanced algorithm necessary to decode the transmission. If they succeed, they learn the details of the Emperor's upcoming trip to Duro—a rare type of trip for him. Apparently, Emperor Palpatine plans to meet with Duro officials in the auditorium of a government building that will be cleared to maintain security.

The heroes might suspect the authenticity of the message and try to verify it. A DC 22 Knowledge (bureaucracy) check reveals that, as far as they can tell, the business procedures mentioned in the transmission seem to be accurate and normal. A DC 22 Knowledge (galactic lore) check allows the heroes to recall details about Duro that match the information in the message, providing further authentication.

Skill Challenge: Arranging the Assassination

The heroes travel to Duro. Once they arrive in orbit around the planet, they can contact an ally of the Rebel Alliance in the Duro corporate government. The heroes engage in a skill challenge to talk the official into aiding their attempt on the Emperor's life.

CL 9

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Deception [Opposed DC]: The heroes fabricate evidence that Emperor Palpatine is a direct threat to the Duros or that he has no intentions of honoring his contract. The argument might convince the official to give in to the heroes' request.

Knowledge (galactic lore) [DC 23]: The heroes recall something they know of the Duro official, perhaps his past assistance to the Rebel Alliance, that they can use as leverage.

Knowledge (social sciences) [DC 28]: The heroes put forth a point of philosophy, well known on Duro, that speaks to the official and convinces him that their plan is a necessary course of action.

Persuasion [Opposed DC]: The heroes plead for the official to give them aid, using reason and promises of justice for the Emperor's dark deeds.

Use the Force [Opposed DC]: The heroes attempt to detect the mood and surface thoughts of the official, which might help them avoid upsetting or offending him during the negotiation.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Opposed DC: Skills used against the Duro government official, including Deception, Persuasion, and Use the Force, target the official's Will Defense of 27.

Recovery: Since the official has a history of aiding the Alliance, he is willing to listen despite his fear of being discovered. Any hero who succeeds on a skill check by 5 or more can forfeit that success in exchange for removing one failure.

Success: The heroes convince the official to give them special access to the building where Emperor Palpatine will negotiate the new capital ship contract.

Failure: The official decides that the risks outweigh the potential benefit and refuses to help. The heroes must find their own way into the building. In addition, the official might warn his staff that intruders are expected.

Aftermath

When the heroes begin their assasination attempt, use the "Assasination Ambush" encounter on the following page.

If the heroes escape the government building alive, they still must get out of the domed city. The Imperials pursue them on foot through the streets, but in what seems like a stroke of luck, the heroes manage to get away and reach their ship. Secretly, a homing beacon has been hidden aboard the vessel. The Emperor hopes that the heroes will lead his forces to a Rebel Alliance base.

After the heroes board their ship and begin the preflight sequence, a message from the Duro capital orders them to stand down and warns that their ship is not cleared for takeoff. However, the heroes are able to blast off without incident.

If the first Duro official aided the heroes earlier, he contacts them again. "This doesn't make any sense," he tells them. "I think they're allowing you to leave. Be safe, and may the Force be with you." If the heroes ask why he did not warn them about the ambush, he says that he had no knowledge of it (which is true) but that he is glad they survived. He is impressed with their skills and offers to aid them again if they ever need help.

Skill Challenge: Disable the Tracking Device

As the heroes leave the Duro System, they might breathe a sigh of relief, or they might search their ship to see if the Imperials have hidden a tracking device on board. If the heroes locate the tracking device near the ship's engines, they can attempt to disable it. However, they realize that the device is rigged with explosive charges that could detonate if they try to remove or deactivate it. A DC 18 Knowledge (technology) check reveals that such an explosion at this location could destroy a significant portion of the ship—perhaps the whole vessel.

CL 9

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Use Computer [DC 28]: The heroes use the ship's computer to try to link to the tracking device and slice into its programming.

Knowledge (technology) [DC 28]: The heroes recall whatever information they know about the proper way to disable tracking devices or explosives.

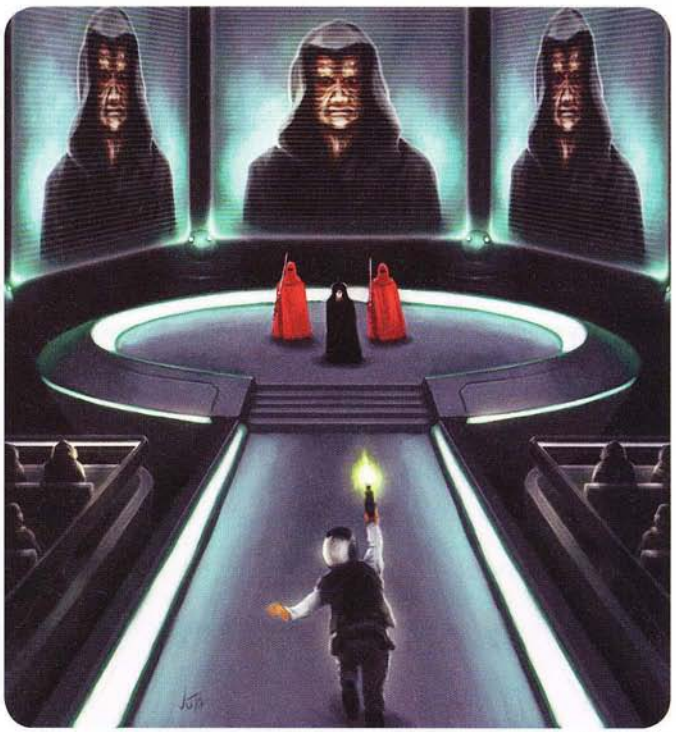
Mechanics [DC 30]: The heroes use the Disable Device application of the Mechanics skill (which requires a security kit) and manage to disable part of it.

Challenge Effects: The following is a suggested challenge effect for this skill challenge:

Catastrophic Failure: Disarming the rigged device is a delicate task with dire consequences. Any hero who fails a skill check by 10 or more accrues two failures instead of one.

Success: The heroes fully disarm the explosives and disable the tracking device.

Failure: The heroes cannot remove the demolitions safely. Roll a d20 and add the total number of successes earned during the skill challenge. If the result meets or beats DC 15, the heroes are unable to disarm the device, but it does not explode. If the result does not meet or beat DC 15, the device explodes, dealing 10d6 points of damage to the ship's engine room. (For rules on explosives, see pages 130–131 of the Saga Edition core rulebook.)



Assaulting the False Emperor

Encounter: Assassination Ambush

Challenge Level 9

SETUP: This encounter serves as the climax of "Opportunity Knocks," the mini-adventure introduced on the previous two pages.

The start of this encounter depends on whether the heroes were able to enlist the aid of the Duro corporate official. If they did, they can slip into the government building without trouble. The official has seen to it that his security force believes the characters to be part of a special additional unit. He has also provided the heroes with special all-access credentials and will keep the auditorium balcony clear, since it is a good hiding place.

If the heroes were unable to garner the official's aid, they must infiltrate the building by traditional means. The security guards are not high level, so this task should not be too difficult for most 9th-level characters. Gamemasters can expand the infiltration portion of the encounter, if desired, to make it more challenging.

One for the Rebellion

After the heroes enter the building, they have some time before the Emperor's arrival. The structure is mostly empty, and there are not many places to hide. The balcony seems like the best bet—no security and plenty of room. A few alcoves are located below the balcony, but these alcoves are near doors that might receive foot traffic.

Read-Aloud Text

When the Emperor and his guards arrive, read the following text aloud:

A door near the stage opens, and two Duros officials enter. They are followed by a member of the Emperor's Royal Guard, Emperor Palpatine himself, and another elite guardsman. The entourage steps onto the stage, and Emperor Palpatine and the Duros sit around a table to begin the contract negotiation. The guards take their places to either side of the Emperor, force pikes in hand.

The Trap

This "Emperor" is an impostor, a target for any Rebels who intercepted the transmission and took the bait. He puts on a good show and negotiates convincingly with the Duros. The heroes have plenty of time to prepare, aim, and take the best shot they can muster. The DC to hit the false Emperor is 16. If the attack is successful, the impostor slumps forward onto the table, dead.

Regardless of whether the heroes kill the impostor, as soon as they make their presence known, the Empire springs its trap. The Royal Guards leap to attention with their force pikes. Both Duros officials—really Corporate Security agents—draw their sidearms. Through each of the four doors come two heavy stormtroopers and an Imperial officer (see pages 279–280 of the Saga Edition core rulebook). Chaos erupts.

In this encounter, it is in the heroes' best interests to flee rather than fight, but some combat is necessary to escape from the ambush. Each doorway is blocked by two heavy stormtroopers and an officer. Their purpose is to slow down the heroes while the others open fire. The two Royal Guards (see pages 173–174 of *The Force Unleashed Campaign Guide*) move into melee to engage the heroes with their force pikes.

The Empire's ultimate plan is to let some of the heroes escape so they can be followed back to a Rebel base. Thus, the Imperials put up a realistic struggle to capture or kill the heroes but make sure to let at least one or two get away.

Duros Officials (Corporate Security Agents)

Although the two Duros wear noble attire and appear to be government officials, they actually belong to a special unit of Duros Corporate Security. They are fully aware of the details of the ruse and are cooperating with the Empire.

Duros Officials (2) CL 7
Medium Duros soldier 5/noble 2
Force 3
Init +17; **Senses** Perception +9
Languages Basic, Bocce, Durese, High Galactic, 1 unassigned

Defenses Ref 22 (flat-footed 18), Fort 19, Will 20
hp 62; **Threshold** 19

Speed 6 squares
Melee stun baton +7 (1d6+4) or
Melee stun baton +7 (2d6+4 stun)
Ranged blaster pistol +11 (3d6+5) or
Ranged blaster pistol +11 (2d6+5 stun) or
Ranged blaster pistol +9 (4d6+5) with Rapid Shot or
Ranged blaster pistol +9 (3d6+5 stun) with Rapid Shot
Base Atk +6; **Grp** +10

Atk Options Devastating Attack, Penetrating Attack, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Bolster Ally

Abilities Str 13, Dex 18, Con 10, Int 13, Wis 12, Cha 14
Talents Bolster Ally, Devastating Attack, Penetrating Attack, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Linguist, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +17, Knowledge (tactics) +9, Perception +9, Mechanics +9
Possessions stun baton, blaster pistol, noble's clothing, 1,300 credits

Conclusion

After this encounter ends, the heroes need to escape. However, a tracking device planted on their ship could lead the Empire back to their allies. See the "Aftermath" section on page 177.

If the heroes fail to find the tracking device, or if they find it and fail to remove it but survive, they come under the scrutiny of the Imperial Service Bureau (ISB). From this point forward, ISB agents track their movements and might show up at inopportune times. Gamemasters are encouraged to expand on this development as desired. If the heroes later realize that they are being tracked, they can attempt the preceding skill challenges again.

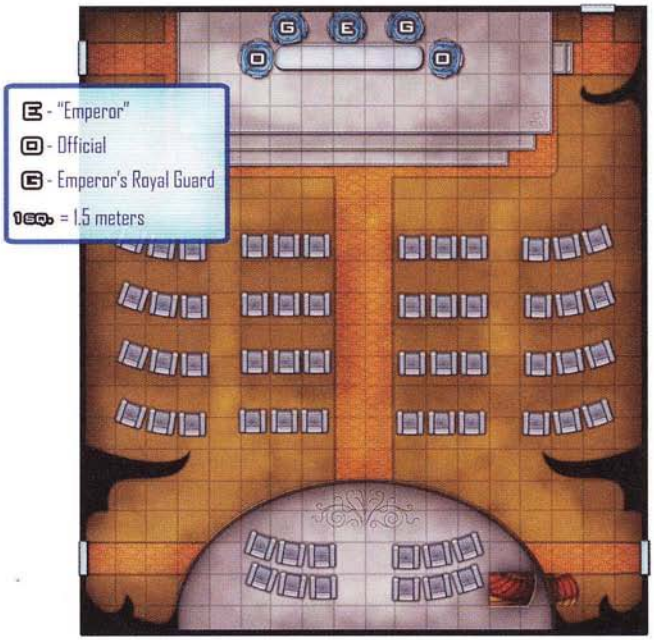
If the heroes find and remove the tracking device, they escape the Imperials without a hitch. The Empire loses their trail, and somewhere, two Duros security agents and some Imperial officers suffer in the Force grip of Darth Vader.

Features of the Area

The auditorium has the following features:

Illumination: The battle takes place indoors, but the auditorium is fairly well lit, with no penalties for low light.

Cover: The auditorium is full of places where the heroes can find cover, including numerous rows of seats, the balcony, and some alcoves.



MINI-ADVENTURE #7: DOUBLE DOWN

"Double Down" is a mini-adventure designed for 10th-level heroes. In this scenario, the heroes are part of a Republic Intelligence team attempting to disrupt the movement of weapons to the Separatists in the Colu System, but a betrayal derails the mission.

ADVENTURE BACKGROUND

The heroes work for Republic Intelligence, tasked with monitoring clandestine activity by the Separatists as the war effort gets underway. They are part of an undercover team on the planet Clak'dor VII, the homeworld of the Bith, and send reports to their superiors on Coruscant. After the recent death of their superior, they are now under the command of Special Agent Mocen Gundross, a serious and dedicated intelligence officer known for his aggressive techniques in the field. So as not to arouse suspicion or draw the ire of the independence-minded Bith, Republic Intelligence maintains a low profile on Clak'dor VII, basing its operations out of a dummy corporation in the capital of the planet.

The heroes receive a message from Gundross that they are to break into a suspected Separatist safe house in a seedy part of town and plant listening devices to overhear vital information. The safe house is located in a hotel known as a place primarily for transients and ship crews looking for a cheap place to stay for extended periods of time. An Aqualish named Bandor Ootka, on leave from a Techno Union vessel docked for repairs, is currently staying in the room used as the safe house. However, the safe house serves as a general meeting place, so other Separatists could show up as well.

Gundross orders the heroes to perform surveillance on the location, request any special equipment needed to break into the room, and plant the bugs, all without leaving a trace. Once the devices are in place, the heroes are to listen to any conversations that occur in the room and pass the information back to Gundross, who will decide what to do with it.

If the heroes pull off this job, Gundross will put in the paperwork for hazardous duty pay of 100,000 credits.

SURVEILLANCE

To determine the best time to break into the hotel room, the heroes need to spend a couple of days monitoring the activity there. If they try to rent a room adjacent to or across the hall from the safe house, they discover that those rooms have already been rented out. A DC 20 Persuasion check and 1,000 credits bribes the hotel clerk to kick out the current tenants and let the heroes have the room instead; succeeding at the check by 5 or more



lowers the bribery cost to 500 credits. The room rents for 100 credits per day, and the heroes can make two DC 20 Perception checks for each day of surveillance. After five successful checks, the heroes determine the best time to enter the room and plant the listening devices.

INFILTRATION

When the heroes are ready, they need to figure out the best way to enter the room without raising suspicion. The Separatists have bribed the hotel staff to prevent anyone from gaining access to their safe house, but credits speak loudly. If the heroes make a DC 30 Persuasion check and offer 3,000 credits in bribes, a staff member gives them a passkey to the Separatists' room. If the heroes fail the check, they still must pay the 3,000 credits to keep the hotel employee quiet about the bribe attempt, or find some other way to keep him from talking. If combat breaks out, treat hotel employees as Rebel Troopers (see page 280 of the Saga Edition core rulebook).

Alternatively, the heroes can try to find the hotel concierge (treat him as an Elite Rebel Trooper without weapons or armor; see page 281 of the Saga Edition core rulebook) and pick his pocket to obtain a passkey. Doing so requires a Stealth check opposed by the concierge's Perception check (+8). The heroes might also use violence against the concierge to get a passkey.

Once the heroes get inside the Separatists' room, they must plant three listening devices that were given to them by Gundross. Each device is of Fine size and camouflaged to blend into the background, requiring a DC 35 Perception check to notice. The room contains two beds, a refresher, a holovid monitor, a desk with a chair, and a computer panel with basic (DC 15) encryption. A large bay window overlooks the trash-filled alley below and a windowless factory 6 squares away.

Security Measures

Although the Separatists feel relatively confident about the secrecy of their safe house, they have installed a few electronic security measures. If the heroes successfully survey the room beforehand, they are aware that the room contains a surveillance detector (see page 67). It also contains a silence bubble generator, which creates an energy sphere that dampens sound waves in a 2×2 square area; the DC of Perception checks to hear sounds within the sphere is increased by 10. The heroes must tamper with both devices (DC 25 Mechanics check for each) so that they appear functional but allow the characters to listen in on conversations in the room. If the tampering is successful, the surveillance detector continually registers a negative result, and the silence bubble generator works as normal except that the heroes can tune their listening devices to a specific frequency that pierces the energy sphere.

The Separatists have also modified the door leading into the room. Slicing through the door's lock requires a DC 30 Mechanics check (reduced to DC 25 if the heroes have a hotel passkey). Failure by 5 or more sends a message to the room's surveillance detector; erasing the event from the detector's memory requires a DC 25 Use Computer check.

A Knock at the Door (CL 7)

While the heroes plant the bugs and alter the security measures, a tough-looking Human bounty hunter (use the statistics on page 283 of the Saga Edition core rulebook, but replace Survival with Mechanics) enters the hotel and heads to the safe house. He knocks on the door, intending to talk to the Separatists about a bounty that is unrelated to the heroes' task.

The heroes can use the room's camera system to see who is immediately in front of the door. The bounty hunter begins banging on the door, demanding to be let in. If the heroes open the door, the bounty hunter pauses for a moment and asks the whereabouts of Ootka. The heroes can attempt a Deception check opposed by the bounty hunter's Perception check (+14) to convince him that they are compatriots of Ootka. If they succeed at the check by 5 or more, the bounty hunter leaves after a terse comment that Ootka had better pay up for the job.

If the Deception check fails, the bounty hunter suspects something is amiss, draws his blaster carbine, and demands to know who the heroes are. An opposed Persuasion check (against +24 this time) convinces the bounty hunter not to ask any more questions, and he leaves without trouble. Otherwise, he begins shooting at the heroes; the hotel is used to such violence, and the staff ignores the noise.

If the heroes do not open the door, the bounty hunter tries to pick the lock to get inside. If he succeeds, he comes in with his weapon drawn (and might trigger the surveillance detector, as described in the Security Measures sidebar). The heroes can calm him down by making an opposed Persuasion check against +24; otherwise, he initiates combat.

The Meeting

If the heroes successfully plant the devices and modify the security measures, they can return to their own room and begin to monitor the Separatists. Shortly after the heroes leave the safe house, Bandor Ootka returns to the room, locks the door, and spends the next few hours asleep. Over the course of the next 24 hours, two other people arrive to speak to Ootka. The first is a female Human, an ally of the bounty hunter who confronted the heroes. She asks if her friend came by yet to collect the overdue payment. Things quickly get heated as Ootka insists that no one came to see him, and the woman leaves cursing and angry.

A few hours later, a male Duros knocks on the safe house door and is admitted. He is a weapon smuggler named Doon Gorot who works as a go-between for a crime lord under contract to the Separatists. The heroes eavesdrop as Ootka and Gorot discuss a large shipment of weapons ready for the Separatists to pick up on Mezhra Station, an enormous space station in orbit around Clak'dor VII.

Read-Aloud Text

When the heroes overhear the conversation, read the following text aloud:

Although the transmission is filled with static, you manage to overhear the conversation between the Separatist spy and the Duros that entered into the room. "Everything is going according to plan," says the Duros. "The weapons that you requested are ready for pickup in Bay 6-AT4 on Mezhra Station. I have several of my crew waiting up there to keep things safe until you arrive. They'll expect you to give them the second half of the payment immediately. But now, let's talk about the first half of the payment. Where are my credits?" You overhear Ootka moving around the room, then the distinct sound of two credit chips making contact. "There," says Ootka. "Half a mil transferred. Not bad for two days' work, eh? My contacts will meet your crew tomorrow at 1200 hours for the pickup. Nice doing business with you."

Gorot leaves the room, and Ootka makes a call on his personal comlink. He informs a minion that the plan is in motion and repeats the same information that the heroes overheard. Shortly thereafter, the Aqualish leaves the safe house and no longer plays a part in the mini-adventure. (If the heroes want to detain or interrogate Ootka, remind them that their mission involves surveillance, not interception.)

The Real Situation

In reality, the conversation that the heroes overhear between Ootka and Gorot is part of a plot by Special Agent Mocen Gundross. The intelligence officer sold his loyalties to the Separatists and promised to give them some Republic Intelligence agents who could be interrogated for secrets or used as bargaining chips. Gundross set up the heroes, hoping to lure them into a trap so they could be captured more easily.

Encounter: Deal Gone Bad

Challenge Level 10

SETUP: This encounter serves as the climax of "Double Down," the mini-adventure introduced on the previous two pages.

After the heroes relay the results of their surveillance to Gundross, he contemplates the situation for a few minutes. Then he tells the heroes that another agent, a Bith named Ananah Kragana, will shuttle them up to Mezhra Station and use her existing cover to get them inside Bay 6-AT4 without any problems. The heroes are to observe the transaction between the weapon smugglers and the Separatists before stepping in and capturing (or killing) everyone involved.

Gundross orders the heroes to go straight to the city's main spaceport and board a ship called the *Verdant Song*, piloted by Ananah. They find the vessel and the Bith waiting when they arrive, and she flies them to the space station. Ananah docks the ship immediately adjacent to Bay 6-AT4, giving the heroes a quick escape in case of trouble. She explains that Gundross has ordered her to accompany the heroes and lend her support to the mission. Her cover is as a maintenance worker on the station, so she knows how to override the bay's security and use service tunnels to get inside without being noticed.

In truth, Ananah is another part of the double-cross. Gundross has told her to help the heroes get into the bay, then betray them at a prearranged signal.

Double-Cross

After the heroes have disembarked, Ananah steps up to the wall adjacent to Bay 6-AT4 and reveals a panel to a service tunnel that leads into the bay. Depending on how early the heroes arrive, they might have to find cover and wait for the smugglers and the Separatists to arrive, or they might show up just as the transaction is taking place. The bay is filled with crates and equipment, providing plenty of places for the heroes to hide.

Eventually, a small freighter arrives, gliding through the force screen and setting down on the pad. A minute later, two Human males enter through the main bay door and approach the ship. Two other Humans carrying a heavy-looking crate disembark from the freighter. The parties begin haggling, and soon the Humans from the ship open the crate and pull out several blaster rifles to show the goods.

When this happens, the hero closest to Ananah hears her say, "And there we go. Sorry. It's just business." She draws her blaster carbine and begins firing at the heroes, at which point the four Humans (use the assassin statistics on page 282 of the Saga Edition core rulebook) turn and fire at them as well, using the blaster rifles from the crate. The four are Separatists who have come to the station not to pick up weapons but to capture the heroes. They do not fire at Ananah during combat.

Ananah Kragana

At one time, Ananah considered herself a loyal member of the Republic, but years of work in the field and proximity to the Separatists made her susceptible to conversion. Special Agent Gundross turned double agent as well, and the two of them have worked secretly with the Separatists for months, turning over Republic agents and other valuable commodities. Gundross and Ananah set up this elaborate ruse to lure the heroes into a position where they could be captured and sent to a Separatist world as prisoners.

Ananah Kragana CL 10
Medium Bith noble 3/scoundrel 5/soldier 2
Dark Side 4
Init +12; **Senses** Perception +11
Languages Basic, Bith, Bothese, Durese, Huttese, Skakoan, 1 unassigned

Defenses Ref 25 (flat-footed 23), Fort 21, Will 23; Dodge
hp 48; **Threshold** 21

Speed 6 squares
Melee vibrodagger +7 (2d4+5)
Ranged blaster carbine +10 (3d8+5) or
Ranged blaster carbine +8 (4d8+5) with Rapid Shot
Base Atk +7; **Grp** +9
Atk Options Coordinated Attack, Dastardly Strike, Disruptive, Dodge, Point Blank Shot, Rapid Shot
Special Actions Born Leader, Combat Reflexes, Coordinate

Abilities Str 10, Dex 15, Con 8, Int 15, Wis 12, Cha 16
Special Qualities meditative trance, microscopic vision, scent
Talents Born Leader, Coordinate, Dastardly Strike, Disruptive, Indomitable, Sneak Attack +1d6
Feats Coordinated Attack, Combat Reflexes, Dodge, Linguist, Point Blank Shot, Rapid Shot, Skill Focus (Deception, Mechanics), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +18, Gather Information +13, Initiative +12, Mechanics +17, Perception +11, Pilot +12, Stealth +12, Treat Injury +11
Possessions blaster carbine, vibrodagger, 2 medpacs

Meditative Trance—Bith can enter into a trance that lasts for four consecutive hours. At the end of the trance, they gain the benefits of having rested for eight consecutive hours.
Scent—Bith have an extremely strong sense of smell. At close range (within 10 squares), Bith ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see Survival, page 73 of the Saga Edition core rulebook).

Ananah's Tactics

Since she begins the combat close to the heroes, Ananah tries to blast as many of them as she can before diving for cover behind a crate, using her position to help flank them. She uses Born Leader, Coordinate, and Coordinated Attack to give her allies additional bonuses as needed. Because her mission is to take the heroes alive, she tries to knock them unconscious or to force them to surrender.

Separatists' Tactics

The four Separatists take cover as soon as possible and strive to keep in line of sight with Ananah so they can benefit from her feats and talents. If Ananah orders them to stop firing at the heroes, they do so immediately.

Features of the Area

This area has the following features:

Illumination: The interior of the docking bay is brightly lit.

Cover: The docking bay is full of places for the heroes to find cover. In some cases (such as a character sitting in the loading vehicle), the Gamemaster can rule that the target has improved cover.

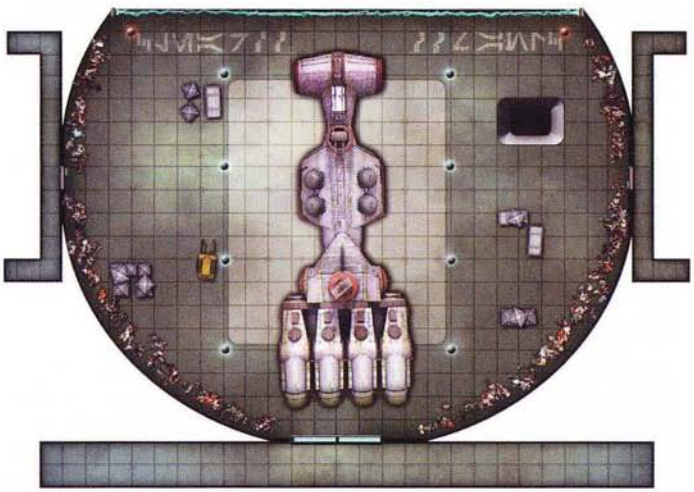
Force Field: A powerful force field seals the bay from the vacuum of space. Anyone adjacent to the panel can shut off power to the field. The air immediately starts flowing out of the bay in a forceful manner. All characters must make a DC 20 Strength check to prevent being knocked over and dragged 4 squares toward the exit. A character adjacent to a solid piece of equipment (such as the ship or the machinery indicated on the map) can make a DC 15 Acrobatics check to grab on and resist being sucked into space. Characters sucked into space take damage from vacuum (see page 253 of the Saga Edition core rulebook). The force field reactivates after 1 round.

Access Panels and Service Tunnels: The heroes enter the docking bay through an access panel on the west edge of the map (an identical panel and tunnel are found on the opposite wall of the bay). If the heroes put the panel back into place after coming through, a DC 20 Perception check is required to notice that the panel seems a bit loose. The tunnels behind the walls are 2 meters tall.

Loading Vehicle: The loading vehicle is turned off and does not have the key required to operate it. The vehicle serves as cover.

Crates: The docking bay is filled with crates of goods. These range from 2 to 5 meters in height and provide cover.

Service Pit: The service pit on the eastern side of the bay serves as an elevator for gear. The elevator is currently retracted, meaning that anyone who falls or is pushed into the pit falls 10 meters and takes normal falling damage.



Conclusion

If the Separatists are successful, they bundle the heroes into the freighter and throw them in the brig. The freighter travels to the planet Skako, where the heroes are used as bargaining chips with the Republic or trotted out as examples of the Republic's lies and corruption.

If the heroes defeat the Separatists and capture Ananah or any of the four Humans alive, the prisoners eventually reveal that the double-cross was initiated by Special Agent Gundross. The intelligence officer was in league with the Separatists from the start. He was ordered by his superiors to capture Republic agents alive so the Separatists could extract their secrets or use them as examples in the ongoing propaganda war. Republic Intelligence makes good on the bonus promised by Gundross and gives the heroes a 100,000-credit reward for revealing the presence of two double agents in their midst.

Mini-Adventure #8: Extracting Aleece

"Extracting Aleece" is a mini-adventure designed for 12th-level heroes. In this scenario, the heroes are sent to extract a deep-level spy who believes she is about to be discovered.

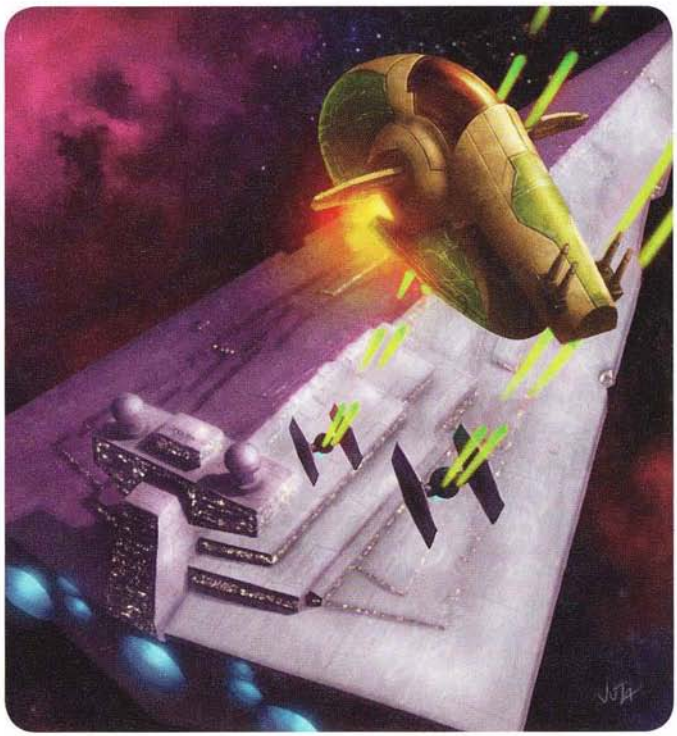
Adventure Background

Agent Tehlan Aleece is a well-placed Rebel spy within the Empire. She is, in fact, the niece of Moff Venram Krax, who is temporarily located on Corellia. Throughout her longstanding secret association with the Rebel Alliance, she has provided vital information on Imperial procedures and activities. Recently, through her spy network, she contacted General Airen Cracken with potentially grave news. She believes that someone has become suspicious of her and that her cover soon might be blown. Cracken seems certain that Aleece would not have contacted him unless she were in real trouble. Time is of the essence.

The heroes are asked to undertake what might end up being a suicide mission. Few agent retrievals go as planned, especially behind Imperial lines. However, General Cracken believes that the importance of rescuing Agent Aleece is worth the risk.

Before they travel to Corellia, the heroes are outfitted with the necessary tools. An intelligence agent provides each hero with a security uniform, along with forged identification that includes ship and weapon licenses. The group is also loaned a standard-issue Firespray-31 Patrol Craft (see page 84 of *Starships of the Galaxy*). Finally, the intelligence agent gives the heroes an Imperial security code that is supposed to get them to Corellia without incident. The heroes are ordered to retrieve undercover agent Aleece and bring her back by any means necessary.

Avoiding Imperial capture while extracting Aleece



The Arrival

When the heroes arrive in orbit around Corellia, they are immediately spotted by a small fleet led by an *Imperial I*-class Star Destroyer. A flight officer aboard the Star Destroyer contacts the heroes, requesting their destination and purpose. The heroes must make a Deception check opposed by the officer's Perception skill (+15) to attempt a bluff. They might tell the officer that they are on assignment for the Corellian Security Force. Regardless, the officer requests an Imperial security code before allowing the heroes to enter Corellian space. If they present the code supplied by Rebel Intelligence, there is a pause as they wait. When the officer returns on screen, he tells the heroes, "It's an older code, but it checks out. Proceed to Docking Bay 49. Do not deviate from your present course or you will be fired upon."

If the heroes failed the Deception check to bluff the flight officer, he notifies his commander that he suspects something is off kilter. As a result, the docking bay will have extra security to keep an eye on the heroes.

Making Contact

The heroes need to make contact with Tehlan Aleece at the predetermined rendezvous point. She informs them that she cannot leave Corellia until after the birthday and dinner party for her uncle, Moff Krax, planned for that evening. If she were absent, suspicions would rise, and armed guards would be sent to find her. She tells the heroes that a Human named Snaeb Fronk is her escort for the party. Aleece believes that he knows of her espionage activities and might report her. She asks the heroes to pose as her personal security guards to protect her from Fronk and her uncle's guards.

Almost Caught

The heroes stand guard outside Aleece's quarters as she readies for her uncle's party. Her escort for the night, Snaeb Fronk, arrives and soon reveals his suspicions, asking her several heated questions. Read the following text aloud:

While keeping watch, you listen through the door as Aleece greets her guest. The couple's meeting seems full of pleasantries. Suddenly, Fronk's voice turns hard, and he says that he knows what she's really up to.

"Oh? And what is that?" she replies.

"Don't play naive with me! I've seen you—I've been watching you," he says. "You and your little network of spies—" You hear a slap. "You're a feisty one," Fronk continues. "But no matter. It's too late for you. I've informed your uncle of your treasonous ways. You'll be in the spice mines of Kessel before this is done."

To prevent the situation from escalating further, the heroes can enter Aleece's quarters to silence Fronk or otherwise detain him—a relatively easy task for 12th-level characters. A successful Persuasion check to intimidate Fronk against his Will Defense of 13 causes him to back down from the confrontation.

The heroes might try to question Fronk, although he is antagonistic and loyal to the Empire to a fault. With another successful Persuasion check to intimidate him, the heroes learn that Fronk has not actually revealed his suspicions about Aleece to Moff Krax or the Moff's guards—he was bluffing to frighten her. However, Fronk did share his doubts with a few Imperial officers over a round of drinks at the cantina last night.

Skill Challenge: The Pursuit of Freedom

This skill challenge represents the heroes' attempt to outrun Imperial forces and local Corellian security as they extract Agent Tehlan Aleece. The challenge begins when they leave the dinner party. Even if they reach the spaceport and board Moff Krax's personal shuttle, Imperial TIE fighters pursue them, turning the foot chase into a space chase.

CL 12

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 35 or 30]: The heroes can try to remember what they know about Corellia and this city to find shortcuts and secret routes. This DC is reduced to 30 for heroes who are familiar with the city.

Perception [DC 26]: The heroes can try to find the best path to stay ahead of the forces on their tail.

Stealth [Opposed DC]: The heroes can try to sneak off, hiding from their pursuers as long as they remain unnoticed. This check is opposed by the pursuers' Perception skill.

Treat Injury [DC 15 or 25]: Since keeping Aleece alive is part of the challenge, the heroes might need to treat her injuries if she is shot by their pursuers. To attempt to heal her, a hero must have a medpac; having a medical kit grants a +2 equipment bonus to the check. Making a DC 15 check allows a hero to administer first aid. Making a DC 25 check allows a hero to revivify Aleece if she has died within 1 round.

Pilot [DC 26 or Opposed DC]: Once the heroes commandeer a ship, they can pilot it along the fastest routes, avoiding obstacles and other ships flying around the spaceport. If the heroes are engaged by Imperial TIE fighters, the pursuers become able to make Pilot checks for dogfight maneuvers, which set the DC for this skill.

Use Computer [DC 31]: Once the heroes commandeer a ship, they can use its computers to try to find the best flight path to avoid their pursuers. In addition, they can use this skill for astrogation (requires 1 minute of computer use before making the check). For the Astrogation DC modifiers, see page 237 of the Saga Edition core rulebook.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Degenerating: This skill challenge does not end when the heroes accrue three failures. Instead, the general difficulty category for skill checks increases by one step for each failure accrued. (For more information, see Degenerating on page 45.)

Initiative: Since the heroes are engaged in combat, they must act in order of initiative during the skill challenge.

Restricted Skills: The following skills cannot be used in this challenge: Gather Information, Survival, and Swim. Pilot and Use Computer can be used only after the heroes commandeer a ship.

Success: The heroes escape from Corellia with Aleece.

Failure: The heroes are killed or captured, or Aleece is killed.

Encounter: Dine and Dash

Challenge Level 12

SETUP: This encounter serves as the climax of "Extracting Aleece," the mini-adventure introduced on the previous two pages.

The birthday and dinner party for Moff Venram Krax seems like the perfect gala, everything a Moff could want—fine clothes, fancy desserts, rich foods, and the smell of perfumes permeating the air. A live synthtone band plays in one corner as dancers spin across the floor. The heroes continue playing their roles as security guards while the nobles hobnob, eat, and dance. Aleece does an excellent job of pretending that nothing is wrong, going about her usual business of meeting and greeting other nobles, dancing with men of standing, and flirting when necessary.

Read-Aloud Text

At an appropriate point during the party, read the following text aloud:

After what seems like hours of lingering in the doorways, you notice something suspicious—an officer goes over to Moff Krax and whispers something in his ear. At first, Krax appears to try to shoo him away, but the officer seems too intent to be brushed off.

Tehlan Aleece notices the situation, too. Perhaps out of desperation, she signals one of the male heroes over to her and begins dancing with him. When the music slows, she pulls him close and whispers in his ear to get ready to run.

Suddenly, Aleece slaps him hard across the face. "How dare you!" she yells. "I told you to behave once already! Men are such vornskrs!" She starts to cry real tears, putting on a show of sobbing as she storms out of the dinner party.

Back to the Ship

When Aleece leaves the party, the heroes are likely to follow her out the door and begin their trek to the Firespray-31. Two guards stand just outside the door. The heroes must make a Deception check against the guards' Perception check (+15) to determine whether their guises continue to be successful. If the heroes succeed at the check, the guards nod at them but otherwise do nothing. If the heroes fail the check, they can try to do or say something to ease the guards' suspicions by making a DC 26 Knowledge (bureaucracy) check. If that check also fails, the guards sound the alarm and try to apprehend the heroes.

When the heroes are close to their ship, they realize that their docking bay (number 49) is swarming with Imperial heavy stormtroopers. Aleece suggests that they take her uncle's personal shuttle instead, which is docked in bay 46. She claims to have the access codes and some experience flying the shuttle that she gained while taking trips with her uncle.

Gamemasters should feel free to increase the number of Imperial troops as necessary. More are likely to arrive on the scene once the alarm sounds, especially if the heroes failed the Deception check when they first entered orbit around Corellia.

Once the heroes commandeer a ship, they are chased by three Imperial TIE fighters. The TIE fighter pilots attempt dogfight maneuvers and make opposed Pilot checks against the heroes.

Tehlan Aleece

The niece of Moff Venram Krax from Corellia, Tehlan Aleece is also an undercover agent for the Rebel Alliance. Behind her uncle's back, she has been reporting information to General Airen Cracken through a spy network. She is also an experienced pilot.

Tehlan Aleece CL 7
Medium Human noble 7
Force 4
Init +10; **Senses** Perception +14
Languages Basic, Bocce, Bothese, High Galactic, 2 unassigned

Defenses Ref 22 (flat-footed 19), Fort 19, Will 21; Dodge, Mobility
hp 47; **Threshold** 19

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +7
Atk Options Running Attack
Special Actions Bolster Ally, Ignite Fervor, Inspire Confidence

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 17
Talents Bolster Ally, Educated, Ignite Fervor, Inspire Confidence
Feats Dodge, Improved Defenses, Linguist, Mobility, Running Attack, Skill Focus (Deception, Gather Information, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +16, Initiative +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +14, Persuasion +11, Pilot +10, Use Computer +10
Possessions blaster pistol, noble's clothing, 2,200 credits

Lambda-class Shuttle

This modified *Lambda*-class shuttle belongs to Moff Venram Krax, who enjoys having his personal ship updated and improved. Krax has increased its speed, maneuverability, and shield technology. For more details on *Lambda*-class shuttles, see page 106 of *Starships of the Galaxy*.

Modified Sienar Fleet Systems *Lambda*-class Shuttle CL 13
Colossal space transport
Init –1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat
hp 120; **DR** 15; **SR** 35; **Threshold** 76

Speed fly 12 squares (max. velocity 920 km/h), fly 4 squares (starship scale)
Ranged blaster cannon battery +6 (see below) and blaster cannon +4 (see below) and twin laser cannons +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Atk Options autofire (blaster cannon, twin laser cannons)

Abilities Str 42, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 6 (skilled); **Passengers** 20
Cargo 80 tons; **Consumables** 2 months; **Carried Craft** none
[$Designer omitted the hyperdrive line. In case this was an accident, I've included it below in red. Delete the line if the exclusion was intentional (if the modifications described in text removed the hyperdrive).]
Hyperdrive ×1 (backup ×10), navicomputer
Availability Unique; **Cost** not available for sale (likely valued at 300,000)

Blaster cannon battery (2 gunners)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Blaster cannon (copilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Twin laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 2d10×2

Conclusion

If the heroes escape with Tehlan Aleece and jump to lightspeed, they earn General Airen Cracken's respect for extracting the undercover agent. Most likely, they receive medals and possibly promotions if they choose to continue helping Rebel Intelligence. Moff Venram Krax ends up believing that his niece was kidnapped and forced by the Rebels to steal his shuttle. He puts a bounty on the kidnappers and offers a reward for the safe return of his beloved niece. Perhaps he suspects the true nature of the kidnapping but chooses this scenario both for his mental comfort and to save his neck if his superiors discover what really happened.

If the heroes escape but Tehlan Aleece died or was captured, they earn nothing from the Rebel Alliance. In fact, the Alliance might be wary of sending them on another difficult assignment. General Airen Cracken is saddened by the news. The only bright spot in the botched operation is that Moff Krax must explain to Grand Moff Tarkin that his niece had been a Rebel spy right under his nose. Ironically, Tarkin does not know that his own niece Rivoche Tarkin is playing the same game. Nevertheless, Tarkin demotes Krax for this disgrace.



Features of the Area

This area has the following features:

Illumination: The foot chase through the city and into the spaceport takes place during the day, with no penalties for low light.

Cover: The landing pad is full of places that provide cover.

Civilians: The city streets are full of civilians. The spaceport is less crowded, but several civilians are present around the docking bays and the computer terminal.

Computer Terminal: This item provides cover.

Crates: Several crates around the docking bays provide cover.

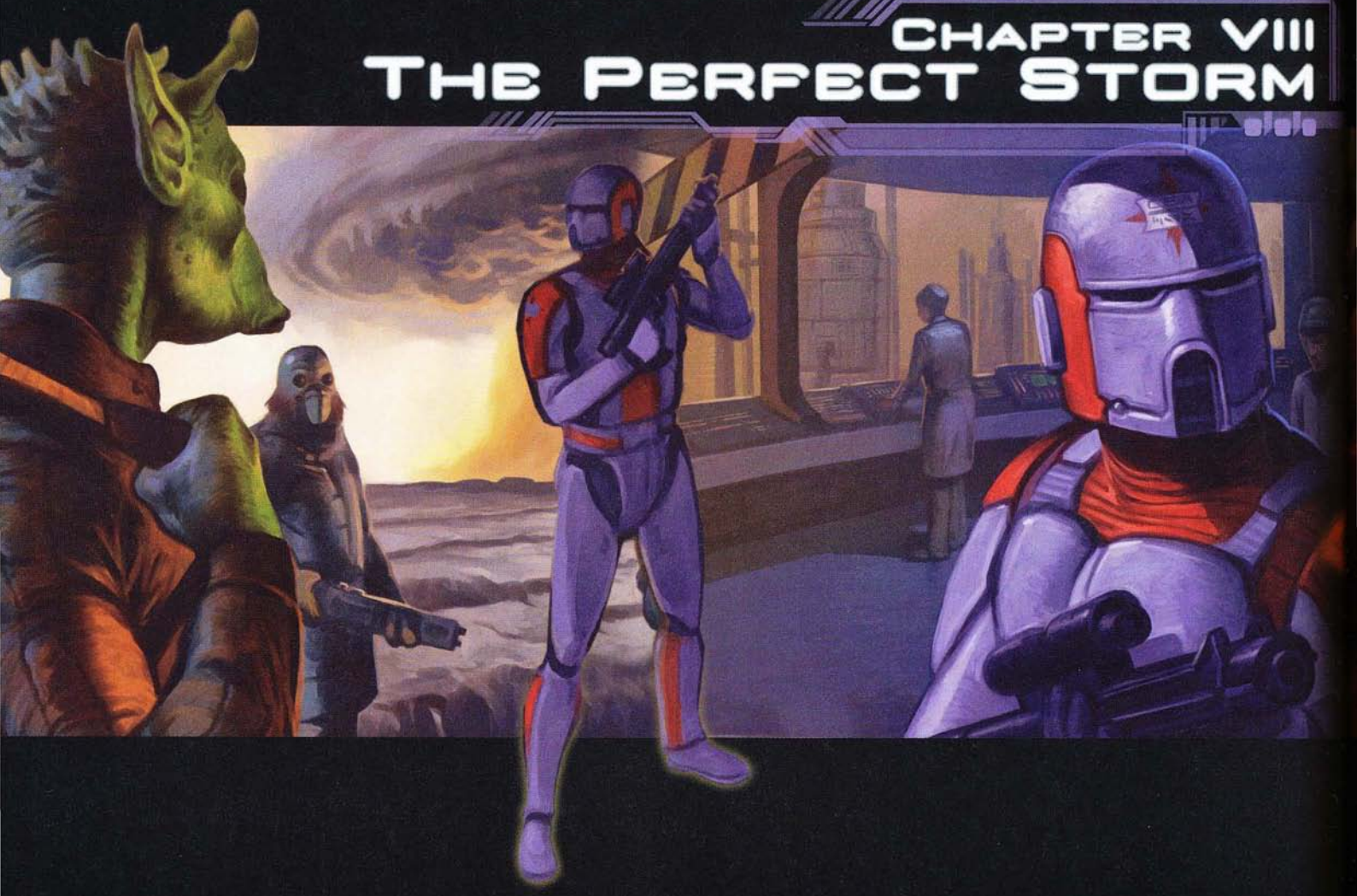
Docking Bay 46: In this bay, Moff Krax's *Lambda*-class shuttle is docked.

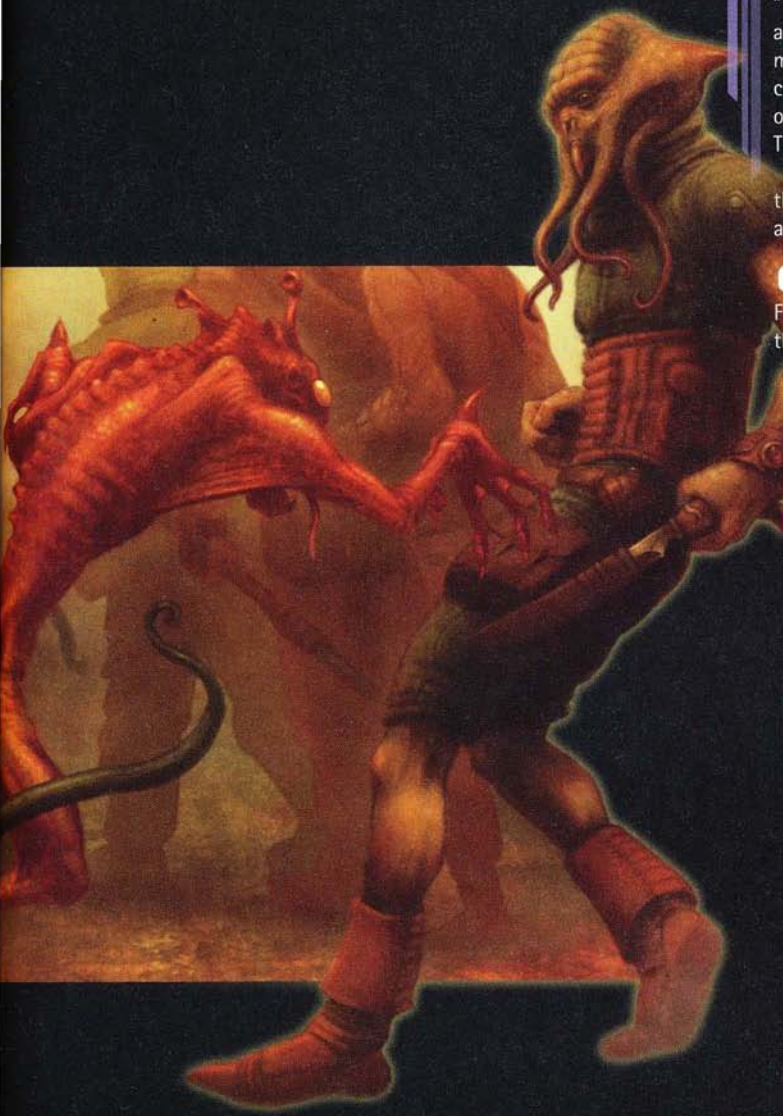
Docking Bay 47: This bay is empty.

Docking Bay 48: This bay is empty.

Docking Bay 49: In this bay, the heroes' Firespray-31 is docked.

Chapter VIII
The Perfect Storm





"The Perfect Storm" is an adventure for the *Star Wars* Roleplaying Game. This adventure is designed for a group of four heroes and focuses on the contested mining world of Nyriaan. Heroes can come from any background, although characters with espionage experience, interpersonal skills, and knowledge of how to survive in harsh environments are likely to be more successful. This adventure can be set during any era of the Gamemaster's choosing.

If you are a player, you should stop reading now so that you don't spoil the surprises that "The Perfect Storm" has in store for you. Of course, if you are the Gamemaster, continue reading.

Opening Crawl

For Gamemasters who prefer to have an opening crawl before their adventure, the boxed text below introduces players to "The Perfect Storm":

Star Wars: The Perfect Storm

Production of madilon, a rare and valuable alloy, depends on a handful of mining worlds scattered throughout the galaxy. One such world, Nyriaan, has long been a hotbed of intrigue, where numerous factions vie for control of its profitable mines. Covered in roiling clouds and inaccessible to all but specially equipped spacecraft, Nyriaan is at the center of a growing conflict.

For all those who risk Nyriaan's dark and humid atmosphere in exchange for the opportunity to strike it rich, the bottom line is of utmost importance. Yet for a few—specifically the largest mining interests on the planet—the potential for profit is far more important than the possibility of a vast planetary disaster.

The Corporate Sector Authority seeks to exploit its technological capabilities in an effort to make mining on Nyriaan a simpler affair. The form of the CSA's latest attempt to take control of the planet is not completely known, and Republic agents who have gone looking for answers have never been heard from again.

Two of these agents, the best and the brightest of the Republic, have recently vanished without a trace. Despite their impeccable records, one or both agents appear to have been compromised by the very power they were sent to work against.

With the Republic's spies dead or, worse, turned to aid the Corporate Sector Authority, new heroes must arise to ensure that Nyriaan does not become another planetary casualty of corporate greed and avarice ...

Adventure Summary

The Republic has long been interested in maintaining neutrality on the planet of Nyriaan, both to preserve the native population of the planet as well as to allow a free market, of sorts. Despite legal rulings on the subject, the Corporate Sector Authority has long held to the belief that Nyriaan is its planet to do with as it pleases. Given the expense of mining madilon on Nyriaan, the CSA is constantly looking for more profitable ways to exploit the world's valuable resources.

One plan posited by the CSA's scientists suggests that if the moisture in Nyriaan's atmosphere were somehow to be condensed, it would nullify the storms in the volatile ionosphere as well as flood the planet's surface. In addition to forming a number of vast seas on Nyriaan's surface, such an act would also allow the light of Luire, the system's star, to penetrate the planet's atmosphere for the first time in millions of years. The impact on the planet's diverse ecosystems and settlements would be catastrophic, but the loss of plant and animal life is insignificant to the CSA when compared to the increase in profits that would result when the communications and navigational obstacles presented by Nyriaan's atmosphere are removed.

After decades of research into such an endeavor, the CSA has brought its project to a critical phase of development. Known as the Deluge Experiment, the operation is a well-kept CSA secret. By design, not even the Corporate Sector's highest-ranking members officially know of its existence, giving them freedom from prosecution if the experiment goes horribly wrong or leads to an unacceptable loss of life. CSA physicists and meteorologists assume that the effects of the Deluge Experiment will be gradual, requiring months to flood the planet's surface and ostensibly allowing time for any necessary evacuations. However, some in the Corporate Sector's scientific community believe, perhaps correctly, that the Deluge will take the form of a single catastrophic tempest that will cause widespread death and destruction. Despite such warnings, the Deluge Experiment nears its final phase. A massive device—similar to a vaporator, only thousands of times more powerful—has been constructed near a CSA mining facility on one of Nyriaan's vast mud plains.

The Republic receives intelligence concerning the Deluge Experiment, but until recently, it was not aware of the magnitude of the experiment's scope. Several agents are dispatched to Nyriaan to determine how close the project is to completion and to locate the site of the experiment. In their last report, two of the Republic's top agents on Nyriaan claim to be close to discovering this information. However, neither has reported back to their handlers in some time. Prior to their disappearances, each agent insinuates that the other's loyalty might be compromised by the CSA, although no evidence to substantiate either claim is provided.

Unable to wait for the agents to report back, the Republic's top intelligence officials order a new team, disguised as independent miners, to be assembled and sent to Nyriaan at once. Team members must be free from suspicion of any prior collusion with the Corporate Sector Authority, and furthermore, their loyalty to the Republic must be above doubt. Mercenaries and other contractors are considered, but only those who have proven themselves to be reliable. Given the short time available to the Republic, the selection of agents is rushed and fraught with risk.

So enter the heroes: loyal citizens and/or servants of the Republic, who might come from any walk of life. Their success can mean the difference between life and death for hundreds of thousands of beings on Nyriaan.

A Note About Factions

In the event that you desire more diversity or would like to tailor "The Perfect Storm" to your own campaign, the factions referenced in this adventure (specifically the Republic and the Corporate Sector Authority) can be easily exchanged for any other factions of your choosing. If you intend this adventure to take place during the Rebellion era, replace the Republic with either the Rebel Alliance or the Empire. Either works in this scenario, although the Empire's motivations are likely to be less than altruistic.

The Truth

Yrssk is a traitor to the Republic, having accepted a number of bribes from the Corporate Sector Authority to impede Republic investigation of the Deluge Experiment and to fabricate evidence against Klieri, the loyal agent, making her appear complicit in aiding the CSA's efforts. Klieri learns the specifics of the Deluge Experiment's location and scheduled completion. She becomes too great a liability and is killed by a CSA assassin droid. Meanwhile, Yrssk is instructed by his CSA masters to pose as a loyal Republic agent in case other Republic lackeys are sent to investigate.

"Don't worry; the Republic won't interfere. I've got someone ready to take the fall."

-Yrssk

Yrssk has since planted misleading information on a datacard in Klieri's datapad—located in her apartment—and retreated to a location in the wilderness to await his prey. Hoping that the heroes will be waylaid before they reach him, Yrssk has arranged a number of distractions. Once the Deluge Experiment is initiated, Yrssk intends to return to Locus, gather his ill-gotten wealth, and retreat into the Outer Rim territories.

The Deluge Experiment is scheduled to proceed two days after the heroes arrive on Nyriaan. This event is, of course, adjustable depending on your players and the pace at which they proceed through the adventure. Be flexible, and use the impending experiment's schedule to raise the level of tension whenever necessary.

Part 1: Before the Storm

In this section of the adventure, the heroes are recruited, learn of their mission objective, and make their way to Nyriaan by whatever conveyance makes most sense. After they arrive in the Luire system, they must find a way to Nyriaan's surface, perhaps by renting laser transport array equipment and contracting with the Navigator's Guild to make planetfall in Locus, Nyriaan's capital. Of course, nothing ever goes as planned. In the most critical of situations, the LTA projector on the planet is sabotaged midflight, and the bonded navigator they hire becomes a liability.

Missing Persons

The players are contacted, either individually or as a group, and invited to participate in an important, albeit sensitive, mission on behalf of the Republic. Once the group is assembled, they are instructed to meet with their Republic contact, a Human male they know as Ghurn.

Ghurn is, it seems, a high-ranking Republic official, although he never specifies which arm of the Republic he works for. Nevertheless, he has been trustworthy and he pays well, two facts that endear him to most heroes right off the bat. Ghurn appears to be a middle-aged Human male with tanned skin, white hair peppered with black, and steely gray eyes. He dresses in conservative silver-gray suits. Although handsome, he is also somewhat aloof.

When meeting the heroes, Ghurn requests that they join him at a lower-class pub or social club in a metropolis on whatever planet the heroes happen to be on at the moment. When they arrive, he requests a private room from the establishment's managerial staff and ushers the heroes in. Once Ghurn is alone with the heroes, he greets each of them personally, looking each in the eye and shaking that hero's hand as he compliments a piece of attire, a recent accomplishment, or the like.

Once the pleasantries are out of the way, Ghurn gives the following briefing:

"I'm glad you've all decided to lend me your talents today. Something has arisen that has my superiors in a bind, and given the short notice, I'm surprised that we've managed to assemble a group that is as skilled and knowledgeable as you are.

"All compliments aside, what we need now is a group that is ready, willing, and able to track down two of our missing agents on a hostile mining world in the Mid Rim. The world, Nyriaan, is a curious place, mostly because of its unique and volatile atmosphere that, when combined with its unusually strong magnetic field, makes landing on the planet a most hazardous endeavor.

"The two missing agents were working toward the same goal in separate capacities. It seems that the Corporate Sector Authority has been developing a device that can, if it performs as expected, condense all the moisture in Nyriaan's atmosphere into a single, catastrophic rainfall. While such an event might neutralize the planet's strong ionosphere, it would have the side effect of laying waste to much of the planet's surface, as well as killing most of the indigenous animal and plant species.

"We are not in the business of allowing such egregious experiments to proceed, regardless of the long-term benefit to our own mining efforts on Nyriaan. Therefore, we must stop the CSA from carrying out this project.

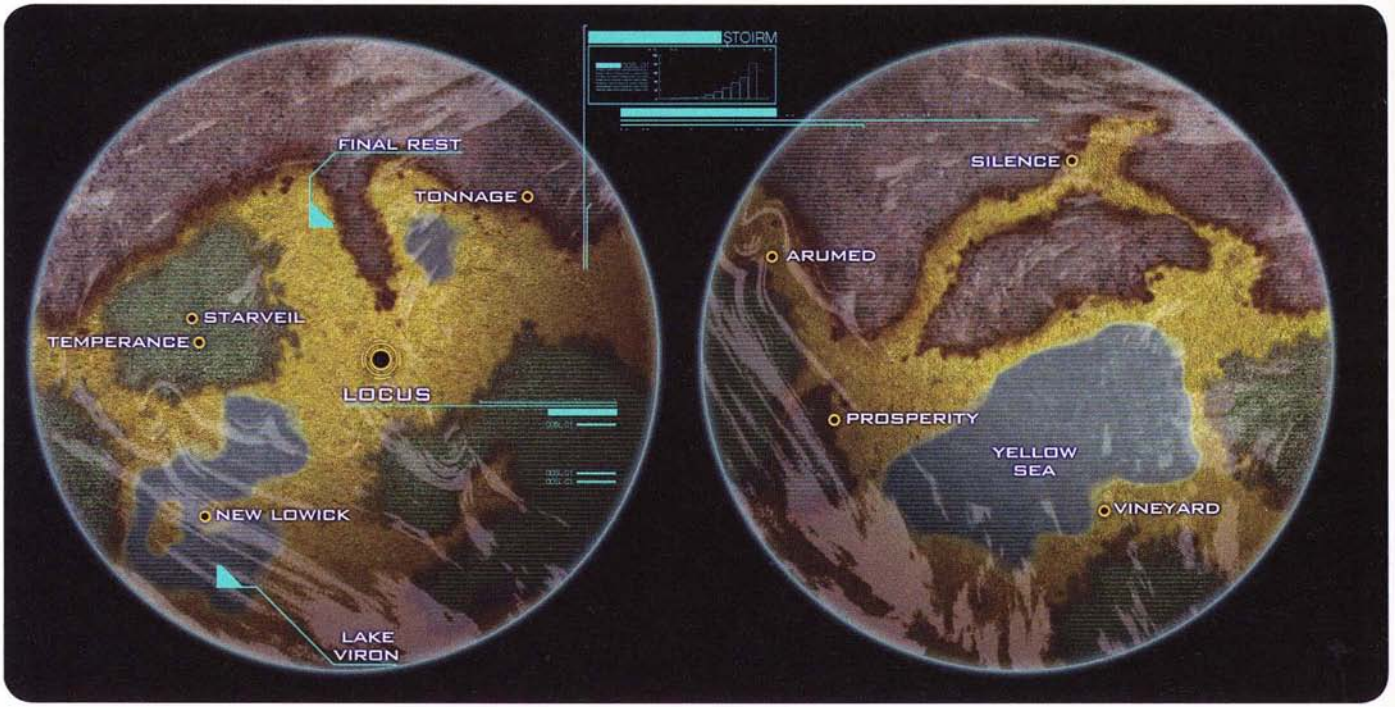
"So, in brief, this is your assignment. Proceed to Nyriaan in the guise of independent miners. Locate our missing agents in Locus, the sprawling planetary capital of Nyriaan. Determine the location of the CSA's experimental device, and sabotage or, preferably, destroy it. If you are able to find comprehensive plans for the experimental device, I will happily provide a cash bonus for them.

"I understand that this sounds like a simple mission, but there have been ... complications. It seems that one or both of our agents might have been turned by the Corporate Sector. In their last reports to us, each agent claimed that the other was compromised by the enemy, so you must take care when dealing with either of them.

"Any questions?"

Once the briefing is concluded, Ghurn gladly answers any questions posed by the players. He provides the following information about the agents. The first agent is known as Klieri, a Human female from Coruscant, operating on Nyriaan for the past four months. Displays of her show that she is a female in her mid to late twenties, with short brown hair and brown eyes. The second agent is a male Trandoshan named Yrssk. He is middle-aged, with yellow-brown scales, blood red eyes, and a jagged scar along the left side of his head. Both agents were posing as freelance mining personnel at the time of their disappearance. Neither has ever given any indication of disloyalty to the Republic, which makes the possibility of their betrayal that much more disturbing.

Ghurn also provides the agents' last known addresses, both of which are for cheap apartments in the Neutral Zone of Locus.



Compensation for the mission is negotiable, but it should not be the focus of any long or involved discussion with Ghurn. The basic fee is a lump sum of 12,000 credits, with a bonus of an additional 8,000 credits if the heroes can procure plans for the CSA's experimental device.

Looks Like Stormy Weather

The heroes are responsible for securing their own passage to Nyriaan. Flying their own starship to the Luire system is obviously the cheapest and most reliable method of transport available. Lacking their own ship, the heroes can charter a ship to the Luire system. However, charter is expensive, given the Luire system's isolation. Getting a charter pilot to voluntarily land a starship on the planet's surface might also be difficult. Unfortunately, Ghurn cannot provide the heroes with a ship. Given the critical status of the mission, however, he might be able to pull some strings at the Gamemaster's option. If a ship is provided, the heroes' fee should be reduced by at least one quarter.

To keep their cover as independent mining contractors, the heroes should take time to procure or purchase basic mining gear prior to leaving for Nyriaan. Depending on what they know about Nyriaan through the proper Knowledge (galactic lore) check, they should also purchase items that might be of use in the dim and sultry conditions on the planet's surface.

Whatever their method of travel, after the heroes drop out of hyperspace in the Luire system and begin their approach toward Nyriaan, read the following aloud:

As you approach the planet, you see that Nyriaan is simultaneously ugly and incredibly beautiful. The roiling clouds of the planet are thick, dark, and forbidding, yet they are punctuated by flashes of purple lightning that arc through the turbulent atmosphere.

A number of small stations and platforms orbit Nyriaan, and countless ships and shuttles move between them in a constant ballet. The stations and ships maintain a distance far enough away from the planet to remain unaffected by the numerous magnetic belts that surround it.

Suddenly your communications console crackles. "Attention unidentified vessel. Please state your purpose in the Luire system so that I can properly direct you."

The heroes are being contacted by a member of the Hyperspace Navigator's Guild, both to direct them to a relevant platform or station in Nyriaan's orbit, as well as to offer them a mandatory Guild contract should they want to land upon the planet's surface. Reckless heroes might want to land upon the planet on their own, but such efforts are likely to end in tragedy (which should be stressed). If the heroes manage to land on their own, they are subject to arrest for violation of the Senate mandate that all landings on Nyriaan be overseen by members of the Hyperspace Navigator's Guild.

When the heroes announce their intention to land in Locus, the Hyperspace Navigator's Guild offers them a special rate for both the rental and installation of a laser transport array and the services of a bonded navigator. For light freighters, the service charges total 1,000 credits for each take-off and each landing. For a special rate of 1,500 credits, the heroes can reserve both landing and take-off services ahead of time at a substantial savings. They'd be fools to refuse.

Heroes who accept the services of the guild are given clearance and directed to dock with Platform Trill 92. When the heroes dock, Hyperspace Navigator's Guild technicians board their vessel to install a portable LTA system. Installation requires external attachment of the LTA sensor system, as well as connection of a universal control station inside the ship's cockpit by the bonded navigator who is sent to accompany the heroes.

The navigator, a nervous Snivvian named Tevlun, arrives with little fanfare and introduces himself to the heroes. He shows his credentials prior to installing his universal control station, and he answers any questions the heroes pose. If asked why he is nervous, Tevlun shrugs it off and insist that he is fine. The truth is that he is a relatively inexperienced LTA operator with only three prior landings on Nyriaan. Astute heroes might come to this conclusion by succeeding on a DC 12 Perception check, but less trusting heroes might suspect foul play on Tevlun's part.

Unless the heroes want to disembark and explore Platform Trill 92 (an unexciting orbital facility that is equipped with only marginal services—a cramped cantina with attached hotel, limited repair facilities, and an overpriced general store), they can arrange to land in Locus when the LTA system is fully installed.

Tevlun

Tevlun is a tense Snivvian who has recently been accepted into the Hyperspace Navigator's Guild as a bonded navigator. He has made only a few landings on Nyriaan, so he is still somewhat put off by the procedure. Nevertheless, it is decent money, and he has a wife and several children to support back on Cadomai Prime.

Although he is dressed in the uniform of a bonded navigator, the Snivvian acts somewhat wet behind the ears. He drums his fingers nervously as he works, oblivious to the fact that you can sense his discomfort.

Tevlun **CL 1**

Small Snivvian nonheroic 4
Init +2; **Senses** Perception +3
Languages Basic, Snivvian, Nyriaanan

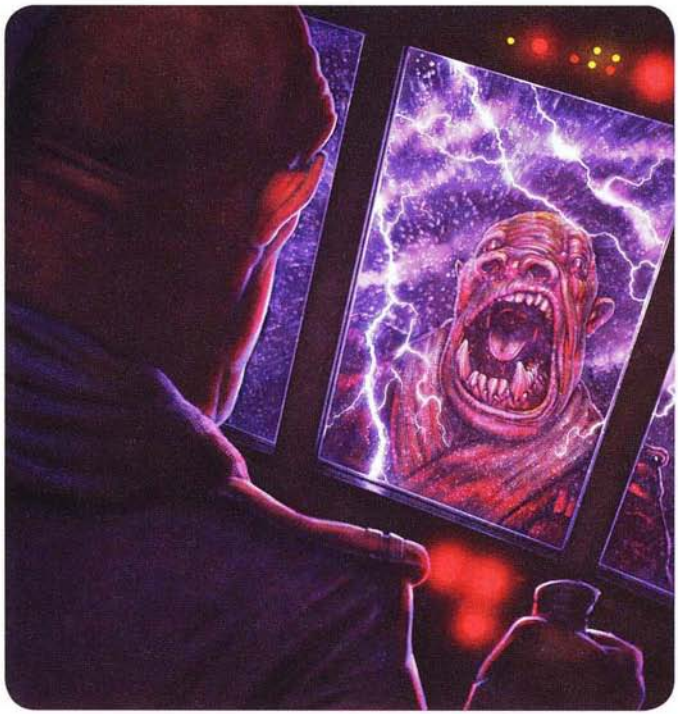
Defenses Ref 11 (flat-footed 11), Fort 10, Will 11
hp 10; **Threshold** 10

Speed 4 squares
Melee unarmed +3 (1d3)
Ranged blaster pistol +3 (3d6)
Base Atk +3; **Grp** -2

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 10
Special Qualities observant
Feats Skill Focus (Knowledge [physical sciences]), Skill Training (Pilot, Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (physical sciences) +14, Perception +3 , Pilot +7, Use Computer +9
Possessions navigator's uniform, bonded navigator's credentials, blaster pistol, laser transport array console

Tevlun's Tactics

On the off chance that Tevlun is involved in combat with or near the heroes, he defends himself as best as he can. He is not a soldier and does not take unreasonable chances for strangers.



PLANETFALL

Once the heroes' ship is outfitted with LTA equipment and Tevlun, the bonded navigator, is aboard, they can make planetfall on Nyriaan. The operation starts out simply enough, but soon the situation spirals out of control.

Read the following text aloud when the heroes begin their descent:

The sickly clouds swirling around the planet below begin to darken as your ship slowly approaches them. Tevlun, the navigator, sits at the pilot's station, his stubby fingers picking nervously at keys and switches as he monitors the ship's descent.

"We are within fifty kilometers of breaching the ionosphere," he reports. "I will now be shutting down all unnecessary systems until we touch down."

As if on cue, the interior lighting dims, and the omnipresent sound of the air scrubber is replaced by the faint thrumming of the sublight engines. The ship seems strangely quiet, and looking through the cockpit viewport you have the sudden impression that you are falling toward the planet—an impression that is not entirely wrong.

"Orbital laser telemetry acquired. Surface laser telemetry acquired," Tevlun continues, as if speaking to himself. "Adjusting course to maintain synchronization. Entering atmosphere in 3 ... 2 ... 1."

The view beyond the cockpit suddenly goes dark and the sublight engines begin to sputter. Tevlun flips a switch, compensating for the burst of intense ionization that the ship has suddenly been exposed to. The engine noise subsides somewhat.

Suddenly, a light on Tevlun's console blinks an angry red, and an accompanying alarm sounds shrilly in the confines of the cockpit. "Uh oh ..." Tevlun stammers in a panic. "I've lost surface laser telemetry!"

Concerned heroes are likely to ask Tevlun something along the lines of, "What does that mean?"

What it means, in lay terms, is that the laser guiding the ship to the ground has been deactivated, and aside from the orbital laser, the heroes are flying blind toward the surface of Nyriaan. Granted, the orbital laser provides an indication of the direction they should be flying, but the wisdom of flying in such a manner is questionable.

At this juncture, the heroes must make a choice. First, they can attempt to return to Platform Trill 92 and take stock of the situation, attempting to land on Nyriaan at a later time. This is the option that Tevlun would suggest if he weren't hyperventilating. Returning to the platform requires one of the heroes to take control of Tevlun's navigation console and succeed in a DC 20 Pilot check.

The second option is to continue the landing as planned, using only the orbital laser telemetry as a guide. Unfortunately, Tevlun is not trained for such a maneuver. Neither are the heroes, but that is beside the point. Heroes wanting to take this gamble are obliged to complete the "Landing on Nyriaan with Orbital Laser Telemetry Only" skill challenge to make planetfall safely.

If the heroes' ship crashes, it is damaged as indicated on Table 10-3: Collision Damage on page 173 of the Saga Edition core rulebook, with the size of the colliding vehicle or hazard being equal to the size of the heroes' ship.

PART 2: DOWN IN IT

Now that the heroes have landed (or crashed) upon Nyriaan, they can go about the business of locating the two missing Republic agents. If events have gone as planned and they are able to land safely, their ship ends up in one of the Neutral Zone's docking bays. Fees for starship storage, service, and the like are 10% higher on Nyriaan than elsewhere.

The layout of Locus is similar to that of most colonial cities. Structures are built low to the ground. Dim, flickering illuminators are placed at even intervals along streets to compensate for the lack of natural light. The air has a stale, musty odor. Areas of high foot and vehicle traffic have less fungal growth, but practically all surfaces in the Neutral Zone—walls, streets, sidewalks—are covered in a thick layer of phosphorescent fungus. The private sectors of the city, including the Corporate City Sector and the Republic Sector, are well secured and nearly impossible to enter without proper authorization.

Skill Challenge: Landing on Nyriaan with Orbital Laser Telemetry Only

In this skill challenge, the heroes attempt to land a starship on Nyriaan using only one of two standard laser arrays for guidance. Normally, two laser arrays—one located on the ground and one located in orbit—are employed to give pilots and navigators a precise fix on their location, altitude, and relative speed. With only the orbital array to guide them, the heroes can only guess at these figures. As failures are accrued, the heroes' ship spins further out of control.

CL 5

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 24]: The heroes can use their knowledge of Nyriaan's atmospheric qualities, as well as its geography, to judge their altitude and bearing.

Mechanics [DC 22]: The heroes can attempt to jury-rig their sublight engines or other ship systems to generate more power.

Perception [DC 20]: The heroes can use their senses to judge distances and notice obstacles and ground features as they plummet through the thick clouds.

Pilot [DC 20]: Heroes can buckle their restraints and trust in their reflexes and piloting skills to survive the disaster.

Use Computer [DC 23]: The heroes can attempt to adjust the ship's sensors to overcome the interference from the planet's ionosphere and magnetic fields.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Restricted Skills: The Mechanics and Use Computer skills can only be attempted once each during this skill challenge. In addition, the following skills are not applicable in this challenge: Acrobatics, Climb, Deception, Gather Information, Jump, Persuasion, Stealth, Swim, and Treat Injury.

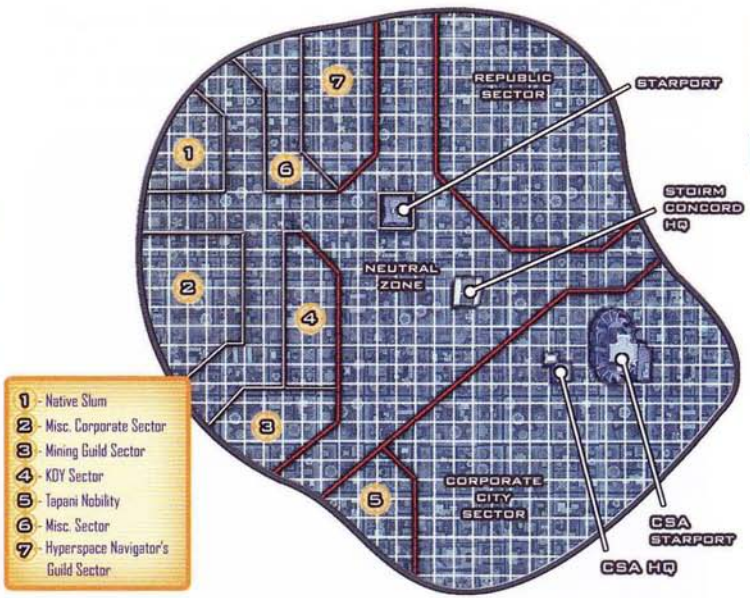
Second Effort: A hero who fails a skill check can instead choose to move the starship –1 step on the condition track to make that failure count as a success.

Success: The heroes successfully land on Nyriaan, although they might not end up exactly where they expected to be.

Failure: The heroes crash-land on Nyriaan, damaging the starship and possibly injuring themselves and others.

Heroes in Locus can travel on foot, but the easiest way to get around is either to rent a vehicle, such as a landspeeder, or to hail one of the taxis in the vicinity of the Neutral Zone's spaceport. The city is laid out in a rough grid, with different sectors—such as Corporate City Sector and the Republic Sector—cordoned off by fire zones, high walls, energy fences, and armed guards.

The heroes have two obvious choices at first, and both involve checking in at the last known locations of the two missing agents. Adventurous players might want to explore the city a little bit. Let them take a short detour, but their immediate focus should be on Yrssk and Klieri, the missing agents. In either case, the next encounter might be a good way to get them back on track.



LOCUS

A Lukewarm Reception

The heroes immediately attract attention from a pair of plainclothes Corporate Sector assassins. Given the activity of the previous few days, the Corporate Sector Authority expects that the Republic will send personnel to Nyriaan to investigate the disappearances of the two agents. The Republic is not infallible, either, and word of the heroes' appearance and modus operandi has spread to the CSA's intelligence units on Nyriaan.

The two CSA assassins are responsible for the malfunction of the surface laser telemetry that the heroes experienced during their descent. Since their sabotage did not have the desired effect, the assassins are to follow the heroes and keep an eye on them as they make their way through Locus in search of the missing Republic spies. If the heroes locate one or both of the spies, the CSA assassins are authorized to use deadly force against them. Regardless of which lead the heroes follow up on first, the two CSA assassins spring an attack when the heroes gain entry to Klieri's apartment (see "Klieri's Apartment," below) if the assassins are still active at that time.

The CSA assassins have access to ground transport. If the heroes decide to travel on foot, one CSA assassin follows on foot at a distance while the other drives the speeder, just out of sight. If the heroes prefer to drive their own vehicle, both assassins pursue in theirs. Their immediate goal is observation, not attack. If the heroes detect them, the assassins attempt to break contact. Barring that, they fight to the death and try to avoid capture if possible.



SOMEONE'S WATCHING.

If the heroes notice the assassins tailing them and combat ensues, refer to the "Main Street Firefight" encounter on page 206 for details. If the encounter turns into a speeder chase, then refer to the "Locus Street Chase" skill challenge below to resolve it. If the heroes lack a speeder, they are unable to pursue their enemies. If the chase ends with the heroes tangling with the assassins, the "Main Street Firefight" encounter can still be used.

Klieri's Apartment

The agent named Klieri was last known to be living in an apartment at the far southern end of the Neutral Zone of Locus. The heroes can find her apartment easily enough by any number of methods: checking maps, asking for directions, or checking public terminals for information. The neighborhood is on the lower end of the social scale, and depending on the time of day—which, given the constant darkness, might seem irrelevant— any number of rough-looking characters might be hanging out in the street, talking, joking, and making spectacles of themselves.

Klieri's apartment is in a sprawling three-story building. Her unit is on the second floor, near the western end of the structure, conveniently located next to an emergency stairwell. The halls of the building are clean, for the most part, with only occasional old stains or small patches of slow-growing phosphorescent fungus on the floors and walls. A steady stream of tenant traffic flows through the halls during the day cycle, including a tired-looking security guard who sits at a station near the building's front entrance.

The apartment door is closed and sealed with a simple electronic lock (DC 20 Mechanics check to unlock). If the heroes knock or ring the bell, no one answers, and no sound can be detected within the apartment. Once inside, the heroes find a series of unlit rooms and signs of a struggle. Furniture has been upended and small objects and fragments of glass and ceramic litter the floor.

Klieri is dead in the apartment bedroom. She has been there for at least a couple of days, and the cause of her death appears to be a series of blaster shots to her chest and abdomen. Her placid face is bruised, and her brown hair is matted with dried blood. A datapad rests on the blood-stained bed next to Klieri's outstretched hand, but a single strike from a sharp object (probably a vibroblade or vibrodagger) has rendered it little more than a pile of electronic junk. Heroes who succeed on a DC 15 Perception check can determine that Klieri was likely shot in the living room, but crawled into her bedroom to die.

Technically apt heroes might want to repair the datapad. It is far too damaged to be made functional again. However, the encrypted datacard within the datapad is undamaged and can be accessed on a functional datapad or portable computer. The encryption can be broken only after improving the datacard's attitude from unfriendly to friendly by using the Improve Access application of the Use Computer skill (see page 76 of the Saga Edition core rulebook). Once this is accomplished, the information on the card can be accessed.

Skill Challenge: Locus Street Chase

In this skill challenge, the players must pursue a pair of Corporate Sector assassins through the gloomy streets of Locus in a landspeeder chase. During the chase, the heroes travel through different parts of the city's Neutral Zone, attempting to force their enemies to a halt so that they can be confronted. As the heroes accrue failures, the assassins slip further away, potentially shaking pursuit altogether.

CL 4

Complexity: 2 (8 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (galactic lore) [DC 28 or 23]: The heroes can try to remember what they have heard about Locus to find shortcuts and secret routes. This DC is reduced to 23 for heroes who are familiar with the city.

Perception [DC 25]: The heroes can use Perception to find the best path to keep pace with the Corporate Sector assassins, or to notice any indicators of where the assassins are headed next.

Pilot [DC 18 or Opposed]: The heroes can pilot their landspeeder along the fastest route, avoid debris and obstacles, and find other ways to close the gap with the Corporate Sector assassins. If the heroes get close to the assassins, the driving assassin can make Pilot checks to set the DC for this skill.

Stealth [Opposed]: The heroes can sneak along alternative routes, cutting the assassins off if they remain unnoticed. This check is opposed by the assassins' Perception skills. The heroes receive a +2 bonus to Stealth checks due to the gloomy nature of the city.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Containment: The heroes accrue failures only in rounds when no one earns a success, since they need only keep the target in sight of one person to maintain the chase.

Opposed DC: Certain skills in this skill challenge can be opposed by the assassins.

Restricted Skills: Certain skills are not applicable in this challenge: Gather Information, Survival, Swim, and Treat Injury.

Success: The heroes manage to force the assassins into a location where they can no longer escape by piloting their speeder. The Corporate Sector Authority assassins must leave their vehicle behind and either fight the heroes or flee on foot.

Failure: The Corporate Sector Authority assassins manage to give the heroes the slip, disappearing into the darkened streets of Locus.

Outside of a number of obviously mundane files that have been placed on the datacard as decoys, one file, titled "FLOOD," contains a small amount of useful information. According to timestamps, the FLOOD file was the last one to be accessed, just over 48 hours ago—likely around the same time that Klieri was killed. Along with a set of surface coordinates, the file also contains the following phrase: "Lrn 2 swim. Data recd from Bavil. Tst successful. Final phase in 4 dys." The coordinates correspond to a location northeast of Locus, south of a geologically active region known as the Steamfields.

Development: If the heroes search the apartment, they can find several items, depending on the result of their Perception checks. If the heroes succeed on a DC 10 Perception check, they find 3 blank datacards, 4 ration packs, a breath mask with 1 filter, and a glow rod. Success on a DC 15 Perception check enables them to find the items above and also 2 energy cells, a medpac, and a short range comlink. Success on a DC 20 Perception check additionally reveals a hold-out blaster pistol, a medium-sized pair of combat gloves, and a pocket scrambler. Success on a DC 30 Perception enables the heroes to also find an explosive charge with timer.

The Monster Under the Bed

Klieri was killed by an assassin droid: a MRD-39B murderer, to be specific. The droid hides beneath Klieri's bed, where it waits quietly until it detects someone entering the apartment. When this occurs, it attempts to contact the two Corporate Sector assassins from the "Main Street Firefight" encounter. If the two assassins have not been captured or killed, they respond, ordering the droid to continue to monitor the situation while they gain access to the apartment building. Once the assassins are in position outside Klieri's apartment, they cause a distraction that should allow the droid to attack the heroes undetected from the rear. See the "Klieri's Apartment" encounter on page 208.

The MRD-39B is poised to attack the moment it is discovered. If a hero in the bedroom succeeds at a Perception check opposed by the droid's Stealth (+13), he or she finds the assassin droid, and it attacks. If the droid cannot contact the two CSA assassins and if no hero detects it, the droid waits for an opportune moment to attack the heroes by itself. In either case, refer to the "Klieri's Apartment" encounter on page 208.

"TARGET ACQUIRED. PROCEEDING TO PHASE TWO OF ASSASSINATION PROTOCOLS."

-MRD-39B

YRSSK'S APARTMENT

Yrssk, the second of the missing Republic Agents, lives in a small apartment above a repulsorlift garage just north of the spaceport. As with Klieri's apartment, the heroes should be able to locate his residence easily. If approached during the day, the garage is open and the mechanics within are working on a number of repulsorlift vehicles. In the evening, the garage is closed, its entrances locked.

The apartment is accessed by a set of slimy permacrete stairs that run up the side of the building. The door to the apartment is sealed by a complicated electronic lock connected to a silent alarm system (DC 25 Mechanics check to disable). If triggered, the alarm alerts the owner of the repulsorlift garage who arrives within 2d10+5 minutes with two friends (use the statistics for generic Thugs on page 284 of the Saga Edition core rulebook for all three).

Yrssk's small apartment, which has a faint reptilian odor, is well organized, yet austere. It contains little furniture, and the kitchenette area is stocked with only a few nonperishable items—as if the person who lives here is rarely present for long. If the heroes search the premises, success on a DC 10 Perception check reveals the following items throughout the apartment: a pair of electrobinoculars, a liquid cable dispenser, and a standard targeting scope. If the heroes succeed on a DC 15 Perception check, they find those items and also 3 power packs. Succeeding on a DC 20 Perception check enables the heroes also to find a holorecorder with 2 datacards, and if they succeed on a DC 25 Perception check, the heroes also find a credit chip loaded with 5,000 Corporate Sector credits.

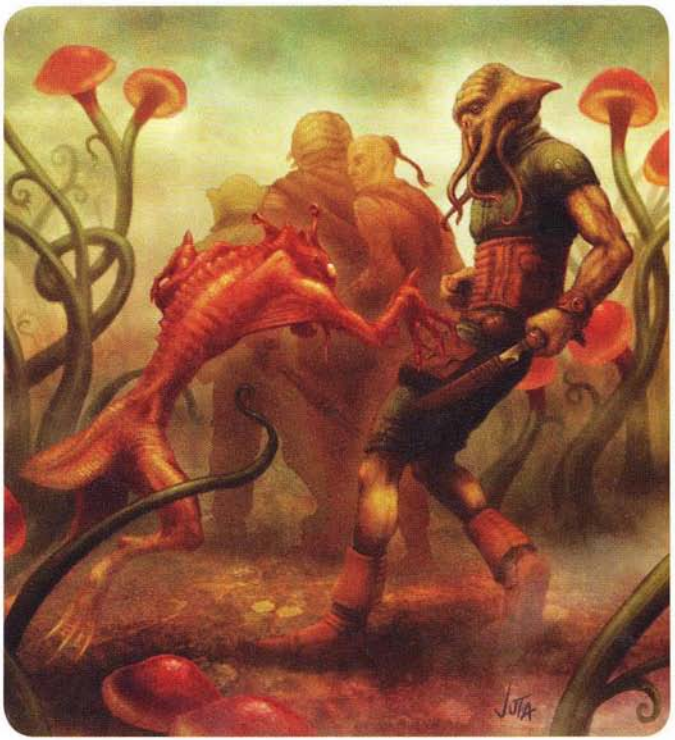
One of the datacards with the holorecorder holds several clandestine recordings of a Human female, who appears to be Klieri, interacting with a number of other individuals. One holo shows Klieri and a well dressed male. He passes her something that appears to be a credit chip. If the holo is further analyzed with a computer, a DC 25 Use Computer check or DC 30 Perception check reveals that this last recording is a skilled forgery cobbled together from portions of other holorecordings.

Other than the above items, little else of interest can be discovered in the apartment. Yrssk is obviously not home, and does not appear to have been there for some time. If questioned about him, the owner or any employee of the repulsorlift garage tell the heroes that the Trandoshan has not been around for two or three days.

INTO THE WILDERNESS

The only way for the heroes to reach the coordinates found on Klieri's datacard is to venture into Nyriaan's dark wilderness. Navigation on Nyriaan is a tricky affair since the satellite navigation aids so common on other worlds are completely ineffective on Nyriaan. The only way to travel reliably is by using maps and other low-tech navigational aids for guidance. Methods of travel are also restricted to moving on foot and low-altitude speeders or conventional vehicles. Airspeeders are out of the question, because they suffer the same malfunctions in Nyriaan's atmosphere that starships do.

THE WILDERNESS OF NYRIAAN IS NO PLACE FOR THE UNPREPARED.



The heroes have the option to hire a guide to take them into the wilderness. Native laborers looking for work can be found at the northern edge of the Neutral Zone in Locus, and many of them are knowledgeable enough of Nyriaan's natural hazards and geography to make a tidy sum from offworld visitors, tourists, and hunters looking to go on safari. One guide for hire is known as Finvarra, and she is recommended to the heroes if they ask strangers or acquaintances for advice on the subject. She prefers to travel on foot but is also happy to direct her employers from the relative safety of a speeder. Heroes who venture into the wilderness need a map and a compass. Vast areas of treacherous swamp are inhabited by dangerous amphibious creatures and forested with tall, thick-stemmed fungal trees. In the darkness of Nyriaan, getting lost is easier than one might think.

Basic survival on Nyriaan requires a daily DC 15 Survival check to avoid natural hazards in the wild if the character making the check is familiar with the planet's unusual wilderness (see page 73 of the Saga Edition core rulebook). About a week of living in the wilderness of Nyriaan is required to become familiar with the specific dangers and pitfalls of Nyriaan's back country, so until then, a character new to Nyriaan's wilderness suffers a –5 penalty to Survival checks. In addition, determining cardinal directions

on Nyriaan using the Know Direction application of the Survival skill is far more difficult, considering that no stars are visible. Using the Know Direction application requires a DC 20 Survival check, even for natives.

Beasts of Prey

As the heroes travel through the wilderness, with or without a guide, they occasionally attract the attention of indigenous wildlife. In this instance, a hunting party of chlovi cats descend upon the heroes at an inopportune moment—when they are camping, exploring on foot, or attempting to navigate through the thick chlovi copses that are so common in Nyriaan's wilderness. For details, refer to the "Crimson and Chlovi" encounter on page 210.

The Natives are Restless

Predators are not the only danger in the wilds of Nyriaan. Native clans also patrol the wilderness. A group of Nyriaanan scouts lays in wait for intruders just south of the Steamfields. The natives are tipped off about potential intruders by Yrssk, who contacted the clan just prior to his disappearance. In his years on Nyriaan, Yrssk cultivates a number of disparate allies and associates, including members of the Malvina clan. The Malvina are not particularly warlike, but when they hear rumors that miners want to desecrate their territory, they become rightfully displeased.

Yrssk capitalizes on the Malvina clan's hostility and informs them that a group of miners are coming through their lands to scout a location for a new mine. Although the Malvina are willing to listen to Yrssk—he has never steered them wrong before—the clan leaders are not entirely taken in by the Trandoshan's story. Instead of mobilizing a war band, as Yrssk suggests, they instead dispatch several small scout groups to monitor any incursions onto their land.

The native scouts do not fire first and ask questions afterward; they plan to observe, analyze, and, if necessary, attack in defense of their birthright. As the heroes travel closer to their destination, they come across a line of Meadlin's trees—massive fungal growths that can grow to up to sixty meters tall in the planet's unsettled regions. In addition to their extraordinary height, the trees also weave together to form seemingly impenetrable barriers that can be passed through only by those who know how to navigate them.

Finvarra, Native Guide

Finvarra is a young native who has spent most of her life living in the wilderness surrounding Locus. She does not trust offworlders, but she sees them as an easy source of income and hires herself out as a guide. Most of the time she keeps her employers alive, not counting the odd occasion when the situation turns sour on the trail.

Although she is only sixteen years old, Finvarra tries to act much older. She appears boyish when dressed for the field, but takes offense if she is mistaken as such. Her standard fee for guiding offworlders is 50 credits per day, and she does not hesitate to double the price if circumstances become dangerous. She speaks fluent Basic with a noticeable Nyriaanan accent.

Finvarra is young, but she not stupid or naive. Even if the heroes try to ply her with tales of the Corporate Sector Authority's greed, she likely dismisses them as stupid offworlders with delusions of grandeur. She knows that the CSA is evil, but this is not exactly news. If the heroes convince her that her planet and her clan are in danger of being destroyed, she might be willing to do more than just guide them to where they want to go.

You almost mistake this teenage girl for a young boy. The scars on her face and the calluses on her hands are testimony to the hard life she's lived. Her dark hair is slicked back with sweat and tied with piece of red wire, and her green eyes peer at you suspiciously.

Finvarra's Tactics

Finvarra is a survivor, so she rarely stands and fights unless she has no other choice. Her initial reaction is to run from danger, but she uses any of her employers as shields if she can. When she does fight, Finvarra pulls no punches. She sees enemies as obstacles to life and kills with little hesitation if the choice is between her life or an enemy's.

Finvarra **CL 3**
Medium Human (Nyriaanan) scout 3
Force 3
Init +2; **Senses** low-light vision; Perception +8
Languages Basic, Nyriaanan

Defenses Ref 17 (flat-footed 16), Fort 17, Will 16; Dodge, Mobility
hp 39; **Threshold** 17

Speed 8 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +3 (3d6+1)
Base Atk +2; **Grp** +3
Special Actions Shake It Off

Abilities Str 12, Dex 13, Con 14, Int 12, Wis 14, Cha 10
Talents Fringe Savant, Long Stride
Feats Dodge, Improved Defenses, Mobility, Shake It Off, Skill Focus (Survival), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7, Endurance +8, Perception +8, Stealth +7, Survival +13, Swim +7
Possessions blaster pistol, survival knife, native garb, all-temperature cloak, field kit

The Malvina clan scouts are positioned along the thick tree line, scanning the southern horizon for intruders. When the heroes arrive, the natives move quietly and carefully to intercept them before they reach the trees. The makeup of the heroes' party determines, in large part, how the scouts respond. A heavily armed party is treated with respect, given their obvious firepower, but a party of lightly armed heroes is considered less of a threat. If the heroes are carrying any obvious mining gear, Yrssk's story starts to carry more weight with the Malvina scouts. With thick mist rising from the wet earth, visibility is low, so the heroes are relatively close before the natives make their move.

This encounter does not necessarily develop into a firefight. Give the heroes every chance to avoid combat unless they initiate violence. If the heroes have a native guide, such as Finvarra, they likely have an advantage when negotiating with the Malvina scouts. Of course, if shots are fired and any of the native scouts are killed, all wagers are off.

For more details, refer to the "Native Hospitality" encounter on page 212.

Fear of the Dark

Yrssk's final ploy awaits the heroes at the center of the geologically active Steamfields. To continue onward to the coordinates found on the datacard, the heroes must leave any vehicles behind because the Meadlin's trees are too dense to allow vehicles to pass. The heroes might be able to take the vehicles in a circuitous path around the trees, but at the expense of precious time. Getting through the Meadlin's trees on foot requires some effort, as well, unless the heroes have a native guide or are able to make peace with the Malvina clan scouts. Nevertheless, heroes who insist on retaining their vehicles should be allowed to do so if they want to make the effort.

The Steamfields are a swampy region of hot springs, geysers, and natural vents that spew scalding steam and sulfurous fumes. Some of Nyriaan's hardiest fungus species live in these boiling pools, their phosphorescent light mixing with the steam and mist to lend an eerie countenance to the entire area. Areas of relatively dry ground weave around and through the seething mud and water, but the way is twisting and mazelike. Geysers send unpredictable scalding fountains skyward, sometimes across the more navigable paths.

The heroes must take care to avoid being boiled alive. If they still have their vehicles, especially landspeeders or speeder bikes, they can easily traverse the Steamfields by hovering over the boiling hazards that would impede them if they were on foot. Wheeled vehicles, however, are useless because they become mired in the blistering mud.

Yrssk's Ambush

In addition to his allies among Nyriaan's native clans, Yrssk also finds and maintains contact with one of Nyriaan's darkest secrets—a clan of Sith who descended from the crew of the ill-fated *Dying Sun* during the years of the Old Republic. Twisted and inbred, the Sith descendants are little better than cunning animals. Yrssk plies them over the years with trinkets and sacrificial victims. Although they have no loyalty to the Trandoshan, the Sith are interested in getting their hands on additional victims.

The Sith descendants have constructed an altar of native stone at the center of the Steamfields. The coordinates found on Klieri's datacard lead the heroes directly to it. As the heroes approach to investigate the location, they are set upon by Yrssk's Sith allies. Yrssk, safely hidden behind a nearby rock formation, observes the struggle. If the Sith seem to be becoming overwhelmed, he begins to snipe at the heroes. For details, see the "Children of the Tempest" encounter on page 214.

Ideally, the heroes capture Yrssk alive. In fact, even if Yrssk is mortally wounded, allow him to remain alive if possible. Given his Trandoshan physiology, even the loss of a limb, although initially disabling, does not have severe long-term effects for him. Your best bet is to grant Yrssk a bit of script immunity. However, even if he does not survive the fight, Yrssk conveniently has the location of the Deluge Experiment on a datacard in his possession.

If Yrssk is captured by the heroes, he comes clean and reveals his part in the proceedings. Although Yrssk didn't kill Klieri, the heroes might feel that he is indirectly responsible for her death at the hands of the CSA assassins. They might want to take him back to the Republic to face justice, or they might even want to administer justice on their own. Whatever the case is, Yrssk saves the best information for last.

Read the following text aloud:

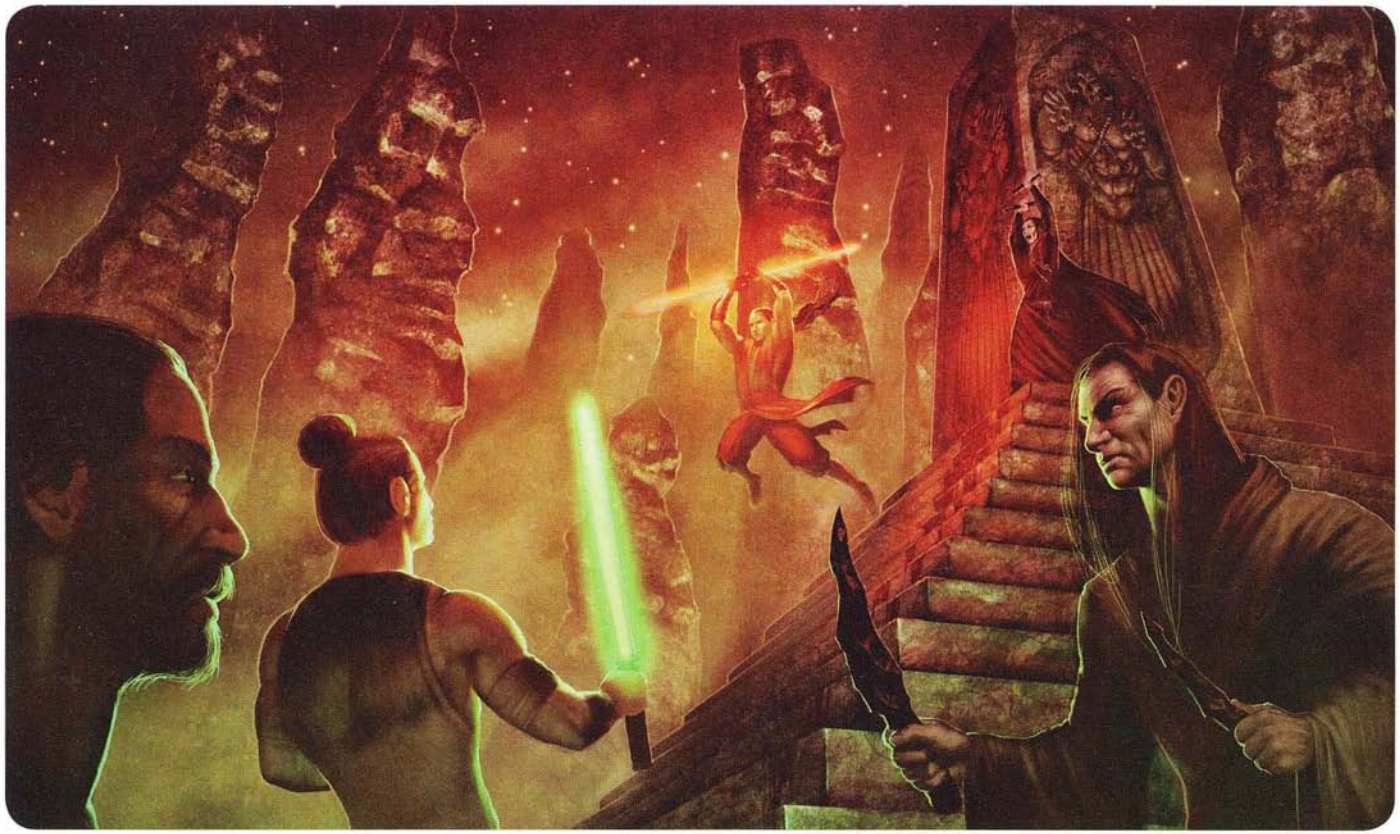
The Trandoshan clears his throat and looks at you pointedly. "I know things," he rasps, his reptilian tongue playing quickly over his scaly lips. "It ain't too late to save this karking planet from what the CSA's got planned."

Yrssk lets that sink in before continuing.

"Look, you ain't got any real reason to keep me around. You caught me fair and square, but I reckon we can still strike a bargain. You let me go, and I'll tell you where the Corporate Sector Authority's got its big guns. They won't be expecting a crew like you to come along, so you'll have an easy time kriffing up their plans.

"What do you say? Is that worth letting me go, or isn't it?"

The decision is up to the heroes at this point. In any event, if they decide to keep Yrssk around, he becomes a constantly complaining annoyance who takes any opportunity to expose his captors to their enemies. Yrssk hopes that the heroes might leave him behind if he makes enough trouble. The truth is, he might be correct.



Part 3: The Coming Flood

The final portion of "The Perfect Storm" involves the heroes' infiltration and destruction of the Deluge Experiment facility. Whether the true location of the facility is revealed by the datacard the heroes find on Yrssk's body, or by Yrssk himself in exchange for his freedom, is unimportant. The location is nearly a hundred kilometers north of Locus, upon a flat, narrow plateau known as Final Rest.

Final Rest is considered Corporate Sector Authority territory on Nyriaan, and the CSA has several mining facilities in the region. It is one of the highest spots on the surface of Nyriaan, which is one reason that the CSA picked it for the Deluge Experiment's location. After all, if the planet is going to flood, the facility that causes the flooding ought to be above the new planetary sea level.

Getting to the facility would be the easy part, except for one minor snag: The Deluge Experiment has already begun, and it is wreaking havoc with Nyriaan's weather patterns. Several small but violent tempests have been stirred up in the atmosphere around Final Rest, causing massive cyclones and heavy rainfall. The shift in climate should provide a sense of urgency and danger to the proceedings, giving the heroes a clear indication that the Corporate Sector Authority means business.

Riding the Storm Out

The closer the heroes get to Final Rest, the worse the weather becomes. Warm, drizzling rain develops into a hot and steaming torrential downpour by the time that Final Rest is in sight. Nyriaan's omnipresent surface mist and low-lying cloud cover are mysteriously absent, replaced by the severe inclement weather. Lightning arcs down from the sky in purple lancets, and peals of thunder roar across the landscape.

Read the following text aloud:

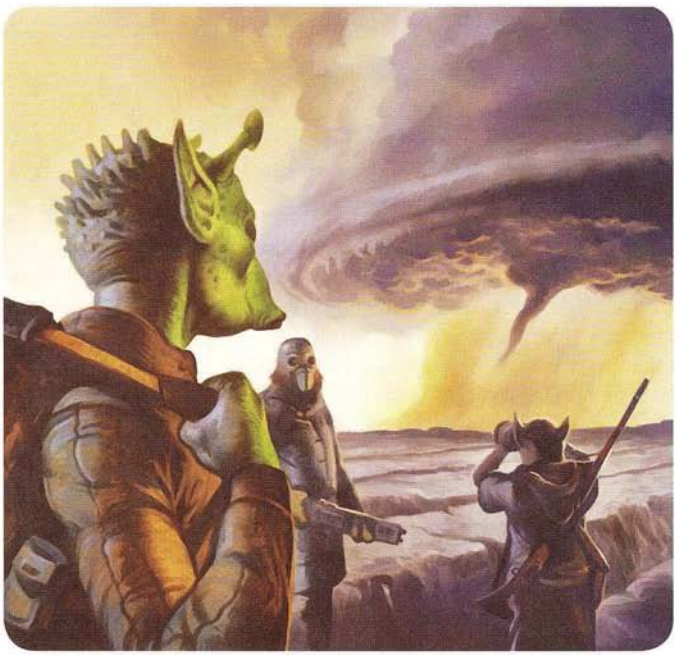
Howling like a living creature, the wind screams a frightening chorus that rises in undulating waves above the constant thud of the heavy rain. The cyclonic tempest, suddenly visible in the flashes of purple lightning, is far enough away to pose no threat, but close enough that you can hardly take your eyes from it.

Rain continues to pour from the skies in hot sheets, soaking your clothes and restricting your visibility. The land begins to rise as you draw closer to Final Rest, and torrents of water flow down from the highlands in small streams and rivers that gradually grow more violent.

Suddenly, out of the gloom, a metal fence comes into view. The fence stretches off to the left and right, its terminus at either end concealed by the violently falling rain. You see, written in Aurebesh on a single metal sign crusted with fungal growth and oxidation, "Final Rest Mine, Shafts 1A through 5K. No trespassing! Intruders will be shot!"

You seem to have finally arrived at your destination.

The fence is mundane in form and function, so the heroes can scale it, cut through it, or batter it down. Beyond the fence is a flat plain accented at intervals by rocky projections and hillocks. A muddy road, its ruts filling with steaming rainwater, stretches toward the largest of the hills.



THE ACTIVE DELUGE DEVICE WREAKS HAVOC IN THE ATMOSPHERE.

Following the muddy road leads to a mine entrance that is unstaffed and unguarded. Two battered transport speeders are parked near the tunnel, their interiors already filled with sweltering rain water. Within the tunnel, which leads into the hill at a slight downward slope, a series of illumination bulbs swing, suspended by thick cords from the tunnel's ceiling.

GOING UNDERGROUND

The interior of the mine entrance is well lit, but it offers little in the way of relief from the sweltering heat and humidity with the coursing rainwater that continuously streams in. Apart from a few discarded mining tools and piles of rubble and refuse scattered about, the tunnel appears vacant.

After about thirty meters, the tunnel ends in an elevator room. However, it is no high-speed turbolift. A single open shaft, into which the coursing water is pouring, is visible at the far end of the chamber. A generator quietly hums nearby, and a simple elevator call button glows on the framework surrounding the shaft. If the heroes press the button, the elevator platform rises noisily up from the depths of Nyriaan. The platform, enclosed on all sides by a metallic safety cage, is empty when it arrives. The heroes can fit into the safety cage easily, and the elevator controls are simple and clearly labeled.

A small digital readout near the controls indicates "Shaft 4B, 26 meters; R&D Access, 39 meters; Shaft 4C, 102 meters." As the elevator cage descends, the readout shows the current depth beneath the ground. Shafts 4B and 4C allow the heroes to access sections of the Final Rest Mine, but the path to the tunnel complex and the research station is at 39 meters.

If the heroes stop at a depth of 39 meters, the elevator comes to a halt at the entrance to a small hallway that hooks to the left. Light and voices from around the corner indicate that the heroes are no longer alone.

Read the following text aloud:

The elevator grinds to a halt, its cacophony replaced by the sounds of Human voices. A narrow hall leads away from the elevator platform, making a sudden left turn after only a few meters. Light and shadows play across the wall, indicating the presence of at least two individuals around the corner.

The voices are those of two Corporate Sector Authority mine guards. They sound bored as they discuss mundane topics: sports, families, rain, and how long until their contracts on Nyriaan expire.

These two guards are only the tip of the iceberg. Other guards and mine personnel are also nearby. The heroes can proceed cautiously, taking prisoners and attempting to maintain a degree of stealth, or they can barge in with blasters blazing. For details, see the "Sixteen Tons" encounter on page 216.

THE DELUGE DEVICE CONTROL ROOM



CUTTING THE WIRE

If the heroes make it through the mine and access the tunnels that lead to Deluge Control, read the following text aloud:

The lights in this section of the mine flicker as if their power has a slight drain. Signs indicate that the research and development facility is nearby. Rounding a corner as you leave the mining tunnels behind, you are confronted by a large blast door. Stenciled upon the wall are the words "Deluge Control—Authorized Persons Only."

The panel on the wall next to the blast door indicates that it is sealed from the inside.

This blast door is the last barrier between the heroes and the Deluge Experiment's control room. Like most such doors, it has 750 hit points, DR 10, and a damage threshold of 40, making any attempt to force the door open difficult, if not impossible. The simplest way to gain access to the control room is to hack the door panel, which requires a DC 25 Mechanics check as well as a security kit.

The panel also includes an intercom system, so savvy heroes might attempt to fast-talk their way into the control room by contacting whomever might be on the other side of the door. In this case, a Deluge Facility guard (Perception +11, Will Defense 12) is guarding the blast door from the inside.

Once inside the control room, the heroes must disable or destroy the Deluge Device by completing the "Disabling the Deluge Device" skill challenge, below. For details, see "The End of the World" encounter on page 218.

As put forth by Ghurn, the heroes can earn a bonus if they are able somehow to gain the plans for the Deluge Device. This complicated undertaking requires computer savvy heroes to access the Deluge mainframe, break through its security, sift through reams of information, and isolate the precise elements that they want. Since the contents of the entire system are considered secret, the heroes need only improve the mainframe's attitude from Unfriendly to Friendly and locate a piece of specific data—the plans. A datacard or other form of media is required to store the plans.

If everything goes as planned, the Deluge Device is well on its way to being destroyed as the heroes retrace their steps through the mine tunnels. They are likely to encounter other Corporate Sector Authority employees on their way out, including miners, technicians, guards, and soldiers. However, they offer no organized resistance amid the chaos caused by the Deluge Device. Fleeing CSA personnel assume that the heroes are also employees trying to escape the dying facility and pay them little mind.

Once outside, the heroes can locate their vehicles and make their way back to Locus.

"HEY! YOU'RE GOING THE WRONG WAY! THE CSA HAS ORDERED AN IMMEDIATE EVACUATION OF THE MINES."

-UNKNOWN CSA REPRESENTATIVE

Skill Challenge: Disabling the Deluge Device

The Deluge Device is a huge, complicated machine that might well bring about an end to Nyriaan as the galaxy has known it. Deactivating it is not just a simple matter of finding and pushing the right button. Complicated protocols must be followed to reverse the device's effect on the local environment. To do so, the heroes must succeed at this skill challenge, likely while CSA guards are breathing down their necks. Once the device is safely neutralized, destroying it is a simple matter of initiating an overload of its power generator.

If they lack the patience to undertake the lengthy process of neutralizing it, the heroes can destroy the Deluge Device outright. However, the heroes are not likely to possess the explosive firepower required to do so. Even if they do, an onslaught of Corporate Sector Authority troops do everything they can to prevent such an event.

CL 6

Complexity: 3 (11 successes before 3 failures)

Suggested Skills: The following are suggested primary skills for this skill challenge:

Knowledge (physical sciences) [DC 25]: With enough knowledge about meteorology, weather, and the principles behind vaporator function, heroes should be able to determine how best to reverse the effect of the Deluge Device.

Knowledge (technology) [DC 23]: The heroes, if properly aware of how different types of advanced technology function together, should be able to determine which systems to shut down, and in which order.

Mechanics [DC 24]: The mechanical elements of the Deluge Device are plainly visible. Heroes with the Mechanics skill can attempt to disable some of the device's physical components.

Persuasion [DC 12]: If any Deluge Device technicians are alive, the heroes can attempt to intimidate them into helping to shut down the device. Failure results in a technician either doing nothing, which wastes valuable time, or botching the demanded job on purpose.

Use Computer [DC 20]: Much of the Deluge Device is controlled by computer systems. Heroes trained in Use Computer can more easily navigate the software that controls the device, allowing them to neutralize specific components of the machine in the proper order.

Challenge Effects: The following are suggested challenge effects for this skill challenge:

Catastrophic Failure: The tolerances on the Deluge Device are so tight that even small mistakes can cause dire consequences and disaster. If a skill check is failed by 10 or more, the heroes accrue two failures instead of one.

Initiative: Under normal circumstances, the heroes are likely to attempt to disable the Deluge Device while enemies are attacking them. During this skill challenge, each hero must make an Initiative check and act in order.

Recovery: Although circumstances are indeed dire, heroes can rectify problems they have caused with their previous failures. Any time a hero succeeds on a skill check by 5 or more, that hero can choose to remove one failure instead of earning a success.

Restricted Skills: Certain skills are not applicable in this challenge: Acrobatics, Climb, Gather Information, Jump, Pilot, Ride, Stealth, Swim, and Treat Injury.

Success: The heroes shut down the Deluge Device with no grave environmental repercussions. With the device now neutralized, heroes can attempt a DC 20 Use Computer check to set its generators to overload, causing an explosion that destroys the device.

Failure: The heroes' meddling causes the Deluge Device to go into overdrive. Weather conditions outside worsen, and the device's delicate software safeguards cause the controls to seize up. The device might eventually destroy itself, but not before the climate of Nyriaan has been irreversibly altered.

Bad Winners, Even Poorer Losers

The Corporate Sector Authority does not take kindly to anyone who meddles in their important, not to mention costly, affairs. The heroes, regardless of whether they are successful in their efforts, are now known to the Corporate Sector Authority, as many of the CSA's valued employees and other resources have been laid to waste by the heroes' efforts.

So the heroes are probably not surprised when they are ambushed on their way off the planet. The situation might be further complicated, depending on how the heroes performed during the attempt to destroy the device (see "Part 4: Aftermath," below). Almost as an afterthought on the part of the CSA, a squad of Corporate Sector commandos are dispatched to kill the heroes before they can leave Nyriaan. The commandos assault the heroes as they arrive at their docking bay in the starport facility in the Neutral Zone of Locus.

For details, see the "Corporate Wrath" encounter on page 220.

Part 4: Aftermath

Depending on the outcome of the previous encounters and related skill challenges, one of the following two scenarios plays out:

The Deluge Device Has Been Deactivated

Through challenges and difficulties, the heroes persevere and save Nyriaan, at least for the time being. They might even be carrying the Deluge Device's schematics for the Republic for additional rewards once they can reunite with Ghurn.

Since the Deluge Device was active for only a relatively short time before it was deactivated, little damage has been done to Nyriaan's climate. No one in orbit, not even the Tempest Observation Bureau, has a clue as to why there was a sudden boost in tempest activity surrounding the Final Rest plateau. Nevertheless, the anomaly is logged and will be analyzed by physicists and meteorologists for years to come.

Of course, the CSA knows exactly what happened. Although years of work and billions of credits are lost in a single instant, the Corporate Sector Authority doubtless continues its research into permanently altering Nyriaan's atmosphere. In the meantime, several high-level CSA employees find their positions, as well as their lives, terminated.

The Deluge Device Has Not Been Deactivated

If the heroes are unable to deactivate the Deluge Device, then Nyriaan's atmosphere is irrevocably changed. The initial effect manifests slowly, during nearly a week of constant rains and receding clouds. Planetary flooding is disastrous, both to native communities as well as to colonists and mining facilities. Local wildlife, although mostly amphibious, is eventually driven to extinction by the vast influx of standing water on Nyriaan's surface. Full-scale evacuations begin shortly after the planetary scope of the disaster becomes obvious.

Ghurn welcomes the heroes back, but he is not happy with the results. The heroes are allowed to keep any retainer they managed to negotiate, but Ghurn does not pay them any bonus unless they have a copy of the Deluge Device's schematics and plans. If they do, it is the heroes' one saving grace. Using the schematics, the Republic initiates a project to reverse the effect, using knowledge of how the Deluge Device operated. Nyriaan might be saved, eventually, but not before hundreds of thousands of lives are lost.

Further Adventures

Since this adventure deals with possibly extensive changes to the planet Nyriaan, the heroes might find themselves embroiled in even more adventures on the planet. The following adventure hooks can serve as a jumping-off point for a continuing campaign on Nyriaan. One of the hooks is outcome-neutral, but the other two rely on one of the two outcomes of this adventure.

A New Master: Regardless of the heroes' success or failure on Nyriaan, they have come to the attention of the powerful noble house currently sitting on the Council. The heroes are approached by a representative of the house with an offer of employment. If they are willing to leave the employ of the Republic, the house promises them a regular retainer and employment as agents of the house. However, the heroes soon discover that the nobles have dangerous work in mind. The noble house wants the heroes to seize control of one of Nyriaan's orbital space platforms currently controlled by the Corporate Sector Authority and to then destroy the platform, planting evidence that the act of sabotage was the work of Republic Intelligence.

Power Grab: If the heroes succeeded in deactivating the Deluge Device, they find themselves with powerful enemies in the Corporate Sector Authority. After assassins try to eliminate the heroes, they discover that the Corporate Sector's permanent seat on the ruling Council is in jeopardy and that the assassination attempt was a play to keep the heroes from interfering in Council business. One of the other seats on the Council has learned of the heroes' actions in deactivating the device, and is planning on putting forward one of the heroes as a candidate for replacing the CSA representative. The heroes have a chance to put one of their own on Nyriaan's Council or to put someone else of their choice there, instead.

The Madilon Rush: If the heroes failed to deactivate the Deluge Device, Nyriaan's ecosystem is radically altered for years, if not forever. This leads to a short-term influx of outside factions and madilon miners who, without the cloud layer to interfere with landing, have started a "Madilon Rush." As miners and others come to Nyriaan without the Council's permission, the resources of the world are being rapidly depleted, and the power of the Council becomes destabilized. The heroes are hired by Nyriaan's Council to stage a starship crash, sabotaging an independent mining vessel as it descends onto the planet. The Council plans to release a bogus scientific report in the wake of the crash, declaring that "ambient ionic energy" lingers over Nyriaan, making it unsafe to land. The heroes must decide whether to go through with the plan, slowing the drain on the planet's resources but resulting in a major loss of life, or to reveal the Council's plan to the galaxy.

Encounter 1: Main Street Firefight

Challenge Level 3

SETUP: Depending on how the heroes arrived at this juncture—by spotting one of the Corporate Sector Authority assassins shadowing the heroes on foot, by spotting both assassins in their speeder following the heroes on the street, or by successfully chasing the assassins—the setup is somewhat different.

If the heroes notice one of the assassins shadowing them on foot, position the assassin as marked on the map (A1). The second assassin is on the adjoining street in a landspeeder (A2). The heroes can set up anywhere along the western border of the map, preferably in the areas designated as sidewalks.

If the heroes are driving in a speeder or riding in a taxi when they spot the assassins shadowing them in their own speeder, place the heroes' speeder on the street in the western quarter of the map (HSpeeder1). The assassins' speeder should be placed, following them, on the eastern quarter of the map (ASpeeder1).

If the assassins have been successfully chased to a standstill by the heroes, place their speeder (ASpeeder2) in the alley as marked, with the heroes' speeder blocking them in (HSpeeder2).

In any case, several bystanders linger about (marked as B on the map). The bystanders do not become involved in the combat except to flee, but the assassins are not above taking innocent hostages or using them for cover if the situation allows.

Read-Aloud Text

When the time comes for the heroes to confront the Corporate Sector assassins, read one of the following descriptions aloud, depending on the circumstances.

If an assassin is spotted on foot, read the following aloud:

As you walk along the dimly lit street, you notice a humanoid following your progress a little too closely. He is dressed too heavily, considering the warmth and humidity, and his eyes betray that his true interest is you.

If the assassins are spotted in their speeder, read the following aloud:

Despite the traffic, you can plainly see an unmarked speeder following your vehicle's every move. When your speeder turns, it turns to follow. When your speeder changes speed, it changes speed to compensate. In the dim illumination of streetlamps and headlights you can tell that at least two humanoids are riding in the speeder.

If the assassins are cornered in the alley after a speeder chase, read the following aloud:

Cornered after the chase, the two humanoid occupants of the speeder emerge from their vehicle with blasters in their hands. They take cover behind their vehicle and prepare to open fire.

Corporate Sector Assassins (2)

These assassins are trained killers in the employ of the Corporate Sector Authority, although they carry no identification that marks them as such. They have been authorized by their CSA handlers to kill the heroes if they learn too much. Until that time comes, however, they plan to follow at a distance and observe the heroes as they move through the dismal city of Locus.

Both Humans move like professionals, with an economy of motion. They wear utilitarian clothing that is inappropriate for the relative warmth of the climate, as if to conceal something.

Corporate Sector Assassin CL 5
Medium Human scoundrel 5
Dark Side 2
Init +5; **Senses** Perception +9
Languages Basic, Bocce

Defenses Ref 21 (flat-footed 17), Fort 15, Will 18
hp 32; **Threshold** 15

Speed 6 squares
Melee unarmed +2 (1d6+1) or
Melee vibrodagger +2 (2d4+1)
Ranged blaster pistol +6 (3d6+2) or
Ranged hold-out blaster +6 (3d4+2)
Base Atk +3; **Grp** +6
Atk Options Combat Reflexes, Point Blank Shot, Precise Shot, Skirmisher, Sneak Attack +2d6
Special Actions Coordinated Attack

Abilities Str 9, Dex 16, Con 10, Int 13, Wis 14, Cha 12
Talents Skirmisher, Sneak Attack +2d6
Feats Combat Reflexes, Coordinated Attack, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +8, Gather Information +8, Mechanics +8, Perception +9, Pilot +10, Stealth +10
Possessions blaster pistol, hold-out blaster, vibrodagger, comlink

Corporate Sector Assassin Tactics

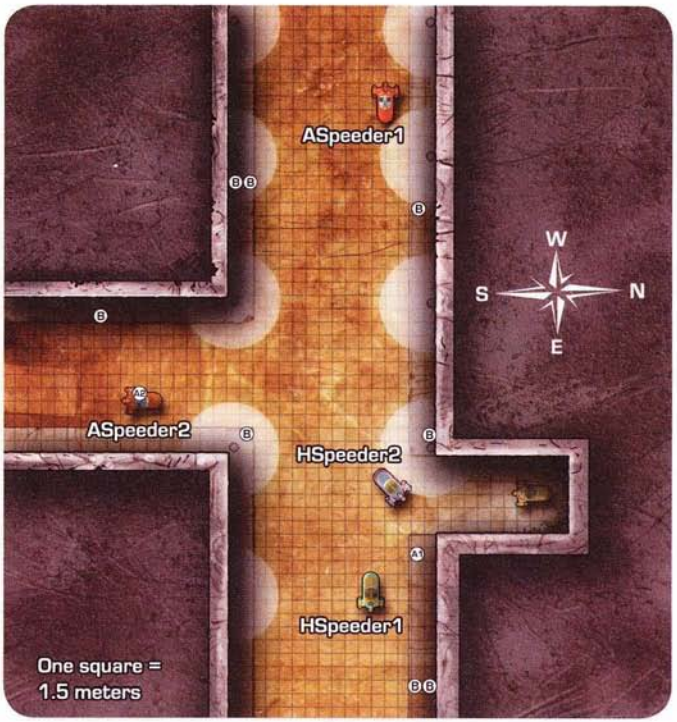
The Corporate Sector assassins shoot to kill and attempt to evade capture if they are outmatched. They cover one another systematically, and if one is killed the other leaves by the quickest route possible. If offered an opportunity to surrender, they instead prefer to take a more aggressive route. After all, if they survive an interrogation, they will undoubtedly be liquidated by their CSA masters.

If the assassins successfully escape a confrontation, they attempt to reacquire the heroes at the next available opportunity.

Conclusion

If one or both of the assassins are killed, the heroes find their equipment and little else. Their weapons are unmarked, with no serial numbers or other indicators to distinguish them. Their identification indicates that they are normal citizens with no reason to be shooting at anyone. If the heroes investigate the storage compartments of the assassins' speeder, they find a security kit and a tool kit.

If either or both assassins survive the encounter to be captured by the heroes, they attempt to resist interrogation. If the heroes break their will to resist, they reveal only that they work for the Corporate Sector Authority and were told to monitor the heroes and kill them if they entered Klieri's apartment. They know nothing more of the Deluge Experiment.



Features of the Area

Other than the bystanders in the area (marked on the map as B), the area has little else of interest. The alleyway contains piles of fungus-covered refuse (considered difficult terrain), and the sidewalks are slimy with moisture, making footing treacherous.

Encounter 2: Klieri's Apartment

Challenge Level 2 (Droid Only), Challenge Level 5 (Droid plus CSA assassins)

SETUP: The heroes can place themselves anywhere inside Klieri's apartment.

Klieri's apartment is small. The front door is the only way in or out, and the apartment has no windows. When the encounter begins, the MRD-39B assassin droid is under Klieri's bed.

If the Corporate Sector assassins are still active, they attempt to gain access to Klieri's apartment through the front door. Place them in the hall as indicated on map.

Read-Aloud Text

This encounter can start under one of two sets of circumstances. In the first set, the MRD-39B assassin droid contacts the surviving Corporate Sector assassins from Encounter 1, and they are en route to attack the heroes and cause a diversion. In this case, read the following text aloud:

The sound of blaster fire comes from the hall, and the building's residents begin to shout and scream.

If, on the other hand, the Corporate Sector assassins have been eliminated by the heroes, or if the heroes have detected the assassin droid, the MRD-39B has no choice but to attack the heroes by itself. In this instance, read the following text aloud:

A high-pitched humming suddenly fills the bedroom. In a flurry of motion, a spiderlike droid bursts out from under Klieri's bed. It moves straight toward the nearest of you, its front legs swinging in dangerous arcs.

MRD-39B Assassin Droid

The MRD-39B is originally conceived as a disposable assassin droid by Corporate Sector Authority designers. Unfortunately, the design becomes overly complicated and prohibitively expensive. Although still a valuable piece of equipment, the MRD-39B is no longer considered an expendable asset; in fact, the CSA considers organic units to be more expendable than an assassin droid.

Equipped with a pair of vibrodaggers for silent incursions and an integrated hold-out blaster for ranged strikes, the MRD-39B is a highly efficient killing machine.

The black spiderlike droid consists of a single, oblong body, flanked on either side by a total of six multi-jointed legs that operate independently of one another. Each leg is tipped with a different type of weapon or tool.

MRD-39B Assassin Droid (D) CL 6
Small droid (4th-degree) soldier 6
Init +18; **Senses** darkvision, low-light vision; Perception +12
Languages Binary

Defenses Ref 23 (flat-footed 18), Fort 19, Will 18
hp 57; **Threshold** 19
Immune droid traits

Speed 4 squares (walking), climb 2 squares
Melee vibrodagger claws +8 (2d4+7) or
Melee vibrodagger claws +6 (3d4+7) with Rapid Strike
Ranged integrated hold-out blaster +11 (3d4+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +11
Atk Options Combat Reflexes, Devastating Attack, Rapid Strike

Abilities Str 12, Dex 20, Con —, Int 10, Wis 14, Cha 8
Talents Devastating Attack (vibrodagger claws), Melee Smash, Weapon Specialization (vibrodagger claws)
Feats Armor Proficiency (light, medium), Combat Reflexes, Rapid Strike (vibrodagger claws), Skill Focus (Initiative), Weapon Finesse, Weapon Focus (vibrodagger claws), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +4, Initiative +18, Mechanics +8, Perception +12, Stealth +13 (untrained)
Systems 2 claw appendages, climbing claws, darkvision, heuristic processor, improved sensor package, internal comlink, locked access, secondary battery, self-destruct system (4d6 damage, 2-square splash), walking locomotion with 6 legs (+5 stability bonus on checks to resist attempts to knock the droid prone)
Possessions 2 vibrodagger claws, integrated hold-out blaster
Availability Restricted; **Cost** 20,270 credits

MRD-39B Tactics

The MRD-39B attacks one target at a time in a stubborn, single-minded fashion. When its current target is killed or disabled, it picks the next nearest target and continues its assault. Unwilling to risk capture, an MRD-39B that is reduced to 10 or fewer hit points initiates its self-destruct system in an attempt to destroy itself and eliminate more of its enemies.

Corporate Sector Assassins (2)

These assassins are trained killers in the employ of the Corporate Sector Authority, although they carry no identification that marks them as such. They have been authorized by their CSA handlers to kill the heroes if they learn too much. Until that time comes, however, they plan to follow at a distance and observe the heroes as they move through the dismal city of Locus.

Both Humans move like professionals, with an economy of motion. They wear utilitarian clothing that is inappropriate for the relative warmth of the climate, as if to conceal something.

Corporate Sector Assassin (A) CL 5
Medium Human scoundrel 5
Dark Side 2
Init +5; **Senses** Perception +9
Languages Basic, Bocce

Defenses Ref 21 (flat-footed 17), Fort 15, Will 18
hp 32; **Threshold** 15

Speed 6 squares
Melee unarmed +2 (1d6+1) or
Melee vibrodagger +2 (2d4+1)
Ranged blaster pistol +6 (3d6+2) or
Ranged hold-out blaster +6 (3d4+2)
Base Atk +3; **Grp** +6
Atk Options Combat Reflexes, Point Blank Shot, Precise Shot, Skirmisher, Sneak Attack +2d6
Special Actions Coordinated Attack

Abilities Str 9, Dex 16, Con 10, Int 13, Wis 14, Cha 12
Talents Skirmisher, Sneak Attack +2d6
Feats Combat Reflexes, Coordinated Attack, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +8, Gather Information +8, Mechanics +8, Perception +9, Pilot +10, Stealth +10
Possessions blaster pistol, hold-out blaster, vibrodagger, comlink

Corporate Sector Assassin Tactics

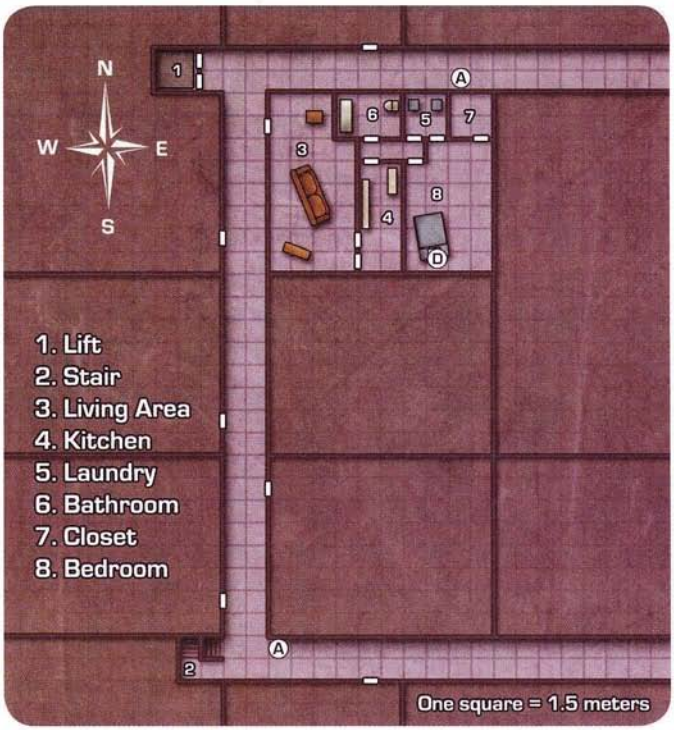
The Corporate Sector assassins The Corporate Sector assassins shoot to kill and attempt to evade capture if they are outmatched. They cover one another systematically, and if one is killed the other leaves by the quickest route possible. If offered an opportunity to surrender, they instead prefer to take a more aggressive route. After all, if they survive an interrogation, they will undoubtedly be liquidated by their CSA masters.

Conclusion

When the dust settles, the screams and shouts of other apartment residents resound through the building. Neighbors meekly emerge to take stock of the damage, while others contact the authorities in an attempt to reestablish some kind of order. If the heroes hope to escape without undue attention from the local law enforcers, they had best do so in a hurry.

Features of the Area

Klieri's apartment is a mess, given the struggle she put up prior to her death. Areas that contain furniture are considered difficult terrain.



Encounter 3: Crimson and Chlovi

Challenge Level 6

SETUP: The map represents a section of Nyriaan wilderness, with a rough path winding from north to south. The open area near the center can serve as an impromptu campsite if the heroes are looking for a place to rest. To either side of the path are rocky protrusions and growths of chlovi fungus.

The chlovi cats that are stalking the heroes should be placed as indicated on the map. The heroes should be placed along the path, not more than two squares away from the central clearing.

Read-Aloud Text

A hero who succeeds at a DC 26 Perception check detects one or more chlovi cats moving through the fungal underbrush. Any heroes who fail the check are unable to act during the surprise round, and any who succeed can act normally.

When the chlovi cats are detected, or when they attack, read the following text aloud:

A small creature, about the size of a panthac, leaps from the underbrush in a flash of claws and teeth. As it strikes, it gurgles low in its throat.

Chlovi Cats (4)

Chlovi cats, which are not feline at all, reside at the top of Nyriaan's food chain. They have been responsible for hundreds of deaths in mining towns across the planet. Settlers on Nyriaan shoot chlovi cats on sight rather than risking the danger that they represent. Unfortunately for Nyriaan's colonists, chlovi cats have learned to predict the movements of their prey and attack from ambush rather than attempting direct assaults.

This amphibian is the size of a large dog and has a long, sinewy body. Its skin glistens with a slimy coating and changes color as the chlovi cat creeps through the fungal underbrush.

Chlovi Cat (C) **CL 5**
Small Beast 6
Init +6; **Senses** darkvision; Perception +6

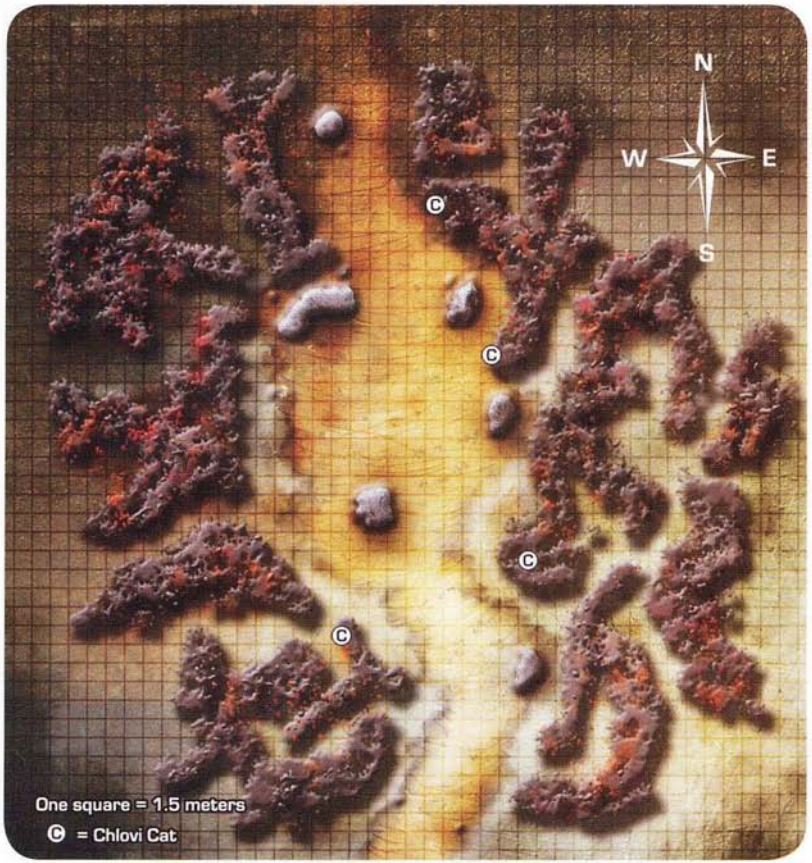
Defenses Ref 17 (flat-footed 14), Fort 12, Will 14
hp 33; **Threshold** 12

Speed 8 squares
Melee 2 claws +4 (1d3+3) and
bite +4 (1d4+3) or
Melee 2 claws +2 (2d3+3) with Rapid Strike
Base Atk +4; **Grp** +2
Atk Options Rapid Strike
Special Actions Coordinated Attack

Abilities Str 10, Dex 16, Con 13, Int 2, Wis 16, Cha 8
Feats Coordinated Attack, Improved Defenses, Rapid Strike (claws)
Skills Stealth +16

Chlovi Cat Tactics

Chlovi cats use pack tactics, communicating with their pack mates through a combination of bioluminescent displays and croaking calls. They swarm over targets in groups of three or more, biting and clawing in an attempt to disable their prey. Once the prey is disabled, the rest of the pack converges on the victim.



Conclusion

The chlovi cats stick around only if they have the advantage. If the heroes gain the upper hand, the cats retreat into the underbrush. Any heroes who fall as a result of the cats' attacks are unceremoniously dragged into the chlovi bushes unless the heroes manage to prevent their comrades from being snatched. The chlovi cats do not devour dead heroes immediately, instead saving them for some time later. Any heroes snatched in this manner can later be rescued, but such an encounter is beyond the scope of this adventure. The Gamemaster should feel free to create a new encounter involving the chlovi cat lair in order for heroes to stage a rescue attempt for their fallen allies.

Features of the Area

Chlovi growths are medium to large growths of fungus that develop in interlocking spiral formations. They grant cover to anyone who uses them as such, and are the equivalent of wood (DR 5, 50 hit points). The chlovi growths and underbrush are considered difficult terrain.

Encounter 4: Native Hospitality

Challenge Level 6

SETUP: The north edge of the map consists of thick growths of Meadlin's trees. The Clan Malvina scouts are positioned as indicated within the trees. The heroes approach the tree line from the south, and can position themselves anywhere south of the trees.

Read-Aloud Text

The scouts can engage the heroes in whatever way they deem appropriate depending on the size, makeup, and condition of the heroes' party. Typically, one of the scouts fires a warning shot over the heroes' heads, attracting their attention and attempting to scare them off.

When the heroes are within range of the scouts, read the following text aloud:

As you trudge toward the thick line of fungal trees, a burst of energy—likely from a sporting blaster rifle—bursts from the copse of Meadlin's trees ahead of you. It arcs over your heads before exploding against a rock formation well to your rear. You know where the shot came from, but the dark shadows of the Meadlin's trees might conceal any number of hidden attackers.

Malvina Clan Scout (6)

These native scouts are members of the Malvina clan, a territorial group of Nyriaanan natives who consider the land surrounding this copse of Meadlin's trees to be their territory. They are warned by Yrssk, an associate of theirs, to expect a group of prospectors. Unwilling to allow offworlders to defile their home, the clan sends out scouts to verify Yrssk's story.

The dark skin of this native Nyriaanan sets him apart from others you've seen. His clothing, which is of native design, is well made and functional. Despite the heat and humidity, he shows no sign of discomfort. The native carries a large chopping knife in a sheath on his thigh, as well as a highly decorated sporting blaster carbine in his hands.

Malvina Clan Scout (S) **CL 3**

Medium Human (Nyriaanan) scout 3
Force 3
Init +7; **Senses** low-light vision; Perception +9 (can reroll)
Languages Basic, Nyriaanan

Defenses Ref 16 (flat-footed 15), Fort 16, Will 16
hp 39; **Threshold** 16

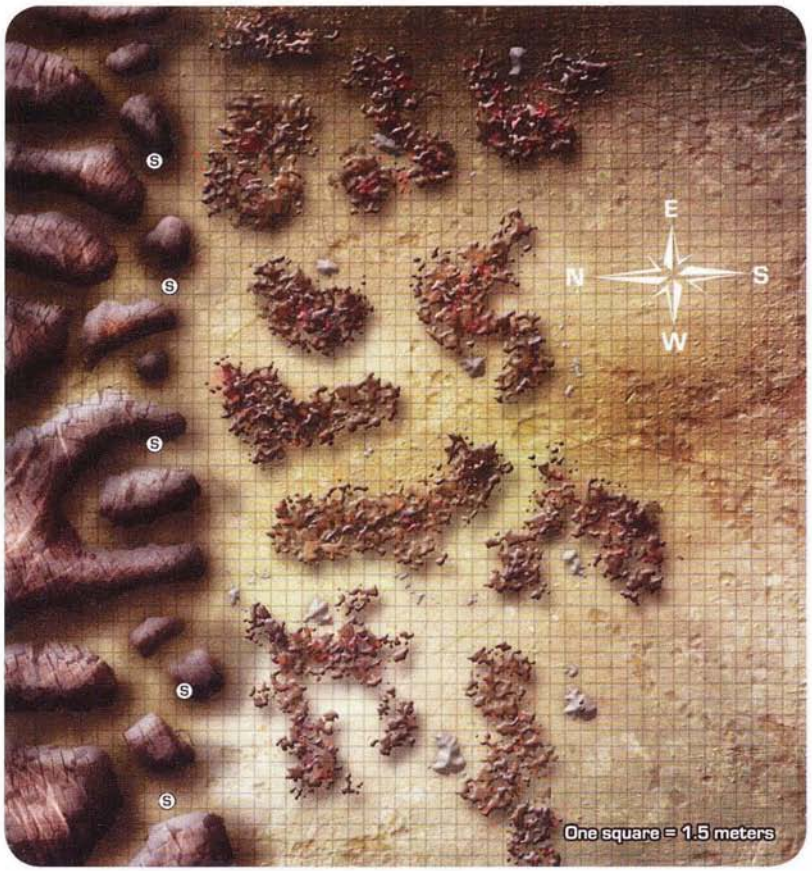
Speed 6 squares
Melee machete +3 (1d6+2)
Ranged sporting blaster rifle +4 (3d6+1)
Base Atk +2; **Grp** +3
Atk Options Pin
Special Actions Shake It Off

Abilities Str 12, Dex 13, Con 15, Int 12, Wis 16, Cha 6
Talents Acute Senses, Improved Stealth
Feats Pin, Shake It Off, Skill Focus (Stealth, Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7, Endurance +8, Initiative +7, Perception +9 (can reroll), Stealth +12 (can reroll), Survival +14
Possessions native garb, machete, sporting blaster carbine, rations

Malvina Clan Scout Tactics

The scouts are not homicidal. They prefer to scare the heroes away rather than facing off in a prolonged firefight. If the heroes return fire, the scouts defend themselves as best as they can in an attempt to repel the invaders. If more than a third of their number is killed or wounded, they withdraw into the trees and attack again later from a different vantage point.

If the heroes attempt to parley with the scouts, however, the natives send a representative forward to discuss terms.



Features of the Area

The thick, twisted trunks of the Meadlin's trees provide improved cover to the scouts hiding within them. A number of sparse chlovi growths, indicated on the map, can provide cover for the heroes as they advance north.

Conclusion

If the heroes initiate a fight with the natives, they must wipe them all out to avoid any retaliatory encounters later on. Native scouts who survive such an encounter do their best to track the heroes, picking them off one at a time, if necessary, before returning to their clansmen.

On the other hand, if the heroes speak with the natives and convince them of the importance of the heroes' mission, they can learn valuable information. The natives know Yrssk—he warned them about a group of offworlders headed their way—but they are not so naive that they trust everything Yrssk says without checking the facts for themselves. They also know that Yrssk is headed north, toward the Steamfields.

Encounter 5: Children of the Tempest

Challenge Level 5

SETUP: The Sith Descendants conceal themselves near the altar at the left center of the map, while Yrssk is granted total cover by the rocky formation he hides behind. The heroes enter the area from the south, traveling along one of the indicated dry areas. Any water or liquid in the area is extremely hot and is therefore impassable terrain (see "Features of the Area" for details).

Read-Aloud Text

Any hero who succeeds at a DC 19 Perception check detects one or more of the hidden Sith Descendants. Yrssk is more camouflaged, requiring a DC 28 Perception check to discern him amid the rock and billowing steam of the surrounding hot springs. Force-sensitive heroes can sense the dark side emanating from the altar from a kilometer away.

When the heroes enter the area from the south, read the following text aloud:

The outline of a sculpture can be discerned through the thick mist and steam that hangs heavily in the air here. It appears to be a rough statue of a humanoid set atop a raised stone platform. The stone steps leading to the statue are rust colored, as if bloodstained.

Yrssk

Yrssk is a self-serving, self-centered, and unscrupulous Trandoshan who originally signs on with the Republic's intelligence services to avoid his debts. After years on Nyriaan, he is tired of the charade and now desires only to make his fortune and escape from the horrible planet.

The Trandoshan is heavily scarred, with a particularly livid scar running along the side of his face, barely missing one of his blood-red eyes. He wears clothes that appear to be made by native Nyriaanans, even though his species sets him apart from Nyriaan's indigenous population. His emotional state is difficult to gauge, but he seems somewhat agitated.

Yrssk (Y) CL 5
Medium Trandoshan scoundrel 2/scout 3
Force 3; **Dark Side** 1
Init +3; **Senses** darkvision; Perception +9 (can reroll)
Languages Basic, Dosh, Nyriaanan

Defenses Ref 19 (flat-footed 18), Fort 18, Will 18
hp 45; **Threshold** 18

Speed 6 squares
Melee knife +7 (1d4+6)
Ranged blaster carbine +4 (3d8+2) or
Ranged blaster carbine +2 (4d8+2) with Rapid Shot
Base Atk +3; **Grp** +7
Atk Options autofire, Dastardly Strike, Far Shot, Point Blank Shot, Rapid Shot

Abilities Str 19, Dex 12, Con 14, Int 12, Wis 15, Cha 9
Talents Acute Senses, Dastardly Strike, Expert Tracker
Feats Far Shot, Point Blank Shot, Rapid Shot, Skill Training (Stealth, Survival), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +6, Gather Information +6, Mechanics +8, Perception +9 (can reroll), Stealth +8, Survival +9, Use Computer +8
Possessions native clothing, knife, blaster carbine, 2 frag grenades, hidden datacard (DC 18 Perception check to locate)

Yrssk's Tactics

Yrssk hides until the heroes appear to be overcoming his Sith dupes. If the tide is turning in favor of the heroes, he pops his head up and fires with his carbine. Even though the shots reveal his position, his cover should work to his advantage. If wounded—even slightly—he surrenders and attempts to buy his freedom with the information he possesses.

Sith Descendant (6)

After thousands of years of inbreeding, the descendants of the original Sith who crashed on Nyriaan have become twisted and subhuman. Caring only for satisfying their immediate desires, the Sith are not particularly subtle. They stink of corruption, a smell that is only partly physical and thoroughly spiritual.

Although Human in form, these wretched beings are twisted and deformed in ways that confound the imagination. Wearing makeshift robes and homespun clothing, they reek of filth and physical corruption. They howl like beasts, wave their spears threateningly, and growl in a tongue that sounds as evil as they look.

Sith Descendant (S) CL 2
Medium Human (Nyriaanan) nonheroic 3/scout 1
Dark Side 12
Init +4; **Senses** low-light vision; Use the Force +8
Languages Nyriaanan

Defenses Ref 15 (flat-footed 13), Fort 13, Will 13;Dodge
hp 35; **Threshold** 13

Speed 6 squares
Melee spear +1 (1d8–1)
Ranged pulse wave pistol +4 (2d6)
Base Atk +2; **Grp** +4
Force Powers Known (Use the Force +8): *dark rage, Force thrust, surge*

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 13
Talents Surefooted
Feats Dodge, Force Sensitivity, Force Training, Skill Training (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Survival +9, Use the Force +8
Possessions dirty robes, beads and bones, spear, pulse wave pistol

Sith Descendant Tactics

Not ones for subtlety, the Sith descendants attack as soon as they are noticed by the heroes, using dark rage and surge to the best effect. They fight only as individuals and use their Force powers to push the heroes into pools of boiling water and mud. They do not flee the fight under any circumstances.

Conclusion

With the Sith descendants defeated, Yrssk surrenders, hoping that he can buy his freedom with the information he possesses. If Yrssk is killed, the information can be found on a datacard he carries. Other than Yrssk's possessions and the Sith altar, little of interest is here.

Features of the Area

Areas marked as rocky on the map are considered difficult terrain. Areas of liquid are filled with boiling, mineral-rich water or mud, one to two meters deep. If a character enters into or passes through a space filled with boiling water, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 2d6 points of damage. If the attack fails, the target takes half damage. Any damage taken is considered fire damage, although it cannot set a character on fire.



Encounter 6: Sixteen Tons

Challenge Level 5

SETUP: Upon exiting the elevator cage, the heroes should be placed in the hall, anywhere out of sight of the guards in the next room.

Corporate Sector mine guards are positioned as indicated on the map. Any guards not within line of sight of the heroes should not be placed until they are seen or otherwise detected. The guards patrol the mines in pairs, with a single pair stationed near the corridor that leads to the elevator. In addition to the guards, six miners are hard at work in the mine corridors. Like the guards, the miners should be revealed only when they are seen.

Read-Aloud Text

When the heroes peer around the corner into the guard room, read the following text aloud:

The room is well lit by hanging fusion lanterns. The light reveals smooth stone walls festooned with Corporate Sector Authority logos and motivational posters. Sitting on alloy crates, two CSA guards in combat jumpsuits chat with one another. Their weapons, although not currently held, are close at hand.

Corporate Sector Mine Guards (8)

These mine guards represent the standard level of security for CSA mine complexes on Nyriaan. Although competent, they are by no means infallible. Most guards are bored, at least until a disturbance attracts their attention. They communicate openly over their comlinks, and grow suspicious if any guards fail to respond.

If captured, they know little of the Deluge Experiment. Sure, they have heard of it, but it's way beyond their security clearance.

The gray combat jumpsuits worn by these guards indicate that they are employed by Corporate Sector Authority. They appear to be well equipped to put down minor resistance, but you doubt that they have the ability to do much more than that.

Corporate Sector Mine Guard (G) **CL 2**
Medium Human nonheroic 6
Init +5; **Senses** Perception +10
Languages Basic

Defenses Ref 16 (flat-footed 14), Fort 11, Will 12
hp 21; **Threshold** 11

Speed 6 squares
Melee stun baton +6 (1d6+2)
Ranged blaster carbine +6 (3d8) or
Ranged blaster carbine +1 (3d8) with autofire
Base Atk +4; **Grp** +6
Atk Options autofire, Pin, Point Blank Shot, Running Attack

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 8
Feats Armor Proficiency (light), Pin, Point Blank Shot, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10, Pilot +10
Possessions combat jumpsuit, stun baton, blaster pistol, blaster carbine, comlink

Corporate Sector Mine Guard Tactics

The mine guards work in pairs to keep the mine secure. For the most part, they behave like trained combat troops and do not fight to the death. If the situation warrants, they retreat farther into the facility, calling for backup or enlisting miners for aid in repelling the heroes.

Corporate Sector Miners (6)

Six miners are currently extracting ore samples from various locations in the mine tunnels. The miners work alone or in pairs, using their tools to extract bits of madilon for later analysis and recording their progress on datapads.

The Human in the tunnel is dressed in overalls that are stained with dirt and sweat. The tools in his hands identify him as a miner; other than his mining equipment, he appears to be completely unarmed.

Corporate Sector Miner (M) CL 1

Medium Human nonheroic 3
Init +1; **Senses** Perception +1
Languages Basic

Defenses Ref 10 (flat-footed 10), Fort 12, Will 10
hp 13; **Threshold** 12

Speed 6 squares
Melee club +2* (1d6+6) or
Melee club +4 (2d6+4) with Mighty Swing
Ranged by weapon +2
Base Atk +2; **Grp** +4
Atk Options Bantha Rush, Mighty Swing, Power Attack

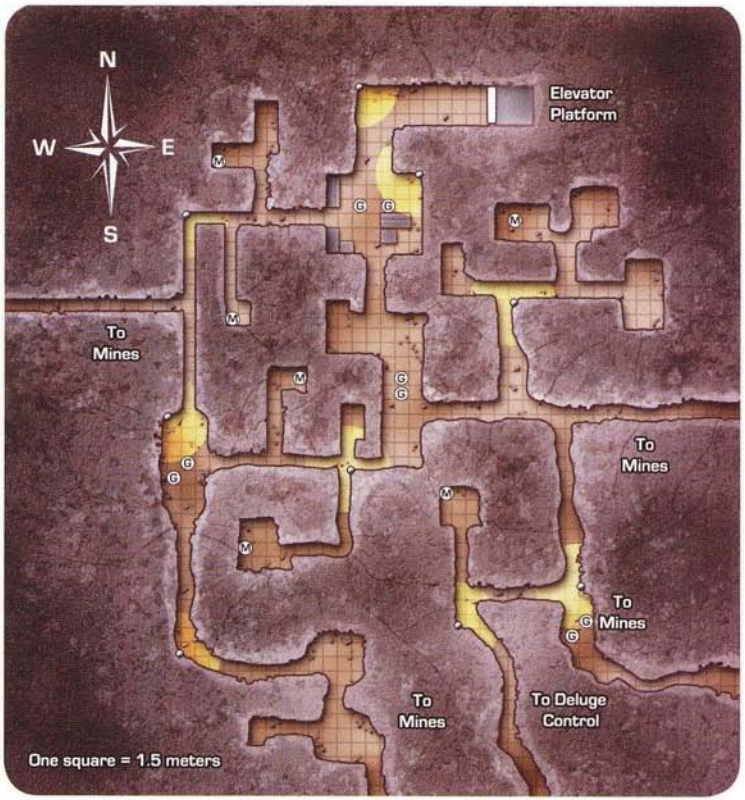
Abilities Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 10
Feats Bantha Rush, Mighty Swing, Power Attack, Skill Training (Endurance), Skill Training (Mechanics), Weapon Proficiency (simple weapons)
Skills Climb +8, Endurance +8, Mechanics +6
Possessions mining equipment, tools, satchel for ore samples, datapad, glowrod
** Includes 2 points of Power Attack*

Corporate Sector Miner Tactics

The miners are not soldiers. They surrender if offered a choice, but they will risk their lives for their comrades if necessary. They are loyal Corporate Sector Authority employees, however, and if approached by CSA guards and asked to help, they do so to the best of their ability.

Conclusion

When all guards and miners are neutralized, the heroes can proceed to the control room. Surviving CSA employees in this area can point the heroes in the correct direction if properly motivated, although failure of Deception or Persuasion checks by the heroes is liable to result in misinformation. If the heroes go the wrong direction—taking any path that is not indicated on the map as the actual route to the control room—they become lost for 1d10 minutes. In that time, unsupervised guards or miners attempt to enlist help elsewhere.



Features of the Area

Piles of rubble and rock are considered difficult terrain, and fusion lanterns are marked on the map to indicate how much light they shed. Alloy crates in the guard room are filled with ore samples and can provide cover.

Encounter 7: The End of the World

Challenge Level 6

SETUP: The Deluge Device control room is circular, with alloy walls and a slew of computer terminals and monitoring stations placed as indicated on the map. Four technicians are each at individual stations proceeding with the experiment. Six deluge facility guards are also present in the room.

The heroes begin the encounter at the southern edge of the map, behind the twin blast doors, which are likely to be opened when the encounter begins. If the heroes open the blast doors by hacking the outside control panel, they should have a single surprise round before the deluge facility guards and technicians can respond to their presence—that is, if the guards are not warned by the CSA employees in the previous encounter.

Read-Aloud Text

When the doors open, either because the heroes hacked the control panel or because they managed to con the guards into opening them, read the following text aloud:

The doors open to reveal a large control room staffed with both technicians and armed and armored guards. The far wall is a large transparisteel window, beyond which can be seen a huge cavern wherein a complicated device shimmers with energy.

Deluge Facility Guards (6)

The best guards available in the deluge facility, these six individuals are all Humans—male and female. They are well armed, armored, and bored enough that a fight is a pleasant diversion from watching the deluge technicians go about their work.

The gray battle armor worn by these guards is emblazoned with the emblem of the Corporate Sector Authority. Each is armed with a stun baton and a blaster rifle with a collapsible stock.

Deluge Facility Guard (G) CL 3
Medium Human nonheroic 6/soldier 1
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 17, Will 12
hp 34; **Threshold** 17

Speed 4 squares
Melee stun baton +7 (1d6+2)
Ranged blaster pistol +7 (3d6) or
Ranged blaster pistol +5 (4d6) with Rapid Shot or
Ranged blaster rifle +7 (3d8) or
Ranged blaster rifle +5 (4d8) with Rapid Shot or
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot, Rapid Shot
Special Actions Indomitable

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8
Talents Indomitable
Feats Armor Proficiency (light, medium), Point Blank Shot, Rapid Shot, Skill Training (Pilot), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +11, Pilot +10
Possessions battle armor with helmet package, stun baton, blaster rifle, blaster pistol

Deluge Facility Guard Tactics

The deluge facility guards have standing orders to repel any intruders, but truth be told, they are not expecting any. Even if surprised, they put up a professional fight and attempt to drive the heroes off or kill them outright. They are aware of the sensitive nature of the equipment that surrounds them, so they do not risk damaging it.

Deluge Facility Technicians (4)

Although they are technically noncombatants, the deluge facility technicians are expected to resist any attempts by outsiders to impede their work. The technicians are Humans, male and female, and they wear blue lab jackets. They are unarmed, but if ignored or underestimated they might pose some degree of threat.

The Humans wear blue lab jackets and tool belts. Although unarmed, the look in the technicians' eyes tells you that they aren't to be trusted.

Deluge Facility Technician (T) CL 1

Medium Human nonheroic 4

Init +3; **Senses** Perception +9

Languages Basic, Binary, High Galactic, Sullustese

Defenses Ref 11 (flat-footed 10), Fort 9, Will 12;Dodge

hp 6; **Threshold** 9

Speed 6 squares

Melee unarmed +3 (1d4)

Ranged by weapon +4

Base Atk +3; **Grp** +4

Abilities Str 10, Dex 13, Con 8, Int 16, Wis 14, Cha 12

Feats Dodge, Skill Focus (Knowledge [technology], Mechanics), Skill Training (Treat Injury), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (physical sciences) +10, Knowledge (technology) +15, Mechanics +15, Perception +9, Treat Injury +9, Use Computer +10

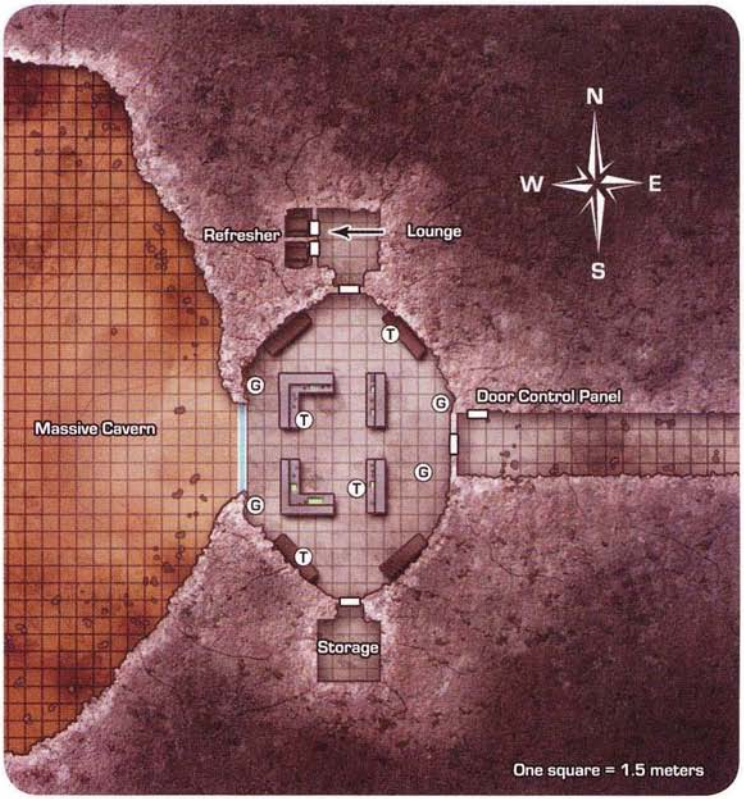
Possessions coveralls, tools

Deluge Facility Technician Tactics

The deluge facility technicians rely on their guards to fend off any attacks. They hide as best they can until the blaster fire stops, at which point they might poke up their heads to see who the winning side is. Although they are not trained for combat, they defend themselves if necessary. If one or more of the technicians think they can gain the advantage by attacking one of the heroes, they do so.

Conclusion

Once the guards are dealt with, any technicians who remain alive follow almost any orders given to them by the heroes. They are shifty and deceptive, however, and do not provide direct aid to the heroes unless they are forced to do so. Even with the guards dead and the technicians at gunpoint, the heroes are not completely safe.



Features of the Area

The control panels and computer terminals in the control room provide cover, but any that are damaged will impede the skill challenge necessary to shut down the Deluge Device. For each damaged control panel or terminal, increase the DCs of any Mechanics checks and Use Computer checks made during the "Disabling the Deluge Device" skill challenge by 1. Each terminal has DR 5, 15 hit points, and a damage threshold of 10.

Encounter 8: Corporate Wrath

Challenge Level 5

SETUP: This encounter takes place in the docking bay where the heroes' ship has been stored since their arrival on Nyriaan. If they crashed on the planet, then their ship—or what is left of it—is transported to this docking bay for repair. Regardless of the specific circumstances, Corporate Sector Authority commandos are positioned offsite, observing the docking bay for the heroes' arrival. When the heroes show up, the commandos wait for them to enter the docking bay proper before moving to the indicated locations. At the start of the encounter, the heroes can be anywhere within the confines of the docking bay.

Read-Aloud Text

As soon as the heroes are in the docking bay and going about the business of getting into their starship, allow them to make DC 13 Perception checks. Any heroes who succeed are privy to the information in the read-aloud text below, and they are not considered surprised during the impending surprise round of combat. Any who fail their Perception checks are considered surprised and flat-footed.

Read the following aloud:

A flash of motion near the entrance to the docking bay catches your eye. You glance up in time to see at least four armed humanoids dressed in dark battle armor storming into the docking bay. Their features are hidden behind closed helmets, but their movements communicate their violent intentions.

Corporate Sector Commandos (4)

The CSA commandos in this encounter are highly trained Corporate Sector Authority warriors. They are likely to be the most capable enemies that the heroes have yet faced. Each is dressed in blackened battle armor and wields a blaster rifle with skilled precision. Their orders are to eradicate the heroes in short order and recover any stolen information that they might possess.

The humanoid in the blackened battle armor moves carefully, firing as he advances toward you. The visor of his helmet emits a dim green light, and if not for his fluid movements you might think he was some kind of droid.

Corporate Sector Commando CL 4
Medium Human soldier 4
Init +10; **Senses** low-light vision; Perception +9
Languages Basic, Nyriaanan, Sullustese

Defenses Ref 21 (flat-footed 19), Fort 20, Will 14
hp 54; **Threshold** 25

Speed 4 squares
Melee knife +5 (1d4+3)
Ranged blaster pistol +7 (3d6+2) or
Ranged blaster pistol +5 (4d6+2) or [$TC: is this missing something?]
Ranged blaster rifle +8 (3d8+4) or
Ranged blaster rifle +6 (4d8+4) with Rapid Shot or
Ranged frag grenade +7 (4d6+2, 2-square burst) or
Base Atk +4; **Grp** +6
Atk Options Charging Fire, Devastating Attack (rifles), Point Blank Shot, Rapid Shot

Abilities Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 8
Talents Devastating Attack (rifles), Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Charging Fire, Improved Damage Threshold, Point Blank Shot, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Knowledge (tactics) +9, Mechanics +9, Perception +9, Pilot +10, Treat Injury +7
Possessions blaster rifle, blaster pistol, battle armor with helmet package, 2 frag grenades, medkit, datapad

Corporate Sector Authority Commando Tactics

Take no prisoners! Upon entering the docking bay, the first two commandos lob frag grenades at the heroes, while the other two provide suppressing fire. After the grenades detonate, the commandos advance to finish the job. They fight intelligently, using cover to their best advantage, providing each other with cover fire when appropriate, and aiding one another when necessary.

If two or more commandos are killed, the others lob more grenades before attempting a tactical retreat to a waiting assault speeder. Once aboard, they flee the area, heading for the Corporate City Sector.

Conclusion

Each commando possesses a simple datapad loaded with the images and vital statistics of the heroes. The images are recent, apparently taken by surveillance cameras in locations that the heroes visited on Nyriaan.



Features of the Area

The docking bay is open to the elements, but it is well maintained and relatively free of clinging fungus. The ground, however, is wet and slippery. As is typical for Nyriaan, lighting is dim. Fusion lanterns are positioned as indicated on the map, but they are easily destroyed by exploding grenades.

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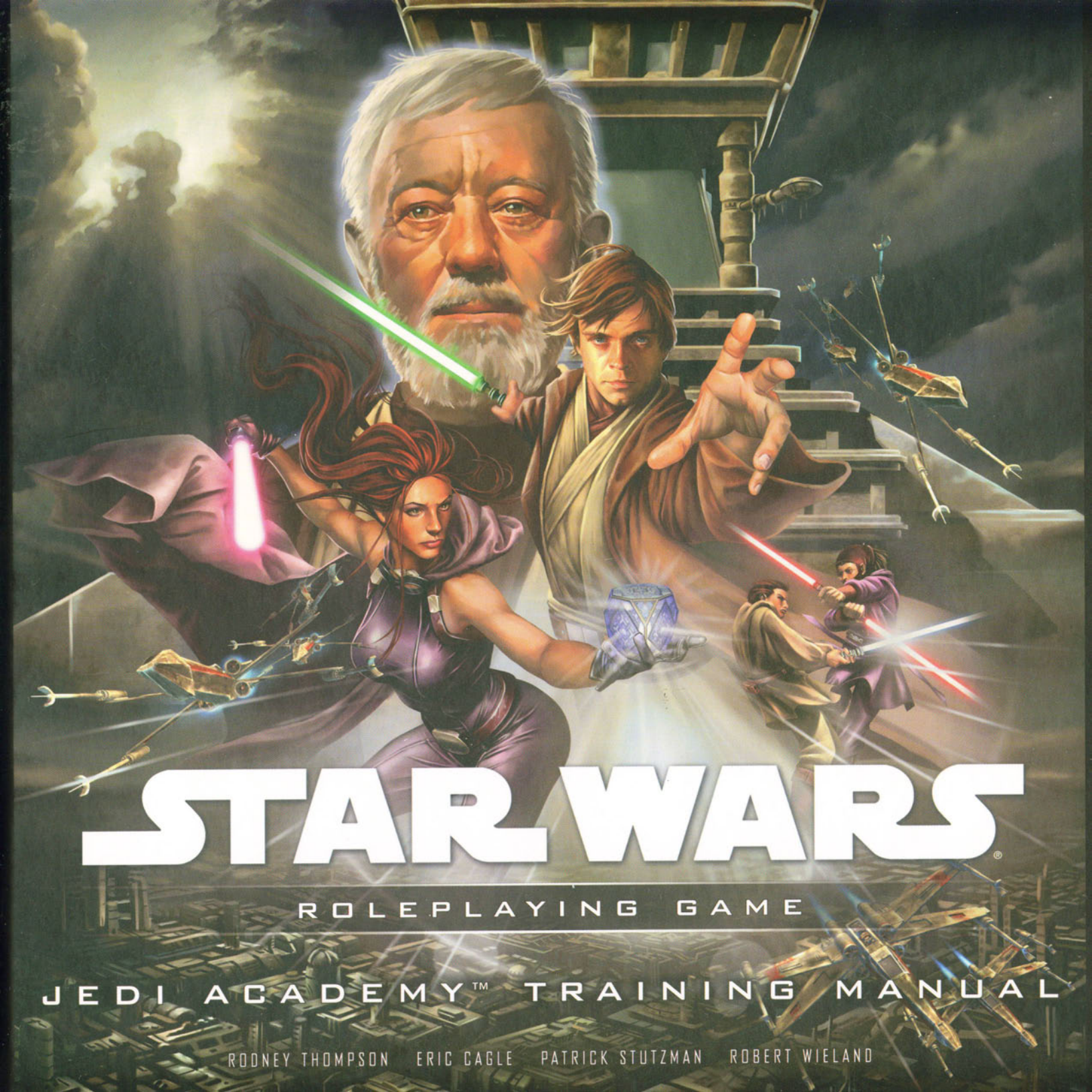
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INTRODUCTION





You are about to take your first steps into a larger world. Following the Galactic Civil War, Luke Skywalker, the first of a new generation of Jedi Knights, reestablishes the Jedi Order and begins training new students in the ways of the Force. This new Jedi Order starts out on Yavin 4, and then eventually moves to other locales, including the Jedi Academy on Ossus. Many years after Luke's time, his descendant, Kol Skywalker, rises to the rank of Jedi Master and becomes one of the preeminent leaders of the Jedi Order.

It is from this perspective, that of students at the Jedi Academy on Ossus, that this book is written. The *Jedi Academy Training Manual* is a guide to the Force, the Jedi, and the Sith. Inside this book, you will find a wealth of knowledge pertaining to all aspects of the Force found in the *Star Wars Roleplaying Game*. This book provides many new options for players of Jedi characters as well as other Force traditions, designed to enhance your game experience. Though much of this content is geared toward players, Gamemasters should find this material just as useful in crafting NPCs.

There is more to being a Jedi than just Force powers and lightsabers. The Jedi tradition is steeped in history, and the Jedi are as much soldiers of an ideal as they are masters of incredible Force power. Likewise, the Sith are far from two-dimensional villains; most every Sith Lord is cunning, devious, and complex. Throughout this book, players and Gamemasters alike are encouraged to look beyond the surface and see the motivations that make these characters memorable parts of the *Star Wars* saga.

This book has different kinds of thematic sidebars, as introduced on the next two pages. These sidebars provide extra information, adventure hooks, and ideas to enhance the Saga Edition experience. Sometimes these sidebars contain new rules elements; other times they simply provide a bit of story or flavor to stimulate the imaginations of players and Gamemasters. Pay special attention to these sidebars, for they often enhance the text of the chapters in which they appear.

Courses of Study

This book contains information for both Gamemasters and players. Below is a brief summary of the material contained herein.

Chapter 1: Character Options presents new talents, feats, and Force powers for heroes and villains. The bulk of the new mechanics in the book appear here, including the lightsaber combat powers, Force regimens, and the new material for the Jedi class and for the Force adept, Jedi Knight, and Sith apprentice prestige classes.

Chapter 2: Philosophy discusses the philosophical side of apprenticeship. This in-depth look at the philosophy of the Jedi covers the basics of Jedi life as well as the dangers that all apprentices face, including temptation from the dark side. This chapter also introduces several variant rules for how to use the dark side of the Force.

Chapter 3: Equipment & Artifacts includes an in-depth look at the physical objects that are key elements of the Jedi and Sith traditions. This chapter includes a comprehensive guide to lightsaber creation, lists many of the variant lightsabers available for use, and provides a close look at holocrons, including the holocron creation process (which is tied to the destiny system).

Chapter 4: Affiliated Programs takes a look at several Force traditions that differ from the Jedi. These alternate Force traditions can serve as a basis for the creation of characters who use the Force but do not adhere to the tenets of the Jedi or the Sith.

Chapter 5: Instructors & Alumni looks at some of the most influential beings in the history of the Jedi Order. This chapter covers many major figures stretching back as far as the Great Hyperspace War and as far forward as the founder of the new Jedi Order, Grand Master Luke Skywalker.

Chapter 6: Dangers of Study introduces some of the threats that a Jedi apprentice might face during his or her career. This chapter includes many new beasts that threaten Jedi students, as well as a rogues gallery of those who have succumbed to the dark side of the Force. This chapter presents antagonists that Gamemasters can use to spice up their campaigns.

What You Need To Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in the *Jedi Academy Training Manual*. This book also uses material from other supplements, including the *Knights of the Old Republic Campaign Guide* and *The Force Unleashed Campaign Guide*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

Message from the Faculty

Welcome to the Jedi Academy. As a new student, you will find the faculty and staff here interested in helping you adjust to your new environment. Periodically, new students will be issued memorandums and messages from faculty members, intended to guide you in your quest for knowledge. Each of the faculty members here at the Academy has taken a personal interest in seeing that you receive the attention that you deserve, and the messages they send you will likely reveal essential information. Pay close attention to these messages, as they will make your apprenticeship much easier.

Chapter 7: Studying Abroad covers the various sites and locations that are of historical significance to the Jedi Order. Though only a few individual locales are of great significance to the Jedi Order or the Sith, this chapter takes a look at what makes those locations special, and how they can be used in adventures.

Exchange Courses

Though much of this book discusses Force-users in terms of Jedi and Sith, the book is equally useful to those who follow other Force traditions. With an entire chapter devoted to new Force traditions, players who don't want to play a traditional Jedi have much to draw upon for inspiration and character concepts. Additionally, this book features two new Force traditions that have never before appeared elsewhere. Both the Shapers of Kro Var and the Wardens of the Sky were designed from the ground-up to fill particular niches in the Saga Edition roleplaying game rules and include open-ended stories so that they can be dropped into any campaign, regardless of era. Several other traditions, including the Baran Do Sages, the Matukai, the Tyia adepts, and the Zeison Sha, originally appeared in previous editions of the game and are included in this book, as they make excellent choices for heroes looking for alternatives to the Jedi.

Independent Study

This book introduces a number of new mechanics and mechanical subsystems. Most of these systems are contained in Chapter 1 and Chapter 3, with a few scattered appearances elsewhere in the book. For example, Chapter 1 introduces a new subsystem known as Force regimens that give Jedi characters something to do in their downtime. Likewise, Chapter 3 introduces advanced rules for crafting lightsabers, helping to tailor each weapon to the Jedi who wields it. This book also describes how a character might come to possess a Force spirit mentor (as Obi-Wan Kenobi was to Luke Skywalker) or how one can devise monstrous beasts created using forbidden Sith alchemy.

Chapter 1 also introduces a new type of Force power that draws upon the various lightsaber forms practiced by the Jedi, and serves not only to provide interesting new combat options but also to make lightsaber forms a greater part of the character. Each lightsaber form power is tied to a particular lightsaber combat technique, and possessing the correct talent from the Lightsaber Forms talent tree (from the Jedi Knight prestige class) further enhances these Force powers. The lightsaber form powers also allow Jedi characters to make use of certain iconic abilities of the films and comics without having to invest precious resources such as talents into such abilities.

Holocron Lessons

Greetings, student. I am the gatekeeper of this holocron, Jedi Master Tedryn. I shall assume that you obtained this holocron from one of your instructors and did not simply steal it from the archives when none of your Jedi Masters were watching them. Within this holocron you will find a wealth of knowledge that even your own Jedi Masters may not have. Given the enduring nature of the holocron, I can provide you with complete historical records of events from my time, likely the distant past to you, and instruct you on the ways that we "ancient" Jedi went about things. However, be forewarned that not all of the knowledge I possess is for students just beginning down the path to enlightenment; many of the techniques within this holocron are intended only for advanced students. Please take the proper precautions when using any of the techniques that I share with you, as they can be quite dangerous.

Beware the Dark Side

Though this book is intended to be used by heroes, much of the material herein covers mechanics and information more suitable for villains. Gamemasters should, of course, feel free to rule that any of the Sith or dark side mechanics are simply unavailable to heroes However, this book also provides ample material for running campaigns in which the heroes are dark siders. Though these campaigns can be tricky, the information in this book should make it easier to create a variety of dark Force-users, just as this (and other books) have expanded upon the Jedi to create a greater diversity of archetypes.

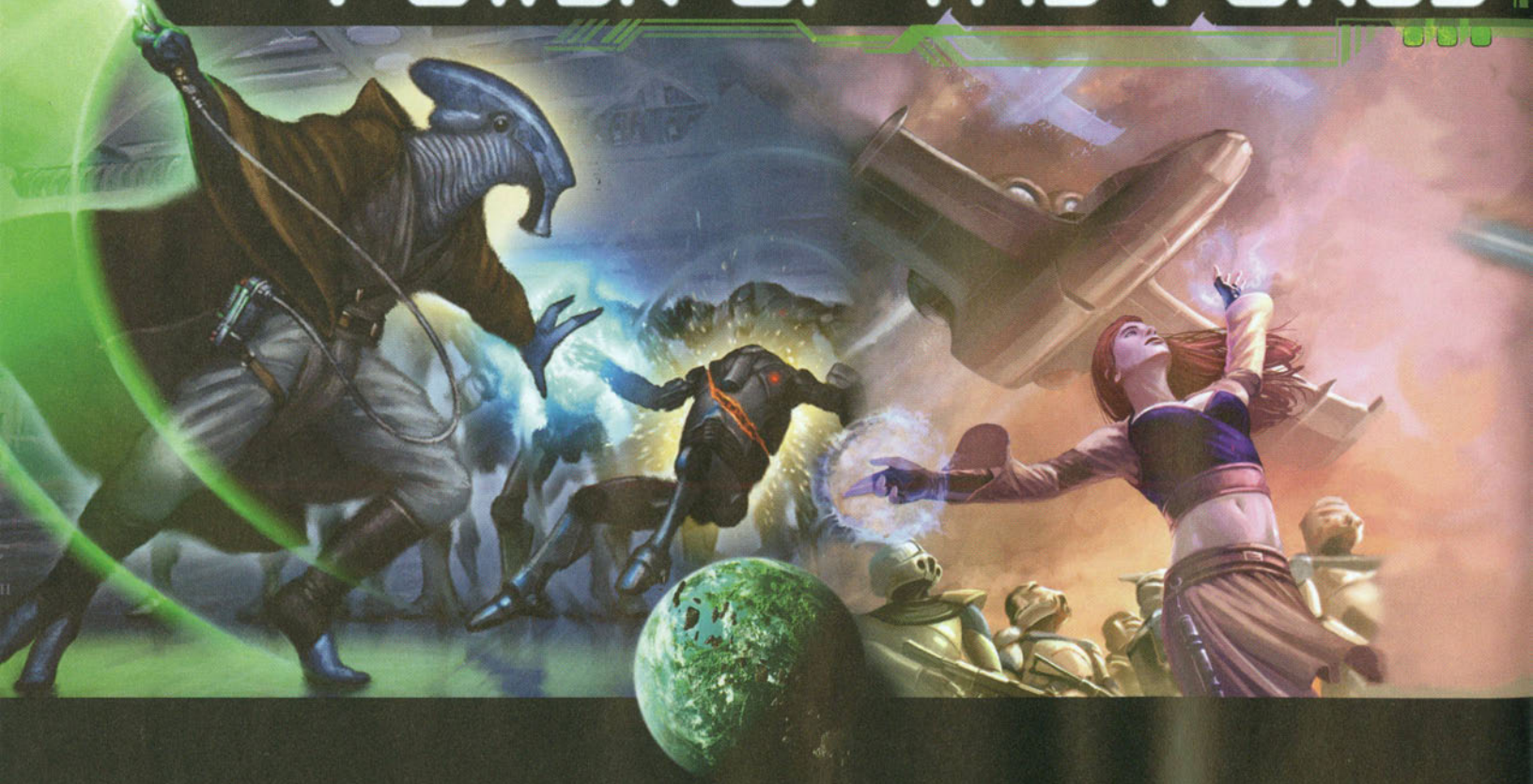
Additionally, Gamemasters should also be sure to peruse the first few chapters for new mechanics for their villains in heroic games. Many of the mechanics for dark side Force-users were designed to help facilitate more interesting encounters, and while some of the sample characters and creatures in Chapter 6 make use of these mechanics, there are far more combinations waiting to be explored than can be found in a single character or creature.



Whispers of the Sith Spirit

Ah, young student. I see you have come in search of knowledge. Did you know that the Jedi are not the only source of knowledge of the Force at the Academy? It is true. The dark side of the Force holds much for you, my young apprentice, and in time, if you heed my instructions, you could become a powerful master of the Force. These Jedi do not know that a powerful Sith spirit lurks in their midst, and, if you wish to seek out the true way to control the power of the Force, you would be wise to heed my words and keep my teachings to yourself.

Chapter 1
Power of the Force





Jedi heroes from all eras are as varied in their skills and abilities as any other kind of hero. Some Jedi are warriors, born to use the Force on the battlefield to banish the dark side. Others are born to be introspective seekers of knowledge, using meditation to peer into the secrets of the universe in search of truth. Regardless of what kind of Jedi your hero might be, this chapter presents many new talents, feats, and Force powers to help bring your Jedi's unique skills to the forefront. The mechanics presented in this chapter cover a variety of Force powers and methods, some meant for all and others meant only for those who embrace the dark side.

This chapter also takes a look at many character archetypes within the ranks of the Jedi and the Sith. Among the Jedi Knights, many Jedi are classified by their specialties; there are Jedi healers, Jedi investigators, Jedi battlemasters, Jedi instructors, and so forth. These Jedi might be described by their archetype, but these archetypes do not necessarily define them. The nature of talent trees, the Jedi class, and the Jedi Knight prestige class gives each hero's player the choice of just how closely to follow the archetype. You can choose to make your Jedi a master of one aspect of Jedi knighthood, embodying the archetype you have chosen in every talent choice. Alternately, you can dabble in two, three, or even more talent trees, creating a Jedi who chooses to be more cosmopolitan about his areas of study.

Additionally, many of the mechanics in this chapter can be used to flesh out Force adepts of other traditions, including those presented in Chapter 4: Affiliated Programs. Some of the Force powers in this chapter are specifically the domain of those Force traditions, such as the Aing-Tii monk's *fold space* power, or the *intercept* power favored by the Zeison Sha warriors. The talents for the Force adept prestige class also create their own sub-archetypes, many of which may not be appropriate to certain Force traditions. Players of non-Jedi Force-users should consult with their Gamemasters to determine exactly which powers and talents are appropriate for creating a character from a particular Force tradition.

Skills

This section introduces new applications of the Use the Force skill.

Use the Force

The following new applications of the Use the Force skill can be used by any character trained in the Use the Force skill.

Breath Control (Trained Only): You can use the Force to hold your breath for an extended period of time. A successful DC 15 Use the Force check allows you to hold your breath for a number of rounds equal to twice your Constitution score before you need to make Endurance checks to continue holding your breath.

Move Light Object (Trained Only): You can use this application of the skill to catch and move a thrown object, such as a grenade, that lands within your reach, redirecting its attack against another target. The object can weigh no more than 5 kg, and you must ready an action to catch the object on your turn, before the object is thrown. Moving the object requires a Use the Force check, with a DC equal to the attack roll of the thrown object. If you succeed on this check, you catch the object with the Force and can immediately move the object up to 6 squares away from you, to a point within your line of sight; otherwise, resolve the attack as normal. If the object you catch is an explosive, such as a grenade, it explodes at the end of its movement. You can use the object caught as a projectile weapon, as normal.

Place Other in Force Trance (Trained Only): As a full-round action, you can place an adjacent willing ally that you touch into a Force trance with a DC 15 Use the Force check. In this state, the target ally rests as though in a deep coma and is considered helpless. Each hour the target remains in the trance, it regains a number of hit points equal to its character level. You can bring an adjacent ally you touch out of a Force trance as a swift action, but the target cannot otherwise emerge from the Force trance on his or her own. If the target remains in the Force trance for 4 consecutive hours, the target emerges from the trance fully rested (as though the target had rested for 8 hours).

While the target ally is in a Force trance, it can go ten times as long as normal without air, food, or water (see the Endurance skill on page 66 of the Saga Edition core rulebook). Unwilling targets cannot be placed in a Force trance.

Force Regimens

Force regimens are training techniques used by the Jedi, the Sith, and other Force traditions to hone their skills and enhance their sensitivity to the Force. Even Jedi Masters, who have spent years working to achieve a level of Force mastery that others cannot, still meditate and train on a regular basis. Force regimens are ritualistic exercises that Force-users can perform during their downtime to keep themselves at peak performance.

Most regimens are designed to focus on one particular aspect of Force training. The benefits of a Force regimen last for 24 hours, and only one Force regimen's effects can be active in a given 24-hour period.

For story purposes, you can perform as many regimens as you like; you only benefit from the first one performed, however. If you fail to complete a Force regimen, you cannot gain the benefits of that regimen for 24 hours, though you can attempt another Force regimen you know.

You learn Force regimens by taking the Force Regimen Mastery feat (see page 23). Once you learn a Force regimen, you can use it any time you have enough spare time to do so. Most Force-users perform their regimens in the morning each day, though there is no rule to say when a regimen must be performed.

Force Training Regimens

The following Force regimens can be learned by any Force-sensitive character and enhance Force use in a variety of ways.

Awaken Force Sensitivity

This training regimen is used to awaken another character to the larger world of Force sensitivity. You and the beneficiary of this regimen practice meditation, quieting your minds and listening to the Force. **Time:** 1 hour. **Target:** One willing ally who does not possess the Force Sensitivity feat.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You gain the benefit of the Gauge Force Potential talent (if you do not already have it).

DC 18: As DC 13, and you awaken the first glimmers of Force sensitivity in the target. For the next 24 hours, the target can make untrained Use the Force checks as though he or she possesses the Force Sensitivity feat.

DC 23: As DC 18, except the target also gains a +1 Force bonus on Use the Force checks.

DC 28: As DC 18, except the student also gains a +2 Force bonus on Use the Force checks.

Eyes of the Force

This regimen trains you to sense images that you cannot normally see by reading the surface thoughts of others. During this regimen, an assistant holds a two-dimensional image viewer so that you see the images being displayed on the screen. As the image viewer cycles through different images of common objects, you must read the surface thoughts of the assistant to determine what image is being displayed on the screen at that time. **Time:** 1 hour. **Target:** You. **Requirements:** A two-dimensional image display and an assistant

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You successfully read one-third of the assistant's surface thoughts. You gain a +1 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill.

DC 18: You successfully read two-thirds of the assistant's surface thoughts. You gain a +2 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill.

DC 23: You successfully read all of the assistant's surface thoughts. You gain a +2 Force bonus on Use the Force checks made to use the Telepathy application of the Use the Force skill. In addition, if you successfully use Telepathy against an unwilling target, you can also sense the target's surface emotions and stray thoughts (as determined by the Gamemaster).

Oxygen Bottle

This difficult regimen trains you to master environmental manipulation through the Force. You must first empty a glass bottle of air, creating a perfect vacuum inside. Then you must allow only oxygen to slip past the seal created by the Force, eventually filling the bottle with pure oxygen before placing the vac-seal stopper. This regimen requires you to use the Force in a nearly molecular level, as well as the Sense aspect of the Force to determine what molecules are making their way into the bottle. **Time:** 1 hour. **Target:** You. **Requirements:** A glass bottle with a vac-seal stopper

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 26: You fail to create a vacuum in the bottle before the regimen begins, resulting in an imperfect mixture. You gain a +2 Force bonus to your Fortitude Defense against inhaled poisons and non-corrosive atmospheric hazards.

DC 32: You create a vacuum in the bottle, but let other molecules enter through your Force seal, creating an imperfect mixture. You gain a +5 Force bonus to your Fortitude Defense against inhaled poisons and non-corrosive atmospheric hazards.

DC 38: You complete this regimen perfectly, resulting in a bottle full of nothing but pure oxygen. You become immune to inhaled poisons and non-corrosive atmospheric hazards.

Quiet the Mind

This regimen trains you to block out distractions and stray thoughts. It requires little more than finding a quiet, secluded spot and slipping into a meditative trance to clear your mind of doubt, questions, fear, and the chaos of the galaxy. Jedi use this technique to open themselves to the flow of the Force, allowing them to see distant places and events. **Time:** 1 hour. **Target:** You.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 13: You meditate, but your mind is still clouded by external stimuli. You can add one use of the *farseeing* power to your Force suite, but once it is used, it cannot be regained by any means.

DC 18: You meditate, quieting your mind except for but a few small distractions. You can add one use of the *farseeing* power to your Force suite.

DC 23: You meditate, quieting your mind entirely. You can add one use of the *farseeing* power to your Force suite, and you gain the benefits of the Visions talent (if you do not already know it).

Telekinetic Practice

This regimen hones your skill with the Alter aspect of the Force and enhances telekinetic precision. You begin by placing a deep bowl on the ground, with an orb at the bottom of the bowl. First, you must use the Force to hold the bowl perfectly still and pin it to the ground. Then you roll the ball slowly up the side of the bowl, keeping it in contact with the bowl at all times, until it reaches the upper rim. The orb is then held in place for 5 minutes, and must remain perfectly still. You then roll the orb slowly back to the bottom of the bowl, moving it with the Force and not allowing the orb to move under gravity's power. **Time:** 1 hour. **Target:** You. **Requirements:** A deep bowl and a polished stone orb.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You let the bowl move during the regimen. You gain 1 temporary Force Point which you can apply only to a Use the Force check to activate a power with the *[telekinetic]* descriptor.

DC 23: You let the orb roll under gravity's power back to its starting position. You gain 2 temporary Force Points which you can apply only to Use the Force checks to activate powers with the *[telekinetic]* descriptor.

DC 28: You complete the regimen perfectly. You gain 2 temporary Force Points which you can apply to Use the Force checks to activate powers with the *[telekinetic]* descriptor or use to reroll a Use the Force check made to activate a power with the *[telekinetic]* descriptor (you must keep the second result, even if it is worse).

Lightsaber Training Regimens

The following Force regimens focus on the art of lightsaber combat. Each one is a training routine that enhances a different aspect of lightsaber combat, and can be used by practitioners of any lightsaber combat form.

Sparring Practice

This simple regimen allows you to practice against another living opponent, simulating one-on-one combat. During sparring practice, each combatant attempts to strike the other while exercising restraint and control. If you use a training lightsaber (see page 56), you can spar without fear of harming your opponent. **Time:** 2 hours. **Target:** You. **Requirements:** Lightsaber (or training lightsaber) and a sparring partner.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You hone your lightsaber skills but see little in the way of improvement. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit.

DC 23: You hone your lightsaber skills, improving your technique by small degrees. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit. You also gain 1 temporary Force Point, which can only be used to add to the result of a Use the Force check made to activate the Block talent.

DC 28: You hone your lightsaber skills and see significant improvement in your technique. You can spend a Force Point to add to the result of a Use the Force check made to activate the Block talent. This does not count toward the "one Force Point per round" limit. You also gain 2 temporary Force Points, which can only be used to add to the results of Use the Force checks made to activate the Block talent.

Training Remote

You hone your skill at deflecting blaster bolts using your lightsaber. This Force regimen is performed blind, often with the help of a helmet equipped with an opaque blast shield. **Time:** 1 hour. **Target:** You. **Requirements:** Lightsaber, training remote, and a helmet with a blast shield.

Make a Use the Force check. The result of the check determines the benefits of the regimen:

DC 18: You hone your lightsaber skills, but the training remote gets several hits on you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit.

DC 23: You hone your lightsaber skills, and the remote gets in a few small hits on you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit. You also gain 1 temporary Force Point, which can only be used to add to the result of a Use the Force check made to activate the Deflect talent.

DC 28: You hone your lightsaber skills, and the remote never harms you. You can spend a Force Point to add to the result of a Use the Force check made to activate the Deflect talent. This does not count toward the "one Force Point per round" limit. You also gain 2 temporary Force Points, which can only be used to add to the results of Use the Force checks made to activate the Deflect talent.

Holocron Lesson: The Twin Suns

An ancient form of lightsaber sparring, known as the Twin Suns, was popular among Jedi during the days of the Great Sith War and the Jedi Civil War. The sparring technique could only be performed by two combatants, who stood at opposite ends of a large, open area. The two Jedi would run at each other, then use the Force to make a great leap high into the air, careening toward one another as though in flight. Only after the Jedi's feet had left the ground was he allowed to ignite his lightsaber, and when the two crossed beside one another in mid-air the goal was to strike at the other Jedi and make (harmless) contact with a piece of the other Jedi's clothing. Each Jedi must then deactivate his lightsaber before his feet touch the ground on the far side of the sparring arena. This sparring method, dubbed Twin Suns because the combatants rose and landed like suns crossing in the sky, required a mastery of lightsaber combat, the ability to use the Force to assist a great leap, and the ability to ignite the lightsaber, strike, and then deactivate it all within the span of just a few seconds.

Vo'ren's First Cadence

Vo'ren's first cadence teaches precision through control of one's body and sensory awareness. You set up 19 wax cylinders at 10-degree intervals around your body, each one approximately 1.5 meters away, forming a semicircle. Atop each cylinder, one metal ball bearing is placed. You must then use your lightsaber to strike each ball bearing without making contact with the wax cylinder beneath it. You must place the cylinders and ball bearings one at a time until all 19 have been placed. **Time:** 1 hour. **Target:** You. **Requirements:** Lightsaber, 19 wax cylinders, and 190 ball bearings.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 13: You damage two cylinders. You gain a +1 Force bonus to your Will Defense.

DC 18: You damage one cylinder. You gain a +2 Force bonus to your Will Defense.

DC 23: You complete the cadence without damaging any cylinders. You gain a +2 Force bonus to your Will Defense, and you gain the benefits of the Severing Strike talent (if you do not already know it).

Vo'ren's Second Cadence

Vo'ren's second cadence teaches not only control but also spatial awareness. You must set up 72 wax cylinders at 5-degree intervals around your body, each one approximately 1.5 meters away. Atop each cylinder, one metal ball bearing is placed. Like in the first cadence, you must place the cylinders and ball bearings one at a time until all 72 have been placed. However, unlike the first cadence, you must strike at all of the cylinders in a full 360-degree arc without turning your body to face the cylinders to the rear, honing your ability to strike at enemies coming from all sides. **Time:** 2 hours. **Target:** You. **Requirement:** Lightsaber, 72 wax cylinders, and 2,701 ball bearings

Message from the Faculty: Vo'ren Faalo

Vo'ren Faalo was a Jedi battlemaster during the days of the Old Republic. Considered one of the greatest lightsaber instructors of all time, Vo'ren Faalo is credited with having such an intimate knowledge of lightsaber combat that he could teach anyone to master any known lightsaber combat form. Master Faalo taught his students that mastery of the lightsaber has little, if anything, to do with physical strength or manual dexterity, but that a Jedi's lightsaber was the focus for his own mental discipline and sensitivity to the Force. Master Faalo created five training regimens, known as cadences, that helped his students control their lightsabers by mastering their own self-control. According to Vo'ren Faalo, lightsaber mastery was dependant on the Control and Sense aspects of the Force, and only through the strictest mental discipline and through the stillness of the mind could a lightsaber be wielded with the necessary precision. Master Faalo's students often became unparalleled battlemasters and weapon masters in their own right, so few would argue with the effectiveness of this philosophy.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 18: You damage two cylinders. You gain a +1 Force bonus on lightsaber attack rolls against creatures that flank you.

DC 23: You damage one cylinder. You gain a +2 Force bonus on lightsaber attack rolls against creatures that flank you.

DC 28: You complete the regimen without damaging the cylinders. You gain a +2 Force bonus on lightsaber attack rolls against creatures that flank you, and you gain the benefits of the Whirlwind Attack feat (if you do not already know it).

Vo'ren's Third Cadence

Vo'ren's third cadence teaches precision through control of one's body and sensory awareness. You set up 180 wax cylinders at 2-degree intervals around your body, each one approximately 1.5 meters away. Atop each cylinder, one metal ball bearing is placed. Unlike the second cadence, in the third cadence you must strike every fifth ball bearing, making a rotation around your body several times over the course of the regimen. This prepares you for irregular attack patterns from all sides. **Time:** 3 hours. **Target:** You. **Requirements:** Lightsaber, 180 wax cylinders, and 16,290 ball bearings

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 23: You damage two cylinders. You gain a +1 Force bonus on ranged attack rolls made when using the Redirect Shot talent.

DC 28: You damage one cylinder. You gain a +2 Force bonus on ranged attack rolls made when using the Redirect Shot talent.

DC 33: You complete the regimen without damaging the cylinders. You gain a +2 Force bonus on ranged attack rolls made when using the Redirect Shot talent, and you can spend Force Points to enhance Use the Force checks to Block and Deflect (as per the talents), even when it is not your turn. Furthermore, Force Points spent to enhance Use the Force checks to Block and Deflect do not count toward the "one Force Point per round" limit normally applied to spending Force Points.

Vo'ren's Fourth Cadence

Vo'ren's fourth cadence teaches composure and quick thinking amid the chaos of battle. It begins by setting up 360 wax cylinders at 1-degree intervals around your body, each one approximately 1.5 meters away. No ball bearings are required for this cadence. You must strike the cylinders according to a complex mathematical formula. By the time the cadence is completed, you will have learned to perform incredibly taxing mental tasks while also focusing on the external chaos of combat. **Time:** 3 hours. **Target:** You. **Requirements:** Lightsaber and 360 wax cylinders.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 26: You make a mistake during the first hour. You gain a +1 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage.

DC 32: You make a mistake during the second hour. You gain a +2 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage.

DC 38: You make no mistakes during the regimen. You gain a +2 Force bonus on Use the Force checks made to continue maintaining a Force power whenever you take damage, and if you are damaged while maintaining a Force power, you can spend a Force Point as a reaction to not have to make a new Use the Force check.

Vo'ren's Fifth Cadence

In Vo'ren's fifth and final cadence, you must demonstrate true mastery over yourself and your lightsaber. No wax cylinders are required; you simply know when you have made a correct strike. Unlike the other cadences, this regimen requires you to use the Force to manipulate your lightsaber, an act of pure telekinetic power in which your hands never touch the weapon. This technique brings together the Control, Sense, and Alter aspects of the Force into one training regimen. **Time:** 3 hours. **Target:** You. **Requirement:** Lightsaber.

Make a Use the Force check. You take a penalty on your Use the Force check equal to your Dark Side Score. The result of the check determines the benefits of the regimen:

DC 31: You make a mistake during the first hour. You gain a +1 bonus on Use the Force checks made to use the Move Light Object application of the skill.

DC 37: You make a mistake during the second hour. You gain a +2 bonus on Use the Force checks made to use the Move Light Object application of the skill.

DC 43: You complete the cadence without making a single mistake. You gain a +2 bonus on Use the Force checks made to use the Move Light Object application of the skill, and you add the Kinetic Combat Force power (see page 51 of the *Knights of the Old Republic Campaign Guide*) to your Force suite. Additionally, you can spend a Force Point to reroll any Use the Force check made to activate a Force power with the *[telekinetic]* descriptor, keeping the better result.

Jedi Talents

The following new talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook).

Adversary Lore: As a standard action, you can peer into the Force and search for weaknesses in the defenses of your enemies. Make a Use the Force check against the Will Defense of a target creature within 12 squares of you and in your line of sight. If the skill check equals or exceeds the target's Will Defense, that target takes a –2 penalty to Reflex Defense against you and all allies who can hear and understand you until the end of your next turn.

Know Weakness: Whenever you use Adversary Lore on a target successfully, that target also takes an additional 1d6 points of damage from any successful attack made against it by you or an ally who can hear and understand you until the end of your next turn.

Prerequisite: Adversary Lore.

New Jedi Guardian Talents

The following talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook).

Grenade Defense: You can use the Move Light Object application of the Use the Force skill to cast aside grenades that are thrown at you. As a reaction when you are attacked by a grenade of any kind, you can make a Use the Force check with a DC equal to the attack roll of the incoming grenade attack. If your check equals or beats the DC, you hurl the grenade to a location where it explodes harmlessly, negating the attack. Whether or not you are successful, you take a –5 penalty on Use the Force checks until the start of your next turn.

Hold the Line: When you make a successful attack of opportunity against a target leaving your threatened area, you stop the target's movement, ending its action.

New Jedi Sentinel Talent

The following talent belongs to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook).

Master of the Great Hunt: You gain a +1 Force bonus on attack rolls and deal +1 die of damage on lightsaber attacks made against a beast with a Dark Side Score of 1+.

New Lightsaber Combat Talent

The following talent belongs to the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook).

Shoto Focus: Whenever you wield both a one-handed lightsaber and a shoto (or guard shoto), you gain a +2 competence bonus on attack rolls made with the shoto.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the Saga Edition core rulebook, those presented below, and those presented in other game supplements. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see Chapter 4 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that tradition's individual Force talent tree.

The Force Disciple, Jedi Master, and Sith Lord prestige classes all state that they can select talents from any Force talent tree. A Force talent tree is any talent tree that isn't limited to a particular class and requires the Force Sensitivity to access its talents. This means that the talent trees belonging to the various Force traditions (such as those presented in Chapter 4 of this book) are considered Force talent trees, as they are non-class-specific but require Force sensitivity to access. Other talent trees that fulfill these criteria include the Alter, Control, Dark Side, Light Side, and Sense talent trees, as well as the new Guardian Spirit talent tree presented in this chapter. Class talents, such as those belonging to the Jedi class, are not considered to be Force talents.

New Alter Talents

The following talents belong to the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location.

Make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense. If your check result equals or exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing

through it, or shooting it with a blaster) immediately reveals the true nature of the illusion to all who can see it, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Illusion Bond: Whenever you create an illusion of a humanoid using the Illusion talent, you are able to see and hear as though you were standing in the space occupied by your illusion.

Prerequisite: Illusion.

Influence Savant: Once per encounter as a swift action, you can return one Force power with the *[mind-affecting]* descriptor to your Force suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Link: You can lend your strength in the Force to another character, creating a bond between you through which the Force flows. As a standard action, you can designate one willing ally within 12 squares of you and in your line of sight. This ally must be trained in the Use the Force skill. As long as you remain within 12 squares of each other, you can aid each other on Use the Force checks as a reaction. However, the character using the aid another reaction takes a –5 penalty on all Use the Force checks until the end of his next turn.

This link lasts until the end of the encounter, or until you or your ally ends the link (a free action). You can have only one active link at a time.

Holocron Lesson: The Great Hunt

An event that took place after the Great Sith War, the Great Hunt was a crusade begun by Jedi shadows but eventually undertaken by many in the Jedi Order to wipe out dark side beasts. With Sith alchemists creating all manner of vile creatures, including chrysalis beasts and Sith abominations, the galaxy had become filled with creatures that spread the taint of the dark side of the Force wherever they went. Chief among the creatures sought out by participants in the Great Hunt were the terentateks (see page 146), which were not only dangerous but also posed an incredible threat to the Jedi. Several Jedi of the age made it their primary goal to seek out terentateks and other dark side creatures, with the sole purpose of exterminating them. Unfortunately, the effort proved futile, and many of these creatures still exist for centuries and even millennia afterward.

A Jedi uses Masquerade to hide her true appearance.



Masquerade: You can use the Illusion talent to create a disguise for yourself. You use the result of your Use the Force check made to create the illusion for the purposes of creating a deceptive appearance, as per the application of the Deception skill. All other rules and restrictions for using the Illusion talent still apply.

Prerequisite: Illusion.

Suppress Force: You can convince others that they have been cut off from the Force, even if that is not the case, preventing them from making Use the Force checks. Whenever a target with an Intelligence of 3 or higher within 12 squares of you and in your line of sight attempts to make a Use the Force check for any reason, you can spend one use of the *mind trick* Force power as a reaction. You make a Use the Force check, and if your Use the Force check equals or exceeds the target's Use the Force check result, that target's skill check is negated, and the action it was attempting fails.

Prerequisite: Influence Savant, *mind trick*.

A Kel Dor Sith Lord channels the energy from blaster bolts, turning them into Force lightning.



New Control Talents

The following talents belong to the Control talent tree (see page 101 of the Saga Edition core rulebook).

Channel Energy: Whenever you use the *negate energy* Force power to successfully negate the damage from an energy weapon attack, you can spend a Force Point as a reaction to immediately activate any Force power currently in your Force suite.

Prerequisite: Negate energy.

Force Harmony: Once per encounter, you can activate one Force talent that requires a Force Point to use without spending a Force Point.

New Dark Side Talents

The following talents belong to the Dark Side talent tree (see page 101 of the Saga Edition core rulebook).

Dark Side Savant: Once per encounter as a swift action, you can return one Force power with the *[dark side]* descriptor to your Force suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Transfer Essence: When you die, you become a dark side spirit (see page 118) until the end of the encounter. You continue to occupy a space in this form, but other creatures can occupy the same space or move through your space without impediment. As a standard action, you can attempt to possess an adjacent target. You must succeed on a Use the Force check against an adjacent target's Will Defense. If your check result equals or exceeds the target's Will Defense, you deal 8d6 points of stun damage to the target; if you reduce the target to 0 hit points or move it to the bottom of the condition track with this attack, you possess the target as though it were a willing host (see the dark spirit template for details).

Alternately, as a standard action, you can transfer your essence into a single adjacent object, such as a holocron or a lightsaber. If you do so, you lie dormant within the object until another creature attempts to use that object, at which time you can emerge and attempt to possess the creature, as described above.

If you do not possess a creature or object within 10 rounds of manifesting as a dark spirit, your spirit dissipates and ceases to exist.

Prerequisite: Dark Side Score equal to your Wisdom score.

Guardian Spirit Talent Tree

You have a spirit watching over you, providing advice and continuing your training in the Force. Although Force spirits cannot physically aid you, their guidance is critical to your success.

Guardian Spirit: You have a guardian spirit watching over you from the realm of the Force, providing you with insight and advice. You guardian spirit might be an old mentor or an ancient member of your Force tradition who has chosen to guide you to your destiny. When you use the Search Your Feelings application of the Use the Force skill, you can instead choose to consult your guardian spirit. When you do so, you learn more than just whether the results of your actions will be favorable or unfavorable; you also learn the nature of any immediate consequences, including potential encounters, and whether or not certain actions will bring you closer to achieving your destiny.

Optional Rule: Daily Force Points

Some Gamemasters may wish to have Force Points refresh more often than once per level, creating a game that allows for more incredible stunts. This optional rule allows you to use Force Points as a daily resource instead of a per-level resource, encouraging players to spent Force Points more freely. With this optional rule, characters no longer gain Force Points for leveling. Instead, each day each character has a number of Force Points to spend based on character level: 1st- to 5th-level characters have 1 Force Point; 6th- to 10th-level characters have 2 Force Points; 11th- to 15th-level characters have 3 Force Points; characters of 16th level or higher have 4 Force Points. Unused Force Points do not carry over to the next day.

When using this optional rule, the Force Boon feat should give one additional Force Point per day instead of its normal effect.

A Sith guardian spirit on Korriban



Additionally, you gain one bonus Force Point each day (available after you rest for at least 6 hours). This bonus Force Point can only be used to improve a Force power or activate a Force technique or a Force secret. If you do not spend your bonus Force Point in a given day, it is lost at the start of the next day.

Crucial Advice: Once per encounter, when you fail a skill check, you can reroll the skill check with a +2 circumstance bonus. (In the case of skill checks with multiple possible results, such as when activating a Force power with multiple effects, failing a skill check is defined achieving less than the minimum DC for that check.)

Distracting Apparition: When you have a manifested guardian spirit, the spirit also discourages your enemies and distracts them from their goals. Any enemy within 3 squares of your guardian spirit takes a –2 penalty to Will Defense and a –2 penalty on attack rolls against you.

Prerequisite: Manifest Guardian Spirit.

Manifest Guardian Spirit: You can spend a Force Point as a swift action to have your guardian spirit manifest for the duration of the encounter. Your guardian spirit appears in any square within 6 squares of you. A guardian spirit occupies a space, but creatures can move through the guardian spirit without obstruction. As long as the guardian spirit remains within 12 squares of you, you gain a +1 morale bonus on attack rolls, a +2 morale bonus on Use the Force checks, and a +2 morale bonus to Will Defense. You can move the guardian spirit up to 6 squares as a swift action once per turn.

Vital Encouragement: Once per encounter, your guardian spirit offers you vital encouragement, urging you to press on despite adversity. As a free action, you gain bonus hit points equal to 10 + one-half your heroic level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost.

New Sense Talents

The following talents belong to the Sense talent tree (see page 101 of the Saga Edition core rulebook).

Instinctive Navigation: You can substitute your Use the Force skill for any Use Computer check made to astrogate or operate sensors while you are the pilot of a vehicle.

Prerequisite: Force Pilot.

Motion of the Future: As a swift action, you can peer into the future in search of signs of danger, removing one use of the *farseeing* Force power from your active suite (as though you had just activated the power). Any time before the end of your next turn when you are the target of an attack or Force power, you can force your attacker to reroll the attack roll (or Use the Force check) against you, keeping the second result. This counts as using the *farseeing* Force power against the attacker, but this talent replaces the normal rules and effect of that power.

Prerequisite: Force Perception.

Prestige Class Talents

This section introduces several new talents for the prestige classes presented in the Saga Edition core rulebook.

Force Adept Talents

The following talents are for use with the Force adept prestige class (see page 212 of the Saga Edition core rulebook).

New Dark Side Devotee Talents

The following talents belong to the Dark Side Devotee talent tree (see page 213 of the Saga Edition core rulebook).

Dark Side Talisman: You can spend a Force Point to imbue a weapon or some other portable object with the dark side of the Force, creating a talisman that grants you protection from the light side. Creating the dark side talisman takes a full-round action. While you wear or carry the talisman, you gain a +2 Force bonus to one of your defenses (Reflex, Fortitude, or Will) against Force powers with the *[light side]* descriptor. You can have only one dark side talisman active at a given time (though you can have both a dark side talisman and a Force talisman active at the same time), and if your dark side talisman is destroyed, you cannot create another one for 24 hours.

Greater Dark Side Talisman: As Dark Side Talisman (above), except that the talisman's Force bonus extends to all three of your defenses (Reflex, Fortitude, and Will).

Prerequisite: Dark Side Talisman.

BEASTWARDEN TALENT TREE

You have learned to use the Force to touch the minds of beasts, soothing them and convincing them to do your bidding.

Charm Beast: You can make a Use the Force check in place of a Persuasion check when attempting to change the attitude of an undomesticated creature with an Intelligence of 2 or less. Additionally, you do not take the normal –5 penalty on the check if the creature can't speak or understand your language. (This talent is identical to the Dathomiri Witch talent of the same name, and both are considered to be the same talent for the purposes of satisfying prerequisites).

Bonded Mount: Whenever you encounter a domesticated beast with a friendly or helpful attitude toward you, you can spend a Force Point as a full-round action to bond the beast to you as a mount. A bonded mount shares an empathic link with you, allowing you to sense its emotions as a free action. When you ride a bonded mount, your mount uses your Reflex Defense and Will Defense instead of its own. Additionally, if your mount has any special senses (such as scent, darkvision, or low-light vision) that you do not possess, you gain the benefits of its special senses as long as you are riding that mount.

Prerequisite: Charm Beast.

Entreat Beast: You can use the Force to convince a small beast to carry objects, deliver messages, or perform other minor tasks for you. If you are near a beast that is at least indifferent to you (whether this be a pet you bring with you or a beast encountered in the wild), you can make a Use the Force check against the beast's Will Defense as a swift action. If your skill check equals or exceeds the beast's Will Defense, the beast performs one task for you from the following list: deliver one object from your person to another target within 30 squares of you; retrieve one unattended object within 30 squares of it and in its line of sight and bring it to you; or press a button, pull a lever, or otherwise perform some minor activation of an unattended item within 30 squares.

Prerequisite: Charm Beast.

Soothing Presence: Whenever you encounter a beast with an unfriendly attitude toward you, you automatically shift its attitude to indifferent (no skill check required).

Prerequisite: Charm Beast.

Wild Sense: As a swift action once per turn, you can make a Use the Force check to touch the mind of a beast with an indifferent or better attitude toward you, provided it is within 12 squares of you and in your line of sight. When you do so, the beast makes an immediate active Perception check, and you are considered to perceive everything that the beast does, including noticing targets, as though you had made the check.

Additionally, until the end of your turn, you are considered to have line of sight to anything the beast has line of sight to.

Prerequisite: Charm Beast.

MYSTIC TALENT TREE

You have studied the Force in a radically different way from other Force-users, relying on rituals and mystic lore to harness its power.

Channel Vitality: You can fuel your mastery of the Force with your own vitality. As a swift action, you can move –1 step down the condition track to gain a temporary Force Point. This temporary Force Point lasts until the end of your turn, at which point it is lost if it has not been used.

Closed Mind: Whenever a creature uses a mind-affecting effect on you that targets your Will Defense, it must roll the attack roll or skill check twice, taking the lower result.

Esoteric Technique: When you spend a Force Point to activate a Force technique or Force secret, you gain bonus hit points equal to 10 + your class level until the end of the encounter.

Mystic Mastery: Whenever you gain a level, you also gain a number of additional Force Points equal to the number of Force talents you possess (maximum +6).

Regimen Aptitude: You gain a +5 Force bonus on skill checks made to perform a Force regimen (see page 10).

Prerequisite: Force Regimen Mastery (see page 23).

TELEPATH TALENT TREE

You have mastered the art of mental manipulation, using the Force to touch, read, and affect the minds of others with ease.

Mind Probe: When you touch a living creature with an Intelligence of 3 or higher, you can use the Force to probe its mind for secrets. You must be adjacent to the target, and using the mind probe is a full-round action. If the target is unwilling, you must succeed on a Use the Force check, equaling or exceeding the target's Will Defense. This ability otherwise functions exactly as the Gather Information skill's Learn News and Rumors, Learn Secret Information, and Locate Individual applications. Your Use the Force check must still exceed the base Gather Information skill DCs in order to retrieve the information you seek, but you need not pay anything in bribes, and you retrieve the information as a part of the full-round action. Failing the skill check by 5 or more does not cause someone to notice that you are seeking the information.

Perfect Telepathy: You can communicate in full sentences and complete thoughts when you use the Telepathy aspect of the Use the Force skill, instead of just in basic phrases. However, the target of your telepathy can still only communicate in basic emotions or single thoughts.

Psychic Citadel: You gain a Force bonus to your Will Defense equal to your class level.

Psychic Defenses: Whenever another creature targets you with a Force power with the *[mind-affecting]* descriptor, it automatically takes Force damage equal to 1d6 × your Wisdom modifier (minimum ×1).

Prerequisite: Psychic Citadel.

Telepathic Intruder: Whenever you use a Force power with the *[mind-affecting]* descriptor successfully against a target, until the end of your next turn you gain a +2 Force bonus on skill checks made to activate mind-affecting Force powers and talents against that same target.

Jedi Knight Talents

The following talents are for use with the Jedi Knight prestige class (see page 217 of the Saga Edition core rulebook).

New Duelist Talents

The following talents belong to the Duelist talent tree (see page 218 of the Saga Edition core rulebook).

Lightsaber Form Savant: Once per encounter as a swift action, you can return any one spent Force power with the *[lightsaber form]* descriptor to your Force suite without spending a Force Point. You can select this talent multiple times. Each time you select it, you can use it one additional time per encounter.

Shoto Master: When you wield both a one-handed lightsaber and a shoto (or guard shoto), you can consider the one-handed lightsaber to be a light weapon. Additionally, if you have the Lightsaber Defense talent, you can activate the talent as a free action on your turn (instead of a swift action) whenever you wield both a one-handed lightsaber and a shoto (or guard shoto).



A Jedi Artisan teaches the basics of lightsaber construction.

Jedi Artisan Talent Tree

You have dedicated yourself to the art of creation, learning how to craft weapons and other items used by the Jedi with exquisite detail.

Call Weapon: You can use the Move Light Object application of the Use the Force skill to call a lightsaber you built into your hand and ignite it as a free action. The weapon must be in your line of sight to call it to your hand.

Lightsaber Specialist: Whenever you are armed with a lightsaber that you built, you gain a +2 morale bonus on Use the Force checks made to use the Block and Deflect talents.

Prerequisite: Masterwork Lightsaber.

Masterwork Lightsaber: Whenever you build a lightsaber, you do so with such expertise that it makes the weapon even more refined and elegant. When you build a lightsaber, you can choose to add one extra accessory to the lightsaber at the time of creation, and when you hit a target with a lightsaber that you built, you can always choose to reroll one damage die from your damage roll, but you must keep the second result, even if it is worse.

In addition, you can mentor another character while he constructs his own lightsaber. When you do so, you reduce the Use the Force check DC for constructing the lightsaber by –5.

Perfect Attunement: Whenever you spend a Force Point to add to an lightsaber attack roll made with a lightsaber that you built, you can add that same amount to the damage if the attack hits.

Prerequisite: Masterwork Lightsaber.

Quick Modification: You can spend 1 minute modifying a lightsaber you have built, removing one accessory and putting a different one in its place. Gamemasters may rule that some modifications cannot be added or removed in this way due to rarity of materials or the difficulty of the modification (such as adding or removing the electrum detail).

Prerequisite: Masterwork Lightsaber.

Jedi Instructor Talent Tree

The role of teacher is vital to the success and strength of the Jedi Order. Though all Jedi Masters take the time to instruct their apprentices, a certain few excel at the art of instruction.

Apprentice Boon: Whenever an ally within 12 squares with a lower Use the Force skill bonus than you makes a Use the Force check, you can spend a Force Point as a reaction to add to that Use the Force check. Use your level to determine how many dice to roll for the Force Point.

Share Force Secret: When you take this talent, choose one Force secret that you know. Once per turn as a swift action, you can grant the use of this Force secret to one ally within 12 squares of you who is trained in the Use the Force skill. The target gains the benefit of this secret until the end of your next turn.

Prerequisite: Must know at least 1 Force secret.

Share Force Technique: When you take this talent, choose one Force technique that you know. Once per turn as a swift action, you can grant the use of this Force technique to one ally within 12 squares of you who is trained in the Use the Force skill. The target gains the benefit of this technique until the end of your next turn. You cannot choose the Force Point Recovery technique for this talent.

Prerequisite: Must know at least 1 Force Technique.

Share Talent: Choose a talent that you already possess. The talent must be from the Lightsaber Combat talent tree, the Duelist talent tree, or the Lightsaber Forms talent tree. Once per day as a standard action, you can spend a Force Point to impart the benefits of the chosen talent to one or more allies, effectively granting them the talent (even if they don't meet the prerequisites). An ally must be within 12 squares of you and must be able to see and hear you to gain the talent; once gained, its benefits last until the end of the encounter.

You can share the talent with a number of allies equal to one-half your class level, rounded down. Only allies who are trained in the Use the Force skill can gain the benefits of the shared talent.



A Twi'lek Jedi Instructor.

You can take this talent multiple times. Each time you do so, you must select a different talent to share with this ability. You can share each talent with your allies only once per day.

Prerequisite: At least one talent from the Lightsaber Combat, Duelist, or Lightsaber Forms talent tree.

Transfer Power: As a standard action, you can spend any one use of a Force power currently in your Force suite, adding a use of that power to the Force suite of any ally trained in the Use the Force skill. The ally must be within 12 squares of you and in your line of sight. When your ally uses that power, it disappears from his or her Force suite. If the ally does not use the Force power before the end of the encounter, it is permanently removed from his or her Force suite.

Prerequisite: Force Training feat.

JEDI INVESTIGATOR TALENT TREE

You are one of the Jedi Order's most trusted investigators, tasked with ferreting out the truth through a combination of detective work and Force divination.

Echoes in the Force: You can use the *farseeing* power on a location instead of on an individual creature, peering into the location's past to view events that occurred there. Unlike the normal use of the *farseeing* power, you are actually looking into the location's past (at a time you designate), and you must be standing in the location being viewed. The target DC for your Use the Force check is 20, +1 for each day into the past that you attempt to scry. When you look into the past, you need only specify a time in a number of days, as you can sense tremors in the Force that focus your visions on meaningful events that day.

Jedi Quarry: As a swift action, you designate a single target creature as the focus of your attentions. You gain a +2 bonus to your speed any time you spend a move action to move, provided that you end your movement adjacent to the target. You retain this bonus (and may not use this talent again) until your target surrenders, is reduced to 0 hit points, or moves to the bottom of the condition track, or until the encounter ends.

Prepared for Danger: Whenever you have at least one unspent *farseeing* power in your Force suite, you can spend that *farseeing* power to regain any one other Force power as a swift action.

Sense Deception: Whenever someone makes a Deception or Persuasion skill check against your Will Defense, you can make a Use the Force check, replacing your Will Defense with the result of your Use the Force check if it is higher.

Unclouded Judgment: Whenever you are the target of a mind-affecting Force power or talent, you can spend a Force Point as a reaction to negate the effects of that Force power or talent (no skill check required).

Prerequisite: Sense Deception.

JEDI WEAPON MASTER TALENT TREE

You have learned to use the Force to master a variety of weapons, and have expanded your martial prowess to cover more than just lightsabers.

Combat Trance: Whenever you use the *battle strike* power, you gain the power's bonus on attack rolls on your first melee attack made each round until the end of the encounter. If you do not attack in a round, this effect ends.

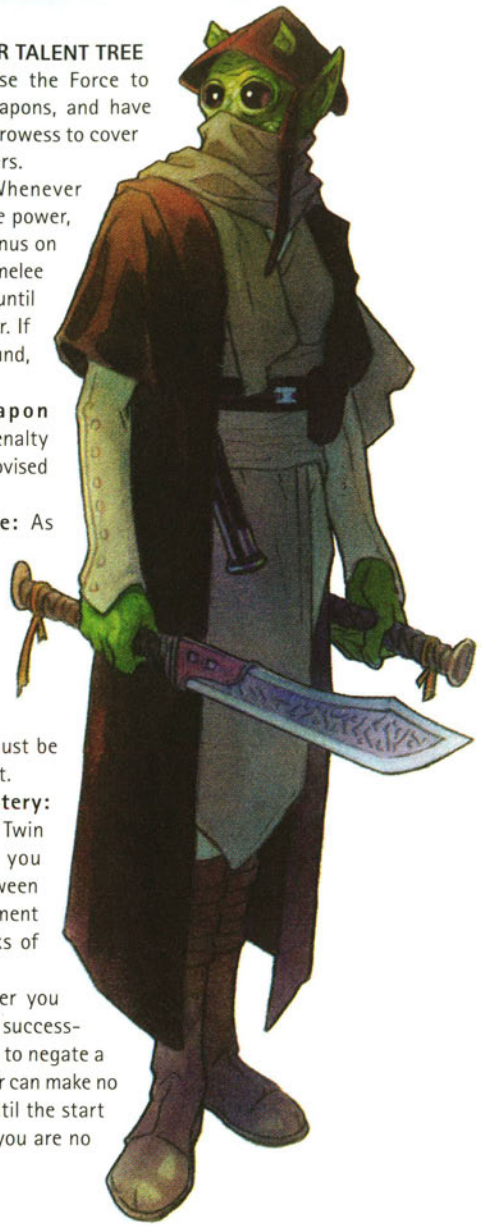
Improvised Weapon Master: You take no penalty on attack rolls with improvised weapons.

Twin Weapon Style: As a standard action, whenever you are wielding two weapons (or a double weapon), you can make one attack with each weapon (or each end of a double-weapon). Each attack must be against a different target.

Twin Weapon Mastery: Whenever you use the Twin Weapon Style talent, you can move 2 squares between each attack. This movement does not provoke attacks of opportunity.

Shoto Pin: Whenever you are wielding a shoto and successfully use the Block talent to negate a melee attack, the attacker can make no further melee attacks until the start of its next turn or until you are no longer adjacent to it.

Prerequisite: Block.



A Rodian Jedi Weaponmaster.

Sith Apprentice Talents

The following talents are for use with the Sith apprentice prestige class (see page 222 of the Saga Edition core rulebook).

SITH ALCHEMY TALENT TREE

You have learned the alchemical arts of the ancient Sith Lords and can create objects and creatures that are filled with the power of the dark side.

Cause Mutation: You can use your mastery of Sith alchemy to create mutated abominations. You must have access to a willing (or unconscious) creature to which you will apply the Sith Abomination template (see the sidebar) or the Chrysalis Beast template (see page 133). You also need a medical lab outfitted for the process, which requires a number of days equal to the creature's modified CL. You must spend a Force Point at the completion of the process to complete the transformation. A creature you have mutated is considered to be a domesticated creature, but for you only (unless it was already a domesticated creature before its mutation).

Prerequisite: Sith Alchemy.

Rapid Alchemy: As a standard action, you can perform minor alchemical alterations to a melee weapon you wield. For the remainder of the encounter, you gain a +2 equipment bonus on attack rolls with that weapon. Additionally, once before the end of the encounter, you can sacrifice this bonus as a free action to gain a +5 equipment bonus on a single damage roll you make with that weapon.

Sith Alchemy: Your knowledge of Sith alchemy allows you to imbue certain objects with the power of the dark side. You can perform any of the following alchemical transformations, though each time you do so, increase your Dark Side Score by 1.

Create Sith Amulet: You can create a Sith amulet. The creation of a Sith amulet requires 25,000 credits' worth of gems and other raw materials, and the creation process takes 1 week (this work can be spread out over several sessions and need not be consecutive). At the end of the process, you must spend a Force Point to complete the Sith amulet, after which point it functions exactly as a Sith amulet (see page 68).

Create Sith Armor: You can transform a suit of normal battle armor into the dark armor worn by Sith Lords. You must have a suit of battle armor to transform into the dark armor (light battle armor becomes light dark armor, medium battle armor becomes medium dark armor, and heavy battle armor becomes heavy dark armor). The transformation process takes 1 day for light dark armor, 2 days for medium dark armor, and 3 days for heavy dark armor. You must spend a Force Point at the end of the creation process to complete the armor's transformation.

Create Sith Talisman: You can spend 1 Force Point to imbue a portable object with the dark side, creating a Sith talisman that provides offensive strength to a Force power. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, you add 1d6 to your

damage with Force powers. You increase your Dark Side Score by 1 when you first wear or carry a Sith talisman. You can have only one Sith talisman active at any given time, and if it is destroyed, you cannot create another one for 24 hours.

Create Sith Weapon: You can alchemically treat a simple melee weapon or an advanced melee weapon, turning it into a Sith weapon. You must spend a Force Point and spend 1 hour imbuing the weapon with the properties of a Sith alchemical weapon. A lightsaber does not ignore the Sith weapon's DR, and characters who are proficient in the weapon's use can treat it as a lightsaber for the purposes of the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, as a swift action, the wielder of a Sith weapon can spend a Force Point to gain a bonus equal to his Dark Side Score to the damage of his next attack made with the weapon before the end of the encounter. This increases the wielder's Dark Side Score by 1.

Sith Alchemy Specialist: You can modify an object with Sith alchemy so that it gains a specific trait. Specific traits are listed on Table 1–1. You can only perform one modification at a time. Unless otherwise noted, you cannot grant more than one benefit to a single object, and you cannot apply the same benefit more than once. You must spend a Force Point and devote 1 hour of uninterrupted work to apply a trait to the relevant object, and when you do so, you increase your Dark Side Score by 1.

Prerequisite: Sith Alchemy.

TABLE 1-1: SITH ALCHEMY

DARK ARMOR TRAIT	BENEFIT
Cortosis Weave	Automatically deactivates any lightsaber that strikes the wearer
Dark Side Energy	Grants the wearer a +2 equipment bonus on Use the Force checks made to activate powers with the *[dark side]* descriptor
Dark Side Stealth	Grants the wearer a +2 equipment bonus on Use the Force checks made to avoid detection
Imposing Form	Grants the wearer a +2 equipment bonus on Persuasion checks made to intimidate

SITH ABOMINATION TRAIT	BENEFIT
Damage Reduction	A Sith abomination gains DR 5 or increases its existing DR by +5
Iron Will	A Sith abomination gains a +2 equipment bonus to its Will Defense
Vile Natural Weapons	A Sith abomination's natural weapons are laced with Sith poison (see page 69)

SITH WEAPON TRAIT	BENEFIT
Jagged Weapon	Any time the Sith weapon damages a living creature, that creature takes 1d4 points of damage at the start of its next turn
Master's Weapon	The Sith weapon grants a +2 equipment bonus on Use the Force checks to Block and Deflect
Vile Weapon	The Sith weapon is always considered to be laced with Sith poison (see page 69)

WHISPERS OF THE SITH SPIRIT: SITH ABOMINATION (TEMPLATE)

The Sith alchemists of the past were not just content to create powerful weapons and suits of armor—they also wanted living weapons. The ancient Sith who first discovered alchemical secrets learned to manipulate the genetic structure of living creatures, even sentient species. The Sith abomination is the result, the Massassi abomination (see page 123) but one example.

To create a Sith abomination, make the following changes to a creature's statistics:

Challenge Level: Increase the base creature's CL by +1.

Dark Side Score: A Sith abomination always has a Dark Side Score equal to its Wisdom score.

Ability Scores: Increase the base creature's Constitution score by +4. Decrease the base creature's Intelligence and Wisdom scores by –2 each.

Abominable Presence: Any creature that starts its turn within 6 squares of a Sith abomination is subject to an attack (1d20 + the base creature's Strength or Constitution bonus, whichever is higher) against its Will Defense. If the attack succeeds, the creatures moves –1 step down the condition track. This is a fear effect. Other Sith abominations are immune to this effect.

Force Sensitivity: All Sith abominations gain the Force Sensitivity feat as a bonus feat.

SITH ABOMINATIONS CREATED FROM COMMON SPECIES.



Feats

Feats provide game mechanics for core character concepts. They allow characters from any class to access significant special abilities, as long as certain prerequisites are met.

Follow Through

You have learned to take down an enemy with an attack and then use your momentum to dash across the battlefield.

Benefit: If you deal enough damage to your opponent with a melee attack to reduce it to 0 hit points, you can immediately move up to your speed. You can use this ability once per turn.

Special: If you have the Cleave feat, you can move up to your speed before making the extra melee attack granted by the Cleave feat.

Force Regimen Mastery

You learn one or more Force regimens, which you can use to enhance your regular training.

Prerequisites: Force Sensitivity, trained in the Use the Force skill.

Benefit: You learn a number of Force regimens (see page 10) equal to 1 + your Wisdom modifier (minimum 1).

Special: You can take this feat more than once. Each time you take this feat, you learn a number of additional Force regimens equal to 1 + your Wisdom modifier (minimum 1). If your Wisdom modifier permanently increases, you immediately gain a number of Force regimens equal to the number of Force Regimen Mastery feats you have taken.

Long Haft Strike

You have learned to take advantage of oversized lightsabers, turning them into double weapons.

Prerequisite: Proficient with weapon used.

Benefit: When you use a lightsaber pike or a long-handle lightsaber, you can attack with both ends of the weapon, treating it as a double weapon. See the description of the individual weapon for more information on attacking with both ends of the weapon.

Relentless Attack

You ensure the demise of your foe by turning misses into opportunities.

Prerequisites: Proficient with weapon used, Double Attack with weapon used

Benefit: Choose one weapon group or exotic weapon for which you have the Double Attack feat. Whenever you miss a target with that weapon, you gain a +2 competence bonus on your next attack roll made before the end of your next turn against the missed target.

Special: You can select this feat multiple times. Each time you select this feat, it applies to a different weapon group or exotic weapon.

Unswerving Resolve

You stand your ground in the face of terrifying or domineering opposition.

Prerequisite: Base attack bonus +2.

Benefit: Whenever you are targeted by a fear effect or mind-affecting effect that fails to affect you (such as when the skill check required to use the effect fails to beat your Will Defense), you gain a temporary Force Point. If this Force Point is not used before the end of your next turn, it goes away.

If you negate the contingent effect in any way (such as by using *rebuke* to negate a mind-affecting Force power), you do not gain the benefit of this feat.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the variety of powers available to Jedi and other Force traditions, light and dark.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents such as Telekinetic Power and Telekinetic Savant.

Blind [telekinetic]

You hurl dirt, dust, and debris at your foe, affecting its perception. **Time:** Swift action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. Make one roll and compare the result to the target's Reflex Defense. Of the result equals or exceeds the target's Reflex Defense, the target is considered flat-footed, and all other creatures have concealment from your target until the start of your next turn. Creatures that do not rely on eyesight to perceive (such as Miraluka) are immune to this effect.

Special: You can spend a Force Point to use this power as a free action, instead of as a swift action.

Convection

You alter your body chemistry, causing your skin to burn with incredible heat. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the start of your next turn, all of your unarmed melee attacks deal +1d6 points of fire damage. Any target that takes fire damage also catches on fire (see page 255 of the Saga Edition core rulebook).

DC 20: As DC 15, except your melee attacks deal +2d6 points of fire damage.

DC 25: As DC 15, except your melee attacks deal +3d6 points of fire damage.

Message from the Faculty: Move Object

The rules for the *move object* power allow a character to hurl objects at other targets, dealing damage to them. By the strict interpretation of the rules, the size of the object and the damage dealt by throwing the object are independent of one another; for example, you can throw a Medium object with a DC 25 check and still deal 6d6 points of damage.

As an optional rule, Gamemasters can link object size to the damage dealt with the power, meaning that the object being thrown deals damage equal to the damage listed on the line corresponding to that object's size; for example, Medium objects always deal 2d6 damage, Large objects always deal 4d6 damage, Huge objects always deal 6d6 damage, and so forth. However, Gamemasters should be prepared to make exceptions in situations where players show creativity or when the situation seems to warrant higher damage for a smaller object, such as using the power to drive a Large metal spike through the cockpit of an AT-ST.

DC 30: As DC 15, except your melee attacks deal +4d6 points of fire damage.

Special: You can spend a Force Point to deal the bonus fire damage to any creature that strikes you with an unarmed attack or makes a grab or grapple attack against you, for as long as the power is in effect.

You can maintain *convection* from round to round, extending the normal duration. Maintaining the *convection* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *convection*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Crucitorn

You can ignore the debilitating effects of physical pain and focus despite great physical trauma. **Time:** Reaction (to an attack or Force power). **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You gain a +5 Force bonus to your damage threshold against any damage you take from the attack or Force power.

DC 20: As DC 15, except the Force bonus increases to +10.

DC 25: As DC 15, except the Force bonus increases to +15.

DC 30: As DC 15, except the Force bonus increases to +20.

Special: You can spend a Force Point to increase the bonus to your damage threshold by an additional +5.

Cryokinesis

You can use the Force to draw heat away from an object, causing its temperature to drop rapidly. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: The object becomes cold to the touch and more fragile. Reduce the object's DR by 5 until the end of your next turn. Additionally, if the object is a mechanical or electronic device, it automatically moves –1 step down the condition track.

DC 25: As DC 20, except the object's DR is reduced by 10.

DC 30: As DC 20, except the object's DR is reduced by 15.

DC 35: As DC 20, except the object's DR is reduced by 20.

Special: You can spend a Force Point to increase the penalty to the object's DR by 5. An object moved to the bottom of the condition track by this power ceases to function until it is repaired, but is otherwise unharmed.

You can maintain *cryokinesis* from round to round, extending the normal duration of the DR reduction (though the object does not move farther down the condition track). Maintaining the *cryokinesis* power is a swift action and you do not make a new Use the Force check each round. If you take damage while maintaining *cryokinesis*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Drain Energy

You can draw the energy out of a powered object, such as a blaster's power pack or a power generator. **Time:** Standard action. **Target:** One powered weapon or object within 6 squares of you and in your line of sight.

Message from the Faculty: Line of Sight

Many Force powers require that the target be both within line of sight and within a certain range. The Sense Surroundings application of the Use the Force skill can be used to perceive targets despite the presence of barriers such as walls and doors or concealment such as fog and smoke. By the strictest interpretation of the rules, using Sense Surroundings to ignore penalties to Perception checks does not grant line of sight; it merely allows one to perceive the target (just as hearing someone coming around the corner doesn't grant line of sight). However, in some situations a Gamemaster may wish to allow a character to use Sense Surroundings to gain line of sight. If a character has the Improved Sense Surroundings Force technique, the Gamemaster can allow a character that has perceived a target to also have line of sight to that target, provided that the character used the Sense Surroundings application of the Use the Force skill earlier in the character's turn.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You drain the energy from the energy cell or cells powering a Small or smaller weapon or powered object. You completely drain the object of its energy, and it cannot be used until its energy cells are replaced.

DC 25: As DC 20, except you drain a Medium or smaller weapon or object.

DC 30: As DC 20, except you drain a Large or smaller weapon or object.

DC 35: As DC 20, except you drain a Huge or smaller weapon or object. If the object is being powered by a power generator, you drain all of the power from that instead.

Special: You can spend a Force Point to increase the size of the object that can be drained by one size category (up to Gargantuan).

Fold Space

You can use the Force to bend space, transporting an object almost instantaneously from one place to another. **Time:** Full-round action. **Target:** One held or unattended object within 6 squares and line of sight or one vehicle you occupy.

Make a Use the Force Check. The result of the check determines the maximum size of the object you can transport and the distance you can transport it.

DC 20: You can move a Medium or smaller object up to 6 squares.

DC 25: You can move a Large or smaller object up to 12 squares.

DC 30: You can move a Huge or smaller object up to 18 squares.

DC 35: You can move a Gargantuan or smaller object up to 24 squares.

DC 40: You can move a Colossal or smaller object up to 30 squares.

Special: If the object you are transporting contains other objects or creatures (such as a starship), everything contained within the object is transported as well.

You can spend a Force Point to increase the maximum size of the object you can move by two categories, up to Colossal (cruiser) in size, or double the distance the object is transported.

Force Light [Light Side]

You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side. **Time:** Standard. **Targets:** See text.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Until the end of your next turn, any creature with a Dark Side Score of 1+ that begins its turn within 6 squares of you automatically takes 1d6 points of Force damage and takes a –1 penalty on attack rolls. This is an area effect.

DC 25: As DC 20, except the damage increases to 2d6 points.

DC 30: As DC 20, except the damage increases to 3d6 points.

DC 35: As DC 20, except the damage increases to 4d6 points.

Special: You can spend a Force Point to increase the damage dealt by +1d6 points.

You can maintain *Force light* from round to round, extending the normal duration. Maintaining the *Force light* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *Force light*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Force Storm [Dark Side]

You create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area. **Time:** Standard action. **Target:** One designated area within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You create a *Force storm* that covers a 3×3 square area. At least one square within that area must be within the given range of this power. All squares within the *Force storm* are filled with driving acid rain that provides concealment and deals 2d6 points of acid damage to any creature that enters the *Force storm* or begins its turn within the area. The storm also imposes a –5 penalty on Perception checks to listen, as the storm howls loudly. The *Force storm* lasts until the end of your next turn. This is an area effect.

DC 25: As DC 20, except the Force storm covers a 4×4 square area.

DC 30: As DC 20, except the Force storm covers a 5×5 square area.

DC 35: As DC 20, except the Force storm covers a 6×6 square area.

Special: You can spend a Force Point to increase the damage dealt by the acid rain by +2d6 points.

You can maintain *Force storm* from round to round, extending the normal duration. Maintaining the *Force storm* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *Force storm*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Force Track

You peer into the Force for guidance, picking up the trail of your quarry. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You determine the path taken by a specific creature you designate, provided you are within line of sight of the creature's trail. You can track the creature (as per the Track application of the Survival skill) without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last minute.

DC 20: As DC 15, except the creature you are tracking need only have passed through in the last 10 minutes.

AN IKTOTCHI SITH LORD USES FORCE TRACK IN PURSUIT OF A JEDI.



DC 25: As DC 15, except the creature you are tracking need only have passed through in the last hour.

DC 30: As DC 15, except the creature you are tracking need only have passed through in the last day.

Special: You can spend a Force Point to track up to two targets simultaneously.

Hatred [Dark Side]

You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves. **Time:** Standard action. **Targets:** See text.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the end of your next turn, any creature that starts its turn within 6 squares of you takes 1d6 points of Force damage and takes a –1 penalty to all defenses.

DC 20: As DC 15, except the damage increases to 2d6 points.

DC 25: As DC 15, except the damage increases to 3d6 points.

DC 30: As DC 15, except the damage increases to 4d6 points.

Special: You can spend a Force Point to increase the damage dealt by +1d6.

You can maintain *hatred* from round to round, extending the normal duration. Maintaining the *hatred* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *hatred*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

INERTIA

You can use the Force to shift your body's inertia, allowing you to perform impossible stunts. **Time:** Move action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You move up to half your speed along a wall as though it were the ground, ignoring the normal effects of gravity for the duration of this movement. If you are not on the ground when you end this movement, you fall to the ground.

DC 20: As DC 15, except you can move at your normal speed along the wall.

DC 25: As DC 15, except you can move at your speed + 2 squares along the wall.

DC 30: As DC 15, except you can move at your speed + 4 squares along the wall.

Special: You can spend a Force Point to increase the speed you move along the wall by +2 squares.

INSPIRE [LIGHT SIDE]

You fill your allies with hope and courage, allowing them to face even the most daunting of odds. **Time:** Swift action. **Targets:** All allies within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: The targets gain a +2 Force bonus to Will Defense against mind-affecting and fear effects until the end of your next turn.

DC 25: As DC 20, except bonus increases to +5.

DC 30: As DC 20, except the bonus increases to +10.

DC 35: As DC 20, except the targets are immune to mind-affecting and fear effects.

Special: You can spend a Force Point to grant each target 2d6 bonus hit points when the power is first activated. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away.

You can maintain *inspire* from round to round, extending the normal duration. Maintaining the *inspire* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *inspire*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

INTERCEPT [TELEKINETIC]

You use the Force to telekinetically hurl a small object in the path of an incoming projectile, preventing it from striking you. **Time:** Reaction. **Target:** One incoming ranged attack targeting you.

Make a Use the Force Check. If your Use the Force check equals or exceeds the attack roll result of the incoming ranged attack (including all modifiers), you negate the attack against you.

Special: You can use this power to negate an object being used as a projectile weapon with the Move Light Object application of the Use the Force skill, or the *move object* Force power. In both cases, the DC for your Use the Force check is equal to the Use the Force check made by the enemy targeting you with the projectile. If you are successful, the object being used as a projectile weapon does not hit you and deals no damage to you. Additionally, if the object was moved with the *move object* power, the activator of that power can no longer maintain the *move object* power on that object.

You can spend a Force Point to use this power to intercept some of the barrage of shots from a ranged weapon set on autofire. If you succeed on the Use the Force check, you take half damage if the autofire attack hits and no damage if the attack misses.

MEMORY WALK [DARK SIDE, MIND-AFFECTING]

You torment an enemy by causing him to relive his most horrible memories. **Time:** Standard action. **Target:** One creature with an Intelligence of 3 or higher within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Compare the result to the target's Will Defense. If the skill check equals or exceeds the target's Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn.

DC 25: As DC 20, except the target loses its move action on its next turn.

DC 30: As DC 20, except the target loses its standard action on its next turn.

DC 35: As DC 20, except the target loses its standard action and its swift action on its next turn.

Special: You can spend a Force Point to increase the damage by +2d6.

You can maintain *memory walk* from round to round, extending the normal duration. Maintaining the *memory walk* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *memory walk*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Mind Shard [mind-affecting]

You use the Force to splinter the mind of an opponent, wracking it with pain. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result to the target's Will Defense. If the skill check equals or exceeds the target's Will Defense, the target takes 2d8 points of Force damage and moves –1 step down the condition track. Furthermore, the target cannot improve its condition until the end of your next turn (although other creatures may use abilities to improve its condition).

DC 20: As DC 15, except the damage increases to 3d8.

DC 25: As DC 15, except the damage increases to 4d8.

DC 30: As DC 15, except the damage increases to 5d8.

Special: You can spend a Force Point to increase the damage by +2d8.

Plant Surge

You reach out with the Force to entreat the aid of plants, causing them to lash out at your enemy. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

Make a Use the Force Check. Compare the result of the Use the Force check to the Fortitude Defense of the target. If the skill check equals or exceeds the target's Fortitude Defense, the target's speed is 0 until the end of your next turn. A creature can escape (restoring its normal speed) by making a grapple check as a standard action, opposed by your Use the Force check.

Special: There must be one or more plants adjacent to the target, or else this power fails automatically.

The Force Through the Ages

Not every Force power or talent is well known in all eras. Knowledge is gained and lost over time, and techniques that are common during the Great Sith War are all but forgotten by the time of the Clone Wars. Though all Force powers and talents in the core rulebook are assumed to be applicable in all eras, some of the powers found in the various campaign guides and within this book may be restricted by era. Gamemasters should feel free to rule that some Force-related abilities just cannot be found in some eras. In particular, Force powers are likely to be extremely restricted during the Dark Times and the Rebellion era, as they represent a time when Emperor Palpatine tightly controls knowledge of the Force and the Jedi have become all but extinct. In eras where the Jedi are commonplace, a wider variety of techniques may be available for use, but even then much knowledge has been lost, or is yet to be discovered.

A Bith Jedi Scholar uses plant surge on a droid commando.



You can spend a Force Point to impose a –10 penalty to the target's grapple checks made to escape the *plant surge*.

You can maintain *plant surge* from round to round, extending the normal duration. Maintaining the *plant surge* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *plant surge*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Thought Bomb [mind-affecting]

You use the Force to radiate out harmful waves of telepathy, damaging the minds of nearby foes. **Time:** Standard action. **Targets:** All enemies within 2 squares of you.

Make a Use the Force Check. Compare the result of the skill check to each target's Will Defense. If the result equals or exceeds the target's Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn. This is an area effect.

Special: You can spend a Force Point to increase the damage dealt by this power by +2d6 points.

Lightsaber Form Powers

The following Force powers are part of a new group of abilities called lightsaber form powers. These powers are tagged with the *[lightsaber form]* descriptor. Each power represents a single technique associated with one of the Jedi lightsaber combat forms. Each power uses some Force manipulation, and most also involve a lightsaber attack; additionally, each power has an special added benefit that you gain as a result of having the appropriate lightsaber form talent for that power. You must be wielding an activated lightsaber to use any power with the *[lightsaber form]* descriptor. You cannot *rebuke* a lightsaber form power, with two exceptions: *draw closer* and *pushing slash*

Lightsaber form powers are intended to help Jedi (and Sith) characters make use of special attacks associated with the various lightsaber forms well before they are able to take the talent. They are also a good way for a character to say that he or she is a practitioner of a certain form without necessarily having spent a precious talent on that form. Many famous Jedi are regarded as students of multiple forms, and with these lightsaber form powers, your heroes can dabble in several different forms, even if they are only considered masters of a small few.

Assured Strike [Lightsaber Form]

You trade power for accuracy. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a –5 penalty on your damage roll.

DC 20: As DC 15, except you take a –2 penalty on your damage roll.

DC 25: As DC 15, except you take a –1 penalty on your damage roll.

DC 30: As DC 15, except you take no penalty on your damage roll.

Lightsaber Form (Juyo): If you have the Juyo talent and miss with both attack rolls, this power remains in your Force suite instead of being spent as normal.

Special: You can spend a Force Point to roll your attack roll three times, keeping the highest result.

Barrier of Blades [Lightsaber Form]

You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. Until the start of your next turn, you can use the result of your Use the Force check in the place of your Reflex Defense against incoming non-area ranged attacks.

Lightsaber Form (Shien): If you have the Shien talent, you can redirect (as per the Redirect Shot talent) one blaster bolt that misses you while this power is in effect.

Special: You can spend a Force Point to have the benefits of this power also apply to attacks from ranged weapons set on autofire. If such an attack hits you while this power is in effect, you take half damage; if it misses you, you take no damage.

Circle of Shelter [Lightsaber Form]

You create a protected area around yourself, through which enemies have difficulty reaching you or your allies. **Time:** Standard. **Targets:** You plus all allies adjacent to you.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Until the end of your next turn, you and all adjacent allies gain a +1 deflection bonus to Reflex Defense.

DC 25: As DC 20, except the bonus increases to +2.

DC 30: As DC 20, except the bonus increases to +5.

Lightsaber Form (Soresu): If you have the Soresu talent, you can add the deflection bonus on Use the Force checks made to use the Block and Deflect talents until the end of your next turn.

Special: You can spend a Force Point to also apply the deflection bonus from this talent to the Fortitude Defense of all adjacent allies.

Contentious Opportunity [Lightsaber Form]

You seize the moment when your opponent gives you an opening, darting in to strike. **Time:** Free action (when you make an attack of opportunity). **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: If you hit with your attack of opportunity, you deal an additional +1 die of damage.

DC 25: As DC 20, except you deal an additional +2 dice of damage.

DC 30: As DC 20, except you deal an additional +3 dice of damage.

DC 35: As DC 20, except you deal an additional +4 dice of damage.

Lightsaber Form (Makashi): If you have the Makashi talent, you gain a +2 Force bonus on attacks of opportunity (including this one) until the end of your next turn.

Special: If you hit with the attack of opportunity, you can immediately spend a Force Point to reduce the target's speed by 2 squares until the end of its next turn.

Deflecting Slash [Lightsaber Form]

You use the momentum from your effort to deflect a projectile to strike at an adjacent opponent. **Time:** Reaction (when targeted by a non-area ranged attack). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against any one target within your reach after the damage is resolved.

DC 20: As DC 15, and you deal +1 point of damage to the target of your lightsaber attack on a hit.

DC 25: As DC 15, and you deal +3 points of damage to the target of your lightsaber attack on a hit..

DC 30: As DC 15, and you deal +5 points of damage to the target of your lightsaber attack on a hit.

Lightsaber Form (Soresu): If you have the Soresu talent, you can spend a Force Point to redirect the incoming attack (as per the Redirect Shot talent) at any other target within 6 squares of you.



A Gran Jedi uses a deflecting slash.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds its attack roll.

Disarming Slash [Lightsaber Form]

You strike at your opponent's weapon, attempting to rip it from his grasp. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Make a single melee attack with a lightsaber against an adjacent opponent. If the attack deals damage, you can use your Use the Force check result in place of an attack roll to make an immediate disarm attempt against the target. If you succeed at your disarm attempt, you can have the weapon drop to the ground or call it to your own hand (assuming you have a free hand with which to hold the weapon).

DC 20: As DC 15, except your target gains only a +5 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

DC 25: As DC 15, except your target gains only a +2 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

DC 30: As DC 15, except your target gains no bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

Lightsaber Form (Shii-Cho): If you have the Shii-Cho talent, you can use this power as a reaction to being attacked by an adjacent opponent.

Special: You can spend a Force Point to deal damage to the target's weapon equal to the damage you dealt to the target, provided you successfully disarm that opponent.

Draw Closer [Lightsaber Form, Telekinetic]

You grab an opponent with the Force, drawing him into the path of your weapon. **Time:** Standard action. **Target:** One enemy within 6 squares of you and in your line of sight.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: If your target is Medium or smaller in size and is neither grabbed nor grappled, you immediately pull it into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the power fails). You can then make a single melee attack with a lightsaber against the target.

DC 20: As DC 15, except your target may be Large or smaller.

DC 25: As DC 15, except your target may be Huge or smaller.

DC 30: As DC 15, except your target may be Gargantuan or smaller.

Lightsaber Form (Niman): If you have the Niman talent, you can target a creature within 12 squares (instead of 6 squares).

Special: You can spend a Force Point to pull the target into any adjacent space.

A Cathar Jedi uses Draw Closer on a Sith Assassin.



Falling Avalanche [Lightsaber Form]

You raise your lightsaber above your head and then bring it crashing down on your opponent with incredible force. **Time:** Standard action. **Target:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target, provided that is no more than one size category larger than you. If your attack deals damage, you can push the target 1 square away from you, and then move into the space that enemy just vacated. Neither your movement nor the target's movement provokes attacks of opportunity. You cannot move a target that is grabbed or grappled.

DC 20: As DC 15, except you can push the target 2 squares and can move through spaces your target passed through to end adjacent to your target.

DC 25: As DC 15, except you can push the target 3 squares and can move through spaces your target passed through to end adjacent to your target.

DC 30: As DC 15, except you can push the target 4 squares and can move through spaces your target passed through to end adjacent to your target.

Lightsaber Form (Djem So): If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

Special: You can spend a Force Point to knock your opponent prone at the end of its forced movement.

Fluid Riposte [Lightsaber Form]

You smoothly turn aside an opponent's melee attack, stepping in to deliver your own attack. **Time:** Reaction (when an adjacent opponent makes a melee attack against you). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then immediately move to any other square adjacent to your attacker and make a single melee attack with a lightsaber against it. This movement does not provoke attacks of opportunity.

Lightsaber Form (Djem So): If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

Special: You can spend a Force Point to treat the attacker as flat-footed for purposes of your lightsaber attack.

Hawk-Bat Swoop [Lightsaber Form]

You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react. **Time:** Action. **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You move up to 2 squares; this movement does not provoke attacks of opportunity. If you end your movement adjacent to a target, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to 4 squares.

DC 25: As DC 15, except you can move up to 6 squares.

DC 30: As DC 15, except you can move up to 8 squares.

Lightsaber Form (Ataru): If you have the Ataru talent, you can also move up to 2 squares after you resolve your lightsaber attack. This movement does not provoke attacks of opportunity.

Special: You can spend a Force Point to deal +2 dice of damage with your lightsaber attack.

ANAKIN AND OBI-WAN IN A SABER LOCK.



HIGH GROUND DEFENSE [LIGHTSABER FORM]

You know how to take advantage of the terrain and gain a defensive advantage from it. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Until the start of your next turn, if you are standing on a low object or in difficult terrain, any creature that moves adjacent to you provokes an attack of opportunity from you.

DC 20: As DC 15, except you gain a +1 Force bonus on attacks of opportunity until the start of your next turn.

DC 25: As DC 15, except you gain a +2 Force bonus on attacks of opportunity until the start of your next turn.

DC 30: As DC 15, except you gain a +5 Force bonus on attacks of opportunity until the start of your next turn.

Lightsaber Form (Sokan): If you have the Sokan talent, you deal +1 die of damage with attacks of opportunity until the start of your next turn.

Special: You can spend a Force Point to move 1 square each time you make an attack of opportunity until the start of your next turn. This movement does not provoke attacks of opportunity.

MAKASHI RIPOSTE [LIGHTSABER FORM]

You are trained in a Makashi technique that allows you to slightly change the angle of an opponent's attack before striking with a decisive riposte of your own. **Time:** Reaction (when an adjacent opponent makes a melee attack against you). **Target:** You plus one enemy within your reach.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against your target after the damage is resolved. You deal half damage to the target on a miss.

Lightsaber Form (Makashi): If you have the Makashi talent, until the end of your next turn the target provokes an attack of opportunity from you if it makes an attack and is within your reach.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

PASS THE BLADE [LIGHTSABER FORM]

You deactivate your lightsaber as your opponent attempts to block it, reactivating it just after it passes by his blade. **Time:** Standard action. **Target:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target. Your opponent takes a –2 penalty on Use the Force checks made to block the attack, as per the Block talent. (This penalty also applies to the Primitive Block talent from *The Force Unleashed Campaign Guide*.)

DC 20: As DC 15, except the target takes a –5 penalty on its Use the Force check.

DC 25: As DC 15, except the target takes a –10 penalty on its Use the Force check.

DC 30: As DC 15, except the target cannot use the Block talent to negate the attack.

Lightsaber Form (Tràkata): If you have the Tràkata talent, you also ignore any deflection bonus the target has from the Lightsaber Defense talent.

Special: You can spend a Force Point to deal +2d6 points of damage with your lightsaber attack if it hits.

Pushing Slash [Lightsaber Form, Telekinetic]

You strike at your target with your lightsaber, then hurl him away from you with the Force. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, compare the result of your Use the Force check to the target's Fortitude Defense. If your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 2 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.

DC 20: As DC 15, except you push the target 3 squares away from you.

DC 25: As DC 15, except you push the target 4 squares away from you.

DC 30: As DC 15 except you push the target 5 squares away from you.

Lightsaber Form (Niman): If you have the Niman talent, you also compare the result of your Use the Force check to all other adjacent enemies; if your Use the Force check equals or exceeds an enemy's Fortitude Defense, it is pushed 1 square away from you. This is an area effect.

Special: You can spend a Force Point to knock the target prone at the end of its forced movement. (This applies only to the target of your lightsaber attack.)

Message from the Faculty: Saber Locks

Many times two lightsaber combatants will strike at one another, locking their lightsabers together in a test of strength and skill as their blades crackle with contact. As an optional rule, whenever a Jedi with the Block talent rolls his Use the Force check to negate the attack and the skill check result is exactly equal to the incoming attack roll, the attack is negated and a saber lock occurs. Both characters lock their lightsabers together, and both the original attacker and the blocking Jedi make an opposed Initiative check. The character with the higher result may make an immediate unarmed attack against the other character as a free action, at which point the saber lock ends.

A Selkath Jedi uses a pushing slash.



Rising Whirlwind [Lightsaber Form]

You swing your lightsabers around your body, creating a brilliant whirlwind of deadly light. **Time:** Standard action. **Targets:** Two enemies within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make two lightsaber melee attacks, each one against a different target. If both attacks hit, you gain 10 bonus hit points. Damage is subtracted from bonus hit points first, and any remaining bonus hit points disappear at the end of the encounter.

DC 20: As DC 15, except you gain 15 bonus hit points.

DC 25: As DC 15, except you gain 20 bonus hit points.

DC 30: As DC 15, except you gain 25 bonus hit points.

Lightsaber Form (Jar'Kai): If you have the Jar'Kai talent, you can move up to 2 squares between the two attacks. This movement does not provoke attacks of opportunity.

Special: You must be wielding two lightsabers to use this power. You can spend a Force Point to deal an +1d6 damage to each target you hit.

Saber Swarm [Lightsaber Form]

You slash at your opponent rapidly, aiming many short strikes at the target's body. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You can make two lightsaber melee attacks against a single target. Each of these attacks is made at a –5 penalty.

DC 25: As DC 20, except the attacks are made at a –2 penalty.

DC 30: As DC 20, except the attacks are made at a –1 penalty.

DC 35: As DC 20, except the attacks suffer no penalty.

Lightsaber Form (Ataru): If you have the Ataru talent, your opponent takes a –5 penalty on all Use the Force checks made to block your attacks using the Block talent or the *Makashi riposte* power (see page 32).

Special: You can spend a Force Point to move up to 2 squares before or after you use this power. This movement does not provoke attacks of opportunity.

Sarlacc Sweep [Lightsaber Form]

You lash out at multiple enemies, striking them with a sweeping motion. **Time:** Standard action. **Targets:** One enemy within your reach (the primary target) plus one other enemy within your reach (the secondary target).

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against the primary target. The attack deals normal damage to the primary target and 5 points of damage to the secondary target if the attack hits.

DC 20: As DC 15, except increase the damage to the secondary target by +1d6 points.

DC 25: As DC 15, except increase the damage to the secondary target by +2d6 points.

DC 30: As DC 15, except increase the damage to the secondary target by +3d6 points.

Lightsaber Form (Shii-Cho): If you have the Shii-Cho talent, you can use this power in the place of a melee attack roll at the end of a charge. You gain the benefits of the Powerful Charge feat on the initial lightsaber attack only if you use this power in this way.

Special: You can spend a Force Point to affect two secondary targets, provided both enemies are within your reach and adjacent to the primary target of your lightsaber attack.

Shien Deflection [Lightsaber Form]

You deflect an incoming attack and leap toward your attacker with fierce abandon. **Time:** Reaction (when an enemy makes a non-area ranged attack against you). **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then move up to your speed toward your attacker, and if you end your movement within reach of your attacker, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to your speed + 2 squares.

DC 25: As DC 15, except you can move up to your speed + 4 squares.

DC 30: As DC 15, except you can move up to your speed + 6 squares.

Lightsaber Form (Shien): If you have the Shien talent, until the start of your next turn you take no cumulative penalties on your Use the Force checks for multiple Deflect attempts.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

Swift Flank [Lightsaber Form]

You leap over or dash around your opponent, striking before he has time to react. **Time:** Standard action. **Targets:** You plus one adjacent enemy.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You can move up to half your speed; this movement does not provoke attacks of opportunity. You can then make a single melee attack with a lightsaber against an adjacent target. If the space you occupy and the space you started in are spaces that flank the opponent, the opponent is considered to be flanked for your attack.

DC 25: As DC 20, except you can move up to your speed.

DC 30: As DC 20, except you can move up to your speed + 2 squares.

DC 35: As DC 20, except you can move up to your speed + 4 squares.

Lightsaber Form (Vaapad): If you have the Vaapad talent, your target is considered flat-footed against you until the end of your turn.

Special: You can spend a Force Point to increase your movement by 2 squares.

A GAND JEDI USES A TWIN STRIKE.



Tempered Aggression [Dark Side, Lightsaber Form]

You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you. **Time:** Standard Action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 30: You can make a single melee attack with a lightsaber against the target. If you beat the target's Reflex Defense by 10 or more, the attack is treated as a critical hit.

DC 35: As DC 30, except you must beat your target's Reflex Defense by 5 or more.

DC 40: As DC 30, except you must beat your target's Reflex Defense by 2 or more.

Lightsaber Form (Vaapad): If you have the Vaapad talent, this Force power does not have the *[dark side]* descriptor for you.

Special: You can spend a Force Point to deal +2 dice of damage with the attack if it hits. These additional dice of damage are added after damage is doubled, if it is a critical hit.

Twin Strike [Lightsaber Form]

You swing both of your lightsabers in an arc toward the target, slamming them home with great force. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can make a single melee attack with a lightsaber against your target. If this attack hits, add the base damage dice of your other lightsaber to the damage roll.

DC 25: As DC 15, and you gain a +1 Force bonus on the attack roll.

DC 30: As DC 15, and you gain a +2 Force bonus on the attack roll.

Lightsaber Form (Jar'Kai): If you have the Jar'Kai talent, you triple your deflection bonus to Reflex Defense from the Lightsaber Defense talent instead of doubling it until the end of your next turn.

Special: You must be wielding two lightsabers to use this power. You can spend a Force Point to add +1 die of damage to the damage from your lightsaber attack.

Unbalancing Block [Lightsaber Form]

You catch an opponent's weapon on your blade before deactivating your blade momentarily, causing him to stumble. **Time:** Reaction (when an adjacent enemy makes a melee attack against you). **Target:** You.

Make a Use the Force Check. Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your Use the Force check equals or exceeds the target's Will Defense, the target is considered flat-footed until the end of your next turn.

Lightsaber Form (Tràkata): If you have the Tràkata talent, you deal +2 dice of damage with the first attack you make on your next turn against your attacker.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

Unhindered Charge [Lightsaber Form]

You move quickly to your opponent, ignoring difficult terrain and obstacles. **Time:** Standard action. **Targets:** You plus one enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You can move up to your speed toward an enemy, ignoring difficult terrain and low obstacles. If you end your movement within reach of your enemy, you can make a single melee attack with a lightsaber against that target.

DC 20: As DC 15, except you can move up to your speed + 2 squares.

DC 25: As DC 15, except you can move up to your speed + 4 squares.

DC 30: As DC 15, except you can move up to your speed + 6 squares.

Lightsaber Form (Sokan): If you have the Sokan talent, you gain a +5 Force bonus to your Reflex Defense against attacks of opportunity made against you during this movement.

Special: You can spend a Force Point to move an additional 2 squares.

Vornskr's Ferocity [Dark Side, Lightsaber Form]

You walk the thin line between darkness and light as you ferociously attack your foe. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: You make a single melee attack with a lightsaber against the target, dealing +1 die of damage if you hit.

DC 25: As DC 20, except you deal +2 dice of damage.

DC 30: As DC 20, except you deal +3 dice of damage.

DC 35: As DC 20, except you deal +4 dice of damage.

Lightsaber Form (Juyo): If you have the Juyo talent, this power does not have the *[dark side]* descriptor for you.

Special: You can spend a Force Point to use this power at the end of a charge.

Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, usually come with years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are only available to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

Whenever you gain access to a new Force technique, select it from the available options presented here, in the core rulebook, or in other game supplements. Once selected, a Force technique cannot be changed.

Cure Disease

When you use the *vital transfer* power, if your Use the Force check equals or exceeds the Treat Injury DC of a disease currently ailing the target, you can spend a Force Point to cure that disease.

Extended Blind

The base range for your *blind* power increases to 18 squares (instead of 12 squares).

Extended Force Disarm

The base range for your *Force disarm* power increases to 18 squares (instead of 12 squares).

Extended Force Grip

The base range for your *Force grip* power increases to 18 squares (instead of 12 squares).

Extended Force Thrust

The base range for your *Force thrust* power increases to 18 squares (instead of 12 squares).

Extended Move Object

The base range for your *move object* power increases to 18 squares (instead of 12 squares).

Improved Convection

When your target takes fire damage from *convection*, the fire attacks the target's Fortitude Defense using your base attack bonus instead of the normal +5 bonus (see page 255 of the Saga Edition core rulebook for more information on fire damage).

Improved Crucitorn

If you use *crucitorn* and the attack or Force power still deals more damage than your damage threshold, you do not expend this use of the power, and it remains in your Force suite.

Improved Cryokinesis

You can use *cryokinesis* on occupied vehicles within range; however, the vehicle only moves down the condition track if your Use the Force check also exceeds the vehicle's Fortitude Defense.

Improved Fold Space

Whenever you use *fold space*, you can spend a Force Point to move the object anywhere within line of sight. Alternately, you can spend a Destiny Point to move the object anywhere within the same star system.

Improved Force Light

You can spend a Force Point to cause your *Force light* to blind those it harms; any creature that takes damage from *Force light* grants concealment to all other targets until the end of its next turn. You can spend a Destiny Point to change this to total concealment instead.

Improved Force Storm

You can spend a Force Point when you activate *Force storm* to fill the storm with *Force lightning*. When you activate the power, and again whenever you spend a standard action to maintain the power, compare the results of your Use the Force check to the Reflex Defense of one target within the storm's area. If the skill check result equals or exceeds the target's Reflex Defense, the target takes 3d6 points of Force damage. You can spend a Destiny Point to increase the damage to 6d6 points.

Improved Plant Surge

You can spend a Force Point to have *plant surge* target all enemies in a 5×5 square area; at least one square must be within the power's range. Alternately, you can spend a Destiny Point to target all enemies in a 10×10 square.

Improved Thought Bomb

You can spend a Force Point to have *thought bomb* target all enemies within 5 squares of you. Alternately, you can spend a Destiny Point to target all enemies within your line of sight.

Force Secrets

Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection of the Force and are usually available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply.

Whenever you learn a new Force secret, you can select it from the following options, as well as those presented in the core rulebook and other game supplements. Once selected, a Force secret cannot be changed

Holocron Loremaster

Whenever you activate a Force power, you can spend a Force Point to add one use of any Force power known by any ally within 12 squares of you (whether you know that power or not) to your Force suite. Once used, the power cannot be regained by any means, and if the power is not used by the end of your next turn, it is lost. You can spend a Destiny Point to have the power lost at the end of the encounter instead of the end of your next turn.

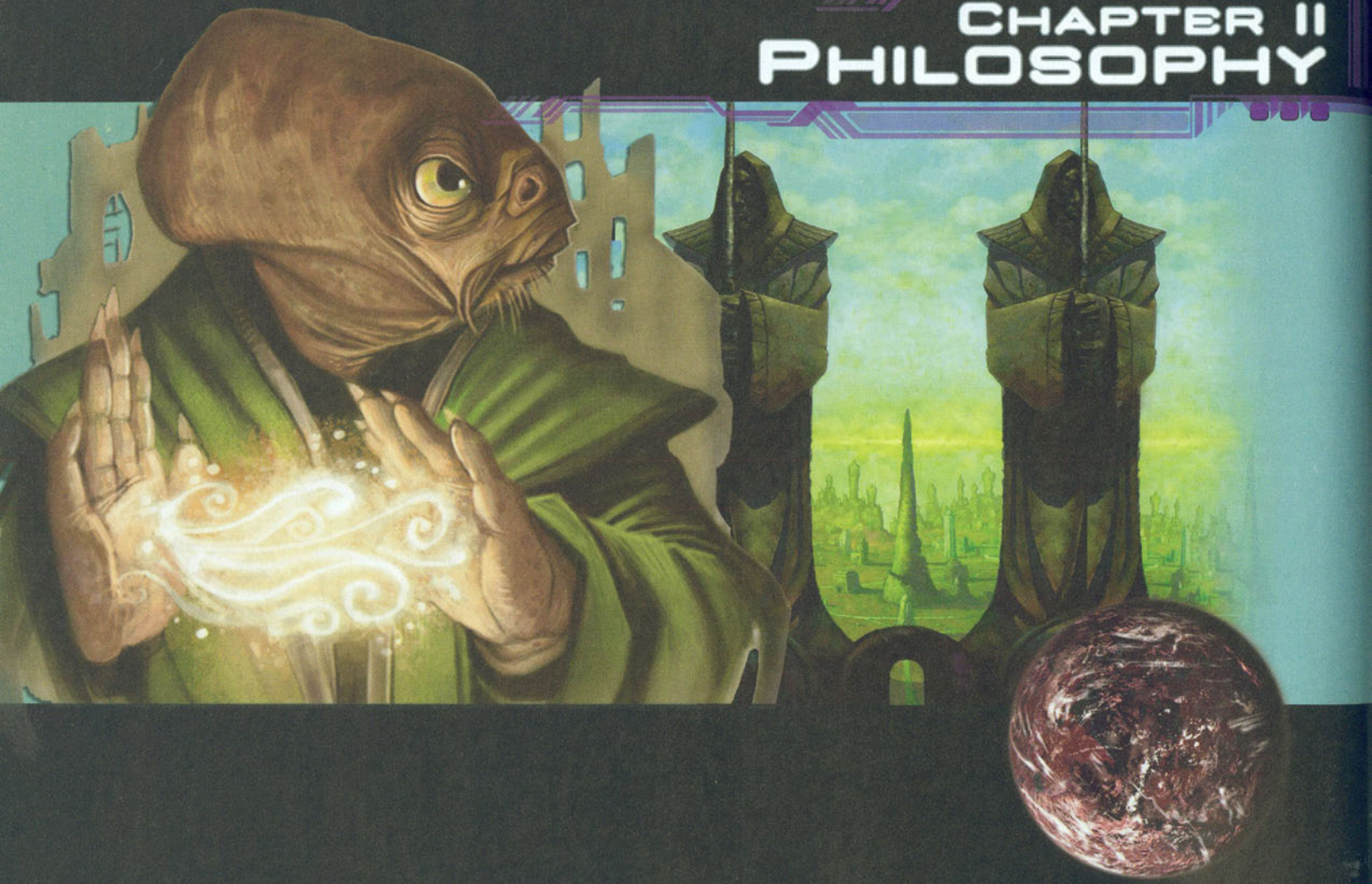
Additionally, you can enhance any holocron you possess, adding your knowledge to its memory. You can create a holocron gatekeeper in your own image in that holocron. See page 67 for more information on holocron gatekeeper creation.

Mentor

Whenever you activate a Force power, you can spend a Force Point to add one use of that power to the Force suite of one ally within 12 squares of you and in your line of sight. Once used, the power cannot be regained by any means, and if the power is not used by the end of the ally's next turn, it is lost. You or the ally can spend a Destiny Point to have the power lost at the end of the encounter, instead of the end of the ally's next turn.

You can take this Force secret only if you have successfully trained an apprentice to knighthood (or the equivalent rank for other Force traditions).

Chapter II
Philosophy





Of all the elements present in the *Star Wars* saga, the one that brings everything together is the Force. Without it, Palpatine would have no power to put his plans into motion as effectively as he did. Without it, the Sith-controlled Empire could not replace the Republic as the central government of the galaxy. Without it, neither the Sith nor the Jedi would have any extraordinary abilities to help them accomplish their goals. Without the Force, we would not have Anakin Skywalker, destined to fulfill an age-old prophecy.

Throughout the *Star Wars* saga, we have heard the Force referred to as an energy field created by all living things, the source of power for all Jedi, and that which unites all life in the galaxy. Although the Force is all that and more, we do not have very specific information about it. This chapter delves into the beliefs held by the Jedi, the Sith, and other Force-using traditions in an attempt to answer pertinent questions about the Force.

What is the Force?

The Force, by its nature, is one of the most enigmatic concepts of the *Star Wars* galaxy. It can empower an individual. It can both heal and harm. It can be a boon or a detriment. Depending on which philosophy of the Force one follows, the interpretation of what the Force is and what it can do varies widely.

Of all the Force traditions in the galaxy, the Jedi Order probably has the best understanding of the Force. Even within the ranks of the Jedi, the Force takes on different roles and works in different ways. While they might seem similar in scope, the beliefs behind these interpretations can be vastly dissimilar.

The Living Force, as accepted by Jedi throughout the ages, is believed to exist in most living creatures. Jedi who believe in the tenets of the Living Force rely on their instincts and become attuned to the living things around them. They are mindful of the future and what might result from their current actions, but they remain focused on the present. The Living Force has both a light side and a dark side, and Force-users must be mindful of their emotions lest they succumb to the temptation of the dark side. Those who adhere to the doctrines of the Living Force believe that life creates the Force and that the Force is an omnipresent field of energy that surrounds and permeates living things, and that living things are connected by it. Through the Living Force, certain Jedi are able to retain their identities after death, manifesting as Force spirits while still becoming one with the Force.

Jedi who adhere to the Living Force view recognize the existence of midichlorians in all living beings. The higher the concentration of midichlorians in a life form, the stronger that life form's connection is to the Force, and the greater its potential is to use it—for good or evil.

The Unifying Force, garnering less support among the Jedi than the Living Force, teaches that the Force is a single power and has neither a light side nor a dark side. The Unifying Force has no sides and does not take sides, treating all living creatures equally. This view has been supported by the likes of Vergere and Emperor Palpatine. (The only significant difference between the Jedi view and Palpatine's view is that the Sith see the Force as a means to an end, while the Jedi see it as an end in itself.) Those who follow the Unifying Force tend to keep their eyes on the future and possibilities, leading them to act in ways to fulfill a destiny instead of focusing on the here and now, like those who follow the Living Force.

One particular view of the Force that is often confused with the Unifying Force is known as the Potentium. While both philosophies believe that there is only one Force, the Potentium's take on the matter differs by stating that the Force is inherently good and what is perceived as the dark side is actually a twisted perversion of the Force. By that standard, anyone following the Potentium way of thinking could perform any action and use the Force in any way they see fit, as long as the intention behind it is good. The Jedi Order does not support this belief at all, acknowledging its existence as nothing more than a means of misguiding people to the dark side and subverting Jedi teachings.

Other traditions offer even more interpretations of the nature of the Force, providing further argument that the Force still remains a mystery for most of those who choose to study it.

The Aing-Tii monks, based out of the Kathol Rift, view the Force in much the same way as the Jedi. However, they see it as not having a light side or a dark side. They believe that the Force has varying levels, much like a rainbow, and can manifest itself in many different ways. People who use the Force are not strictly good or purely evil when they use it. What they choose to do with it helps determine the color of the Force's spectrum in which they engross themselves.

The Fallanassi believe in a power that works very similar to the Force, but they call it the White Current. The White Current flows like a river through the galaxy and all living beings. As such, a single person attempting to tap into it is like trying to divert a raging river with one's hand; it cannot be done. Instead, the Fallanassi immerse themselves in the Current and let it flow through them like a conduit. They do not impose their will on it, but they merely shape the flow of the Current into whichever form is needed for the task at hand.

The Sorcerers of Tund use the Force in much the same manner as the Sith, but they portray the source of their power as magic. They have crafted a litany of arcane symbols and languages that permit them wield their Force powers as spells. They use these spells to create illusions and alter their forms. Their belief in the Force as a magical power is so strong that even the most influential Jedi cannot hope to convince them otherwise.

Many beings beyond the Kathol Rift tap into a Force-like power called the Ta-Ree. The Ta-Ree is actually a twisted manipulation of the Force in that region of space. It was created when a group of ancient Kathol entered an immense crystalline structure to protect themselves from death; unfortunately for them, the structure's guardian decided to trap them inside. After a time, the survivors were absorbed by their crystal prison and twisted the Force and the fabric of space around it.

Aspects of the Force

It's safe to say that throughout the galaxy, different Force-using traditions interpret and view the Force differently. This section focuses on the philosophies accepted by the Jedi Order, since the Jedi offer the most widely accepted and practiced viewpoints.

Throughout the Jedi Order's history, the endless struggle against the Sith has revealed that the Force breaks down into two commonly opposed aspects: the light side and the dark side. While the majority of Jedi believe that the light side must prevail for order to be maintained, others acknowledge that the dark side's influence cannot be erased and will always be around,affecting those who call upon it.

The Light Side

The part of the Force known as the light side deals mainly with the ideals pertaining to the preservation and advancement of life: good, benevolence, and healing. Those who hold themselves to the tenets of the light side strive to establish harmony with their surroundings and the creatures that dwell in it. They act out of wisdom and logic, making decisions based on knowledge and peace instead of emotion and haste.

The Jedi, as champions of the light side of the Force, take this view very seriously and have incorporated a variety of values and techniques to help promote this way of thinking and nurture the emotions that promote the light side. These values have culminated into what is known as the Jedi Code, the modern version of which was documented and commented upon by Master Odan-Urr.

The Jedi Code

While the Jedi Code dictates a number of issues relating to understanding and mastering the Force, it is not entirely about that. A Jedi must feel the Force to know it, and ancient texts and rules cannot substitute for that experience. At the same time, a Jedi's social behavior cannot be learned by applying the Force to it. The Jedi Code also gives a set of expectations and guidelines by which a Jedi must conduct himself. By following the Code, anyone can open up and allow the light side of the Force to flow freely through them and gain a better understanding of the universe and everything around them.

A closer examination of the Jedi Code helps to provide some insight not only into the way Jedi behave but also into the way following such strictures helps to foster a way of life conducive to averting the temptations of the dark side. The Code is categorized into three subjects: self-discipline, responsibility, and public service.

LUKE SKYWALKER LEARNS SELF-DISCIPLINE ON DAGOBAH.



The Jedi Code: Self-Discipline

Self-discipline is one of the key factors of Jedi behavior, and many lessons taught to the Jedi from a very young age focus on this basic doctrine. At first, the lessons are simple and no different than the lessons taught to other children throughout the galaxy. But as the young Jedi grows, the lessons increase in complexity to emphasize the importance of a disciplined life.

Conquer Arrogance: A Jedi is taught that he is no better than another being who cannot touch the Force. A Jedi is not a Jedi simply because of his strong connection with the Force; he is a Jedi because somebody taught him to be one.

Conquer Overconfidence: As young Jedi pupils learn of their Force-using abilities, they start to take on the behavior that they can do anything with that power. Jedi instructors teach these students to realize their limits so that they can accurately measure how far they can go, as well as understand their own limitations.

Conquer Defeatism: Possibly the greatest enemy a Jedi must face is the unshakable belief that nothing can be accomplished, regardless of the size of the task. A Jedi should plan for success before contemplating failure. Planning to fail increases the chance to fail, and expecting to lose encourages one to put forth insufficient effort.

Conquer Stubbornness: A Jedi who focuses too much on a single goal or perspective loses sight of other possibilities, including ones that might yield better results. A Jedi must learn that staying on one path or clinging to one point of view can be costly. A Jedi must keep her mind open and not be afraid to change with the situation.

Conquer Recklessness: Young Jedi always seem too anxious to master their lightsabers and charge into battle without thinking ahead and developing some form of plan. These Jedi lack self-restraint. Acting impulsively has many times led to the loss of life or limb and placed easily obtained goals out of reach. A Jedi must learn to pace himself at all times, be aware of unseen dangers and obstacles, and not tumble headlong into them.

Conquer Curiosity: All people, no matter how public their lives are entitled to their privacy. A Jedi who pokes into somebody's business unnecessarily not only invades an individual's private life but also brings shame upon the Jedi for acting so rudely and creating distrust. Using the Force to do so only complicates matters further. The Force does not exist to serve one's curiosity.

Conquer Aggression: For those less experienced in the ways of the Force, knowing the difference between attack, defense, and aggression does not come easily. A Jedi can attack and even kill without aggression, especially if she is calm, at peace, and not filled with anger or hatred. However, killing one's opponent should not become a common act, and a Jedi must explore every alternative before employing lethal force.

Conquer External Loyalties: A Jedi is free to have connections with others outside of the Order, but divided loyalties can compromise a Jedi's effectiveness. Other loyalties can distract him from the task at hand and cause undue hardship for others. For this reason, the Jedi Order recruits students at a very young age and actively discourages relationships early in life that can create problems in the future. The Order also prohibits marriage without special permission from the High Council. A Jedi's loyalties should lie with the Force, the Jedi Order, the Republic, and himself, in that order.

Conquer Materialism: Like external loyalties, possessions can also be a distraction. A Jedi doesn't need to lead a ascetic life, but she learns to travel light, carrying with her only the bare essentials. Very few Jedi own more than what they can carry.

The Jedi Code: Responsibility

Once the ideals of self-discipline are learned, a Jedi becomes more open to the light side of the Force and can more successfully listen to its will. In addition, a Jedi can begin taking responsibility for his actions. Any Jedi that does not take responsibility for his actions lacks the discipline expected of him as a member of the Jedi Order.

Practice Honesty: Honesty is the first responsibility of the Jedi, and recognizing its importance is vital to becoming a valued member of the Order. Although certain situations might require a Jedi to stretch the truth or create falsehoods within a particular situation, a Jedi must remain honest with himself, his Master, and the Council. Continually creating lies or subjecting others to delusions invites suspicion and incites anger from others upon discovery of the truth.

Honor Your Promises: A Jedi that makes a promise should be prepared to follow through with that promise or make amends, if necessary. One who makes promises that he does not intend to keep creates dishonesty and is less likely to be trusted.

Honor Your Padawan: Every Jedi Master that takes a Padawan under her wing has a responsibility toward helping that pupil complete his training. A Padawan should be treated with dignity and respect. A Master should not reprimand her Padawan in front of others, but she should commend him in public when he does something worthy of praise. Doing this helps build his confidence and helps improve the relationship between the Master and her apprentice.

Honor Your Master: Likewise, a Padawan should honor his Master at all times. Although disagreements might occur, taking it to the point of argument is not wise. When dealing with others apart from his Master, a Padawan should speak only when spoken to. At all other times, the Padawan should wait for his Master to address the issue. By doing so, the Master will not have to worry about the need to apologize for his apprentice's behavior.

Honor the Jedi Council: Within the Jedi Order, the High Council is the final authority in all matters. However, it cannot watch over every single Jedi in the galaxy. Therefore, a Jedi dispatched on a mission represents the Jedi Order and the Council through his words and actions. At the same time, the Council must answer for what the Jedi says and does during his mission, and putting the Council in a difficult situation brings dishonor upon its members.

Honor the Jedi Order: A Jedi's words and actions represent the Order as a whole. Positive words and deeds reflect positively, while negative ones damage the Order's reputation. Billions of people inhabit the galaxy, and only a small fraction of them have ever encountered a Jedi. The words and deeds of a single Jedi often create a first (and often lasting) impression of the Order as a whole.

Whispers of the Sith Spirit: Shades of Darkness

The temptation to tap into the dark side of the Force is felt most strongly by those who have never sensed its allure. When a situation seems dire or when a character desperately wants to succeed at a given task, he can look to the dark side to give him a boost.

If a character's Dark Side Score is less than or equal to half of his Wisdom score, he can choose to call upon the dark side to roll 1d6 and add the result to any roll adjusted by the expenditure of a Force Point. Doing so increases the character's Dark Side Score by 1. If the character commits an evil act with the bonus he receives from calling upon the dark side, his Dark Side Score increases by an additional point.

Honor the Law: The Jedi Order was appointed by the Galactic Republic to be the protectors of peace and justice throughout the galaxy. As the Republic's enforcers of the law, the Jedi must also be bound by that same law. Any Jedi that is sent out to perform missions for the Republic must strive to avoid breaking the law. When venturing into areas of space outside the Republic's jurisdiction, a Jedi must exercise extreme care, for local governments might operate differently than the Republic, and a incident in which the Jedi breaks local laws might cause delays in resolving the situation through Republic channels.

Honor Life: Since life is what strengthens the light side of the Force, honoring life in all forms is one of the highest priorities of the Jedi Order. Care must be taken to protect life and avoid unnecessary death, for killing someone gives strength to the dark side of the Force. If a situation arises where a life must be taken after all other options have been contemplated, a Jedi should make sure that the reason is justified. Typically, this should be done in self-defense or the defense of others incapable of defending themselves. A Jedi should never assume that the taking of a life is no cause for concern. Once a Jedi does not care about committing murder, then he has begun walking down the path to the dark side.

The Jedi Code: Public Service

Even as the Jedi Order strives to expand its knowledge of the Force, it also exists to serve the public's needs. If the Jedi did not have the ability to use the Force, they would still serve as protectors of peace and justice, for doing so is one of the main reasons why the Order was appointed by the Republic. The fact that Jedi can and do use the Force merely accentuates the principle of serving the general public.

Many of the ideals set forth for Public Service meld easily with promotion of the light side of the Force, but one must carefully weigh his options when seeking to uphold these ideals to make sure that as few people as possible are adversely affected by doing so.

Duty to the Republic: Despite misconceptions held by some of the populace, the Jedi Order is not a part of the Galactic Republic. Nevertheless, the Jedi serve the Republic to uphold its laws and protect its citizens. When they are not needed, they are asked to stand aside, which the Jedi willingly do. This long-standing arrangement between the two organizations was created long ago, for reasons that have been long forgotten.

Render Aid: In conjunction with promoting the ideals of the light side of the Force, all Jedi endeavor to provide aid to those in need whenever possible. However, a Jedi should not forego his other ideals to do so.

Defend the Weak: A Jedi should defend those that are unable to defend themselves. At the same time, a Jedi must be aware that what might seem to be oppression in one culture might not necessarily be so in another. The morals and ethics of other cultures need to be carefully considered before taking action, lest a Jedi insinuate herself into a situation where her help is not desired.

Provide Support: Although a Jedi toils to help others in need, he must sometimes suspend his wishes and let others impart assistance instead, even if the Jedi could perform the act more quickly or easily. The Jedi should assist only as the situation requires, offer advice upon request, warn when necessary, and argue if proper reason fails.

Padawans and Apprentices

Upon reaching knighthood, some Jedi seek to take on apprentices, passing on their knowledge to future generations. Some Jedi have apprentices thrust upon them, as Ahsoka Tano was thrust upon Anakin Skywalker, and some Jedi choose to train apprentices out of a sense of obligation, as Obi-Wan Kenobi trained Anakin Skywalker and, later, Luke Skywalker.

Jedi heroes in the *Star Wars Roleplaying Game* can also take on apprentices, training them in the ways of the Force. There are two methods that can be used to adjudicate such an apprenticeship. The first is to simply have the Gamemaster introduce the Padawan as an NPC, attached to a particular hero who is serving as the Padawan's Master. In this case, the Gamemaster simply crafts the statistics for the low-level Padawan and has the Padawan join the party, going on adventures as normal. The Padawan remains under the control of the Gamemaster, and no new game mechanics are needed.

The other method is to treat the training of an apprentice as an important step for a Jedi Knight, both in terms of character development and also mechanically. This situation uses the new rules presented below to make an apprentice more than just an NPC that tags along on adventures, and helps to circumvent the difficulties presented by adding NPCs to the party of higher-level characters. Under these rules, the Padawan joins the Jedi on his or her adventures, all the while helping his or her Master learn more about the nature of a Jedi Knight's responsibilities.

For the purposes of these rules, the phrases "Padawan" and "Jedi Knight" are interchangeable with the equivalent ranks in other Force traditions, such as Sith apprentices and Sith Lords, Jensaarai apprentices and Jensaarai Defenders, and so forth.

Obtaining a Padawan

You must be at least 8th level to obtain a Padawan. Provided an apprentice is available (the Gamemaster is free to determine whether or not training a Padawan is appropriate for the campaign), the player need only declare that he or she wishes to take on a Padawan. At this point, the Gamemaster should craft an appropriate Padawan for the hero to train, using the following guidelines.

A Padawan obtained in this manner is a nonheroic character. The Padawan begins at 1st level, with the following starting feats: Force Sensitivity, Skill Training (Use the Force), Weapon Proficiency (lightsabers), and Weapon Proficiency (simple weapons).

Padawans are likewise limited in their feat selection. Padawans cannot take the Skill Focus feat (representing the fact that the apprentice has yet to master any particular skill), except for those that are granted as conditional bonus feats by the Padawan's species.

The Gamemaster chooses the Padawan's species, other trained skills, and feats. Padawans are also given a lightsaber and cannot build their own until 7th level. Human Padawans should probably take Force Training as their species bonus feat, and all Padawans should take Force Training as their 3rd and 6th level feats as well. The Gamemaster chooses Force powers for the Padawan that are also known by the Padawan's Master.

Padawans in Adventures

Since a Padawan is a nonheroic character that is likely significantly lower in level than the rest of the party, certain special benefits are conferred upon the Padawan while she undergoes training. Whenever the Padawan is within 12 squares of her Master, she adds her Master's heroic level to all of her defenses. Additionally, when the Padawan takes damage that would reduce her to 0 hit points and that exceeds her damage threshold (that is, damage that would kill her), she does not die but instead falls unconscious. While unconscious, the Padawan can still be killed by all of the normal means, including the coup de grace action. Lastly, if the Padawan is adjacent to her Master, she can redirect any attack made against her to her Master as a reaction, provided the player is willing.

A Padawan is not directly under the control of the hero that trains her, though Gamemasters should have the Padawan obey her Master's commands. In combat, a Padawan can be used to set up flanks or to aid on attack rolls, or use Force powers when appropriate to help out in the battle. Outside of combat, the Padawan typically uses the aid another action to help her Master on skill checks, or occasionally provide skill checks for skills in which no one else in the party is trained.

Padawans do not take their own cut of the XP earned by a party; instead, a Padawan simply gains as much XP as her Master whenever XP is awarded. In this manner, Padawans gain levels much faster than their Masters, though this does allow a Jedi to train multiple apprentices over the course of a single campaign.

Benefits of Training a Padawan

Each time a Padawan gains a level, her Master gains the 24-hour bonus from the Education destiny (see page 114 of the Saga Edition core rulebook), regardless of whether the Master has that destiny or not. In addition to the traditional help that a Padawan can provide over the course of an adventure (such as aiding in combat, assisting on skill checks, and so forth), a Padawan can act as a method for delivering Gamemaster advice and suggestions to the Jedi hero that is training her.

Achieving Knighthood

When a Jedi Padawan achieves 7th level, she continues to gain XP but cannot reach 8th level until certain circumstances are fulfilled. The Padawan must undergo her Jedi Trials—which typically involve undertaking some dangerous mission during which all of the lessons she has learned as a Jedi come into play—and then be granted the rank of Jedi Knight by her Master and the Jedi Council. Once this happens, the apprentice is no longer considered to be a Padawan and ceases to be under the tutelage of the Jedi hero. All of her nonheroic levels are traded in for heroic levels, and the Gamemaster should rebuild the Padawan as a full-fledged Jedi Knight (with one level in the Jedi Knight prestige class). Upon achieving knighthood, the character is no longer a member of the party, but the Gamemaster should feel free to include that character as a recurring NPC.

Once a Padawan reaches knighthood, the hero who trained that Padawan becomes eligible to take the Mentor Force secret (see page 37).

The Dark Side

Always seductive is the dark side of the Force. It tempts even the most pure souls to take the quick and easy path. It gives the impression that it is more powerful than the light side, creeping into the minds of those seeking shortcuts to gaining more power. However, the dark side is only easier, not more powerful. Instead of gaining strength from life like the light side, the dark side thrives on destruction and negative emotions such as fear, anger, and hate. Succumbing to these emotions leads one down the dark path to ruin.

The dark side promises a rapid rise in power. But as time goes on and one's reliance on the dark side increases, it in turn demands more from he who uses its power. Its corruption slowly overtakes the individual trapped within its grasp and wears away at his life force until he cannot possibly escape its grasp without some form of outside intervention.

Optional Rule: Resisting the Dark Side's Call

The lure of the dark side is strong. It will tempt you in ways you never thought possible. Only the strongest of wills is able to resist succumbing to the dark side after being tainted by its power for so long.

If a character's Dark Side Score more than half of her Wisdom score, she can attempt to resist taking a Dark Side Point. If she makes a successful Wisdom check (DC = 5 + her Dark Side Score), she avoids increasing her Dark Side Score in a situation where she normally would.

A DARK JEDI GIVES IN TO HIS ANGER, CUTTING DOWN A SUBORDINATE.



The Order of the Sith is the one Force tradition most recognized as having embraced the dark side of the Force. The Sith hate the fact that the Jedi Order has corrupted the galaxy with its false teachings, and its members struggle to destroy the Jedi and rule the galaxy forever. Although they do succeed for a time under Darth Sidious and his apprentice, Darth Vader, their rule of hatred and fear only lasts until Luke Skywalker redeems his father and helps him eradicate the last of the Sith to finally bring balance to the Force.

The Dark Path

Those who walk the path toward the dark side of the Force go through four different stages: temptation, imperilment, submission, and atonement or redemption. Most users of the Force, even the purest of the Jedi, can go through at least one of these stages as they walk through life. Those who are ambitious, power-hungry, filled with hatred, overly passionate, or just outright evil will experience two or more of these stages during their descent into darkness. Anakin Skywalker went through all four stages during his life: temptation as a Jedi Padawan, imperilment while he served as a Jedi Knight during the Clone Wars, submission when he served Darth Sidious as his apprentice Darth Vader, and redemption when he hurled Sidious to his death and restored freedom and order to the galaxy.

Force-users can face these stages in a variety of different ways. Pupils and apprentices can grope with these stages as they learn about the Force, their sense of morality, or their affinity with the Jedi Code.

The Dark Path: Temptation

To those who can feel it, the Force offers great power. An individual sensitive to the Force views the galaxy in a much different way than those who cannot connect to the Force. Through that insight, one can learn to use the Force in many ways but also runs the risk of having a brush with the dark side.

As a Jedi begins to learn to wield the Force and master its techniques, she opens herself to the temptations that come with it. Those who show impatience or eagerness to engage in combat are especially susceptible to the dark side's lure, as they quickly take an aggressive stance and often give in to fear or anger. If this course of action is what the Jedi prefers, then he should expect the dark side to tempt him in some way.

The Dark Path: Imperilment

A Force-user who has been tempted by the dark side enough to be on the verge of completely falling under its influence is considered imperiled, and great strength of will is required to pull them back from the edge of the abyss on which they stand. While some show little concern about taking that last step to becoming a full dark sider, others resist the dark side's call and try to use its power sparingly. They hear the voice inside their head warning them to not perform an act that will push them over the edge. Sometimes that voice is a whisper; other times it roars like thunder.

The Dark Path: Submission

Once a Jedi has completely submitted to the dark side (that is, once his Dark Side Score equals his Wisdom score), all bets are off. He no longer has any need, let alone desire, to monitor his actions, for he has become a full-fledged dark sider whose agenda has totally changed from what it was at the beginning of his descent. Those who once worked with him now see what he has become and might choose to take appropriate action, including trying to kill him. More than likely, the dark sider will leave the group to pursue his own goals and never see them again except as an adversary.

The Dark Path: Atonement or Redemption

Most of the time, one who is steeped in the dark side has no desire to return to the life he once led, wishing instead to continue along the dark path. However, exceptions exist. Those who are tainted might atone for their actions and are able to go through the effort to redeem themselves. Those who have fully submitted to the dark side cannot atone and can only be redeemed through an act of dramatic heroism.

Variations on the Dark Side

The dark side of the Force is usually presented as the driving force behind the Sith, the darkest evil in the galaxy. However, other Force traditions have been known to walk the dark path or wield the dark side from time to time and still avoid falling under its influence. Groups such as the Jensaarai have members that occasionally tap into the dark side and walk away seemingly untouched.

Optional Rule: A Helping Hand

Even though a dark sider might not seek redemption on her own, some people connected to her might feel differently. These people might include friends, family, or some loved one who seeks to pull her back before she meets a terrible fate.

Any character with a strong connection to the dark sider can urge her to turn away from the dark side. This requires a Persuasion check which can be made once per level for the dark sider. If the skill check equals or exceeds the dark sider's Will Defense plus her Dark Side Score, and she is actively listening to the plea, the dark sider's Dark Side Score is reduced by 1. Others can attempt to assist the character making the skill check with the Aid Another action.

According to the Jedi, these individuals become tainted and carry the dark side's influence with them, whether they realize it or not. Some people claim to have witnessed a slow metamorphosis of these persons' personalities over time as a result of their flirting with the dark side.

Force-using Jedi who meddle with the dark side without totally surrendering to it are sometimes referred to as Gray Jedi. A Gray Jedi taps into the light side and the dark side equally. Members of the Jensaarai outwardly deny such claims that they are Gray, but the Jedi and the Sith do not hesitate to say that the Jensaarai refuse to admit the truth to themselves. There are those in the galaxy who are not affiliated with any tradition that delve into both the light side and the dark side that are true Gray Jedi. These people cause concern for the Jedi, since these Gray Jedi often portray themselves as holding full knowledge of the Force, sometimes claiming to know more than the Jedi, and often actively recruit other Force-sensitive people to join their cause.

Applications of the Force

Having knowledge of the Force provides a good foundation to being an outstanding Jedi. But, having that knowledge is only half of what is required to fulfilling your purpose. Being able to take that knowledge and apply it in everyday life completes the expectations of a Jedi.

Everything that a Jedi can do with the Force can be broken down into three broad categories: alter, control, and sense. Some abilities work in such a way that they span two or even all three categories. These abilities are not widely known, especially the ones that fall under all three groups, and the secrets to learning these powers have been locked away, to be revealed only to those who truly need them.

ALTER

Alter talents are undeniably the most easily observable but least understood applications of the Force known by the Jedi Order. That is not to say that the Jedi know very little about this area, but a more appropriate phrase would be that the true nature of this use is still highly speculated. Using the Force to affect anything outside the body or the senses is considered an Alter ability, since it is used to "alter" someone or something. Control abilities cannot be considered in the Alter category because they affect only the Force-user's body and nothing beyond that. Sense abilities do not make any effort to manipulate anything within the Force-user's environment, only detect it.

Alter abilities (be they powers, talents, or whatever) have a variety of applications, from moving objects without physically touching them to creating a sound on the other side of a room to forming an illusion of something that is not really there. Several Force traditions, including the Sith Order and the Zeison Sha, rely heavily on Alter applications of the Force to accomplish much of what they do.

How Do Alter Abilities Work?

The theories behind how Alter abilities work are as numerous as the theories of the Force. Science cannot explain them.

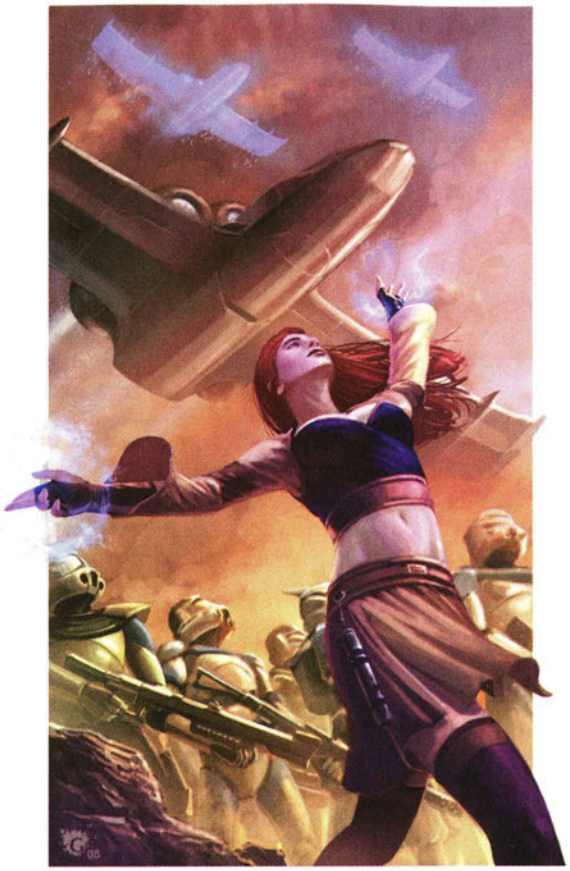
The most widely accepted theory is that the Force reacts to a Force-user's strength of will, allowing the individual to apply the Force with her mind to some other space or object.

Moving objects through the Force involves stretching out one's feelings through the Force to mentally seize the object in question and exerting one's will on it so that it performs as he wishes. Opponents of the Living Force question how this is possible on nonliving things, such as weapons and starfighters. But, the official answer from the Jedi states that the Force is created by all living things and permeates the galaxy, even around nonliving things. An individual lifts a starfighter off the ground by mastering the space around it and not thinking of it as lifeless object but as part of the greater universe.

At the same time, using powers where the Force is used as a telekinetic attack, such as when a Jedi pushes an opponent away through the Force, calls upon the same basic technique of stretching out his feelings. But instead of seizing the opponent, he shoves against the enemy and propels him backward.

Another common application is known as the mind trick, where a Jedi changes a person's perceptions or plants a suggestion into another's mind. Pushing the suggestion or desired effect through the Force, the Force-user superimposes his will onto the target's mind. Accomplishing this task might be more difficult with some races, such as the Hutts or the Toydarians. Many Jedi scholars believe that this is due to the races' physiologies being drastically different than most other races in the galaxy. Others believe that this could be because members of those races have a lower midichlorian count than what other races typically have.

FOR SOME, ILLUSIONS CAN BRING THE SAME VICTORIES AS AN ACTUAL NUMERICAL ADVANTAGE.



Healing other living creatures is one of the least common but most valued applications of the Force. Documented cases reveal that the Force can be used to close wounds, cure diseases, detoxify poisons, and heal other ailments. Despite the fact that races' anatomies differ widely, the Force helps tend to the sick and wounded, leading many Jedi to support the notion that the Force values life above all else. This also explains why healing works on different races when the mind trick does not, since the mind trick does not perform any actions to help support life.

A rare but known technique is the ability to create illusions through the Force. Though many people speculate on different methods to accomplish this task, including implanting the illusion into the minds of those the Force-user wants to see it, a number of Force-users that have mastered this practice state that they envision the image they want to create in their mind and push it out through the Force to manifest at the desired location. Both theories are sound with the caveat that neither is grounded in science.

Control

The abilities that fall under the Control category are those that involve tapping into abilities hidden within one's body and spirit to expand and enhance what can be already done or to open new doors to talents that the Force-user did not originally have. Powers and talents that improve a Force-user's speed, strength, or combat prowess fall under this category as well as healing one's own wounds.

How Do Control Abilities Work?

Allowing the Force to manipulate the body and its systems is probably one of the most easily understood applications of the Force and one of the easiest to master. In fact, most other Force traditions beside the Jedi, such as the Matukai, have mastered Control abilities to a better extent than the Jedi and are able to do far more with their bodies than some of the greatest Jedi Masters.

Using the Force in this capacity requires more than just channeling it through the body. Knowing how the body works and its limitations is key to mastering Control abilities. Countless incidents have been documented where anxious Jedi younglings have tried to do too much at one time and injured themselves with broken limbs and strained muscles in the process. Like with any other lessons, starting small is the best approach. Also, knowing where to apply the Force is important to achieve the maximum result. A Jedi wishing to leap to a ledge several stories higher should know to focus the Force on certain muscles to reach the desired height.

Sense

While some would argue that Sense abilities actually apply to improving the body and are more appropriately placed with Control, the truth is that Sense powers expand one's awareness and ability to perceive one's surroundings in more ways than just by sight and sound. Since Sense powers deal entirely with perception and awareness, they deserve to be classified in their own category.

Force-using organizations such as the Baran Do are known to master Sense abilities to levels beyond some of the more prominent traditions, including the Jedi Order.

How Do Sense Abilities Work?

Depending on your outlook on the Force, how Sense abilities work can be approached from two different angles: internally or externally. The internal theory states that the abilities exhibited by a Force-user are a result of applying the Force to your own sensory organs to enhance the way they work. The external theory asserts that those same abilities result from the Force-sensitive individual picking up signals from other life forms through the Force.

Looking at the internal theory, Sense abilities increase the efficacy of one's sensory organs, passing new information on to the brain for interpretation. Sometimes, it involves opening the eyes to locate an object outside a person's normal sight range or to examine details too small for the naked eye to perceive. Other times, it allows the ear to detect sounds whose frequencies are too high or too low for normal hearing or hear sounds so soft that even electronic equipment can barely detect them. And at other times, the Force opens the mind to perceive signals in other spectrums not normally allowed by the mind, such as picking up other people's thoughts, transmitting one's own thoughts through the Force to another person halfway across the galaxy, or perceiving disturbances in the Force caused by the sudden extermination of life on a massive scale. In these situations, applying the Force to the specific sensory organ is all that is needed. Just a small application is enough to achieve the desired effect. While no documented cases exist of Force-induced blindness or deafness, pushing too much of the Force on one single area is highly discouraged.

Taking a closer look at the external theory, Sense abilities do not truly enhance the individual's senses. However, the person stretches outward through the Force to look for indications of other life forms around him and what they are doing. No power is applied to the Jedi's eyes, ears, or any of his other senses. Instead, the signals broadcasted by other living beings are delivered through the Force to his brain to be interpreted as the mind would normally process sights and sounds received through normal means. As with the internal theory, not much of the Force is required to use these abilities, but one should not overdo it.

Influence of the Dark Side

Those allied with the dark side of the Force find ways to use every aspect of the Force to their advantage. Dark siders twist the Force to apply it in ways that are unnatural and self-serving. Even though the Jedi struggle to end these practices, some manage to avoid being caught and pass their knowledge along to students willing to learn their dark secrets and expand on what they have been taught.

The methods used by dark siders fall under the same three categories established by other Force-users in the galaxy: Alter, Control, and Sense. While the Jedi have not examined how these dark abilities manifest, the following theories and speculations about how they work are the most popular explanations within the Jedi Order.

Many of the abilities that are grouped under Control and Sense work much the same as those used by the Jedi and other organizations; the ability to improve what the body already does and perceives cannot vary too much. However, certain powers categorized under the Alter classification seem to be more easily recognized as originating from the dark side.

By focusing their anger and hatred, many dark siders are able to fly into a berserker rage, increasing their battle prowess as they give themselves over to the dark side. Using the Force in this way can sometimes push the body's capabilities beyond what it can normally handle, often leading to physical deformities or alterations (not unlike those witnessed in Darth Sidious). Observations indicate that these extreme boosts last for only a short time.

Chapter III
Equipment & Artifacts





Most Force-users, especially the Jedi and the Sith, need little in the way of special accoutrements beyond their robes and their lightsabers. Still, over the millennia that the Jedi have roamed the galaxy, certain objects, weapons, and suits of armor have gained popularity among members of the Order and, in many cases, have subsequently faded into obscurity. However, one item has never gone out of style since its creation: the lightsaber. This chapter provides an in-depth look at lightsabers, including their construction, and includes information on a variety of other objects of significance to Force-users.

Not all items are available in all eras. In the days of the Jedi Civil War, the galaxy is filled with Sith artifacts and weapons of strange construction, as the Jedi and the Sith try to outdo one another in a Force-assisted arms race. However, by the time of the Rebellion against the Empire, Emperor Palpatine had already confiscated and, in many cases, destroyed ancient Jedi and Sith artifacts, meaning that very few such objects survive in that time period and beyond. By the time that Luke Skywalker founds the new Jedi Academy, the search for Jedi artifacts unearths a few items of significance. A Gamemasters must decide which weapons and objects are available in his or her campaign, and should feel free to rule that some items simply no longer exist in the galaxy.

With that in mind, there are many ways to reintroduce lost objects and artifacts in games set farther forward in the *Star Wars* timeline. The Sith are notorious for creating tombs and mausoleums for their dead, honoring great Sith Lords with temples of epic size and complexity. Within these tombs lie many undiscovered secrets, among them lost artifacts (or, perhaps, merely the secret lore of how to recreate them). Gamemasters who rule that some objects are not available for general purchase or construction might dole out those same objects by placing such relics in undisturbed tombs, in the remains of Sith and Jedi ships of war that crashed onto remote, unknown worlds long ago, or in vessels and space stations that have drifted derelict through space for thousands of years.

Melee Weapons

Jedi primarily wield lightsabers, though there are variants of the lightsaber that work better with particular fighting styles. The weapons given on Table 3–1 are described below.

Guard Shoto

Lightsaber

A rare variant of the short shoto style of lightsaber, the guard shoto (also referred to as the lightsaber tonfa) has a second handle that sticks out from the main hilt at a 90-degree angle. It is possible to hold a guard shoto by either the main hilt or the second handle. If it is held by the second handle, the lightsaber blade can be held parallel to the forearm, allowing it to easily be used for blocks.

Because a guard shoto is designed primarily to block other lightsabers, it is most useful when its handle is laced with phrik (a lightsaber-resistant metallic compound), which can be an expensive process.

A character proficient with the guard shoto gains a +2 equipment bonus on Use the Force checks to block melee attacks or deflect ranged attacks using the Block or Deflect talent. Additionally, lightsabers do not ignore the DR of a guard shoto with a phrik-laced handle.

A guard shoto requires an energy cell to operate.

Lightfoil, Archaic

Lightsaber

Lighter than the average lightsaber and more delicately balanced, the archaic lightfoil is wielded with only one hand and was once the favored weapon of many Jedi dueling masters. Originally created by Sith agents in the Tapani Sector, lightfoils promote a more graceful fighting style and are favored by practitioners of the Makashi style of lightsaber combat. Popular in the years leading up to the Great Sith War, the lightfoil in its original form was created in much the same way as other lightsabers and benefitted from the builder's mastery of the Force.

An archaic lightfoil is delicately balanced, and its wielder can choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil cannot be wielded two-handed.

An archaic lightfoil requires an energy cell to operate.

Lightfoil, Modern

Lightsaber

After the decline of the Sith in the Tapani Sector, the art of creating a true lightfoil was all but lost. However, craftsfolk in the employ of the nobles from the Tapani Sector continued to try and meet the demand for the archaic weapon millennia after the secrets of building the original lightfoil died with the Sith who had mastered them. The modern lightfoil, still popular among young Tapani Sector nobles, is less potent than its original form but can be built even by those who have no training in the Force.

A modern lightfoil is delicately balanced, and its wielder can choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil cannot be wielded two-handed.

A modern lightfoil requires an energy cell to operate.

Holocron Lesson: Archaic Power Packs and "Retrosabers"

The archaic lightsaber is an example of how ancient technology evolved into an object of great importance in modern times. Though few examples of archaic lightsabers still exist in the galaxy, Jedi historians have preserved a few of these ancient weapons and have even devised ways of recharging their failing power packs.

The archaic power pack has one advantage over its modern analogs. The fact that the lightsaber is physically attached to the power pack by a power cord means that the weapon doesn't go far or roll away on its own when dropped, though any kind of force applied to the power cord (such as a disarm attempt) immediately disconnects the lightsaber from its power source.

For modern Jedi, there is almost no reason to use an archaic lightsaber with its special, belt-mounted power packs other than for nostalgic reasons. However, Jedi artisans have spent years examining archaic power packs, in search of a way to turn its disadvantages into advantages. At least one Jedi Master claims to have found a way to reconstruct the archaic power cell using modern technology, creating a version of the archaic lightsaber that uses the most cutting edge components. Though still possessing the form of an archaic lightsaber—a blade-emitting hilt connected to a belt-mounted power pack—this weapon takes advantage of thousands of years of technological achievement to produce a weapon that is not only as potent a the modern lightsaber but also possesses some unique advantages that Jedi artisans have sought for decades.

Construction of an archaic lightsaber using modern components—dubbed the retrosaber by its creators—follows much the same process as construction of a normal lightsaber. A retrosaber has a base construction DC of 25 and deals 2d8 damage (instead of the archaic lightsaber's usual 2d6). As a swift action, the wielder can dial up the lightsaber's power, increasing the base damage to 2d10 until the end of the wielder's next turn. At the end of the wielder's next turn, the lightsaber begins to burn out, decreasing the weapon's base damage to 2d4 for one round. During that round, the lightsaber's damage may not be dialed back up to 2d10.

Lightsaber, Archaic

Lightsaber

Before the Great Sith War, lightsabers required significantly higher power output to maintain the stable, solid blade that makes the weapon useful both for offense and defense. As a result, lightsabers required large power cells, some larger than a human hand, to function at full capacity. These power cells were worn on the belt or on the back and were connected to the hilt of the lightsaber via a long, slender cord. Around the same time that pulse-wave weapons were phased out in favor of modern blasters, lightsabers underwent a design revolution that miniaturized the power cells required to fuel the energy blade. With the development of this new technology, the Jedi devised methods of lightsaber creation that integrated these drastically smaller power cells into the hilt of the lightsaber, eliminating the need for the external power pack. With this revolution, the archaic lightsaber design was almost entirely abandoned.

An archaic lightsaber is somewhat weaker than the classic lightsaber due to the lack of a sophisticated power supply and the distance of the energy cell from the lightsaber's main body.

An archaic lightsaber requires a special power pack (which costs 600 credits) to operate.



A VARIETY OF LIGHTSABERS, INCLUDING DUELING LIGHTSABERS, QUARD SHOTOS, AND A DOUBLE-BLADED LIGHTSABER.

Message from the Faculty: Dual-Phase Lightsaber Variants

Some Jedi adapt the technology behind dual-phase lightsabers to allow them to wield a weapon that uses two different lightsaber crystals with different effects. When constructing a dual-phase lightsaber, you can choose a lightsaber crystal as normal for the default weapon setting and also apply its properties to its extended blade setting.

However, instead of gaining the extended blade setting of a normal dual-phase lightsaber, you can instead choose a second lightsaber crystal with a different effect to add to your lightsaber. If you do this, you create two settings for your lightsaber with mutually exclusive effects. When you use a swift action to change the setting of the lightsaber, you then gain the benefits of whichever crystal is attuned to that setting.

For example, you might choose an Ilum crystal for your default crystal (gaining the +1 Force bonus on attack rolls), and then a Bondar crystal for the second phase crystal (which converts the weapon's damage to stun damage). If you switch from the default setting to the Bondar crystal setting, you lose the +1 Force bonus on attack rolls but gain the ability to convert the weapon's normal damage to stun damage.

Lightsaber, Dual-Phase

Lightsaber

A dual-phase lightsaber is a lightsaber variant that, at first glance, appears to be identical to a standard lightsaber, with a small handle emitting an energy blade about 1.3 meters long. However, dual-phase lightsabers include a complex array of multiple lightsaber crystals within the handle of the weapon, allowing the user to switch the blade's length from the standard length out to a length of nearly 3 meters. Dual-phase lightsabers are extremely popular during the days of the Jedi Civil War and the surrounding time periods due to the large number of lightsaber-wielding opponents a Jedi is likely to face. The longer blade setting allows the wielder to keep an opponent at a distance during a duel, but lightsabers on this setting are also more unwieldy, making it difficult to defend against enemies that get up close to the wielder.

In its basic setting, a dual-phase lightsaber functions as a normal lightsaber. As a swift action, the wielder can switch to the extended blade setting. While on this setting, the lightsaber increases the wielder's reach by 1 square, but the wielder also takes a –2 penalty to Reflex Defense against attacks made by adjacent targets.

If you use a lightsaber crystal with a special effect when constructing a dual-phase lightsaber, that crystal's effect applies to both the default setting and the extended blade setting (see also the Message from the Faculty: Dual-Phase Lightsaber Variants sidebar).

A dual-phase lightsaber requires an energy cell to operate.

Table 3-1: Melee Weapons

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Large						
San-ni staff	4,500	2d6/2d6	Yes	2.2 kg	Energy and bludgeoning	Rare

LIGHTSABERS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Shoto, guard	7,000	2d4	–	1 kg	Energy and slashing	Rare
Medium						
Lightfoil, archaic	4,500	2d8	–	0.5 kg	Energy and slashing	Rare
Lightfoil, modern	2,500	2d6	–	0.5 kg	Energy and slashing	Rare
Lightsaber, archaic	2,000	2d6	–	1.0 kg	Energy and slashing	Rare
Lightsaber, crossguard	4,000	2d8	–	0.7 kg	Energy and slashing	Rare
Lightsaber, dual-phase	6,000	2d8	–	0.5 kg	Energy and slashing	Rare
Lightsaber, dueling	3,000	2d8	–	0.3 kg	Energy and slashing	Rare
Lightwhip	5,000	2d4	–	1 kg	Energy and slashing	Rare
Large						
Lightsaber, great	5,000	2d10	–	5 kg	Energy and slashing	Rare
Lightsaber, long-handle	4,500	2d8	–	2 kg	Energy and slashing	Rare
Lightsaber pike	4,000	2d8	–	2 kg	Energy and slashing	Rare

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Wan-shen	1,000	2d6/2d6	–	2 kg	Slashing and bludgeoning	Rare

Lightsaber, Dueling

Lightsaber

The dueling lightsaber isn't so much a variant lightsaber as it is a hilt style engineered specifically to enhance lightsaber duels. Count Dooku and his apprentices, Komari Vosa and Asajj Ventress, wield dueling lightsabers that feature a curved hilt designed to maximize the potential of a one-handed, finesse-based fighting style.

When you wield a dueling lightsaber one-handed, you gain a +1 equipment bonus on attack rolls whenever you make an attack of opportunity with the weapon.

A dueling lightsaber requires an energy cell to operate.

Lightsaber, Crossguard

Lightsaber

An extremely rare lightsaber variant that is usually only found in the hands of skilled lightsaber duelists, the crossguard lightsaber (sometimes referred to as a forked lightsaber) has a special hilt that emits two lightsaber blades. The first blade is the standard, full-length blade common to all lightsabers. The crossguard lightsaber also emits a second blade, less than a human handspan in length and narrower than the standard blade, at an angle away from both the hilt and the main blade. This secondary blade is used to protect the wielder's hand from lightsaber attacks that slide down the blade. The crossguard lightsaber also enables the wielder to parry incoming lightsaber attacks between either of the two blades, making it easier to block lightsaber attacks.

When using a crossguard lightsaber with the Block talent, each successive Use the Force check made to block n incoming attack incurs only a cumulative –2 penalty, instead of the normal –5 penalty. However, a crossguard lightsaber can be difficult to master against ranged opponents, and as such the wielder takes a –2 penalty on all Use the Force checks made to use the Deflect talent.

A crossguard lightsaber requires an energy cell to operate.

Lightsaber, Great

Lightsaber

Favored by Large species, the great lightsaber produces an oversized lightsaber blade. The blade of a great lightsaber is much longer and thicker than that of a normal lightsaber, and the handle itself is nearly as long as that of a double-bladed lightsaber. Only Large (or larger) creatures can use the great lightsaber in conjunction with feats that affect light weapons or lightsabers (such as the Weapon Finesse feat or talents from the melee duelist prestige class in the *Knights of the Old Republic Campaign Guide*).

A great lightsaber requires an energy cell to operate.

Long-Handle Lightsaber

Lightsaber

The long-handle lightsaber caters to a particular fighting style. The handle where the weapon is gripped is several times larger than the standard lightsaber handle, providing a much larger surface area upon which the wielder can place his hands. Likewise, this longer grip makes it easier to swing the weapon around the body, using arms, legs, shoulders, hips, and other joints as fulcrums upon which the lightsaber can be levered.

The fighting style used with a long-handled lightsaber takes advantage of the larger grip to allow the wielder to rotate the weapon around his body. When you wield the lightsaber two-handed, you can choose to forego doubling your Strength bonus to damage and instead increase the lightsaber's base damage to 2d10. Additionally, a character with the Long Haft Form feat (see page 23) can use the long-handle lightsaber as a double weapon. If you have this feat, you can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. The haft end of the lightsaber deals 1d6 damage.

A long-handle lightsaber requires an energy cell to operate.

Lightsaber Pike

Lightsaber

The favored weapon of the Emperor's Shadow Guard, the lightsaber pike resembles a conventional polearm in many respects. The long haft of the weapon is made of phrik alloy, meaning that a lightsaber does not ignore the pike's damage reduction. At the end of the handle is a slightly shorter and thicker lightsaber blade, which can be activated as a swift action using a switch about midway down the weapon's haft. A lightsaber pike increases the wielder's reach by 1 square but imposes a –2 penalty on Use the Force checks to use the Block or Deflect talent.

A character with the Long Haft Form feat (see page 23) can use the lightsaber pike as a double weapon. If you have this feat, you can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. The non-lightsaber end of the pike deals 1d6 damage.

A lightsaber pike requires an energy cell to operate.

Lightwhip

Lightsaber

A lightwhip is similar to a lightsaber in that it emits a beam of energy from its handgrip. The device differs, though, in that the "blade" is long and flexible, giving it the properties of a whip. Although a lightwhip has a greater reach, it lacks the power of a more traditional lightsaber.

A lightwhip has a reach of 2 squares. When you hit a target with a lightwhip, it deals normal damage and you can initiate a grab or a grapple against the target. A target that is grabbed or grappled can attempt to escape the lightwhip (requiring a DC 15 Acrobatics check). You can use the Pin and Trip feats with a lightwhip, but you cannot use the Crush or Throw feats. Any character that ends its turn in a grab or grapple from a lightwhip takes damage equal to the weapon's base damage (you do not add your Strength bonus, half your heroic level, or any other modifiers to this damage).

A lightwhip requires an energy cell to operate.

San-Ni Staff

Advanced Melee Weapon

The san-ni staff is favored by martial artists throughout the galaxy, including Jedi weapon masters looking for more variety than the lightsaber offers. Consisting of three metal rods held together by power couplings, the san-ni staff is a flexible weapon that can be whipped around the wielder's body in combat, both for leverage and to confuse an opponent. Moreover, a san-ni staff's power couplings are made of pure energy that are impervious to lightsaber damage (much as lightsaber blades are).

The san-ni staff is a double weapon. You can attack with both ends of a san-ni staff as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties. Additionally, the san-ni staff can be used in conjunction with the Block talent as though it were a lightsaber. Also, the wielder of a san-ni staff can designate (at the time the attack is made) that he or she is striking the opponent with the power couplings, dealing stun damage instead of normal, lethal damage.

A san-ni staff requires two energy cells to operate.

Wan-Shen

Simple Weapon

The wan-shen is a tall polearm wielded by the Matukai as their weapon of choice and their external focus for the Force. The weapon consists of a single-edged blade at the end of a long, metal shaft, both of which are made of a hard but lightweight metal. The blade is forged and sculpted with assistance from the Force, making it extraordinarily resilient. Although all wan-shen are constructed the same, each weapon is customized by the individual Matukai who uses it in the form of engraved symbols and artwork on the blade, usually symbolizing something meaningful to the wielder. Wan-shen are designed to break down into smaller parts to allow the weapon to be more easily stored and carried; a disassembled wan-shen breaks down into four Small objects. Assembling or disassembling a wan-shen is a full-round action.

A wan-shen increases the wielder's reach by 1 square. The wan-shen is a double weapon. You can attack with both ends of a wan-shen as a full-round action, but both attack rolls take a –10 penalty; certain feats and talents can reduce these penalties.

Advanced Lightsaber Construction

For some Jedi and Sith, a lightsaber is not just a weapon; it is a personalized emblem of one's life and philosophy. Similarly, some players may wish to customize their Jedi hero's lightsaber to reflect the character's philosophy and fighting style, beyond the basic lightsaber construction rules found in the Saga Edition core rulebook. This following section includes a wealth of new options for players and Gamemasters looking to customize their lightsabers to better fit the characters who wield them.

The lightsaber construction process begins when a hero reaches 7th level. First, the player or Gamemaster must decide what kind of lightsaber to build. The standard lightsaber is the most common lightsaber in the galaxy, and it is not only the easiest to build but also requires no special training to use effectively in combat (besides the standard Weapon Proficiency feat). Once a particular kind of lightsaber has been selected, the next step is to choose a lightsaber crystal. Any character can build a lightsaber from Adegan crystals, Ilum crystals, or synthetic crystals; the default assumption is that Jedi (and other lightsaber-wielding traditions) have ample access to these crystals and need perform no special quest to obtain one. However, if you wish to use a lightsaber crystal of another kind, the character may need to undergo a special adventure to obtain the crystal.

Once the desired crystal has been chosen and obtained, the next step is to choose any special accessories or modifications to be made. With that in mind, the construction process can begin. Special lightsaber crystals and lightsaber accessories can modify the DC to construct the lightsaber; when construction begins, using the rules on page 40 of the Saga Edition core rulebook, applying these modifiers to the standard Use the Force check DC before the check is made (the base DC is determined by the kind of lightsaber being built, as presented on Table 3-2). Once the lightsaber is complete, the Jedi attunes the weapon as normal, gaining whatever benefit the attunement provides (based on the kind of lightsaber crystal that was used) for that wielder.

TABLE 3-2: LIGHTSABER CONSTRUCTION BASE DCS

LIGHTSABER	BUILD DC
Lightfoil, archaic	20
Lightfoil, modern	15
Lightsaber (standard)	20
Lightsaber pike	20
Lightsaber, archaic	15
Lightsaber, crossguard	25
Lightsaber, dual-phase	25
Lightsaber, dueling	25
Lightsaber, great	20
Lightsaber, long-handle	20
Lightwhip	25
Shoto	20
Guard shoto	20

Message from the Faculty: Creator Bonuses

The standard benefit for creating a lightsaber with Adegan, Ilum, and synthetic crystals is a +1 untyped bonus on attack rolls with that weapon. This bonus is granted only to the person attuned to the lightsaber, and only the person that built the lightsaber can be attuned to it. Some crystals provide other benefits instead of the +1 bonus on attack rolls. Like the standard benefit, these benefits from the lightsaber crystals apply only to the person who created the lightsaber (provided he or she is attuned to the blade). If a character who is not attuned to the weapon wields it, the weapon still does normal damage and otherwise functions as normal; that person does not receive the benefits of the special crystal. The exception to this rule is crystals that change the weapon's damage type or damage dice, like Barab ingots, Bondar crystals, and Firkraan crystals; this effect applies to the lightsaber's damage no matter who wields it. A lightsaber crystal's description tells you what the bonus is for wielding an attuned lightsaber with a particular crystal.

Lightsaber Crystals

One of the most critical elements in a lightsaber's construction is its lightsaber crystals. These crystals come from a variety of sources, but in the end they are a crucial part of the mechanism that creates and focuses the lightsaber blade. It is to the crystal that a Jedi attunes herself, giving her the benefit of the crystal's bond. Lightsaber crystals come in many varieties, and the crystal determines not only the lightsaber blade's color but also the blade's special properties. Available lightsaber crystals are described below and summarized in Table 3–3.

Some crystals modify the build DC of a lightsaber, representing how easy or difficult it is to incorporate the crystals into the weapon's design.

Table 3-3: Lightsaber Crystals

Crystal	Blade Color	Build DC Modifier	Effect
Ankarres Sapphire	Blue	+5	Improves one's healing ability while wielding the lightsaber
Barab ingot	Varies	+5	Lightsaber deals fire damage instead of normal damage
Bondar crystal	Varies	–	Lightsaber deals stun damage instead of normal damage
Compressed crystal	Red or varies	+5	Increases the difficulty of Block attempts
Corusca gem	Varies	–	+1 die of damage against a target with damage reduction
Dantari crystal	Varies	–	Reflects the light or darkness within the wielder
Dragite crystal	Varies	+5	+1 die of sonic damage on critical hits
Durindfire crystal	Silver	–	Casts a glow as bright as a fusion lantern
Firkraan crystal	Varies	–	Lightsaber deals ion damage instead of normal damage
Heart of the Guardian	Orange	+10	+2 Force bonus on attack rolls against lightsaber-wielders
Hurikane crystal	Blue or violet	+5	+2 Force bonus on attack rolls against. targets in armor
Ilum crystal	Blue or green	–	+1 bonus on attack rolls
Jenraux crystal	Varies	–	+2 Force bonus to Block attempts
Kaiburr Crystal shard	Crimson	+5	Increases Force Point die type by one step when adding to attack rolls
Kasha crystal	Varies	-	+2 Force bonus to Will Defense
Kathracite crystal	Varies	-5	Reduces the weapon's damage die type by one step; +1 bonus on attack rolls
Krayt dragon pearl	Varies	+10	+3 Force bonus on damage rolls
Lambent crystal	Varies	+10	Ignore restrictions on sensing Yuuzhan Vong
Mantle of the Force	Cyan	+10	+2 Force bonus on Use the Force checks to activate Personal powers
Mephite crystal	Varies	–	+1 bonus on attack rolls
Opila crystal	Varies	–	+1 die of damage on critical hits
Phond crystal	Varies	–	+1 die of damage against targets with shields
Pontite crystal	Blue or green	+5	Take no penalty on Persuasion checks against unfriendly or indifferent creatures
Rubat crystal	Varies	–	Reroll one damage roll once per encounter
Sigil crystal	Varies	–	+2 Force bonus on damage rolls
Solari crystal	Varies	–	+2 Force bonus to Deflect attempts
Standard synthetic crystal	Red or varies	–	+1 bonus on attack rolls
Unstable crystal	Red or varies	+5	+1 die of damage on critical hits; deactivates on a natural 1

Adegan Crystals

The most common lightsaber crystals in the days of the Old Republic, Adegan crystals are harvested from the Outer Rim, specifically the Adegan system in the Auril Sector. These crystals have been used by Jedi for thousands of years, and they come in a variety of colors. Before the discovery of Ilum, the vast majority of lightsaber crystals come from the Adegan system.

Kathracite Crystal: One of the most common crystals in the Adegan system, kathracite is frequently used in the creation of Jedi apprentice lightsabers. When used as a lightsaber crystal, kathracite produces a weaker blade with less cutting power. Many Jedi Masters recommend that their Padawans use lightsabers with kathracite blades during their first few years of training, allowing them to still have a fully effective weapon while reducing the amount of damage they can do with an errant strike. A lightsaber with a kathracite crystal reduces the weapon's die type by one step (from d8 to d6, or d6 to d4). A weapon with a base d4 die type becomes d6s, but has one less die of damage (for example, 2d4 becomes 1d6). A kathracite crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Mephite Crystal: Mephite crystals are considered the standard by which all lightsaber blades are judged. Almost all lightsabers wielded by Jedi Knights in the days of the Old Republic incorporate mephite Adegan crystals. Mephite crystals are similar in structure to both pontite crystals and Ilum crystals, even to the point where some xenogeologists have misidentified crystal growths on Ilum as mephite crystals. A mephite crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Message from the Faculty: Crystals in Training Lightsabers

There are two effective ways to build a less lethal lightsaber, sometimes known as a training lightsaber: Use a bondar crystal or a kathracite crystal.

A bondar crystal is used in the creation of the safest lightsabers, given to younglings for basic weapon training in the Jedi Temple. Bondar crystals create wholly nonlethal lightsabers that merely shock the target and do not actually cut into it. Typically, lightsabers with bondar crystals see use during sparring sessions between Padawans, as they allow the Jedi to actually strike the target with what would be a serious blow without doing any permanent harm. Kathracite, on the other hand, produces a more traditional lightsaber blade, albeit a weaker one that is less likely to cause serious harm in case of an accident.

By the time an adventuring Jedi begins his career, he has likely abandoned training lightsabers entirely and uses a full-strength lightsaber, albeit not one of her own creation. Lightsabers with bondar or kathracite crystals usually appear in the hands of younglings, or are kept safely in reserve by the Jedi temples and academies for when new students come of age.

Pontite Crystal: The rarest of all Adegan crystals, pontite produces a relatively standard lightsaber blade. However, unlike blades of mephite, a lightsaber blade emitted by a pontite crystal produces subsonic waves that most sentient species find soothing. While wielding an active lightsaber with a pontite crystal to which you are attuned, you take no penalty on Persuasion checks made to change the attitude of unfriendly or indifferent creatures within 6 squares (see page 71 the Saga Edition core rulebook for more information on attitudes).

Ilum Crystals

The discovery of the planet Ilum was a landmark event in the history of the Jedi Order. Up until its discovery, finding crystals to generate the full-strength blades that the Jedi Order required could be tedious and time-consuming. Mephite and pontite made for the best lightsaber blades, but even in the Adegan system, those crystals were rare. The discovery of Ilum brought with it entire caves filled with crystals whose structure was so similar to mephite and pontite that the Jedi took them to be the same, at first. Jedi who undergo the ritual of lightsaber creation seek out the caves of Ilum, as their crystals are considered the highest quality.

Ilum crystals produce a full-strength lightsaber blade that is either blue or green in color. An Ilum crystal grants the standard +1 bonus on attack rolls to its attuned wielder common to most lightsabers.

Synthetic Crystals

To many Jedi, the idea of using a synthetic crystal is anathema; in their eyes, Jedi should use crystals found naturally throughout the galaxy. However, sometimes there is no choice but to create a synthetic lightsaber crystal, particularly when a weapon is needed and no naturally occurring crystals can be found to do the job. In the wake of the destruction of the Jedi Order by Emperor Palpatine, Luke Skywalker was forced to create a synthetic lightsaber crystal since he had no knowledge of the caves at Ilum or the significance of Adegan crystals.

For eons, Sith Lords have created synthetic crystals due to a need to stay in hiding and avoid crossing paths with the Jedi. Over time, it became a part of the Sith tradition to create synthetic lightsaber crystals, and many Jedi, in turn, associate the process with choosing the quick and easy path. Additionally, in the days of the Old Republic, many Jedi constructed lightsabers from inferior Adegan crystals when mephite and pontite crystals were unavailable, and as such the Sith considered synthetic crystals, which produced the stronger and more reliable blade, to be a sign that the Sith method of mastering the Force was far superior to the Jedi's more passive methods.

Compressed Crystal: The process of crafting a synthetic lightsaber crystal attempts to replicate millennia of geological compression and crystallization using machines and computers, which can sometimes fail. On occasion, the crystal's structure comes out far more compressed than a standard lightsaber crystal. Compressed crystals function perfectly well as lightsaber crystals, producing a blade that is far thinner and more precise than the standard

Whispers of the Sith Spirit: Synthetic Lightsaber Crystals

So, my young apprentice, you have decided to craft your own lightsaber crystal rather than relying on the untamed wilds of space to provide you with one? Very good. You may yet ascend to the rank of Dark Lord of the Sith. First, you must obtain the machinery and raw materials necessary to create your lightsaber crystal. The machinery is known as a geological compressor and is commonly used by xenogeologists to replicate geological conditions on distant worlds inside a laboratory. This device is available with a license for a fee of 2,000 credits. The raw materials can be gathered from nearly any world with a high carbon concentration. Once you have placed the raw materials inside the compressor, you must guide the formation of the crystal with your mastery of the Force. After 24 hours, make a DC 20 Use the Force check; success indicates that the lightsaber crystal is created correctly. Failure produces a crystal that cannot be used for lightsaber construction.

When you remove the crystal from the compressor, you will find that it is crimson in color; synthetic crystals produce the blood-red blades that the Sith have used for millennia. It is possible to create synthetic crystals of other colors, requiring only the desire to do so and the knowledge required to alter the compression process during crystal formation. You may need to create a synthetic crystal of a different color to hide your adherence to my Sith teachings, but there will come a day when you can wield the crimson blade of the Sith openly as you stand over the bodies of your so-called Jedi Masters.

crystal. When you are attuned to a lightsaber with a compressed crystal, the targets of your lightsaber attacks take a –2 penalty on Use the Force checks made to negate the attack with the Block talent.

Standard Synthetic Crystal: The standard synthetic lightsaber crystal is created by replicating the geological structure of more traditional crystals using advanced technology, effectively crafting a crystal from other, existing materials. A standard synthetic crystal grants the standard +1 bonus on attack rolls to its attuned wielder.

Unstable Crystal: Like compressed crystals, unstable crystals are usually the result of the machinery used to synthesize the crystal failing to accurately replicate the natural crystallization process. Unstable crystals create lightsabers with blades that crackle with energy at erratic intervals, sometimes causing sparks to fly from the blade or streaks of electrical energy to run from the hilt to the tip of the blade, and back. When you wield an attuned lightsaber with an unstable synthetic crystal, the lightsaber deals an extra die of damage on a critical hit (this damage is added after the damage is multiplied for the critical hit). However, on an attack roll that is a natural 1, your lightsaber deactivates and may not be reactivated until after the end of your next turn.

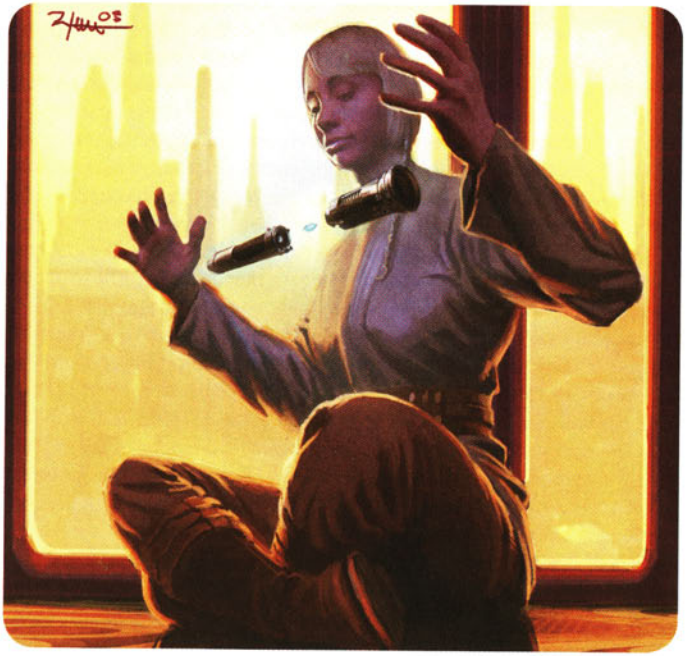
Traditional Jewels

Though Adegan crystals, Ilum crystals, and synthetic crystals are the most common lightsaber crystals in the galaxy, many traditional jewels can also serve as focusing crystals if properly cut and molded. The crystals below are rare enough to be extremely valuable in most civilized parts of the galaxy, and finding a specimen of one of these crystals that can serve as a lightsaber crystal should require a quest of some kind, rather than just buying one on the open market.

Bondar Crystal: Bondar crystals convert the energy of a lightsaber blade into a different form of energy. A lightsaber constructed with a bondar crystal deals stun damage instead of normal damage. Training lightsabers are usually made with bondar crystals.

Corusca Gem: Corusca gems are harvested from the depths of the gas giant Yavin, and they are renowned for their hardness and the strength of the blade they create. When you wield an attuned lightsaber with a Corusca gem, the lightsaber deals +1 die of damage against a target with DR.

Dragite Crystal: Dragite is a rare crystal that possesses special sonic properties, causing lightsaber blades focused by dragite crystals to resonate loudly in combat. When you wield an attuned lightsaber with a dragite crystal, you deal +1 die of sonic damage on critical hits with the lightsaber (this die of damage is added after damage is multiplied for the critical hit).



A Jedi apprentice constructs her lightsaber with the Force.

Durindfire Crystal: This crystal is found only on the remote Outer Rim world of Tatooine. Durindfire crystals give the lightsaber blades they focus a distinctive silver glow. Additionally, when you wield an attuned lightsaber with a durindfire crystal, the lightsaber emits a glow comparable to a fusion lantern, illuminating the area brightly.

Firkraan Crystal: Like the bondar crystal, a firkraan crystal absorbs the energy that creates a lightsaber blade and converts it into a different kind of energy, altering the effect of using the weapon. A lightsaber constructed with a firkraan crystal deals ion damage instead of normal damage, making lightsabers constructed with firkraan crystals more effective against droid enemies (see pages 159-160 of the Saga Edition core rulebook).

Hurikane: Found only on the distant world of Hurikane, hurikane crystals create lightsaber blades that easily penetrate the defenses of its targets. When you wield an attuned lightsaber with a hurikane crystal, you gain a +2 Force bonus on lightsaber attack rolls against targets with an armor bonus to Reflex Defense.

Jenraux Crystal: Like the solari crystal described below, the jenraux crystal widens the blade of a lightsaber. Unlike the solari crystal, however, it also causes the blade to absorb kinetic energy, making it exceptionally effective at defending against incoming melee attacks. When you wield an attuned lightsaber constructed with a jenraux crystal, you gain a +2 Force bonus on Use the Force checks made to block incoming melee attacks with the Block talent.

Kasha Crystal: Found only on the planet Cerea, kasha crystals have great cultural significance to the Cerean people. During meditation sessions, Cereans use kasha crystals as a focus for their thoughts, sharpening their minds in the same way that a lightsaber crystal focuses an energy beam into a lightsaber blade. Kasha crystals help clear the mind and focus the person using the crystal, blocking out distracting sights, sounds, and other stimuli. When you wield an attuned lightsaber with a kasha crystal, you gain a +2 Force bonus to Will Defense.

Opila Crystal: The opila crystal increases the destructive power of the lightsaber against weak or unprotected targets, though it does little to get the blade past most defenses. When you wield an attuned lightsaber with an opila crystal, you deal +1 die of damage on critical hits made with the lightsaber (this die of damage is added after damage is multiplied for the critical hit).

Phond Crystal: A phond crystal reduces the cutting power of the lightsaber blade but solidifies the energy beam, making it more effective at battering down an opponent's energy shield. When you wield an attuned lightsaber with a phond crystal, you deal +1 die of damage when using the lightsaber against targets that have active shields (that is, when the attack's damage would be reduced by SR).

Rubat Crystal: The rubat crystal causes the energy frequency of a lightsaber blade to fluctuate slightly, allowing the weapon to have a greater potential for damage. Once per encounter, when you wield an attuned lightsaber with a rubat crystal, you may reroll one damage roll made with that lightsaber, keeping the better result.

Sigil Crystal: A sigil crystal focuses the energy of a lightsaber blade with incredible efficiency, causing it to have a more devastating effect on a target. When you wield an attuned lightsaber with a sigil crystal, you gain a +2 Force bonus on damage rolls made with that lightsaber.

Solari Crystal: The solari crystal changes the width of the lightsaber blade, making it easier to intercept blaster bolts and other incoming ranged attacks. When you wield an attuned lightsaber with a solari crystal, you gain a +2 Force bonus on Use the Force checks to deflect incoming ranged attacks with the Deflect talent.

Holocron Lesson: Creating New Crystals

There are other types of lightsaber crystals besides the ones covered in this chapter, but their effects are identical to the crystals described herein. Beyond those, there is the potential to have entirely new crystals that have yet to be discovered and used in lightsabers.

Creating unique crystals that can be used in the creation of a lightsaber can be a good way to reward Jedi heroes, who typically are less interested in the accumulation of credits and other wealth. A unique crystal as a reward for completing a major story arc (or fulfilling one's destiny) can be a compelling motivator for a Jedi hero, and though most Jedi eschew possessions, an enhancement to a Jedi's weapon of choice is often worth undergoing a difficult quest, mirroring the Jedi Trials they face in the transition from apprenticeship to knighthood.

For Gamemasters looking to create a unique lightsaber crystal, first come up with an interesting story behind the crystal. Why is it renowned? Who possesses it now, and what are they doing with it? If possible, weave the story of the crystal into the larger tapestry of your campaign's storyline. Additionally, if you are designing an entire adventure around obtaining this crystal, make sure to get the entire party involved; maybe the crystal is in the possession of your scoundrel hero's crime lord archnemesis, and getting it back means dealing with that crime lord once and for all. Maybe the crystal was stolen from the family of the party's noble, and retrieving it is a point of honor. Whatever the story behind the lightsaber crystal, do not hesitate to make sure that it is of interest to the entire party and not just the Jedi character in the group.

Once you are satisfied that the crystal has a suitable history, you can decide what effect(s) to grant the wielder of a lightsaber with that crystal. A unique crystal can be slightly more powerful than the crystals presented in this chapter, though not much more so. In general, a unique crystal should confer a bonus about on-par with most standard crystals' bonuses, or maybe a little more powerful. Any bonuses the weapon confers should be typed as Force bonuses, and skill bonuses and damage bonuses should be around +2 for unconditional bonuses, or around +5 for highly conditional bonuses.

Extremely Rare Crystals

Over the course of history, there have been several exceedingly rare crystals that have attained a certain amount of power and destiny, far beyond that of normal lightsaber crystals. These crystals have been at the center of galactic events, and finding one has been the subject of many epic adventures over the ages. Some of these crystals are one-of-a-kind, like the shard of the Kaiburr Crystal or the Ankarres Sapphire; others are simply so rare that finding one is an event worthy of being an individual hero's destiny.

Ankarres Sapphire: The Ankarres Sapphire is a valuable gem that has passed through many hands over the years, including the hands of the bounty hunter 4-LOM around the time of the Battle of Yavin. Legend has it that the Ankarres Sapphire possesses incredible healing powers and that, when used as a lightsaber focusing crystal, it grants the wielder similar powers. Moreover, the legends say that only those who embody the light side of the Force can use the Ankarres Sapphire effectively.

If you wield an lightsaber attuned with the Ankarres Sapphire and you have a Dark Side Score of 0, you gain a +5 Force bonus on Treat Injury checks or Use the Force checks made to activate the *vital transfer* power.

The Ankarres Sapphire is thought to be unique, although it's possible that other such sapphires exist.

Barab Ingot: Found on Barab I, a Barab Ingot is a special crystal found inside ore littering the planet's radiation-baked surface. Though the radiation on the surface of the planet makes it difficult to find these crystals, a few Jedi have managed to locate Barab ingots suitable for use as focusing crystals. However, the constant infusion of radiation on the surface of Barab I causes a Barab ingot to produce a lightsaber blade that burns like fire. A lightsaber constructed with a Barab ingot deals fire damage instead of energy and slashing damage. Any target that takes damage from the weapon also catches on fire (see the rules for catching on fire on page 255 of the Saga Edition core rulebook).

Dantari Crystal: Found on the planet Dantooine, Dantari crystals originate in the eggs of the kinrath, creatures native to the planet. Dantari crystals were harvested in the ancient days of the Jedi, but once Ilum became a source of lightsaber crystals, few Jedi saw the need to deal with the deadly kinrath. Crystals harvested from kinrath eggs supposedly reflect the true disposition of their wielders. If you wield an attuned lightsaber with a Dantari crystal and roll a natural 19 on a Use the Force check made to activate a Force power, you regain some of your spent Force powers. If you have a Dark Side Score of 0, you regain all spent Force powers with the *[light side]* descriptor. If you have a Dark Side Score of 1+, you regain all spent Force powers with the *[dark side]* descriptor. If you roll a natural 20 on a Use the Force check made to activate a Force power, you still regain all spent Force powers (see page 96 of the Saga Edition core rulebook).

Heart of the Guardian: Once a subject of both Jedi and Sith prophecy, the Heart of the Guardian is one of two legendary lightsaber crystals that surfaced in the days of the Old Republic. Though the origins of these crystals is unknown, it is likely that they were used in the lightsabers of powerful Jedi as far back as the Great Hyperspace War. If you wield an attuned lightsaber with the Heart of the Guardian, you gain a +2 Force bonus on attack rolls against targets that are also currently wielding an active lightsaber.

Kaiburr Crystal Shard: A unique artifact found on the world of Mimban, the Kaiburr Crystal glows with a sinister crimson light. The crystal has the power to amplify the flow of the Force through an individual. Though the crystal itself is too large to be used in the construction of a lightsaber, several shards of the crystal have broken off over the years, and they have been used in the construction of lightsabers . If you wield an attuned lightsaber with a shard of the Kaiburr Crystal, whenever you spend a Force Point to add to an attack roll with your lightsaber, you increase the die type by one step (from d6 to d8, and d8 to d10 if you have the Strong in the Force feat).

Krayt Dragon Pearl: Krayt dragon pearls are found in the bellies of massive krayt dragons that roam Tatooine. Krayt dragon pearls come into being when existing gemstones deep in the desert sands of Tatooine are consumed by the krayt dragon; in the creature's belly, they are further compressed and refined until they reach a new level of clarity and beauty. Though obtaining one is usually a monumental task, a krayt dragon pearl can be refined into a lightsaber crystal of great potency. If you wield an attuned lightsaber with a krayt dragon pearl, you gain a +3 Force bonus on damage rolls.

Lambent Crystal: Grown by the Yuuzhan Vong as a part of their biotechnology, lambent crystals are used as biological light sources. If you wield an attuned lightsaber with a lambent crystal, you ignore the normal penalties when using the Sense Force and Sense Surrounding applications of the Use the Force skill to sense Yuuzhan Vong.

Mantle of the Force: The companion crystal to the Heart of the Guardian, the Mantle of the Force is an ancient crystal that increases one's self-awareness while sharply attuning the wielder to the flow of the Force. If you wield an attuned lightsaber with the Mantle of the Force, you gain a +2 Force bonus on Use the Force checks made to activate Force powers that have you as the sole target.

Message from the Faculty: Krayt Dragon Pearls

Obtaining a Krayt dragon pearl is no simple task, as many Jedi can attest. Krayt dragon pearls are so rare that finding even one on the open market would cost millions of credits, and such a jewel would be a fine centerpiece in any royal crown jewels. The few Jedi that have obtained krayt dragon pearls over the years have done so by finding and slaying a krayt dragon. However, the Jedi Order does not condone such an action, as hunting krayt dragons is not only dangerous but also contributes to the extinction of the species.

Lightsaber Accessories & Modifications

A lightsaber is more than just a hilt and a blade. Some Jedi like to customize their lightsabers to best fit their needs. Most Jedi choose simple, functional accessories and modifications that enhance their fighting styles, and as such modifications such as blade locks and pressure grips are common. At the time a lightsaber is created, the crafter can choose one of the following lightsaber accessories or modifications to apply to his lightsaber at no additional cost in time or credits. A character with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) can add one additional accessory or modification, which counts toward the weapon's one-modification limit.

Beckon Call

A beckon call is a small communications device that links up with the slave circuits on a starship. When activated, the beckon call transmits a signal to the starship it is linked to, activating its autopilot programming and summoning the ship to the nearest safe spot close to the wielder. A beckon call functions only when connected to a starship with a slave circuit.

Blade Lock

This simple modification is usually added only to lightsabers whose wielders frequently throw the lightsaber as a ranged weapon. As a swift action, the wielder can lock the blade in place; when doing so, this prevents the lightsaber from being accidentally deactivated when the weapon is jarred, such as during the impact of being thrown. A swift action unlocks the blade, meaning that it takes two swift actions to deactivate a locked lightsaber blade.

Concealed Compartment

This lightsaber accessory is little more than a small storage compartment capable of holding a single object of Fine size. Typically, this compartment in the weapon's hilt is used to store a useful item such as a comlink, hand-held holoprojector, or code cylinder.

Electrum Detail

A modification generally allowed only to high-ranking members of the Jedi Order, electrum detailing is usually a prestigious honor bestowed upon Jedi Masters as a sign of their rank and skill. A purely cosmetic accessory, electrum detail decorates the lightsaber handle with the rare metal electrum, giving it a distinctive gold color. Though electrum detail does not modify the mechanics of the lightsaber in any way, having a lightsaber with electrum detail grants favorable circumstances on Persuasion checks against all targets familiar with the electrum detail tradition.

Fiber Cord

One end of this small cord of metal fibers attaches to the hilt of a lightsaber. The other end is attached to a piece of armor or a metal gauntlet, making it more difficult to disarm the wielder. When the wielder of a lightsaber with a fiber cord is disarmed, the disarming character cannot catch the weapon (or call it to their hand, if using *Force disarm*). The weapon is still considered "dropped" and the wielder must spend an action to pick it up, though it hangs by its fiber cord until the wielder does so.

Force-Activated

This rare lightsaber modification removes the activation button from the lightsaber's exterior. To activate the lightsaber, the wielder must make a DC 5 Use the Force check as a swift action (this can be done as a part of drawing the lightsaber, as with normal lightsaber activation). If this check fails, the lightsaber does not activate. Typically this modification is used to ensure that untrained Force-users and those who have no sensitivity to the Force cannot effectively use the lightsaber.

Interlocking Hilt

This accessory is usually applied to pairs of lightsabers and intended for users who prefer to wield two lightsabers simultaneously. The creator of the lightsaber grafts a small, interlocking mechanism to the base of each lightsaber. As a swift action, the hilts of the two lightsabers can be locked together, turning the weapon into a double weapon (considered to be one size category larger than the largest of the two weapons).

Pressure Grip

One of the most popular lightsaber accessories, the pressure grip is a staple of most Jedi who prefer simple, straightforward lightsaber construction. The pressure grip senses when the wielder's hand no longer grips it, deactivating the lightsaber immediately when it is dropped or disarmed.

Trapped Grip

A trapped grip requires the wielder to perform some free action (usually pressing down on a hidden sensor, twisting a nondescript knob, or some other mundane task) before activating the lightsaber safely. If the wielder does not perform this task at the time the weapon activates, the wielder takes 1d6 points of energy damage, and again at the start of his or her turn until the trap is deactivated. Deactivating the trap is a free action that is performed as a part of activating the weapon, and a DC 20 Perception check can reveal the trap mechanism and the disarming action.

Waterproof Casing

Favored by aquatic lightsaber-users , waterproof casing allows a lightsaber to function normally underwater. Without this modification, a lightsaber submerged in water shorts out and must be repaired (taking 1 minute of work) before it will activate.

TABLE 3-4: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Discblade	2,000	2d8	–	S	1.25 kg	Slashing	Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
R-9 flash canister[1]	100	Special	–	S	0.5 kg	Energy	Restricted

1 *Area attack weapon (see page 155 of the Saga Edition core rulebook).*

RANGED WEAPONS

Though the lightsaber is the only weapon most Jedi need, some other weapons occasionally see use among members of the Jedi Order. The two weapons given on Table 3–4 are described below.

Discblade

Exotic Weapon

The discblade, the preferred weapon of the Zeison Sha, is a small metal ring with handles on the top and bottom of the disc and four slender blades that tightly curve back as they extend from the sides. When thrown, the discblade flies straight due to its aerodynamic design, but a trained Zeison Sha warrior can use the Force to return the weapon to his hand after it has been thrown.

R-9 Flash Canister

Simple Weapon

Typically used in the combat training of Jedi apprentices, the R-9 flash canister is an explosive device that causes dozens of tiny shells within the canister to burst forth and then detonate, creating a blinding flash of white light and piercing sound. The R-9 flash canister has a 3-square burst radius, and like other grenades it is designed to explode on contact after it is thrown, effectively causing the bright flash of light in the same round it is hurled.

When you make an area attack with an R-9 flash canister, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's burst radius. Creatures hit take no damage, but all targets have total concealment against the creature until the start of the attacker's next turn. Blind creatures are immune to this effect.

ARMOR

Though Jedi don't typically wear armor, in some dire cases it becomes necessary. Of course, the Sith and other dark side Force-users are not so reluctant, and many famous Sith Lords are practically defined by their armor. The armor given on Table 3–5 is described below.

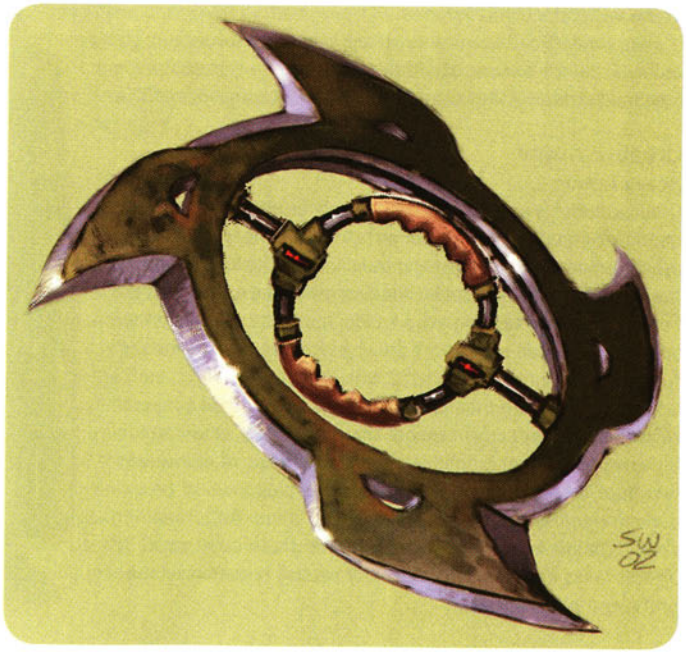
Dark Armor

Light, Medium, and Heavy Armor

Dark armor is the generic name given to various suits of armor possessed and worn by the Sith. Each suit of dark armor is unique, having been created for and often modified by an individual Sith Lord. These suits of armor may look like they originated as other stock models, but they are modified through various processes, including Sith alchemy.

Dark armor is not just another piece of protective gear; to many Sith Lords, the armor is nearly as important as their lightsabers. A suit of dark armor defines a Sith Lord's appearance, and is frequently made to be as frightening as possible.

A suit of dark armor automatically comes with a single enhancement from the Sith Alchemy Specialist talent, as defined on page 22.



A DISCBLADE.

Table 3-5: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Armor Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Dark armor, light	10,000	+4	+3	+3	–	–	10 kg	Rare
Jedi battle armor, light	4,000	+3	+3	+4	–	–	6 kg	Rare
WJ-880 blinding helmet	200	+0	+0	–	–	–	2 kg	Rare
Medium Armor (–5)								
Dark armor, medium	15,000	+7	+4	+2	4 sq.	3 sq.	16 kg	Rare
Jedi battle armor, medium	6,000	+5	+5	+3	4 sq.	3 sq.	12 kg	Rare
Heavy Armor (–10)								
Dark armor, heavy	25,000	+8	+5	+1	4 sq.	3 sq.	30 kg	Rare
Orbalisk armor	–	+10	+2	+1	4 sq.	3 sq.	26 kg	Rare

Jedi Battle Armor

Light and Medium Armor

Designed to match the needs of the individual Jedi who wears it, a suit of Jedi battle armor is a rare sight in the galaxy. Mostly popularized during the days of the Great Sith War and the Jedi Civil War, Jedi battle armor protects vital areas while not hindering the movements of the wearer.

Two variants of this armor exist, one light and one medium, giving Jedi who choose to wear battle armor some options in determining how much training they want to devote to wearing such armor.

Orbalisk Armor

Heavy Armor

Orbalisk armor is unique in that it can only be obtained by subjecting oneself to parasites known as orbalisks, native to Dxun. The orbalisks bond with the host and usually drain the host of energy; however, someone with sufficient strength in the dark side of the Force (that is, possessing a Dark Side Score equal to his or her Wisdom score) can prevent the orbalisks from killing him, instead forming a symbiotic relationship with the parasites.

A character with orbalisk armor gains DR 10; unlike normal DR, a lightsaber does not ignore the DR of the orbalisk armor. Since orbalisk armor is bonded directly to the skin of the wearer, it cannot be removed except through complex medical procedures (requiring surgery, as per the Treat Injury skill). However, since orbalisk armor is not worn in the traditional sense, the wearer takes no armor check penalty on skill checks for not being proficient in heavy armor.



Jedi Battle Armor

WJ-880 Blinding Helmet

Light Armor

Typically used during Jedi training, the WJ-880 blinding helmet covers the wearer's eyes, requiring the wearer to rely on the Force for a sense of his or her surroundings. Though technically considered armor, few Jedi would wear the blinding helmet into combat, as doing so grants all targets total concealment from the wearer.

Other Equipment

Although the Jedi have little need for material possessions, there are a few items of importance that they keep at hand for training purposes. The following new pieces of equipment are available in most eras in which Jedi are prevalent. During the time of Palpatine's Empire, and during the time of Darth Krayt's reborn Empire, these objects are more scarce, and perhaps even illegal.

8-2A Medical Bundle

The standard medical kit carried by most Jedi, the 8-2A medical bundle contains the basic items needed to treat ailments and diseases in a package small enough to fit in a utility belt. Since Jedi can rely on the Force to speed up their healing processes, many common items—such as bacta patches and synthetic flesh—are absent from the medical bundle. An 8-2A medical bundle counts as a medical kit for the purposes of using the Treat Injury skill, but only on targets currently in a Force trance.

Message from the Faculty: Jedi in Armor

By and large, Jedi Knights do not wear armor. The Force, or the lightsaber, usually provides enough of a defense against incoming attacks. However, from time to time there has been a need for Jedi to wear armor. Particularly in times when the Jedi are engaged in all-out war, some Jedi Knights and Jedi Masters don suits of armor not only for the protection it provides but also as a show of solidarity with the troops under their command. Obi-Wan Kenobi wears a modified suit of clone trooper armor during the Clone Wars as he leads troops into battle as a sign that he is not above them, but one of them.

Most Jedi who choose to wear armor wear the lightweight and durable Jedi battle armor. However, in some cases a Jedi might need to don special armor in order to lead troops or (in situations where he leads starfighter squadrons) simply to survive in the cockpit of a spacecraft. As an optional rule, Gamemasters can allow Jedi (and other heroic characters) to wear any suit of light armor with no armor check penalty even when not possessing the Armor Proficiency (light) feat. However, the hero must also forfeit the armor's bonus to Reflex Defense in addition to the armor's equipment bonus to Fortitude Defense. See page 132 of the Saga Edition core rulebook for more information on armor check penalties.

Table 3-6: Equipment

MEDICAL GEAR	COST	WEIGHT
8-2A medical bundle	200	1 kg
Subelectronic converter	23,000	–
SURVIVAL GEAR	**COST**	**WEIGHT**
Sith battle harness	5,000	90 kg
TOOLS	**COST**	**WEIGHT**
Force detector	2,000	9 kg
Force training aid	25	1 kg
Universal energy cage	20,000	3 tons

Force Detectors

A blanket term used to cover a variety of devices, Force detectors are pieces of equipment designed to detect Force sensitivity, or the potential for it, within a living being. Force detectors can take many forms; the Jedi Order prior to the Clone Wars used Force detectors that relied on blood samples to determine midichlorian counts. During the height of the Empire, Force detectors were built using thaissen crystals from the planet Mimban that glow in the presence of Force-users.

Regardless of the specific form, most Force detectors function in a similar manner. Using a Force detector requires 5 rounds and a DC 15 Use Computer check to successfully activate the device. If the target of the Force detector has the Force Sensitivity feat, the Force detector indicates that the target is Force-sensitive.

Force Training Aids

Young Jedi use a variety of training aids in the course of their studies. These can take many forms, including some that resemble toys and puzzles. Others are designed to clear the mind and make concentration easier, focusing one's connection to the Force by helping to block out other stimuli. Most Force training aids are abandoned by the time the apprentice becomes a Padawan learner, as the training aids teach very basic techniques that must be mastered by the time the Master chooses the Padawan.

Though Force training aids are typically designed to focus on one aspect of Force training, they all follow similar rules. Each Force training aid focuses on one of the basic uses of the Use the Force skill. Any character untrained in the skill can spend 1 hour training with a Force training aid. After that time, for the next 24 hours, the character can use any one "trained only" aspect of the Use the Force skill as though he or she was trained in the skill. Force training aids confer no bonus on Use the Force checks.

Sith Battle Harness

When riding large beasts such as Sith warbirds, the Sith frequently use special battle harnesses, turning the beasts into mobile weapon platforms. The harness features a cockpit that provides the rider improved cover, and the special reins grant a +2 equipment bonus on Ride checks. In addition, the mount gains a +4 equipment bonus to its Reflex Defense and its Fortitude Defense. The Sith battle harness also has a built-in blaster cannon, powered by an onboard fusion generator providing unlimited ammunition.

Subelectronic Converter

Designed by Imperial scientist Nasdra Magrody, the subelectronic converter is a computerized device that, when implanted into a subject's head, allows the subject to control droids through the Force. One such recipient of the implant, Irek Ismaren, could mentally visualize a droid's programming and use his *mind trick* power on them, which normally cannot be done.

A subelectronic converter translates the signals from the subject's brain into binary commands understood by droids; likewise, it converts droid signals into a language that the brain can understand.

A subelectronic converter is just like any other cybernetic enhancement, in that it must be installed by a character with the Cybernetic Surgery feat and imposes a penalty on Use the Force checks. A creature with a subelectronic converter may use mind-affecting Force powers on droids, despite the droids' immunity to mind-affecting effects. However, there's a trade-off: The recipient of the implant takes a –2 penalty to Will Defense due to side effects of the implant.

Universal Energy Cage

The universal energy cage was designed by Umak Leth specifically to contain a Force-user. A vaguely spherical cage with energy flowing throughout its bars, the universal energy cage delivers a shock to prisoners attempting to free themselves. Prisoners in the cage can, however, use the Force at very low levels, such as to heal themselves. The cage's functions are controlled by a handheld remote. The cage has no visible controls, and the only way to open it (other than using the remote) is to destroy it, which endangers the life of the prisoner within.

The reinforced durasteel cage has DR 20, 150 hit points, and a damage threshold of 25. The cage is also built with a contact shock field, and every time it takes 15 points of damage or more, the prisoner inside receives a shock that deals 4d8 points of stun damage.

Holocrons

There are few artifacts in the galaxy that are more highly valued and more unique than holocrons. Holocrons are, essentially, special computers with built-in holoprojectors that contain vast knowledge of the Force. Each holocron is a small, hand-held device (usually taking the form of some common geometric shape). Holocrons use ancient construction methods to combine powerful crystals with other technological elements to enhance its storage capabilities and durability. Though the Jedi Order does not allow the study of holocrons by outside technicians, most technological experts agree that the nature of the holocron indicates that its inner workings are vastly more complex than most modern technologies, and that the components and workings of the holocron follow few, if any, contemporary theories of how computers and other electronic machinery should work.

In truth, a holocron is more of an artifact than a technological device. Each holocron is imbued with at least one "gatekeeper" personality, which serves as the user interface to the library of knowledge stored within. A holocron's gatekeeper is far more than a simple voice-interactive user interface; the gatekeeper has its own personality and is usually based on an individual Jedi Master (or Sith Lord) who was instrumental in creating the holocron. Most holocrons have only a single gatekeeper, as the holocron represents the sum total of the knowledge of its creator. Some rare holocrons have multiple gatekeepers, each one acting as a means of obtaining subsets of knowledge. For example, a Jedi holocron might have a Jedi weapon master gatekeeer to impart knowledge of fighting styles, while also having a Jedi investigator gatekeeper responsible for all of the holocron's knowledge of *farseeing* techniques.

The depth of a holocron's knowledge varies, but suffice to say that every holocron has within it a vast amount of information on Force powers, Force techniques, and Force secrets. Any given holocron usually contains the sum total of all knowledge of the Force gleaned by an individual Sith Lord or Jedi Master, and in many cases it can contain more than that. Many Jedi Masters of the Old Republic, as well as Sith Lords from all eras, see the creation of a holocron as a crucial part of preserving their legacies. Though Sith sometimes linger as dark spirits and some Jedi can remain as Force spirits, a holocron is a far more permanent representation of their legacies. Though the art of creating a holocron is among the rarest secrets in the galaxy, the most powerful Sith Lords and Jedi Masters of old create holocrons to spread their influence and preserve their knowledge for the ages.

Using a Holocron

Holocrons respond to voice activation. Some holocron gatekeepers are stingy when it comes to dispensing information, however, and refuse to impart their secrets to those they find untrustworthy or unworthy. This mostly depends on the personality of the holocron's creator, but a few holocron gatekeepers refuse to impart their knowledge unless certain conditions are met as a



precaution against abuse. For example, a holocron containing the secrets of dangerous Force techniques might only respond to the commands of a proven Jedi Master who can demonstrate a significant mastery of the Force.

Once the gatekeeper is willing to impart its knowledge, the possessor of a holocron can simply ask the holocron for information on whatever topic is needed. Holocrons usually have a Use the Force skill bonus, which is used in place of all Knowledge skills for information related to Jedi or Sith lore. A holocron's Use the Force bonus is equal to its creator's skill bonus at the time the holocron is created. A character in possession of a holocron whose gatekeeper is willing to impart information can use the holocron's Use the Force skill modifier in place of any Knowledge skill bonus on any check related to Jedi or Sith lore. The holocron normally cannot use its Use the Force skill for any other purpose, though Gamemasters are free to make exceptions if it fits the story of the campaign. By default, though, a holocron is still just an object and has no connection to the Force itself.

Mechanically speaking, most holocrons can stand in for a Jedi Master with regard to providing basic Force training to a student. For example, if a non-Jedi hero wishes to multiclass into the Jedi class, or merely pick up the Force Sensitivity feat and training in the Use the Force skill, a holocron can provide a basis for the character's transition and basic Jedi training. This is especially useful in time periods when the Jedi are all but extinct, including during the Dark Wars, the Dark Times, the Galactic Civil War, and the time following the Sith-Imperial War. Though there is no mechanical restriction that prevents a character from learning the ways of the Force without a master, possession of a holocron can offer a good backstory as to how the character learns to manipulate the Force.

Introducing New or Lost Powers

Not every Force power presented in the Saga Edition core rulebook or its various supplements (including this one) exist in every era. Many powers considered commonplace in the days of the Jedi Civil War might be long forgotten by the time the Clone Wars comes around. Gamemasters who choose to rule that certain Force powers are unavailable by default can use holocrons to reintroduce these "lost" powers from the past. Alternatively, some mechanically inclined Gamemasters might wish to create new Force powers of their own; a holocron provides an excellent vehicle for introducing brand-new Force powers into the game.

Typically, a holocron can include as many new Force powers as the Gamemaster feels necessary. Possession of a holocron doesn't necessarily guarantee access to the Force powers within, but when a hero in possession of such a holocron takes the Force Training feat, the Gamemaster can choose to open up one or two new powers for the hero to add to his or her Force suite. Though the Gamemaster is free to make all of the new powers within the holocron available at once, doling out new powers one at a time over a series of levels can help maintain the holocron's presence as an important aspect of the hero's study of the Force, and can prolong the rewards for continued training.

Retraining

A holocron can also be used to introduce retraining for existing heroes. Tutelage under a holocron can represent a hero rebuilding his or her knowledge of the Force from the ground up; in essence, one "unlearns what one has learned" as the gatekeeper of the holocron rebuilds the hero's Force skills at a fundamental level. A holocron gatekeeper can be used to retrain a character's Force talents and Force powers. Perhaps a player is unhappy with her character's selection of Force powers, or has decided to take her character in a different direction. Whatever the reason, the player of a Jedi hero might need to rebuild the character using different mechanics, and the holocron can provide a good reason for doing so.

Periods of downtime between adventures can provide the opportunity for retraining (much as the heroes of the films evolve significantly between each episode). However, holocrons can offer more immediate rebuilding methods. In general, a character in possession of a holocron should be able to trade out one Force power for another (or one Force talent for another) during a significant period of downtime. The exact time needed for the character to study the new ability is up to the Gamemaster, but it should take longer to retrain a Force power than to make a jump through hyperspace.

Holocrons in Combat

Typically, holocrons are of little use in combat. Though they can sometimes provide insightful information, practically speaking most combat encounters are too frantic and dangerous for a Jedi to consult the gatekeeper of the holocron for information on a particular enemy. However, there might be times when the Gamemaster wishes to integrate a holocron into an encounter. There are two primary ways of doing so: using the holocron as a device, and using the gatekeeper as a hazard or boon.

The first method is much like including a computer console or an object to be obtained during the course of a combat encounter. The holocron might have vital information within it that the heroes need to extract while under fire, or the holocron might be in the possession of an enemy and the heroes need to obtain it. When designing an encounter that uses a holocron in this way, the holocron can be treated as a datapad or computer console.

Including a holocron's gatekeeper as a hazard or boon in an encounter is a bit trickier. For one, it's not something that should happen during every combat; possessing a holocron shouldn't become a permanent boon to the heroes any more than possessing any other single piece of equipment should drastically shift the tide during an encounter. Likewise, an enemy in possession of a holocron should be a rare circumstance, and one that really has an impact on the story of the campaign. If every Sith Lord the heroes fight has a holocron providing beneficial enhancements during every encounter, holocrons become less special and more of an annoyance.

Including a holocron gatekeeper in a combat encounter should be part of a significant event. For example, facing a Jedi Padawan who has turned to the dark side thanks to a holocron might warrant the presence of a gatekeeper in combat. Similarly, a hero in possession of a holocron might use the holocron to learn new abilities, but it is only when the hero reaches the final showdown with a Sith Lord who was once the apprentice of the holocron gatekeeper that the gatekeeper's true benefits come into play. The Gamemaster ultimately decides when a holocron gatekeeper becomes an important element of a combat encounter.

A holocron gatekeeper is projected onto the battlefield like any other hologram. While the holocron gatekeeper is active, it has its own suite of actions and functions just like any other participant in combat, even acting on its own initiative. On its turn, the holocron gatekeeper can use skills and communicate information as normal, but it doesn't make physical attacks or use Force powers. Likewise, it cannot be damaged, though the holocron itself can be (as per normal rules of attacking objects). For the most part, holocron gatekeepers will use their Instructive Bond special quality, which is explained in the stat blocks of the two sample holocron gatekeepers below.

Jedi Master Holocron Gatekeeper **CL 5**
Medium holocron gatekeeper Jedi 7/Jedi Knight 5/Jedi Master 3
Force 6
Init +12; **Senses** Perception +10
Languages Basic, one other

Defenses Ref – (flat-footed –), Fort –, Will 31
hp –; **Threshold** –
Immune fear effects, physical damage
Speed 6 squares (must remain within 6 squares of the holocron)
Base Atk –; **Grp** –

Abilities Str –, Dex –, Con –, Int 12, Wis 16, Cha 14
Special Qualities holocron gatekeeper, instructive bond
Skills Initiative +12, Use the Force +19

Holocron Gatekeeper—While a gatekeeper occupies a space, it cannot make physical attacks or use Force powers because it is merely a hologram. The gatekeeper takes no damage from attacks (weapons and Force powers just pass through it), though it is subject to mind-affecting effects. Other creatures can occupy the same space as the holocron and move through the holocron's space without impediment.

Instructive Bond—A gatekeeper can instruct an ally in combat, imparting helpful knowledge. As a standard action, the holocron gatekeeper can grant one of the following benefits to a single ally within its line of sight until the beginning of the gatekeeper's next turn. The target must spend a Force Point as a reaction to gain the benefit of this power.

- +1 Force bonus on attack rolls
- +2 Force bonus to any single Defense score (ally's choice)
- +1 die of damage with lightsaber attacks
- +5 Force bonus on Use the Force checks made to negate incoming ranged attacks with the Deflect talent
- +5 Force bonus on Use the Force checks made to activate the *rebuke* power

Sith Lord Holocron Gatekeeper **CL 6**
Medium holocron gatekeeper noble 7/Sith apprentice 8/Sith Lord 4
Force 7; **Dark Side** 16
Init +14; **Senses** Perception +22
Languages Basic, five others

Defenses Ref – (flat-footed –), Fort –, Will 34
hp –; **Threshold** –
Immune fear effects, physical damage

Speed 6 squares (must remain within 6 squares of the holocron)
Base Atk –; **Grp** –

Abilities Str –, Dex –, Con –, Int 14, Wis 16, Cha 16
Special Qualities holocron gatekeeper, instructive bond
Talents Force Perception, Gauge Force Potential
Feats Linguist, Skill Focus (Use the Force)
Skills Deception +17, Initiative +14, Knowledge (galactic lore) +16, Perception +22, Persuasion +17, Use the Force +22

Holocron Gatekeeper—While a gatekeeper occupies a space, it cannot make physical attacks or use Force powers because it is merely a hologram. The gatekeeper takes no damage from attacks (weapons and Force powers just pass through it), though it is subject to mind-affecting effects. Other creatures can occupy the same space as the holocron and move through the holocron's space without impediment.

Instructive Bond—A gatekeeper can instruct an ally in combat, imparting helpful knowledge. As a standard action, the holocron gatekeeper can grant one of the following benefits to a single ally within its line of sight until the beginning of the gatekeeper's next turn. The target must spend a Force Point as a reaction to gain the benefit of this power.

- +1 Force bonus on attack rolls
- +2 Force bonus to any single Defense score (ally's choice)
- +1 die of damage with lightsaber attacks
- +5 Force bonus on Use the Force checks made to negate incoming ranged attacks with the Deflect talent
- +5 Force bonus on Use the Force checks made to activate the *rebuke* power

Creating a Holocron

When a player decides that his hero wishes to create a holocron, the creation of the holocron should become a major element of the hero's story. Creating a holocron is no simple task, and it can even be the primary drive and motivation for a hero. Holocron creation shouldn't just be something that is approached casually, nor should it just be something that happens between adventures. Creating a holocron requires time, devotion, and sometimes resources from any hero who wishes to pass on information to future students of the Force.

When crafting adventures for a hero who is seeking to create a holocron, Gamemasters can break up the steps toward creating the holocron over the course of several adventures, giving the hero milestones as they work toward their final goal of holocron creation. What these steps are, and how prominently they figure into the adventures, is up to the GM, but knowing that a hero wishes to create a holocron gives the GM several opportunities for rewards specific to that hero's quest.

For example, a Gamemaster learns that the Kel Dor Jedi in her campaign wishes to create a holocron. Over the course of several levels, the Gamemaster creates adventures that feature rewards for the Jedi hero that bring him closer to creating the holocron; perhaps in one adventure the hero comes across an ancient Jedi tome that details the basics of holocron creation, and then in a later adventure the Jedi comes into possession of a crate of thaissen crystals that once belonged to a now-vanquished crime lord. As the campaign progresses, that Jedi gets closer and closer to creating the holocron, keeping the player's interest in the campaign and giving the Gamemaster a good set of rewards for the Jedi hero.

Below are eight sample steps in the holocron creation process that Gamemasters can use as a basis for determining adventure rewards. These steps are by no means comprehensive, and the GM is free to use as many (or as few) of these steps as she likes during the design of an adventure. Each step is a milestone in the process of creating a holocron, and the reward for the Jedi at the end of an adventure can be achieving one of these milestones.

1. The Jedi must discover the method of creating the basic crystal casing that houses the holocron's inner workings. This crystal casing is what gives the holocron its distinctive geometric shape, and it can only be crafted out of certain kinds of rare crystals. The process of creating the case is precise, and failure means that the internal components will not function.

2. The Jedi must obtain special crystals to create the casing for the holocron. Only very rare kinds of crystals will work, and among those crystals only a small fraction are large enough to be shaped into a holocron's casing.

3. The Jedi must discover thaissen crystals of the precise size and shape for inclusion in the holocron. Thaissen crystals are found on the planet Mimban, and the holocron requires thaissen crystals to allow it to detect the strength of the user's Force sensitivity.

4. The Jedi must obtain special, malleable crystals that can be shaped into the inner workings of the holocron. The mechanisms that allow the holocron to function normally are arcane and esoteric, and they require special crystals to function at all.

Whispers of the Sith Spirit: Sith Holocrons

Unlike Jedi holocrons, a Sith holocron can have a corrupting influence on its possessor. Sith holocrons contain forbidden knowledge of great power, and serve only to enhance the reputation of the dark side for being the quick and easy path. A young student of the Force in possession of a Sith holocron can quickly come into possession of dark knowledge that is forbidden to most Jedi Knights. A character with a Sith holocron can be considered part of the Sith tradition for the purposes of the Sith apprentice prestige class. Furthermore, a character that spends at least 1 hour studying under the tutelage of a Sith holocron can spend a Force Point as a swift action to add one Force power with the *[dark side]* descriptor to his or her Force suite. That character can do this for one day; the following day, he or she must study for at least 1 hour with the Sith holocron before gaining access to this ability again.

5. The Jedi must obtain a self-revitalizing power source capable of fueling the holocron for millennia. Though modern technology has produced power sources capable of lasting that long, they are rare, large, and expensive. Ancient holocrons use power sources that are self-replenishing, though the secrets behind creating such a power source are all but lost to the ages.

6. The Jedi must learn the method of piecing together and molding the inner mechanisms of the holocron. This is perhaps the most difficult step in the process, as this knowledge is one of the most tightly kept secrets of Jedi Masters and Sith Lords.

7. The Jedi must gain access to a locale that is suitably strong in the Force as a site where the holocron can be built. Constructing a holocron requires the hero to precisely manipulate the crystals that form the inner mechanisms of the holocron using the Force, similar to how a Jedi assembles a lightsaber with the Force. However, holocron creation is an order of magnitude more complex and more precise, and even Jedi Masters who are strong in the Force need a place of power to help fuel the creation process. With this step complete, the physical structure of the holocron can be constructed.

8. The Jedi must discover the Force secret required to transfer a replica of one's consciousness into the gatekeeper program (see Holocron Loremaster, page 37). Once the holocron's mechanisms are finished, the malleable crystal interiors must be manipulated to reproduce the Jedi's knowledge and consciousness. Doing so requires a meditative technique that transcends conscious thought and is similar in concept, if not the details of execution, to the dark side technique known as Transfer Essence.

Destiny Bonus

The creation of a holocron replaces the normal destiny bonus that you receive for fulfilling your destiny. Typically, this destiny bonus only comes from destinies that can be tied to the creation of a holocron, such as the Discovery and Education destinies from the core rulebook, and the Creation destiny from *The Force Unleashed Campaign Guide*. When you fulfill your destiny, your reward is the preservation of your legacy by creating a holocron with a gatekeeper modeled after your hero. The holocron contains all of the knowledge your hero accumulated over the course of his or her career, which can be passed on to future generations.

When you fulfill your destiny, you create a holocron with a gatekeeper modeled after you.

Holocron Gatekeeper Statistics

To create the statistics for the holocron gatekeeper, follow these steps based on your hero's statistics at the time you fulfill you destiny:

- The gatekeeper's CL is equal to your CL divided by three.
- The gatekeeper has no special senses, such as darkvision or scent.
- The gatekeeper has no Reflex Defense or Fortitude Defense and cannot be targeted by attacks or powers that target those defenses.
- The gatekeeper has no hit points or damage threshold.
- The gatekeeper retains any immunities that you possess and also gains immunity to all fear effects as well as physical damage. Physical damage includes damage from acid, atmospheric hazards, disease, extreme temperatures, fire, poison, radiation, smoke, gravity, and any effect that targets Reflex or Fortitude Defense.
- The gatekeeper cannot attack. Therefore, it has no attacks, no base attack bonus, and no grapple bonus.
- The gatekeeper is merely a holographic projection and has no Strength, Dexterity, or Constitution score.
- The gatekeeper gains the holocron gatekeeper and instructive bond special qualities, as presented in the stat blocks above.
- The gatekeeper loses all talents and feats that enhance attacks, movement, or other physical interactions. Talents and feats that pertain to skill use or other effects remain.
- The gatekeeper loses skill bonuses related to the following skills: Acrobatics, Climb, Endurance, Jump, Mechanics, Pilot, Ride, Stealth, Survival, Swim, Treat Injury, Use Computer.
- The gatekeeper may use only the following aspects of the Use the Force skill: Search Your Feelings, Sense Force, and Telepathy (at the Gamemaster's discretion, and usually only in special cases).
- The gatekeeper has no equipment.

Sith Artifacts

Several artifacts of great power and significance were created in the time of ancient Sith Lords. Though most Sith of the modern eras tend to eschew the arcane and esoteric knowledge used to create these artifacts, remnants of these dark objects still lie undiscovered in forgotten tombs across the galaxy. Sith artifacts are considered priceless; thus, they have no costs associated with them.

Sith Amulet

Ancient relics of the Great Hyperspace War and other conflicts between the Jedi and Sith of the Old Republic, Sith amulets are weapons of the dark side. Each Sith amulet, which is embedded in a jewel-encrusted gauntlet worn on the forearm, is made of crystals imbued with dark Force energy that focus the user's telekinetic power, allowing the wearer to unleash powerful attacks. Though most Sith amulets were destroyed by Jedi shadows in the wake of the Great Sith War, a few remain, hidden away in Sith burial chambers on Korriban and elsewhere throughout the galaxy.

The wearer of a Sith amulet gains several benefits:

- When the wearer uses the Move Light Object application of the Use the Force skill, the object being used as a projectile deals 2d6 points of damage instead of 1d6 points.
- When the wearer activates a Force power with the *[telekinetic]* descriptor, the wearer can increase his Dark Side Score by 1 to reroll the Use the Force check made to activate the power, keeping the better result.

- As a standard action, the wearer can increase his Dark Side Score by 1 and select a target within 12 squares. The wearer unleashes a razor-thin bolt of telekinetic energy at the target, making a Use the Force check; if the Use the Force check result equals or exceeds the target's Reflex Defense, the target takes 3d8 points of slashing and Force damage.

Sith Poison

A favorite of the Krath and of the Mecrosa Order, Sith poison is the most insidious of inventions. Once the toxin is introduced into a Force-user's bloodstream, whether through injection or ingestion, exposed individuals become quicker to anger, and more likely to call on the dark side, slowly perverting servants of the light into agents of evil.

Sith Poison (CL 10): When a creature takes damage from a weapon coated with Sith poison or ingests a substance tainted with the poison, make an attack roll (1d20+12) against the target's Fortitude Defense. If the attack succeeds, the target takes 4d6 points of damage and moves –1 persistent step down the condition track. If the attack fails, the target takes no damage. Whether it succeeds or fails, the poison feeds the target's anger, drawing it closer to the dark side until the effect is negated. Every time the target spends a Force Point, make an attack roll (1d20+12) against the target's Will Defense. If the attack succeeds, the character calls upon the dark side and increases its Dark Side Score by 1. Every time an attack made by the Sith poison fails, a character can make a DC 25 Use the Force check to neutralize the poison. If the poison attack fails 5 consecutive times, the poison is neutralized automatically.

Sith Scrolls and Tomes

Before holocron technology was developed, and sometimes even after, the Sith recorded much of their dark knowledge in traditional forms. Locked away in the mausoleums dedicated to ancient Sith Lords are thousands of scrolls, tomes, and tablets bearing instructions on how to master a variety of Sith techniques. Like Sith holocrons, these ancient writings describe the methods of using lost dark side Force powers, the construction of Sith weapons and artifacts, information on Sith alchemy, and treatises on the domination and destruction of others.

Sith scrolls, tomes, and tablets function in much the same was as a holocron for the purposes of learning new Force powers and talents. However, these writings have no gatekeeper, and as such their knowledge is open to anyone who can master them, given time. Searchers should beware; many ancient Sith writings are imbued with the madness of their creators, and the knowledge they contain has been known to drive the unprepared student to insanity.

The Madness of Knowledge (CL 6): The first time a character reads an ancient Sith tome, scroll, or tablet, make an attack (1d20+8) against the character's Will Defense. If the attack succeeds, the character moves –2 persistent steps down the condition track, and until the persistent condition is removed the character takes a –5 penalty to Will Defense (on top of the normal penalties for being moved down the condition track). Also, until the persistent condition is removed, the character is filled with paranoia and creeping insanity, and any time the character rolls a natural 1 on an attack roll, his next attack roll made before the end of the encounter must be against an ally, not an enemy. The persistent condition can be removed after 8 hours of rest with a DC 25 Treat Injury check; the character affected by the Madness of Knowledge cannot make this Treat Injury check on himself.

Sith Talismans

A Sith talisman enhances its wearer's Force attacks. When Jedi first discover Sith talismans, they find the trinkets can be made to serve the light without adverse consequences. However, to counteract this exploitation, later Sith purposely infuse talismans with malignant energy, making them anathema to Jedi. The Jedi Council subsequently ban their use, and following the Great Hyperspace War, Jedi shadows willfully target the Sith artifacts for annihilation. A bitter argument breaks out as Galactic Museum of Coruscant curators fiercely assert that Sith artifacts, like any historical curios, belong in a museum. Brokering a compromise, the Chancellor's office grants the museum rights to display Sith artifacts, except for Sith holocrons, which are to be surrendered to the Jedi Temple.

For more information on Sith talismans, see page 21.

Message from the Faculty: The Muur Talisman

One of the most dangerous artifacts of the dark side known to have surfaced is the Muur Talisman. An ancient Sith Lord named Karness Muur created the Muur Talisman long before the Great Hyperspace War. Whoever carries the talisman is filled with the power of the dark side. More importantly, the Muur Talisman holds the power to create and control vile creatures known as rakghouls.

A Force-sensitive character wearing the Muur Talisman can infect any target within 12 squares and in his line of sight with the rakghoul disease (see page 223 of the *Knights of the Old Republic Campaign Guide*) as a swift action, with no attack required. Furthermore, all rakghouls have a helpful attitude toward the wearer of the Muur Talisman. In addition, the Muur Talisman stops all aging in the host.

The Sith spirit of Karness Muur lurks within the talisman, speaking to the wearer and urging him to spread the Muur legacy through the creation and command of rakghouls.



Chapter IV
Affiliated Programs



The Jedi and Sith are just two of the many Force-using traditions found throughout the galaxy. Every sentient species with the ability to utilize the Force has its own groups and philosophies, although only a tiny fraction have been documented by the Jedi Order. Young students are taught about some of these groups, to show the various ways that the Force manifests itself in the galaxy and how it's expressed by different cultures.

The different programs described here are included to show some of the alternate beliefs, thoughts, and techniques practiced by outlying traditions. Although many of these groups have similar agendas as the Jedi, most have unique requirements for entry that prevent large numbers of students from joining. For example, entry into the Baran Do Sages is limited to Kel Dor initiates with sensitivity to the Force. Over the millennia, the Jedi have set up "exchange programs" with some of these groups, sending both students and Jedi Masters alike to study these alternate traditions and learn from them. The Jedi do their best to shield students from some of the more controversial beliefs, but realize that part of understanding the Force, particularly the dark side, is to ask questions and witness different beliefs firsthand.

Aing-Tii Monks

Patrolling the area of space near the Kathol Rift in large, organic ships and wielding advanced weaponry is a mysterious race known as the Aing-Tii. Their homeworld is hidden somewhere within the Rift, and many people believe that the entire race is sensitive to the Force, since the rest of the galaxy has only encountered Force-using members of the race. In truth, not all of the Aing-Tii are Force-sensitive, but they do have a higher percentage of Force-users compared with other races.

History

Very little is known about the Aing-Tii. Their existence is a secret shared by relatively few individuals who have met Aing-Tii monks. Even then, the meetings take place aboard their ships. In recent history, the Aing-Tii are known to patrol the space known as the Kathol Rift and do not interact very much with the other inhabitants of the region.

By the end of the Clone Wars, the Jedi Order learns of the monks' existence and knows that the Aing-Tii are decidedly uninterested in the Jedi. A few years before the Battle of Yavin, Master Yoda sends a former smuggler named Jorj Car'das to the Aing-Tii to ask for their help in countering his failing health. The monks agree to assist on the condition that Jorj stays with them to learn their ways. Several years pass before the monks allow Jorj Car'das to leave their company and spend the rest of his life on Exocron, a world in the Kathol Outback.

Four years after the Battle of Endor, the Aing-Tii begin a search for what they call the Codex, an ancient piece of Darkstryder technology they believe to be sacred. Convinced that they cannot physically touch it, they abduct a Human navigator named Makezh, erase his memories, and implant a subconscious command to seek out and obtain the Codex for them. The monks' knowledge of human physiology is limited, however, and Makezh becomes mildly insane as a result of the operation. The search concludes on the planet Demonsgate, a lone world beyond the Kathol Rift. The Aing-Tii take the Codex, Makezh, and several Imperial stormtroopers for study.

After the conclusion of the Yuuzhan Vong War in 25 ABY, the Jedi Knight Jacen Solo travels to the Kathol Rift and studies with the Aing-Tii monks. Although the monks view Solo as a unsound student, they teach him about flow-walking and how to use the ability. Though Solo files a report of his time spent with the Aing-Tii monks, much of the information Solo learned is deliberately withheld.

Location

The Aing-Tii monks can be found almost exclusively within the nebulous clouds that form the Kathol Rift, near the edge of the galaxy. They actively patrol the area, looking for slaver ships or vessels in distress that they aggressively target and destroy. The location of their homeworld is unknown, despite many attempts over the years by several individuals to find it. However, it is believed to be located somewhere within the Rift. Very rarely are any Aing-Tii found alive outside the Rift, and those that dare venture outside do not stray very far.

Philosophy

The Aing-Tii believe in the same Force as the Jedi and the Sith, but their fundamental principle about it differs greatly in scope. Instead of merely two sides of the Force, the light side and the dark side, the Aing-Tii believe that the Force has multiple aspects very much like a rainbow. Within these aspects, the Force moves and acts in ways that guide and help life in all of its forms, and no single aspect is more important than the others. In order for one to truly understand the nature of the Force, one must experience a little of each facet and gain a semblance of the entire spectrum.

Since the Aing-Tii believe like the Jedi that life creates the Force, they also believe that life can manipulate the Force as well, and even those who are not sensitive to the ebb and flow of the Force have some measure of control over it. Despite this idea, the Aing-Tii do not seek to take advantage of their special "gifts." They use their abilities for a more practical reason: moving themselves through space. Over the centuries, the Aing-Tii have learned to use the Force to bend space and even time to transport themselves to various destinations. Beyond this application, they use the Force for little else.

Membership: Only a few beings who are not members of the Aing-Tii species have been indoctrinated by the Aing-Tii monks, but they are nevertheless considered part of this tradition. Those who are not Aing-Tii must demonstrate a willingness to learn the "true nature of the Force" and demonstrate that they have something to teach the monks as well.

Building an Aing-Tii Monk

Playing a hero that has been trained in the philosophies of the Aing-Tii monks can be somewhat trickier than playing members of other Force traditions. Since the Aing-Tii species does not lend itself easily to heroic adventuring, your hero is more likely to be a member of another species that came across the Aing-Tii and convinced them to train you. Decide how you came into contact with the Aing-Tii. Was your ship marooned on a world in Aing-Tii space or saved from slavers by an Aing-Tii patrol? Did you seek out the Aing-Tii on purpose, making contact with the species and requesting their instruction, or did they single you out through some sort of mystic selection process? After completing your training with the Aing-Tii monks, what did you do? For what destiny did the Aing-Tii give you their precious knowledge of the Force?

In game terms, the powers of the Aing-Tii monks are best represented in those abilities that bend the rules of time and space. Your hero will want to make sure he has the *fold space* Force power, as well as some talents from the Aing-Tii monk talent tree. If your character has the *farseeing* Force power and the Visions talent, you might interpret that when you use those abilities you are actually practicing the secret art of flow-walking (whereby you transport yourself back to witness images from the past, rather than just seeing them from the future). Your hero might describe using the *surge* power as bending space to let you move more quickly, or your character might be a master of the *phase* Force power (from *The Clone Wars Campaign Guide*), allowing you to pass through walls.

Other considerations for building your Aing-Tii monk might include class and non-Force talent selection. The Aing-Tii are adamant in their war on slavers, and as such you might build your hero to do the same. You might have studied under an Aing-Tii navigator aboard one of their living starships, and as such you would be trained in the Pilot skill. Perhaps you spent some time breaking up slaver convoys, and have taken the Vehicular Combat feat or Weapon Proficiency (heavy weapons). Since the Aing-Tii are careful to guard their secrets, you might take talents and feats that make you less susceptible to mental influence, boosting your Will Defense or discouraging others from making skill checks against your Will Defense at all.



AN AING-TII MASTER OF THE FORCE

AING-TII MONK TALENT TREE

The Aing-Tii monks have an understanding of the Force that is different from the Jedi and most other Force traditions. The Force has many more aspects than just a light side and a dark side, and it is most useful for facilitating freedom of travel.

Aura of Freedom: All allies within 6 squares of you gain a +5 Force bonus on skill checks or grapple checks made to escape grapples or other immobilizing hazards. Additionally, whenever an ally within 6 squares of you is moved against its will (such as by the *move object* Force power or the Bantha Rush feat), you can spend a Force Point as a reaction to negate the forced movement entirely.

Folded Space Mastery: While you are the pilot of a vehicle, you can use the *fold space* Force power (see page 25) to move the vehicle across long distances. If your Use the Force check to activate the power is sufficient to move an object of the same size as your vehicle (or larger), you can use the power to move your vehicle and all of its occupants safely to the desired destination. You use your Use the Force check result instead of a Use Computer check, as though calculating a hyperspace jump. This otherwise uses the normal rules for hyperspace travel, though travel is instantaneous and requires no hyperdrive.

Prerequisite: Fold space.

Liberate: You can spend a Force Point as a swift action to designate one ally within 12 squares of you and in line of sight that is currently grabbed, grappled, or immobilized; that target automatically escapes from the grab or grapple (or the immobilizing effect is removed), and the target can move up to half its speed immediately as a reaction. This movement does not provoke attacks of opportunity.

Prerequisite: Aura of Freedom.

Many Shades of the Force: Choose one Force power with the *[dark side]* or *[light side]* descriptor in your Force suite. That power is no longer considered to have that descriptor for you.

Prerequisite: Force Training.

Spatial Integrity: While you are aboard a vehicle, you can spend a Force Point as a reaction to the vehicle taking damage; you make a Use the Force check and reduce the damage the vehicle takes by the check result. This reduction occurs after both DR and SR are applied to the damage.

Baran Do Sages

The Baran Do Sages are an obscure group of Kel Dor seers and mystics who engage in deep contemplation with the Force to look into the future and assist their people. They empty their minds to allow the Force to provide its wisdom and secrets. These quiet masters of the Force sit in silence, listening to the ebb and flow of the Force, before leaping into action. Although humble and introspective, the Baran Do are full of confidence, relying on the Force to guide their deeds.

History

This Kel Dor Force tradition has lasted for thousands of years. The Baran Do Sages serve as seers and advisors to leaders, using their talents to discern the best path to take for the good of the species. They are called upon to also help investigate crimes, reveal secrets that only the Force could uncover, and even help predict the weather so farmers can better raise their crops. Time and time again, the insights of the Baran Do Sages help avert disaster for the Kel Dor.

Upon entry into the Galactic Republic, increasing numbers of Baran Do Sages and Force-sensitive Kel Dor younglings are indoctrinated into the Jedi Order. Although the Baran Do never entirely go away, their numbers dwindle to such a degree that eventually the group becomes little more than a remnant in Kel Dor consciousness, remembered only for being mystics and sorcerers. Despite this, the teachings of the Baran Do made a huge impact on the study and understanding of the Force by the Jedi, who incorporate various Baran Do techniques into their own teachings. Faded into obscurity, the Baran Do manage to survive the Great Jedi Purge by Darth Vader, and their numbers slowly increase again during the time of the New Republic, once more providing wisdom and insight for the good of the Kel Dor people.

Location

The Baran Do Sages are found almost exclusively on Dorin, the homeworld of the Kel Dor, contemplating the nature of the Force and advising their people on important matters. However, because of their ability to discern the future, the sages sometimes depart from their home planet, following the will of the Force. In this way, they can be found almost anywhere in the galaxy. Consummate investigators, these traveling sages find themselves on bustling worlds and backwater planets alike, seeking knowledge or following slender threads of information provided by the Force. Although capable fighters, they often travel with well-armed bodyguards or native guides to ensure their safety. Heroes might be asked to protect a Baran Do Sage on a mission or to help return him safely to Dorin along with his vital information.

Heroes might be drawn to the temple of the Baran Do Sages on Dorin, searching for specific information or advice on the best way to proceed. The Baran Do maintain good relations with the Jedi and willingly provide assistance to them or their allies as needed. During the time of the Great Jedi Purge, renegade Jedi could also find safe haven at the temple, although getting there is fraught with danger.

Philosophy

The Baran Do Sages emphasize contemplation and insight over brash impulse. Every thought, deed, and action of a sage is carefully deliberated, using the Force to help guide him. A Baran Do Sage seeks peace and stillness, for a quiet mind is when the Force speaks the clearest. Powerful Baran Do use the Force to look into the past, the present, and the future for answers and receive visions about individuals to which they have no other connection. They are also used to investigate "unsolvable" crimes using the Force, which lets them see the perpetrator in the act or to locate missing evidence.

The Kel Dor believe that children born with silver irises are unusually strong in the Force. The Baran Do seek out these younglings, along with any other children who show potential. Raised in the peaceful surroundings of the Baran Do temple, young recruits are taught patience and stillness, including different meditation techniques and exercises to expand the mind. Sensory depravation is a common technique, forcing a pupil to rely on other senses (or none at all), or sensory overload, where the youngling must solve puzzles or deduce patterns while bombarded with loud noises, jostling crowds, or an overpowering stench. The training is neither rigorous nor physically taxing,



Baran Do Sages

but encourages introspection and thoughtfulness at all times. The Baran Do Sages are not averse to opening their doors to any Kel Dor with Force sensitivity and a willingness to learn and achieve calmness.

Baran Do Sages never rush to judgment or action, weighing every consequence with equal care. Outsiders may misconstrue this inaction as indecision, fear, or even laziness, but nothing is further from the truth. When a Baran Do Sage acts, he does so with utter confidence and purpose—days of silent meditation replaced by a flurry of activity and movement. Baran Do Sages are constantly on the hunt for solid facts to back up their visions and might range far into the galaxy to seek answers.

Membership: Any Kel Dor with the Force Sensitivity feat is eligible to join the Baran Do Sages.

Building a Baran Do Sage

True Baran Do Sages are members of the Kel Dor species, so to build a Baran Do Sage you will want to make your hero a Kel Dor. That being true, it is possible that your hero is an exception to the rule, and that somehow you convinced the Kel Dor to train you despite being a member of another species. (If you choose this background, you'll need your Gamemaster's permission, and you should probably find a way to explain how you survived in the poisonous atmosphere of Dorin). There are some questions you might want to answer when coming up with you're hero's background. Why were you trained as a Baran Do Sage instead of a Jedi? Did you seek out the training, or did the Sages choose you? What destiny have you seen for yourself in the future? What knowledge of the future and the past do you now possess, and how might that motivate you?

Since the Baran Do focus many of their efforts on attuning themselves to the flow of the Force, when building your hero you will likely want to choose talents from the Sense talent tree. Chief among those is Visions, which in turn requires the *farseeing* Force power. Likewise, the Baran Do Sage ability to see into the future is well represented by the Foresight talent, as well as the Motion of the Future talent. Given that the Baran Do Sages use esoteric techniques, the Mystic talent tree for the Force adept (see page 18) could reflect the methods your hero uses to tap into the Force. Lastly, the Baran Do Sages are masters of introspection and meditation; many of their techniques are suitably represented by the standard Force regimens presented in Chapter 1, and these can reflect your hero's dedication to the techniques taught by Baran Do masters.

When building a hero that is a Baran Do Sage, you should consider your class and talent selection carefully. The Baran Do are the consummate Force adepts, so levels in the Force adept prestige class are practically a necessity. Before going into a prestige class, your hero is likely to take levels in the noble class (reflecting the hero's dedication to skill over combat technique) or the scout class (reflecting the hero's ability to survive on the harsh world of Dorin). You hero is more likely to take feats that enhance skill use or provide durability and protection, such as Improved Defenses or Toughness, as opposed to more offense-oriented feats such as Weapon Focus.

Holocron Lesson: On the Force, Visions, and Discretion

Many young Jedi with the ability to gain glimpses of the past, present, or future often become concerned with the best way to utilize this information. Having such a vision might reveal information hitherto unknown by the rest of the Jedi and might contain personal, embarrassing, or even dangerous knowledge. A Padawan should be mindful of another being's feelings and privacy, but discovering information that disturbs the Force should be acted upon. When in doubt, turn to your Master to determine the best course of action.

Baran Do Sage Talent Tree

Kel Dor who become Baran Do Sages are contemplative and insightful, using the Force to unravel the skeins of the past, present, and future to determine the best course of action. They are masters of *farseeing* and other Sense-related Force abilities, making them excellent as both investigators and advisors.

Enhanced Danger Sense: You gain a +10 bonus on Perception checks made to avoid being surprised. Additionally, you can spend a Force Point to act in the surprise round, even if you are surprised.

Expanded Horizon: Whenever you use the Search Your Feelings application of the Use the Force skill, you can sense the consequences of your actions out to 1 hour into the future (instead of the normal 10 minutes). You can spend a Force Point when you do so to expand this window out to 8 hours, or a Destiny Point to expand this window out to 24 hours.

Knowledge and Defense: You add your Wisdom bonus to your Reflex Defense whenever your Dexterity bonus would normally be denied to you.

Prerequisite: Enhanced Danger Sense.

Planetary Attunement: Whenever you arrive on a new planet, you can spend 10 minutes and a Force Point to acclimate yourself to the planet's unique ebb and flow of Force energy. While on the planet, you gain a +2 Force bonus to all defenses against naturally occurring hazards on the world, your speed increases by 1 square, and you can sense what the weather will be like in the immediate area up to 24 hours in advance as a full-round action.

Precognitive Meditation: Once per day, you can spend 10 minutes meditating to seek visions of the future. At that time, you can spend a Force Point as a part of this meditation. Once during the rest of the day, whenever you or a vehicle you pilot are the target of an attack, you can choose to negate that attack provided the attack roll is not a natural 20. At the end of the day, if you did not use this ability, you regain the Force Point spent on the meditation.

FALLANASSI

Every Force tradition in the galaxy has its own way of looking at the Force and how to channel its energies. The Fallanassi is unique among these traditions, for its members believe that the Force is not the Force at all. Instead, members of the Fallanassi believe in the White Current, an energy field strikingly similar to the Force to those untrained in their ways. To the Fallanassi, however, the White Current differs from the Force in many ways. Where other Force traditions tap into the Force and use its power, the Fallanassi approach it from the other direction by immersing themselves in the White Current.

The Fallanassi dedicate their lives to keeping their existence secret and do not involve themselves in galactic events. Why they choose to hide from the galaxy at large is unknown; they claim that they have seen the results of events caused by those that use the Force for their own personal gain and choose to not involve themselves in such incidents. Some people believe that a tragedy in the past that was caused by one or more of their members spawned this behavior, but proof of such a theory is lost in time.

As a means to preserve their isolationist policies, the Fallanassi keep their communities small and own few possessions. One main reason for this is to allow them to migrate easier when they decide to move. For this reason, many people consider them nomadic. In many ways, they are correct. But, the Fallanassi are not true nomads, since they move to protect their secrecy, not to find resources.

A WHITE CURRENT ADEPT



HISTORY

According to their own stories, the Fallanassi have existed for a long time and are perhaps older than even the Republic itself. Due to their desire to keep out of the public eye and their lack of records, much of their history is unknown.

What little that is known about them was scarcely chronicled by Jedi Master Luke Skywalker after his encounter with them during the Black Fleet Crisis, when the New Republic clashed with the Yevethans. In fact, the New Republic defeated the Yevethans with the assistance of the Fallanassi through their use of an illusory space fleet that led the Yevethans to believe that the New Republic fleet was larger than it actually was. The Fallanassi maintained their confidentiality during the conflict and retreated back into obscurity after the battle was over by moving to a new home.

Other than Skywalker, only one other individual has spent any length of time with the Fallanassi. Jacen Solo, five years after the end of the Yuuzhan Vong War, visited and trained under them for a short period of time. He learned about the White Current and how to immerse himself in it before traveling into the Unknown Regions to find the source of a call for help.

LOCATION

Most people have never even heard of the Fallanassi, let alone know that they are a group of Force-users. Those who have heard of them find it extremely difficult to find them, due to the fact that they move every time they are discovered and leave no clue behind indicating the location of their new home. That said, each generation of Fallanassi appoints one representative to wander the galaxy to determine the current state of affairs outside their own civilization and report back if any threat to their existence is present, so they can move yet again to preserve their way of life.

PHILOSOPHY

According to Fallanassi doctrine, the White Current is like a river instead of an energy field. The Fallanassi believe that, in order to manifest their powers, they must submerge their essence into this river and let the Current flow through them instead of attempting to shape the Force like the Jedi and other Force-using traditions. This basic tenet of their philosophy affects all aspects of their lifestyle and society. As a result, they are generally nonaggressive and maintain a "go with the flow" attitude.

Privacy, both as individuals and as a society, is prized above all else within the Fallanassi. Consequently, they take great strides to protect and preserve their isolation. They prefer to keep to themselves and hide from the rest of

the galaxy, while events take place around them without their involvement. They choose not to take action, let alone use their powers, against another sapient being, which also helps them to maintain their hidden presence and let the galaxy follow its own path without them.

While they live their daily lives, the Fallanassi grow, marry, and have children, unlike most Jedi. The Fallanassi pass their knowledge and training to their children as the primary means of continuing the traditions to the next generation. Beyond teaching their progeny the ways of the Fallanassi, living their lives in isolation, and moving to a new home when they are discovered, these people do little else.

Membership: The Fallanassi are insular, but they do occasionally cross paths with other cultures and members of other Force traditions. It's conceivable, however unlikely, that an outsider might be indoctrinated into the ranks of the Fallanassi, but only under exceptional circumstances, and only if the White Current guides the Fallanassi to do so.

Building a White Current Adept

Building a hero that is a member of the Fallanassi tradition means building a hero with a mysterious background. No other Force organization is as secretive or as distrustful of outsiders. Your White Current adept hero is likely to be Human, although you could be a member of some other species raised by the Fallanassi from birth. As such, you will need to decide a few things about your hero to determine where he or she fits in with the rest of the galaxy. Why did your hero leave the Fallanassi to become an adventurer? Did you leave on your own, or were you exiled? How do you preserve the secrets of the Fallanassi, if at all? Are you looking for other Force-sensitive beings to train in the ways of the Fallanassi, or do you seek to accomplish some other goal before returning to your people? With answers to these questions prepared, your hero will not only have an appropriate background but also should behave quite differently from other Force-users.

The Fallanassi view the White Current from quite a different perspective than the Jedi view the Force, and as such you might choose more unconventional Force powers and talents. The Fallanassi represent one of the few Force traditions to retain the knowledge of creating illusions with the Force, so the Illusions talent (and all the talents that count it as a prerequisite) make excellent choices for the White Current adept. Since the Fallanassi are so concerned with preserving their secrets, you might wish to choose abilities that enhance your stealth; you might take the *cloak* power (from *The Clone Wars Campaign Guide*) or, if your Gamemaster agrees to let you take levels in the Jedi class, work toward the Force Haze talent and other talents that augment it.

You will almost certainly want your hero to be trained in the Stealth skill, as many of the talents in the White Current Adept talent tree require you to be trained in Stealth. This means beginning play as a scout or scoundrel, or multiclassing into one of these classes and spending a feat on Skill Training. If you are looking to take some talents from your base class (and not just spend your talents on Force talents), consider taking the scout class, as many of the scout's talents help with Stealth and subtlety, as well as survivability.

White Current Adept Talent Tree

The White Current guides the Fallanassi to use its power to benefit everything and everyone around them, as well as to protect themselves. Those who succeed in channeling the White Current often display powers with surprising effects.

Force Immersion: You can use the sneak application of the Stealth skill to hide from electronic surveillance and sensors. Any opponent attempting to detect you with sensors or electronic surveillance must beat your Stealth check with a Use Computer check. You need only roll a single Stealth check to avoid both electronic notice and notice by conventional means, using the same result as the DC for both Perception checks and Use Computer checks made to detect you.

Prerequisite: White Current Adept, trained in Stealth.

Immerse Another: Whenever you make a Stealth check to sneak, you can use your check result in the place of one adjacent ally's Stealth check to sneak (additionally, if you have the Force Immersion talent, that talent applies to the designated ally as well). Similarly, you can use your Use the Force check result in the place of an adjacent ally's Use the Force check result to avoid detection by the Sense Force application of the skill.

You can spend a Force Point to have this ability apply to all adjacent allies instead of just one.

Prerequisite: White Current Adept, trained in Stealth.

Ride the Current: As a reaction to being damaged by an attack or Force power, you can spend a Force Point to gain total concealment from all targets until the end of your next turn. Additionally, if you have not yet taken your second wind, you can do so immediately as a part of this reaction.

Surrender to the Current: As a swift action, you can choose to surrender to the White Current and allow it to flow around you and fuel your Force powers. Until the end of the encounter, you cannot use Force powers that do not have "You" as the sole target. However, once per turn as a swift action, you can recover one spent Force power that has "You" as the sole target without spending a Force Point, adding that power back to your Force suite.

White Current Adept: You can make a Use the Force check in place of a Stealth check. You are considered trained in the Stealth skill. If you are entitled to a Stealth check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Iron Knights

The Iron Knights is a highly unusual Force tradition comprised solely of a race of silicon-based creatures called Shards. The Shards are both sentient and Force sensitive. The Iron Knights are Shards that have placed themselves inside of droid bodies, allowing them to interact with their surroundings much like other sentients would. The Iron Knights use the combination of the Force and their droid bodies to pursue their agendas, which are very much in line with the Jedi. Despite persecution and the occasional misunderstanding, the Iron Knights prove to be stalwart and loyal defenders of peace and justice.

History

In order to talk about the Iron Knights, one must discuss the Shards. Native to the planet of Orax, Shards appear as small, immobile clusters of multifaceted crystals. Shards pulse with faint internal light, giving hints of their sentience. These individual Shard clusters bunch together into large colonies, which communicate through a band of electromagnetic energy. A Shard can live for thousands of years in this environment. Humans colonizing the planet eventually realize that the Shards are sentient and communicate with them using devices that translate their electromagnetic pulses into speech. Some Shards volunteer to be implanted inside droids, enabling them to leave their colonies and explore the rest of the galaxy. The Shards use their newfound mobility to meet with representatives of the Galactic Republic, sending their droid-bodied ambassadors to establish relations with other cultures and species.

For unknown reasons, some Shards are Force sensitive, a fact discovered by Jedi Master Aqinos. During the Arkanian Revolution, Master Aqinos takes many Shards as Padawans, teaching them about the Living Force. Calling themselves the Iron Knights, several of their number join in that conflict and help win the day. The Jedi Council excommunicates Aqinos for sharing knowledge of the Living Force with the Shards, and he goes into exile, taking several of the Shard Jedi along. This decision saves the Iron Knights from extinction. When the Great Jedi Purge happens, most of the Shards on Orax are destroyed and the planet is heavily mined. Droids are banned from the surface of Orax, and few Shards manage to escape. Now refugees and fugitives, the majority of the Iron Knights go into hiding on the planet Dweem.

The Iron Knights lay low for decades, until they are rediscovered by a band of students from the New Jedi Order. Realizing their potential, the Order accepts the Iron Knights into its ranks. During the Yuuzhan Vong invasion, the Iron Knights prove an instrumental part of the New Jedi Order's defenses, although the Yuuzhan Vong's hatred of technology makes the Iron Knights favorite targets for destruction. Numerous Iron Knights serve with honor and distinction during the conflict.



An Iron Knight

Location

Iron Knights are most commonly encountered in two different eras. The first is around the time of the Arkanian Revolution, roughly 50 years before the Battle of Yavin. At this time, the Iron Knights are new to the galaxy at large and just beginning to learn the ways of the Force. What they lacked in experience, they made up for in enthusiasm.

The Iron Knights rise to prominence again during the time of the New Jedi Order, after surviving the Great Jedi Purge by hiding in their droid bodies and using their mechanical shells to conceal their covert anti-Empire activities. By the time of the Yuuzhan Vong invasion, the Iron Knights are entrenched elements within the New Jedi Order.

Philosophy

Shards are deeply contemplative and curious creatures. Their unusual method of communication is ponderously slow, meaning that discussions can take days to play out and decisions up to years. The Iron Knights are different—their connection to their droid hosts allows them to interact with the galaxy in much the same way as other sentients. They are fascinated with the both the speed and short lives of other creatures. They find the galaxy a dynamic, vibrant place and go to great lengths to protect others from harm or to stop injustice when encountered.

Despite their zeal, the Iron Knights are as likely to succumb to the dark side as any Force-user. Iron Knights take such transgressions very seriously and spend much of their downtime in deep contemplation of the nature of the Force to recognize and ward off the dark side's temptations.

The Iron Knights are Jedi and train with lightsabers. However, they are quite capable of defeating enemies using the weapons built into their droid bodies. The Iron Knights prefer droid bodies that are built for battle, such as the Juggernaut war droid or the FLTCH Series droid.

Iron Knights are considered part of the Jedi tradition for the purposes of qualifying for the Jedi Knight and Jedi Master prestige classes.

Membership: Only Shards can become Iron Knights.

Building an Iron Knight

Building an Iron Knight is much like building a Jedi. Since only Shards can become Iron Knights, all you really need to worry about are which talents, feats, and Force powers to take. Since Iron Knights are likely to be wading into the thick of combat, one of your best choices is the Force Repair talent. Similarly, your hero should consider talents and feats that bolster your hit points, ability to catch a second wind, and so forth. Likewise, defensive talents such as Block and Deflect can keep you from relying as much on healing. Otherwise, build your Iron Knight just as you would any other Jedi—after all, the Iron Knights consider themselves to be Jedi, and so should your hero.

IRON KNIGHT TALENT TREE

The Iron Knights are truly unique, in that they are silicon-based creatures that use droids as their physical bodies to interact with the galaxy. As a result, they view and utilize the Force in ways that seem unusual to the Jedi. Most of their powers involve their ability to affect droids and other machinery.

Droid Duelist: Whenever you are wielding a lightsaber, you can spend a Force Point as a swift action to cause an opponent to be flat-footed against your next attack made with a lightsaber before the end of your turn.

Force Repair: You can use the Force Trance application of the Use the Force skill to recover hit points through natural healing. You can also receive hit points from the *vital transfer* Force power. Whenever you receive bonus hit points from any source, you gain additional bonus hit points equal to your Charisma modifier (minimum +1).

Heal Droid: You can use the *vital transfer* Force power to heal droids (including Shard-inhabited droids), which are normally immune to this power.

Prerequisites: Vital transfer.

Mask Presence: As a swift action, you become immune to the Sense Force application of the Use the Force skill, and appear to be nothing more than a regular droid in the Force. If you make a Use the Force check or use any Force power or Force talent, this effect immediately ends.

New Species: Shards

Shards are crystalline beings native to the planet Orax. Although immobile and silicon-based, Shards are sentient and can communicate with others through computers and other electronic receivers. Some Shards, like the Iron Knights, have themselves placed inside droid bodies that they can manipulate telepathically. Many, if not all, Shards are Force-sensitive. The following statistics are for use by players wishing to create Shard characters. These statistics assume that the Shard is implanted in a humanoid droid body, as this is likely the only way that the Shard can interact with the rest of the party effectively.

Shard Species Traits

Shards share the following species traits.

Ability Modifiers: –2 Dexterity, +2 Wisdom. Shards have powerful minds but must rely on somewhat clumsy droid bodies. A Shard retains its Constitution score even while inside a droid body.

Medium Size: As Medium creatures, Shards have no special bonuses or penalties due to their size.

Bonus Skill: Shards gain Use Computer as a bonus trained skill, regardless of their class.

Droid Shell: Shards must inhabit droid bodies to travel and function in the galaxy at large. In this form, they gain the following traits.

—Shards must undergo maintenance as per a droid.

—Shards are immune to poison, disease, radiation, noncorrosive atmospheric hazards, and vacuum. They can regain hit points only through the Repair Droid application of the Mechanics skill. They do not benefit from natural healing unless they have the Force Repair talent.

—Shards are considered cybernetic creatures for the purposes of being damaged by ion weapons.

—Shards can make use of droid systems and accessories, subject to some limitations. Shards can have the following droid accessories: appendages, armor, communications devices, internal storage, sensors, and translator units. Shard bodies have a cost modifier of ×1.

Automatic Languages: Basic and Binary. Shards can communicate with other creatures only when connected to a computer or a vocabulator.

Silicon Mind: Other Force-users have a difficult time knowing how to influence you. You can spend a Force Point as a reaction to gain a bonus to your Will Defense equal to your Charisma modifier (minimum +1) against all Use the Force checks until the end of your next turn.

Matukai

Throughout the galaxy, many Force-users rely on something to focus their minds and power. Usually, the focal object is a piece of jewelry or a weapon, such as a lightsaber. The Matukai are different in that the objects through which they focus the Force are their own bodies.

History

The Matukai trace their origins back to the "glory days" of the Old Republic, sometime after the Great Sith War when the Jedi Order was at its peak and stretched its influence across the galaxy. During this time, the Jedi Order allowed other Force-using sects to practice their beliefs on the condition that they did not delve into the dark side of the Force.

Starting with a single Force-user, a Human female from Karvoss II whose name is lost to history, the Matukai sect grows from a small band of students to about 60 members. Drawing from a pool of Force-users who did not qualify for Jedi training, they carry on the group's teachings from generation to generation. As time goes on, the Matukai grow in power and influence. The Jedi eventually recognize the organization and send representatives to negotiate an affiliation with them, but they are met with disinterest and contempt.

Although the Matukai try to avoid being drawn into the conflict between the Republic and the Separatists, they do not go unnoticed. Once Order 66 is issued by Emperor Palpatine and the Jedi are swept aside, the Matukai become one of the first Force-using traditions to fall under the new Empire's hammer, and most of its members are killed at the hands of Lord Vader and his contingent of Imperial troops.

Location

Encountering a Matukai Adept anywhere in the galaxy is a rare event indeed. However, they are not hard to find if you know where to look. During the days of the Old Republic, the Matukai can be found anywhere space travelers might frequent. After the end of the Clone Wars, any Matukai who survives the backlash of the Jedi Purge goes into hiding and remains there until after the New Republic governs for several years. Some travel to Luke Skywalker's Jedi Academy after he expresses an interest in learning from other traditions. During the Yuuzhan Vong War, several Matukai fall at the hands of the invaders and the Peace Brigade, but its members are widespread enough to ensure the continued survival of the sect.

Philosophy

Matukai philosophy centers on achieving a balance between the physical aspects of the body and the spiritual aspects of the Force. All facets of Matukai life reflect this basic belief, even down to the clothes they wear. Their doctrines demand that the body be kept fit and clean while the mind focuses on the Force through personal rituals, avoiding the dark side of the Force through all of it.

Achieving balance between the physical and the spiritual also includes one's mental and emotional aspects as well. The Matukai believe that by remaining calm and relaxed without letting fear, anger, or other negative mental energies cloud the mind, the body becomes the greatest possible conduit for the Force.

Many of the people the Matukai recruit have little inherent strength in the Force. The fact that these pupils become masters of the Force is a testament to the effectiveness of Matukai instruction. The training each student undertakes involves a regimen of physical and mental techniques with a strong emphasis on the physical aspects. Trainees frequently push themselves to the limits of their physical capabilities in the early stages and, as they learn to tap into the Force, push beyond those limits while using the Force to fortify themselves. Each lesson hones some part of the student's strength or endurance and also teaches about an aspect of the Force. Those who complete their training are in peak physical shape and in extremely good health. They also receive a special tattoo that covers part of the forehead and the sides of the face near the eyes as a symbol that they are fully trained Matukai Adepts.

Membership: Any character with the Force Sensitivity feat can become a member of the Matukai by being accepted as the pupil of a Matukai Adept.

Building a Matukai Adept

Like members of many Force traditions, the Matukai are willing to accept initiates of all species and backgrounds, provided that each would-be apprentice adheres to the Matukai philosophy. As such, you need only decide how your hero came to be under the tutelage of the Matukai. Were you born into the tradition, or did you seek it out? Was your master eager to take you under his or her wing, or reluctant? How thoroughly do you embrace the philosophies of the Matukai?

Your selection of Force powers and talents will likely focus on abilities that revolve around body control as well as the mastery of the wan-shen. Talents from the Control talent tree, such as Equilibrium and Damage Reduction 10, are excellent choices to reflect the Matukai mastery of their own bodies. Similarly, Force powers such as *vital transfer* or *battle strike* make good choices for the Matukai, both to help reflect their mastery over their own life forces as well as to enhance their combat prowess.

Since the Matukai are a decidedly martial tradition, the soldier class is an excellent choice for your hero. The Martial Arts feats not only improve your Reflex Defense but also provide an excellent reflection of the physical training that the Matukai endure. Likewise, feats such as Improved Defenses, Improved Damage Threshold, and Toughness can give your hero a resilience that many other characters do not have, representative of your hero's mastery over both body and Force.



A Matukai adept

MATUKAI ADEPT TALENT TREE

All Matukai strive to achieve perfect harmony between the physical and the spiritual aspects of their lives. As a result, they find ways to use the Force to improve their bodies.

Body Control: You can add your Charisma modifier instead of your Constitution modifier to your Fortitude Defense. Additionally, you can spend a Force Point as a swift action to become immune to poison, radiation, and disease until the end of the encounter.

Physical Surge: Whenever you roll an Initiative check at the start of combat, you can spend a swift action immediately, regardless of whether or not you are surprised.

Soft to Solid: As a reaction when you are damaged by an attack, you can spend a Force Point to increase the rigidity of your skin, gaining DR 10 until the end of your next turn.

Wan-Shen Defense: As a swift action, you can use your wan-shen to parry your opponents' attacks, gaining a +1 deflection bonus to your Reflex Defense against melee attacks until the start of your next turn. You must have your wan-shen in hand to use this talent, and you do not gain the deflection bonus if you are flat-footed or otherwise unaware of the incoming attack.

You can take this talent multiple times; each time you take this talent, the deflection bonus increases by +1 (to a maximum of +3).

Prerequisite: Proficient with the wan-shen (see page 54).

Wan-Shen Kata: You treat the wan-shen as a Medium weapon instead of a Large weapon. You can use the Pin and Trip feats with a wan-shen, substituting your attack bonus with the wan-shen for your grapple check. You must have your wan-shen in hand to use this talent.

In addition, when you use the wan-shen as a double weapon, you reduce all attack penalties for attacking with both ends of the weapon by 1.

Prerequisite: Proficient with the wan-shen (see page 54).

Wan-Shen Mastery: As a standard action, you make two attacks with your wan-shen, each one against a different target within your reach. You must have your wan-shen in hand to use this talent.

Prerequisites: Proficient with the wan-shen, Wan-Shen Kata, base attack bonus +5.

SEYUGI DERVISHES

Not every Force tradition teaches peace and serenity. The Seyugi Dervishes train in the arts of unarmed combat, stealth, and subterfuge. However, it is their mastery of the Force that makes them deadly assassins. They terrorize the Core Worlds, hiring themselves out as contract killers specializing in eliminating nobles, corporate heads, and other important individuals. Seyugi Dervishes are so named for their confusing, whirling movements, which rare survivors would proclaim a "beautiful dance of death."

Clad in red cloaks and white masks, unarmed Seyugi Dervishes can slip unnoticed into heavily defended compounds and murder their targets quietly and with alarming speed. The Dervishes spread rumors about their prowess, so that mere mention of the Dervishes instills dread in the populace. Seyugi Dervishes rarely employ weapons, relying on their unarmed combat skill and the Force to complete their missions.

HISTORY

Seyugi Dervishes get the first part of their name from a now extinct culture that populated the planet Recopia. The Seyugi were nomads who traversed the hazy skies of that planet on massive repulsorlift barges. Shunned by the rest of the populace as a culture of thieves, cutthroats, and pickpockets, the Seyugi kept to themselves. Several hundred years before the Battle of Yavin, a Force-sensitive Seyugi leader named Karrh gathered together the warriors of the various clans who also showed potential in the Force. After generations of prejudice and scorn, Karrh trained these warriors in the arts of stealth and silent killing, teaching them his own version of the Force. These warriors became the first Seyugi Dervishes and were sent on missions to eliminate threats and bring justice to those who disparaged the Seyugi people. Over time, the Seyugi spread throughout the Core, establishing themselves as assassins who will work for anyone with the credits to pay their outlandish fees.

The Seyugi Dervishes eventually attract the attention of the Jedi Order, which views them as a menace to the galaxy. The Jedi send ships and Jedi Knights to bring down the Dervishes, who have established numerous bases throughout the Core and beyond. The hunt takes decades, and by the end of it the Jedi believe that the Seyugi Dervishes are no more. However, in a desperate act of survival, the last few hundred Seyugi Dervishes retreat to a secret temple-fortress on Recopia. Amazingly, the Jedi fail to locate this last cell. These Seyugi Dervishes place themselves in carbonite hibernation, waiting for the right moment to return. A few descendants of the Seyugi, called the Mallif, are strange religious monks who sometimes broadcast their odd philosophies on hijacked HoloNet transmissions. The vast majority of these religious malcontents are unaware of the slumbering evil on Recopia. Those who do know help maintain the fortress, keeping it safe until the time is right to awaken the slumbering Seyugi.

LOCATION

Seyugi Dervishes are most prominent during the era of the Old Republic. Although most of their activities are limited to the Core, Seyugi Dervishes venture widely to perform their missions and can be encountered just about anywhere. Seyugi Dervishes have bases on nearly every major planet within the Core and several outposts located on distant worlds in the Mid Rim. However, the Jedi eventually realize the threat of the Dervishes and nearly wipe out the tradition. By the time of the Clone Wars, the only remaining Seyugi Dervish stronghold is a temple-fortress on the sulfuric planet of Recopia in the Core.

Any number of events might release the Seyugi Dervishes from their carbonite hibernation, allowing them to regroup and terrorize the galaxy once more.



A SEYUGI DERVISH

PHILOSOPHY

Force adepts or Force disciples of the Seyugi Dervish tradition ignore many of the theories of the Force put forth by the Jedi. For the Dervishes, the Force is a way to master one's body, honing it into a weapon. Although their actions could definitely be considered evil, the Seyugi Dervishes do not ascribe to many of the tenants of the dark side either. They deplore random chaos and violence, and their goals are motivated by greed and personal achievement, not power. Still, their deeds and beliefs are

such that many Seyugi Dervishes find themselves in the service of other powerful dark siders.

Like the Jedi, Seyugi Dervishes seek out infants who possess Force sensitivity, preferring these "unspoiled templates" to older younglings. When a potential initiate is found, the Dervishes send one of their number to kidnap the youngling and bring her back to one of their many temples to begin a lifelong study of the tradition, sequestered with monastic discipline. After fifteen years of training, a Seyugi Dervish is sent on her first mission, usually under the watchful eye of a master who monitors the situation from a distance and removes any trace of the attack if the apprentice fails. Upon graduation, Seyugi Dervishes are free to wander the galaxy, receiving orders through encrypted communiqués and via the Force. Assassinations performed by the Dervishes are incredibly expensive, but clients can rest assured that the job will be done quietly, quickly, and discreetly.

Seyugi Dervishes are masters of unarmed combat. Unless a mission requires specialized equipment, a Dervish rarely carries anything, including weapons, which might trigger sensors or cause unwanted noise. They wear traditional garb of red cloaks and white masks, both to conceal their identities and to capitalize on the terror these costumes engender. In addition to their training in unarmed combat and the Force, Dervishes study the anatomies of various species, allowing them to pinpoint central nerve clusters and cause other debilitating wounds.

Seyugi Dervishes prefer to work alone, but two or more will sometimes band together to complete particularly dangerous assignments. On rare occasions, a Dervish will employ specialized contractors to help them out, especially slicers and demolitions experts, although in many cases, the "hired help" has no clue who they were working for and are eliminated afterward to conceal the Dervish's cover and identity.

Membership: Anyone can be a Seyugi Dervish, provided he or she has the Force Sensitivity feat. Initiates are abducted and indoctrinated at a young age so that they become fanatic in their devotion to the Seyugi tradition.

Building a Seyugi Dervish

As a Seyugi dervish, your background is pretty much determined for you; all Seyugi dervishes are trained assassins kidnapped as infants and raised in Seyugi training compounds. However, you can decide where your hero is going, and how he or she fits into the larger galaxy. As a trained assassin with mastery of the Force, what motivates you to be more than just a mercenary? What binds you to the rest of the party? If there are other Force-users in your group, how do you reconcile your immersion in the dark side of the Force with your actions on the party's behalf? When building your Seyugi dervish, keep in mind that you will need to function as a member of an adventuring party, and as such will need to make sure that your hero doesn't create unnecessary conflict.

As a Seyugi dervish, you not only want to take Force powers and talents that augment your combat skill but also powers that reflect your decision to embrace the dark side of the Force. Dark side powers that augment combat prowess are the most likely to help realize your hero's training. Additionally, when considering prestige classes, you can choose either to focus more on the Force training your hero received (in which case you take the Force adept prestige class and focus on talents from the Dark Side Devotee talent tree), or to focus on your hero's assassin training (in which case you might consider the assassin prestige class from *Scum and Villainy*).

To reflect your skill in unarmed combat, the Martial Arts feats are a logical choice for your Seyugi dervish. Additionally, your Seyugi dervish might wish to take feats or talents that improve mobility, such as the Longstrider talent belonging to the scout.

SEYUGI DERVISH TALENT TREE

Seyugi Dervishes are masters of unarmed combat augmented by their control over the Force, and they traditionally hire themselves out as contract assassins. Their Force powers allow them to move unseen and to make devastating, lightning-quick assaults on their targets.

Seyugi Cyclone: If you are wielding no weapons (other than combat gloves or stun gauntlets), you can use the Whirlwind Attack feat as a standard action by spending a Force Point even if you do not posess the Whirlwind Attack feat. Additionally, this talent satisfies the prerequisites for the Whirlwind Attack feat.

Mobile Whirlwind: Whenever you use the Whirlwind Attack feat, you can move up to your speed after the attack is resolved.

Prerequisite: Seyugi Cyclone.

Repelling Whirlwind: You gain a +2 circumstance bonus to Reflex Defense against any target hit by your Whirlwind Attack until the start of your next turn.

Prerequisite: Seyugi Cyclone.

Sudden Storm: Instead of a normal melee attack at the end of the charge, you can spend a Force Point to make a Whirlwind Attack (as per the feat) at the end of a charge, provided you are not wielding any weapons (except combat gloves or stun gauntlets).

Prerequisite: Seyugi Cyclone.

Tempest Tossed: When you damage a target with a Whirlwind Attack, you can choose to move that target 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move the opponent into a solid object or another creature's fighting space. This forced movement does not provoke attacks of opportunity.

Prerequisite: Seyugi Cyclone.

Shapers of Kro Var

Some Force traditions view the Force as a form of magic or power that comes from deities. The Shapers of Kro Var represent one such group, channeling the Force into showy displays of power that are keyed to the four classic elements of nature—air, earth, fire, and water. Master Shapers can evoke huge windstorms, earthquakes, or bursts of flame to destroy their enemies. Although primitive and superstitious, the Shapers of Kro Var are dangerous opponents who wield the Force like a blunt weapon.

History

The Shapers of Kro Var hail from the planet of the same name, located deep within the Unknown Regions. Their originate at a point in history a thousand years before the Battle of Yavin, when a damaged cruiser filled with refugees from the battles that ravaged the planet Ruusan emerges from hyperspace at the wrong coordinates and crash lands on Kro Var. The survivors do their best to make the barely hospitable world their new home. The planet is covered with jagged rock deserts, churning seas, and vast windswept canyons. After several generations, the population breaks up into various clans and spread out to different parts of Kro Var. These clans spend most of their time fighting each other for rare and valuable resources, causing the general technological level of the planet to decline to barbaric levels.

Over time, various members of the populace begin to show signs of Force sensitivity. These Force-sensitive people are called "Shapers" because of their ability to shape the elements of the world. As the clans grow more warlike and aggressive, the Shapers of Kro Var become major players in the resulting conflicts, using the Force to command the elements.

When a Republic trading vessel arrives in the Kro Var system, it throws the planet's power structure into chaos. A Jedi contingent is deployed to help restore order, reintegrate the planet back into modern society, and investigate the reports of sorcerers and "battle wizards." The Shapers are very suspicious and hostile toward the Jedi, primarily based on distorted myths and legends from the war between the Jedi Order and the Sith a thousand years prior. Some Shapers and Jedi perish before peace is eventually restored to Kro Var. The Jedi eventually determine that the Shapers are not agents of the dark side, and the Jedi Order commits to periodically sending envoys back to the planet to monitor its progress and learn the techniques of the Shapers. Shapers and other natives of Kro Var are also afforded the chance to leave their planet and integrate back into galactic society, which many of them do.

Location

Shapers are still found on their home planet, but since their discovery by the Republic, they have spread throughout the galaxy in small numbers, in search of new knowledge and techniques to work into their own beliefs. Fearful of the Jedi and their "mind-altering ways," the Shapers have come into conflict with the Jedi Order on more than a few occasions. However, not all Shapers are quite so superstitious and actively seek out the Jedi to learn more about their interpretation of the Force. Shapers are bold, brash, and proud of their powers and are more than willing to use them when threatened or to intimidate or impress non-Shapers. They are also slowly overcoming their primitive status and distrust of technology.

Philosophy

The Shapers of Kro Var serve as battle shamans for their various clans. They are proud and aggressive, using their powers to terrify enemies as they blast them with elemental fury. Each Shaper specializes in a particular element, usually the one corresponding to his or her clan's territory. For example, the Shapers of the Ungoth Valley wield fire effects more often than not, due in part to their clan's affinity for the lava flows that surround their homes. However, Shapers can and do manifest different forms of elemental control—true masters can summon the power of all four, making them terrifying opponents. In addition to their Force powers, they are experts with clubs, spears, and swords—these, too, are perfectly good tools for dealing with enemies.

When a youngling is discovered to possess the Force, he is sent to study with one of the many Shaper cabals and is subjected to tests that determine which element is strongest within the pupil. Once this is determined, the student is then sent to the appropriate temple to begin their studies of the Force. Training is arduous and brutal, with Shapers learning both the ways to manifest the Force and the arts of war. Their warlike tendencies are further shaped by the elements they study. For example, if a Shaper is strong with air, he'll tend to be mobile on the battlefield, whereas a Shaper attuned to earth is likely to stand her ground.

Shapers are highly superstitious and suspicious of Force-users who use "invisible" powers, including telepathy, *Force thrust*, and the like. Although these attitudes are slowly changing, Shapers are more likely to challenge a Jedi to a duel than to engage in diplomacy. Jedi who study the Shapers have noticed that there are far fewer instances of "intangible" manifestations of a Shaper's power, mainly because on Kro Var, people who possess these kinds of powers are persecuted as warlocks and witches.

Membership: Any native of Kro Var can become a Shaper provided he or she has the Force Sensitivity feat. It's also possible for non-natives to become Shapers by studying under a Master Shaper who travels abroad.

Building a Shaper of Kro Var

When creating a Shaper of Kro Var, you have a great deal of freedom in determining the origin story of your hero. Not all Shapers are restricted to coming from the world of Kro Var, as encounters with the Republic have spread the Shapers throughout the galaxy. Your hero might have been trained on Kro Var, or your hero might have been trained by a displaced Shaper somewhere in recognized Republic space. If you choose to be from Kro Var itself, you can do almost anything you like with your hero's background. Information on Kro Var, much less the Unknown Regions, is spotty at best, and there is little in the way of continuity to restrict your character background.

Given that the Shapers focus their Force use on the manipulation of nature, you should consider describing your particular use of various powers and talents in terms of environmental effects. For example, if you use *Force slam* on a group of enemies, you can describe it as a mighty wind roaring from your back to pick them up and hurl them bodily through the air. Similarly, your description of the *Force disarm* power might involve the very roots of plants and trees reaching up to snatch the weapons out of your enemies' hands.

For your Shaper of Kro Var, you should consider talents and feats that reflect your ability to survive in harsh environments. The scout class is a natural choice for the Shaper, and both the Survivor and Fringer talent trees reflect the Shaper's background on Kro Var. Since several of your tradition's Force talents require the expenditure of a Force Point, you should consider Force Boon as one of your first feats, to maximize the use of your talents. Similarly, you might want to take the Force Harmony talent (see page 16) for one free use of those talents and the Force Point Recovery Force technique once you begin taking levels in the Force adept prestige class.

Shapers of Kro Var Talent Tree

The Shapers of Kro Var are deeply in touch with the four classic elements of air, earth, fire, and water. They use the Force to manipulate these elements at a fundamental level, creating impressive effects, such as rippling stone, walls of solid wind, and gouts of flame. The talents listed here are a small fraction of the "spells" that these primitive Force-users are capable of using.

Combustion: You can spend a Force Point as a swift action to add 1d6 points of fire damage to any Force power that causes damage to a single target. A target that takes fire damage also catches on fire (see page 256 of the Saga Edition core rulebook).

Prerequisite: Force Training.

Earth Buckle: You can spend a Force Point as a swift action to create a 3×3 square area of difficult terrain centered on you. You ignore any penalties for moving on difficult terrain that you create using this talent.

A Shaper of Kro Var defends himself against the forces of the Separatists.



Fluidity: You use your Use the Force check modifier instead of your Acrobatics check modifier when making Acrobatics checks. If you are entitled to an Acrobatics check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations). Additionally, when you attempt a grapple or attempting to break free of a grapple, you can spend a Force Point to be treated as if you were one size category larger.

Thunderclap: When you use a Force power that deals damage, you can use the Bantha Rush feat against that target as though you had made a melee attack.

Prerequisite: Bantha Rush, Force Training.

Wind Vortex: You can spend a Force Point as a swift action to surround yourself with whirling winds. You gain concealment from all other targets and gain a +2 circumstance bonus to Reflex Defense against thrown weapons. This effect lasts until the end of the encounter.

Tyia

The practitioners of Tyia, a relatively peaceful sect of Force-users, have only been widely known in the galaxy since the rise of Palpatine's Galactic Empire. One of the few Force traditions to practice openly during the reign of the Empire, Tyia adepts spread their beliefs in the space lanes through peaceful discourse and meditation. Unlike many Force traditions, practitioners of Tyia rarely come into conflict with the Empire, prolonging their freedom from the Emperor's Jedi hunters.

History

The Revwien are a sentient plant species hailing from a distant planet beyond the Outer Rim. Revwia is temperate world with long rolling plains and an equatorial jungle belt. The Revwien revere the jungle belt as a holy site. Those Revwien who display talent with the Force are sent to the jungle to develop their abilities and study the Tyia. For much of the galaxy's history, Revwien Force-users studied the Tyia and developed a kind of religion around it, spreading the word of their beliefs to any who would believe it.

The masters on Revwia sensed the deaths of the Jedi from the nefarious Order 66. The discord caused by the deaths of so many Force-sensitive beings sent the masters into a panic. They gathered their best and brightest in a temple grown from the largest trees on the planet. The mission was laid out plainly. The students were to leave their homeworld and seek out the Jedi to help them in the wake of the Great Jedi Purge, to help return the galaxy to a state of harmony.

Location

The practitioners of Tyia can be found anywhere, from the Deep Core to the Outer Rim. They branched out from the Revwien homeworld in force during the days of the Galactic Empire, traveling the space lanes as passengers aboard tramp freighters, sharing their thoughts and wisdom with other beings that seem interested in or strongly connected to the Force. Practitioners of Tyia can be found anywhere in the galaxy that tramp freighters fly, but during the time of the Empire, they are more likely to be found in shadowports.

Philosophy

"Tyia" is the Revwien word for "breath." Tyia is the spark of life that all living creatures have. All creatures that breathe have some measure of power in the Tyia. As long as there is life in the galaxy, there will be Tyia. Students of the Tyia spend their time in the wilderness to experience how all life is connected. The prey eats the plant. The predator eats the prey. The predator dies and his remains feed the plant. All things reflect this cycle. Students of the Tyia learn to reach out through these connections and alter the world around them.

Things moving normally are referred to as "Harmony." Harmony is akin to the light side, and most students of the Tyia strive for Harmony. They mediate disputes, heal those not ready to die, and do what they can to keep peace in the galaxy. When the dark side intervenes, the Tyia falls into Discord. The Fall of the Republic was hastened by the Discord of Palpatine. Anakin Skywalker succumbed to his Discord because he could not be both a Jedi and husband to Padmé Amidala.

Conflict is part of life. Though students of the Tyia do not carry lightsabers, they know that predators hunt prey and war is a natural step in the evolution of the galaxy. While those who study the Tyia revere all life, they also battle those who would destroy it. They prefer to use Force abilities such as *Force thrust* and *Force slam* to knock down and immobilize opponents rather than pick up a blaster to do so. If there is no alternative, the Tyia would still rather stun and enemy than kill it. Killing, even in defense, is a quick path to Discord.

Those students who fall from the path of the Tyia are given no name. They are believed to have lost the right to call themselves anything because of their Discord. Revwien who fall to the dark side take on a shriveled cast. Their voices become whispers of fallen leaves. They long to break out of the endless cycle of the Tyia and often want to take as many others with them as possible. The fallen student of Tyia looks to destroy and disrupt. There are places on Revwia where the earth is black and nothing grows. These are the places where Harmony and Discord have battled. Discord never fully wins in the end, but it often extracts a great price when it loses.

Membership: Although practitioners of Tyia are usually Revwien, Force-sensitive members of other species can embrace the philosophies of the Tyia and become practitioners of this Force tradition as well.

Building a Tyia Adept

Since those who follow the way of Tyia tend toward pacifism, your Tyia adept is more likely to come from a species where pacifism is at least occasionally acceptable; for example, you will find very few Gamorrean or Trandoshan Tyia adepts in the galaxy. That is not to say that they do not exist, but if you choose to create a Tyia adept from a violent species, be prepared to answer why your hero would reject cultural norms and become an advocate for peace and tranquility. That being the case, Tyia adepts might be pacifists, but they are not always passive. A Tyia adept might be reluctant to fire a blaster or lash out with the *Force slam* power, but the adept will not stand by while their allies are harmed. Tyia adepts tend to take steps to blunt anger (and attacks) and diffuse conflict, and as such you might look toward abilities that let you accomplish these objectives readily. Species that grant bonuses when healing (such as the Selkath from the *Knights of the Old Republic Campaign Guide*), those skilled at neutralizing conflict (such as the Caamasi from *The Force Unleashed Campaign Guide*), or those with Wisdom score bonuses are likely to make good Tyia adepts.

A Tyia adept's Force abilities focus on healing, the reduction of damage to allies, and breaking up violent conflict. Tyia adepts prefer Force powers such as *vital transfer* for healing the wounds created by discord, as well as powers such as *sever Force* that do no direct harm but, instead, inflict penalties when the target attempts to attack. Tyia adepts are more likely to pursue talents that augment healing (such as Force Treatment from the Force adept prestige class) or that grant boons to their allies, such as the Force Perception and Foresight talents from the Sense talent tree. While you are less likely to choose damage-dealing powers when building your Tyia adept, you can certainly choose ones that intercede on your allies' behalf, such as the *inspire* power (see page 27).

Since a Tyia adept is trained to avoid violent entanglements and overcome enemies without resorting to brutality, the noble and scoundrel classes make good choices. For your Tyia adept, you might consider picking up a few noble talents that let you boost your allies (as opposed to harming your enemies), such as Bolster Ally or Inspire Confidence. Moreover, if you choose not to invest many of your talents in Force talents, you might go as far into the noble talents as to pick up Rally, which can help many of your allies get back on their feet. The scoundrel is also a good choice for your Tyia adept, as scoundrels have many indirect ways of wreaking havoc with the enemy's actions, such as the Disruptive and Walk the Line talents. Such talents allow you to participate in combat without necessarily having to make attack rolls.

TYIA ADEPT TALENT TREE

The masters of the Tyia seek our Harmony while eschewing Discord. A Tyia adept connects to the Force in search of unity, and attempts to align his body and his spirit with the galaxy.

Cycle of Harmony: When an ally within 12 squares of you and in your line of sight takes damage or moves down the condition track by any means, you can designate a different ally within 12 squares of you and in your line of sight as a reaction. The ally you designate gains bonus hit points equal to 5 + your Charisma modifier (minimum +1). Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost.

Prerequisite: Tyia Adept.

Force Stabilize: You can designate an ally within 12 squares of you and in your line of sight once per turn as a swift action; that ally immediately takes its second wind if it has not yet done so in this encounter.

Prerequisite: Tyia Adept.

A HUMAN JEDI CONSULTS A REVWIEN TYIA ADEPT.



Repel Discord: Whenever you are targeted by a Force power with the *[dark side]* descriptor, you can spend a Force Point as a reaction to give the creature using that Force Power against you a penalty on its Use the Force check to activate the power equal to its Dark Side Score.

Stifle Conflict: You can choose to have any Force power you activate deal stun damage instead of normal damage.

Tyia Adept: As a swift action, you can spend a Force Point to designate one nondroid ally within 12 squares of you and in your line of sight. Until the end of your next turn, whenever you or the targeted ally takes damage from any source, you take half of the damage and your ally takes half of the damage. This halving of damage takes place before the damage is compared to your respective damage thresholds.

Wardens of the Sky

Attached to no planet, system, or sector, the Wardens of the Sky are a small group of Force-users who have made it their goal to keep the space lanes safe for travelers. They are found in spaceports and cantinas from the Deep Core to the Unknown Regions, walking silently among the travelers and acting as subtle guardians to protect those who cannot protect themselves. Scattered and with little in the way of organization, the Wardens of the Sky are almost a myth, the subject of stories told by spacers in seedy shadowports over a drink. They speak of chance encounters with guardians that slip away into the masses when their work is done.

History

Little is known about the Wardens of the Sky. Unlike the Jedi, the Wardens have no central organization, iconic uniform, or famous members. The story of the Wardens of the Sky begins thousands of years ago around the time of the outbreak of the Great Hyperspace War. In these ancient days, hyperspace explorers are still scouting the space lanes in search of new routes, and it is two such explorers (the Daragon siblings) who accidentally connect the Sith Empire to the Republic once more. War breaks out, drawing the entire galaxy into conflict.

As the Republic fends off the Sith invasion, many people blame the Hyperspace Navigators Guild for the conflict. In this time, the Jedi are scattered, and many Force-sensitive children slip through the cracks, growing to adulthood with only a rudimentary knowledge of the Force. One such overlooked child grows into a masterful pilot and hyperspace explorer who uses his knowledge of the Force to sense new routes, rather than rely on computers and astronavigation charts. When the Guild comes under fire, this Force-sensitive explorer uses his self-taught Force powers to patrol the space lanes, seeking out those who would make space travel unsafe for the average citizens of the galaxy.

In time, this navigator, who becomes the first Warden of the Sky, discovers other Force-sensitives. He trains them and creates the first generation of Wardens of the Sky, sending them out into the galaxy to protect those who cannot help themselves.

At least, that's the commonly held story. In truth, most spacers believe that the Wardens are a nice bit of fiction told in cantinas where pilots gather. The Wardens are few in number and hide among the denizens of spaceports and starship crews, rarely revealing their true nature.

Location

The Wardens of the Sky can be found almost anywhere in the galaxy. Most tend to move from place to place frequently, like vagabond watchmen. The Wardens do their best to appear as ordinary folk and prefer to act in subtle ways to protect others from harm. Wardens of the Sky make it their goal to protect space travelers of all kinds, even those that operate outside of the law. Additionally, each Warden interprets this core philosophy in their own way; one Warden might work as the pilot of a smuggling vessel, believing that the smugglers are defying tyrants of the space lanes, while another might choose to wage a silent war against pirates throughout an entire sector of space.

Philosophy

The basic goal of the Wardens is simple: use their knowledge of space and of the Force to make the space lanes safe. The Wardens of the Sky believe that it is their responsibility to oppose those who would prey upon space travelers, which might include everything from fighting against pirates to helping smugglers get past the sentries of an oppressive government. The Wardens believe that everyone has a right to travel safely between the stars, and that with their knowledge of the Force they have a responsibility to see that safe space travel becomes a reality.

The Wardens live a solitary lifestyle. Each Warden of the Sky operates individually, relying on his or her training and knowledge of Warden philosophy for guidance. There is no overarching council to rebuke the Wardens for their decisions, only their own deeply held beliefs. Wardens tend to have certain space lanes that they patrol, moving from one spaceport to another along a particular route, keeping vigilant for space travelers in need of help. Sometimes a Warden will come across another Force-sensitive being who might make an excellent addition to the Force tradition; in this case, the Warden is likely to approach the individual and offer to take them on as an apprentice. Once the apprentice's training is complete, the student becomes a Warden and seeks out his or her own corner of space to patrol. This is the only way in which the Wardens of the Sky increase their number.

Wardens of the Sky live subtle, secluded lives. They walk among the masses in spaceports and shadowports across the galaxy, never revealing their allegiance. When they act, they rarely do so in an overt way unless it is truly necessary. One of the reasons that the Wardens are able to avoid notice by the Empire and the Sith is that they make themselves specters that drift among the populace, appearing to be nothing more than ordinary denizens of the space lanes. Many Wardens take jobs as pilots and navigators on starships, allowing them to better patrol their section of the stars, while appearing as nothing more than typical crew members.

The Wardens of the Sky are also masters of unarmed combat. Given the dangers of firing blasters on starships, the Wardens have developed their own combat style that relies on a combination of Force prowess and martial arts. Additionally, this makes it much easier for the Wardens to do their job; they never have to worry about being disarmed, and they do not carry identifying weaponry that their opponents can search for. As drifters and silent sentinels, being able to fight with nothing more than one's own body is a major advantage.

Membership: Anyone from any species can become a Warden of the Sky. A candidate must have the Force Sensitivity feat, and he or she must be trained by another Warden of the Sky. Once the training is complete, the new Warden must rely on his or her own wits to survive; there is no organization, per se, that exists to support the Wardens in times of need.

Building a Warden of the Sky

As a tradition without ties to any particular location, the Wardens of the Sky make a good choice for any Force-using hero. Since they focus on protecting the space lanes, Wardens of the Sky tend to hail from worlds with spaceports. Very few Wardens of the Sky belong to species with the Primitive quality, as primitive worlds tend to be far removed from the space lanes. Otherwise, there are few limitations on the species and background choices for your Warden.

Since Wardens of the Sky focus their efforts on protecting the space lanes, many choose to take the Force Pilot talent from the Sense talent tree. Beyond that, Wardens try to blend into the background, so any Force abilities that enhance stealth are excellent choices. You certainly want to take at least a few combat-focused Force powers, and *battle strike* is an especially good power that works well in conjunction with your unarmed attacks. Talents that enhance the Warden's defenses can allow your hero to get into the thick of combat without having to worry about wearing heavy armor; after all, an armored hero is much more likely to attract attention than a drifter in a nondescript poncho.

The scoundrel and scout classes both offer Stealth as a class skill, making them ideal for slinking unnoticed around the spaceports of the galaxy. They also offer Pilot as a class skill if you choose not to take the Force Pilot talent, and both offer talents that make it easier to hide. Since the Warden of the Sky is a master of unarmed combat, the Martial Arts feats are appropriate, as are talents from the soldier class that focus on melee combat. Weapon Specialization, Devastating Attack, and many of the talents from the Brawler tree are exceptionally good for the unarmed combatant.

Warden of the Sky Talent Tree

Wardens of the Sky use a combination of martial arts and Force powers to help keep the space lanes safe. As a Warden of the Sky, you rely on nothing more than your own body to serve as a weapon against predators.

Brutal Unarmed Strike: Whenever you roll the damage for an unarmed attack, you reroll any dice that come up with a result of 1.

Prerequisite: Telekinetic Strike.

Martial Resurgence: You recover all spent Force powers, adding them to your Force suite again, whenever you roll a natural 20 on an unarmed attack.

Rebound Leap: Whenever you reduce an opponent to 0 hit points with an unarmed attack, you can make a Jump check as a free action, moving a distance as determined by the results of your Jump check. You can use the *surge* power as normal to enhance this Jump check, increasing the distance you move.

Simultaneous Strike: As a standard action, you can make two unarmed attacks, each against different targets.

Prerequisite: Base attack bonus +5.

Telekinetic Strike: Whenever you make a successful unarmed attack, you can add the result of a Force Point roll to the damage instead of the attack roll (see "Using Force Points" on page 93 of the Saga Edition core rulebook).

Telekinetic Throw: Whenever you successfully use the Throw feat, your opponent falls prone in any space you desire up to 3 squares beyond your reach.

Prerequisite: Throw feat.



A Warden of the Sky takes out a pair of stormtroopers.

Zeison Sha

Although many sects claim to have endured rough times throughout their history, none have as much truth to their claim as the Zeison Sha. However, they learned to adapt, becoming rugged and self-sufficient through their training and self-reliances. In addition, the Zeison Sha vehemently opposes the Jedi Order, viewing them as cold and indifferent to the population of the galaxy.

History

About two thousand years before the fall of the Galactic Republic, a group of families with ties to the Jedi Order flee from the war that rages on between the Jedi and the Sith to a forlorn world in the Outer Rim called Yanibar. Their plan is to set up a temporary refuge for the families to avoid being targeted by the Sith until the war ends, with the understanding that the Jedi would return them to their homes. Unfortunately, the Jedi who established the sanctuary are killed during the war. Knowledge of the colony is lost, and the families are left to fend for themselves.

Yanibar is, by many people's standards, uninhabitable. Due to extreme seasonal changes, most of the people left on the planet die within the first few years. The survivors adapt to the harsh environment and overcome it, learning to use the Force through their own methods in the process.

As time passes through generations, the original reason for coming to Yanibar is forgotten, and the survivors believe that the Jedi, their so-called protectors, abandoned them. They grow to despise the Jedi. The Force tradition known as Zeison Sha develops over this time, adopting a philosophy of self-reliance and rejecting the perceived ideals of the Jedi Order.

A few hundred years later, Yanibar is discovered again by fringe traders. After opening relations with these traders and learning about the galaxy



A Zeison Sha warrior

around them, the population of Yanibar grows, becoming an outpost between the Outer Rim and the Unknown Regions. The small outpost expands to become a highly populated city and starport in a matter of decades with a diverse mixture of races, including Humans, Duros, Twi'leks, and Rodians.

As travel to and from the planet increases, several members of the Zeison Sha venture forth to explore the galaxy and find the Jedi all too eager to wrest their Force-sensitive children from them and train them as Jedi. Outraged, the Zeison Sha return home only to reinforce their anti-Jedi beliefs.

Location

For the most part, Zeison Sha never stay in any one location for a long period of time, preferring to travel around the galaxy helping those in need whenever possible. From the last days of the Old Republic through the Dark Times and even into the early days of the New Republic, they struggle to avoid contact with the Jedi and Darth Vader's hunting squads. The Zeison Sha who live during the Yuuzhan Vong War, seeing the danger threatening the Jedi, silently cheer for the invaders' victory over the Jedi Order. But at the same time, they also wish that the Yuuzhan Vong do not find their homeworld and eventually leave the galaxy in peace.

Philosophy

The Zeison Sha concentrate their instruction on the ideals of independence and self-reliance as a direct result of the tribulations they endured after their supposed abandonment by the Jedi Order. Focusing their lessons on taking care of oneself and one's family, they teach not only self-sufficiency but also ways to use the Force to defend those under their care.

The Zeison Sha are masters of telekinetic powers. As a result, their training in these powers far surpasses the training the typical Jedi receives. The extent of their superior training becomes evident when they use their discblades, a unique weapon of their own design.

Although the Zeison Sha strive to help those in need, the tradition's emphasis on self-reliance has caused a few members to fall to the dark side of the Force. Being self-sufficient sometimes leads to selfishness, passionate independence from the Jedi can quickly change to bitterness and hatred, and their telekinetic skills are easy to use for attacks instead of defense. Those who follow this path become Dark Zeison Sha.

In the society in which the Zeison Sha live, a Force-sensitive child is trained by one or both of his parents. If neither parent is Force-sensitive, another member of the tradition with a bond of friendship to the family steps in to lead the training. The child trains at the Zeison Sha temple on Yanibar, otherwise known as the Sha Kalan, but continues to live at home with his parents to help the child grow in a normal family setting.

Much of the physical training involves mastering the use of the discblade, which serves not only as the chosen weapon of the Zeison Sha but also as a focus for their discipline and telekinetic ability. The discblade, being a unique weapon design, defines a Zeison Sha in much the same manner that the lightsaber defines a Jedi.

Membership: The Zeison Sha accept members from any species, provided they are Force-sensitive and have some connection to the tradition, either through the bonds of family or friendship.

Building a Zeison Sha

Since the Zeison Sha were founded by refugees with ties to the Jedi Order, it is no surprise that many Zeison Sha have abilities similar to those of the Jedi. Given that the colony on Yanibar was composed of many species, your Zeison Sha can be a member of nearly any species you want. The Zeison Sha favor thrown weapons, in particular the discblade, and their talents and Force powers usually reflect the tradition's telekinetic prowess. As such, you will want to choose not only Force powers with the *[telekinetic]* descriptor but also the talents from the Alter tree that enhance such powers.

Zeison Sha Warrior Talent Tree

Zeison Sha talented enough to become warriors focus their powers on manipulating the objects around them. They are also masters of their signature weapon: the discblade (see page 61).

Discblade Arc: As a full-round action, you can make an area attack with your discblade, striking three targets, all of which must be within point blank range for your discblade. This attack uses the area attack rules; you make one attack roll and apply the result to every target you designate.

Prerequisite: Proficiency with the discblade.

Distant Discblade Throw: When you use a discblade, you treat it as a pistol (instead of a thrown weapon) for the purpose of determining range.

Prerequisite: Proficiency with the discblade.

Recall Discblade: When you make a ranged attack with a discblade (or use the Discblade Arc talent above), after the attack is resolved you can make a DC 15 Use the Force check to call the weapon back to your hand as a free action.

Prerequisite: Proficiency with the discblade.

Telekinetic Vigilance: You can return the *intercept* Force power to your Force suite as a swift action without spending a Force Point.

Prerequisite: Intercept.

Weapon Specialization (discblade): You gain a +2 bonus on melee damage rolls with your discblade.

Prerequisite: Proficiency with the discblade, Weapon Focus (discblade).

Chapter V
Instructors & Alumni





Throughout history, the Jedi Order has worked hard to preserve life in all forms throughout the galaxy while expanding its knowledge of the Force. Although Jedi do not seek to place any great importance on a single person, some individuals are recognized by their peers as well as those in authority for furthering the cause of the Jedi and helping others become decent members of the Order. These individuals are the masters and teachers of the Jedi whose knowledge and wisdom have passed down through the generations and are revered for their contributions that have helped guide the Order in its mission to bring peace and order to the galaxy.

Instructors of the Force

The Jedi Order strives to preserve its ideals, doctrines, and knowledge to ensure the success and survival of the generations that follow. For that reason alone, the Jedi revere those who have dedicated their lives to teaching the ways of the Force to those who follow them. This reverence extends to members who train Padawans to become Jedi Knights and even Jedi Masters, as well as those who are fixtures in Jedi temples or academies, instructing younger pupils within a classroom setting. Both services are equally important and vital to the survival of the Order. Within this group of Jedi instructors, a few have set themselves apart from the rest with their own studies and insights into the nature of the Force and become immortalized for the precedents they've set, the wisdom they've expounded, and foundation they've laid.

Teaching through Example

Not all Jedi are gifted instructors. A few become sources of inspiration within the Jedi Order for their deeds and accomplishments outside of the training arena. Becoming the example by which all others are judged is almost certainly not the intention of those few Jedi Knights and Jedi Masters who become exemplars of the Order through their actions abroad. Many of these paragons simply follow the will of the Force and adhere to the teachings of their old Masters, ignorant of the legendary status thrust upon them. The simple act of serving the Order and helping those in need inspires future generations of Jedi to pursue their own destinies and make the galaxy a better place for all.

Anoon Bondara

Anoon Bondara **CL 16**
Medium Twi'lek Jedi 7/Jedi Knight 6/Jedi Master 3
Destiny 2; **Force** 9
Init +10; **Senses** Improved Sense Surroundings, low-light vision, Use the Force +14
Languages Basic, Huttese, Lekku, Ryl

Defenses Ref 33 (flat-footed 29, Lightsaber Defense 35), Fort 33, Will 31; Deflect
hp 119; **Threshold** 33
Immune fear effects

Speed 6 squares
Melee unarmed +18 (1d8+9) or
Melee lightsaber +20 (2d8+9) or
Melee lightsaber +15/+15 (2d8+9) with Double Attack
Ranged by weapon +18
Base Atk +16; **Grp** +17
Atk Options Double Attack, Juyo
Special Actions Acrobatic Recovery, Combat Reflexes, Force Fortification, Lightsaber Defense, Redirect Shot, serenity
Force Powers Known (Use the Force +14): *battle strike, Force thrust, mind trick, move object, rebuke, surge*
Force Secrets Force Point Recovery, Improved Force Trance, Improved Sense Surroundings
Force Techniques Multitarget Power, Quicken Power

Abilities Str 13, Dex 15, Con 14, Int 13, Wis 14, Cha 13
Talents Acrobatic Recovery, Deflect, Force Fortification, Force Perception, Greater Weapon Focus (lightsabers), Juyo, Lightsaber Defense (2), Redirect Shot
Feats Combat Reflexes, Double Attack, Dual Weapon Proficiency I, Dual Weapon Proficiency II, Force Sensitive, Force Training (2) , Martial Arts I, Martial Arts II, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Knowledge (galactic lore) +14, Use the Force +14
Possessions lightsaber (self-built), Jedi robes

Renowned for his skill with the lightsaber, Jedi Master Anoon Bondara is regarded by many of his peers and all of his apprentices as a role model whose combat prowess is unmatched in the Jedi Order. Bondara would disagree with this assessment. During his tenure at the Jedi Temple on Coruscant, he spars with superior lightsaber duelists such as Qui-Gon Jinn and even Mace Windu. Although he humbles himself when compared to their skills, Bondara's prowess is nonetheless considerable. Throughout his career, he strives to pass his knowledge and skill along to his students. Through all of this, he emphasizes one particular lesson: Rely on the Force in all things. He espouses the philosophy that a Jedi has nothing to fear in combat as long as he allows the Force to guide him.

Master Bondara specifically selects Padawans who demonstrate a willingness to learn and great enthusiasm as well. His selection method proves to be highly successful, with his first three apprentices moving on to be renowned Jedi Knights in their own right. His fourth apprentice, Darsha Assant, shows great promise as well.

Taking his pupils all over the galaxy, Bondara exposes them to various experiences to give them a broader insight than they would have staying on Coruscant. However, he hesitates to venture into Hutt Space. Being a Twi'lek, he expresses disappointment at the fact that too many of his people are willing slaves of the Hutts, including members of his own clan. That said, he never lets his feelings interfere with his actions, even when dealing directly with the Hutts.

Anoon Bondara Encounters

Anoon Bondara can be found almost anywhere in the galaxy before the Battle of Naboo. Since he spends much of his time traveling with his apprentice, he can be particularly helpful in relaying information to the campaign's heroes or even helping them reach a particularly difficult destination. If the situation is particularly dire, he might even be able to lend a hand for a short while.



ANOON BONDARA

ARCA JETH

Arca Jeth **CL 15**
Medium Arkanian Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 2; **Force** 6, Strong in the Force
Init +8; **Senses** darkvision, Perception +15
Languages Arkanian, Basic, High Galactic

Defenses Ref 30 (flat-footed 29), Fort 31, Will 32; Block, Deflect
hp 137; **Threshold** 31
Immune fear effect

Speed 6 squares
Melee lightsaber +18 (2d8+8)
Melee lightsaber +16 (3d8+8) with Rapid Strike
Ranged by weapon +16
Base Atk +15; **Grp** +16
Atk Options Melee Defense, Rapid Strike, Whirlwind Attack
Special Actions Adept Negotiator, flash of genius, serenity, Share Force Technique (Improved Move Light Object), Telekinetic Savant, Transfer Power
Force Powers Known (Use the Force +20): *battle strike, Force slam, inspire, move object, rebuke* (2), *surge, vital transfer*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Move Light Object

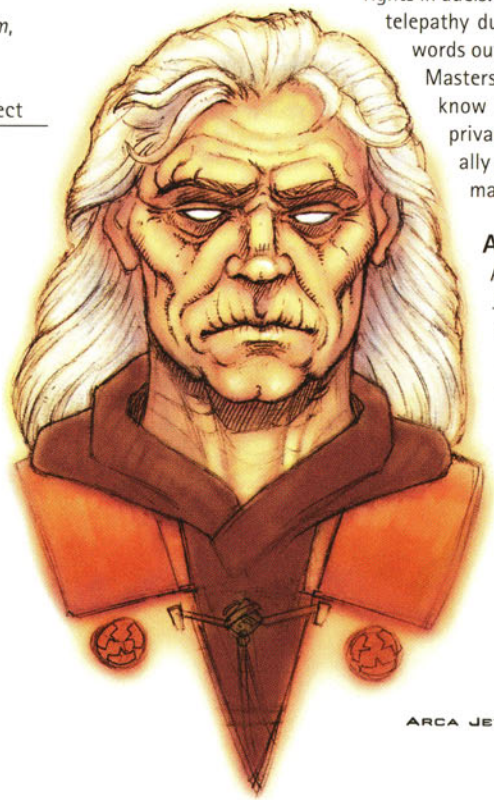
Abilities Str 12, Dex 13, Con 15, Int 13, Wis 16, Cha 16
Special Qualities fearless, flash of genius (see below), intellectual reputation, serenity
Talents Adept Negotiator, Block, Deflect, Disciplined Strike, Force Persuasion, Redirect Shot, Share Force Technique (Improved Move Light Object), Telekinetic Savant, Transfer Power
Feats Force Sensitivity, Force Training (2), Improved Defenses, Melee Defense, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Knowledge (galactic lore) +13, Perception +15, Persuasion +20, Use the Force +20
Possessions lightsaber (self-built), Jedi robes, comlink

Flash of Genius—Once per encounter, Arca Jeth can add a +5 circumstance bonus to the result of one Knowledge, Mechanics, or Use Computer check.

The incredible combat abilities of the Jedi are well documented, but Arca Jeth is arguably the first Jedi to use the Force in battle on a large scale. Jeth first uses his mastery of the Force to defeat the Nelori Marauders in the Hyabb-Twith Corridor. He concentrates on an image of victory and gives himself over to the Force. Soon enough, the battle is won, and Master Jeth contemplates the new ability he's discovered. Arca Jeth was the first to call this ability Battle Meditation.

Master Arca is sent to Onderon because of his success. His ability helps to settle the Beast Wars on the planet as well as help his fellow Jedi defeat the Freedon Nadd Uprising. His mastery of the ability grows with each use, but he is not foolish enough to think himself invincible. Much as lightsaber combat has evolved over the centuries, Arca Jeth knows there will be others who will build upon his knowledge, someday bringing together entire fleets as one. He understands that he will be defeated one day and he knows the folly of looking into the future to see his own destiny. Better Jedi than he had tried, and all of them met with unfortunate ends.

Master Jeth is humble in victory and introspective in defeat. He is a master strategist who is well versed in lightsaber combat, though he rarely fights in duels. He communicates mainly through telepathy during battle and is a man of few words outside the combat zone. Other Jedi Masters respect him, but very few truly know him. His Padawans respect his privacy and point out that he generally only speaks when a Padawan has made a mistake.



ARCA JETH

Arca Jeth Encounters

Arca Jeth can be found wherever Jedi diplomacy has failed. He is a cool customer on the battlefield, whether he's leading a group of Jedi Knights or a battalion of soldiers. Master Jeth maintains his calm even as explosions rock around him. Jedi heroes could be assigned to be his honor guard.

Cay Qel-Droma

Cay Qel-Droma **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Force 4
Init +11; **Senses** Perception +10
Languages Arkanian, Basic, Binary (understand only), Ryl

Defenses Ref 23 (flat-footed 21), Fort 23, Will 22
hp 92; **Threshold** 23

Speed 6 squares
Melee lightsaber +13 (2d8+6)
Melee lightsaber +11 (3d8+6) with Rapid Strike
Ranged by weapon +11
Base Atk +9; **Grp** +11
Atk Options Acrobatic Strike, Rapid Strike, Running Attack
Force Powers Known (Use the Force +15): *battle strike, mind trick, move object, rebuke*
Force Techniques Force Point Recovery

Abilities Str 11, Dex 14, Con 14, Int 17, Wis 12, Cha 14
Talents Ataru, Block, Deflect, Elusive Target, Redirect Shot
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Rapid Strike, Running Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +11, Initiative +11, Mechanics +12, Perception +10, Pilot +11, Use the Force +15
Possessions lightsaber (self-built), cybernetic arm, Jedi robes

Cay Qel-Droma and his brother Ulic Qel-Droma were born to Lien-Tsai Qel-Droma, a Jedi Master on Alderaan. Concerned that she would be unable to separate her duties as a mother from her duties as a Jedi Master, she sends her boys to Master Arca Jeth to train together. Lien-Tsai worries that the brothers' emotional attachment to each other might be detrimental to their training, but Master Arca sees strength where Lien-Tsai sees weakness. The boys' strength in the Force grows as their connection deepens. Cay is the more light-hearted brother, always armed with a ready joke or funny story, whereas Ulic focuses on his training and is easily frustrated when things don't go his way.

Cay's easy-going nature makes him many friends among Master Jeth's other students, and over time he develops an interest in droids and cybernetics. He finds a sense of peace surrounded by the whirring and clicking of the droids in his workshop. Master Jeth sends for the Qel-Droma brothers and their close friend Tott Doneeta when he is named Jedi Watchman of Onderon, a world in the grip of the dark side. While the Jedi manage to depose the corrupt leadership, Cay is terribly wounded in a battle with the palace guards and loses his arm. Cay decides to install a droid arm as a replacement rather than wait for the medics to tend to him.

Cay Qel-Droma Encounters

Cay Qel-Droma is one of the first Jedi to use a cybernetic arm. It affects his Force-using ability slightly but also augments his strength. Despite his injury, he leaps into battle with abandon and enjoys a good fight. PCs might find themselves fighting alongside Cay or, more likely, helping Cay out of a jam. If the PCs succeed in helping him, he tries to reciprocate the next time the PCs are in trouble.



Cay Qel-Droma

Cilghal

Cilghal **CL 13**
Medium Mon Calamari noble 1/Jedi 7/Jedi Knight 4/Jedi Master 1
Destiny 2; **Force** 4
Init +7; **Senses** low-light vision, Perception +13
Languages Basic, Ithorese, Kel Dor, Mon Calamarian, Quarren, Rodese, Zabrak

Defenses Ref 27 (flat-footed 26), Fort 27, Will 29
hp 112; **Threshold** 27
Immune fear effects

Speed 6 squares, swim 4 squares
Melee lightsaber +13 (2d8+5)
Ranged by weapon +13
Base Atk +12; **Grp** +11
Special Actions Adept Negotiator, Battle Meditation, Equilibrium, Force Recovery, serenity
Force Powers Known (Use the Force +17): *Force stun, mind trick, rebuke, sever Force, surge, vital transfer* (3)
Force Techniques Force Power Mastery (*vital transfer*), Improved Force Trance

Abilities Str 9, Dex 13, Con 12, Int 15, Wis 16, Cha 12
Special Qualities breathe underwater, expert swimmer, fearless, low-light vision, serenity
Talents Adept Negotiator, Battle Meditation, Block, Equilibrium, Force Perception, Force Recovery, Lightsaber Defense, Skilled Advisor
Feats Cybernetic Surgery, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Perception, Treat Injury, Use the Force), Surgical Expertise, Weapon Finesse (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +12, Knowledge (galactic lore) +13, Knowledge (life sciences) +13, Perception +19, Persuasion +13, Treat Injury +19, Use Computer +12, Use the Force +17
Possessions lightsaber (self-built), Jedi robes, utility belt with medpac, medkit, surgery kit

The niece of the famed General Ackbar, Cilghal becomes one of Luke Skywalker's first students in his fledgling New Jedi Order. Starting out as a simple ambassador, Cilghal discovers her talent for healing while training on Yavin 4. She proves instrumental in saving the life of New Republic Chief-of-State Mon Mothma, who is possessed by the dark side spirit of Exar Kun. Upon graduation from the Jedi Academy, Cilghal follows in her uncle's footsteps and drifts into politics, becoming the Mon Calamari Senator for the New Republic. Years later, she returns to the academy and resumes her duties as a Jedi Knight, becoming an instructor and taking on a Chadra-Fan apprentice named Tekli.

With the Yuuzhan Vong sweep through the galaxy, Cilghal's skills as a healer are in great demand. She eventually becomes the obstetrician and midwife to Mara Jade Skywalker and a loyal friend to that family, in addition to being a dedicated Jedi Master.

Cilghal has a noble and gentle spirit. Although trained in the lightsaber and more than willing to use it in defense of the injured and helpless, Cilghal prefers using her skills as a diplomat and healer to serve the will of the Force. Her combination of medical knowledge and Force powers means that there are few ailments or injuries that she cannot cure.

Cilghal Encounters

Depending on the time period, Cilghal is commonly found at the Jedi Academy on Yavin 4 or in the New Republic Senate. She travels extensively with both Luke and Mara Jade Skywalker and could either be encountered alongside them or performing some mission on their behalf. If one of the heroes becomes poisoned or contracts a supposedly incurable disease, they might seek out Cilghal, based on her reputation as an amazing healer.



CILGHAL

Corran Horn

Corran Horn **CL 13**
Medium Human soldier 3/scoundrel 2/Jedi 3/ace pilot 3/Jedi Knight 2
Force 5
Init +9; **Senses** Perception +14
Languages Basic

Defenses Ref 30 (flat-footed 27), Fort 26, Will 28; Deflect, Vehicular Combat
hp 95; **Threshold** 26

Speed 6 squares
Melee lightsaber +16 (2d8+7)
Ranged heavy blaster pistol +14 (3d8+6)
Base Atk +11; **Grp** +14
Atk Options Expert Gunner, Quick Trigger, Point Blank Shot
Special Actions Draw Fire, Indomitable, Influence Savant
Force Powers Known (Use the Force +18): *battle strike* (2), *mind trick* (2), *negate energy*, *rebuke* (2), *surge*
Force Techniques Force Point Recovery

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 16, Cha 14
Talents Deflect, Draw Fire, Expert Gunner, Fringe Savant, Indomitable, Influence Savant, Quick Trigger, Redirect Shot
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Point Blank Shot, Skill Focus (Pilot), Skill Focus (Use the Force), Skill Training (Persuasion), Skill Training (Use the Force), Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Mechanics +11, Perception +14, Persuasion +13, Pilot +19, Use Computer +11, Use the Force +18
Possessions dual-phase lightsaber (self-built), Jedi robes, comlink

The CorSec uniform seemed like a natural fit for Corran. As a CorSec officer, he develops a sense of justice by protecting Corellians. Unfortunately, some of the biggest threats he must overcome are the very officials who had sworn an oath to uphold the law. Corran finds corruption in the halls of power at every turn, leading to with a conflict with Kirtan Loor, the Imperial liaison to CorSec. Corran reluctantly flees his home after Loor's interference becomes too much to bear.

Rogue Squadron offers Corran a new home, which he accepts. He learns during his time as a pilot that one man can truly make a difference. Rogue Squadron becomes key to securing the New Republic's stability after the Battle of Endor. While General Wedge Antilles is often credited with Rogue Squadron's success, Wedge will be the first one to admit that success could not be achieved without individuals such as Corran Horn. Corran spends a lot of time in and out of his X-wing and even meets the love of his life and eventual wife, Mirax Terrik—the daughter of his father's greatest rival.

Mirax leads Corran to discover hidden secrets about himself. Her disappearance puts Corran on her trail and the trail of his own childhood, enabling him to discover his hidden Jedi heritage. Corran learns that he is part of the famous Halcyon Jedi bloodline—a secret maintained by his father to protect the family from Palpatine's purge of the Jedi. Horn puts his newly discovered Jedi abilities to the test, destroying the Invid pirate gang and rescuing his wife in the process.

At this point in history, with the galaxy at peace nearly 20 years after the destruction of the first Death Star, Corran returns to the Jedi Praxeum to teach others—including his own children—the ways of the Force.

Corran Horn Encounters

Corran Horn has enjoyed a broad range of careers. He has been a police officer, a soldier, a spy, and a Jedi, giving him a diverse skill set that makes him dangerous on many battlefields. He can serve as a mentor for Jedi pilots, a contact for information, or an advisor for particularly delicate missions. The PCs might be assigned to accompany Corran to troubled worlds and complete missions under his supervision to help stabilize the situation.



Corran Horn

Dace Diath

Dace Diath **CL 8**
Medium Human Jedi 7/Jedi Knight 1
Force 4
Init +16; **Senses** Perception +11
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 21, Will 22; Block, Deflect, Vehicular Combat
hp 75; **Threshold** 21

Speed 6 squares
Melee lightsabers +13 (2d8+8)
Ranged by weapon +9
Base Atk +8; **Grp** +10
Atk Options Acrobatic Strike, Rapid Shot
Force Powers Known (Use the Force +16): *battle strike, Force light, Force slam, move object, rebuke, surge*

Abilities Str 14, Dex 13, Con 13, Int 11, Wis 14, Cha 14
Talents Deflect, Force Intuition, Greater Weapon Focus (lightsabers), Force Pilot, Redirect Shot
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Rapid Shot, Skill Focus (Use the Force), Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Initiative +16, Perception +11, Pilot +16, Use the Force +16
Possessions lightsaber (self-built), Jedi robes

Growing up in the Jutland Wastes on Tatooine, Dace Diath is the product of an unusual upbringing. He is not only a son, but he is also his father's Padawan. This leads to a closeness few share with their Master but also has its problems. Dace is often wracked with self-doubt over his abilities. He often wonders whether he'll be a good enough Jedi to make his father proud. Fortunately, he finds the strength to overcome these fears.

Piloting is Dace's true passion. He falls in with some Republic pilots during his first assignment and easily bridges the gap between the Jedi and Republic personnel. After volunteering for a number of starfighter missions, Dace earns the respect of his peers for his skill in battle. Some of the missions are so dangerous that Dace is the only pilot to make it back.

His abilities and training prove useful on Onderon during the Freedon Nadd Uprising. He fights shoulder-to-shoulder with Nomi Sunrider, Cay and Ulic Qel-Droma, and other great Jedi and is comfortable sharing the glory of victory. What matters to him is that order is restored and the dark side defeated once again. His friendships with the Jedi on Onderon give his father some relief, as strong connections to other people make resisting the dark side easier.

Dace is a quiet, contemplative man. The easiest way to get him to engage in conversation is to talk about ships and piloting. These are subjects he is more comfortable discussing. Most Jedi find a quiet room to meditate. Dace's notion of "meditating" is to go to the hangar bay and take apart a hyperdrive motivator. His best thoughts came to him while under an engine and trying to get it to fire up.

Dace Diath Encounters

Dace shows that while the Force is an important facet in every Jedi's life, it is not the only thing. Most of his feats are devoted to vehicular combat, and he is well on his way to becoming an ace pilot. His Jedi talents make him a valuable ally on the ground as well. With his love of piloting, he makes a great NPC for games that want the excitement of starship battles without worrying about leaving one of the PCs back to guard the ship. He'll make sure the bad guys don't mess with the PCs' vessel during a mission and can act as the cavalry should the PCs get over their heads planetside.



Dace Diath

Grand Master Luke Skywalker

Grand Master Luke Skywalker **CL 20**
Medium Human scout 1/Jedi 7/ace pilot 2/Jedi Knight 5/Jedi Master 5
Destiny* 3; **Force** 7, Strong in the Force; **Dark Side** 3
Init +18; **Senses** Perception +18
Languages Basic, Huttese, Shyriiwook (understand only)

Defenses Ref 36 (flat-footed 33), Fort 35, Will 36; Block, Deflect, Vehicular Combat
hp 167; **Threshold** 36
Immune fear effects

Speed 6 squares
Melee lightsaber +25 (2d8+15) or
Melee lightsaber +20/+20 (2d8+15) with Double Attack or
Melee shoto +25 (2d6+15)
Ranged by weapon +21
Base Atk +18; **Grp** +21
Atk Options Djem So, Double Attack (lightsabers), Melee Defense, Severing Strike
Special Actions Redirect Shot, Shake It Off
Force Powers Known (Use the Force +29): *battle strike, farseeing, fluid riposte, Force disarm, Force grip, Force slam, inspire, mind trick, move object, rebuke* (2), *surge*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 17, Con 14, Int 14, Wis 16, Cha 18
Special Qualities fearless, serenity, vehicle dodge +1
Talents Ataru, Block, Deflect, Djem So, Elusive Dogfighter, Evasion, Force Pilot, Immerse Another, Redirect Shot, Severing Strike, Weapon Specialization (lightsabers), White Current Adept
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3). Melee Defense, Shake It Off, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +17, Initiative +18, Knowledge (galactic lore) +17, Mechanics +17, Perception +18, Pilot +29, Ride +18, Stealth +29, Survival +18, Use the Force +29
Possessions lightsaber (self-built), shoto (self-built), Jedi robes, comlink

** Luke Skywalker is considered to have fulfilled both the Education and Redemption destinies (see page 114 of the Saga Edition core rulebook).*

In most epic sagas, the destruction of the Galactic Empire would be the end of the story. For Grand Master Luke Skywalker, it is just the beginning. Many threats align against the New Republic. The first involves an attempt by Grand Admiral Thrawn to sow discord among the newly reformed Galactic Senate. Skywalker is faced with two threats related to Thrawn. One is a mad clone of the old Jedi Master Jorus C'Baoth. The clone "Joruus" tempts Skywalker toward the dark side but is defeated. The other threat is Mara Jade, an assassin with her sights set on Luke Skywalker.

Luke faces an even greater challenge in the form of the reawakened clone of Emperor Palpatine. This clone organizes an assault on the New Republic and pushes the former Rebel Alliance to the breaking point. The Emperor's clone succeeds where Palpatine failed and turns Skywalker to the dark side for a brief time. However, the intervention of his sister, Leia Organa-Solo, brings Luke back from the darkness, whereupon he defeats Palpatine's clone.

As Luke sets about rebuilding the Jedi Order, a new threat appears from beyond the galaxy. The Yuuzhan Vong arrive, and their immunity to the Force makes them a great threat to the Jedi.

Luke reluctantly takes the title of Grand Master, but to everyone he meets, from the most respected senator to the lowliest droid, he is still simply "Luke." Luke hopes for a lasting peace but is ever vigilant. Whatever the next crisis might be, Luke plans to be at the forefront, ready to use his abilities to protect the galaxy once again.

Grand Master Skywalker Encounters

This is Luke Skywalker at the height of his powers. Although he is the most powerful Jedi in the galaxy after the Yuuzhan Vong invasion, the battles with the Yuuzhan Vong humble him. Heroes meeting Grand Master Skywalker should be awed by his power but impressed by his humility. Deep down, he is still that wide-eyed Tatooine farm boy, but he is fast on his way to becoming a legend.



GRAND MASTER LUKE SKYWALKER

Kieran Halcyon

Kieran Halcyon **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 3, Strong in the Force
Init +10; **Senses** Perception +10
Languages Basic, Huttese, Rodese

Defenses Ref 22 (flat-footed 21, Lightsaber Defense 23), Fort 22, Will 22; Deflect
hp 90; **Threshold** 22

Speed 6 squares
Melee dual-phase lightsaber +11 (2d8+10) or
Melee dual-phase lightsaber +6/+6 (2d8+10) with Double Attack
Ranged by weapon +10
Reach 1 square (2 squares with extended dual-phase lightsaber)
Base Atk +9; **Grp** +10
Atk Options Double Attack
Special Actions Combat Reflexes, Equilibrium, Redirect Shot
Force Powers Known (Use the Force +16): *mind trick* (2), *negate energy*, *surge*
Force Techniques Force Power Mastery (*surge*)

Abilities Str 12, Dex 13, Con 12, Int 14, Wis 13, Cha 14
Talents Deflect, Equilibrium, Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitive, Force Training (2), Skill Focus (Use the Force), Skill Training (Persuasion), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (galactic lore) +11, Perception +10, Persuasion +11, Pilot +10, Use the Force +16
Possessions dual-phase lightsaber (see page 51), Jedi robes, utility belt

Kieran Halcyon is the ancestor of several notable Jedi, including Nejaa Halcyon and Corran Horn. His greatest adventures take place on Corellia, where he helps unravel a terrorist sect known as the Afarathu and thwarts its attempts to rid the Corellian government of its Human dominance.

Kieran comes from a long line of Force-users and Jedi, each of whom possessed an unusual trait: They are unable to use telekinetic Force powers. However, most Force-sensitive members of the Halcyon line, including Kieran, make up for this flaw by having additional talents in some other aspect of the Force. Kieran is also famed for creating a dual-phase lightsaber with a blade that could extend from 1.3 meters to 3 meters with the flick of a switch. He perfected his own fighting style to take advantage of this unusual silver-bladed lightsaber.

The Halcyon Bloodline

The Halcyon bloodline illustrates one of the unique ways that the Force can manifest itself within a family. Members of the Halcyon bloodline have great difficulty manifesting telekinetic Force powers.

Characters of this bloodline should rarely choose Force powers with the *[telekinetic]* descriptor, or talents that enhance such powers. To make up for this deficiency, members of the Halcyon bloodline gravitate toward Force powers with the *[mind-affecting]* descriptor and talents that create illusions.

Kieran Halcyon Encounters

Kieran is most commonly encountered on Corellia, dealing with numerous problems there, or on Yavin 4, where he is briefly a student under Luke Skywalker. Heroes are most likely to encounter Kieran while he's on a mission for Master Skywalker or while he's stirring up trouble on Corellia. If the heroes are unlucky enough to get into a fight with Kieran, they'll have to contend with his dual-phase lightsaber as well.



Kieran Halcyon

Kyle Katarn

Kyle Katarn, Jedi Battlemaster **CL 14**
Medium Human soldier 3/scoundrel 3/Jedi 5/Jedi Knight 3
Destiny 1; **Force** 6
Init +15; **Senses** Perception +9
Languages Basic

Defenses Ref 29 (flat-footed 26), Fort 30, Will 28
hp 151; **Threshold** 30

Speed 6 squares
Melee lightsaber +18 (2d8+9) or
Melee lightsaber +16 (3d8+9) with Rapid Strike or
Melee lightsaber +15/+15 (2d8+9) with Double Attack or
Melee lightsaber +13/+13 (3d8+9) with Double Attack and Rapid Strike
Ranged heavy blaster pistol +16 (3d8+7)
Base Atk +13; **Grp** +16
Atk Options Dastardly Strike, Devastating Attack (lightsabers), Double Attack, Hyperdriven, Melee Smash, Point Blank Shot, Rapid Strike, Running Attack
Force Powers Known (Use the Force +18): *battle strike, mind trick, move object, rebuke, saber swarm, surge*
Force Techniques Force Point Recovery

Abilities Str 15, Dex 17, Con 18, Int 11, Wis 14, Cha 13
Talents Ataru, Block, Dastardly Strike, Deflect, Devastating Attack (lightsabers), Hyperdriven, Melee Smash, Multiattack Proficiency (lightsabers), Redirect Shot
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (2), Point Blank Shot, Rapid Strike, Running Attack, Skill Focus (Use the Force), Skill Training (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Mechanics +12, Pilot +15, Use Computer +12, Use the Force +18
Possessions lightsaber (self-built), heavy blaster pistol, Jedi robes, comlink

Kyle Katarn's origin has interesting parallels to another famous Jedi: Luke Skywalker. Katarn is born on a farm planet but has dreams of attending the Imperial Academy. He also has untapped potential in the Force. Kyle discovers his Force potential much later in life, long after becoming a disillusioned gun-for-hire. His involvement with the destruction of the Dark Trooper Initiative brings him to the attention of the Rebel Alliance, but his discovery of the legendary Valley of the Jedi is what brings him to the attention of Luke Skywalker. Katarn eventually agrees to be taught by Skywalker and goes on to be an instructor at the Jedi Academy.

Kyle Katarn brings a different perspective on the Force, one that occasionally conflicts with the teachings of Master Skywalker. While Skywalker mastered the force through empathy and feeling, Katarn did so through discipline and will. Skywalker appreciates the difference and Katarn's counsel in matters affecting the Academy. While Luke's journey gives him much wisdom, Kyle's pragmatism and plain speaking offer Luke an alternate viewpoint to consider.

Kyle's life on the fringe puts him in the middle of villains of all stripes. His connections and knowledge of the underbelly of the galaxy serves Skywalker and the Republic well. As the old saying goes, the womp rats only sing when the hull is breached, and Katarn uses his seedy connections to help the Republic anticipate the Imperial Remnant's next move. Kyle relishes missions that send him back to the trenches, and he often takes a student or two along to give them a feeling for life outside the safe confines of the Academy. The classroom is one thing, but practical application of the Force is worth the advice of a hundred holocrons.

Katarn holds the rank of Battlemaster at the Jedi Academy on Yavin 4, a title he accepts humbly. He studies many forms of lightsaber combat, but rather than shift from one form to another, he takes elements from each and integrates them into his own style.

Kyle Katarn Encounters

Kyle is an excellent character to show PCs the dirtier side of the *Star Wars* universe. He also works as a bridge for those characters already part of the underbelly looking to make connections with the Rebel Alliance or the Jedi. Of course, he also knows the importance of a favor, and getting an introduction to Luke Skywalker might mean that the heroes have to do something for Kyle first.



KYLE KATARN

Mara Jade Skywalker

Mara Jade Skywalker **CL 17**
Medium Human soldier 7/Force adept 5/Jedi Knight 3/Jedi Master 2
Destiny 2; **Force** 4
Init +17; **Senses** Perception +16
Languages Basic

Defenses Ref 34 (flat-footed 30), Fort 32, Will 34
hp 160; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee lightsaber +22 (2d8+16) or
Melee lightsaber +17 (2d8+16) with Double Attack or
Ranged heavy blaster pistol +22 (3d6+10)
Base Atk +17; **Grp** +18
Atk Options Double Attack
Special Actions Attune Weapon, Empower Weapon
Force Powers Known (Use the Force +17): *battle strike* (2), *Force thrust* (2), *mind trick*, *move object* (2), *surge*
Force Secrets Devastating Power
Force Techniques Improved Force Trance, Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 18, Con 14, Int 17, Wis 16, Cha 19
Special Qualities fearless, serenity
Talents Ataru, Attune Weapon, Double Attack (lightsabers), Empower Weapon, Force Power Adept (*move object*), Foresight, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Weapon Specialization (lightsaber, pistols)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Skill Training (Acrobatics), Weapon Finesse (lightsabers), Weapon Focus (lightsabers, pistols), Weapon Proficiency (advanced melee weapons, heavy weapons, lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +17, Deception +17, Initiative +17, Knowledge (galactic lore) +16, Perception +16, Pilot +17, Use Computer +16, Use the Force +17
Possessions lightsaber, heavy blaster pistol

Mara Jade Skywalker has a history as long and rich as her husband's. She begins her career as one of the Emperor's personal Force-trained assassins, although, unlike most of his servants, she only kills out of necessity. Highly talented, Mara trains in combat with the Imperial Royal Guard and receives personal tutelage in the Force from the Emperor himself. She performs dozens of missions on his behalf until his demise at the hands of Darth Vader. The Emperor's dying telepathic command to kill Luke Skywalker sets her destiny in a different direction.

After the Emperor's death, Mara Jade flees to the Outer Rim and engages in numerous adventures, joining up with the smuggler baron Talon Karrde while living with the Emperor's final command pounding in her skull. She manages to "complete" her mission by killing a clone of Luke Skywalker. She and Luke part ways for a while, but they periodically cross paths and eventually fall in love, marry, and have a child, Ben Skywalker. Mara Jade Skywalker's adventures continue for many years after the birth of their son.

Mara Jade Skywalker Encounters

Mara Jade Skywalker can be used as either a hero or a villain, and she can be dropped into campaigns set before the death of the Emperor into well past the Yuuzhan Vong invasion. Her skills as an infiltrator and assassin, combined with her formidable skills with the Force and the lightsaber, make her an extremely dangerous opponent. If your campaign is set before the death of the Emperor, Mara could be sent to kill someone the heroes are required to defend, in which case they have a fight on their hands. During the time of the New Jedi Order, the heroes might be asked to escort Mara or assist her in battles against the Yuuzhan Vong or other threats to the New Republic.



MARA JADE SKYWALKER

Nomi Sunrider

Nomi Sunrider **CL 9**
Medium Human scout 1/Jedi 7/Jedi Knight 1
Destiny 2; **Force** 5, Strong in the Force
Init +11; **Senses** Perception +11
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 22, Will 23
hp 77; **Threshold** 22

Speed 6 squares
Melee lightsaber (self-built) +11 (2d8+4)
Ranged by weapon +10
Base Atk +8; **Grp** +10
Special Actions Battle Meditation, Jedi Quarry
Force Powers Known (Use the Force +17): *Force light, Force slam, move object, rebuke, sever Force, surge*
Force Techniques Improved Sense Surroundings

Abilities Str 11, Dex 14, Con 12, Int 11, Wis 14, Cha 16
Talents Battle Meditation, Block, Deflect, Evasion, Jedi Quarry, Redirect Shot
Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Use the Force), Strong in the Force, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +9, Perception +11, Pilot +11, Stealth +11, Survival +11, Use the Force +17
Possessions lightsaber (self-built), Jedi robes

Nomi first picks up a lightsaber after her husband Andur is killed by criminals on their way to Ambria. She defends herself and kills two of the criminals. Although she saves her own life and the life of her daughter, she vows never to pick up a lightsaber again. The guardian spirit of her husband appears and urges her to continue on and take his place under Master Thon's tutelage. Nomi does so to appease the last wish of her late husband and to protect their daughter.

Message from the Faculty: Jedi Marriage

Romantic entanglements are one of the most challenging aspects of being a Jedi. Maintaining a balance between the light side and the dark side is hard enough without the problems of a married life coming into play.

The Jedi Order's views on the rules of marriage have fluctuated over time. The Council has final say, but often as the members of the Council are replaced, the current views are challenged and the rules debated again. Depending on the era of play, a Jedi hero might be married. The Gamemaster also has the option of introducing romantic subplots, such as the starry-eyed young Padawan who falls for a Sith apprentice who wishes to turn the fledgling Jedi to the dark side.

Nomi surprises herself with how quickly her training under Master Thon progresses. She always viewed the life of a Jedi as arduous and tough. While there are hardships, she finds herself drawing on reserves of fortitude and wisdom she never thought she had. She even carries a lightsaber, built under the guidance of Master Thon.

Her biggest challenge is one of the heart. She grieves for her husband and accepts his death, but her heart reaches out to another. She meets Ulic Qel-Droma during the Freedon Nadd Uprising and grows fond of him. It doesn't take Jedi powers to see his feelings growing for her as well, but she fears getting too close. What if he dies as well? Is she strong enough to handle the death of another love? Only the Living Force knows for sure.

Nomi Sunrider Encounters

Nomi Sunrider achieves the rank of Jedi Knight for her actions during the Beast Wars of Onderon. She is an example of a character who starts off in one class and switches over to another. Her scout abilities prove useful on occasion, but she now devotes herself to the Jedi Order. Nomi can serve as a mentor to a younger Jedi-in-training, or she can use her scouting skills to help the PCs complete a mission on some hostile world. Conversely, the PCs might interact with Nomi after successfully completing a mission with Ulic Qel-Droma. It's even possible that a hero might become the third side of a love triangle involving Nomi and Ulic Qel-Droma.



Nomi Sunrider

Odan-Urr

Odan-Urr **CL 16**
Medium Draethos Jedi 9/Jedi Knight 4/Jedi Master 3
Destiny 3; **Force** 8, Strong in the Force
Init +8; **Senses** low-light vision, Perception +10
Languages Basic, Draethos

Defenses Ref 31 (flat-footed 31), Fort 30, Will 32; Deflect
hp 85; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee lightsaber +17 (2d8+9)
Ranged by weapon +16
Base Atk +16; **Grp** +15
Special Actions Adept Negotiator, Battle Meditation, Clear Mind, Equilibrium, Force Persuasion, Force Recovery, serenity, Skilled Advisor
Force Powers Known (Use the Force +19): *farseeing, Force slam, rebuke* (2), *sever Force, vital transfer*
Force Secrets Multitarget Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 9, Dex 11, Con 10, Int 13, Wis 14, Cha 12
Special Qualities natural telepath
Talents Adept Negotiator, Battle Meditation, Clear Mind, Deflect, Equilibrium, Force Persuasion, Force Recovery, Skilled Advisor, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Improved Disarm, Melee Defense, Skill Focus (Knowledge [galactic lore], Use the Force), Strong in the Force, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Knowledge (galactic lore) +19, Use the Force +19
Possessions lightsaber (self-built), Jedi robes, various scrolls, holocron

Until the time of the Jedi Purge, the teachings of one Jedi impact the Order greatly and form the foundation of the Jedi Code, and that Jedi is Master Odan-Urr. Although he does not create the Code, his research and meditations on its philosophy and texts influence the countless Jedi that follow him.

Odan-Urr trains as an apprentice five thousand years before the Battle of Yavin. Rather than spend his time honing his lightsaber skills or techniques to use the Force, he pores over ancient texts and researches the Force. Only when Master Ooroo implores him to step away from his studies does he reluctantly do so. One instance sends Odan-Urr on a mission to the Koros system to help Empress Teta end a civil war between her government and a group of Kirrek rebels. With the assistance of the empress's Jedi advisor, Memit Nadill, Odan-Urr uses the Battle Meditation technique to defeat the rebels and negotiate a treaty with them.

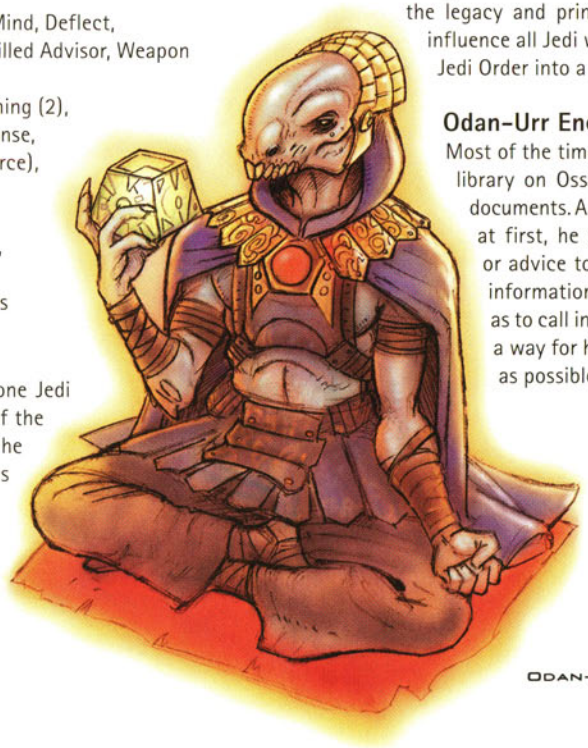
Unfortunately for Odan-Urr, he is not able to return to his studies, as he is assigned to the Koros system to continue assisting Empress Teta in strengthening her alliance of seven worlds. During his time there, he and Memit Nadill rescue two young siblings, Jori and Gav Daragon, from assassins. Little does he know that the two children would eventually bring much hardship and devastation to the Republic after bringing the Sith into contact with the Republic by accident. Odan-Urr is unable to stop the onslaught, forcing Master Ooroo to forfeit his life to guarantee victory.

Afterward, Odan-Urr returns to the libraries of Ossus to continue his research. During this time, he ascends to the rank of Jedi Master and leads the Jedi assembly for six hundred years. Many of his teachings are passed along to generations of Jedi Masters.

Although his life is filled with successes and misfortunes, the legacy and principles that Odan-Urr leaves behind influence all Jedi who follow him and help to shape the Jedi Order into a stronger organization.

Odan-Urr Encounters

Most of the time, Odan-Urr is entrenched in the Jedi library on Ossus, where he can be found reading documents. Although reluctant to peel himself away at first, he can offer some piece of knowledge or advice to the heroes or help them locate the information they seek. He might even go so far as to call in a favor to help them along, mainly as a way for him to return to his studies as quickly as possible.



ODAN-URR

Ooroo

Ooroo CL 15
Large Celegian Jedi 12/Jedi Master 3
Destiny 2; **Force** 4
Init +7; **Senses** Perception +20
Languages Basic (understand only), broadcast telepathy

Defenses Ref 27 (flat-footed 27), Fort 35, Will 31
hp 150; **DR** 10; **Threshold** 40
Immune fear effects

Speed fly 8 squares (hover), swim 10 squares
Melee slam +13 (1d6+7)
Ranged by weapon +13
Base Atk +13; **Grp** +18
Special Actions Adept Negotiator, Battle Meditation, serenity, Skilled Advisor
Force Powers Known (Use the Force +20): *farseeing*, *Force slam* (2), *Force thrust* (2), *mind trick*, *move object* (2), *rebuke*, *sever Force*, *vital transfer* (2)
Force Secrets Devastating Power, Multitarget Power

Abilities Str 10, Dex 11, Con 15, Int 14, Wis 16, Cha 16
Special Qualities fearless, serenity
Talents Adept Negotiator, Force Perception, Gauge Force Potential, Battle Meditation, Skilled Advisor, Telekinetic Power
Feats Force Sensitivity, Force Training (3), Skill Focus (Knowledge [galactic lore], Perception, Use the Force), Skill Training (Gather Information, Persuasion, Treat Injury), Weapon Proficiency (lightsabers, simple weapons)
Skills Gather Information +14, Knowledge (galactic lore) +19, Perception +20, Persuasion +15, Pilot +12, Treat Injury +15, Use the Force +20
Possessions life-support chamber (DR 10, +5 equipment bonus to Fortitude Defense, increases fly speed by +2 squares)

Jedi Master Ooroo trains students in the ways of the Force nearly 5,000 years before the Battle of Yavin. As a Celegian, Ooroo breathes cyanogen, a toxic gas, and can only travel on other planets using a special crystalline life support chamber. Despite this, Ooroo is both wise and powerful in the Force and tutors numerous students, including his premier pupil, Odan-Urr.

In his final battle, Ooroo joins together with Odan-Urr in the Koros system. Sith warships blacken the sky and dispense countless Massassi troops and war beasts. Ooroo foresees this threat. He gives his own life and defeats the army by shattering his life-support chamber, releasing its poisonous gas upon the unsuspecting enemy. For his valor, Ooroo is named the Martyr of Kirrek.

Holocron Lesson: Celegian Species Traits

All Celegians share the following species traits.

Ability Modifiers: –2 Dexterity, +2 Intelligence.

Medium Size: As Medium creatures, Celegians have no special bonuses or penalties due to their size.

Speed: Fly 6 squares (hover), swim 10 squares.

Cyanogen Breather: Unless encased in a special environment chamber, Celegians suffocate.

Expert Swimmer: A Celegian may choose to reroll any Swim check, taking the second result. In addition, a Celegian can take 10 on Swim checks even when distracted or threatened.

Broadcast Telepath: Celegians can use the Telepathy application of the Use the Force skill untrained, even if they do not possess the Force Sensitivity feat. A Celegian automatically succeeds on this check to communicate with willing targets within 60 squares of it and in its line of sight.

Languages: Basic (understand only).

Ooroo Encounters

Ooroo is active during the Great Hyperspace War, instructing young pupils in the ways of the Force when the Jedi Order was still young. While lacking much of the martial prowess possessed by other Jedi, Ooroo is a skilled Force-user. Ooroo prefers diplomacy to battle and is famous for making compelling arguments to sway stubborn minds over to the side of negotiation. Ooroo is rarely encountered alone and typically has two or more apprentices or companions in his company.



Ooroo

Oss Willum

Oss Willum CL 10
Medium Vultan noble 1/Jedi 7/Jedi Knight 2
Force 3
Init +11; **Senses** Perception +9
Languages Basic, Bocce, Bothan, Dromnyr, Durese, Huttese, Tchuukthese

Defenses Ref 23 (flat-footed 22, lightsaber defense 23), Fort 22, Will 21
hp 68; **Threshold** 22

Speed 6 squares
Melee lightsaber +9 (2d8+5)
Ranged by weapon +9
Base Atk +8; **Grp** +8]
Special Actions Battle Meditation, Bolster Ally
Force Powers Known (Use the Force +10): *Force thrust, move object*

Abilities Str 10, Dex 13, Con 11, Int 15, Wis 9, Cha 10
Talents Battle Meditation, Block, Bolster Ally, Deflect, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Linguist, Skill Focus (Knowledge [galactic lore], Pilot), Skill Training (Mechanics), Weapon Finesse (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +10, Initiative +11, Knowledge (galactic lore) +12, Mechanics +12, Perception +9, Persuasion +10, Pilot +16, Use Computer +12, Use the Force +10
Possessions lightsaber (self-built), Jedi robes, utility belt

Oss Willum begins his career as a simple trader, literally living out of his ship. The day he heroically rescues a Republic courier ship changes his life and opens him up to the Force. Oss eventually finds tutelage first under Jedi Master Garnoo and then under Jedi Master Thon.

Oss is most noted for his ill-fated encounters with Exar Kun. When Oss is sent to rescue Ulic Qel-Droma from Krath war droids on Deneba, he receives a vision that he would someday train under Exar Kun, and so he assumes that Kun is a great and powerful Jedi. Exar Kun convinces Oss and several other impressionable Jedi that the Jedi Order has denied them the key to victory in battle. Along with some of his companions, Oss travels with Exar Kun to Yavin 4, where Kun smashes a Sith holocron he had stolen from Jedi Master Odan-Urr. The fragments pierce Oss Willum's flesh, causing him to be possessed by Sith spirits. Oss commits unspeakable acts while under the influence of the Sith, but is eventually subdued by Jedi Knights Nomi Sunrider and Sylvar and restored to the path of the light side.

Oss Willum Encounters

Although a relatively unremarkable Jedi, Oss Willum gets caught up in many important events and could be found in the same places as Jedi Master Thon or Jedi Knight Nomi Sunrider. Heroes might encounter Oss during the time when he is possessed by the Sith spirits, providing them the dilemma of trying to stop his actions without having to kill him. They could also be asked by Nomi Sunrider or other Jedi to help with Oss Willum's rehabilitation once the Sith spirits are purged.

Holocron Lesson: Vultan Species Traits

All Vultans share the following species traits.

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Vultans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Bonus Trained Skill: Vultans can choose one additional trained skill from their class skill list at 1st level.

Conditional Bonus Feat: A Vultan with one or more Knowledge skills as trained skills gains a bonus Skill Focus feat for one Knowledge skill in which they are trained.

Languages: Basic, Dromnyr.



Oss Willum

Shoaneb Culu

Shoaneb Culu **CL 7**
Medium Miraluka Jedi 7
Force 7
Init +4; **Senses** Force sight, Perception +4
Languages Basic, Dromnyr, Miralukese

Defenses Ref 19 (flat-footed 18, Lightsaber Defense 20), Fort 19, Will 19; Deflect
hp 70; **Threshold** 19

Speed 6 squares
Melee lightsaber +7 (2d8+2) or
Melee lightsaber +5 (3d8+2) with Rapid Strike
Ranged by weapon +8
Base Atk +7; **Grp** +7
Atk Options Improved Disarm, Power Attack, Rapid Strike
Special Actions Equilibrium, Force Intuition, Lightsaber Defense, Vehicular Combat
Force Powers Known (Use the Force +14): *farseeing, Force light, move object, sever Force*

Abilities Str 11, Dex 13, Con 12, Int 12, Wis 13, Cha 12
Special Qualities Force sight
Talents Deflect, Equilibrium, Force Intuition, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Improved Disarm, Power Attack, Rapid Strike, Skill Focus (Use the Force), Vehicular Combat, Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +9, Pilot +9, Use the Force +14
Possessions lightsaber (self-built), Jedi robes

Early in her life, Shoaneb Culu leaves her home on Alpharidies to seek out the Jedi Order, against her parents' wishes. Feeling that she is destined to become a Jedi Knight, she vows to return home one day and, after learning all she can about the Force, establish a Jedi training center to help her people realize their potential with the Force. Despite initial troubles dealing with the new surroundings away from her homeworld, Shoaneb finds her way to Jedi Master Vodo-Siosk Baas on Ossus, who eventually agrees to train her.

Enthusiastic and eager to learn, Culu spends many hours studying the library archives and asking thought-provoking questions of Master Baas and other Jedi Masters. Troubled by her inquisitive nature, Baas mistakes her curiosity as a lust for power. After learning of her desire to return home and help her people, Baas's feelings quickly change, and dedicates a portion of his time assisting with her research. Although her desire to learn about the Force and the history of the Jedi hurtles her beyond her peers in understanding the Force, her ability to use the Force and build her own lightsaber suffers as a result.

Sudden turmoil in the galaxy inspires Culu to volunteer for a task force headed to Onderon. When Master Baas expresses misgivings, Shoaneb's calm explanation that she feels the Force calling her to duty convinces him to support her decision. After quelling the forces behind the Freedon Nadd Uprising and the Krath cult at Koros Major and Cinnagar, Culu and several other Jedi travel to Coruscant to warn the Galactic Senate of recent events, but Krath forces led by the Jedi-turned-Sith Lord Ulic Qel-Droma attack, forcing her to help defend the capital world.

Shoaneb Culu Encounters

In the years preceding the Freedon Nadd Uprising, heroes can find Culu eagerly studying at the library on Ossus. From the Uprising through the First Sith War, she is most likely encountered at Onderon, helping the Jedi confront the Beast Lords and the Krath. She might lend a hand and fight alongside the heroes, or she could provide some key piece of information that leads them to their next stop in their adventure.



Shoaneb Culu

THON

Thon **CL 15**
Large Tchuukthai Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 1; **Force** 6, Strong in the Force
Init +7; **Senses** Low-light vision, Perception +10
Languages Basic, Tchuukthese

Defenses Ref 28 (flat-footed 28), Fort 33, Will 32
hp 167; **Threshold** 38
Immune fear effects

Speed 6 squares
Melee bite +20 (1d8+12)
Melee bite +16* (1d8+16) with Power Attack or
Melee bite +24 (1d8+19) with Powerful Charge or
Melee bite +20* (1d8+23) with Power Attack and Powerful Charge
Ranged by weapon +15
Base Atk +15; **Grp** +25
Atk Options Cleave, Power Attack, Powerful Charge
Special Actions Adept Negotiator, Battle Meditation, Share Force Secret (Quicken Power), Share Force Technique (Improved Sense Surroundings), Skilled Advisor, Transfer Power
Force Powers Known (Use the Force +19): *battle strike*, *Force light* (2), *Force slam*, *inspire*, *mind trick*, *move object* (2), *rebuke* (2), *sever Force*, *surge*, *vital transfer*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 20, Dex 11, Con 18, Int 11, Wis 17, Cha 15
Special Qualities fearless, natural weapons, quadruped, serenity
Talents Adept Negotiator, Apprentice Boon, Battle Meditation, Force Harmony, Force Persuasion, Share Force Secret (Quicken Power), Share Force Technique (Improved Sense Surroundings), Skilled Advisor, Transfer Power
Feats Cleave, Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Powerful Charge, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +12, Persuasion +19, Use the Force +19

Quadruped—Master Thon gains a +5 bonus to all defenses against effects that trip or knock him prone.
* *Includes 4 points of Power Attack.*

Thon arrives at the Praxeum on Ossus already possessing great skill as a Jedi and speaks little about his time before coming to the attention of the Jedi Order. He is the last remaining member of his race, a species known as the Tchuukthai. He promises to tell more about himself when the time is right, and the Jedi respect his desire for privacy. While no other Jedi pierce the mysteries of his past, they respect his abilities as a teacher and as a warrior.

Thon runs a training camp on the world of Ambria in the Stenness system. Ambria was once a world claimed by the dark side of the Force. Thon trapped the Dark Side spirits in the massive Lake Natth and built his training camp nearby. He and his students work daily to restore the planet to its former beauty. Being so close to a place strong in the dark side teaches a student how to resist and quell it. The greatest falls come from those who confront the dark side with no previous exposure. The Order follows Thon's lead and often sends Jedi to dark side sites throughout the galaxy to cleanse them of their taint.

Thon's unorthodox views on the Force and training techniques extend to one other unusual area. Thon often bears his students on his back like a bantha or tauntaun. While new students are often confused by this seeming debasement, it is the first lesson Thon teaches. Even such a great master is but a beast of burden to the Force. Arrogance can come to a master all too easily, while humility is something that every Jedi struggles with daily. By literally bearing his students on his back, Thon reminds himself that even a Jedi Master such as himself serves greater powers daily.

Thon Encounters

Master Thon is an example of a Jedi Master devoted to the martial side of the Force. Thon is a great master for PCs who want to excel in combat. He puts PC students through some rough paces. His academy is half boot camp, half environmental reclamation project. Thon knows that the fate of the galaxy hangs on the edge of a lightsaber blade. As long as that blade belongs to one of his students, the galaxy will be safe.



THON

Tott Doneeta

Tott Doneeta **CL 9**
Medium Twi'lek Jedi 7/Jedi Knight 2
Force 4
Init +6; **Senses** Low-light vision, Perception +6
Languages Basic, Huttese, Ryl

Defenses Ref 24 (flat-footed 22), Fort 26, Will 24
hp 92; **Threshold** 26

Speed 6 squares
Melee lightsaber +13 (2d8+8)
Ranged by weapon +11
Base Atk +9; **Grp** +11
Special Actions Battle Meditation
Force Powers Known (Use the Force +16): *battle strike, Force light, move object, rebuke, surge, sever Force*
Force Techniques Improved Sense Surroundings

Abilities Str 12, Dex 14, Con 15, Int 13, Wis 14, Cha 15
Special Qualities deceptive
Talents Ataru, Battle Meditation, Block, Deflect, Redirect Shot
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +11, Deception +6 (can reroll, must take second result), Pilot +11, Use the Force +16
Possessions lightsaber (self-built), Jedi robes

Tott Doneeta finds himself in the chains of slavery at a young age. His parents book passage aboard a ship fronting for a slaving ring. Luckily, Jedi Master Arca Jeth had been tracking the slavers and struck shortly after the Doneeta family had signed on. Tott's parents give Tott to Master Jeth in gratitude for saving their lives. Tott, for his part, is excited to go. He had seen the Arkanian in the thick of the fight. The Jedi Master showed no fear, and young Tott wanted to be like him some day.

Tott takes to the Jedi training well, but he is a quiet boy and one of the few aliens in Master Jeth's class. The young Cay Qel-Droma draws Tott out of his shell, and Tott is soon accepted as part of the Qel-Droma family. Tott and the Qel-Droma brothers are inseparable throughout their youth, and Tott grows into a promising young Jedi. He follows Master Jeth's example as best as he can. He only speaks when spoken to and rarely draws his lightsaber.

Doneeta develops a rare Force ability while spending time on the outskirts of a Jedi camp. He finds that he can speak with the creatures of the forests and the plains. Master Jeth finds this ability fascinating. While the Jedi often use telepathy to communicate, the young Twi'lek's telepathy is able to touch creatures of lesser intelligence. Tott develops this ability at the urging of Master Jeth. Tott can now communicate with almost any beast he encounters through out the galaxy.

Tott eagerly accompanies Master Arca Jeth and the Qel-Droma brothers to the planet of Onderon. His Beast Speech proves useful in the battles on the planet, and his lightsaber skill helps to turn the tide against the Freedon Nadd Uprising. Tott always looks forward to his next battle, especially if it's fought at the side of his friends.

Tott Doneeta Encounters

What makes Tott Doneeta unique is his ability to communicate with beasts of any intelligence. This ability allows him to communicate with everything from his own mount to an attacking pack of Sith hounds. Tott feels better when he's sent out into the wild to communicate with the natural creatures on a planet. His unique talent means he's in demand across the galaxy, though he will often be found in Master Thon's entourage. Heroes might encounter him alongside one or both of the Qel-Droma brothers on a mission, or he might help them talk their way past a dangerous beast to reach some objective.



Tott Doneeta

Vodo Siosk-Baas

Vodo-Siosk Baas CL 15
Medium Krevaaki Jedi 8/Jedi Knight 4/Jedi Master 3
Destiny 1; **Force** 7, Strong in the Force
Init +9; **Senses** Use the Force +13
Languages Basic, Kreva, Tchuukthese

Defenses Ref 31 (flat-footed 29), Fort 30, Will 30; Resist the Dark Side
hp 112; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee quarterstaff +18/+18 (1d6+7) or
Melee quarterstaff +16/+16 (2d6+7) with Rapid Strike
Ranged by weapon +17
Base Atk +15; **Grp** +15
Atk Options Dual Weapon Mastery, Rapid Strike
Special Actions Acrobatic Recovery, Battle Meditation, Combat Reflexes, Damage Reduction 10, Dark Side Sense, Force Fortification, Melee Defense, serenity
Force Powers Known (Use the Force +13): *battle strike, farseeing, Force slam, move object, sever Force, surge*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Power Mastery (*farseeing*), Improved Sense Force

Abilities Str 11, Dex 15, Con 13, Int 13, Wis 14, Cha 13
Special Qualities grasping tentacles, stoic
Talents Acrobatic Recovery, Battle Meditation, Damage Reduction 10, Dark Side Sense, Force Fortification, Force Perception, Resist the Dark Side, Visions
Feats Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Melee Defense, Rapid Strike, Strong in the Force, Weapon Finesse, Weapon Focus (quarterstaff), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Knowledge (galactic lore) +13, Use the Force +13
Possessions quarterstaff, Jedi robes

As the Jedi Watchman of Dantooine, Master Baas spends much of his time on the planet and trains multiple apprentices at a time. His strongest apprentice, however, is a young pupil named Exar Kun. Kun's skill with a lightsaber is so great that he claimed victory over his master many times when they sparred together.



Vodo Siosk-Baas

Holocron Lesson: Krevaaki Species Traits

All Krevaaki share the following species traits.

Ability Modifiers: +2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Krevaaki have no special bonuses or penalties due to their size.

Speed: 6 squares.

Carapace: Krevaaki gain a +1 natural armor bonus to Reflex Defense and a +1 bonus to Fortitude Defense.

Stoic: Any creature attempting to use the Sense Motive application of the Perception skill on a Krevaaki takes a –5 penalty on the skill check.

Grasping Tentacles: Krevaaki gain a +2 species bonus on Climb checks and a +2 species bonus on grapple checks.

Languages: Basic, Dromnyr.

Growing restless with Master Baas's instruction, Kun believes that he can become an even mightier Jedi by learning more about the dark side of the Force, but Baas would only teach him so much. Desperate to discover more, Kun ventures to Dxun and enters the tomb of Freedon Nadd. The dark spirit of Freedon Nadd directs Exar Kun to travel to Korriban, where Nadd attacks Kun and shatters every bone in his body. At that point, Baas feels Kun's pain through the Force and stretches out to aid him, but he is also attacked by Nadd and prevented from assisting his apprentice.

Experiencing Exar Kun's descent to the dark side gives Baas a unique understanding on the balance of the Force. When Nomi Sunrider and Cay Qel-Droma request to lead the mission to rescue Ulic Qel-Droma from the Krath during the Great Sith War, Baas warns against taking such action, but the request is granted by the Jedi Assembly. Despite the task force's efforts, Ulic is not extracted until after he leads the Krath and their Mandalorian warrior allies in an assault aimed at the heart of the Republic. When the former Jedi is captured and put on trial for his crimes, Exar Kun interrupts the proceedings and challenges Baas in combat—a duel that costs Master Baas his life.

Vodo-Siosk Baas Encounters

Jedi Master Vodo-Siosk Baas typically spends his time between Dantooine and Ossus, keeping in touch with the students with which he has been charged and the rest of the Jedi Order. His growing knowledge of the Force, particularly the subtle temptations of the dark side, can prove to be a useful resource for heroes seeking wisdom.

Chapter VI
Dangers of Study





The galaxy is vast, and even after thousands of years of study, only a tiny fraction of the planets, species, and beasts that it contains have been discovered, much less studied. Jedi Padawans are warned of the untold dangers that await them in the galactic vastness, which is not to say that the Jedi should destroy every dangerous beast that they encounter. However, if one is to fulfill the role of galactic peacekeeper, one must be aware of the dangers that the galaxy abides.

The creatures and individuals described here are but a sample of the strange, exotic, and lethal dangers that a Jedi might encounter during an adventure. Some creatures are relegated to a single planet or even a single location, but others have managed to spread across the galaxy. In rare circumstances, the Jedi have deemed some of these creatures, notably those altered by the dark side, as grave threats that must be eliminated to help bring harmony to the galaxy.

The Jedi are interested in beasts that have sensitivity to the Force and the ability to wield it in some manner. The Jedi Council has numerous ongoing programs in place to discover, catalog, and study Force-sensitive creatures, both to learn more about them and to gain a greater insight into their own assumptions on how the Force manifests itself. One thing is for certain—most creatures are dangerous in their own right, but those that can command the Force tend to be smarter, faster, tougher, or deadlier than normal.

Dark Siders

The following section presents a rogues' gallery of Force-sensitive villains who might cross paths with the heroes during their exploits. These villains range from low-level lackeys to unique, named characters with sinister motives and evil agendas. Because of their strong ties to the dark side of the Force, these NPCs make great enemies for groups of heroes containing one or more Jedi characters.

A Gamemaster who has no intention of using the villains described herein is still encouraged to use the villains' statistics. With a simple name substitution, any of the dark siders presented here can fit into a GM's home campaign.

Azrakel, the Dark Warrior

Azrakel **CL 6**
Medium Human Jedi* 6
Force 4; **Dark Side** 9
Init +9; **Senses** Perception +4
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 19, Will 18; Block
hp 68; **Threshold** 19

Speed 6 squares
Melee double-bladed lightsaber +8 (2d8+7) or
Melee double-bladed lightsaber +3/+3 (2d8+7) with Dual Weapon Mastery I
Ranged blaster pistol +7 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Acrobatic Strike, Dual Weapon Mastery
Special Actions Clear Mind
Force Powers Known (Use the Force +9): *battle strike, dark rage, rebuke, vital transfer*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 12
Talents Block, Clear Mind, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light, medium), Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +9, Initiative +9, Use the Force +9
Possessions double-bladed lightsaber, blaster pistol, combat jumpsuit
**Azrakel is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Discovered by Emperor Palpatine, Azrakel is spirited away to a secret facility and used as a test subject in the Emperor's dark side experiments. Session after session, Palpatine exposes the young man to the dark side of the Force, hoping to mold him into a warrior to serve his will. After several years with no real results, Palpatine abandons his work, leaving Azrakel to die in the facility.

Although the Emperor sees no point to continuing the experiments, Kadann, the Supreme Prophet of the Dark Side, sees something in Azrakel that Palpatine does not and nurses the subject back to health. Azrakel's mind is wiped clean by the experiments, giving Kadann the perfect opportunity to create an apprentice of his own.

After mending Azrakel's mind, Kadann teaches his new pupil to hate the Emperor for what he did to him and, in turn, hate his servant Darth Vader. As time goes on, Azrakel grows to hate Kadann as well, and he cuts himself off from the Prophets of the Dark Side and the Empire some time before Palpatine's death.

Azrakel hides himself and his dark powers from the galaxy at large by staying away from the Core Worlds. He becomes a mercenary, which proves to be a lucrative career as well as a means to vent his hostility. He gives no quarter, cutting down his targets with a level of zeal that concerns even his most coldblooded employers.

Azrakel Encounters

From the end of the Rebellion era to the early days of the New Republic, Azrakel operates mostly in the Outer Rim Territories, the Corporate Sector, and even Wild Space as a ruthless mercenary. He can be a dangerous enemy, working as a hired henchman for a powerful crime lord, or even as the primary antagonist bent on the destruction of the Jedi Order before it has time to rebuild after the fall of the Empire.



Azrakel, the Dark Warrior

BLACKGUARD, THE

Blackguard Minion **CL 1**
Medium Human nonheroic 3
Dark Side 4
Init +2; **Senses** Perception +7
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 12, Will 11
hp 7; **Threshold** 12

Speed 4 squares
Melee unarmed +3 (1d4+1)
Ranged blaster rifle +3 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 12, Con 10, Int 11, Wis 13, Cha 12
Feats Armor Proficiency (light, medium), Skill Training (Endurance), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Endurance +6, Perception +7, Survival +7[H]
Possessions blaster rifle, battle armor
[H] *Human bonus trained skill or feat.*

Blackguard Wilder **CL 4**
Medium Human nonheroic 3/Jedi* 3
Force 3; **Dark Side** 8
Init +4; **Senses** Perception +9
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 14, Will 15; Block
hp 28; **Threshold** 14

Speed 6 squares
Melee lightsaber +7 (2d8+2)
Ranged by weapon +6
Base Atk +5; **Grp** +6
Atk Options Power of the Dark Side
Force Powers Known (Use the Force +10): *battle strike, dark rage*

Abilities Str 12, Dex 13, Con 10, Int 12, Wis 13, Cha 14
Talents Block, Power of the Dark Side
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Skill Training (Endurance[H], Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +9, Endurance +7, Perception +9, Survival +9[H], Use the Force +10
Possessions lightsaber, black robes
* *A wilder is not a Jedi in the strict sense. The levels in the Jedi class reflect special training. The wilder is not part of the Jedi Order, however.*
[H] *Human bonus trained skill or feat.*



The Blackguard is a dark side cult that seeks to increase its knowledge and power by searching for secrets held by Force traditions all over the galaxy.

Shortly before the Battle of Ruusan, a dark apprentice of Kaan named Vulta Daanat comes to the belief that the Force not only serves as a source of personal power but also as a means to understand the universe. Kaan disagrees, intent on exterminating the Jedi and conquering the Republic. Their disagreement turns physical, and the subsequent lightsaber duel leaves Daanat badly injured, and Kaan leaves him for dead. Daanat nurses his wounds and escapes from the Brotherhood of Darkness. After a time, he searches the galaxy, following rumors and leads to various Force-related artifacts. He learns many secrets about the dark side, settles within the Southern Jedi Ruins on Mustafar, and takes on several apprentices to pass his knowledge to a new generation of dark siders.

Over time, the dark side cult fluctuates in size, at times growing to mammoth proportions, and shrinking at other times to a mere handful of apprentices. San'sii the Kursk, the most recent leader of the Blackguard, feels the need for more people under his command to help the cult survive. He adopts the practice of recruiting non-Force-sensitive people into the cult's ranks. Donning black armor and bearing blaster rifles, these minions act as soldiers and become the most visible members of the faction, leading many to believe that the Blackguard is a paramilitary organization.

Blackguard Encounters

The Blackguard is found almost exclusively on Mustafar in or near the Southern Jedi Ruins, but a few are occasionally located wandering between the ruins and the planet's only remaining city of Fralideja. Elite minions and wilders exist and act more as squad leaders, giving evidence that the Blackguard might be better organized than most people think possible of a dark side cult.

Brakiss

Brakiss **CL 11**
Medium Human Noble 1/Jedi 7/Force adept 3
Force 7; **Dark Side** 10
Init +6; **Senses** Use the Force +18
Languages Basic, Paecian

Defenses Ref 24 (flat-footed 23), Fort 24, Will 26; Deflect, Elusive Target
hp 77; **Threshold** 24

Speed 6 squares
Melee lightsaber +12 (2d8+6) or
Melee lightsaber +7/+7 (2d8+6) with Double Attack
Ranged by weapon +10
Base Atk +9; **Grp** +10
Atk Options Channel Aggression, Double Attack
Special Actions Channel Anger, Presence, Resilience
Force Powers Known (Use the Force +18): *Force lightning, mind trick, move object, rebuke* (2), *vital transfer*
Force Techniques Improved Sense Force

Abilities Str 12, Dex 13, Con 12, Int 13, Wis 13, Cha 16
Talents Channel Aggression, Channel Anger, Deflect, Elusive Target, Force Perception, Presence, Resilience
Feats Double Attack, Force Sensitivity, Force Training (3), Skill Focus (Persuasion, Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +13, Gather Information +13, Knowledge (galactic lore) +11, Perception +11, Persuasion +18, Stealth +11, Use the Force +18
Possessions lightsaber (self-built), silver robes

When Luke Skywalker establishes his academy on Yavin 4, many students arrive to begin their training under his tutelage. A few are actually spies sent by the Empire and other interested parties that Skywalker quickly discovers and removes. Brakiss, on the other hand, actually holds true potential with the Force, and, despite having already begun down the path to the dark side, Skywalker allows him to stay, convinced that he can lead Brakiss down the path of the light side. Despite all of Skywalker's efforts and training, Brakiss proves Luke wrong and flees from the academy.

Brakiss has a difficult time dealing with his situation and is emotionally distraught until he joins forces with Kueller, another former student of the new Jedi Academy who had turned to the dark side. After Kueller's death on Almania, Brakiss wanders the galaxy for a while with no purpose, until he gains the attention of the Second Imperium. Brakiss immediately swears his allegiance to the Second Imperium and begins building an academy equal to Skywalker's but devoted entirely to the dark side. Within a few years, the Shadow Academy, housed within a torus-shaped space station equipped with a hyperdrive and a cloaking device, was completed and placed under Brakiss's command.

The Shadow Academy attracted many students. Those without sensitivity to the Force were immediately placed in the station's stormtrooper corps, while those who passed a Force sensitivity test began training as Dark Jedi. Assisting Brakiss was Tamith Kai, a member of Dathomir's Nightsister clan of Force witches.

The Shadow Academy comes to Skywalker's attention when Tamith Kai abducts Jacen and Jaina Solo along with their classmate, Lowbacca. They are rescued, and after several more failures at the hands of the Jedi, Brakiss is ordered by Palpatine to destroy the Jedi once and for all. Once again Brakiss fails, and he dies shortly after returning to the Shadow Academy when Palpatine's Royal Guards set off explosive charges planted in the station.

Brakiss Encounters

During the days of the New Republic, Brakiss cannot be easily located, as he is busy establishing the Shadow Academy. He soon makes his presence known, however, as he opposes the Jedi time and again. Brakiss can be a major villain a long campaign in which the heroes struggle against a string of Dark Jedi in an attempt to locate and bring down the Shadow Academy.



BRAKISS

Carnor Jax

Carnor Jax **CL 16**
Medium Human soldier 6/elite trooper 6/Force adept 4
Destiny 1; **Force** 9; **Dark Side** 14
Init +21; **Senses** Perception +15
Languages Basic

Defenses Ref 33 (flat-footed 30), Fort 31, Will 32; Dodge
hp 154; **DR** 3; **Threshold** 31

Speed 4 squares
Melee unarmed +17 (1d6+10) or
Melee double vibroblade +19 (2d6+12) or
Melee double vibroblade +14/+14 (2d6+12) with Dual Weapon Mastery I
Ranged heavy blaster pistol +18 (3d8+8)
Base Atk +15; **Grp** +17
Atk Options Channel Aggression, Devastating Attack (advanced melee weapons), Dual Weapon Mastery, Point Blank Shot
Special Actions Delay Damage, Follow Through, Harm's Way, Quick Draw
Force Powers Known (Use the Force +14): *battle strike, Force slam, mind trick, move object, rebuke, vital transfer*
Force Techniques Force Point Recovery

Abilities Str 14, Dex 16, Con 13, Int 11, Wis 15, Cha 12
Talents Armored Defense, Channel Aggression, Crippling Strike, Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Harm's Way, Improved Armored Defense, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Follow Through, Force Sensitivity, Force Training (2), Martial Arts I, Point Blank Shot, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +21, Mechanics +13, Perception +15, Use the Force +14
Possessions double vibroblade, heavy blaster pistol, Royal Guard armor (+7 armor; ceremonial armor with helmet package), comlink (encrypted), utility belt with medpac

Carnor Jax begins his career as an enlisted Imperial stormtrooper. He stands out among his peers as one of the best and quickly advances to train as a Royal Guard on Yinchorr. While there, he meets another trainee named Kir Kanos. The two of them survive to the end of their training and become Royal Guards after slaying their assigned partners in personal combat.

Though Jax serves the Empire with distinction, his loyalties lie with himself and his carefully chosen allies. When Palpatine travels to Endor to oversee the construction of the second Death Star, Jax is left behind on Coruscant. Learning the ways of the dark side of the Force from Lumiya, the Dark Lady of the Sith, he eliminates the last few Prophets of the Dark Side as well as the last of Palpatine's cloned bodies in a daring attempt to seize the throne for himself. Unfortunately, his bid for power is quashed when Sate Pestage assumes control, soon to be followed by Ysanne Isard.

Jax's unit is assigned to the Dark Lady Lumiya by Isard, and Lumiya quickly recognizes his Force potential. She pulls him out of the unit to personally train him as her new apprentice. Shortly thereafter, he forms an alliance with Sarcev Quest, a member of the Imperial Ruling Council who grants Jax a military task force. When Palpatine returns in one of his cloned bodies, Jax rejoins the Royal Guard to better arrange the clone's assassination and bribes the Emperor's physician into sabotaging the remaining clones. After Palpatine's last clone dies on Onderon, Jax prepared to take the throne and finally become Emperor.

When word leaks of Jax's treachery, the surviving Royal Guards on Yinchorr try to stop him. The arrival of a legion of stormtroopers under Jax's command squelches those plans, but Kir Kanos escapes the slaughter. Kanos goes into hiding, but Jax tracks him back to Yinchorr. The stormtrooper contingent he brings along does not survive very long, and Jax is forced to face Kanos alone. After a long and arduous battle, Kanos slays Jax with his vibroblade.

Carnor Jax Encounters

For most of his career as a Royal Guard, Carnor Jax can be found either on Coruscant or with the Emperor. After Palpatine's death, Jax is located somewhere within the Core Worlds, usually on Coruscant. Given his status within the Empire, Jax proves hard to reach. Heroes who target Jax must contend with the legions of stormtroopers and other Imperial forces that surround him.



CARNOR JAX

Dark Side Spirit (Template)

Whether through the influence of the dark side of the Force or just by sheer willpower, strong dark siders have been capable of influencing events long after their physical deaths. Naga Sadow, Freedon Nadd, and Exar Kun are just a few examples of former Sith Lords who have maintained a spiritual presence in the galaxy years and even centuries after they were thought to be dead. Even Emperor Palpatine manages to avoid permanent death for a while through means unknown to the vast majority of the galaxy's populace.

A dark side spirit is anchored to some point or object that allows it to remain connected to the physical realm. Usually, this site or object is closely related to the individual's death. For example, the Sith Lords buried on Korriban use their individual sarcophagi as their focus. Freedon Nadd never strayed too far from his remains buried on Onderon and the moon of Dxun after his remains were moved there. Exar Kun was almost always found on Yavin 4 within the Massassi ruins, where he absorbed the life force of the entire Massassi race. In any case, some sort of connection to the physical realm appears to be vital to the existence of a dark side spirit.



Modifications

To create a dark side spirit, make the following changes to an existing character.

Dark Side Score: Unchanged. This score can never be reduced below the spirit's current total through atonement or an act of dramatic heroism.

Defenses: A dark side spirit is immune to all melee and ranged attacks, as well as Force powers with the *[telekinetic]* descriptor.

Speed: Unchanged, except that the spirit is not hindered by terrain and can pass through solid objects regardless of hardness.

Attacks: A dark side spirit can make no melee or ranged attacks against a physical target. Some Force powers allow the spirit to cause damage to a physical object.

Special Actions: A dark side spirit gains the following special actions.

Dark Spiritual Travel: Using the Force, a dark side spirit can move virtually instantaneously to any point in the galaxy that has some amount of dark side energy present. The spirit must already be familiar with the destination and cannot jump blindly to someplace that it has never visited or only heard of. Traveling in this manner is a standard action. A dark side spirit under the effects of the *sever Force* power cannot use this ability.

Manifestation: Being an incorporeal creature, a dark side spirit cannot affect anything in the physical realm directly. However, when it manifests, it can be seen and heard while still remaining nonphysical.

Possession: When dark Force-users open themselves up to the dark side through certain rituals, they run the risk of becoming possessed by a dark side spirit. As a standard action, a dark side spirit can possess the body of a willing adjacent creature with a Dark Side Score of 1+. A dark side spirit inside another creature's body uses that creature's Strength, Dexterity, and Constitution scores. The dark side spirit loses its immunities to attacks and Force powers, can no longer pass through solid objects and is hindered by terrain, and can make melee and ranged attacks. Additionally, the dark side spirit cannot use any of its special actions granted by this template, and it regains all of its talents and feats with a Constitution prerequisite.

A creature possessed by a dark side spirit can take no actions while it is possessed. In effect, the dark side spirit acts in its stead.

Abilities: +4 Charisma. A dark side spirit has no Constitution score.

Talents and Feats: A dark side spirit is unable to use any talent or feat with a Constitution prerequisite.

Skills: Any skill with Constitution as its relevant ability score uses Charisma as its relevant ability score instead.

The following is an example of a dark side spirit, created by adding the dark side spirit template to Freedon Nadd.

Freedon Nadd, Dark Side Spirit **CL 15**
Medium Jedi 7/Sith apprentice 5/Sith Lord 3
Force 8; **Dark Side** 14
Init +13; **Senses** Perception +14
Languages Basic, Sith

Defenses Ref 30 (flat-footed 29), Fort 33, Will 31; Deflect
hp 98; **Threshold** 33
Immune fear effects, melee and ranged attacks, telekinetic Force powers

Speed 6 squares; ignores difficult terrain, walls, and objects
Base Atk +15; **Grp** +17
Atk Options Double Attack, Dual Weapon Mastery I, Power Attack, Power of the Dark Side, Triple Crit
Special Actions Adept Negotiator, Dark Presence, dark spiritual travel, Lightsaber Defense, manifestation, possession, temptation
Force Powers Known (Use the Force +21): *battle strike, dark rage, Force grip, mind trick, move object, rebuke*
Force Secrets Devastating Power, Quicken Power
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 13, Con —, Int 14, Wis 14, Cha 19
Special Qualities dark side spirit traits
Talents Adept Negotiator, Dark Presence, Dark Side Adept, Dark Side Master, Deflect, Force Deception, Force Persuasion, Lightsaber Defense, Power of the Dark Side
Feats Armor Proficiency (light), Double Attack, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Improved Defenses, Power Attack, Skill Focus (Use the Force), Triple Crit, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +16, Initiative +13, Knowledge (galactic lore) +14, Perception +14, Use the Force +21

Holocron Lesson: Destroying a Dark Side Spirit

Since a dark side spirit has no physical presence, destroying one is a difficult task at best, but it is not impossible. Such an undertaking could be the ultimate goal in a long campaign, where the dark side spirit is the influential force behind the heroes' enemies and eradicating the spirit is the only way to stop its evil plans once and for all. Doing so should always be within the heroes' capabilities but not too easy to accomplish.

The method of destroying a dark side spirit varies from spirit to spirit, but a few suggested methods are listed below.

- **Destroy the spirit's source of power.** Since most dark side spirits are connected to the physical realm through some sort of anchor in an object or location, annihilating that anchor can sever the spirit's ties to the universe. In order for a dark side spirit to remain after its anchor is destroyed, it must expend a number of Force Points equal to its Dark Side Score or be wiped out forever.
- **Use the power of the light side.** A dark side spirit can be destroyed using the light side of the Force. To do so, a Force-user must make a Use the Force check (with a penalty equal to its Dark Side Score) as a standard action against a dark side spirit within 12 squares and line of sight. If the check equals or exceeds the spirit's Will Defense, the spirit takes 2d6 points of Force damage. Several Force-users attacking in this manner carries a much greater chance of ridding the galaxy of the spirit's dark presence.
- **Use the power of the dark side:** Fighting fire with fire can effectively eradicate a more powerful dark side presence. By using a Sith amulet, a Force-user can channel the dark side of the Force into a blast of energy to destroy the spirit. As a standard action, a character with a Sith amulet can make a Use the Force check against the Will Defense of a dark side spirit within 12 squares and line of sight. If the result of the check equals or exceeds the target's Will Defense, the dark side spirit takes 2d6 points of Force damage. However, doing so also opens one up more fully to the dark side; until the start of its next turn, the creature wielding the amulet takes a –2 penalty to all defenses against Force powers with the *[dark side]* descriptor.

Hethrir

Hethrir CL 7
Medium Firrerreo (near-Human) noble 2/Jedi* 5
Force 4; **Dark Side** 13
Init +4; **Senses** Perception +15
Languages Basic, Firrerreo

Defenses Ref 19 (flat-footed 18), Fort 20, Will 21; Deflect, Dodge
hp 61; **Threshold** 20

Speed 6 squares
Melee lightsaber +7 (2d8+4)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Special Actions Adept Negotiator, Inspire Confidence, Melee Defense
Force Powers Known (Use the Force +10): *Force grip, mind trick, move object*

Abilities Str 13, Dex 13, Con 14, Int 14, Wis 14, Cha 15
Talents Adept Negotiator, Force Persuasion, Inspire Confidence, Suppress Force
Feats Dodge, Force Sensitivity, Force Training, Melee Defense, Skill Focus (Perception, Persuasion), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +10, Gather Information +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Knowledge (technology) +10, Perception +15, Persuasion +15, Use Computer +10, Use the Force +10
Possessions lightsaber
** Hethrir is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Lord Hethrir first gains infamy by serving Emperor Palpatine as Procurator of Justice, overseeing the entire judicial system and passing sentences on individuals and groups, some as large as entire worlds.

Darth Vader chooses Lord Hethrir and his mate, Rillao, to train under him after learning that they have Force potential. However, only Hethrir wields the Force in the way Vader desires. After pushing Rillao and their unborn son out of his life, Hethrir develops his abilities and proves his commitment by destroying his own homeworld of Firrerre.

Hethrir foresees the Empire's demise at Endor and develops a plan for its revival called the Empire Reborn, with him as the new Emperor. After cementing his power base in the Crseih system and gaining the assistance of an extradimensional being called Waru, Hethrir finances the Empire Reborn through a slave trade created using political prisoners and his own people, the Firrerreo, that are stored in sleeper ships. With the funds from the slave trade, he outfits the Empire Reborn with arms and ships.

After establishing the armed forces for the Empire Reborn, Hethrir approaches a Chistori named Desann to create an army of Dark Jedi. By selecting only Humans with Force potential and cleansing them through Waru, Hethrir and Desann create the Reborn. However, the Reborn are defeated by Luke Skywalker and Kyle Katarn.

After his defeat, Hethrir has one chance to redeem himself to Waru and return to power. He abducts Jacen, Jaina, and Anakin Solo with the intention of sacrificing them to Waru. However, Han Solo, his wife Leia, and Luke Skywalker join with Rillao and manage to rescue the abductees, although Anakin is nearly lost. Enraged by Hethrir's failure, Waru consumes him and returns home to its own dimension.

Hethrir Encounters

With Hethrir's slave trade in full swing during the early days of the New Republic, any number of people might find themselves abducted and imprisoned, especially those who are Force-sensitive, to be used either as test subjects for his experiments or as sacrifices to Waru. If any heroes find themselves pursuing Desann or the Reborn, they might choose to take their goal one step further and try to bring down Hethrir as well.



HETHRIR

Irek Ismaren (Lord Nyax)

Irek Ismaren (as Lord Nyax) **CL 12**
Large mutated Human scoundrel 1/Jedi* 6/Force adept 5
Force 9; **Dark Side** 13
Init +7; **Senses** Improved Sense Surroundings, Use the Force +12
Languages Basic, Binary

Defenses Ref 25 (flat-footed 24, Lightsaber Defense 26), Fort 25, Will 27; Deflect
hp 90; **Threshold** 30
Immune disarm attempts

Speed 6 squares
Melee lightsaber +11 (2d8+9) or
Melee lightsaber +6/+6 (2d8+9) with Double Attack or
Melee lightsaber +1/+1/+1 (2d8+9) with Triple Attack
Ranged by weapon +10
Fighting Space 2×2; **Reach** 2
Base Atk +9; **Grp** +15
Atk Options Channel Aggression, Double Attack, Point Blank Shot, Power Attack, Triple Attack
Special Actions Disruptive, Lightsaber Defense
Force Powers Known (Use the Force +12): *battle strike, mind trick, move object, surge*
Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*), Improved Sense Surroundings

Abilities Str 12, Dex 13, Con 13, Int 7, Wis 12, Cha 12
Special Qualities Subelectronic converter
Talents Channel Aggression, Deflect, Disruptive, Force Perception, Force Power Adept (*mind trick*), Lightsaber Defense, Weapon Specialization (lightsabers)
Feats Double Attack, Force Sensitivity, Force Training (2), Point Blank Shot, Power Attack, Skill Focus (Mechanics), Triple Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Knowledge (galactic lore) +9, Mechanics +14, Persuasion +12, Use Computer +11, Use the Force +12
Possessions 6 lightsabers (implanted in wrists, elbows, and knees), implanted subelectronic converter (see page 64)
** Irek is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

A native of Alderaan, Irek Ismaren moves with his mother, Roganda, to the isolated planet Belsavis. When Irek turns five, an Imperial scientist named Nasdra Magrody implants a subelectronic converter in the boy's head mainly as an experiment. As a consequence, Irek learns to tap into a droid's systems and affect it with the Force in much the same way as a Jedi would implant a suggestion into an organic being's mind. For the next several years, Irek learns about the dark side from his mother and about droids from Magrody.

When Irek turns fourteen, Roganda executes her plan to summon the Eye of Palpatine to Belsavis as a means to destroy the New Republic and reinstitute the Empire. Irek uses his subelectronic converter to summon the ship to Belsavis, but the Eye of Palpatine is destroyed shortly before it reaches the planet. After its destruction, Roganda and Irek flee into the planet's dense jungle. Later, they book passage from Belsavis to Coruscant, where Roganda hires Lord Cronal, a former Prophet of the Dark Side, to continue Irek's Force training. However, Irek loses his temper during a lesson, triggering a lightsaber duel with Cronal that almost costs Irek his life. Irek is forced to flee. However, a wound to his head causes a total loss of his memories and ability to speak, but his Force abilities remain intact. Roganda saves Irek by placing him in stasis.

While Irek is in stasis, his mother has his cranial memory chips upgraded and his body's growth rate accelerated, pushing his height to 3 meters. In addition, lightsabers are implanted in his wrists, elbows, and knees. Before the process can be completed, Irek breaks free and, robbed of his memories, kills his mother. Without the ability to speak or recall his identity, Irek takes the name Lord Nyax from a Corellian myth, locates an abandoned Jedi temple, and taps into the Force wellspring there, increasing his power. While on Coruscant as part of a reconnaissance team, Luke Skywalker, Mara Jade Skywalker, and Tahiri Veila encounter Lord Nyax and seal him in a pit, but he escapes.

Irek Ismaren (Lord Nyax) Encounters

Although encountering Irek Ismaren might be possible during the time of the New Republic, he is more likely to be encountered as Lord Nyax on Coruscant before or during the Yuuzhan Vong invasion.



LORD NYAX, WHO WAS ONCE KNOWN AS IREK ISMAREN

KUELLER

Kueller **CL 9**
Medium Human Jedi 9
Destiny 1; **Force** 6; **Dark Side** 12
Init +5; **Senses** Perception +10
Languages Basic

Defenses Ref 22 (flat-footed 21), Fort 26, Will 21; Block, Deflect, Dodge
hp 90; **Threshold** 26

Speed 4 squares
Melee unarmed +10 (1d6+5) or
Melee lightsaber +12 (2d8+5) or
Melee lightsaber +7/+7 (2d8+5) with Double Attack
Ranged by weapon +10
Base Atk +9; **Grp** +10
Atk Options Double Attack, Power of the Dark Side, Relentless Attack
Special Actions Force Intuition, Swift Power
Force Powers Known (Use the Force +11): *battle strike*, *dark rage*, *Force thrust*, *move object*

Abilities Str 13, Dex 13, Con 14, Int 12, Wis 12, Cha 14
Talents Block, Deflect, Force Intuition, Power of the Dark Side, Swift Power
Feats Armor Proficiency (light, medium, heavy), Double Attack, Force Sensitivity, Force Training (2), Martial Arts I, Relentless Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +11, Mechanics +10, Perception +10, Use the Force +11
Possessions lightsaber (self-built), heavy battle armor, ceremonial Hendanyn death mask, remote detonator

Born under the name Dolph on the planet Almania, Kueller is identified as being sensitive to the Force and sent to Yavin 4 to train under Luke Skywalker. After less than a year, Dolph receives the news of his parents' death by the Je'har regime, the new government on Almania. After returning to his homeworld and confirming the news, he falls to the dark side and blames the New Republic for its inaction. Seeking revenge, he dons a suit of armor along with a Hendanyn death mask and changes his name to Kueller, the name of a long-dead Almanian general. He forms an army, attracting members of the local population, and overthrows the Je'har regime.

Several months later as Kueller prepares to attack the New Republic, he encounters Brakiss, who also trained under Skywalker and was emotionally torn when forced to confront his inner demons. Kueller repairs Brakiss's damaged psyche and brings him into the fold by assigning him to supervise a droid factory on Telti. Over the next two years, Kueller sells many of his droids to the New Republic and wealthy families on Almania's moons of Pydyr and Auyemesh. After wiping out the vast majority of the population of Pydyr by detonating the droids he sold there, he consolidates his wealth and becomes Almania's undisputed ruler.

Kueller sets a trap for Luke Skywalker and lures him to Pydyr. After defeating Skywalker in a lightsaber duel on Pydyr and imprisoning him to use as bait for Leia Organa-Solo. He issues demands that he become the new leader of the New Republic after displaying footage of Luke and detonating the explosives on Auyemesh as a demonstration of his power. After the Senate issues a Vote of No Confidence in her leadership, Leia resigns her position to Mon Mothma and leads an attack force against Almania to free her brother.

Shortly after the New Republic fleet reaches Almania and engages the Almanian fleet, Leia flies to the planet's surface to free Luke, only to find that he has already escaped and is dueling Kueller. Kueller defeats the Jedi Master again and is about to strike him down when the untimely arrival of a ysalamir cancels his Force abilities. With most of his defenses down, Leia shoots and kills Kueller.

Kueller Encounters

Any heroes on Almania between 13 and 17 ABY will find Kueller as the planet's leader, rallying his people to support his campaign against the New Republic. Heroes might be dispatched to investigate sudden discord with the population of Almania or to track down a strange device found in a broken-down droid that was manufactured on Telti.



KUELLER

Massassi Abomination

Massassi Abomination **CL 10**
Medium Massassi (mutated) soldier 7/Force adept 3
Force 3; **Dark Side** 10
Init +15; **Senses** low-light vision; Perception +6
Languages Massassi

Defenses Ref 24 (flat-footed 19), Fort 24, Will 22
hp 127; **Threshold** 24

Speed 6 squares
Melee Massassi lanvarok +11* (1d8+23)
Ranged Massassi lanvarok +15 (3d4+7)
Base Atk +9; **Grp** +15
Atk Options Channel Aggression, Cleave, Devastating Attack, Power Attack
Special Actions Damage Reduction 10, Power of the Dark Side
Force Powers Known (Use the Force +10): *dark rage* (2)
Force Techniques Improved Sense Force

Abilities Str 22, Dex 20, Con 20, Int 8, Wis 12, Cha 10
Special Qualities duty bound, low-light vision, terrifying presence, warrior's awareness
Talents Channel Aggression, Damage Reduction 10, Embrace the Dark Side, Devastating Attack (simple weapons), Power of the Dark Side, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Cleave, Follow Through, Force Sensitivity[B], Force Training, Power Attack, Skill Training (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Endurance +15, **Init**iative +15, Jump +16, Use the Force +10
Possessions Massassi lanvarok

Terrifying Presence—Any enemy that starts its turn within 6 squares of one or more Massassi abominations takes a –2 penalty on attack rolls. This is a fear effect.
Duty Bound–Once per encounter, when a Massassi abomination receives a morale bonus of any kind from any source, it gains 40 bonus hit points. Bonus hit points from multiple sources do not stack and last until the end of the encounter.
Warrior's Awareness–Once per encounter, as a reaction, a Massassi abomination gains the benefit of the Uncanny Dodge I and Uncanny Dodge II talents until the beginning of its next turn.
* *Includes 4 points of Power Attack.*
[B] *Bonus feat.*

Massassi abominations are created by Exar Kun using Sith alchemy. Using primitive Massassi warriors from Yavin 4 as "stock," Exar Kun infuses his hideous creations with some of his own physical makeup.

Massassi abominations exude a raw, malign aura. Both Force-sensitive and non-Force-sensitive creatures alike are filled with fear in the presence of these creatures, although those strong in the dark side are less troubled.

Primitive and superstitious, Massassi abominations typically wield an exotic weapon known as the lanvarok, a hybrid polearm capable of making ranged attacks.

Massassi Abomination Encounters

Massassi abominations are most commonly found on Yavin 4. However, it is known that Exar Kun took several Massassi abominations with him on his journeys, making it possible that they continue to exist on other planets. During the time of the Old Republic, Massassi abominations are used as both guards in dark side temples on Yavin 4 and as shock troops, relying on their abominable presence to terrify the enemy.



A Massassi abomination (right)

Nightsister of Dathomir

Nightsister of Dathomir CL 12
Medium scout 7/Force adept 5
Force 6; **Dark Side** 16
Init +8; **Senses** Perception +19
Languages Basic

Defenses Ref 27 (flat-footed 25), Fort 26, Will 30
hp 86; **Threshold** 26

Speed 6 squares
Melee whip +12 (2d4+5)
Ranged by weapon +10
Reach 1 square (2 squares with whip)
Base Atk +8; **Grp** +10
Atk Options Running Attack
Special Actions Charm Beast, Damage Reduction 10, Dark Side Savant, Shake It Off
Force Powers Known (Use the Force +19): *battle strike*, *dark rage*, *Force grip*, *Force lightning*, *Force slam*, *move object*, *rebuke*, *surge*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 16, Cha 16
Talents Attune Weapon, Charm Beast, Command Beast, Damage Reduction 10, Dark Side Savant, Empower Weapon, Wild Sense
Feats Force Sensitivity, Force Training (2), Improved Defenses, Running Attack, Shake It Off, Skill Focus (Perception), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +12, Perception +19, Ride +13, Stealth +13, Survival +14, Use the Force +19
Possessions whip (attuned and empowered), Nightsister robes

Witches of Dathomir who veer too closely to the dark side are dealt with in a very simple way: They are exiled. These exiles are called Nightsisters, and they are completely shunned by the people of Dathomir. Most are left in the wilds to die, but some manage to survive. They learn to use their Force powers to thrive in the dark wilderness. However, their reliance on the dark side takes a toll on their bodies: The blood vessels burst around their eyes, giving their face a bruised, sleep-deprived cast.

A recently established prison colony on Dathomir brings the Nightsisters to the attention of Emperor Palpatine, who gauges the possibility of them being a threat to his reign. After the Emperor's rumored visit to Dathomir, an Imperial blockade is established around the planet, and all spaceworthy craft on the planet's surface are destroyed. The planet itself becomes an Imperial prison-world, and the fate of those on Dathomir remains unknown throughout the Emperor's reign. During this time, the Empire keeps a small fleet around the planet, and any traffic through the system is closely monitored.

There are rumors that a handful of Nightsisters manage to escape the blockade. They quietly move about the galaxy, looking to free their sisters from their imprisonment. Stories are told of Nightsisters looking for smugglers brave or greedy enough to run the blockade. The smugglers in these tales always seem to meet grisly ends, with the crew dead and the ship stolen. The veracity of these fringer stories are understandably hard to ascertain.

Nightsister Encounters

The Nightsisters only allow women into their ranks and rebuff any men who attempt to join. They often oppose the Sith, believing that only they truly understand the dark side fully. This philosophy might convince a Jedi to ally with the Nightsisters against the Sith, but such a alliance can only end in failure and temptation.

The heroes might encounter a Nightsister when he tries to secure passage aboard their ship. If she is rebuffed, she might try to take control of their vessel by force. The heroes might also be hired to track down a Nightsister wanted for crimes against the Empire or sought after by some other benefactor.



A NIGHTSISTER OF DATHOMIR

Prophet of the Dark Side

Prophet of the Dark Side **CL 9**
Medium human noble 9
Force 4; **Dark Side** 16
Init +10; **Senses** Perception +17
Languages Basic, Bocce, High Galactic, Huttese, 2 others

Defenses Ref 21 (flat-footed 20), Fort 19, Will 24
hp 46; **Threshold** 19

Speed 6 squares
Melee lightsaber +7 (2d8+3)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Atk Options Melee Defense
Special Actions Motion of the Future, Swift Power
Force Powers Known (Use the Force +17): *farseeing* (2), *Force storm* (2), *mind trick*, *move object*, *rebuke* (2)

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 16
Talents Force Perception, Motion of the Future, Power of the Dark Side, Swift Power, Visions
Feats Force Sensitivity, Force Training (2), Linguist, Melee Defense, Skill Focus (Deception, Knowledge [galactic lore], Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Gather Information +12, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +16, Perception +17, Persuasion +12, Pilot +10, Use Computer +11, Use the Force +17
Possessions lightsaber, dark robes

It is a common misconception within the greater galactic community that all of the Jedi are wiped out by the infamous Order 66. While this eliminates the bulk of the Jedi Order, the Sith Lord known as Darth Sidious knows that he cannot wipe out the Jedi with a single decisive blow. He plots the extermination of the remaining Jedi by forming a group he calls the Prophets of the Dark Side.

Palpatine uses various agents to seek out disgruntled Force-users tempted by the dark side. He eliminates the ones that could become rivals but spares the handful who demonstrate an aptitude for prophecy or *farseeing*. He gathers these Force-sensitive fortune tellers, some of them former Jedi, and gives them a new mission. They are to use their gifts to protect the Empire from unknown threats and to help Lord Vader hunt down the remaining Jedi. Palpatine entrusts these seers to two of his closest agents, Jedgar and Kadann.

The Prophets of the Dark Side seek out others like themselves—beings sensitive to the Force who might aid the Emperor's quest to bring order to the galaxy. Those who cannot be molded into Prophets are trained to become other dark side servants. If they resist the wiles of the Prophets, they are eliminated. In fact, their gift for prophecy snuffs out quite a few bright lights in an otherwise dark time.

Much as Darth Sidious operates for years under the watch of the Jedi, so do the Prophets act within the Empire. Secretive and hidden from view, they have access to the highest levels of Imperial Intelligence and consult with Lord Vader himself. Troublesome individuals who appear in their visions are visited by an Emperor's Hand and dealt with accordingly. Although various Moffs are aware of the existence of the group, most of them dismiss the Prophets as sycophants and bootlicking political advisors of the Emperor.

Prophets of the Dark Side Encounters

The Prophets operate during the reign of Emperor Palpatine, but they cling to the shadows and rarely make their presence known. The are visionaries who settle the fates of individuals. The heroes might oppose the Prophets when they are assigned to eliminate one or more of them, to keep Force-users hidden from Darth Vader and the Emperor.



A Prophet of the Dark Side, Kadann

Sedriss

Sedriss **CL 14**
Medium Human soldier 6/Jedi* 2/Force adept 6
Destiny 1; **Force** 6; **Dark Side** 14
Init +8; **Senses** Perception +8
Languages Basic, Sith

Defenses Ref 28 (flat-footed 27), Fort 29, Will 30; Deflect
hp 126; **Threshold** 29

Speed 6 squares
Melee lightsaber +15 (2d8+11)
Ranged by weapon +13
Base Atk +12; **Grp** +14
Atk Options Channel Aggression, Cleave, Power Attack
Special Actions Channel Anger, Embrace the Dark Side, Unswerving Loyalty
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force grip, Force slam, mind trick, move object*
Force Techniques Force Point Recovery (2), Improved Sense Force

Abilities Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 13
Talents Armored Defense, Channel Aggression, Channel Anger, Deflect, Embrace the Dark Side, Improved Armored Defense, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium, heavy), Cleave, Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Unswerving Loyalty, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Knowledge (galactic lore) +13, Mechanics +13, Pilot +13, Use Computer +13, Use the Force +13
Possessions lightsaber
** Sedriss is not a Jedi in the strict sense. His levels in the Jedi class reflect special training. He is not part of the Jedi Order, however.*

Before changing his name to Sedriss, the Human known as Qaga Lok serves Imperial Intelligence as a gun-for-hire. However, he proves insubordinate, ends up killing a few Imperial agents, and is marked for death. When members of the Inquisitorium learn that he is Force-sensitive, Qaga Lok's life is spared and he is brought before Emperor Palpatine. Subjected to the Emperor's unique style of persuasion, Qaga Lok vows to serve Palpatine for the rest of his life and changes his name to Sedriss.

Sedriss completes extensive training under the Emperor, learning to master his Force abilities. When the Emperor dies at the Battle of Endor, Sedriss flees to Byss. While on Byss, Sedriss takes command of the planet's military defenses even as other Imperial military commanders fight among themselves to replace Palpatine as the new Emperor. Five years after the Battle of Endor, a clone of Palpatine arrives on Byss, and Sedriss helps the Emperor regain his strength. Palpatine rewards him by making Sedriss his Executor, charged with ensuring that nobody else gains control of the clone vats and prevents the Emperor from returning again.

Shortly after regaining his health, the Emperor prepares to execute Operation Shadow Hand to recapture his throne. When the Emperor is killed aboard the *Eclipse*, Sedriss takes over the operation. He returns to Byss and kills two treacherous courtesans attempting to destroy the Emperor's clone bodies. The last of the Emperor's clones orders Sedriss to bring Luke Skywalker to Byss alive. Sedriss eventually tracks Luke to Ossus, only to be killed by Jedi Master Ood Bnar.

Sedriss Encounters

Reaching Sedriss on the Deep Core world of Byss is virtually impossible. However, after the Battle of Endor his influence is far-reaching, particularly during the execution of Operation Shadow Hand. Heroes might come to Sedriss's attention after foiling Imperial plans to seize weapons and production plants on various worlds. However, Sedriss is more likely to send agents after them than deal with the heroes personally.



SEDRISS

Shadow Academy Student

Junior Student of the Shadow Academy **CL 2**
Medium Human Jedi 2
Force 3; **Dark Side** 4
Init +2; **Senses** Perception +1
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 14, Will 13; Deflect
hp 38; **Threshold** 14

Speed 6 squares
Melee lightsaber +3 (2d8+1)
Ranged by weapon +3
Base Atk +2; **Grp** +2
Special Actions Quick Draw[H]
Force Powers Known (Use the Force +7): *battle strike*

Abilities Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 12
Talents Deflect
Feats Force Sensitivity, Force Training, Quick Draw[H], Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +7, Endurance +7[H], Use the Force +7
Possessions lightsaber, dark-colored Jedi robes
[H] *Human bonus trained skill or feat.*

Senior Student of the Shadow Academy **CL 6**
Medium Human Jedi 6
Force 4; **Dark Side** 6
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 18, Will 17; Deflect
hp 62; **Threshold** 18

Speed 6 squares
Melee lightsaber +8 (2d8+6)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Special Actions Quick Draw[H]
Force Powers Known (Use the Force +9): *battle strike, dark rage, Force thrust*

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 13
Talents Deflect, Force Intuition
Feats Force Sensitivity, Force Training (3), Quick Draw[H], Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Weapon Specialization (lightsabers)
Skills Acrobatics +9, Endurance +9[H], Use the Force +9
Possessions lightsaber, dark-colored Jedi robes
[H] *Human bonus trained skill or feat.*

One of Luke Skywalker's early failures as leader of the New Jedi Order is Brakiss. The young student's fall to the dark side of the Force forces him to leave the academy and pursue training elsewhere. With the assistance of a group of witches from the Nightsister clan of Dathomir, Brakiss establishes the Shadow Academy for the Second Imperium.

The Shadow Academy becomes the dark side equivalent of Skywalker's Jedi Praxeum on Yavin 4. Unlike the doctrines of the Nightsisters, the Shadow Academy allows both male and female members. The students undergo a rigorous training regime to push them toward graduating as full-fledged Dark Jedi, ready to fight and eliminate the Jedi under Skywalker's tutelage.

The students of the Shadow Academy serve to defend their school, much like the Jedi students on Yavin 4, as well as help achieve the goals of their masters, Brakiss and Tamith Kai. Time and again, Brakiss uses his students as pawns in his plans to eradicate the Jedi.

The students of the Shadow Academy harass Skywalker and his students for several years through one plan or another. However, much of the influence of the Shadow Academy comes to a close after the destruction of the space station where it is housed, and Brakiss's subsequent death aboard it. Many students survive the station's destruction by being elsewhere at the time and pursue the secrets of the dark side on their own.

Shadow Academy Student Encounters

The students of the Shadow Academy provide a good supply of low-level Dark Jedi to throw at heroes during the New Republic era and can provide a legitimate source of future villains in campaigns set during the Yuuzhan Vong invasion and the Legacy era (the period before, during, and after the Sith-Imperial War).



A STUDENT OF THE SHADOW ACADEMY

Sorcerer of Tund

Sorcerer of Tund **CL 11**
Diminutive Croke noble 7/Force adept 4
Force 4; **Dark Side** 10
Init +3; **Senses** Perception +13
Languages Basic, Croke, 7 others

Defenses Ref 27 (flat-footed 27), Fort 21, Will 29
hp 35; **Threshold** 21
Immune vacuum

Speed 4 squares
Base Atk +8; **Grp** -11
Atk Options Melee Defense
Special Actions Equilibrium, illusory form
Force Powers Known (Use the Force +19): *farseeing*, *Force slam*, *Force stun* (2), *Force thrust*, *mind trick* (3), *move object* (3), *rebuke*
Force Techniques Improved Move Light Object, Improved Telepathy

Abilities Str 2, Dex 6, Con 6, Int 16, Wis 16, Cha 18
Special Qualities illusory form
Talents Equilibrium, Force Perception, Force Power Adept, Force Talisman, Telekinetic Power, Visions
Feats Force Sensitivity, Force Training (3), Improved Defenses, Melee Defense, Skill Focus (Deception, Knowledge [galactic lore], Use the Force), Linguist, Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +14, Knowledge (galactic lore) +18, Knowledge (life sciences) +13, Knowledge (physical sciences) +13, Knowledge (social sciences) +13, Perception +13, Persuasion +14, Use the Force +19
Possessions Force talisman

Illusory Form—A Croke can hide its true appearance behind an illusion. As a swift action, it can appear as a Small or Medium creature that can vary in appearance depending on who views it, and it can maintain this illusion indefinitely. The illusion has no effect on the Croke's statistics. A creature can pierce the illusion by making a Perception or Use the Force check against the Croke's Will Defense as a standard action, but only while the Croke is stunned or unconscious. The illusion otherwise looks and feels absolutely real.

The Sorcerers of Tund are powerful Force-users who view the Force as a form of magic, studying and practicing their art within monastic enclaves on their backwater planet. The Jedi maintain relations with the Sorcerers of Tund, watching their progress to ensure that they do not fall to the power of the dark side. Over time, other pressing matters distract the Jedi, who send fewer representatives to Tund. The Sorcerers begin to use the Force without observation, and some of them fall to the dark side.

The Sorcerers of Tund seem to include a variety of species. In reality, all Sorcerers of Tund belong to a species called the Croke, who possess the ability to cloak themselves in a powerful illusion. Croke are actually diminutive snaillike creatures, easily held in the hand of a Human. They make up for their small size with their mastery of the Force.

Sorcerers of Tund Encounters

The Sorcerers of Tund make excellent villains but are not themselves Sith. Shrouded in mystery and the trappings of magic, the Sorcerers work well in campaigns that emphasize the supernatural side of the Force. They are expert liars and maintain dozens of different aliases and disguises, all used for their own secret agendas. While the Sorcerers of Tund are no match physically in a fight, their command of the Force makes them threats to be reckoned with.



Sorcerer of Tund

Tamith Kai

Tamith Kai **CL 10**
Medium Human scout 7/Force adept 3
Destiny 1; **Force** 5; **Dark Side** 10
Init +7; **Senses** Perception +6
Languages Basic, Paecian

Defenses Ref 25 (flat-footed 23), Fort 24, Will 25; Dodge, Evasion
hp 71; **Threshold** 24

Speed 8 squares; Surefooted
Melee unarmed +9 (1d6+7) or
Melee whip* +9 (2d4+7)
Ranged blaster pistol +9 (3d6+5)
Reach 1 square (2 squares with whip)
Base Atk +7; **Grp** +9
Special Actions Adept Spellcaster, Charm Beast, Extreme Effort
Force Powers Known (Use the Force +11): *dark rage, Force grip, Force slam, Force storm, mind trick, move object*
Force Techniques Force Power Mastery (*move object*)

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 12
Talents Adept Spellcaster, Charm Beast, Evasion, Extreme Effort, Long Stride, Surefooted
Feats Dodge, Force Sensitivity, Force Training (3), Martial Arts I, Skill Focus (Climb, Ride), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12, Jump +12, Knowledge (life sciences) +10, Ride +12, Survival +11, Use the Force +11
Possessions blaster pistol, whip

After Gethzerion, an exiled Nightsister of Dathomir, is killed aboard her transport by two of Warlord Zsinj's Star Destroyers, her Nightsister followers are left directionless, prompting them to return to Dathomir to seek redemption. Some of them fail in their quest and are exiled again after a few years. They form a new Nightsister clan, using Gethzerion's *Book of Shadows* to guide them philosophically. To ensure their survival, they forge alliances and even allow men to learn their secrets.

One of these new Nightsisters is Tamith Kai. After creating a pact with the Second Imperium, Kai volunteers to serve as a liaison between the Second Imperium and the Nightsisters and assists Brakiss with running the Shadow Academy. Brakiss would identify students in need of discipline before turning them over to Kai to handle.

One student assigned to Kai is Lowbacca. Kai decides to take advantage of the young Wookiee's short temper and use it to fuel his hatred, thus expediting his fall to the dark side. Her teaching methods are vicious but highly effective. Though the plan seems to work for a while, it ultimately backfires. Lowbacca ceases to trust her, and before long he's rescued from the Shadow Academy by Luke Skywalker and his fellow Jedi.

A short time later, Tamith Kai leads a direct assault on the Jedi Praxeum on Yavin 4, where she falls in a duel against Tenel Ka, one of Luke Skywalker's students.

Tamith Kai Encounters

Although she acts as Brakiss's assistant at the Shadow Academy, Kai is more visible than her leader, mainly due to her position as field commander when the students of the Shadow Academy venture forth to enact the plans devised by their master. She always has at least two senior students with her, usually the ones she trusts the most to protect her from harm.



TAMITH KAI

XANATOS

Xanatos **CL 9**
Medium Human noble 4/Jedi 3/crime lord 2
Force 5; **Dark Side** 8
Init +9; **Senses** Perception +10
Languages Basic, Binary, Huttese, Mon Calamarian, Quarrenese, Rodese, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 21), Fort 20, Will 24
hp 56; **Threshold** 20

Speed 6 squares
Melee lightsaber +8 (2d8+5)
Ranged hold-out blaster +8 (3d4+4)
Base Atk +7; **Grp** +8
Force Powers Known (Use the Force +12): *mind trick, move object*

Abilities Str 12, Dex 11, Con 10, Int 17, Wis 13, Cha 16
Talents Adept Negotiator, Attract Minion, Connections, Educated, Impel Ally, Master Negotiator
Feats Force Boon, Force Sensitivity, Force Training, Linguist, Quick Draw, Skill Training (Use the Force), Strong in the Force, Weapon Proficiencies (pistols, simple weapons, lightsabers)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +12, Initiative +9, Perception +10, Persuasion +12, Pilot +9, Ride +9, Treat Injury +10, Use Computer +12, Use the Force +12
Possessions lightsaber, hold-out blaster, fine clothes

Xanatos is the eldest child of Crion, a politician on the planet Talos IV. The young boy proves strong in the Force, a fact that Qui-Gon Jinn notices during a mission to the world. He encourages Crion to let the boy go to study the ways of the Jedi at the Temple on Coruscant. Crion agrees, knowing that having a son who could influence the Jedi Council might someday help his political career. However, the boy does not want to go. These seeds of resentment are planted early and, while Xanatos takes to the Jedi training, he blames Qui-Gon Jinn for forcing upon him a destiny he never wanted.

The time comes when Xanatos is ready to become a Jedi Knight. He accompanies Qui-Gon back to Talos IV to settle a civil war initiated by his father, now governor of the planet. Settling the dispute is the young Jedi's final test. Unfortunately, the son remains loyal to his father, siding with him in the conflict.

Qui-Gon is forced to kill Crion and leave Xanatos behind. Xanatos vows revenge against his former master and the Jedi Council. He scars himself with his father's ring and uses this scar as the symbol for the Offworld Corporation. The former Jedi relies on his father's former connections, his own training in the Force, and devious manipulation to build a power base. Xanatos availed himself on every opportunity to strike at the Jedi, his former master, and Qui-Gon's new Padawan, Obi-Wan Kenobi. Yet for all his plotting, Xanatos is revered on Talos IV as a hero and a great leader.

Xanatos Encounters

Xanatos failed as a Jedi, and though he has never been attracted to the Sith tradition, his Force abilities compliment his scheming nature. He works best as a puppet-master, hiring other, lower-level characters to do is bidding while keeping his hands clean. His undermines the efforts of the Jedi Order in subtle ways while remaining a "man of the people" on his homeworld of Talos IV. While he has some combat skill, he is not the type of villain to square off in a lightsaber duel. Xanatos values his own life too greatly and would rather flee to the nearest escape pod and live to plot another day.



XANATOS

Beasts

The following section presents a menagerie of dangerous beasts, all of which have some connection to the Force (and, in many cases, the dark side of the Force). The Gamemaster can use these creatures to populate worlds and locations visited by the heroes during their adventures. The beasts included here are designed to challenge heroes of every level.

Although some beasts, such as the Dxun tomb beast and the shyrack, are associated with specific locations, a Gamemaster need only change a beast's name to use it anywhere he or she wants. For example, a Dxun tomb beast could be renamed the "shadow stalker" and encountered in a ruin on the planet Ossus or anywhere else the Gamemaster wishes.

Battle Hydra

Battle Hydra, Two-Headed CL 9

Large airborne beast 9

Init +15 (roll twice, keep the better result); **Senses** low-light vision, Perception +9

Defenses Ref 30 (flat-footed 23), Fort 22, Will 19

hp 67; **DR** 5; **Threshold** 27

Speed 6 squares, fly 10 squares

Melee 2 bites +12 (1d8+7) and 2 claws +12 (1d6+7) or

Melee sting +12 (1d6+7 plus poison)

Fighting Space 2×2; **Reach** 1 square (2 squares with sting)

Base Atk +6; **Grp** +14

Atk Options poison, Running Attack

Abilities Str 17, Dex 24, Con 16, Int 2, Wis 10, Cha 13

Special Qualities low-light vision

Feats Running Attack, Skill Training (Initiative), Weapon Finesse

Skills Initiative +15 (roll twice, keep the better result), Perception +9

Dual Mind—Whenever an effect targets the battle hydra's Will Defense, the originator of the effect must roll twice and take the lower result.

Poison—If the battle hydra's sting deals damage to a living target, make a follow-up attack roll (1d20+9) against the target's Fortitude Defense. On a hit, the target takes 3d6 points of damage and moves -1 step down the condition track. The poison attacks each round at the start of the battle hydra's turn until cured with a successful DC 15 Treat Injury check.

A BATTLE HYDRA



Battle hydras are the result of Sith Lord Exar Kun's experimentation with Sith alchemy. Battle hydras usually have two heads, although varieties with more than two heads are also possible. In addition to their multiple heads, battle hydras have leathery wings and a whiplike tail ending in a barbed stinger that drips with poison. The skin of a battle hydra is infused with ancient Sith alloys, granting damage reduction.

Battle hydras spend most of their time aloft, riding thermal currents in search of prey or threats. When something is spotted, the battle hydra dives through the air, attacking with its teeth, claws, and poisoned stinger. Once prey succumbs to its attacks or poison, it scoops up the corpse and hauls it back to its lair, where it is torn apart and devoured.

Battle hydras are susceptible to the commands of Force-sensitive dark siders, many of whom use battle hydras as their own personal shocktroopers.

Battle Hydra Encounters

Battle hydras are most commonly encountered on Yavin 4, where they prowl the skies above its steamy jungles. However, Exar Kun traveled far and wide, and it's possible that they might be found anywhere that has an abundant food supply. Battle hydras are particularly attracted to sites closely connected to the dark side, perhaps drawing some kind of sustenance from them. A dark side character looking to acquire a battle hydra minion usually seeks out these sinister places, knowing that battle hydras are likely to be found nearby.

Beck-tori

Beck-tori **CL 13**
Huge aquatic beast 13
Force 2
Init +11; **Senses** low-light vision, Perception +5

Defenses Ref 30 (flat-footed 30), Fort 28, Will 22
hp 123, fast healing 5; **Threshold** 38

Speed 6 squares, swim 8 squares
Melee bite +15 (2d6+12)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +25
Atk Options Crush, devour, Pin
Force Powers Known (Use the Force +12): *battle strike* (2)

Abilities Str 22, Dex 10, Con 20, Int 2, Wis 12, Cha 12
Special Qualities fast healing 5, low-light vision
Feats Crush, Force Sensitivity[B], Force Training, Pin, Skill Training (Initiative, Survival)
Skills Initiative +12, Survival +12, Use the Force +12

Devour—If a beck-tori hits with its bite attack against a Large or smaller opponent, it can make a grapple check (+15) as a free action. If the grapple check succeeds, the beck-tori begins devouring its target. The creature being devoured takes 1d8+12 points of damage each round at the start of its turn, before it takes any actions. When the creature reaches 0 hit points, it is swallowed by the beck-tori and continues to take 1d6 points of acid damage each round at the start of its turn. The beck-tori cannot make bite attacks until it releases the creature (a free action) or swallows it.

Fast Healing 5—A beck-tori regains 5 hit points every round at the end of its turn, up to normal maximum, until it is killed.

[B] *Bonus feat.*

Beck-tori are aquatic, Force-sensitive parasites that grow to extreme size. A beck-tori resembles a flat, elongated leech, with a raspy underside covered in spines used to flay flesh. The beck-tori uses the corpse of its prey as a host for its eggs. When they hatch, beck-tori larvae pose little threat. Left undisturbed, however, beck-tori can live for centuries and grow that entire time. Colossal beck-tori have been spotted on water-rich planets such as Naboo and are grave threats to any seafaring community. An accidental infestation on Mon Calamari decimated entire ecosystems and took nearly 50 years to repair. They are brutish, aggressive creatures that blindly attack anything that moves. Reports indicate that beck-tori even assault boats or repulsorlift craft that skim too closely to the surface.

Beck-tori use their Force abilities to sense prey and bolster their fighting prowess. They are subconsciously drawn to other Force-sensitive creatures, making them dangerous opponents against Jedi.

Beck-tori Encounters

Beck-tori are usually found in aquatic environments, where their ability to use the Force throws an added twist to the hazards in or near water. The beck-tori shown here represents a healthy adult, which is usually more than a match for any opponent. Juveniles are typically Medium size, and ancient beck-tori are Gargantuan or bigger.



Beck-Tori

Chrysalis Beast (Template)

Research into Sith holocrons and archaeological expeditions to known Sith worlds such as Korriban have uncovered secrets about chrysalides, or chrysalis beasts, originally thought lost to time.

Among those Sith known to create and deploy chrysalis beasts is Emperor Palpatine. He did so at his Imperial citadel on Byss. Prior to this, chrysalis beasts were widely used in the early days of the Sith Empire as pets and guardians for high-ranking officials and powerful nobles. Although Palpatine transformed rancors for his own use, findings tell of other creatures being changed through Sith alchemy to become chrysalis beasts, including gundarks, katarns, and vornskrs.

Observations of chrysalis beasts in action indicate that they are vicious predators that relentlessly attack anything in sight.

Modifications

To create a chrysalis beast, make the following changes to an existing creature (referred to as the base creature).

Challenge Level: Increase the base creature's CL by 2.

Size: Increase the size of the base creature by one size category. Adjust the creature's Strength, Constitution, Reflex Defense, Stealth skill modifier, damage threshold, and carrying capacity accordingly, based on Table 16-2: Size Modifiers on page 274 of the Saga Edition core rulebook. If the base creature is Colossal, its size category remains Colossal; however, increase its Strength and Constitution by 8 and its damage threshold by 50, and double its height or length.

Hit Points: Increase the base creature's hit points by 25%.

Damage Reduction: Increase the base creature's DR by 4 or to 10, whichever is higher.

Speed: Increase all of the creature's speeds by 2 squares.

Fighting Space: Increase the base creature's fighting space based on its adjusted size: Large, 2×2; Huge, 3×3; Gargantuan, 4×4; Colossal, 6×6.

Reach: Increase the creature's reach by 1 square.

Special Qualities: The chrysalis beast gains the following special qualities.

Vicious Natural Weapons: Each of the base creature's natural weapons deals an extra die of damage.

Terrifying Presence: Any enemy that starts its turn within 6 squares of one or more chrysalis beasts takes a –2 penalty on attack rolls. This is a fear effect.

The following is an example of a chrysalis beast, created by adding the chrysalis beast template to a rancor.

Chrysalis Rancor **CL 13**
Gargantuan beast 12
Init +7; **Senses** low-light vision, Perception +9

Defenses Ref 16 (flat-footed 15), Fort 20, Will 8
hp 219, fast healing 5; **DR** 10; **Threshold** 40

Speed 10 squares
Melee 2 claws +16* (2d8+25) or
Melee bite +16* (3d6+25)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +37
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 34, Dex 13, Con 31, Int 2, Wis 7, Cha 15
Special Qualities fast healing 5, terrifying presence
Feats Cleave, Crush, Pin, Power Attack, Toughness
Skills Perception +9

Terrifying Presence—Any enemy that starts its turn within 6 squares of one or more chrysalis rancors takes a –2 penalty on attack rolls. This is a fear effect.

* *Includes 6 points of Power Attack.*



A CHRYSALIS RANCOR

Derriphan

Derriphan **CL 9**
Tiny airborne beast 8
Dark Side 16
Init +8 (can reroll, must keep second result); **Senses** darkvision, Perception +7

Defenses Ref 17 (flat-footed 13), Fort 11, Will 14
hp 36; **DR** 10/Force; **Threshold** 11
Immune fear effects, mind-affecting effects

Speed fly 8 squares (hover)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +0
Force Powers Known (Use the Force +8): *Force grip, Force slam, mind trick*

Abilities Str 6, Dex 18, Con 10, Int 2, Wis 16, Cha 8
Special Qualities consume Force, dark backlash, possession
Feats Force Sensitivity, Force Training, Improved Defenses
Skills Initiative +8 (can reroll, must keep second result), Stealth +8, Use the Force +8

Consume Force—Whenever a derriphan is targeted by a Force power without the *[light side]* descriptor, it immediately regains one spent Force power as a reaction.

Dark Backlash—Whenever a derriphan is targeted by a Force power with the *[mind-affecting]* descriptor, the creature activating that Force power immediately takes 3d8 points of Force damage.

Possession–As a standard action, a derriphan can attempt to possess the body of an adjacent creature. The derriphan makes an attack (1d20+9) against the Reflex Defense of the target; if the attack succeeds, the derriphan enters the target's body. Once inside, the derriphan cannot be targeted by attacks or skill checks. Each round on its turn, the derriphan makes a single attack (1d20+9) against the possessed creature's Will Defense; a successful attack deals 3d8 points of Force damage to the target, and a failed attack deals half damage. If the target is reduced to 0 hit points by this attack, the derriphan seizes mental control of the creature, restoring it to full hit points. While the derriphan possesses a creature, the derriphan controls all of its actions. The derriphan-possessed creature has access to the derriphan's Force suite in addition to its own Force suite. The derriphan uses whichever Use the Force skill bonus is higher, either its bonus or its host's bonus, and the derriphan-possessed creature's Dark Side Score equals its Wisdom score for as long as it is possessed. If a derriphan-possessed creature is reduced to 0 hit points, the derriphan exits that body as a reaction, appearing in an adjacent square of its choosing.

Many consider the derriphan a mythical creature, while others assume it went extinct before the Great Sith War. In truth, it still survives in the darkest corners of the galaxy. A semi-corporeal creature that is a physical manifestation of dark side energies, the derriphan is thought to have originated in the Deep Core, near the center of the galaxy on worlds whose suns burned out eons ago. The derriphan is, in a literal sense, the dark side of the Force given physical form; much as the dark side can influence physical sites, the derriphan was likely once a living creature consumed by the dark side and transformed.

What makes the derriphan so dangerous is its ability to temporarily convert itself fully into dark side energy. When it does so, the derriphan enters the body of another creature, feeding on its life force and seizing control of its mind. Some Jedi speculate that there are far more derriphan in the galaxy than most suspect, and that the majority of derriphans reside within host bodies, making them impossible to detect. Since derriphans are strongly drawn to creatures sensitive to the Force, many believe that some powerful Dark Jedi were not seduced to the dark side but rather possessed by derriphans, though the Jedi Council dismisses this theory as little more than an excuse to defend the Dark Jedi against their own actions.

Derriphan Encounters

Derriphans are rarely encountered openly, at least initially. It is more likely that a derriphan will reveal itself after casting off its host. Perhaps a Sith apprentice opposed to the heroes is actually under the control of a derriphan, and once the derriphan is defeated, the apprentice is free of its dark side influence.

If and when a derriphan possesses a hero, the Gamemaster should consult with the player of that character to determine how to proceed. If the player is willing, the derriphan-possessed hero could work against the other heroes in secret, either for a short while or throughout the rest of the campaign.



DERRIPHANS ATTEMPT TO SEIZE CONTROL OF A KEL DOR JEDI.

Droch

Droch **CL 1**
Diminutive beast 1
Init +5; **Senses** darkvision, Perception –1
Defenses Ref 18 (flat-footed 13), Fort 11, Will 10
hp 4; **Threshold** 11

Speed 6 squares
Melee bite +1 (1d4 plus burrow)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –14

Abilities Str 2, Dex 20, Con 10, Int 1, Wis 9, Cha 2
Special Qualities light susceptibility
Feats Skill Focus (Stealth), Weapon Finesse (bite)
Skills Stealth +20

Light Susceptibility—When exposed to light, a droch moves –2 persistent steps down the condition track. This persistent condition is removed the moment the droch is no longer exposed to the light.
Burrow—When a droch hits with its bite attack, it makes a free attack against the target's Fortitude Defense. On a success, the droch burrows into the target's flesh, infecting the target with death seed plague (see below). A burrowed droch can be removed with a successful DC 25 Treat Injury check. A creature infected with death seed plague moves –1 persistent step down the condition track and takes a –5 penalty to its Fortitude Defense. If the initial attack is successful, the attack occurs again each day the disease remains untreated (the penalty to Fortitude defense is not cumulative). If the plague moves the creature to the bottom of the condition track, the creature dies. The persistent condition remains as long as the disease is untreated, and treating the disease requires a successful DC 25 Treat Injury check. Using a bacta tank reduces the Treat Injury DC to 15.

Droch Swarm **CL 3**
Tiny beast 1
Init +5; **Senses** darkvision, Perception –1
Defenses Ref 18 (flat-footed 13), Fort 11, Will 10
hp 8; **Threshold** 21

Speed 6 squares
Melee bite +1 (1d4 plus burrow)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –14

Abilities Str 2, Dex 20, Con 10, Int 1, Wis 9, Cha 2
Special Qualities light susceptibility, swarm traits
Feats Skill Focus (Stealth), Weapon Finesse (bite)
Skills Stealth +20

Light Susceptibility—When exposed to light, a droch swarm moves –2 persistent steps down the condition track. This persistent condition is removed the moment the swarm is no longer exposed to the light.
Burrow—When a droch swarm hits with its bite attack, it uses the burrow ability as per the Droch ability of the same name.

Droch are plague-bearing insects from the planet Nam Chorios. Droch detest light from any source. When exposed, they become sluggish and infertile. The moment they are returned to darkness, however, they move quickly and reproduce at an alarming rate. As if this weren't bad enough, a droch has the ability to burrow inside a host, rapidly killing it from the inside. The corpse then becomes a safe lair and a source of food for the droch and its brood.

Droch Encounters

Droch can be found almost anywhere, including abandoned buildings, tunnels, and starships, provided the area is completely dark and there is access to food. For thousands of years, strict guidelines have been in place to keep droch from spreading, but even draconian measures have not been sufficient to completely wipe out this dangerous vermin. A ship that has been exposed to a droch infestation is usually blasted out of space before it can reach port.



DROCH

Dxun Tomb Beast

Dxun Tomb Beast **CL 8**
Large subterranean beast 7
Init +4; **Senses** darkvision, Perception +5

Defenses Ref 17 (flat-footed 16), Fort 15, Will 12
hp 67; **Threshold** 20

Speed 8 squares
Melee gore +12* (1d8+17) with Powerful Charge or
Melee bite +12 (1d8+10) and
2 claws +12 (1d6+10)
Fighting Space 2×2; **Reach** 1 square
Base Atk +5; **Grp** +17
Atk Options Power Attack, Powerful Charge
Special Actions dark saturation, mutant rage, shadow cloak

Abilities Str 25, Dex 12, Con 21, Int 2, Wis 14, Cha 13
Special Qualities darkvision, shadow cloak
Feats Power Attack, Powerful Charge, Skill Focus (Stealth)
Skills Stealth +9

Dark Saturation—Once per encounter as a free action, a Dxun tomb beast can infect a target that it has just damaged with the dark side. Treat this as Sith poison (see page 69).

Mutant Rage—Once per encounter as a swift action, a Dxun tomb beast can enter a rage, gaining a +4 rage bonus on melee attack rolls and melee damage rolls until the end of its turn.

Shadow Cloak—As a standard action, a Dxun tomb beast can surround itself with dark shadows, gaining total concealment from all targets until it makes an attack or until the end of its next turn, whichever comes first.

* *Includes 4 points of Power Attack.*

After the destruction of Freedon Nadd, Jedi Master Arca Jeth is faced with a problem. He knows that any location where Nadd's remains are interred will be twisted by the dark side, but hiding the remains in an isolated place meant that Nadd could someday be rediscovered and reborn. Luckily, Arca finds a solution in one of the moons of the Onderon system. Known as the beast moon or the demon moon, Dxun is a hostile place that deters trespassers, yet is closely monitored by the Jedi.

The dark side energies pouring out of Freedon Nadd's tomb took one of Dxun's deadliest predators and made it even more dangerous, giving rise to what Jedi refer to as the Dxun tomb beast. A jagged horn juts from just below the creature's lower jaw, and the beast uses this horn to impale prey. It often hunts the cliffs near the tomb, jumping down upon unsuspecting trespassers and spiking them with this horn. The beast then uses its claws and teeth to tear flesh while toxic bacteria infect the wound.

Dxun Tomb Beast Encounters

Tomb beasts are fiercely territorial and remarkably cunning. They defend their nests to the death and mate for life. Parents force their young out into the world soon after the young beasts have made their first kill. Attempts to breed tomb beasts offworld have proven unsuccessful. The creatures thrive in the dark side energies of Dxun. Yet many unsavory offworlders continue to capture these beasts, eager for a deadly pet or status symbol. Much as a blue milk run is seen as an easy job with many benefits and few dangers, a Dxun egg run is just the opposite. In fact, if a smuggler is sent on a Dxun egg run, chances are the time to pay back his loan has run out.



Dxun Tomb Beast

Hssiss (Dark Side Dragon)

Hssiss **CL 5**
Large aquatic beast 5
Init +4; **Senses** low-light vision, Perception +3

Defenses Ref 20 (flat-footed 18), Fort 19, Will 15
hp 47; **Threshold** 24

Speed 8 squares, swim 8 squares
Melee bite +6* (1d8+11 plus Improved Grab) and 2 claws +6* each (1d6+11)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +14
Atk Options Pin, Power Attack

Abilities Str 22, Dex 14, Con 20, Int 2, Wis 12, Cha 10
Special Qualities drag away, improved grab, low-light vision
Feats Pin, Power Attack
Skills Stealth +9

Drag Away—Whenever a hssiss successfully pins a target using the Pin feat, it can immediately move its speed as a free action and pull the target along with it. The target ends its movement in a space adjacent to (and chosen by) the hssiss. This movement does not provoke attacks of opportunity.

Improved Grab—Whenever a hssiss hits a target with its bite attack, the target is automatically grabbed.

* *Includes 3 points of Power Attack.*

Hssiss are savage, crocodilian predators transformed into abominations by the dark side energies of a slain dark sider. The transformation is never instantaneous but comes as a result of lingering dark energies tainting the creatures' habitat. Hutt crime lords sell captured hssiss to collectors and the occasional dark side devotee. Many have escaped capture or been released back into the wilderness, spreading their numbers throughout the galaxy. The Jedi refer to hssiss as "dark side dragons."

Hssiss bear few of the markings common to most abominations affected by the dark side. They are fierce, predatory beasts, with thick scaly green hides and long tails used for balance. Low slung and muscular, they excel at lurking just beneath the water's edge, their eyes rimmed with prominent horns and watching for the next meal. A hssiss uses its powerful bite to hold struggling prey in place while it rips it apart with razor sharp claws.

Hssiss Encounters

Hssiss inhabit swamps, marshes, and wetlands and are usually found at the top of the local food chain. Hssiss are drawn to the dark side locations that spawned them and can cluster in impressive numbers. Crime lords and dark siders also buy or round up hssiss for use as guard beasts, fodder for gladiatorial arenas, or pets.



Hssiss

Marsh Haunt

Marsh Haunt **CL 11**
Huge aquatic beast 11
Force 3
Init +5; **Senses** low-light vision, Perception +12

Defenses Ref 23 (flat-footed 23), Fort 28, Will 23
hp 126; **Threshold** 38

Speed 8 squares
Melee slam +13* (1d8+20)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +8; **Grp** +28
Atk Options Mighty Swing, Power Attack
Force Powers Known (Use the Force +10): *battle strike*, *mind trick* (2 terror only)

Abilities Str 30, Dex 11, Con 25, Int 3, Wis 15, Cha 11
Special Qualities camouflage, low-light vision, paralyzing fear
Feats Force Sensitivity, Force Training, Power Attack, Skill Training (Perception, Survival)
Skills Perception +12, Stealth +15, Survival +12, Use the Force +10

Camouflage—A marsh haunt ignores its size modifier when it makes Stealth checks.
Paralyzing Fear—Any creature that starts its turn within 6 squares and line of sight of the marsh haunt is subject to an attack (1d20+10) against its Will Defense. If the attack succeeds, the creature is immobilized until the start of its next turn. This is a fear effect.
* *Includes 5 points of Power Attack.*
[B] *Bonus feat.*

A marsh haunt is a monstrous, Force-using beast found far from civilization and is the source of many wild tales regarding "Force demons." The marsh haunt is a vaguely humanoid creature that inhabits fens, marshes, and other wetlands. Its green-grey skin is dull and peeling, which helps it blend into its marshy surroundings. The head of a marsh haunt is set deeply between its shoulders, with gleaming red eyes that, while not sentient, hold an instinctual cunning. Marsh haunts create shambling, headless silhouettes as they prowl through the dank swamps and jungles, hunting for food.

Marsh haunts acquired their horrible reputation due to their ability to instill overwhelming fear in their victims, causing them to flee and making them easy prey. They prefer to attack using ambushes, but are fearsome and relentless once engaged. Like other creatures that naturally draw upon the Force, the marsh haunt has learned its Force powers by instinct, much in the same way that traditional predators learn to hunt.

Marsh Haunt Encounters

Marsh haunts are native to the world of Abraxin in the Tion Cluster, but can be found throughout the Mid Rim and Outer Rim. As befitting the name, marsh haunts are usually found in swampy areas.

Marsh haunts often work together in packs of two to eight creatures, with half of the creatures using *mind trick* to terrify prey while the other half waits in ambush.



MARSH HAUNT

NIGHTHUNTER

Nighthunter **CL 9**
Medium beast 9
Force 3
Init +6; **Senses** low-light vision, scent, Perception +12

Defenses Ref 22 (flat-footed 20), Fort 23, Will 22
hp 76; **Threshold** 23
Resist energy 10, fire 10

Speed 8 squares
Melee 2 claws +8 (1d4+6) and
bite +8 (1d6+6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +9
Atk Options Pin
Force Powers Known (Use the Force +9): *battle strike* (2), *negate energy*, *surge*

Abilities Str 15, Dex 14, Con 18, Int 2, Wis 17, Cha 10
Special Qualities low-light vision, scent
Feats Force Sensitivity[B], Force Training, Pin, Skill Focus (Stealth), Skill Training (Perception)
Skills Perception + 12, Stealth +16, Survival +7, Use the Force +9

Scent—Nighthunters ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking.

[B] *Bonus feat.*

A nighthunter is a quadrupedal predator with long claws, powerful fanged jaws, and a tail. Its hide is composed of thousands of tiny, reflective scales that are capable of diffusing energy attacks, including blaster fire and normal fire. Nighthunters are believed to stem from some mutant offshoot of another species and, as a result, they can vary in coloration and form, but all retain the same basic shape.

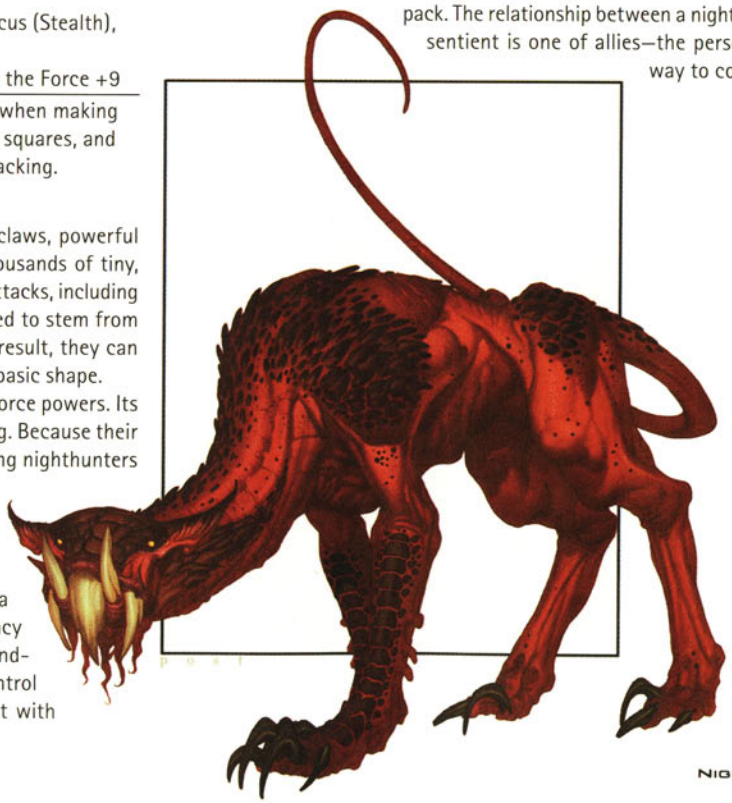
It's unknown how the nighthunter developed its Force powers. Its abilities are primarily focused on hunting and tracking. Because their hide reflects blaster fire as well as normal fire, hunting nighthunters is a troublesome endeavor. Unscrupulous poachers or hunters are prone to using poison to eradicate these pests.

Nighthunters are nearly impossible to train and cannot be domesticated or controlled. However, a nighthunter's wildness is offset by its strange tendency to bond with a single sentient being. Although this bonding does not result in the sentient being able to control the creature, it does allow the individual to interact with the nighthunter in a friendly manner. Over time, a nighthunter eventually accepts the bonded sentient's friends or allies as "members of the pack," although this usually translates to the nighthunter simply not attacking them on sight. Nighthunters are incredibly protective of their young, which they produce in small litters every couple of years. A nighthunter's bonded friend can safely handle these young, but a nighthunter will lash out at any perceived threat from someone else.

Nighthunter Encounters

The Old Republic sought to have nighthunters exterminated. However, many of the nighthunters that were originally captured for breeding or training escaped or were otherwise released back into the wild, and their numbers have rebounded. Nighthunters can be found on almost any planet. Pirates and other unsavory types sometimes relocate nighthunters to the terrain around their planetside bases, allowing them to roam the grounds freely in search of interlopers.

While nighthunters are never be found traveling with a sentient being as a pet, heroes might encounter a nighthunter living alongside some hermit or exile, having claimed him or her as a member of the pack. The relationship between a nighthunter and its bonded sentient is one of allies—the person may not have any way to control the beast.



NIGHTHUNTER

Shyrack

Shyrack CL 4
Medium subterranean beast 4
Init +1; **Senses** scent, Perception +15 (may reroll, must keep the second result)

Defenses Ref 17 (flat-footed 17), Fort 16, Will 17
hp 26; **Threshold** 16

Speed fly 6 squares
Melee bite +6 (1d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +6

Abilities Str 16, Dex 9, Con 15, Int 2, Wis 16, Cha 4
Special Qualities overwhelm, scent
Feats Skill Focus (Perception), Skill Training (Survival)
Skills Perception +15 (may reroll, must keep the second result), Survival +10

Overwhelm—A shyrack gains a +2 bonus on melee attack rolls for each allied shyrack adjacent to both it and its target.
Scent—Shyrack ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty when tracking.



SHYRACK

Packs and Swarms

A swarm or pack of beasts is treated as a single creature for the purpose of combat. To create a pack or swarm, make the following changes to the stat block of any beast:

- Increase the creature's CL by 2 and its size by one category.
- Double the creature's hit points.
- Increase the creature's damage threshold by 10.
- All melee attacks are considered melee area attacks, affecting all squares within reach. An adjacent allied pack or swarm is not affected by a pack or swarm's melee area attack.
- All ranged attacks made by the pack or swarm are considered to have a 1-square splash.
- Area attacks deal an extra 2 dice of damage against the pack or swarm.

Shyrack Swarm CL 6
Large subterranean beast 4
Init +1; **Senses** scent, Perception +15 (may reroll, must keep the second result)

Defenses Ref 17 (flat-footed 17), Fort 16, Will 17
hp 52; **Threshold** 26

Speed fly 6 squares
Melee bite +6 (1d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +6

Abilities Str 16, Dex 9, Con 15, Int 2, Wis 16, Cha 4
Special Qualities overwhelm, scent, swarm traits
Feats Skill Focus (Perception), Skill Training (Survival)
Skills Perception +15 (may reroll, must keep the second result), Survival +10

Overwhelm—A shyrack swarm gains a +2 bonus on melee attack rolls for each allied shyrack swarm adjacent to both it and its target.
Scent—Shyrack ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty when tracking.

Shyrack are terrible creatures that roam the caves and tombs of the Sith world of Korriban. This avian predator vaguely resembles a bat, with large leathery wings and sharp teeth. Shyrack are blind and get around their caves with a combination of scent and echolocation. Individually, shyrack are clumsy and slow moving, and individually, they are considered relatively easy vermin to eradicate. However, shyrack sometimes gather and hunt in swarms which are exceedingly dangerous.

Shyrack Encounters

Shyrack are most commonly found on Korriban but have been found on planets throughout the Outer Rim. A single shyrack is a threat for low-level heroes, but the encounter can be made more challenging by turning it into a Huge swarm. Shyrack are consummate hunters, undeterred by the darkness of their cavern homes.

Silooth

Silooth **CL 13**
Huge beast 12
Init +5; **Senses** low-light vision, Perception +5

Defenses Ref 19 (flat-footed 19), Fort 25, Will 15
hp 162; **DR** 5; **Threshold** 35

Speed 8 squares
Melee bite +19 (2d6+16) or
Melee bite +19* (2d6+26) with Powerful Charge
Ranged acid spray +8 (1d8+6 acid, 6-square cone)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +29
Atk Options Bantha Rush, Crush, Pin, Powerful Charge, Power Attack

Abilities Str 30, Dex 8, Con 28, Int 2, Wis 8, Cha 13
Special Qualities acid spray, limited vision
Feats Bantha Rush, Crush, Pin, Powerful Charge, Power Attack
Skills Endurance +10

Acid Spray—Whenever a creature takes damage from the silooth's acid spray, it becomes coated in acid (see page 252 of the Saga Edition core rulebook).

Limited Vision—A silooth can see well in the dark but has poor long-range vision. Any creature 12 squares away from the silooth is considered to have total concealment from the silooth.

* *Includes 4 points of Power Attack.*

Silooths were once docile swamp creatures no larger than womp rats. Sith experiments on these creatures made them grow as large as banthas and thickened their carapaces. These experiments also heightened their ferocity. Silooths clack their mandibles loudly; the only time they fall quiet is when their jaws have found something to crush. The only thing that stops a silooth attack is death—either the victim's or the silooth's.

Silooths have poor ranged vision and are unable to see anything past 12 squares. Nevertheless, they possess acid sacs that allow them to spew acid at enemies within their sight.

The Sith first unleashed these creatures during the Battle of Kalsunor thousands of years before the Battle of Yavin. The silooths annihilated everything in their path, ravaging Kalsunor. The Sith left the planet to the silooths and never looked back. While the Jedi archives refer to the planet as Kalsunor, no planet by that name exists in the Republic's thousands of years of records. The true name and location of the planet may exist somewhere, perhaps in a Sith holocron yet to be found. There is an old fringer's tale about a planet overrun with such creatures. Were someone to stumble upon a silooth colony, capture some live specimens, and introduce them into another ecosystem, the results could be devastating.

Silooth Encounters

Silooths represent an extreme example of Sith alchemy. They are worthy adversaries for Jedi Knights. Because the existence of the planet Kalsunor has been hidden, adventures could be devoted to discovering this lost world ravaged by creatures the Sith themselves could barely control. A crash-landing on the uncharted planet of Kalsunor is a terrifying adventure of survival. The PCs would have to fend off the creatures while they repair their ship.



SILOOTH

Sith Warbird

Sith Warbird CL 7
Huge beast 8
Init +5; **Senses** Perception +9

Defenses Ref 23 (flat-footed 22), Fort 24, Will 18
hp 84; **DR** 5; **Threshold** 34

Speed 8 squares
Melee gore +9* (2d6+15) or
Melee gore +11* (2d6+19) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +6; **Grp** +23
Atk Options Power Attack, Powerful Charge

Abilities Str 25, Dex 13, Con 22, Int 2, Wis 10, Cha 8
Feats Power Attack, Powerful Charge, Skill Training (Endurance)
Skills Endurance +15, Survival +9

Trample—As a move action, a Sith warbird can move up to its speed and through enemies' spaces. This movement provokes attack of opportunity as normal, and the Sith warbird must end its movement in an unoccupied space. When it enters an enemy's space, the Sith warbird makes a trample attack: +13 vs. Reflex Defense; on a hit, the attack deals 1d8+10 points of damage and knocks the target prone.

* *Includes 4 points of Power Attack.*

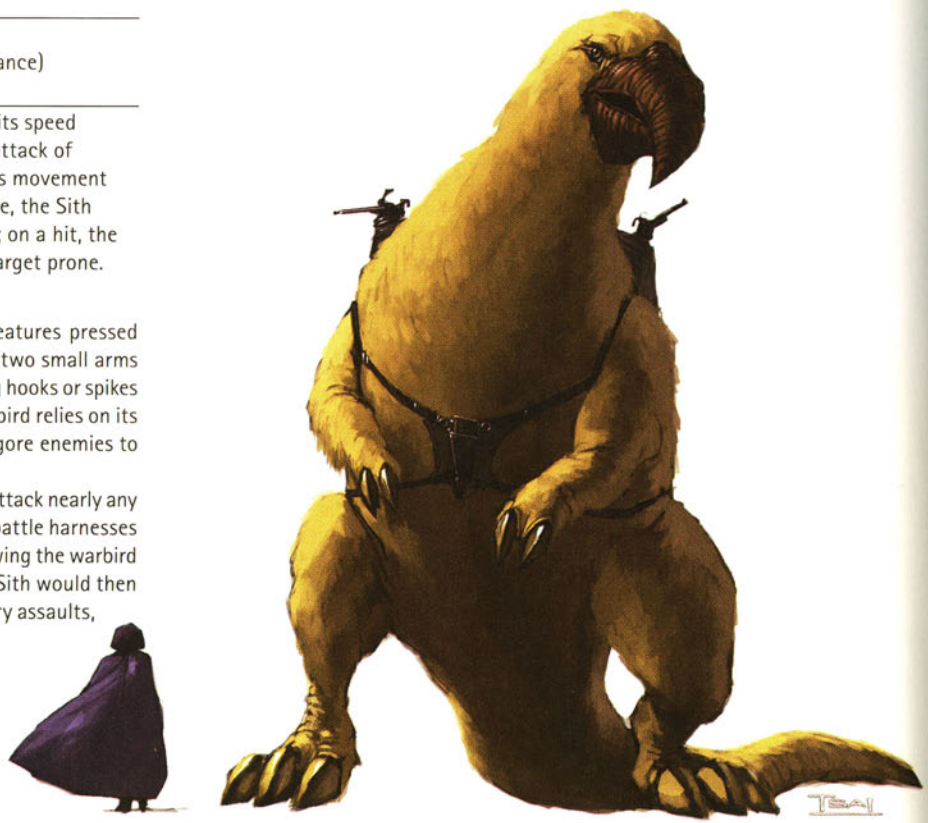
The Sith warbird is just one of the many domesticated creatures pressed into military service. Instead of wings, the Sith warbird has two small arms ending in claws. Its hide is remarkably thick, capable of having hooks or spikes securely embedded without harming the beast. The Sith warbird relies on its massive size to ram and trample prey, although it can also gore enemies to death with its huge, blunt beak.

Sith warbirds are notoriously bad-tempered and prone to attack nearly any perceived threats. The Sith would mount specially designed battle harnesses to these creatures, providing protection for the rider and allowing the warbird to carry a powerful weapon, typically a blaster cannon. The Sith would then deploy these mobile weapon platforms at the front of infantry assaults, using them to soften up enemy targets.

Sith Warbird Encounters

Sith warbirds were common sights during the Great Sith War, around 4,000 years before the Battle of Yavin. Their primary purpose was to spearhead assaults, providing heavy firepower for accompanying infantry. Sith warbirds were also used for scouting missions and reconnaissance, as living creatures are less likely to show up on detection devices.

Sith warbirds still exist in later eras, with survivors breeding on planets that once hosted long-forgotten battles and terrorizing local fauna that poses no threat to them.



SITH WARBIRD

Sith Wyrm

Sith Wyrm **CL 18**
Colossal subterranean beast 16
Init +8; **Senses** darkvision, Perception +12 (may reroll, keep the better result)

Defenses Ref 26 (flat-footed 26), Fort 40, Will 25
hp 296; **DR** 15; **Threshold** 95

Speed 10 squares
Melee bite +27* (4d6+38) or
Melee bite +29* (4d6+46) with Powerful Charge
Fighting Space 6×6; **Reach** 4 squares
Base Atk +12; **Grp** +54
Atk Options Crush, devour, Pin, Powerful Charge

Abilities Str 44, Dex 10, Con 38, Int 1, Wis 8, Cha 10
Special Qualities darkvision
Feats Crush, Improved Damage Threshold, Pin, Power Attack, Powerful Charge, Weapon Focus (bite)
Skills Perception +12

Devour—If a Sith wyrm hits with its bite attack against a Gargantuan or smaller opponent, it can make a grapple check (+35) as a free action. If the grapple check succeeds, the Sith wyrm begins devouring its target. The creature being devoured takes 4d6+30 points of damage each round at the start of its turn, before it takes any actions. When the creature reaches 0 hit points, it is swallowed by the Sith wyrm and continues to take 3d6 points of acid damage each round at the start of its turn. The Sith wyrm cannot make bite attacks until it releases the creature (a free action) or swallows it.

* *Includes 8 points of Power Attack.*

The Sith wyrm is the result of Naga Sadow's experimentation on a larval space slug that had attached itself to the hull of his battleship en route to Yavin 4. He mutated the creature, and it eventually became worshiped as a living god by the primitive Massassi people who guarded the temples on the moon's surface.

A Sith wyrm is an enormous creature capable of devouring smaller creatures whole. It relies on base instincts and simply eats anything that gets in its way. Like the space slug on which it was derived, a Sith wyrm can survive for thousands of years on a modest diet. The huge tunnels that it creates by burrowing through the ground can undermine structures and riddle a planet with meandering passageways, some of which might open up to secret warrens and forgotten underground structures.

Sith Wyrm Encounters

Only one Sith wyrm has been encountered to date, but it's possible that other Sith Lords have created similar monstrosities. The Sith wyrm can serve as a template for other enormous creatures designed to serve as living war machines, terrorizing entire ecosystems with their ravenous hunger.



SITH WYRM

Storm Beast

Storm Beast **CL 8**
Medium beast 8
Dark Side 8
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 14, Will 12
hp 76; **Threshold** 14

Speed 6 squares
Melee 2 claws +10* (1d4+14)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +13
Atk Options Mighty Swing, Power Attack, sonic blast

Abilities Str 24, Dex 12, Con 19, Int 2, Wis 14, Cha 13
Feats Force Sensitivity, Mighty Swing, Power Attack
Skills Endurance +13

Sonic Blast—As a standard action, a storm beast can emit a 6-square cone of destructive sonic energy originating at a point adjacent to it. It makes an attack roll against each creature in the cone: +8 vs. Fortitude Defense. The attack deals 2d6+4 points of sonic damage on a hit and half damage on a miss. This is an area effect.

* *Includes 3 points of Power Attack.*

Storm beasts are hulking monstrosities that roam the surface of Malachor V. Savage reptilian predators that stand about 2 meters tall, they possess vicious demeanors and abilities have been augmented by the dark side of the Force.

Storm beasts are possibly the only native species of Malachor V to survive after the Jedi Civil War, since they are the only species found living on the world's surface. Their existence on Malachor V stretches back as far as recorded history and beyond, though not much information is known about the planet before the war. Many historians believe that the storm beasts lived as natural creatures near the top of their food chain until the Trayus Academy was built by the group known as the True Sith. While the Sith who inhabited the academy conducted their sinister experiments, the energies they used affected the creatures around them, warping them into menacing beasts. The storm beasts, along with the other creatures in their ecosystem, continued to be immersed in the dark power well after the True Sith withdrew from Malachor V. Over time, the storm beasts eradicated competing predators, leaving themselves as sole masters of their world.

Storm Beast Encounters

Around the time of the Jedi Civil War and especially after the use of the Mass Shadow Generator by Bao-Dur and the Jedi Exile, storm beasts remain one of the last surviving species on the planet Malachor V. With fewer creatures available for them to sustain themselves, the population of storm beasts on has dwindled significantly. Those that remain harry visitors to the world.

Storm beasts tend to be solitary creatures except during mating seasons. Outside of that timeframe, banding more than one together usually results in the beasts fighting each other until only one remains alive.



Storm Beast

TAOZIN

Taozin **CL 13**
Gargantuan beast 13
Init +4; **Senses** darkvision, Perception +5

Defenses Ref 18 (flat-footed 18), Fort 32, Will 22
hp 175; **Threshold** 57
Immune mind-affecting Force powers, telepathy
Resist energy 15

Speed 4 squares
Melee bite +14* (3d6+21)
Ranged web +7 (special)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +34
Atk Options Power Attack

Abilities Str 30, Dex 7, Con 28, Int 2, Wis 8, Cha 2
Special Qualities darkvision, invisible to the Force, lightsaber diffusion
Feats Improved Damage Threshold, Power Attack, Skill Focus (Stealth), Skill Training (Stealth, Survival)
Skills Climb +21, Stealth +9, Survival +10

Invisible to the Force—A taozin cannot be detected using any Force power, Force talent, or the Use the Force skill. This includes all talents on the Sense talent tree as well as the Sense Force, Sense Surroundings, and Telepathy applications of the Use the Force skill.

Lightsaber Diffusion—When a taozin is hit by a lightsaber, it makes an attack roll against the attacker as a reaction: +10 vs. Reflex Defense. If the attack hits, the target takes 2d8 points of energy damage.

Translucent—A taozin ignores its size modifier when it makes Stealth checks. In addition, the taozin is always considered to have concealment in normal lighting conditions and total concealment in low-light conditions against creatures more than 6 squares away.

Web—As a standard action, a taozin can spew an adhesive substance from its mouth and make an area attack against the Reflex Defense of every creature in a 4×4 square area, no square of which can be farther than 20 squares from the taozin. Targets hit by this attack are immobilized until they escape. A character can escape by making a DC 20 Strength or Acrobatics check as a standard action. If any square with webbing in it takes energy or fire damage, the webs in that square are destroyed and any creature immobilized by the webs in that space takes 1d6 points of damage and is no longer immobilized.

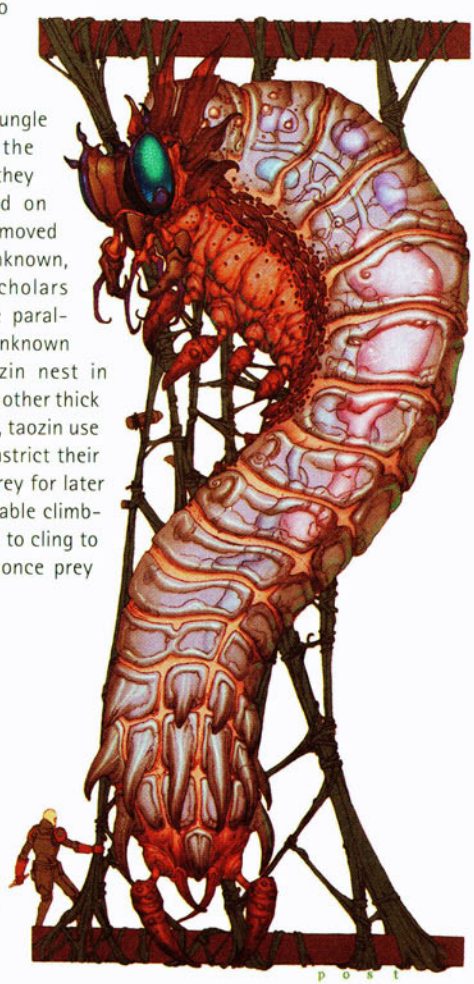
* *Includes 5 points of Power Attack.*

A taozin is an enormous, wormlike invertebrate whose skin and internal organs are translucent, allowing it to blend into the background with surprising ease. In addition, the creature possesses a unique ability to evade being detected or located by the Force. This Force "invisibility" combined with its camouflage makes it difficult to perceive before it strikes. The taozin's flesh is impregnated with tiny, crystalline structures that diffuse light energy—blasters barely have any effect, and lightsabers actually reflect some of their energy on contact, creating a discharge that damages the wielder.

Despite their size and strength, taozin are remarkably slow. To compensate, a taozin is capable of spewing a silky gray adhesive from glands inside its mouth, which is used to immobilize prey.

Taozin Encounters

Taozin are native to the jungle moon of Va'art near the Roche asteroid field, but they have also been sighted on other planets. How they moved to other locations is unknown, although some Jedi scholars believe that it could be parallel evolution or some unknown breeding program. Taozin nest in dense jungles, caves, and other thick terrain. Similar to spiders, taozin use their webs to further constrict their surroundings, trapping prey for later consumption. Taozin are able climbers and have been known to cling to ceilings and spew webs once prey comes into range.



TAOZIN

Terentatek

Terentatek **CL 14**
Huge subterranean beast 15
Init +11; **Senses** darkvision, Perception +12 (may reroll, keeping the better result)

Defenses Ref 34 (flat-footed 34), Fort 33, Will 25; Force resistance
hp 187, fast healing 5; **Threshold** 43
Immune mind-affecting Force powers

Speed 8 squares
Melee 2 claws +12* (1d8+24) and bite +12* (2d6+24) or
Melee bite +14* (2d6+31) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +11; **Grp** +30
Atk Options Cleave, Crush, Pin, Power Attack, Powerful Charge

Abilities Str 29, Dex 9, Con 26, Int 2, Wis 10, Cha 15
Special Qualities darkvision, fast healing 5, Force resistance
Feats Cleave, Crush, Pin, Power Attack, Powerful Charge, Skill Training (Initiative)
Skills Initiative +11, Perception +12 (may reroll, keeping the better result)

Fast Healing 5—A terentatek automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.
Force Resistance—A terentatek gains a +5 bonus to defenses against Use the Force checks.
* *Includes 8 points of Power Attack.*

The dreaded terentatek greatly resembles the rancor, with large spines jutting from its back and an additional set of mandibles sprouting from its mouth. It has been theorized that terentateks were once rancors that were subjected to experimentation by the Sith. They are typically found in locations tainted by the dark side, such as the tombs on Korriban. Because of their remarkable immunity to the Force, terentateks are also known as "Jedi Killers."

When the dark side is weaker in the galaxy, terentateks go into hibernation, which can sometimes last for hundreds or even thousands of years. When the dark side increases in power, terentateks emerge from their slumber to threaten their surroundings. Jedi are known to hunt in small teams to eliminate the terentatek menace.

Terentatek Encounters

Terentateks are rarely encountered alone. They usually patrol their territory in mated pairs, making encounters with them all that more dangerous. Terentateks are not subtle and simply charge opponents. Despite their Force immunity, terentateks do not favor Jedi or other Force-users over other prey and attack the closest or more aggressive targets first, although the bright light and noise from a lightsaber quickly grabs their attention.



TERENTATEK

Tuk'ata Sith Hound

Tuk'ata Sith Hound **CL 4**
Medium beast 3
Dark Side 14
Init +8; **Senses** scent, Perception +3

Defenses Ref 16 (flat-footed 14), Fort 12, Will 13
hp 17; **Threshold** 12

Speed 7 squares
Melee bite +5 (1d6+4) and
2 claws +5 (1d4+4)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +5
Atk Options Running Attack

Abilities Str 17, Dex 14, Con 12, Int 2, Wis 14, Cha 11
Special Qualities cunning beast, pack tactics
Feats Improved Defenses, Running Attack
Skills Initiative +8

Cunning Beast—Whenever a tuk'ata Sith hound takes damage from a melee attack, as a reaction it can move 2 squares. This movement does not provoke attacks of opportunity.

Pack Tactics—When a tuk'ata is adjacent to an enemy, all of the tuk'ata's allies gain a +2 circumstance bonus on melee attack rolls against that enemy.

The tuk'ata Sith hounds were native to Korriban, the infamous necropolis world of the Sith. The hounds made excellent subjects for the ancient Sith Lords' experiments. They gained additional horns, their size doubled, and their masters imbued them with greater brain mass, increasing their animal cunning. The new creatures guarded the tombs of Korriban with deadly efficiency.

The beasts are later seen in other Sith strongholds as well. They become a favorite of Exar Kun, who often assigns the creatures to protect Sith holdings across the galaxy. The hounds are strangely loyal to those attuned to the dark side. The Sith know the fragile state of trust all too well, making the Tuk'ata the perfect guardians.

The gleam of malevolence in the yellow eyes of a tuk'ata Sith hound is enough to give any Jedi pause. Beast packs often use tactics much too sophisticated for beasts. The worst mistake a Jedi can make is to underestimate them and treat them as common beasts.

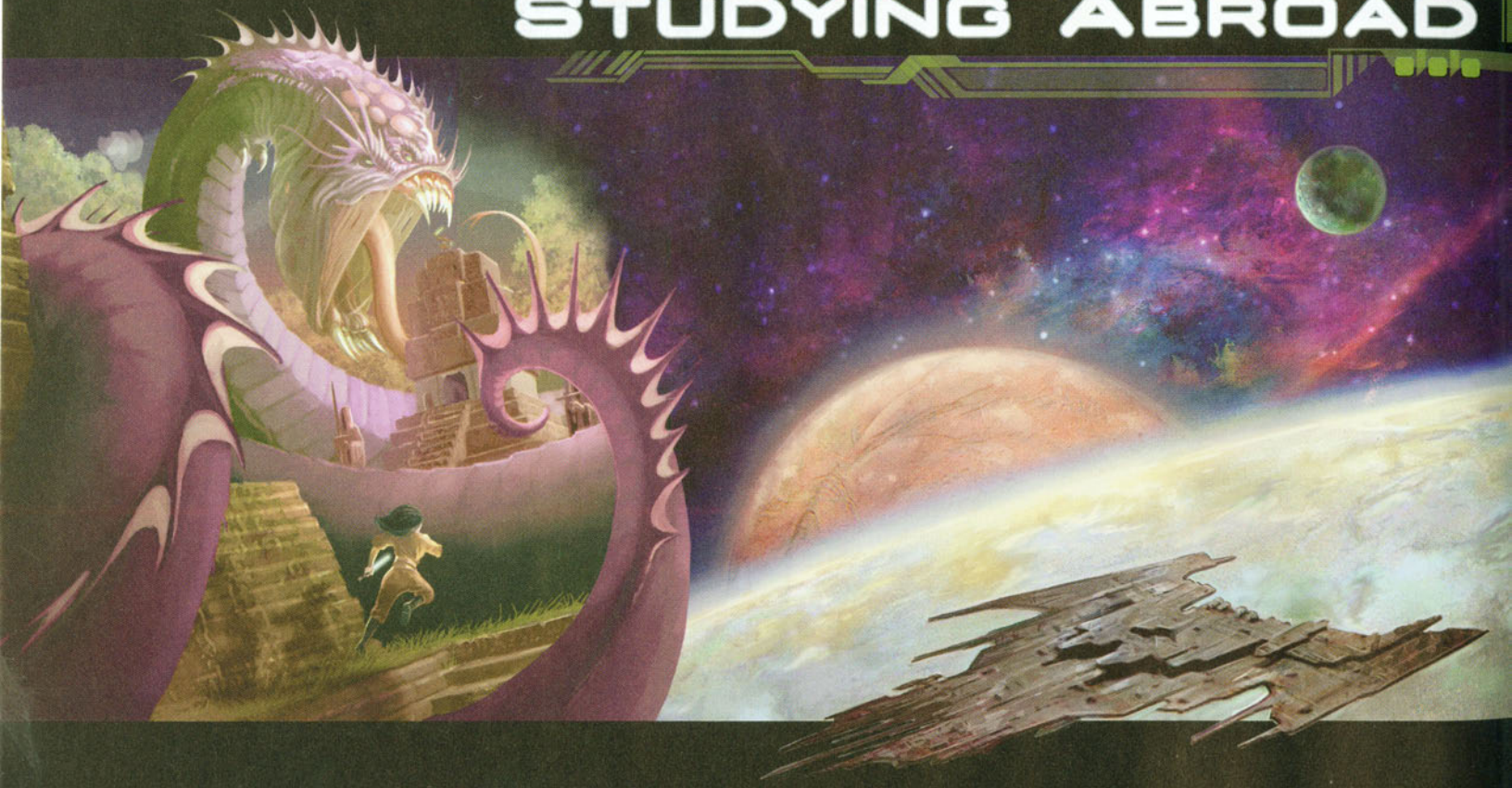
Tuk'ata Sith Hound Encounters

One or two tuk'ata Sith hounds are enough to discourage low-level characters from snooping around Sith sites. The Sith alchemical process has forever transformed these beasts into evil guardians assigned to watch over the darkest places in the galaxy. A pack of tuk'ata hounds is a worthy threat for higher-level PCs. They could be encountered in the wild, or they could be sent by an unrevealed Sith adversary wishing to observe how the PCs handle themselves in a fight against the beasts.



THE SITH HOUND, ALSO KNOWN AS A TUK'ATA

Chapter VII
Studying Abroad





The *Star Wars* universe contains many locations that have some importance to the galaxy's various Force sects, especially the Jedi. Some of these locales are hubs of activity where the Jedi come together, while others are places immersed in the dark side that tempt any Jedi lured into them. Regardless of their origins and histories, all of the following locations have been significant in one way or another to the Jedi Order throughout its history.

Places in the Light

Areas where the light side of the Force holds prominence are held in high regard by the Jedi as well as most other religions and Force-using organizations that believe in the preservation of life and balance in the Force. Pilgrimages to these sites are frequent, and these locations hold within them the memories of conflict with those who sought the power of the dark side and were defeated by defenders of the light side.

Areas of Darkness

Those who are consumed by the dark side of the Force strive to gain power to fuel their own agendas, but they also know that there are individuals in the galaxy who will oppose them at every turn. For this reason alone, many dark siders choose places far away from the activities of the Core Worlds to pursue their covert studies and develop their secret plans. As these dark siders are found and defeated by the Jedi and other champions of the Force, the places where they lived become tainted by the dark powers they used while they lived and worked there. Although efforts are taken to reduce or eliminate the amount of influence the dark side has over these locales, the dark power that thrived there for so long puts a permanent stain on the place that continues to affect everything around it for a long time. Because of this, the Jedi continue to search for ways to cleanse these areas and rid the galaxy of the evil that dwells there.

CHU'UNTHOR

Although the Jedi Temple on Coruscant is easily the largest and most famous Jedi training facility, the Order does train students in other locations. Chu'unthor is one such place. However, it's not a planet or temple, but an enormous ship designed by the Jedi both as a mobile training facility and as a symbol of the Republic's long reach and goodwill toward its citizens. A veritable army of engineers and shipbuilders from the Republic Fleet Systems built Chu'unthor (an old Cerean word, meaning "academy") four hundred years before the Rise of the Empire era.

Chu'unthor serves the Jedi for nearly one hundred years until a series of catastrophic malfunctions forces the ship to crash land on the hostile planet of Dathomir, home of a mysterious group known as Force witches. Although unable to fly again, the ship holds untold secrets and information about the Force and the Jedi Order. Recovery of this precious history helped Luke Skywalker create the foundation for his New Jedi Order.



CHU'UNTHOR

MESSAGE FROM THE FACULTY: CHU'UNTHOR ADVENTURE HOOKS

Chu'unthor is large enough to serve as the hub for an entire campaign. Here are some ways to incorporate Chu'unthor into a home campaign:

- During what should have been a routine training exercise, one of Chu'unthor's new students is found dead inside a lightsaber sparring room. It's soon discovered that the unthinkable has occurred: murder. The student, a headstrong Rodian with a chip on his shoulder, was generally disliked by the student body, but who, especially Jedi, would take this to such an extreme end?
- While a section of the Starboard Instructional Wing is refitted, the crew discovers several secret passageways. One such passageway leads to a hidden meditation chamber. A holocron sits upon a pedestal in the middle of the chamber, holding the spirit of a Jedi Master whose existence had been long forgotten.
- If the campaign is set in the time of the New Jedi Order, the heroes are sent to Dathomir to help the Jedi recover some of the archives that have been sitting inside the downed Chu'unthor for decades. Although the heroes are allowed freedom to explore the ship by the Witches of Dathomir, the ship has become infested with the dangerous flora and fauna of the planet.

Notable Locations

Chu'unthor is a massive ship that dwarfs even the *Imperial I*-class and *Victory*-class Star Destroyers of the Empire. The ship is divided into three primary sections corresponding to the ship's primary missions of learning, teaching, and scholarship. Shaped like a lopsided 'Y', Chu'unthor had an unusual design, mainly because it was considerably larger than most vessels of the era. As befitting its mission of peace, knowledge, and training, Chu'unthor did not sport any weapons beyond two batteries of tractor beams.

The forward section of the ship is known as the Instruction Wing. The front of the vessel sprouts hundreds of sensors, arrays, communication clusters, and observation decks. Many of the ship's scientists and researchers are found here, studying new worlds and stellar phenomena. Two massive wings, known respectively as the Port Training Wing and the Starboard Training Wing, contain all of the classrooms, sparring rooms, meditation chambers, and dormitories required for the students.

The central hull holds the Hospital Wing and the primary archives. The Hospital Wing is large, well appointed, and capable of handling thousands of patients from a variety of species at a time. Jedi healers, as well as members of the Medical Corps (a branch of the Jedi Service Corps) train here. The medical facilities on board Chu'unthor are superb and on par with the infirmary at the Jedi Temple on Coruscant. Numerous libraries and archive

rooms are scattered throughout the central hull, holding a vast repository of Jedi teachings, as well as information about the sciences, arts, history, and literature of a thousand of different species and cultures.

The rear of the ship contains the ship's enormous ion engines and hyperspace drives, plus numerous docking clamps and bays. Chu'unthor is large enough to dock with up to ten frigate-sized vessels at a given time. This design allows Chu'unthor to receive a constant stream of supplies from support ships.

Inhabitants

For such a large ship, Chu'unthor has a relatively small crew and relies heavily on automation and droids. Most of the crew are veterans of the Republic Navy. Jedi with an eye toward mechanics and technology often request assignment on Chu'unthor to help keep its engines in repair and to learn from its elegant, if obsolete, design.

Chu'unthor also carries a huge contingent of scientists, researchers, librarians, and other scholars, most of whom are not affiliated with the Jedi Order. The University of Sanbra, for example, established a "branch campus" aboard Chu'unthor, allowing tremendous advancements to occur in the fields of xenobiology and xenosociolology.

Chu'unthor **CL 15**
Colossal (station) capital ship
Init -4; **Senses** Perception +12

Defenses Ref 18, Fort 195; +18 armor, Vehicular Combat
hp 2,800; **DR** 20; **SR** 300; **Threshold** 695

Speed fly 1 square (starship scale)
Ranged 2 tractor beam batteries* +8
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +107

Abilities Str 180, Dex 10, Con —, Int 22
Skills Initiative -4, Mechanics +12, Perception +12, Pilot -4, Use Computer +12

Crew 4,000 (skilled); **Passengers** 10,000
Cargo 40,000 tons; **Consumables** 5 years; **Carried Craft** various shuttlecraft
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (unique)
* *Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Tractor beam battery (5 gunners)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** — (grapple +107)

Jedi Temples and Academies

For over twenty-five thousand years, the Jedi Order has established centers for learning to sustain its tradition. Many times, these centers are nothing more than structures that house historical information and philosophical texts, but the primary locales serve more as monasteries than libraries. In addition to the Jedi Temple on Coruscant, the temples and academies on Dantooine, Ossus, and Yavin 4 have all served as important centers for the Jedi throughout their history at one time or another.

Dantooine

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 378 local days
Sapient Species: 35% Humans, 18% Dantari (native), 47% other species
Government: Tribal
Capitals: Garang and Khoonda
Major Exports: Foodstuffs
Major Imports: Luxury items, technology

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Dantooine is an Outer Rim world positioned near the Hydian Way hyperspace route. The temperate climate supports a multitude of flora and fauna and makes it an ideal planet for agriculture.
15	The Jedi enclave on Dantooine trains many Jedi during the times of the Great Sith War and the Jedi Civil War. Although the Jedi work hard to keep its location secret, the Sith Empire attack the facility several times while it is active.
15	Dantooine is the site of a significant battle between the Republic and the Separatists during the Clone Wars. During this battle, Jedi Master Mace Windu almost single-handedly defeats a droid army consisting of B2 Series super battle droids, even though he is without his lightsaber for most of the fight.
20	Ruins of an ancient Jedi temple exist that predate the Jedi enclave created by Jedi Master Vodo-Siosk Baas.
25	The planet was one of the subject worlds of the Infinite Empire. Ancient Rakata built several structures on the planet's surface, one of which is believed to house a Star Map. By the time of the Jedi Civil War, several droids of Rakata design still operate within the ruins of these ancient structures.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

10 The Human farmers who inhabit the planet live in single-family settlements and small communities that are mostly isolated from each other.

15 The population of Dantooine has no planetary militia of its own and depends on the Jedi Order for protection during the days of the Republic. When the Empire replaces the Republic, Imperial forces station a garrison at the ruins of the Jedi enclave.

20 Although Humans make up the largest percentage of the world population, the Dantari race has claimed Dantooine as their homeworld for many centuries. Records dating back to the early days of the Republic confirm their existence on the planet. The Dantari are wiped out during the Yuuzhan Vong invasion.

Ossus

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 31 standard hours
Length of Year: 231 local days
Sapient Species: 99% Ysanna (native), 1% other species
Government: Tribal
Capital: Knossa
Major Exports: None
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC RESULT

10 Ossus is a desolate world. Its harsh environment makes survival a constant struggle.

15 In the past, Ossus had a rich ecosystem teeming with life, but a nearby supernova caused by the Sith wiped out almost all life on the planet. Large pockets of radiation continue to ravage the planet.

20 The Jedi Order once held a vast library on Ossus. Some believe that the first Jedi came from Ossus, but in the absence of proof, this is mere speculation.

25 The Great Library of Ossus houses a vault underneath it that stores many artifacts from all over the galaxy, including some powerful items once used by the ancient Sith.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

15 The only native sapient species on Ossus are the Ysanna, a race of nomadic near-Humans who wander the deserts to survive.

20 Some Ysanna believe that they can wield magic, and they use their magic to help their people endure the planet's harsh climate. The Jedi believe that Ysanna magic is tied to the Force.

25 The Ysanna are survivors of the supernova that ravaged the planet several millennia ago. They are the descendants of the Jedi who inhabited the Great Library when the shock wave hit the planet.

Yavin 4

Region: Outer Rim
Climate: Temperate to tropical
Gravity: Standard
Moons: 0
Length of Day: 24 standard hours
Length of Year: 4,818 local days
Sapient Species: Varies
Government: None
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC RESULT

10 Yavin is typical gas giant in the Outer Rim Territories. Twenty-six moons orbit the planet, and a few of them are able to sustain life. The fourth moon of Yavin, where the Rebellion launched their attack against the first Death Star, hosts many species of plant and animal life.

15 The Rebellion uses ancient structures as their base on Yavin 4. These same structures were used by Luke Skywalker to house his Jedi Academy after the fall of the Empire.

25 Two other moons in orbit around Yavin are habitable as well: the eighth moon and the thirteenth moon. Yavin 8 is a cold and arid moon populated by a sentient species called the Melodies until Emperor Palpatine orders the entire population exterminated. Yavin 13, a hot moon with deserts and rocky plains, is home to the rodentlike Gerbs and the serpentine Slith.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
20	An ancient culture called the Massassi built the ancient structures on Yavin 4 and are believed to have been created by the Sith.
25	The Massassi were subjected to cruel Sith experiments that transformed many of them into horrid abominations and servitors.

Notable Locations

All of the locales maintained and operated by the Jedi Order have certain elements in common with each other. Each one houses a significant amount of knowledge stored in a library. Each one holds great significance to the Order for one reason or another. Each one contains training facilities for those who serve the Order. Even with these similarities, these structures also have differences that make them significant in their own right.

The Jedi Temple on Coruscant

Over one kilometer high, the Jedi Temple on Coruscant stands proud against the world-city skyline and is probably the most recognized structure associated with the Jedi. From this temple, the Jedi dictate the administrative, strategic, and spiritual needs of the Order while safeguarding its members as well as the citizens of the Republic.

The Jedi Temple focuses on more of the practical applications of the Force and Jedi training, but it also houses one of the greatest libraries in the galaxy, drawing thousands of researchers each year to the facility. The temple also serves as the central office for the discovery, testing, and indoctrination of new students to the Order and as a dormitory for those students while they train. Five spires grace the top of the temple: The ones at the corners are dedicated to each of the Jedi councils, while the central tower contains the Jedi Order's rich archive of ancient lore and artifacts.

The Jedi Enclave on Dantooine

The Jedi enclave on Dantooine carries a troubled past. Established by Jedi Master Vodo-Siosk Baas shortly before the Great Sith War, the enclave quickly gains a reputation as a quality training center. Many Jedi, including some of the great Jedi Masters of the time, base themselves from Dantooine to further their training and continue their research into the ways of the Force. Many great Jedi who serve during the Great Sith War complete their training on Dantooine as well. At the same time, many of the era's worst dark siders come from the enclave, including Exar Kun, Darth Revan, and Darth Malak.

Despite its strong contingent of Jedi, the enclave is attacked numerous times by Sith forces. The Sith even manage to occupy the compound for a year before the empire's collapse in 3,956 BBY. The Jedi Order strive to rebuild and maintain the facility for the next few decades and even decide to house the reformed Jedi Council there. However, it is finally abandoned after Darth Traya kills the entire Jedi Council a few years later.

Message from the Faculty: Jedi Temple Adventure Hooks

Adventure and excitement accompany the Jedi Order wherever it goes. Since the Jedi Order maintains only one key temple at any particular time, adventure ideas should be easy to focus and implement, depending on the era of your campaign.

- A viral outbreak has created a pandemic within the population of a heavily populated planet in the Outer Rim, and knowledge of the cure is believed to be held within one of the holocrons stored in the Chamber of Antiquities at the Great Library of Ossus. The heroes must race against time to Ossus and obtain the cure from the holocron. However, they soon learn that someone has removed it from its rightful place.
- News of an attack on the Great Library of Ossus reaches the heroes, and they take steps to thwart the attack or warn the Jedi before the assault happens.
- The heroes hear rumors of strange activity at the ancient ruins of the Jedi enclave on Dantooine. Perhaps pirates are using the location as a base for raids in the sector, or Sith agents are looking for artifacts hidden in the ruins.
- Working to gain support for the Rebellion, a dignitary representing a prominent Outer Rim world promises to join the Rebel cause if a prominent artifact from his planet's past is returned. The artifact was last reported to be stored in a secret vault in the central spire of the Jedi Temple on Coruscant. Heroes must obtain the artifact and return it safely its home while dodging Imperial agents.
- Luke Skywalker asks the heroes to investigate some Massassi ruins near the Jedi Temple on Yavin 4. Rumors are that these ruins are haunted by dangerous creatures, including some Massassi abominations left behind by the ancient Sith.

The Great Library of Ossus

The Great Library of Ossus reportedly holds the largest repository of knowledge the galaxy has ever known. Its appearance is said to have inspired the design of the Jedi Temple on Coruscant, with its ziggurat-style base and four spires that surmount each corner of the structure. The library contains information relating to every field of study, contained in numerous forms ranging from reader tapes and holographic media to ancient books and paper scrolls. All documents are carefully preserved within the library's archives.

Beneath the library proper lies the Chamber of Antiquities, an area with many different vaults to store the most valuable artifacts from worlds and cultures all across the galaxy. Within these chambers also lie Sith holocrons and other dark side relics recovered from those who used them for their own dark purposes. Access to these items is understandably restricted.

THE JEDI ACADEMY ON YAVIN 4



The Jedi Academy on Yavin 4

The Jedi Academy on Yavin 4 stands out from the other sites mentioned above due to its proximity to a major source of the dark side of the Force. Yavin 4 is where the Sith Lord Naga Sadow created the Massassi people as merciless dark side warriors and Exar Kun corrupted several Jedi Knights and brought the wrath of the Republic down upon the moon. Luke Skywalker chooses the moon as the location of the New Jedi Order because of these dark side influences, as a means to test his students.

The academy is housed inside the Great Temple of the Massassi, a large pyramid surrounded by smaller ziggurats. The temple, previously used by the Rebel Alliance as a base of operations, contains a multitude of rooms and chambers that were once used by the Sith for their dark rituals and ceremonies. After a little more than a decade, the academy is abandoned after the Yuuzhan Vong attack and forced the Jedi to flee.

Inhabitants

To say that only Jedi could be found at these locations would be a fair but incorrect assumption. The Jedi Temple on Coruscant had not only the younglings and Jedi Knights with their Padawan learners but also a staff of non-Jedi providing important administrative and technical services. During the Clone Wars and other times of heightened alert, the Republic stations a sizeable group of agents there to help coordinate their plans with the Jedi involved in the conflict.

Dantooine's Jedi enclave employs many individuals from the local population to help maintain the facility, provide services, and keep the campus in top working order. Arakyd Industries operates a company store and repair facility at the enclave, servicing the Jedi as well as the local population.

During its height, the Great Library of Ossus sees many non-Jedi using the facility for research into a variety of subjects. Republic personnel involved in the war against the Sith Empire are sent to Ossus to aid in its defense.

VALLEY OF THE JEDI

The Valley of the Jedi, located on the planet Ruusan, remains one of the most unusual of sites, due to its association with both sides of the Force. Although the place once exhibited a significant dark side presence, the defeat of the Sith there also makes the valley important for the light side as well.

RUUSAN

Region: Mid Rim
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 23 standard hours
Length of Year: 335 local days
Sapient Species: 60% Bouncers (native), 25% Ruusanians (native), 10% Humans, 5% other species
Government: None
Capital: Olmondo
Major Exports: Ore
Major Imports: Foodstuffs, technology

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
15	Ruusan is dominated by dry deserts and canyons. It used to have lush forests and a wide variety of fauna. The planet has mostly been forgotten by the rest of the galaxy, since the hyperspace routes to the planet were erased due to shifting nebulae nearby.
20	The planet's native population consists of two species: the Bouncers and the Ruusanians. While the Ruusanians are a near-Human species, the Bouncers are globe-shaped creatures with tentacles.
25	An explosion transformed the planet into a desert wasteland.
30	Artifacts discovered on the planet's surface lend credence to the idea that the Ruusanians might have originated on another world. The Bouncers that live near the Valley of the Jedi helped support and comfort the suffering warriors during the Battle of Ruusan.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	Ruusanian and Bouncer societies have remained largely unchanged over the past several millennia.
15	Ruusanian society is largely composed of nomadic tribes that wander the deserts in search of food sources. Bouncers tend to stay close to mountainous regions.
25	Bouncers communicate with each other through a series of whistles and warbles, though some believe that they might also be telepathic.

Notable Locations

The Valley of the Jedi is made up of two distinct areas: the valley itself and the canyon where the Battle of Ruusan happened. Topographically, the canyon is nothing more than a naturally created crevasse that once had a mighty river running through it, but the river has dried up. The deep canyon (over a kilometer deep in places) is rather unstable, and rockslides occur on a regular basis. Caves also line the walls of the canyon; they are mined by the natives and plundered by looters looking for artifacts from the battle.

The valley proper lies at the base of the canyon and stands out from the rest of its surroundings, since its crater-shaped area is almost entirely composed of worked stone and other artificial materials. This area is a monument built to commemorate the Battle of Ruusan. The perimeter is ringed by large number of solemn statues depicted Jedi Knights who fought in the battle, including Master Hoth.

In the middle of the valley lies a long, thin building built from the same stone as everything else in the memorial. It once served as a meditation complex for pilgrims and travelers visiting the site. Stairs once circled up the building's northern tower to an observation platform, where visitors could survey the entire valley. After centuries of being left unattended, the building has fallen into disrepair: The stairs have crumbled and collapsed, making the observation platform almost impossible to reach without the help of some technological or Force-related assistance.



THE VALLEY OF THE JEDI

Message from the Faculty: Valley of the Jedi Adventure Hooks

Adventure ideas abound in the Valley of the Jedi after the Battle of Ruusan. Since the planet fails to achieve any galactic importance until after the defeat of the Brotherhood of Darkness a thousand years before the formation of the Empire, little chance exists of events taking place before then, especially with the original hyperspace routes being wiped away. After the rise and fall of the Empire, however, there are several likely reasons for heroes to travel to the valley.

- Sith agents seek to reclaim some ancient lore or technology hidden with the Sith base on Ruusan. The Jedi Order catches wind of this and sends the heroes to intercept them.
- During the early days of the Empire, the heroes are hired to search for the lost planet of Ruusan and plot a hyperspace course, not knowing that their benefactor is an Imperial agent.
- From the Jedi Academy at Yavin 4, Luke Skywalker sends the heroes to the Valley of the Jedi to investigate the rumors that Jedi and Sith spirits roam the area.
- A new dark sider emerges and seeks out the valley to tap into the ambient Force power there, intent on strengthening his power.

Set into the floor of the tower is a large Adegan crystal that pulses with Force energy. Originally intended to serve as a focus for meditation, its existence attracts Jedi scholars as well as those with less noble intentions.

Not far from the Jedi monument lies an abandoned Sith base. Entrenched in the western side of the canyon, the two-floor complex holds several rooms that once served as barracks and training areas for Sith troops, as well as a small observation balcony that gives a remarkable view of the valley below. A shaft that once held a cargo lift connects the base to the surface, but the elevator platform has broken down.

Inhabitants

During the days of the Old Republic, Ruusan is not largely populated. The planet, though colonized and claimed for the Miner's Guild, never supports more than three thousand miners and colonists at any given time. The native Ruusanians live peacefully with the colonists and trade local commodities with them in exchange for imported foodstuffs and minor technologies.

The Battle of Ruusan changes everything. The detonation of Kaan's *thought bomb* devastates the world's ecosystem, transforming the surface from verdant forests to an arid wasteland almost overnight. Though many of the colonists and natives die in the cataclysm, some survive and adapt, allowing them to rebuild their societies. Despite the Jedi Order's inability to prevent the *thought bomb*, the Ruusanians still hold the Order in high regard.

Holocron Lesson: The Cave on Dagobah

The cave on Dagobah is a major dark side site rumored to have been created by a Dark Jedi. The cave sits beneath the roots of an ancient and massive gnarltree. This is the place that Luke Skywalker visits as part of his training under Jedi Master Yoda. Luke feels compelled to enter the cave and there, he confronts his worst nightmare—Darth Vader. After cutting the head off his enemy, he sees his own surprised face resting within Vader's black helmet.

The cave is an insidious place that preys on the fears and misgivings of all who enter it. It corrupts from within, fueling doubts and holding a person's shortcomings in front of their eyes. No two people experience the same visions while inside the cave, but those who come out are changed forever.

The other sapient species on the planet, the Bouncers, live a simple existence near the mountain ranges. Like the Ruusanians, the Bouncers organize themselves into small tribes. However, they do not roam like the Ruusanians do. They are patient beings with a great respect for life, bringing healing and comfort whenever possible to those in need.

Ruusan also hosts a large number of resilient creatures, including a number of predatory beasts as well as the descendants of Sith-bred monstrosities that roam the planet freely.

Dark Side Sites

The power of the dark side is an insidious thing, which many Jedi liken to a disease or poison—its presence is subtle and weak at first, but eventually it corrupts everything around it. Dark side sites represent this analogy well. Although the Force touches all places, there are places where the dark side holds more sway. These places of evil and corruption tempt those who enter with promises of unlimited power and lures of greatness. Those connected to the light side of the Force find their powers diminished in these places, while those who wield the dark side are amazed at the strength that they gain, even as that energy overwhelms them.

There are several reasons why a dark side site might come into being. The most common is when a great act of evil or violence occurs, corrupting a location with a jolt of dark side energy. The sheer vileness of the event "traumatizes" the location, much like a wound, although unlike an injury, healing a dark side location is no simple matter. Dark side sites also come into being slowly by the corrupting influence of an individual or group associated with the dark side. Sith alchemical labs, the inner sanctum of a Sith Lord, or a torture chamber of dark side witches can leave an indelible mark in the very walls and stone of a place.

The dark side degrades locations that it pervades. Walls begin to crumble, water turns brackish and poisonous, shadows seem longer and darker, and so forth. Animals are either driven away, die off completely, or are mutated by the foul presence, creating new species notorious for their vicious and cruel nature. The power of the dark side is such that even if every stone of a building tainted by the dark side crumbles and turns to dust, the spot would continue to hold its corruption for hundreds or even thousands of years to come.

For individuals corrupted with the dark side, these locations stand out like beacons, calling them with the lure of easy power and greater understanding of the Force. Dark siders feel more energized in a dark side site. However, like anything affiliated with the dark side, the more power that it grants, the more it corrupts. Only the most strong-willed can survive, and an individual who relies too much on the power of the dark side quickly succumbs to its degenerative influence. These sites are particularly dangerous for anyone with the Force Sensitivity feat. Force-sensitive beings who enter a dark side site are haunted by whispering voices, ephemeral touches, and other maddening events that eventually cause them to lose their minds or succumb to their temptations.

Dark Side Site Power Levels

Not every dark side site is equal, and each is rated as a minor site, major site, or extreme site. Minor sites include the ancient tomb of a Sith Lord or the lair of a particularly powerful Sith creature. Major sites include the Valley of the Sith Lords on Korriban or the Cave on Dagobah. Extreme sites are very rare and reserved for the most horrible of places, such as the demon moon of Dxun or battlefields where thousands of innocents were slaughtered or the blood of untold Sith and Jedi mingled, such as Ruusan. A dark side site can grow in power, particularly as dark siders are drawn to it and commit unspeakable acts within its confines, adding to the raw energy of the place.



The Cave on Dagobah

Dark Site Sites and Non-Force Sensitives

Those without a connection to the Force find dark side sites filled with lingering dread and malice, similar to what they would feel in an old battleground, a "haunted" building, or a crumbling structure where a murder took place. Dark side sites are creepy, to be sure, but have little impact on a non-Force sensitive character. Dark side sites are noted for being "unlucky," where confidence fails, equipment breaks, and concentrating on the task at hand becomes considerably more difficult.

Dark Side Sites and Force-Sensitives

Dark side sites have a corrupting effect on characters with the Force Sensitivity feat. In these places, the dark side goes beyond the spooky and becomes both intrusive and dangerous.

Whenever a character with the Force Sensitivity feat spends a Force Point within a dark side site, it must either increase its Dark Side Score by 1 or move –1 step down the condition track. If the character spends a Destiny Point in a dark side site, it must increase its Dark Side Score by 2 or move –2 steps down the condition track.

Dark Side Sites and Dark Siders

A character with a Dark Side Score equal to one-half or more of his Wisdom score is bolstered and energized while within the confines of a dark side site. The character gains a bonus on Use the Force checks made to activate Force powers with the *[dark side]* descriptor. The bonus depends on the power of the dark side site: minor, +1; major, +2; extreme, +5. Furthermore, the character can activate Dark Side talents requiring one to spend a Force Point without actually expending one; doing so, however, increases the character's Dark Side Score by 1.

For these reasons, many dark siders build lairs or temples on dark side sites. However, though these places enhance one's power, they also corrupt much more quickly.

Dxun

Region: Inner Rim
Climate: Temperate
Gravity: Standard
Moons: 0
Length of Day: 26 standard hours
Length of Year: 298 local days
Sapient Species: None
Government: None
Capital: None
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
10	Dxun is the largest of four moons that orbit the planet Onderon. Some people consider the moon a sister planet to Onderon, since both have similar environments.
15	Dxun's orbit brings it dangerously close to Onderon, so close that their atmospheres overlap for a few weeks each year. During this time, some of the creatures that live on one planetoid migrate to the other, whether they mean to or not.
20	The creatures that live on Dxun are some of the most vicious predators that exist in the galaxy, so much so that no permanent colony has ever been established on the moon.
25	Studies that have been done about the creatures of Dxun speculate that some outside force manipulates their development and behavior. While scientists try to find a logical explanation, some believe that the dark side of the Force is to blame.

Message from the Faculty: Dxun Adventure Hooks

Dxun is a popular destination for those seeking the power of the dark side of the Force. Few have the strength and endurance to survive the moon's harsh wilderness. Those who seek to plunder the secrets of Freedon Nadd's tomb often find death or insanity instead. Heroes might find one reason or another to venture to Dxun as well.

- A transport carrying an important dignitary crashes on Dxun. The heroes are sent to locate and rescue him before he falls prey to the local fauna and deliver him to an important summit on some other world.
- A new dark sider has threatened to gain power on Dxun and use it to destroy the Republic. In confronting him, the heroes learn that the dark sider is being aided by a powerful dark side spirit and has the backing of an equally powerful criminal syndicate.
- The Jedi Council sends the heroes to Dxun to investigate stories of a dark entity that exists there and is changing the moon for its own nefarious purposes.

Notable Locations

Unlike its mother planet of Onderon, Dxun shows no signs of a large-scale civilization ever being present. However, the moon has been inhabited in the past by the Sith and the Mandalorians.

The remains of Freedon Nadd, Dark Lord of the Sith and last king of Onderon, were relocated to Dxun shortly after his death to prevent his dark essence from being used by others seeking to gain power through the dark side of the Force. His tomb, made from nearly indestructible Mandalorian iron, stands as the only artificial structure on the planet.

Nadd's tomb, a black and dark gray spire that starkly contrasts the green jungles and lighter gray mountains that surround it, stands atop a hill that looks over the entire valley in which it rests. A large landing pad extends from the tomb's foundation, providing plenty of space for a transport to set down. Much to the surprise of archaeologists and scholars across the galaxy, no vegetation has touched any part of the structure, let alone grown over it, in over four thousand years. Though the scientist have not speculated an answer to why, many Jedi scholars explain that Freedon Nadd's spirit has tainted the area and destroyed the local flora.

Within the tomb lie several rooms, including the burial chamber and the Sith repository. The burial chamber, simply put, houses the sarcophagus where Nadd's remains are stored. The walls remain largely unadorned, while the platform on which the sarcophagus sits includes a large statue of Nadd and two lesser statues that also serve as lamp posts to light the cavernous chamber.

The Sith repository holds many of the Sith artifacts owned or used by Nadd during his tyrannical reign over Onderon, many of which have been permanently deactivated or destroyed by the Jedi. Over the years, several of the artifacts regain their power and are able to be used by the likes of Exar Kun and Darth Bane.

Inhabitants

To say that Dxun is home to some of the most evil creatures the galaxy has known is a grave understatement.

Some of the moon's flora has taken on more of a predatory nature due to Freedon Nadd's dark influence, attacking anyone approaching Nadd's tomb on foot. One such plant, called the crasna, stretches forth its tentacle-like vines and grabs invaders, pulling them into the canopy above to never be seen alive again.

The moon's fauna consists of creatures that seem to be pulled from children's nightmares. The boma, for example, have a reputation of viciously attacking people, including Mandalorian warriors, and easily slaughtering them, and the zakkeg is a hulking reptilian creature known to strike fear in even the bravest of warriors. Dxun tomb beasts prowl the valley containing Nadd's tomb, hunting visitors in ferocious packs.

One peculiar inhabitant of Dxun stands out from the rest: the orbalisk. The orbalisk is a parasitic creature whose diet mainly consists of the dark side of the Force. Whether this occurred naturally or as a result of Nadd's influence is not known. However, beings strong in the Force can attract swarms of orbalisks and allow them to attach to their skin to create a form of natural armor.

Message from the Faculty: Korriban Adventure Hooks

Korriban is full of dangerous locations suffused with the insidious power of the dark side. Ancient evil and forbidden knowledge can be found throughout the planet, and it's quite possible to set an entire campaign based around the secrets of Korriban. Here are some ways to incorporate Korriban into your campaigns.

- During the time of the Old Republic, the Sith reestablish an academy on Korriban. After a student expedition uncovers a tomb from a previously unknown Sith Lord, members of the Jedi High Council begin receiving strange visions of planets in flame. The heroes are sent by the Jedi Council to infiltrate the academy and join the expedition in hopes of discovering what secrets this new tomb might hold and find a way to prevent its evil from escaping. To succeed, the heroes must also maintain their cover as cruel students of the Sith philosophy.
- The Jedi Council authorizes a number of hunting expeditions to Korriban to eliminate the terentatek (page 146) from the galaxy. The heroes are part of one such hunting expedition and must traverse through the labyrinth-like catacombs of the Valley of the Sith Lords to find their prey. The massive creatures they are sent to hunt might become the least of their problems.
- During an adventure, one of the heroes comes across an unique amulet that once belonged to a Sith Lord interred on Korriban. The amulet begins whispering to the hero, alternating between maddening words and tempting thoughts—power could be had if the hero goes to Korriban and returns the amulet to its resting spot.

Korriban

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 7
Length of Day: 28 hours
Length of Year: 780 local days
Sapient Species: None (formerly Sith)
Government: None (formerly Dictatorship)
Capital: Dreshdae
Major Exports: None
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	RESULT
20	Korriban is a harsh and desolate planet located in the Outer Rim. It has an ill reputation and is avoided by most right-thinking people.
25	Thousands of years ago, Korriban was populated by the Sith species. The Sith species created an academy to help train their numbers and teach them the ways of the dark side.
30	Korriban is covered with ancient necropoli, vast cemeteries each consisting of hundreds of tombs, some located on the surface and others hidden underground. These tombs contain the remains of ancient Sith Lords and other powerful individuals associated with the dark side.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
20	The citizens of Korriban were cruel and opportunistic. They considered themselves superior to other cultures, but were prone to infighting.
25	Almost all of the inhabitants of Korriban belonged to the Sith species, and the population had a larger-than-average number of individuals sensitive to the Force.
30	Korriban has a corrupting effect on those who stay too long on the surface. The dark side pervades the entire planet.

Notable Locations

Ancient and forbidding, Korriban has long been synonymous with the dark side. As the former homeworld of the Sith, Korriban is riddled with thousands of tombs, catacombs, caves, and temples dedicated to fallen Sith Lords from ages past. The planet is harsh and desolate, continually under the pall of the dark side, which has tainted every rock, plant, and animal. Its long history is full of evil acts, forbidden knowledge, and other terrible things. Depending on the era of the campaign, Korriban could either be bustling with activity or a desolate and lonely wasteland, haunted by the whispers of the dark side.

When Korriban was populated, its capital was Dreshdae, a violent and despicable place where survival of the fittest held sway. After the Great Sith War, mercenaries were common in Dreshdae, in addition to smugglers and bounty hunters who found the lawless nature of the place suitable to their taste. During the time of the Old Republic, the notorious Czerka Corporation established their sector headquarters on Korriban, instituting harsh discipline for their employees. Korriban became a hub of weapon smuggling during this time as well.

The Sith Training Academy was located on the outskirts of Dreshdae, close to the Valley of the Dark Lords. It was a place where Sith were trained in a similar manner as the Jedi, with hundreds of students receiving instruction from Sith Masters. However, training was exceedingly dangerous; cheating, subterfuge, and elimination of rivals was not only accepted but highly encouraged. Young students would often travel to Dreshdae during their down time, anxious to start fights with the locals or the bands of mercenaries that frequented the spaceport.

The Valley of the Dark Lords is the most infamous place on Korriban. Closely located to the Sith Training Academy and the capital, Dreshdae, the valley is filled with huge, ominous statues and cyclopean tombs, many of which are partially buried in sand. Known tombs include those of the Sith Lords Tulak Hord, Ludo Kressh, Ajunta Pall, Marka Ragnos, and Naga Sadow. A tomb was even created for Darth Vader, although it was never used and was offered instead to the clone of Emperor Palpatine. These tombs are filled with all manner of traps, dangerous beasts, and the spirits of Sith Lords who take tremendous umbrage with tomb raiders. The Valley of the Dark Lords is a minor dark side site; however, the actual tombs themselves are major dark side sites, or in the case of Naga Sadow's tomb, extreme dark side sites. The tombs hold tremendous treasure, as well as temptation and corruption for all who enter. As one of the most sacred sites for the Sith, the Valley of the Dark Lords is a common destination for Sith seeking knowledge and power. The spirits of the Sith Lords are fickle and demanding, however, and few of these seekers have the willpower and command of the dark side to be deemed worthy for such instruction. More than a few aspiring Sith wind up entombed along with the moldering bones of the Sith Lords, their essence feeding the dark side that permeates the very foundations of the place.

Inhabitants

At one point, Korriban was the home to billions of Sith. Over the millennia, its population dwindled to nothing, as wars, infighting, and other conflicts tore the Sith apart. Although the Sith were notoriously xenophobic, large numbers of other species came to the planet, primarily composed of mercenaries, bounty hunters, and smugglers. Most of their activity was relegated to Dreshdae, however. Archaeologists, scientists, and other academics returned to the Valley of the Dark Lords several times over the millennia in order to excavate the tombs from the ever-encroaching sand. The Sith allowed this activity to take place, usually under heavily security and scrutiny.

Korriban is notable for its aggressive and dangerous fauna. Due to the harshness of the planet, most of the planet's animals have migrated below ground, slowly mutating in the subterranean caverns and catacombs that riddle Korriban's crust. The overall pall of the dark side has further corrupted these creatures, making them smarter, faster, and deadlier than would be expected. The dreaded terentatek (page 146) sits at the top of the food chain, while swarms of shyrack (page 140) pose a threat to most other species. Sith hounds (page 147) once employed by Sith Lords to serve as eternal guardians of their tombs and temples are sustained by the persistent power of the dark side. Hssiss (page 137) inhabit the rare swampy regions of Korriban, supporting the belief that vicious beasts inhabit every ecological niche of the planet.

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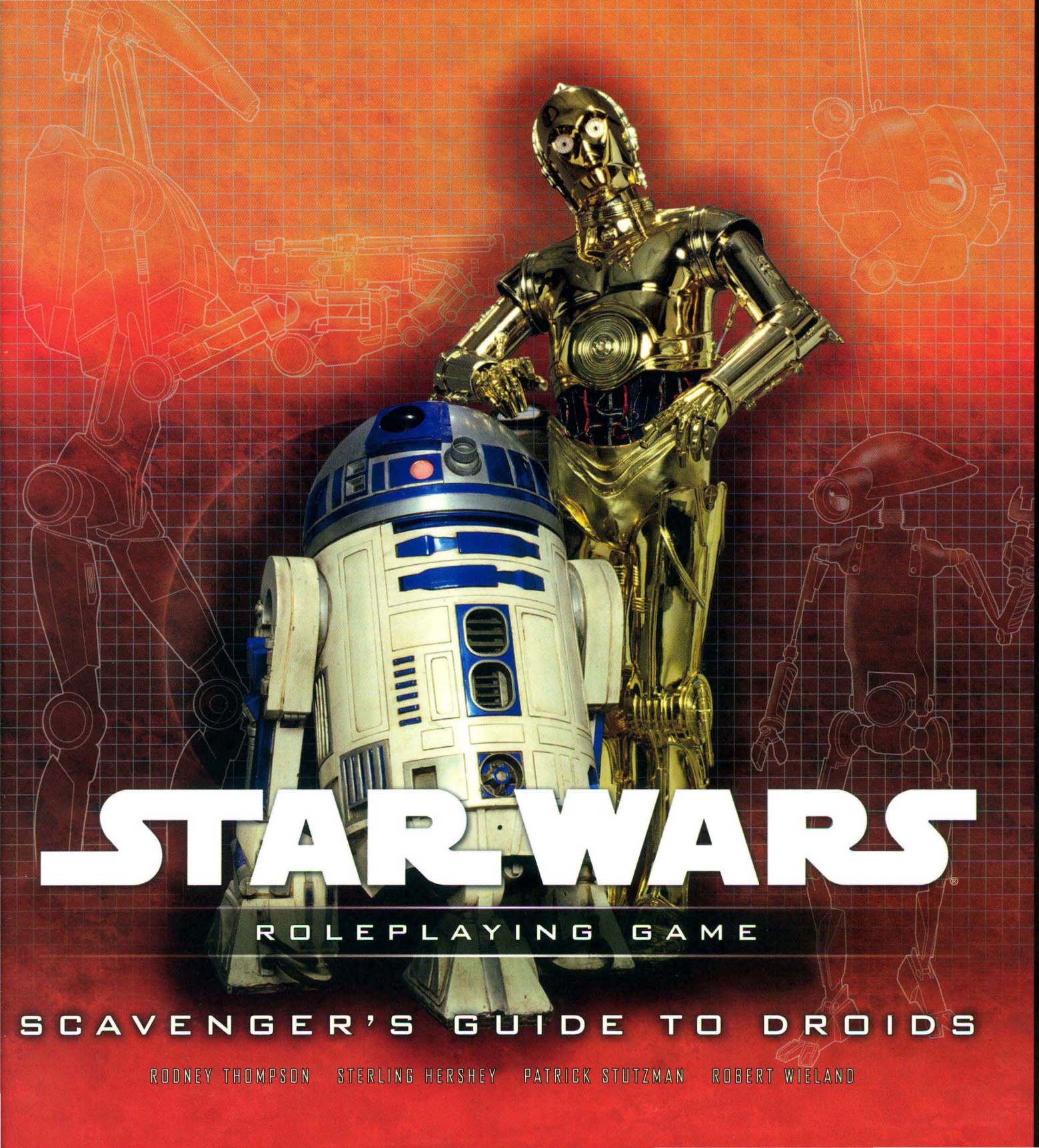

STAR WARS®

ROLEPLAYING GAME

SCAVENGER'S GUIDE TO DROIDS

RODNEY THOMPSON STERLING HERSHEY PATRICK STUTZMAN ROBERT WIELAND

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Scavenger's Guide to Droids

RODNEY THOMPSON, STERLING HERSHEY, PATRICK STUTZMAN, ROBERT WIELAND

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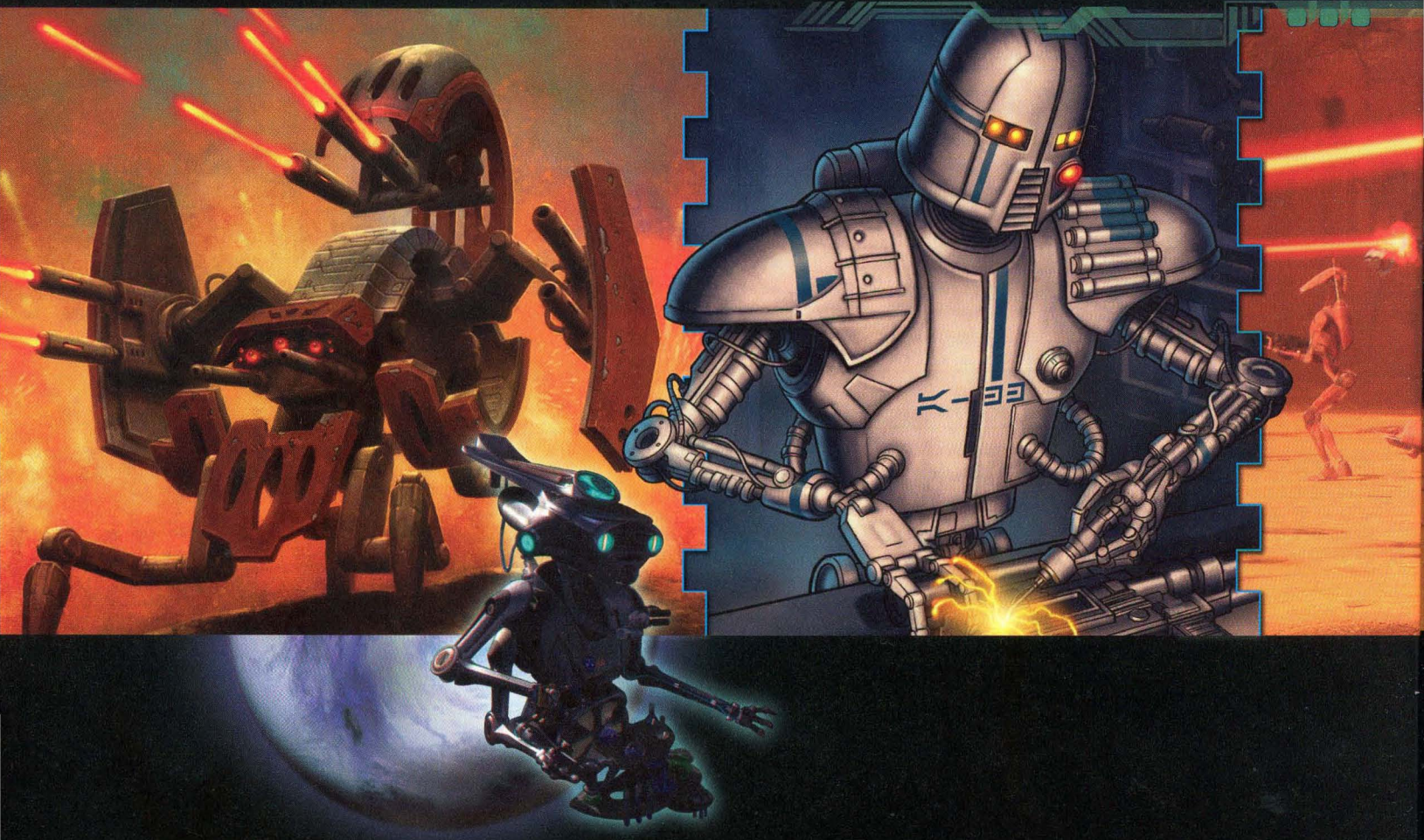
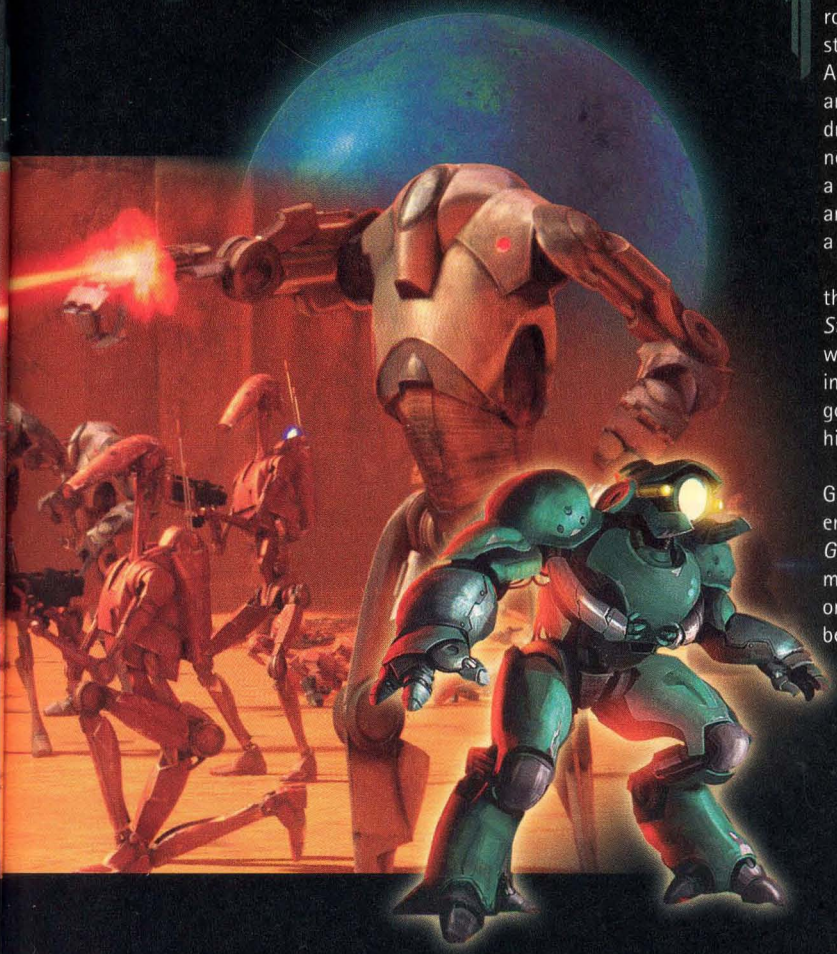
INTRODUCTION





The relative peace is shattered by a small astromech droid waking from its sleep cycle, its lights penetrating the darkness. It looks around to get its bearings. Surrounding the astromech are other droids as far as its electronic eye can see. Realizing that it needs to escape, the droid kicks out its central leg and rolls through the room. The vibrations coming through the floor tell it that the structure it is in is moving, and it surmises that it is held in some giant vehicle. As the astromech rolls along, it catches sight of other run-down droids sitting amid the spare parts and junk scattered about the immense room: protocol droids, repair droids, power droids, other astromech droids, and some it has never seen before. As it begins to give up hope, the small droid catches sight of a familiar protocol droid with a golden sheen. The astromech excitedly rolls up, and the protocol droid recognizes its friend and exclaims with glee at finding a friendly chassis in their uncertain situation.

Does this scene sound familiar? The time spent by R2-D2 and C-3PO aboard the sandcrawler on Tatooine reminds us that droids are an integral part of the *Star Wars* universe. How much different would the saga be if the Clone Wars were fought between the Republic's clone army and bands of organic beings instead of against the Trade Federation's battle droids? Where would the story go if R2-D2 were an organic copilot in Luke Skywalker's starfighter as he made his attack run on the Death Star?

The idea behind *Scavenger's Guide to Droids* is to provide players and Gamemasters the tools and information they need to generate droid heroes, enemies, and noncombatants and to insert them into *Star Wars Roleplaying Game* campaigns. This book holds new options for droids to become more than mere machines and to develop into full-fledged characters that work alongside or against organic heroes. Droids can be more than just equipment. They can be individuals.

Using This Book

The contents of this book are intended to help both players and Gamemasters create new and improved droids. Players will find expanded rules on creating droid heroes, while Gamemasters will find new information detailing the creation of droid GM characters and droid enemies to challenge the heroes wherever they might go in the galaxy.

Chapter One is devoted to droid heroes. Players who want to create droid characters to play will find new rules on creating a fully detailed droid with which to adventure alongside organic characters. This chapter presents new talents and feats to help make your droid character unique. Also, information about those companies that manufacture the various types of droids can be found here, along with what a particular brand name brings to the droid that bears its name. Also included are several stock models that can be used as springboards to help players quickly put together droid heroes and jump into the adventure.

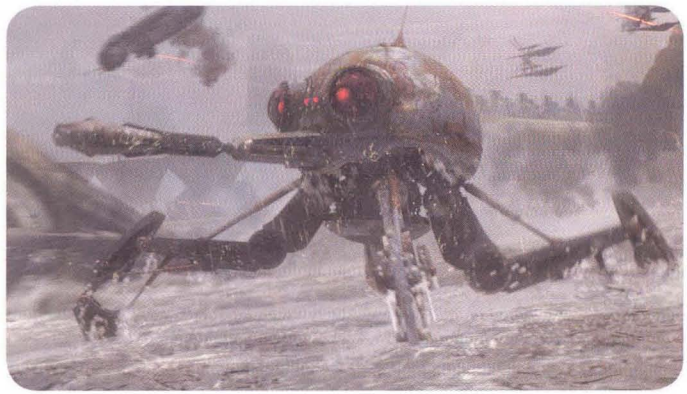
Chapter Two looks at droids from the other side of the gaming table. Droid Gamemaster characters are the subject of this chapter, in which the Gamemaster will find more information involving new game mechanics behind the portrayal of droids in the galaxy, including an analysis of what role droids play in the *Star Wars* universe as well as in the roleplaying game. Discussions about how droids should work with and beside organic characters and how they should behave toward those around them can be found here, as well as tips on how to make a droid more than just a piece of hardware.

Chapter Three delves into new equipment that can be used by droids or those who work with them. New weapons and equipment that droids can use or have installed into their chassis are found here, as well as new weapons and equipment that nondroids might opt to use on or against them. New starship and vehicle equipment and systems relating to droids can be found here as well.

Chapter Four is the Droid Codex, in which many new droids are detailed. The contents of this codex, however, are different from other statistics block entries. Along with the standard statistics block and description, each entry includes a section that describes how the particular droid can be used as equipment by a player character, a sidebar detailing ways to build a droid PC modeled after it, and suggestions about how the droid could be altered to perform functions not normally allowed by its original programming.

Throughout the droid codex, you will also find sidebars that present adventure hooks relating to the various droids. Each of these sidebars is presented from the point of view of a particular individual:

- **Klikk** is a Jawa trader: a scavenger and a junk trader from Tatooine. Most of his experiences with droids involve their technical side, and his discussions are about equipment, making repairs, and rebuilding droids.
- **Raalo** is a Toydarian junk dealer who, despite being highly adept at making repairs and modifications to droids, is more interested in the business side of his operation and seeks to make as much profit as possible. His discussions focus on buying and selling droids, obtaining droids (both legal and illegal) through the Black Market, and relating details about droids that he has peddled or purchased in the past.
- **Mavven** is a Besalisk arms dealer who travels the galaxy. His business connections bring him information and firsthand experience with 4th-degree droids, and many people consider him the leading expert in combat droids. His discussions revolve around droids in combat, especially their involvement in battles and martial applications such as work in the military, in mercenary organizations, and in security.
- **EV-6T6** is an EV-Series supervisor droid. Her position, in which she deals with droids as an authority figure, is most often held by an organic being, and it gives her a unique perspective. Her discussions primarily focus on droid-to-droid interactions and on methods of dealing with different droid personalities.



A dwarf spider droid on Kashyyyk

A Scavenger's Book

One question that might be crossing your mind as you read this is "Why is this a scavenger's book?" With all of the corporations, technicians, and other citizens of the galaxy that work with droids on a daily basis, why are we focusing on scavengers? Although they might not be the most glamorous denizens of the *Star Wars* galaxy, scavengers of droids and their parts and accessories are probably the most numerous of the organic creatures that deal with these mechanical beings. From the group of Jawas living in their sandcrawler roaming the deserts of Tatooine to the highest-paid droid technician employed by the wealthy residents of Coruscant, those that repair, upgrade, or perform any kind of maintenance on droids generally look to scavengers of one kind or another in order to find the best deals on the hardware they need to complete their tasks and to keep the droids under their care operating in good condition.

As seen in Episode IV, the Jawas that abducted R2-D2 and C-3PO comb the deserts to locate any piece of technology they can grab, refurbish, and sell to the people living in the desert cities and other, more remote locations. This is their way of life and the way they earn a living. With the large number of droids stored in their sandcrawlers' cargo holds, the Jawas have a myriad of parts to use to repair any droids they deem salvageable for resale. Fortunately for our droid heroes, the Jawas saw how well maintained they were and did not use them for parts, figuring to make a lot of credits from selling two droids in such excellent condition.

Captains of space transports know the value of maintaining droids. Those who struggle to make ends meet and scrape together every credit they can just to eat and put fuel in their ships know that any droid they purchase is a significant investment. Keeping that investment in working condition is a minor expense for a long-term payout. With droids to keep the ship operating smoothly, a starship captain has more time to devote to keeping the ship running and to finding the contracts that put food on the table and fuel in the tanks. Captains who are short on credits often find that scavengers are the best solution to their droid maintenance needs.

The technician working for a wealthy benefactor, corporation, or government might have more resources available to obtain better parts, but will usually do everything possible to keep expenses under budget. Corporations and governments have budgets that their technicians are expected to follow, and rich sponsors do not like to see their invested funds squandered. Scavenging parts and accessories from other droids, or dealing with the scavengers that locate the parts, helps cut costs and keeps superiors happy.

The beings that deal in used droids and that run the junk shops and droid parts stores are the ones that scavenge the abandoned technology of any world, searching through the scraps for any usable parts. Junk dealers will have parts from hundreds, perhaps thousands, of different droid models. But the way in which they sell those parts can vary as much as any other business in the galaxy. Some dealers keep their wares all thrown together in huge piles behind their shops and allow patrons to rummage through the piles to find what they need. Other dealers might sort through the piles themselves to find what the customer needs (and to charge an extra finder's fee on top of the asking price for the part). The dealer might choose to sell a part as-is, letting the customer take his or her chances on the part's condition, or the dealer could offer to refurbish it for an additional fee.

In every segment of the *Star Wars* universe, droids affect the lives of organic beings in some way. Whether droids cook, clean, and serve organic lifeforms, help improve interactions between different species, or help keep the starships that allow interstellar travel and commerce active, their presence is extremely valuable to the galactic way of life. And the scavengers are the ones that keep the droids running, silently helping maintain that way of life for everyone throughout the galaxy. Without the scavengers that provide their services to repair the droids, even the mightiest governments would grind to a halt and the galactic community as a whole would suffer. Without droids, the *Star Wars* universe that we know could not exist.

"YOU KNOW THAT LITTLE DROID IS GOING TO CAUSE ME A LOT OF TROUBLE."

-LUKE SKYWALKER

Chapter 1
Droid Heroes





Droids are integral to the *Star Wars* universe. Indeed, the droid heroes R2-D2 and C-3PO are the first characters featured on-screen in the original movie *Star Wars: A New Hope*. They also represent two droid-hero archetypes: the hero and the reluctant hero. R2-D2 takes an aggressive role in pursuing his and his master's goals, while C-3PO does what he must do when forced to rise to the occasion.

In the *Star Wars* universe, few droids aspire to heroism. More often than not, they obey their orders and programming rather than act of their own accord. Battle droids fight, but few go beyond their mission plans and orders. Astromechs accompany their pilots into battle, but most simply regard it as another job, albeit a dangerous one. Some bond with their pilots, but the bond does not always lead them to act beyond their programming.

No single event creates a droid hero. As a droid's personality develops, it has experiences or gains programming that extends the droid's sense of self-awareness. Personality often develops in units equipped with heuristic processors, but units with basic processors occasionally exhibit such behavior. Droids who manage to alter their own programming, or have it altered for them, are more likely to act beyond their design parameters and become heroes.

Playing a droid hero brings its own challenges and benefits. Droids are considered property in most of the galaxy. Depending on the era, they might be feared, disliked, shunned, ignored, or not taken seriously. However, droids are also able to fade into the background, enabling them to move without suspicion when another hero would be easily identified. As machines, they are not vulnerable to environmental threats in the same way that organic beings are. They are more quickly and easily repaired than organic characters.

Throughout all of the eras of *Star Wars* lore, only a handful of major droid heroes exist. Droids that step beyond being merely mobile, intelligent computer systems become truly unique.

Creating Droid Heroes

The Saga Edition core rulebook presents two methods for creating a droid hero—playing a custom droid and playing a standard droid model. This chapter clarifies elements of the droid creation process and introduces a third option, using a stock droid chassis. Players can use any of the three methods to create their heroes. Each method provides options and trade-offs in levels of customization and character creation time.

Option 1: Playing a Custom Droid

This option, creating a new droid model completely from scratch, gives a player the greatest freedom (see page 186 of the Saga Edition core rulebook). This method also takes the longest, because each element of the droid must be created or selected, and its systems and accessories must be purchased individually.

Option 2: Playing a Standard Droid Model

This option allows a player to select a standard droid model based on statistics blocks already created for existing droids (see page 187 of the Saga Edition core rulebook). Most of these models already have more than one level in a class, usually the nonheroic class. The character cannot enjoy the full benefit of a heroic class, since droids starting with a nonheroic class gain fewer feats, trained skills, and hit points at first level. However, in exchange, players benefit from starting above first level, and this is a fast method of droid creation. When a player uses this method of creating a droid character, the total cost of a standard droid model plus any player-added accessories and possessions cannot exceed 5,000 credits.

Option 3: Using a Stock Droid Chassis

Players can select a stock droid chassis when creating a droid hero. This streamlined method of droid creation treats each chassis as a species. Each chassis represents the basis for creating a type of droid rather than a specific model, so a player can quickly generate a new model of droid, or emulate an existing model while building a character entirely with heroic levels. Stock droid chassis can also be used to create specific models of droids, since the chassis share features of the specific droid models of that class of droid. However, the customization required to make the stock chassis match up with a specific droid model in question might make other methods more appealing. In some cases, an existing model might not be exactly replicated, but the differences can be attributed to variances in production or aftermarket customizations to the standard model. The size and speed of a chassis cannot be altered without Gamemaster approval. This book features several droid models that are suitable for use as player characters. Each has a sidebar describing how to create the droid using a stock chassis.

Table 1-1: Stock Droid Chassis

Degree	Typical Chassis
1st	Medical droid
2nd	Astromech droid, mechanic droid
3rd	Protocol droid, service droid
4th	Battle droid, probe droid
5th	Labor droid

To create a droid hero using a stock droid chassis, follow these steps:

Select the chassis. Apply ability modifiers, size, speed, droid traits, languages, and other modifiers as you would when applying a species to a character.

Review the chassis' bonus equipment. If you are creating a new or generic droid without a specific model in mind, leave the systems as they are and proceed to the next step. If you are creating a droid of a specific model, compare this list to systems listed in the desired droid's statistics block. If they are close enough for your purposes, proceed to the next step. An unwanted system can be swapped for another system within 10% of the unwanted system's cost without spending any credits. However, if upgraded or additional systems are required, they must be purchased with the droid's starting credits (see below).

Starting Credits: Your droid's class determines how many starting credits you have. You can spend your starting credits on droid systems as well as on normal weapons and equipment. Bonus equipment is considered part of the droid's starting equipment; you are not required to spend credits on bonus equipment.

"THANK THE MAKER!"

-C-3PO

Astromech Droid Chassis Traits

All astromech droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, –2 Charisma. Astromech droids' intelligence and adaptability enable them to properly repair and maintain machinery. Like other droids, astromech droids have no Constitution score.

Size: The vast majority of astromech droids are of Small size, giving them a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium creatures.

Speed: Astromech droids have a base speed of 6 squares and use wheeled locomotion. Astromech droids also have a walking speed of 4 squares.

Droid Traits: Astromech droids are second-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Astromech droids are constructed with the following droid systems installed in each: wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, astrogation buffer (5 memory units), diagnostics package, and internal storage (2 kg).

Hardwired Design (Mechanics): All astromech droids are trained in the Mechanics skill. This is a bonus trained skill.

Conditional Bonus Feat: An astromech droid with Mechanics or Use Computer as a trained skill can select Skill Focus (Mechanics) or Skill Focus (Use Computer) as a bonus feat.

Automatic Languages: Basic (understand only) and Binary.

Battle Droid Chassis Traits

All battle droids have the following chassis traits:

Ability Modifiers: +2 Dexterity, –2 Intelligence. Battle droids are designed for combat, incorporating systems to improve their dexterity. Like other droids, battle droids have no Constitution score.

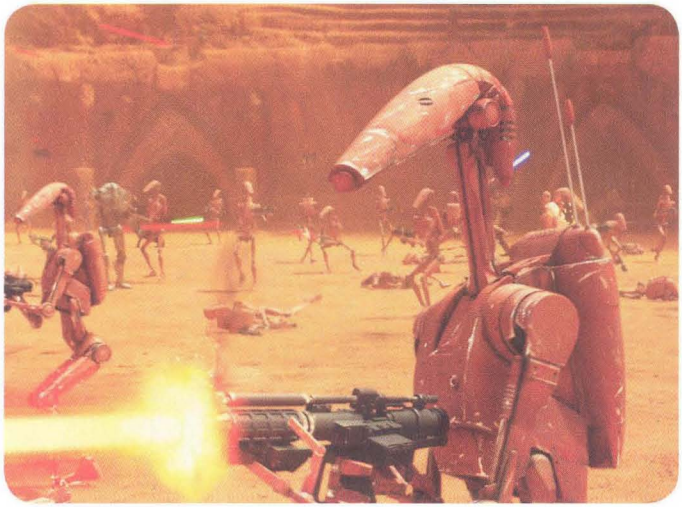
Size: Battle droids are typically of Medium size, gaining no bonuses or penalties for their size.

Speed: Battle droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Battle droids are fourth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Battle droids are constructed with the following droid systems installed in each: walking locomotion, plasteel shell (+2 armor), basic processor, internal comlink, locked access, 2 hand appendages, and vocabulator.

A BATTLE DROID



Bonus Feats: At 1st level, a battle droid can select one Armor Proficiency feat and one Weapon Proficiency feat for which it meets the prerequisites.

Automatic Languages: Basic and Binary.

Labor Droid Chassis Traits

All labor droids have the following chassis traits:

Ability Modifiers: +2 Strength, –2 Intelligence. Labor droids are built for strength and durability. Like other droids, labor droids have no Constitution score.

Size: Standard labor droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Labor droids have a base speed of 6 squares and use walking locomotion.

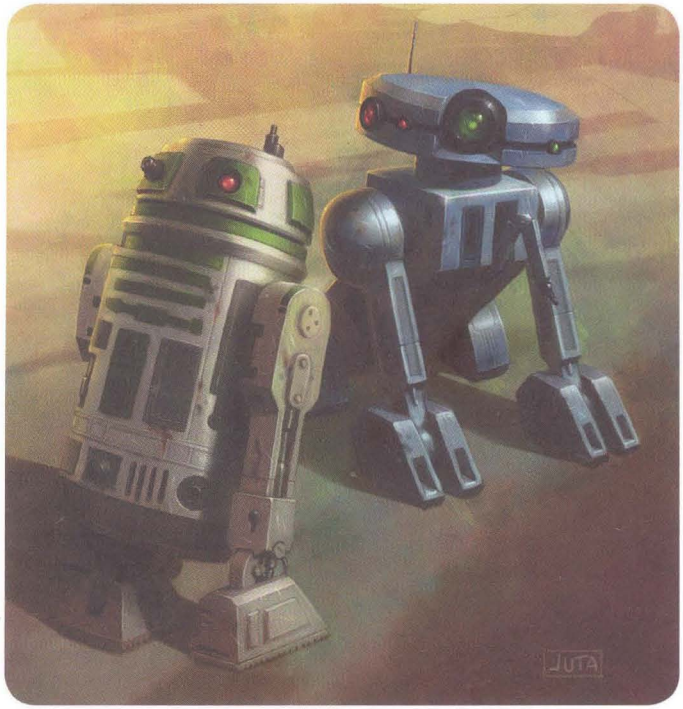
Droid Traits: Labor droids are fifth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Labor droids are constructed with the following droid systems installed in each: walking locomotion, durasteel shell (+4 armor), basic processor, 2 claw appendages, and vocabulator.

Heavy Lifting: Labor droids excel at manual labor. They can reroll any Strength check or Strength-based skill check and keep either result.

Automatic Languages: Basic and Binary.

AN ASTROMECH DROID AND A MECHANIC DROID



Mechanic Droid Chassis Traits

All mechanic droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, –2 Charisma. Mechanic droids are technical specialists, adept at repairing machinery, vehicles, and complex devices. Like other droids, mechanic droids have no Constitution score.

Size: Mechanic droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Mechanic droids have a base speed of 6 squares and use walking, tracked, or wheeled locomotion.

Droid Traits: Mechanic droids are second-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Mechanic droids are constructed with the following droid systems installed in each: walking locomotion (or tracked or wheeled locomotion), basic processor, 2 hand appendages, 4 tool appendages, diagnostics package, internal storage (2 kg), and a vocabulator.

Hardwired Design (Mechanics): All mechanic droids are trained in the Mechanics skill. This is considered a bonus trained skill.

Mechanically Minded: As droids experienced in maintenance and repair, mechanic droids can reroll any Mechanics check.

Automatic Languages: Basic and Binary.

Medical Droid Chassis Traits

All medical droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, –2 Strength. Medical droids are life-saving medical and medicinal experts. Like other droids, medical droids have no Constitution score.

Size: Medical droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Medical droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Medical droids are first-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Medical droids are constructed with the following droid systems installed in each: walking locomotion, heuristic processor, 2 hand appendages, 1 tool appendage, vocabulator, and improved sensor package.

Hardwired Design (Treat Injury): All medical droids are trained in the Treat Injury skill. This is a bonus trained skill.

Conditional Bonus Feat: A medical droid with Treat Injury or Knowledge (life sciences) as a trained skill can select Skill Focus (Treat Injury) or Skill Focus (Knowledge [life sciences]) as a bonus feat. A medical droid can take only one of these bonus feats.

Automatic Languages: Basic and Binary.

Probe Droid Chassis Traits

All probe droids have the following chassis traits:

Ability Modifiers: +2 Wisdom, –2 Charisma. Probe droids are designed for scouting, reconnaissance, and light security duties. Like other droids, probe droids have no Constitution score.

Size: Probe droids are typically of Medium size, gaining no bonuses or penalties for their size.

Speed: Probe droids have a base speed of 6 squares and use hovering locomotion.

Droid Traits: Probe droids are fourth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

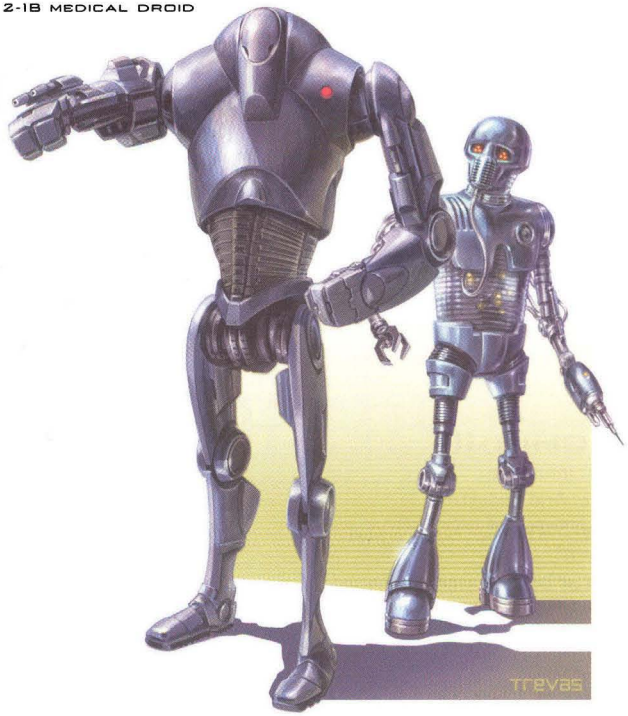
Bonus Equipment: Probe droids are designed for surveillance and are constructed with the following droid systems installed in each: hovering locomotion, heuristic processor, internal comlink, locked access, 1 hand appendage, 1 tool appendage, improved sensor package, and darkvision.

Hardwired Design (Perception): All probe droids are trained in the Perception skill. This is a bonus trained skill.

Conditional Bonus Feat: Probe droids rely equally on stealth and observation for success. A probe droid with Stealth or Perception as a trained skill can select Skill Focus (Stealth) or Skill Focus (Perception) as a bonus feat. A probe droid can take only one of these bonus feats.

Automatic Languages: Basic (understand only) and Binary.

A SUPER BATTLE DROID AND
A 2-1B MEDICAL DROID



Protocol Droid Chassis Traits

All protocol droids have the following chassis traits:

Ability Modifiers: +2 Wisdom, +2 Charisma, –2 Dexterity. Protocol droids are programmed in the arts of etiquette, protocol, and translation services. Like other droids, protocol droids have no Constitution score.

Size: Protocol droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Protocol droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Protocol droids are third-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Protocol droids are constructed with the following droid systems installed in each: walking locomotion, basic processor, 2 hand appendages, vocabulator, and translator unit (DC 10).

Hardwired Design (Persuasion): All protocol droids are trained in the Persuasion skill. This is considered a bonus trained skill.

Bonus Feat: To supplement its translation and etiquette duties, a protocol droid can select Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), or Skill Training (Knowledge [social sciences]) as a bonus feat. A protocol droid can take only one these bonus feats.

Automatic Languages: Basic and Binary.

Service Droid Chassis Traits

All service droids have the following chassis traits:

Ability Modifiers: +2 Charisma, –2 Strength. Service droids are adept at recognizing the needs of their owners and adapting to them. Like other droids, service droids have no Constitution score.

Size: Service droids are of Medium size, gaining no bonuses or penalties for their size.

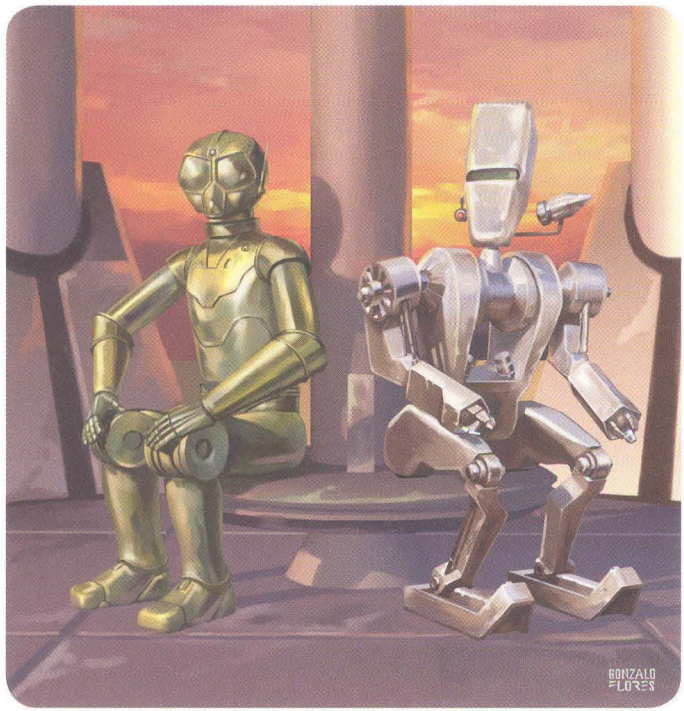
Speed: Service droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Service droids are third-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Service droids are constructed with the following droid systems installed in each: walking locomotion, basic processor, 2 hand appendages, 1 tool mount, and vocabulator.

Bonus Feat: To enhance its service role, a service droid can select Skill Training (Perception), Skill Training (Knowledge [bureaucracy]), or Skill Training (Knowledge [galactic lore]) as a bonus feat. A service droid can take only one of these bonus feats.

Automatic Languages: Basic and Binary.



AN RA-7 SERIES PROTOCOL DROID AND AN ASP LABOR DROID

Droid Manufacturers

Millions of manufacturing companies produce droids. Most are small companies that cater to local regions, manufacture specialized units, or focus on highly customized models. The major interstellar manufacturers dominate specific markets, although those markets shift as the demands of the galactic government and megacorporations change.

Throughout the Clone Wars and the Rebellion era, Cybot Galactica and Industrial Automaton are the dominant manufacturers, with Arakyd Industries, Genetech Laboratories, MerenData, Serv-O-Droid, and Veril Line Systems as major players in their respective markets. During the Clone Wars, most Separatist battle droids are manufactured by Baktoid Armor Workshop forces, with other units coming from the Techno Union, Colicoid, and the Commerce Guild. However, droid manufacturing has existed for thousands of years. In the time of the Old Republic, 4,000 years before the Rebellion era, Czerka Corporation, Duwani Mechanical Products, and Aratech Repulsor Company dominated the droid markets of their day; other well-known manufacturers, such as MerenData and Serv-O-Droid, were also becoming competitive.

Although manufacturing plants can be found on both major and lesser worlds, a significant percentage of droids come from either Mechis III or Telti. These two worlds specialize in droid production to such an extent that their surfaces are essentially covered by automated precision-manufacturing plants. The major manufacturers use these fabrication facilities extensively. Most of the droids built in these facilities are shipped by bulk freighter, but light freighter jockeys make a decent living running small orders to isolated regions of the galaxy.

Scavenger's Secret: Speaking Binary



You know, a lot of first-time astromech buyers, they're always worrying about communicating with their new purchase. It's no big deal. You want a sophisticated conversation? Buy a protocol droid. You need a detailed report? Plug that astromech into just about anything with a view screen and just read what it has to say. Computer, datapad, you know, whatever's handy. I've even seen one use its holographic projector to display text. Mind you, you might not like what you hear! Most astromechs aren't exactly diplomatic, and many don't know what it means to be polite.

But hang around enough droids, and you'll pick up on what those whistles and chirps mean. Of course, you'll have to carry half the conversation yourself—you know, asking questions, assuming subjects and so on. You'll be best off trying to phrase your questions for yes or no answers, but after a while, you'll get the gist of what they're saying. Even those funny little wobbles and shakes mean something.

What will really get you fouled up is when you think you get a droid that understands Basic but it really understands Huttese or some oddball tongue the last owner installed. You'll think the thing has blown its language circuits. Worse, you might think it's ignoring or flat out contradicting you, when it's really trying to communicate something vitally important. Even a viewscreen might not help, if it can't display something you can read. You know, I've even seen a hasty fighter pilot fly into the middle of combat before realizing his replacement astromech didn't speak his language. Entertaining, as they say. Of course, he survived the battle—how else could he have sold the droid to me?

Mechis III

Region: Inner Rim
Climate: Arid (industrial)
Gravity: Standard
Moons: 0
Length of Day: 20 standard hours
Length of Year: 298 local days
Sapient Species: 99% droids and automata, 1% Humans and other species
Government: Corporate
Capital: Mechis City
Major Exports: Droids, technology
Major Imports: Industrial raw materials, foodstuffs

Knowledge (Galactic Lore)

DC	RESULT
10	Mechis III is one of the primary droid manufacturing worlds in the galaxy.
15	The world is covered by automated droid manufacturing plants. Few organic beings are on the planet, and the atmospheric conditions are harsh and foul. The Techno Union operates the world until it loses control during the Clone Wars.
20	The galaxy's major droid manufacturers use Mechis III plants. The huge industrial complexes require massive deliveries of raw materials, creating a constant need for shipping to and from the planet. The ownership of the planet changes periodically, but the planet is corporate controlled and run by automata.

Knowledge (Technology)

DC	RESULT
10	Droids of all kinds are built on Mechis III, and competition for contracting the facilities is fierce.
15	Arakyd builds many of its droids on Mechis III and is a dominant influence during the rule of the Empire. Additionally, some facilities are dedicated to producing starships, vehicles, and other technological goods.
20	Droid designs are produced on other worlds, at the various manufacturers' headquarters. Most manufacturers rely on droid quality-control units to supervise the manufacturing process; however, a few organic beings are assigned to oversee the facilities.

Telti

Region: Inner Rim
Climate: Arid (industrial)
Gravity: Standard
Moons: 0
Length of Day: 22 standard hours
Length of Year: 309 local days
Sapient Species: 99% droids and automata, 1% Humans and other species
Government: Corporate
Capital: Dome 01
Major Exports: Droids, technology
Major Imports: Industrial raw materials

Droid Manufacturer Traits

A droid reflects its manufacturer in many ways—physical design, reliability, signature systems, and even personality traits. Some companies and model lines become known for these attributes, good and bad. Since all droids are also individuals, the influence of such traits varies greatly from unit to unit. A manufacturer's descriptions include typical traits or attributes that apply to the droids it manufactures. These traits can be added as a template to any droid manufactured by the company, although their usage is optional in game play.

Knowledge (Galactic Lore)

DC	RESULT
10	The moon Telti is one of the main droid foundries in the galaxy.
15	The world has no atmosphere and is covered in automated droid manufacturing plants.
20	The manufacturing facilities are located inside enormous domed structures that are linked by tunnels and overland transportation corridors. They are protected by battle droids and security droids and operated by service droids and labor droids.

Knowledge (Technology)

DC	RESULT
10	All types of droids are built on Telti, but Cybot Galactica and Industrial Automaton dominate the production lines. Veril Line Systems is also a major presence.
15	Just prior to the Clone Wars, Baktoid Combat Automata closes down its facilities on Telti in response to disarmament laws directed at the Trade Federation.
20	Major droid manufacturers use Telti facilities. The planet nearly runs itself, with the exception of the constant need for raw materials. Rumors suggest that only one organic master, supported by countless droids, is needed to oversee the automated factories and droid systems. However, most companies maintain at least a representative presence of organic supervisors on the world.

Major Droid Manufacturers

Arakyd Industries

Bolstered by the rise of the Emperor and a skillful political strategy, Arakyd Industries is the primary producer of the Empire's military droids. The company's specialties are exploration droids and probe droids, but it also produces commercial units. Arakyd's market dominance enables it to supply the New Republic in later years, despite the company's Imperial dealings. It also contracts with other major forces, such as planetary governments and the Sector Rangers. Arakyd utilizes Mechis III plants, among others.

Traits: Arakyd units are well known for their intense mission focus, occasionally going beyond the expected limits of their programming to achieve a mission objective. When confronted with an action that it would normally not be able to perform due to its behavioral inhibitors, it can attempt (through twisting logic or reprogramming) to bypass the normal limitations. Once per day, an Arakyd droid can make a Persuasion check or a Use Computer check against a DC equal to its own Will Defense. If the check is successful, the droid's behavioral inhibitor allows it to take prohibited actions until the forbidden action is completed. After completion, the inhibitor returns to normal functioning.

Baktoid Combat Automata

Baktoid Combat Automata is part of the extensive Baktoid family of companies. In factories scattered across the galaxy, Baktoid builds untold numbers of battle droids in the years prior to and during the Clone Wars, supplying droids to the Trade Federation and to the Separatists. Baktoid earns a reputation for producing cheap, substandard battle droids thanks to its inferior B1 unit. Other models lack the B1's flaws, but Baktoid's standard designs still suffer from lesser processors and inhibited analytical thinking. After the Separatists' defeat, the Empire shuts down Baktoid. Most of its factories are dismantled, destroyed, nationalized, or taken over by other companies.

Traits: Baktoid units suffer from inferior processors and remote data links. A character can make a Persuasion check opposed by a Baktoid droid's Perception skill to attempt to temporarily confuse it with contradictory data or brash, seemingly illogical action. If the check is successful, the droid can take no action for one round as it tries to find an appropriate response. If the Persuasion check is unsuccessful, the droid recognizes the ruse and proclaims it loudly while taking an immediate swift action as a reaction.

Balmorran Arms

Balmorran Arms is best known for providing walkers and other combat vehicles to the military forces of the Galactic Empire. However, it also has an effective combat droid division that is active throughout the years of the Galactic Empire's rule. Balmorran also produces civilian droid models, primarily for use as security units. Some of these units are highly specialized and find success in the years of the Clone Wars, because people throughout the galaxy feel threatened by the war and the associated increase in deep-space piracy. The company's SD-model battle droids are a cornerstone of the military forces of the reborn Emperor years after the Battle of Endor. However, Balmorran Arms is tied directly to the Balmorran government and, therefore, is embroiled in the planet's political gamesmanship. The company ultimately supplies both the resurgent Empire and the New Republic at various times during the reborn Emperor's resurgence.

Traits: Balmorran droid models undergo constant revision and upgrades, so one year's model is rarely the same as the previous year's. When creating or purchasing a new Balmorran Arms droid, increase one ability score by 1.

Colicoid Creation Nest

The Colicoid Creation Nest manufactures all the Colicoids' high-technology products, such as droids, vehicles, weapons, and equipment. As might be expected from the products of such a vicious and violent species, Colicoid battle droids are among the galaxy's toughest and most ruthless automatons. During the Clone Wars, the Colicoids supply droidekas, tri-fighters, and buzz droids to the Separatist forces, while retaining even more powerful models for defense of their homeworld. The end of the Clone Wars shuts down the Colicoids' droid export business, but the nest continues to build the planet's other high-technology goods. Since most beings stay as far from the Colicoids' violent homeworld as possible, few actively seek out their services or models. However, brave or foolhardy traders risk obtaining highly customized droids or batches of new Colicoid models for specific dealers, crime lords, or collectors—for a large fee.

Traits: Colicoid droids are vicious and difficult to take down. They are completely fearless and follow orders without question. Once per encounter, a Colicoid droid can ignore all negative penalties from its location on the condition track when making an attack.

Cybot Galactica

Cybot Galactica dominates the nonmilitary droid market, excelling in both design and marketing. Although its prices match its prestige, Cybot Galactica's customer service and repair service span the galaxy. All major and most lesser Republic and Imperial worlds hold at least one official Cybot sales and service center. Cybot is a major player in the Corporate Sector and wields considerable political influence in the Core Worlds as well. Cybot utilizes Telti facilities as well as those on the planet Affa for its protocol division.

Traits: Cybot systems are so commonplace that nondroid heroes with Skill Focus (Mechanics) can modify or repair Cybot droids in half the time that would be required for a normal droid (see page 197 of the Saga Edition core rulebook). This does not stack with any other ability that saves modification or repair time. A droid does not gain this benefit when modifying itself.

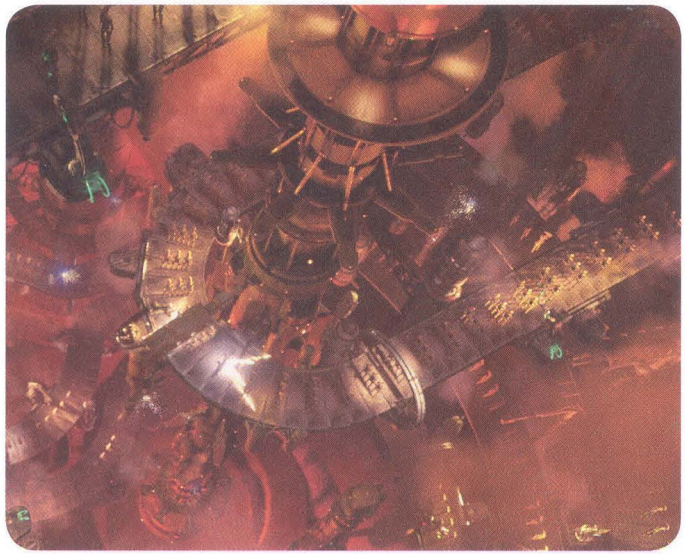
Czerka Corporation

Originally operating as Czerka Mining and Industrial in the time of the Old Republic, Czerka Corporation has produced droids and innumerable other products for thousands of years. During the Old Republic, Czerka Corporation is an early major player in both the combat-droid and service-droid markets. By the rise of the Empire, Czerka still produces sophisticated droids and computer systems, but no longer dominates that market because of its shift to arms manufacturing.

Traits: Czerka droid designs are exceptionally personable, no matter their degree or designed purpose. Even the feared HK assassin droids have a certain frightening charm. A Czerka droid can use its Intelligence or Wisdom modifier instead of its Charisma modifier to determine its Persuasion skill modifier.

Duwani Mechanical Products

Operating 4,000 years before the rise of the Empire, Duwani Mechanical Products is among the more successful droid manufacturers of the Old Republic. Duwani products span the range of the droid market, including service droids and early battle droids. Duwani's droids are durable and rugged-looking. Although elegant models exist, Duwani's design style is utilitarian and minimalist. Duwani battle droids fight for the Old Republic, and its service and protocol droids are commonly found at Republic and commercial facilities around the galaxy. The reliability of its units and its superior customer service make Duwani a major competitor of Czerka Corporation in the droid market.



Traits: Once per encounter, when it has half or fewer of its maximum hit points, as a reaction, a Duwani droid can either gain 5 bonus hit points or add 5 to its damage threshold for one round.

Holowan Mechanicals

Holowan Mechanicals is best known for developing the IG-Series droids. The IG-Series designs are obtained through the acquisition of assets from Phlut Design Systems by the InterGalactic Banking Clan. During the Clone Wars, the IG-100 MagnaGuards serve prominently as General Grievous's personal bodyguards. However, when developing the IG assassination droid series, Holowan technicians seriously underestimate the lethality of their design, eventually losing the entire team to the escaped prototypes, setting back Holowan as a competitive droid producer for years to come.

Traits: Holowan units are designed for lethality. Once per encounter, a Holowan droid can add 1 die of damage to an attack.

Imperial Department of Military Research

Although not a manufacturer of droids, the Imperial Department of Military Research advances droid design in unusual directions. Rebel leaders learn over the course of the Galactic Civil War that the department is responsible for dark and cunning droid designs, such as interrogation droids and the Dark Trooper project. When a particularly dangerous design is discovered, Rebel agents are dispatched to hinder its development or to destroy the facilities required to build the units.

Traits: Imperial droids vary greatly in mission and specifications. However, their prototypes are constructed with built-in tracking devices and recording equipment to document the droid's performance. The droids transmit the data upon command to a central reporting station or, when in the field, to the nearest Imperial installation.

Industrial Automaton

The hugely successful R-Series astromech droids make Industrial Automaton one of the galaxy's more successful droid manufacturers. Industrial Automaton competes with Cybot Galactica in price, product, and service, and its sales and maintenance facilities can be found on any civilized planet with a sufficiently advanced tech level or a major starport. IA's major production lines are on Telti, but it also employs factories throughout the galaxy.

Traits: Industrial Automaton astromechs can be found in most starports, and technicians are used to working with IA units. When assisting on a Mechanics check, an Industrial Automaton droid trained in Mechanics can add its Intelligence bonus (minimum +1) to the normal +2 bonus.

MerenData

Another droid manufacturer to benefit from the rise of the Empire, MerenData supplies security, espionage, and interrogation droids to the Imperial military and government agencies. MerenData also produces commercial units, competing with Cybot Galactica. Although it is not a dominant player, MerenData's reliable designs and the company's centuries-long history make it a worthy competitor. MerenData's support of the Empire makes sales to the New Republic initially impossible and undesirable. However, as Imperial influence shrinks, so does MerenData's opposition to doing business with the New Republic—aided by the ousting of company officials tied to the Empire. MerenData is also a major contributor to the Corporate Sector.

Traits: MerenData droids are known for their intimidating personalities. When making a Persuasion check to intimidate, a MerenData droid adds its Wisdom bonus to the skill check. When attempting to intimidate another droid, it adds its Wisdom bonus and its Charisma bonus to the check.

Roche

Roche is the popular nickname for the Verpine droid manufacturer Roche Hive Mechanical Apparatus Design and Construction Activity for Those Who Need the Hive's Machines. Like their creators, Roche droids are insectoid, causing poor sales of early models, even to other insectoid species. However, the Verpines' love of technology drives them to refine the line, so their line of droids slowly expands into the galactic market. Limited distribution makes new units difficult to obtain, requiring making a trip to the Roche System or locating an Ithorian herdship with an authorized dealer. Used units—especially worker drones and other early models—can be purchased at a highly discounted rate from used droid and junk dealers throughout the backwaters of the galaxy.

Traits: Roche units are precisely constructed with easily modified appendages and accessories. When modifying an appendage, an accessory, a tool, a weapon, or an instrument mounted on an appendage, apply a +5 circumstance bonus to the Mechanics check (see page 197 of the Saga Edition core rulebook). This bonus does not apply to droids modifying themselves.

Droid Builders



So, you want to know about droid manufacturers? Well, I can tell you a few things. First, people have their sentimental favorites. However, as a buyer, it pays to know that Cybot's standard parts are plentiful and inexpensive, while Veriline's droids can take a pounding. The manufacturer is important, but most people buy their droids used, so I think it's more important to know the droid's recent repair history and if it's been rebuilt with nonstandard parts. You want galactic servicing and support? Better buy from the big guys. You want modifications? The authorized shops won't add on unauthorized parts, no matter how useful. Find your local droid shop—preferably one that specializes in your kind of droid. Believe me, you don't want someone learning on your job. They might swear that all droids are the same, but they're not. And you don't need your battle droid to suddenly worry about proper etiquette mid-battle. Always remember, the biggest and best known companies build decent and highly resilient machines, but the best built come from custom droid shops.

Serv-O-Droid

Serv-O-Droid is one of the galaxy's older and more successful droid manufacturers. Spanning thousands of years, from the time of the Old Republic until the years before the Clone Wars, Serv-O-Droid specializes in service droids and worker droids, including personal assistants and heavy duty commercial labor units. However, the company makes a series of bad business decisions, allying with the Republic's bureaucracy. The result is a political nightmare. Corrupt Senators give the company tax breaks and other favors but demand great monetary and political payments in return. As the corrupt Republic declines, so does Serv-O-Droid, despite expanding into security and professional assistant models. Its assets are liquidated and sold off to the Corporate Sector Authority. However, new units are still available through the Droid ReServe, a droid remainder reseller located on Elshandruu Pica. With millions of fully operational units to sell, the reseller makes Serv-O-Droid units and spare parts available for years.

Traits: Serv-O-Droids are highly reliable units. When recharging, they can remove one persistent condition that requires repairs to remove per day, moving +1 step on the condition track.

Tendrando Arms

The Yuuzhan Vong invasion decimates the galactic droid market. Because of their fanatical hatred of mechanical automatons, the Yuuzhan Vong raze droid plants by the thousands, destroying or disabling companies and causing the shutdown of plants far from the invasion corridor. Lando Calrissian and his wife, Tendra Risant, restart several idle factories with their new company, Tendrando Arms, producing droids specifically designed to battle the Yuuzhan Vong. With the defeat of the Yuuzhan Vong, Tendrando Arms provides security, guardian, and related droids to the Galactic Alliance and the Jedi Order.

Traits: Tendrando Arms droids are efficient security and combat droids. Their YVH droid design (see page 158) angers the Yuuzhan Vong at a primitive level. Tendrando Arms droids use this antagonism to their advantage. A Tendrando Arms droid gains a +2 circumstance bonus to its Reflex Defense and Will Defense against Yuuzhan Vong.

Veril Line Systems

Veril Line Systems, often called Veriline for short, excels at industrial droid design. Its units are plain but reliable and durable, and its signature power droids can be found in most starports. Veriline units feature highly efficient processing systems. The droids have only enough processing and analytical ability to fulfill their simple and monotonous jobs. When dealing with tasks or situations beyond their programming, Veriline's cheaper units are simplistic at best, and downright stupid at worst. Units that require sophisticated programming receive exactly what they need to be successful, but no more. Veriline is headquartered on Coruscant and utilizes Telti droid plants as well as assembly lines of its own on or near major industrial worlds.

Traits: Veril Line Systems droids are highly resilient. Once per day, a Veriline droid can make a DC 20 Endurance check to extend its run time by 25 hours or to move +1 step on the condition track.

Droid Quirks

Droids are temperamental machines, exposed to every kind of environmental and physical abuse. With limited programming and typically deficient maintenance schedules, many droids develop odd mechanical glitches and personality quirks. Most are minor—more annoyances than anything dangerous. Memory wipes can eliminate personality quirks, but they do nothing for physical abnormalities.

Quirks as Persistent Conditions

Another way to include quirks in the game is to apply one when a droid suffers a persistent condition. This allows the Gamemaster to use many quirks over the span of a campaign, and provides a rich source of plot hooks, humor, or dramatic situations. The Gamemaster should select a quirk that is related to the origin of the persistent condition. For instance, a persistent condition caused by physical damage should inflict a hardware quirk, whereas a hit from an ion weapon might cause either a hardware or a software quirk. Quirks applied in this manner should be automatically removed when the persistent condition is removed, instead of requiring the skill checks normally needed to eliminate a quirk.

MEETING A RUDE DROID COUNTERPART



Droid quirks are optional in the Saga Edition. They make interesting and easy roleplaying hooks, as well as give players inspiration for the development of personalities and backgrounds for their droids. Some droid quirks might also have minor mechanical effects. If no game mechanic is indicated in the quirk description, a +2 or –2 circumstance bonus to skill checks or attack rolls might be appropriate whenever the quirk manifests. Players and Gamemasters are encouraged to select quirks that make characters memorable. Additionally, quirks can be assigned as the result of physical damage or sensory overload. If a droid is reduced to 0 hit points, roll 1d20+10. If the result exceeds the droid's Fortitude Defense, the unit develops a quirk when it is repaired. The Gamemaster can assign an appropriate quirk or roll on Table 1-2: Droid Quirks.

Each quirk has an associated origin indicated in its description: hardware (h) or software (s). If both are indicated, one should be selected at the time the quirk is applied. Hardware quirks result from faulty installations, physical damage, aging circuitry, or incompatible systems. Hardware quirks can be removed by replacing or repairing the faulty system. Repairing quirks is notoriously difficult. If the repair check does not exceed the Mechanics DC by 10 or more (see page 70 of the Saga Edition core rulebook), the new system works, but the quirk (or a similar quirk) returns 1d12 days later.

Software quirks are tied to the droid's internal subroutines. They can be caused by corrupted data, but they are more often a result of the droid's learned responses from previous experience. Most software quirks are eliminated with a memory wipe. Corrupted data can be repaired with a successful DC 25 Use Computer check to reprogram the droid. Attempting to eliminate a personality quirk without a memory wipe is difficult, often requiring help. A DC 30 Use Computer check succeeds in eliminating a personality quirk, but the droid's personality and responses might change in unforeseen ways because the droid must learn new responses. The results might not be exactly what was intended. Failure on the check results in the addition of another software quirk.

SCAVENGER'S SECRET: QUIRKY DROIDS

A droid without quirks? No such thing. Most quirks aren't severe enough to be a problem. I just tell customers that the droid has character. Personality. If they don't like it, I sell memory wipes cheap. For the droid, not the customer, but let me tell you, some customers could use one. Memory wipe usually works if it's a software problem. Hardware problems are another deal. Replacing parts costs credits and time. No problem for me, I find the parts for a small fee. Install them for bigger fee, and then I sell the old parts to someone else. Make money all around.

Bad quirks are mostly annoying, but they can be expensive. I saw a droid with a bad memory wipe try to fix a landspeeder with old, incomplete walker specs. The owner was not so happy when she saw her new three-legged landspeeder, with her recently acquired vaporators welded to the body as the legs.

Dangerous quirks you need to take care of immediately. Most droids won't try to kill you on purpose, but plenty of them can cause big damage inadvertently. Even the talkative types, they have a way of saying the wrong thing at the wrong time, get you in all kinds of trouble. Believe me, I know. Ever try to sell a unit that can't stop complaining about its own bad motivator? I've never seen customers leave so fast.

"HOW RUDE!"
-C-3PO

TABLE 1-2: DROID QUIRKS

ROLL (2d20)	QUIRK
Special	**Alien Appearance (h):** This droid has a truly alien appearance that attracts attention. Interaction with most species causes a –2 penalty to Charisma-based skill checks, although the droid gains a +2 bonus when using the Persuasion skill to intimidate.
2	**Paranoid (s):** The droid believes something—or possibly everything—is out to get it. Because the droid is constantly on the lookout, it gets either a +2 bonus or a –2 penalty to Perception checks, depending on the situation.
3	**Talkative (s):** The droid talks incessantly, with few information filters and at inappropriate moments.
4	**Overconfident (s):** The droid believes it (or possibly its master) is thoroughly capable of succeeding at any task it is trained in or proficient in.
5	**Aggressive (s):** The droid does not back down from a fight unless it has direct orders from its master or is facing obviously overwhelming opposition.
6	**Obsessive (s):** The droid focuses on using a single skill or piece of equipment in its arsenal.
7	**Morose (s):** The droid is morbid in conversation. This quirk is particularly disturbing when manifested by medical droids and battle droids.
8	**Leaky (h):** The droid regularly leaks hydraulic fluid, cooling gas, or a similar substance in an amount that does not significantly hinder operations but does make a mess.
9	**Excitable (s):** The droid is high strung, speaking, moving, and working rapidly in thrilling situations.
10	**Possessive (s):** The droid latches on to possessions or other items and refuses to give an item up without extensive coaxing and reassurance that the item will be returned, requiring an opposed Persuasion check against the droid's Will Defense.
11	**Vocoder Glitch (h):** The droid's vocoder becomes stuck, causing the droid's voice to be squeaky, deep, monosyllabic, or sing-songy. This quirk might occur for only a few seconds, or it might last for days.
12	**Sullen (s):** The droid is depressed, with a dim outlook on the future.
13	**Amenable (s):** The droid defers to others and attempts to keep all parties happy at all times, sometimes even during combat.
14	**Incomplete Memory Wipe (s):** The droid's last memory wipe was not completely successful. The droid gets confused when it remembers fragmented memories or when it attempts a skill that it was formerly trained in but now lacks complete instructions for. The droid is still considered untrained in the skill.
15	**Short Circuit (h):** The droid suffers from short circuits in its processors, which occasionally disrupt its speech, movement, or skill use for one round.
16	**Visual Impairment (h or s):** The droid's visual sensors are slightly impaired. The droid might not see all colors, see only black and white, or lose sight for brief periods. This quirk is typically a hardware glitch that results in a –2 penalty to related visually based Perception checks.
17	**Slow (h or s):** The droid does not move or process information quickly. Select one of the following penalties: –2 squares to speed, –2 to all Initiative checks, or –2 to Intelligence-based skill checks.
18	**Curious/Inquisitive (s):** The droid seeks knowledge or information about its immediate surroundings. The droid enters locations and situations in which it is unwanted or not allowed.
19	**Faulty System (h):** One of the droid's installed possessions or systems malfunctions. Select a different system or possession each time this quirk is taken. The droid suffers a –5 penalty when using the affected system or possession.
20	**Easily Distracted (s):** The droid is easy to distract from a given task. The droid must resist a 1d20+5 attack against its Will Defense when attempting tasks that take longer than a full-round action to complete. A successful attack results in the droid's jumping to the next task or becoming distracted by something in its immediate surroundings.
21	**Audio Glitch (h or s):** The droid's audio sensors have trouble detecting certain frequencies or become hypersensitive, causing a –2 penalty to audio-based Perception checks.

TABLE 1-2: DROID QUIRKS CONTINUED

ROLL (2d20)	QUIRK
22	**Helpful (s):** The droid is overly dedicated to helping its master with any task it is capable of, and it is willing to attempt tasks that it is not trained to do.
23	**Locomotion Malfunction (h):** The droid's locomotion system malfunctions regularly, but not necessarily constantly. Examples are trouble stopping forward movement, limping, hovering at a lower or inconsistent level, or a sticking tread or joint. When malfunctioning, the droid loses 2 squares of speed and/or its Dexterity bonus (and is considered flat-footed).
24	**Temperature Variations (h):** The droid runs hotter than normal, so anyone standing next to it or sharing an enclosed space with it becomes uncomfortable. A droid with an internal heating and cooling system might fluctuate between very hot and very cold temperatures.
25	**Focused (s):** The droid becomes fixated on a task until it is completed, even if more critical tasks appear. It takes a –2 penalty to Perception checks when fixated.
26	**Faulty Wiring (h):** The droid's wiring is in bad condition. When the droid moves down the condition track as a result of damage that exceeds its damage threshold, the condition becomes persistent until repaired.
27	**Sprung Hatch (h):** One or more of the droid's maintenance panels cannot close or latch properly. Whenever the droid takes damage greater than its damage threshold, one of the hatches pops open. It can be closed again as a swift action, but it remains closed for only one round before popping open again. Temporarily securing the hatch requires a DC 15 Mechanics check as a full-round action, but it does not permanently remove the quirk.
28	**Loyal (s):** The droid has an unshakable loyalty to its master or another organic entity. It embarrasses its owner with its concern for his or her well-being.
29	**Arrogant (s):** The droid is extremely arrogant and condescending to its owner and everyone else.
30	**Honest (s):** The droid is honest to a fault and is incapable of lying. It cannot make Deception checks.
31	**Nervous (s):** The droid is nervous in common situations. It might be nervous about performing its function successfully, speaking to its masters, or entering combat.
32	**Argumentative (s):** The droid develops an urge to argue in any situation, often demanding the last word.
33	**Noisy (h):** The droid is unusually noisy, drawing attention to itself. The source of the racket might be a grinding locomotion system, a squealing appendage, jet-like internal cooling fans, piercing high-pitched whines from its processor, or a similar mechanical malady. The droid takes a –5 penalty to Stealth checks when the offending system is used.
34	**Overprotective:** The droid becomes overly protective of its master, a vehicle, an object, or another droid. It resists being away from the object of its overprotection, and it might undertake irrational acts to ensure the object's safety.
35	**Alternate Personality (h or s):** The droid holds another personality as a leftover from a previous owner or because of damaged processors or data. Alternate personalities are usually software quirks, but those caused by damaged systems are hardware quirks.
36	**Suspicious (s):** The droid doesn't trust an individual, a corporate or government entity, or some other group, no matter how much its masters or others attempt to convince it otherwise. It treats the object of its suspicions as unfriendly at best.
37	**Rude (s):** The droid is rude to everyone—organic or mechanical—and is unpleasant to be around. It takes a –5 penalty to Persuasion checks to improve another's attitude.
38	**Center of Attention (s):** The droid insists on being the center of attention, and it attempts to dominate any conversation.
39	**Impulsive (s):** The droid makes snap judgments or decisions, thinking only in the short term, which might be as short as only a few seconds.
40	**Blaster Happy (s):** The combat-related droid tends to shoot first and listen to orders later. It also might continue to fire at a defeated enemy "just to make sure."

Feats

The new feats presented here are available in any era. Some of these feats are available only to droids.

Aiming Accuracy

When you have time to analyze your shot, your shooting accuracy has a precision that only a machine can achieve.

Prerequisites: Droid, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: If you aim at a target as a full-round action (instead of two swift actions), you gain a +5 bonus to your next attack made in the following round against that target. The target must remain in your line of sight.

Damage Conversion

You can make last-minute moves to take hits on more durable portions of your chassis and/or armor, altering the damage dealt to you.

Prerequisites: Droid, Dexterity 13.

Benefit: When you take damage from an attack against you (other than an area attack, or an attack that deals ion or Force damage) and that damage equals or exceeds your damage threshold, you can take an additional 10 points of damage instead of moving down the condition track. Each subsequent time you use this feat in a single encounter, the additional damage you take increases by 5 points.

Distracting Droid

You use lights, holographic projectors, sudden movements, erratic flight, odd noises, or other uniquely droid techniques to distract an enemy.

Prerequisite: Droid.

Benefit: As a standard action, make a Persuasion check against the Will Defense of all enemies that are within 6 squares of you and that can see or hear you, as determined appropriate by the Gamemaster. If the check equals or exceeds an enemy's Will Defense, the enemy loses one move action on its next turn. If the attack exceeds an enemy's Will Defense by 10 or more, the enemy is also flat-footed until the start of your next turn. This is a mind-affecting effect.

Droid Focus

Choose a single degree of droid (first, second, third, fourth, or fifth). You are especially familiar with this class of droid, gaining the listed bonuses while working on or against them.

Prerequisites: Trained in the Mechanics and Use Computer skills.

Benefit: You gain a +1 bonus to Deception, Mechanics, Perception, Persuasion, and Use Computer checks when used on or against a droid of the selected degree, and a +1 bonus to all defenses against attack rolls and skill checks made by droids of the selected degree.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different degree of droid.

Droid Shield Mastery

You quickly replenish your onboard shields.

Prerequisites: Droid, equipped with shield generator.

Benefit: You automatically succeed on Endurance checks to restore your shield rating by 5 points (up to your normal shield rating). Additionally, you replenish your shields in two swift actions.

Normal: Three swift actions and a DC 20 Endurance check are normally required to restore lost shield power (see page 197 of the Saga Edition core rulebook).

Erratic Target

You bob, swerve, dip, and dive to avoid incoming shots and other attacks.

Prerequisites: Droid, equipped with hovering locomotion or flying locomotion, Dexterity 13, Dodge.

Benefit: You can reduce your speed by up to 2 squares to increase your Dodge bonus by 1 for each square of speed you give up, until the start of your next turn. You must move at least 2 squares to gain this benefit.

Ion Shielding

Your systems are insulated to improve your resistance to ion damage.

Prerequisites: Droid with Strength 13, or cyborg with Constitution 13.

Benefit: If the ion damage (before being halved) equals or exceeds your damage threshold, you move only -1 step on the condition track.

Normal: If the ion damage (before being halved) equals or exceeds your damage threshold, you normally move -2 steps on the condition track.

Logic Upgrade: Skill Swap

You are able to quickly swap one programmed skill for another. A droid with a basic processor can use this trick to enable it to attempt skills in which it is untrained.

Prerequisites: Droid, equipped with basic processor.

Benefit: Select a skill you are not trained in (other than Use the Force). As a full-round action, you can swap this skill for one you are trained in. You do not gain any benefit from the original trained skill while it is swapped out. You are not considered trained in the swapped-in skill, and therefore you cannot use any trained-only options or add a bonus to your skill check. You still add one-half your level and your associated ability bonus, as usual.

Special: If you become trained in the skill selected for this feat, you can select another skill to replace it. You can take this feat more than once, each time selecting a different skill to swap.

TABLE 1-3: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Aiming Accuracy	Droid, Point Blank Shot, Precise Shot, proficient with weapon	After aiming as a full-round action, gain +5 on next weapon attack.
Damage Conversion	Droid, Dex 13	Take additional hit point damage instead of moving down the condition track.
Distracting Droid	Droid	Attempt to deny enemies within 6 squares their next move action, with a chance to make enemies flat-footed.
Droid Focus	Trained in Mechanics and Use Computer	+1 bonus to certain skills and defenses when dealing with a selected class of droid.
Droid Shield Mastery	Droid, equipped with shield generator	Automatically restore shields in two swift actions.
Erratic Target	Droid, equipped with hovering or flying locomotion, Dex 13, Dodge	Reduce speed by up to 2 squares to increase dodge bonus by up to 2 squares.
Ion Shielding	Droid with Str 13, or cyborg with Con 13	Move only –1 step on condition track when ion damage exceeds damage threshold.
Logic Upgrade: Skill Swap	Droid, equipped with basic processor	Swap a trained skill for an untrained skill on the fly.
Mechanical Martial Arts	Droid, Martial Arts I, base attack bonus +1	Give an enemy a –5 penalty on attack rolls and damage rolls for one round after striking it in unarmed combat.
Multi-Targeting	Droid, Int 13, proficient with weapon	You can spread your aim action across multiple consecutive rounds.
Pincer	Droid, equipped with claw or hand appendage, base attack bonus +1, Pin, Crush	Maintain Pin feat and make subsequent grapple checks as a swift action. Apply Crush to each check.
Pinpoint Accuracy	Droid, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon	Move target –1 step on the condition track when you hit with Aiming Accuracy.
Sensor Link	Droid or cyborg with associated hardware	Share sensor data instantly with an ally.
Shield Surge	Droid or cyborg with scomp link or similar direct data link with the vehicle, trained in Mechanics	Trade vehicle's SR for damage taken.
Slammer	Small or larger droid, equipped with at least two suitable appendages, Str 13	Triple Strength bonus to damage rolls on this special melee attack.
Tool Frenzy	Small or larger droid, equipped with at least two appendages with tools	Gain +2 to attack rolls and damage rolls with nonweapon appendages in exchange for –2 penalty to Reflex Defense.
Turn and Burn	Droid, equipped with hovering, flying, wheeled, or tracked locomotion, Dex 13	Withdraw by clearing threatened squares in up to 2 squares of movement, move your speed when using the withdraw action. Withdraw as a reaction by spending a Force Point.

Mechanical Martial Arts
You know how to inflict pain using your metal appendages when fighting in unarmed combat against organic enemies.

Prerequisites: Droid, Martial Arts I, base attack bonus +1.

Benefit: When you successfully damage an enemy with an unarmed attack, the enemy takes a –5 penalty to all melee attack rolls and damage rolls until the start of your next turn.

Special: If you strike an organic enemy while using this feat during an attack of opportunity, the penalty lasts until the start of the enemy's next turn.

Multi-Targeting
Your targeting system allows you to track multiple targets over time, negating cover bonuses.

Prerequisites: Droid, Intelligence 13, proficient with weapon.

Benefit: You can use swift actions across more than one round to aim at a target. You can attack different targets prior to the completion of your aim action. If the subject of your aim is out of your line of sight for any reason, you lose your aim and must start again.

Normal: You must normally use two consecutive swift actions in the same round to aim (see page 154 of the Saga Edition core rulebook).

Pincer
You use your mechanical strength to restrain and damage enemies.

Prerequisites: Droid, equipped with claw or hand appendage, base attack bonus +1, Pin, Crush.

Benefit: When you successfully Pin an enemy (see page 87 of the Saga Edition core rulebook), you can maintain the Pin beyond 1 round and can make subsequent grapple checks against the pinned enemy as a swift action. You can apply the Crush feat whenever your subsequent checks are successful.

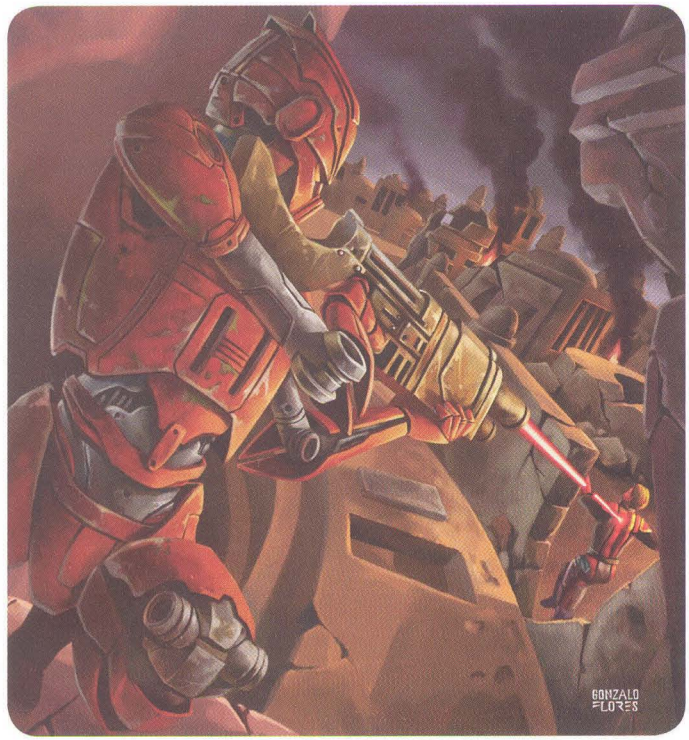
Normal: Grapple checks are normally a standard action. The Pin feat must usually be rerolled each round as a new grapple check.

Pinpoint Accuracy
This improved version of the Aiming Accuracy feat moves your enemy –1 step on the condition track.

Prerequisites: Droid, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: When using the Aiming Accuracy feat, a target you damage cannot take the recover action until the end of its next turn.

AN HK-24 ASSASSIN DROID USING ITS TARGETING SYSTEM



Sensor Link
You can broadcast your sensor input to an ally, such as another droid or a friendly computer system.

Prerequisite: Droid or some cyborgs (see below).

Benefit: As a swift action, you can broadcast the input from your audio, visual, and any special sensors to a droid ally, comlink, communications system, or holographic receiver within 24 squares. That ally is aware of anything you are aware of, and can use the aid another action to aid on your Perception checks even if you do not have line of sight to one another. If both you and your ally have Sensor Link, you share information simultaneously, granting a +2 bonus to Perception checks.

Special: Cyborgs with built-in cybernetic sensors and communications gear can also take this feat.

Shield Surge

You can surge the power of a vehicle's shields through your direct data link at precisely the right moment to reduce the damage to the vehicle from incoming enemy fire.

Prerequisites: Droid or cyborg with scomp link or similar direct data link with the vehicle, trained in Mechanics skill.

Benefit: As a reaction, when your vehicle takes damage above its shield rating, after the shield rating is reduced you can reduce the amount of damage sustained by the vehicle by an amount up to the remaining shield rating (see page 161 of the Saga Edition core rulebook). However, the shield rating is immediately reduced by one point for every point of damage reduced.

Special: The Recharge Shields action cannot be used on the vehicle until a full round after the use of Shield Surge.

Slammer

You clap two hands, claws, or appendages together, delivering a crushing blow to an enemy.

Prerequisites: Small or larger droid, equipped with at least two suitable appendages, Strength 13.

Benefit: As a standard action, you slam two of your appendages together from either side of an enemy, crushing your target between them. Make a melee attack. If the attack is successful, you deal unarmed damage with double your Strength bonus. If you also exceed the target's damage threshold, it has a persistent condition that can be removed only with 8 hours of rest or a DC 20 Treat Injury check.

Special: If you also have the Crush feat, increase your unarmed damage by 1 die when using Slammer.

Tool Frenzy

You use all your built-in appendages, claws, probes, instruments, and tools at once to slash, pierce, burn, or cut your enemy in a frenzied melee attack.

Prerequisites: Small or larger droid, equipped with at least two appendages with tools mounted.

Benefit: As a standard action, using appendages not normally considered weapons, you can make several strikes as a single attack against a single target. Make an unarmed melee attack with a +2 bonus; until the end of your next turn, you take a -2 penalty to your Reflex Defense. Use the damage die of the highest rated appendage (see page 190 of the Saga Edition core rulebook) when determining damage.

Special: True (nonimprovised) melee or ranged weapons are not considered tools for the purposes of this feat.

A PROBE DROID SPEEDS ACROSS RYLOTH



Turn and Burn

You can retreat from enemies with additional speed and agility.

Prerequisites: Droid, equipped with hovering, flying, wheeled, or tracked locomotion, Dexterity 13.

Benefit: When using the withdraw action, you can move up to 2 squares to escape threatened squares without provoking an attack of opportunity, and you can move your speed. You can spend a Force Point as a reaction to an enemy ending its movement adjacent to you to withdraw.

Normal: When using the withdraw action, you can normally move only 1 square to escape a threatened square without provoking an attack of opportunity and can move only up to half your speed.

Droid Talents

Droid talents work the same as the talents presented in the Saga Edition core rulebook. However, each talent is available only to droids of a particular degree. When a character would normally gain a talent, such as when attaining an odd-numbered level in a heroic class, the droid can select a droid talent from among those presented below.

First-Degree Droid Talent Tree

Known Vulnerability: You know the vulnerable spots to hit on most species. As a free action, you make a DC 15 Knowledge (life sciences) check (DC 25 for rare species, DC 35 for unknown species, both as determined by the Gamemaster). If the check is successful, until the end of the encounter, whenever you make a successful melee or unarmed attack that deals damage against a target of that species, your target takes a -2 penalties to attack rolls until the end of your next turn.

Prerequisite: Trained in Knowledge (life sciences).

Medical Analyzer: You use your medical knowledge and advanced droid processor to improve your treatment of medical conditions. When making a Treat Injury check to Treat Disease, Treat Poison, or Treat Radiation, you can also add your Intelligence modifier to your roll.

Prerequisites: Trained in Knowledge (life sciences), medical droid.

Science Analyzer: You use your extensive databanks to better analyze scientific data. You can add double your Intelligence modifier to your Knowledge (life sciences) or Knowledge (physical sciences) skill check.

Prerequisites: Trained in Knowledge (life sciences) and Knowledge (physical sciences).

Triage Scan: As a standard action, you can make a DC 20 Treat Injury check. If the check succeeds, you know if the organic characters within 6 squares and within your line of sight are below one half of their hit points and at what step they are along the condition track.

Prerequisites: Trained in Treat Injury, medical droid.

Second-Degree Droid Talent Tree

Burst Transfer: You can double the amount of data transferred with the Binary language in a single round (see page 191 of the Saga Edition core rulebook) when communicating with other droids with Burst Transfer, and you cut Access Information time in half when making Use Computer checks to find general or specific information (see page 76 of the Saga Edition core rulebook).

On-Board System Link: While aboard a starship or vehicle and plugged into the ship's systems by scomp link, droid socket, or basic data port, you can reroute power or recharge shields as two swift actions instead of three.

Quick Astrogation: Your speedy electronic astrogation-calculation routines allow you to cut calculation time in half. Additionally, when attempting a Use Computer check to Astrogate, you can make the calculation as a standard action instead of a full-round action.

Prerequisite: Trained in Use Computer.

Scomp Link Slicer: Your inherent speed and advanced skill reduce the danger of slicing computer systems. You must be physically linked to the system you are slicing. You can use each of the following actions once per encounter:

- *Eradicate:* You can use Disable or Erase Program on a computer that is friendly or helpful toward you. With this talent, disabling or erasing a program takes 5 minutes and requires a DC 15 Use Computer check (see page 76 of the Saga Edition core rulebook).
- *Lockout:* If you succeed on an opposed Use Computer check when you Issue a Routine Command to counteract another programmer's actions, you automatically lock the other programmer out of the system. He or she must succeed in an opposed Use Computer check against you to regain access to the system (see page 76 of the Saga Edition core rulebook). You resist the attempt as a reaction.
- *Untraceable:* As a reaction, you automatically keep a hostile computer from tracing your location if you fail a Use Computer check (see page 76 of the Saga Edition core rulebook) by 10 or less.

Prerequisites: Any two talents from the Slicer Talent Tree (see page 47 of the Saga Edition core rulebook). Burst Transfer can be one of these talents.

Third-Degree Droid Talent Tree

Nuanced: You are skilled in the nuances of diplomatic speech and gestures. Once per encounter, you can add your Wisdom bonus to a Persuasion check in addition to your Charisma bonus.

Observant: You enhance your persuasiveness by applying data obtained through observation. Whenever you would fail a Persuasion check, you can roll a Perception check as a free action, with a DC equal to the DC of the Persuasion check. If you succeed, add +5 to the original Persuasion check result.

Supervising Droid: You are programmed to oversee other droids. You can use each of the following actions once per encounter:

- *Combat Support:* As a standard action, you automatically aid another on an allied droid's attack roll, provided you are capable of using the aid another action to assist that ally. If you also have Weapon Focus with this weapon, you increase the bonus provided by the aid another action from +2 to +3.
- *Director:* As a standard action, you automatically aid another droid with a skill you are trained in. If you also have Skill Focus in the skill, you increase the aid another bonus from +2 to +5.
- *Instant Action:* As a swift action, you grant one ally a swift action that it can use immediately as a free action.

Prerequisites: Observant, any talent from the Influence, Inspiration, or Leadership Talent Trees (see pages 43–44 of the Saga Edition core rulebook).

Talkdroid: You know how to subtly massage translations. When one of your allies is attempting to use the Persuasion skill to change the attitude of a creature that does not understand your ally, you add +2 to the ally's Persuasion check results if you perform the translation.

Prerequisite: Trained in Persuasion.

Droid Data Ports

For the most part, Gamemasters and players need not worry about the exact type of data ports and other connections between a droid and a computer, a vehicle, or a network. However, the Gamemaster might decide that this information should play a part in the story or would otherwise logically come into play. For instance, it might make sense for an astromech droid to be able to slice into a complex computer system, but a lowly power droid probably does not have the equipment for it. Also, rare or alien droids or those from another era might have nonstandard ports. Certain talents and feats described in this book require a link in order to function. Below is a brief summary of the standard data ports found in the galaxy.

Maintenance Data Link: All droids come standard with at least one maintenance data link port for programming and maintenance. This wired link can be used with datapads, portable computers, and systems designed for implementing droid modifications. This link is not normally suitable for the droid to use to attempt slicing or controlling a vehicle or automated systems. Any attempt to do so suffers a –10 penalty to any Use Computer, Mechanics, or other skill checks. This penalty does not apply to skill checks others make to the droid.

Basic Data Link: Droids are equipped with one or more basic data links. This wired link allows a droid to transfer data efficiently and enables equipped droids, such as pilot droids, to operate computers and ship systems without physically touching the manual controls, although that capability usually depends on the system rather than the droid. The port is suitable for data transfer, vehicular control, and slicing attempts.

Scomp Link: This advanced droid-computer data link is found on starships and on larger computers and networks. This port is suitable for all types of data transfer, vehicular control, and slicing attempts. See the scomp link equipment entry on page 62 for additional information. All astromechs are equipped with scomp links, unless otherwise noted.

Wireless Link: Some droids have the hardware to access wireless data links. This type of link is only operable when a computer or network also has wireless capability. Accessing networks typically requires passwords or slicing. However, once connected, this type of link is suitable for all types of data transfer, vehicular control, and slicing attempts. An integrated comlink does not allow a droid to access wireless data networks or make slicing attempts wirelessly.

FOURTH-DEGREE DROID TALENT TREE

Just a Scratch: Once per encounter, as a reaction, you can reduce the damage from a single attack that targets your Reflex Defense by an amount equal to your Fortitude Defense.

Prerequisites: Equipped with medium or better armor, proficient with that armor.

Target Acquisition: Once per encounter, as a swift action, designate an enemy target within line of sight as an acquired target. You gain a +1 circumstance bonus to attack rolls and damage rolls for all attacks against that target until the end ofthe encounter, as long as the target remains within your line of sight.

Target Lock: You lock onto the target designated by the Target Acquisition talent. If the target leaves your line of sight, you automatically reacquire the target lock as a reaction if the target comes back within your line of sight. You also gain a +5 bonus to your Perception skill when opposing the target's Stealth checks.

Prerequisite: Target Acquisition.

Weapons Power Surge: Once per encounter, as a free action, you can increase the damage dealt by one of your weapons by 1 or 2 damage dice in exchange for moving –1 step on the condition track for each die increased. The weapon must be permanently mounted to your chassis, and it must use your internal power supply. Handheld weapons, such as blaster rifles, do not qualify for this talent.

FIFTH-DEGREE DROID TALENT TREE

Durable: You are particularly durable and continue to function when a lesser droid would become disabled. The first time during an encounter that you would be moved to the bottom of the condition track by any effect, you instead stop at the -10 step. Additionally, if a single attack causes you to move multiple steps down the condition track, you can spend a Force Point as a reaction to only move -1 step down the condition track.

Heavy-Duty Actuators: Your heavy-duty actuators allow you to release your power and speed in a quick burst. You can double your Strength bonus to your melee and unarmed damage rolls.

Prerequisite: Medium or larger size.

Load Launcher: You are considered proficient with improvised thrown weapons (see page 150 of the Saga Edition core rulebook) when making a ranged attack by throwing an object. Objects up to one size category larger than you can be thrown up to a number of squares equal to 2 × your Strength bonus (minimum 1 square). Additionally, you add your Strength bonus to any damage dealt.

Task Optimization: Select a skill you are trained in. Once per encounter, you can perform any application of that skill as one action quicker than normal but as at least a swift action (for example, a full-round action becomes a standard action, a standard action becomes a move action, a move action becomes a swift action). Tasks requiring more than one round cannot be optimized with this talent.

New Talents for Droid Prestige Classes

This section features new talents for two existing droid-only prestige classes: the Droid Commander (see pages 42–44 of *The Clone Wars Campaign Guide*) and the Independent Droid (see pages 46–48 of *The Force Unleashed Campaign Guide*).

New Talents for the Droid Commander Prestige Class

New Droid Commander Talent Tree

OVERRIDE TALENT TREE

You can take direct control over your droid allies for brief periods.

Directed Action: As a standard action, you allow one droid that can hear and understand you to make a Deception, Mechanics, Persuasion, Pilot, Ride, Treat Injury, or Use Computer check immediately as a free action. The droid can replace its relevant ability score modifier for that check with your Intelligence modifier.

Directed Movement: As a move action, you allow one droid that can hear and understand you to move up to its speed. The droid can make Acrobatics, Climb, Jump, Stealth, or Swim checks during this movement, and can replace its own relevant ability score modifier for that check with your Intelligence modifier.

Full Control: As a full-round action, you allow one droid that can hear and understand you to take the full attack action. The droid can replace its relevant ability score modifier to any attack rolls it makes with your Intelligence modifier.

Prerequisites: Directed Action, Directed Movement, and Remote Attack.

Remote Attack: As a standard action, you allow one droid that can hear and understand you to make a melee or ranged attack. The droid can replace its relevant ability score modifier to its attack roll with your Intelligence modifier.

New Talents for the Independent Droid Prestige Class

New Specialized Droid Talent

This talent is for use with the Specialized Droid talent tree.

Power Boost: You channel your power surge into a boost for your locomotion system. When you initiate a power surge, you can use one of the following bonuses with your installed locomotion system: Jump +4 squares (walking or wheeled locomotion), or increase hovering height by 4 squares (hovering locomotion). You can use this talent for a number of rounds equal to one-half your level (rounded down).

At the end of a power boost, you move –1 persistent step on the condition track. The penalties imposed by this condition persist until you receive repairs (using the Repair Droid application of the Mechanics skill). You can use both Power Surge and Power Boost at the same time, but you must move –2 persistent steps on the condition track.

Prerequisite: Power Surge.

New Autonomy Talent

This talent is for use with the Autonomy talent tree.

Just a Droid: You are adept at passing yourself off as an ordinary droid. You can use each of the following actions once per encounter.

- *Just Another Droid:* You are skilled at using Stealth to sneak past unwary enemies when moving in plain sight. You can use the Sneak application of the Stealth skill when in plain sight of an enemy, if the enemy has no reason to doubt that you are just another droid. You are considered trained in Stealth for this action.
- *Just a Normal Droid:* You can reroll Deception checks for deceptive appearance to make observers believe that you are carrying out a standard function when attempting to do something atypical for your droid model or function. You may keep either result.

Swift Droid: You move quickly when caught. You can make a swift action as a reaction after failing a Deception check or a Stealth check.

Prerequisites: Any two talents from the Autonomy talent tree.

New Elite Droid Talent Tree

You have become a highly advanced droid and are among the elite units of your class.

Break Program: You can use your ability to circumvent behavioral inhibitors to temporarily break the programming of a droid that you have a data link with. Make a Use Computer check opposed by the droid's Will Defense. Breaking the droid's programming overrides its behavioral inhibitors for a number of rounds equal to your Intelligence bonus.

Prerequisite: Trained in Use Computer.

Heuristic Mastery: You understand the subtleties and limitations of your heuristic processor. You can reroll any untrained skill check (except Use the Force), keeping the second result, even if it is worse. Once per encounter, you can spend a Force Point to reroll any skill check (trained or untrained), taking the better result.

Prerequisite: Wisdom 15.

Scripted Routines: Your extensive experience allows you to preset specific routines that give you an advantage in some situations. Once per encounter you can use each of the following actions:

- *Attack Script:* You can use a feat or a talent that modifies your attack roll as one action less (for example, a full-round action becomes a standard action, a standard action becomes a move action, a move action becomes a swift action, a swift action becomes a free action).
- *Defense Script:* You can apply your Independent Spirit bonus a second time during a single encounter.
- *Skill Script:* While in combat, you can apply a bonus equal to one-half of your class level to any single skill that requires a standard action or less to use. You must be trained in the skill.

Prerequisite: Base attack bonus +5.

Ultra Resilient: You have advanced subroutines that make you more resistant to the effect of damage. Once per encounter, as a reaction, you can increase your damage threshold with a bonus equal to your Independent Droid level.

Adjudicating Droids

Adjudicating droids can present unique challenges for the Gamemaster. Although they are essentially living machines, droids cannot be treated as simply another species or character type. Below are common droid issues and information on adjudicating them.

Damaged and Destroyed Droids

Damaged and destroyed droids are treated similarly to organic heroes when it comes to damage and death. However, droids are also machines and can be reassembled or have their data accessed by other means, so they have additional options not available to organic characters. New approaches to damage and destruction are presented below. Information on droid damage and repair from the Saga Edition core rulebook is also included here for convenience.

Conditions: A droid is treated the same as an organic character when it comes to the condition track and persistent conditions. Unlike organic characters, however, a damaged droid might gain a quirk (See "Quirks as Persistent Conditions" on page 18).

Destroying a Droid: If a droid is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, the droid is destroyed. However, it can spend a Force Point to become disabled instead of destroyed.

Disabled: When a droid is disabled (the equivalent of being unconscious), it moves -5 steps on the condition track, falls prone, and is unable to take any actions. It remains inert and inoperative until repaired. A droid that is repaired immediately reactivates and can get up to fight again, but it starts prone.

Repair Droid (requires tool kit): A character with Mechanics as a trained skill can spend 1 hour of work and make a DC 20 Mechanics check to repair a damaged or disabled droid, restoring hit points equal to the droid's character level and removing any persistent conditions currently affecting the droid. A droid can attempt to repair itself, but it takes a -5 penalty on its skill check.

"HAVING TROUBLE WITH YOUR DROID?"
-LANDO CALRISSIAN

C-3PO IN PIECES



New Optional Rules

The following new optional rules can be included, in whole or in part, in your game to give droid heroes some of the versatility seen in the *Star Wars* films. As with all optional rules, inclusion of the following rules in the game is subject to Gamemaster approval.

Sacrificial Appendage: When a droid would normally be reduced to 0 hit points or moved to the bottom of the condition track, the droid can choose instead to have one of its limbs severed. If the droid chooses this option, it is instead moved to the -10 step on the condition track, or, in the case of being reduced to 0 hit points, it retains 1 hit point. The sacrificed appendage should be a limb rather than a tool that the droid can easily do without. The appendage can be successfully reattached with a repair check (see Repair Droid on page 29). The droid receives hit points from the repair, as usual.

Destroyed Droids: Taking into account the method of destruction, the Gamemaster determines what parts of a droid remain after it is destroyed. Blaster fire or an explosion might scatter small and large pieces around the area. A droid destroyed by a lightsaber might have slices or holes burned through its chassis, or large sections of the droid's appendages might be completely severed. The Gamemaster should also determine which of the droid's systems, accessories, appendages, or tools are damaged or destroyed.

Reactivating a Destroyed Droid: At the Gamemaster's discretion, a character can attempt to salvage and reactivate a destroyed droid. Reactivating a droid requires that its processor, power source, and communication interface must be intact. The battery and communication interface can be replaced or replicated if needed. A destroyed droid cannot reactivate itself. The character attempting the reactivation must make a DC 20 Mechanics check and work on the droid for 5 minutes. A character can attempt to reactivate a droid as a full-round action, increasing the DC to 30. If the check is successful, the droid moves +1 step on the condition track. However, the droid is still considered to have 0 hit points and cannot move, attack, or take any action other than skill checks for skills based on Intelligence, Wisdom, or Charisma.

Salvaging a Destroyed Droid: Salvaging a destroyed droid requires a tool kit, time, spare parts, and additional Mechanics checks (see Repair Droid on page 29). A reactivated droid can assist in its own repairs by using the aid another action, although it cannot attempt to repair itself directly. The time required to salvage a droid can be affected by the level of destruction sustained by the droid. Repairs might take several hours, several days, or even several weeks, as determined by the Gamemaster. Destroyed droids usually require spare parts costing 50% or more of the droid's original cost.

Improvised Droid Tasks

Heroes might try to take maximum advantage of the unique resources a droid offers. A droid's built-in equipment, traits, and unique social status in the *Star Wars* universe cause droids and droid heroes to be called upon to carry out tasks well beyond their original programming.

When considering an unusual request for or by a droid character, consider the following:

Does the droid have a heuristic processor? If not, then the request must be governed by the standards of the basic or remote processor, so the task must be laid out in specific terms. Unless the request is defined in ways the droid understands, the droid cannot act beyond its programmed skills, feats, special abilities, and tasks. Even if the tasks are clearly delineated, the droid might perform them poorly or inefficiently or become confused if the task does not proceed as planned. A droid equipped with a heuristic processor is better equipped to handle unusual situations, so it can act on fewer, less specific instructions. Additionally, focusing on the advantages of the heuristic processor emphasizes the choice of processor in droid creation, rewarding those players who select it.

Is the request already covered by an existing talent, feat, or droid special quality? Don't shortchange players who select certain class, droid, or droid prestige class talents and feats by allowing other droids to replicate those abilities too often. If it seems reasonable that a given droid might be capable of an action similar to an existing ability, allow the action to proceed with a lesser chance of success and/or a lesser result than could be gained with the existing ability.

The Droid That Gained Levels

In adventuring parties featuring less than five players, adding a Gamemaster-controlled droid to the party can be a great way to balance the party without having to adjust your encounter design. Many gaming groups can only muster three or four players and a Gamemaster, while the game is designed for a typical group of five players and a GM. Filling those empty player spots with droids is a nice option, because a droid can easily fade into the background during noncombat encounters, whereas a living character that does so might seem shallow and one-dimensional. If you decide to include a droid ally as a means of filling out the party's numbers, you should probably think about the droid just like you would any other major Gamemaster character, and plan on it being with the party for the duration of the campaign.

You should choose a droid model that fills an appropriate niche in the party. Similarly, you should probably think about the kinds of adventures your heroes are going to be going on, and what roles need to be filled. If the party lacks a pilot, a pilot droid seems like a good choice. However, there are other considerations. Some droids don't do well on adventures due to their forms (try getting that wheeled droid up a long set of stairs). A good option for creating droids to round out a party of heroes is to use the stock droid chassis presented on page 10 and then build the droid from the ground up. This not only lets you build exactly the kind of droid you need to fill a gap in the party, it unshackles you from the usual physical forms of various droids.

As the heroes gain levels, so should the droid. The levels you choose for your droid should likewise continue to help the droid fill in the gaps in the party. If the party is short on firepower, the droid should take levels with high base attack bonuses and good combat talents. However, you also have another option to consider. If you want the droid to grow and to develop as an interesting Gamemaster character, consider having the droid take levels in the independent droid prestige class (see *The Force Unleashed Campaign Guide*, page 46). This helps represent the fact that the droid is becoming more and more unique thanks to its time with a party of heroes at the center of great, galaxy-shaking events.

Is the request likely to be abused by the player in future sessions, or likely to become exploited regularly? If not, allow the idea to be used at least in this instance. However, if the idea could become an unwelcome addition to future sessions, the Gamemaster can avoid denying its use outright by allowing the character to spend a Force point or a Destiny point (if appropriate) for the action. Another option is for the droid to suffer a persistent condition and move –1 or more steps on the condition track at the end of the task.

Should the task be covered by new talent, feat, or special quality? Some tasks generated by players are more appropriately covered by creating a new droid-degree talent, feat, or special quality. If the player creates a wholly customized or new droid model, a special quality can be added at the Gamemaster's discretion (see the special qualities included for the droids in this book for examples). If the droid is an existing stock model, create a talent or a feat instead. If the ability seems like something a droid ought to be able to learn, create a feat. If the ability seems focused on a trademark task of a particular model or degree of droid, create a talent specific to that degree of droid (see page 26).

Adjudicating simple and complex tasks. If the Gamemaster decides to proceed with the request, he or she should decide what actions, attacks, and skill checks are required for success. Simple tasks are typically covered by one skill check, but unique circumstances might require more time and/or multiple checks. Complex tasks should take multiple rounds with multiple checks.

Plan for failure. A droid that performs a task outside its realm of expertise can make for potentially amusing or unexpected situations if it fails. The droid might become confused, carry out the next operation without completing the first task, return unexpectedly, call on the owner for clarified instructions, or give up and report the failure. In the middle of a battle or a critical mission, this failure can cause confusion or threaten a mission's success, forcing the heroes to act quickly to resolve the situation. Gamemasters should take advantage of this potentially dramatic or amusing situation.

Chapter II
Droid Allies





Droids occupy a unique place in *Star Wars*. They are machines that feel, automatons that think, robots that know. They fight wars, heal the sick, and track down Rebel scum. A droids develops a personality, friendships, and rivalries, just as an organic being does over the course of a lifetime. Droids might squabble among themselves, but they will also offer any parts necessary to help repair a friend fallen in battle. Organic beings often treat their droids less like property and more like companions. Droids are a remarkable part of life, even if they are not truly alive.

Droids have a significant effect on history. Were it not for a pesky R2 unit, the Rebel Alliance would have never become the New Republic. The legions of battle droids are worthy foes of the Old Republic. A droid's recording of a Jedi meditation leads Zayne Carrick to fight his former masters. Droids are important pieces to the puzzle of what the galaxy has become. Some droid designations are well known as heroes or villains: C-3PO, HK-47, IG-88.

Yet, some beings in the *Star Wars* universe consider droids to be nothing more than tools—just hydrospanners with legs. Droids are sent into battle to be destroyed. They are unmourned if they do not return from unexplored regions of space. Indeed, some beings resent droids for their efficiency and because of the perception that they take jobs from organic beings who need to feed their families. Droids are refused service in some businesses, and they are denied basic rights on some planets. In spite of, or perhaps because of, all their amazing achievements, droids can bring out the worst in other beings. Galactic conflicts, such as the Clone Wars, in which droids are programmed to kill and destroy are not forgotten by the beings whose homes and planets are overrun by mechanical menaces.

This chapter explores the role of droids in the *Star Wars* universe, including their struggle for rights, their religious beliefs, and even a few old spacers' tales thrown in for good measure. It looks at droids as equipment, as well as at some of the unique roleplaying opportunities available to droid characters. Players who would like to give extra spark to their droid heroes can find plenty of interesting options. Gamemasters looking to add flavorful droid characters to their stories can find useful hints, tips, hooks, and aids here.

Alternative Pricing System

Market forces drive the pricing of droids. Droid dealers haggle and bargain with prospective owners. Bargain hunters travel across the galaxy for the right droid at the right price. Knowing what a droid is worth can be difficult. A droid fresh from the factory is significantly different from one that has been roaming for hundreds of years. Age and experience are valued by savvy droid owners. Rebuilding a droid that has learned how to do its job is much easier than teaching a new droid.

This system bases droid prices on the droid's capabilities and experiences. It allows Gamemasters to customize droids for their group and to offer droids that fill the heroes' needs. If the heroes need a protocol droid and also need a droid that has slicing skills, the Gamemaster can customize a single droid to fit both needs and find the appropriate price for it.

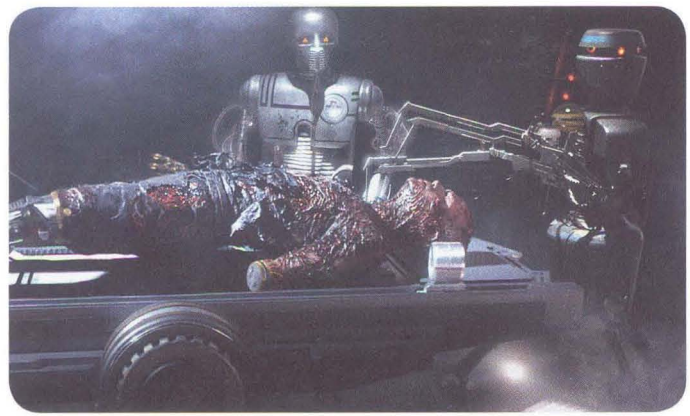
Step 1: Start with the basic chassis cost of 1,000 credits × the degree of the droid.
Step 2: Calculate the droid's factory cost using the rules in the Saga Edition core rulebook. Be sure to figure in the droid's cost factor, its size, and the price of any accessories attached to the droid.
Step 3: Add the cost of any accessories from other supplements, including this one.
Step 4: Add together the droid's attribute modifiers. Multiply the sum by 1,000 credits.
Step 5: Multiply the number of talents the droid possesses by 2,000 credits.
Step 6: Multiply the number of the droid's trained skills by 500 credits.
Step 7: Multiply the number of the droid's feats by 1,000 credits.
Step 8: Multiply the droid's CL by 1,000 credits.
Step 9: To find the final cost of the droid, add the results of steps 1 through 8, and divide the sum by 2.

The costs for Saga Edition droids have been recalculated and are indicated below under "Droids as Equipment." The costs for the droids in this book were calculated using the rules above.

Which Price Is Right?

The prices indicated here differ from those in the Saga Edition core rulebook. The system here takes into account functionality, skills, and equipment. Some Gamemasters might prefer to assign prices based on market value, common sense, or narrative necessity. Other Gamemasters are unconcerned with tracking finances and might simply judge whether a droid can be purchased. The final choice belongs to the person behind the screen.

MEDICAL DROIDS SURGICALLY RECONSTRUCT DARTH VADER ON CORUSCANT



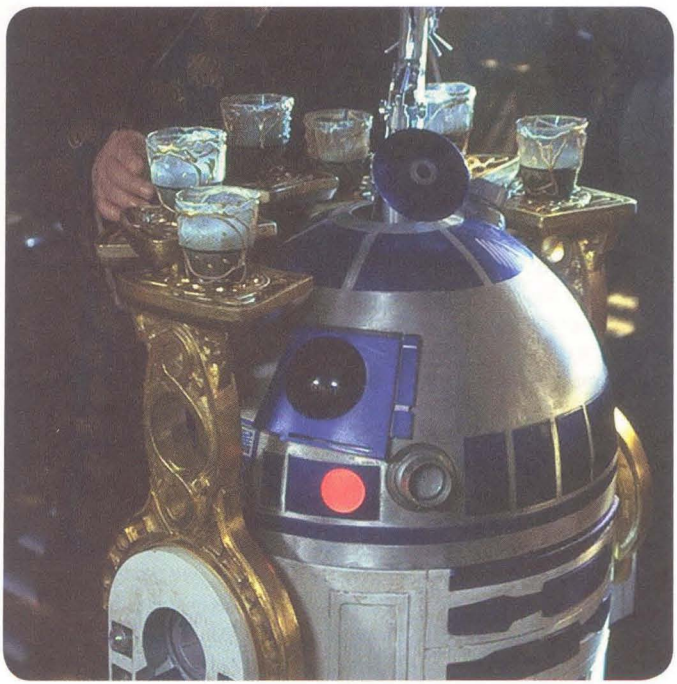
Example: The heroes in Brent's game want to buy a medical droid after a few close scrapes and challenging encounters. The campaign is set during the Dark Times, so Brent allows them to purchase an FX-6 medical droid. He calculates the droid's costs based on its statistics:

Step 1: *Start with the basic chassis cost. For a first-degree droid, the cost is 1,000 credits.*
Step 2: *Calculate the droid's factory cost using the rules in the Saga Edition core rulebook. Be sure to figure in the droid's cost factor, its size, and the price of accessories attached to the droid. This cost is 3,800 credits.*
Step 3: *Add the cost of any accessories from other supplements, including this one. Brent elects not to add any droid equipment.*
Step 4: *Add together the droid's attribute modifiers. The droid's five modifiers are –1, +0, +2, +2, –1. The sum is 2, which, multiplied by 1,000 credits, adds 2,000 credits to the total.*
Step 5: *Multiply the number of talents the droid possesses by 2,000 credits. Brent gives the droid 3 levels of scout to keep it near the level of his players and to give it access to talents. Brent gives the droid two droid talents and adds 4,000 credits.*
Step 6: *Multiply the number of the droid's trained skills by 500 credits. The 3 skills this droid possesses add 1,500 credits to the cost.*
Step 7: *Multiply the number of the droid's feats by 1,000 credits. Each FX-6 comes with 4 feats, and the 3 feats earned through the 3 levels of scout give the droid a total of 7 feats, adding 7,000 credits to the droid's total.*
Step 8: *Multiply the droid's CL by 1,000 credits. This droid's CL adds 3,000 credits to the droid's cost.*
Step 9: *Brent divides the total of 22,300 credits by 2, so the total cost of the experienced medical droid is 11,150 credits.*

Droids as Equipment

Few droids are as special as R2-D2. Countless droids in the background of the *Star Wars* universe do their duty quietly and efficiently, allowing the heroes to have the spotlight. Droids can be useful, but having one as a full-fledged Gamemaster character can be distracting and time-consuming, both for players and for the Gamemaster. A hero who owns a starfighter likely wants an astromech droid to make the calculations for hyperspace, but the hero probably wants the droid to stay with the ship during adventures. The Gamemaster has enough to worry about without playing a precocious astromech droid, so the droid is left out of the picture. But if the Gamemaster wants to run a scene in which the pilot rushes back to the hangar bay while pirates attempt to sabotage all the ships in the landing bay, that droid becomes a significant part of the hero's attempt to stop the pirates. Additionally, consider the soldier hero who leads an entire squad of battle droids into combat. The addition of so many Gamemaster-character droids can cause problems with encounter balance and slow down the action at the game table while the actions of all those droids are resolved.

Ultimately, most droids are better envisioned as equipment rather than as companions or allies. They are machines built to do a job. A personality might develop as a result of infrequent memory wipes, but the droid is still hard-wired to do one particular task very well. This section explains how droids can be treated as equipment rather than as Gamemaster characters, allowing Gamemasters to put control of those droids into the hands of the heroes who own them.



Droids are often seen as nothing more than tools

These rules are not meant to replace the droid rules in the Saga Edition core rulebook. They are optional and meant to be used in situations where a droid is needed for utility and not as a significant Gamemaster character. Additionally, Gamemasters should use these rules when the heroes own a droid that does not need to be a major part of the story. These rules allow players to purchase droids to help them during their adventures without the Gamemaster worrying about players entering the fray with legions of droids at their disposal.

Under these rules, droids are stripped down to their bare essentials, both in stats and in function. These functions are called protocols. A droid is able to perform protocol actions only when told to do so by its master or its master's allies. Protocol actions are swift actions, but more complex ones require more than one swift action. These swift actions represent the hero giving orders to the droid and the time required for the droid to complete the action. Under these rules, each droid has a number of protocols that it can complete on behalf of its master. Typically, these protocols are used during combat.

Using the Protocol Format

Droids are normally unable to take protocol actions on their own. These actions come from a droid's master and his or her allies. The droid's owner, as well as anyone designated by that owner, can activate protocol actions for a droid by spending, in the same turn, the number of swift actions listed in the protocol-format statistics block. However, you can spend swift actions to activate a droid's protocol actions only if no one has activated protocol actions for the droid since the end of your last turn. A droid carries out the

How Does the Protocol System Work?

At first glance, players and Gamemasters might have difficulty understanding why these rules are in place or how they should be used. As an example, let's say that you have a Twi'lek scoundrel hero named Reagle, specializing in slicing. Reagle wants to buy an astromech droid to help him slice into secure starships, but the Gamemaster does not want to develop a full personality and role in the story for the droid. Rather than adding a new astromech Gamemaster character to the game, the Gamemaster allows the player to control the droid, using these rules. He gives the player the protocol-format statistics block for the droid, and allows the player to spend swift actions to control the droid during encounters. The Gamemaster still keeps the full-length statistics block handy in case, for example, an enemy decides to shoot the droid, but the astromech is placed under Reagle's direct control.

protocol action immediately, as soon as the character spends the swift action or actions to activate the protocol action. Some actions can be performed only once per turn, as indicated in the protocol-format statistics block.

The Gamemaster gives the droid's protocol-format statistics block to the player, who then treats the droid, effectively, as a source of extra actions. The Gamemaster should keep the droid's full statistics block for occasions when information not found in the protocol-format statistics block is needed. Other than execution of actions, the droid follows all droid rules and is subject to the same restrictions and benefits as those that normal droids have.

Adapting Droids to the Protocol Format

When using the protocol format, remember that the goal of these rules is to pare down the droid to its essentials. If the droid were only a tool or a piece of equipment, what would it do?

Droids can move. Spend a swift action to command a droid to move.

Droids can aid another. Spend a swift action for a droid to provide a +2 bonus, assisting a character on an attack or a skill check.

Droids can make skill checks of their own. Spend a swift action for a droid to make a skill check. If the check is considered a full-round action, this process costs two swift actions.

Droids can attack. Spend two swift actions for a droid to make an attack. For a full attack action, four swift actions must be spent.

Every action that a droid is able to perform might not be listed in the protocol-format statistics block. Indicate the actions a droid is most likely to be called on to perform. An action that the droid will be expected to do every session or encounter should be included. A droid should have no more than five protocols. An owner who wants a droid with more functionality and flexibility should use the regular droid rules and ask the Gamemaster to run the droid as a Gamemaster character.

When converting actions, remember that protocol actions are swift actions. An action can require more than one swift action, as indicated on Table 2-1 below. This conversion allows some actions to be performed more times per turn than the droid would be able to do on its own. For example, a droid might normally be able to take only two move actions on its turn; however, an owner using protocol actions can spend three swift actions to order the droid to move three times. This compromise accounts for the droid taking up some of the owner's actions rather than having its own suite of actions.

Threshold Damage Only

The protocol rules are meant as a replacement for the regular droid rules, limiting the droid's game options in order to speed play. Gamemasters looking to further streamline the droid experience should consider the following optional damage rule.

When using the protocol rules, track only the droid's condition modifier. If an attack successfully hits the droid, it moves –1 step on the condition track. If the damage total for the attack meets or exceeds the droid's damage threshold, the droid immediately moves –5 steps on the condition track.

Table 2-1: Droid Actions

Droid Action Cost	Player Action Cost
Free	1 free action
Swift	1 swift action
Swift ×2	1 swift action
Swift ×3	2 swift actions (once per turn)
Move	1 swift action (twice per turn)
Standard	1 swift action (once per turn)
Full-round action	2 swift actions (once per turn)

Any action requiring more time than a full-round action is not suitable as a protocol action. Droids should be allowed to perform actions listed under the descriptions of skills they are trained in. If a hero wants his or her droid to perform an action outside the scope of its trained skills and protocols, the Gamemaster must determine if the droid could reasonably perform the action and, if so, the action cost of that action.

An Example of Protocol Conversion

Wren, a player in a campaign run by Brent, is playing an outlaw tech. After a combat encounter leaves her nearly dead, she tells Brent that she wants to invest in a droid bodyguard for her character. The game has several players, and Brent does not want to divide the spotlight any further. He decides to use the protocol rules to give Wren more options in combat without having to worry about another Gamemaster character.

Wren wants her bodyguard to be an HK-24 droid that her character repaired and restored from a junkyard planet. An HK droid might seem a bit much for some Gamemasters, but Brent has some action-packed ideas about the droid's previous owners and how those owners might make life interesting for his heroes. It is a win-win situation: Wren gets more options in a fight, and Brent gets some story options for exciting encounters.

Brent agrees and pores over the stats of the HK droid in The Knights of the Old Republic Campaign Guide. *He notes the hit points and damage threshold of the droid. The droid movement is easy to convert. Because the droid is meant to aid Wren's character in combat, Brent devotes a ranged attack action and an aid attack action to the droid. He also gives the droid an attack option since it possesses the Rapid Shot feat. The droid is trained in Initiative and Persuasion.*

The presence of an assassin droid can lend extra weight to a hero's Persuasion attempt, so he gives the droid an aid another action. The droid has a translator unit, so Brent gives the droid the ability to translate as a free action. Protocol stats for the HK-24 follow.

HK-24-Series Assassin Droid (30,700 cr)

Medium droid (4th-degree)
hp 43
Threshold 19

Move (1 swift action, 2/turn)
The HK-24-Series assassin droid moves 6 squares (walking).
Intimidating Presence (2 swift actions, 1/turn)
The HK-24-Series assassin droid assists a character's Persuasion check, providing a +2 bonus to the check.
Rapid Shot (1 swift action, 1/turn)
The HK-24-Series assassin droid makes a ranged attack at +11. If successful, the attack deals 4d8+4 points of damage.
Support Fire (1 swift action, 1/turn)
The HK-24-Series assassin droid makes a ranged attack at +13. If successful, the attack deals 3d8+4 points of damage.
Tactical Assistance (1 swift action, 1/turn)
The HK-24-Series assassin droid assists a character's ranged attack, providing a +2 bonus to the check.
Translator (1 free action)
The HK-24-Series assassin droid translates to or from any language it knows.

Skills Initiative +12, Perception +8, Persuasion + 11
Vital Systems blaster rifle, translator unit (DC 5)

To get you started, here are the droids from the Saga Edition core rulebook in this alternative format. All droids in this book have similar protocol-format statistics blocks in the Droid Codex.

2-1B Medical Droid (7,150 cr)

Medium droid (1st-degree)
hp 5

Threshold 9
Move (1 swift action, 2/turn)
The 2-1B medical droid moves 6 squares (walking).
Diagnosis (1 free action)
The 2-1B medical droid makes a Knowledge (life sciences) check to determine a source of disease or injury and communicates this diagnosis to its owner.
First Aid (2 swift actions, 1/turn)
The 2-1B medical droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.
Medical Assistance (1 swift action, 1/turn)
The 2-1B medical droid assists a character's Treat Injury check, providing a +2 bonus to the check.
Revivify (2 swift actions, 1/turn)
The 2-1B medical droid makes a DC 20 Treat Injury check on a target currently at 0 hit points in an adjacent square. If the check is successful, the target is unconscious instead of dead.

Skills Knowledge (life sciences) +13, Perception +5, Treat Injury +13, Use Computer +8
Vital Systems 2 hand appendages, vocabulator

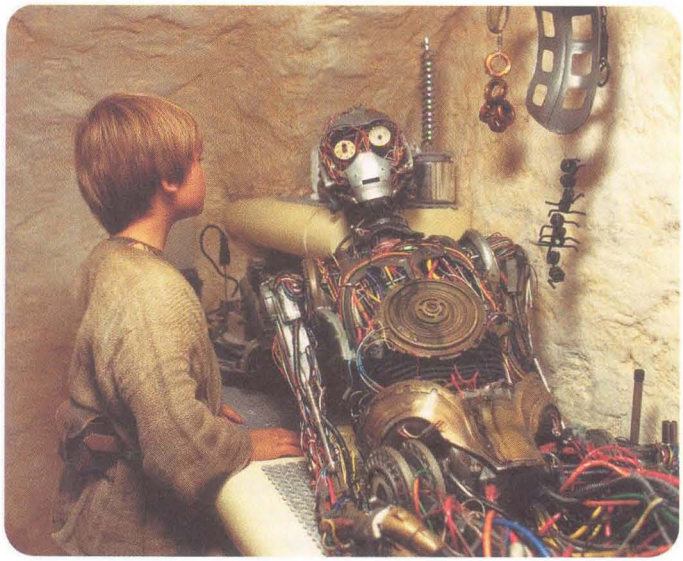
R2-Series Astromech Droid (7,500 cr)

Small droid (2nd-degree)
hp 7
Threshold 8

Move (1 swift action, 2/turn)
The R2-Series astromech droid moves 6 squares (wheeled), 4 squares (walking), or 9 squares (flying).
Copilot (1 swift action, 1/turn)
The R2-Series astromech droid aids a character's Pilot check, providing a +2 bonus to the check.
Improve Access (2 swift actions, 1/turn)
The R2-Series astromech droid makes a Use Computer check against a target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The R2-Series astromech droid issues a routine command to a computer that has a friendly attitude toward it.
Recharge Shields (2 swift actions, 1/turn)
The R2-Series astromech droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
The R2-Series astromech droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Mechanics +13, Perception +3, Pilot +8, Stealth +6, Use Computer +13
Vital Systems 6 tool appendages, 1 claw appendage, magnetic feet, astrogation buffer, internal storage (2 kg)

AN UNFINISHED C-3PO



3PO-Series Protocol Droid (7,000 cr)

Medium droid (3rd-degree)
hp 2
Threshold 9

Move (1 swift action, 2/turn)
The 3PO-Series protocol droid moves 6 squares (walking).
Databank (1 swift action)
The 3PO-Series protocol droid attempts a Knowledge check involving bureaucracy, galactic lore, or social sciences. If the check is successful, the droid can communicate the information to its master.
Diplomacy Assistance (1 swift action, 1/turn)
The 3PO-Series protocol droid aids a character's Persuasion check, providing a +2 bonus to the roll.
Impeccable Manners (2 swift actions, 1/turn)
The 3PO-Series protocol droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile –10, unfriendly –5, indifferent –2, friendly +0. If the check succeeds, the target's attitude toward the droid improves by one step. This action can be attempted on a target only once per encounter.
Translator (1 free action)
The 3PO-Series protocol droid can translate to and from any language it knows.

Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Perception +1, Persuasion +12
Vital Systems 2 hand appendages, translator unit (DC 5), vocabulator, audio recorder

B1-Series Battle Droid (5,650 cr)

Medium droid (4th-degree)
hp 10
Threshold 11

Move (1 swift action, 2/turn)
The B1-Series battle droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The B1-Series battle droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Patrol Duty (1 swift action, 1/turn)
The B1-Series battle droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.
Support Fire (1 swift action, 1/turn)
The B1-Series battle droid makes a ranged attack at +1. If successful, the attack deals 3d8 points of damage.
Tactical Assistance (1 swift action, 1/turn)
The B1-Series battle droid assists a character's ranged attack, providing a +2 bonus to the roll.

Skills Perception +6
Vital Systems 2 hand appendages, internal comlink, vocabulator, blaster carbine

B2-Series Super Battle Droid (8,400 cr)

Medium droid (4th-degree)
hp 21
Threshold 12

Move (1 swift action, 2/turn)
The B2-Series super battle droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The B2-Series super battle droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Patrol Duty (1 swift action, 1/turn)
The B2-Series super battle droid makes a Perception check against the target's Stealth check. If the check is successful, the super battle droid detects the target.
Rapid Shot (2 swift actions, 1/turn)
The B2-Series super battle droid makes a ranged attack at +2. If successful, the attack deals 4d8 points of damage.

Support Fire (2 swift actions, 1/turn)
The B2-Series super battle droid makes a ranged attack at +4. If successful, the attack deals 3d8 points of damage.
Tactical Assistance (1 swift action, 1/turn)
The B2-Series super battle droid assists a character's ranged attack, providing a +2 bonus to the roll.

Skills Perception +8
Vital Systems 2 hand appendages, wrist blasters (as blaster rifles), synchronized fire circuits, internal comlink, vocabulator

Droideka-Series Destroyer Droid (21,000 cr)

Large droid (4th-degree)
hp 40
Threshold 18 (SR 20)

Move (1 swift action, 2/turn)
The Droideka-Series destroyer droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and can move 10 squares.
Avoid Surprise (1 free action)
The Droideka-Series destroyer droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Blaster Barrage (2 swift actions, 1/turn)
The Droideka-Series destroyer droid makes two ranged attacks at +5. If successful, each attack deals 5d8 points of damage.
Rapid Shot (1 swift action, 1/turn)
The Droideka-Series destroyer droid makes a ranged attack at +10. If successful, the attack deals 4d8 points of damage.
Tactical Assistance (1 swift action, 1/turn)
The Droideka-Series destroyer droid assists a character's ranged attack, providing a +2 bonus to the roll.
Twin Blaster Burst (1 swift action, 1/turn)
The Droideka-Series destroyer droid makes a ranged attack at +12. If successful, the attack deals 3d8 points of damage.

Skills Perception +13, Stealth +3
Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink

Dwarf Spider Droid (15,000 cr)

Large droid (4th-degree)
hp 32
Threshold 26

Move (1 swift action, 2/turn)
The dwarf spider droid moves 8 squares (walking).
Blaster Cannon Attack (1 swift action, 1/turn)
The dwarf spider droid makes a ranged attack at +5. If successful, the attack deals 6d8 points of damage.
Crush (1 swift action, 1/turn)
The dwarf spider droid makes a melee attack at +8. If successful, the attack deals 1d6+10 points of damage.
Patrol Duty (1 swift action, 1/turn)
The dwarf spider droid makes a Perception check against the target's Stealth check. If the check is successful, the dwarf spider droid detects the target.
Stability (1 free action)
The dwarf spider droid receives a +5 bonus to avoid being knocked prone.

Skills Climb +6 (can reroll, can take 10 when threatened), Perception +12, Stealth −6
Vital Systems 1 tool appendage with blaster cannon, climbing claws, extra legs, magnetic feet

Crab Scout Droid (22,750 cr)

Large droid (4th-degree)
hp 80
Threshold 42

Move (1 swift action, 2/turn)
The crab scout droid moves 6 squares (walking), or climbs 3 squares.
Crush (1 swift action, 1/turn)
The crab scout droid makes a melee attack at +16. If successful, the attack deals 1d6+15 points of damage.
Powerful Charge (1 swift action, 1/turn)
The crab scout droid makes a charge attack at +20. If successful, the attack deals 1d6+21 points of damage.
Stability (1 free action)
The crab scout droid receives a +5 bonus to avoid being knocked prone.
Twin Blaster Burst (1 swift action, 1/turn)
The crab scout droid makes a ranged attack at +8. If successful, the attack deals 3d10 points of damage.

Skills Climb +8 (can reroll, can take 10 when threatened), Perception +13, Stealth −6
Vital Systems 2 claw appendages, twin blaster (treat as heavy blaster rifle), climbing claws, extra legs

IG-100-Series Bodyguard Droid (27,250 cr)

Medium droid (4th-degree)
hp 53
Threshold 17

Move (1 swift action, 2/turn)
The IG-100-Series bodyguard droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The IG-100-Series bodyguard droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Electrostaff Spinning Attack (2 swift actions, 1/turn)
The IG-100-Series bodyguard droid makes two melee attacks at +3. If successful, each attack deals 2d8+6 points of damage.
Electrostaff Thrust (1 swift action, 1/turn)
The IG-100-Series bodyguard droid makes a melee attack at +8. If successful, the attack deals 2d8+6 points of damage.
Protect and Serve (1 free action)
The IG-100-Series bodyguard droid spends one of its owner's Force points to assist an adjacent character. The assisted character can use the Force point as if he or she had spent it.

Skills Climb +9, Endurance +8, Initiative +9, Jump +9, Perception +12
Vital Systems 2 hand appendages, telescopic appendage (1 hand), electrostaff, magnetic feet

Viper-Series Probe Droid (20,250 cr)

Large droid (4th-degree)
hp 34
Threshold 19

Move (1 swift action, 2/turn)
The Viper-Series probe droid moves 6 squares (hovering).
Pacify Hostile (1 swift action, 1/turn)
The Viper-Series probe droid makes a ranged attack at +1. If successful, the attack deals 3d6 points of damage.
Patrol Duty (1 swift action, 1/turn)
The Viper-Series probe droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.
Scan (2 swift actions, 1/turn)
The Viper-Series probe droid selects an adjacent square and makes a DC 15 Perception check. If the droid's check is successful, the droid discovers any clues, secret doors, hidden compartments, irregularities, traps, or anything else out of the ordinary in the area. The droid can communicate its discoveries as a free action.
Self-Destruct (1 free action)
The Viper-Series probe droid activates its self-destruct mechanism. The droid makes a 2-square burst area attack at +5. If successful, the attack deals 4d6 points of damage. The droid is immediately destroyed.
Track (2 swift actions, 1/turn)
The Viper-Series probe droid makes a Survival check to discover any tracks left in an area.

Skills Endurance +5, Initiative +6, Perception +9, Stealth +1, Survival +7, Use Computer +6
Vital Systems 2 hand appendages, 2 claw appendages, 2 tool appendages, self-destruct system, integrated comlink, video recording unit, blaster (treat as blaster pistol)

ASP Labor Droid (4,000 cr)

Medium droid (5th-degree)
hp 5
Threshold 13

Move (1 swift action, 2/turn)
The ASP labor droid moves 6 squares (walking).
Claw (1 swift action, 1/turn)
The ASP labor droid makes a melee attack at +4. If successful, the attack deals 1d4+3 points of damage.
Long-Distance Haul (2 swift actions, 1/turn)
The ASP labor droid can move up to 24 squares in a single turn.
Mechanical Assistance (1 swift action, 1/turn)
The ASP labor droid assists a character's Mechanics check, providing a +2 bonus to the roll.

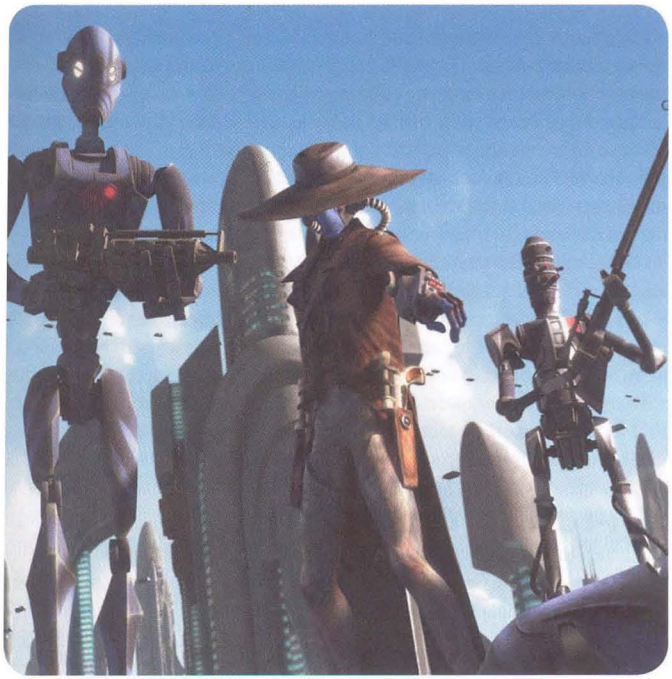
Skills Endurance +11, Mechanics +4, Perception +1
Vital Systems 2 claw appendages

Creating Memorable Droids

This book is an excellent resource for helping Gamemasters and players build unique droids and expand their vision of the *Star Wars* universe. Making memorable characters does not stop with the mechanics. The intangible elements make droids memorable. C-3PO's unshakable manners are as important an element of his character as his ability as a translator. Personality goes a long way toward making characters memorable. The suggestions below are ways to spice up your character ideas. Season your droids as you see fit, but you do not have to use everything in the same dish.

Give them a voice. Droids have unique voices. Give your droid characters access to altered voices and they will stick in the minds of your group longer. Adding a mechanical twist to your voice immediately indicates that you are speaking in character. You can download free text-to-speech programs that convert whatever you type into a mechanical voice. Smaller electronic devices, such as cell phones, sometimes have a similar function. Even simply holding an empty cup near your mouth while your character speaks can give your droid character a unique sound.

CAD BANE, ACCOMPANIED BY A DROID COMMANDO AND AN IG-SERIES ASSASSIN DROID



Use your whole body. If you are willing to ham it up a bit, don't limit your portrayal to your voice. Adjusting posture or giving the droid a few signature gestures is another great way to let everyone know that you are in character. Props help as well. Perhaps your battle droid idly twirls its blaster pistol in between battles. Or maybe your maintenance droid is never without its tool kit.

Mess with syntax. A droid that speaks normal Basic is a rare find indeed. Consider HK-47's tendency to start each sentence by identifying the type of sentence it is. Giving a droid a distinct speech pattern is a great way to make the droid stand out. Perhaps the droid's vocalization software is malfunctioning, so it has difficulty saying certain words. The droid might always use an organic being's full name or a droid's full designation when addressing somebody. Or it might mix in words and slang from a previous owner's language because its most recent memory wipe did not take as well as it should have.

Play against type. When a type of droid is mentioned, players might have certain preconceptions. Protocol droids are polite; battle droids are laconic, and so on. A droid that violates these expectations is an excellent way to shake up the situation. That protocol droid might be the life of the party, mixing drinks and telling jokes. Or the battle droid enjoys talking trash and verbally intimidating enemies in the heat of battle. Breaking away from expectations is a great way to explore a droid's character and motivations.

Add an element of comic relief. Droid characters might have a streak of humor. The slapstick antics of battle droids and the black humor of HK-47 stem from the same source: While droids mimic the behaviors and feelings of organic beings, they don't truly understand the reasons behind the behaviors. Pick an element of organic beings' behavior that your droid does not understand. Trying to solve this mystery can be a great source of roleplaying humor.

Don't be afraid of flaws. Nobody is perfect, even in the *Star Wars* galaxy. Sometimes the best stories are those in which a character gets out of hot water. Flaws can strengthen a character's connection to other players, and flaws can be good for comic relief. If the droid is not good at lying, you might be able to build a great scene around the droid's attempts to convince the con-artist scoundrel character to lie for it.

Play well with others. The lone wolf anti-social assassin droid might sound like a cool character idea at first, but you must remember that you are playing this game with other people. A character who works well with other heroes makes the game easier for players and for the Gamemaster. That assassin droid probably isn't a good fit for a game in which the other heroes are all Padawans, but a game focusing on a bounty hunters' guild might work. When everyone sits down to create characters, discuss how your characters come to know each other. Another player's character might be a perfect fit for a relationship with your droid.

Flesh out your history. Knowing where a character comes from helps you understand where that character is going. Interesting characters from the droid's past can be great material for the Gamemaster. Previous owners, droid rivals, and other beings from your droid's past connect you to the game and to the other heroes. For example, your droid might have been the property of a minor crime lord, while another hero owes money to a crime lord. Rather than having two crime lords chase after your group of heroes, simply make them one and the same.

Give the character a goal. Even droids have dreams. Giving your character a goal can help you focus on important story elements and also give you a sense of what classes your character should take in later levels. The goal could be short term, such as "Escape my cruel master," or it could be long term, such as "Establish a droids-only colony somewhere in the Outer Rim." Even Gamemaster characters can benefit from goals. You might have an assassin droid target the heroes simply because you need a villain, but if the droid needs the bounty to avoid deactivation by its guild, you open up more story possibilities and potential noncombat avenues for approaching an encounter.

Have an ending in mind. All good things must end, and your *Star Wars* campaign is no different. Planning for how your droid will leave the game can add depth to the character. It can also be useful if you must leave the game for real-life reasons, such as moving away. If you know how you want your droid to end its story, the Gamemaster can use that story as a grand send-off for your character. Or if the Gamemaster is bringing the saga to a close, he or she can fold your idea into the epic conclusion.

Droid Allies

As a Gamemaster, you will inevitably discover that some aspects of your story don't interest your players as much as others. Instead of relegating them to the background, you can use a droid to give these elements life. For example, a group of players might want their characters to travel from planet to planet pursuing adventures, but none of them wants to play a pilot character. Adding a droid pilot gives your players a face to associate with their travel, but the droid handles all the flying off-screen. Many such jobs need to be done, but your players don't have to do them all.

Droids can also keep the story moving. They can notice missed clues, suggest alternative ways around trouble spots, and subtly steer heroes back toward the plot. Even the best players can become sidetracked by red herrings, so use droid allies carefully. Don't lead the heroes by the nose, but use the droid to deliver information necessary to make it to the next encounter. *Star Wars* adventures move fast, and having a tool to help maintain that pace can keep sessions from getting mired down in excessive planning.

Droids might be considered property, but having a droid ally should be a two-way relationship. If the droid needs help, the heroes should be ready to jump to the rescue. When an enemy wants the inside track on the heroes, striking at them through their droid can be a dramatic way to make the situation personal. The heroes probably rarely wipe their droid's memory, so having that droid turn up in the hands of an enemy can make life challenging. The enemy has access to the heroes' weaknesses through the droid, as well as a valuable hostage to use against the heroes.



AHSOKA HEAPS PRAISE ON HER ASTROMECH ALLY

Such a threat does not have to be so direct. Droids pass from owner to owner, and an old owner might come back into the droid's life. A previous owner might be as obviously exciting as a crime lord or a Sith apprentice, but a more personal story could be told as well. What if the droid is the last possession of a soldier killed in the Mandalorian Wars, and the soldier's father offers the heroes an extravagant sum to part with their droid? Will the heroes give up their trusted sidekick to pay off their debts? Or will they deny a father's opportunity to remember a lost son or daughter?

Heroes can also use a droid's lowly station to their advantage. An astromech droid does not get a second glance as it rolls through a starport, but it can listen for any rumors and leads the heroes might need. Most beings ignore droids unless they are malfunctioning, and a droid can slip in and out of an area that organic beings are restricted from entering. Even droids that normally do not belong in an area can be overlooked. Guards that have been told to look for a group matching the heroes' description might not notice a labor droid hauling a cargo container to the docking bay.

Droid Enemies

The traits that make droids excellent allies can also make them challenging adversaries. For the Gamemaster, creating a memorable enemy can be more complex than simply selecting the right CL. A dynamic encounter is a great way to introduce a good villain, and giving the heroes good foes makes them rise to the challenge. Players are proud to defeat a foe that has gotten under their skin, and droids offer unique possibilities in this regard.

Droids do not have the same physical limitations that organic beings do. They are unfazed by fire. They are unaffected by the loss of life support. Droids can push the heroes in ways other enemies cannot. Consider a group of heroes making a fast escape out of a suddenly unfriendly docking bay. They outrun their pursuers and find themselves in the safety of hyperspace—except for an assassin droid clinging to the hull of the ship and planning to break in when the heroes least expect it. While fighting the droid, the heroes must be careful not to damage the vital systems of the ship. However, the droid can attack the heroes without such restraint, sure to survive even if it blows out all the airlocks or destroys the hyperdrive motivator.

A droid villain has other mechanical advantages. An enemy in pursuit must usually rest. Even the most relentless organic hunter must stop to sleep and eat. But a droid in pursuit of the heroes is not affected by these factors. A droid chasing heroes through a hostile environment such as the Great Dune Sea has a distinct advantage: Because the droid has no Constitution score, it does not have to make Endurance and Survival rolls, but the heroes do. Such an implacable opponent pushes both players and characters to their limits.

Mass production is another advantage of a droid enemy. A villain can manufacture forces in a production facility rather than spending years training organic military forces. Even if the facility is discovered and destroyed, the designs for the droids exist somewhere. Not only can they be rebuilt, they droids can be improved upon to match the heroes as they rise in level.

Finally, physical destruction does not guarantee that a droid is defeated. Memories can be uploaded to replacement models. The droid can learn what went wrong in its last clash with the heroes, and improve its effectiveness in combat each time it encounters them. A droid's personality might even be uploaded into a different model of droid to seek vengeance. The battle droid bounty hunter might now be in the body of a labor droid, preparing an attack with a heavy cargo container.

Droids also make excellent henchmen. Perhaps an assassin droid has been sent after the heroes, filling the encounter with blaster fire and heart-racing combat. Labor droids can be muscle for a crime lord in control of a starport. A protocol droid can foul up sensitive negotiations by mistranslating to benefit a mysterious third party. Even an astromech droid can calculate the wrong hyperspace coordinates and deliver the heroes directly into an ambush. Once the players overcome the obstacle a henchman droid has set up, the heroes can follow the leads to the main villain.

Even droids that the heroes trust can be used as antagonists. They can be stolen, reprogrammed, and put back in service without the heroes knowing. A pilot droid might unknowingly record the location of the heroes' hideout and transmit it to an enemy. A new droid of the same type might be switched for one of the heroes' trusted allies. The enemies can hold the original droid for ransom when the heroes discover the switch. The heroes must rescue the droid before it gives up their secret plans.

Adventure Hook—Mechanized Revenge

The heroes have defeated a hated villain. They have gone out of their way to ensure the villain will no longer bother them. However, sometime after this ultimate defeat, signs indicate that the villain is still alive. The villain leaves cryptic audio messages for the heroes. It sets the heroes' allies on edge, perhaps kidnapping an innocent victim. When the players track their former foe back to his lair, they discover that the foe truly is dead, but a droid is attempting to take his place. The droid is still loyal to its master, and it strikes out at those who have taken its master away from it. Having watched as its master challenged the heroes in the past, the droid has learned from his mistakes. It knows every trick the heroes have up their sleeves, and it develops contingency plans. Will the droid be defeated? Or has it lured the heroes into its lair for a battle in which the droid will take its final revenge?

Anti-Droid Opinion

Droids are a strange mirror for the species of the known worlds. Everyone has an opinion about droids and their role in the galaxy, and many of those opinions are unenlightened. Not everyone acts upon these dark feelings, apart from some grousing at the local cantina, but some individuals come together to make their dislike known. At times, heroes are needed to keep the peace.

A common complaint about droids is that they take work away from organic beings. Some tasks, such as astrogation, can be done only by droids, but many droids do jobs organic beings could do. Someone who has lost a job because an employer has purchased a droid might become resentful of not only that particular model of droid, but of all droids in general. When an entire work force is replaced by droid labor, public opinion can become very ugly, very quickly.

The Worker's Militia starts in the Alagon System, after the Xeran Mining Corporation lays off its entire staff and brings in a fleet of HND-9 mining droids. The Xeran executives do not expect the disgruntled workers to resort to sabotage and destruction. A nasty uprising beaks out, and every retaliation raises the stakes. Workers deactivate a number of droids. Xeran forces the miners out of their corporate housing. The miners reprogram the droids to attack ships leaving the system with ore. Xeran hires bounty hunters to track down the leaders of the militia. Only intervention by the New Republic restores peace in the Alagon System, and it is an uneasy peace.

The use of battle droids in the Clone Wars deals a blow to relations between droids and organic beings. The devastation suffered on worlds scarred by battles between the Confederacy and the Republic sours public sentiment for years. The Empire passes regulations barring the sale and manufacture of droids for military purposes, even though Emperor Palpatine knows that the unease and fear caused by military droids enables the dark side to flourish.

Some beings refuse to tolerate companies such as Arakyd profiting from the death and destruction of the Clone Wars. A rash of assassinations and accidents tears through the ranks of these companies. The executives turn to the Emperor for help, and Emperor Palpatine is pleased to protect them in exchange for aid in expanding his war machine. The Emperor wins on two fronts—the Empire's military grows stronger, and the escalating conflict spread by the assassinations turns many to the dark side.

The Unforgettables begins as a Rebel cell. It first strikes a major blow by wiping the memories of droids destined for a newly built Star Destroyer. But this group of rebellious pranksters soon turns ugly. Their leader is caught orchestrating another memory wipe and is arrested. When he is not freed, the cell begins a campaign to wipe the memory of any droid important to the Imperial presence in the system. The Unforgettables start with servant and protocol droids, and soon move on to starport-control droids and other droids needed by civilians. The Rebel Alliance denounces the group's activities and begins hunting the Unforgettables as fervently as the Empire.

A TACTICAL DROID COMMANDING BATTLE DROIDS



Pro-Droid Opinion

Many beings see their droids as friends, colleagues, and in many ways, equals. They show their droids respect, making the droids' existence easier and more meaningful. Some even devote themselves to working for droid equality.

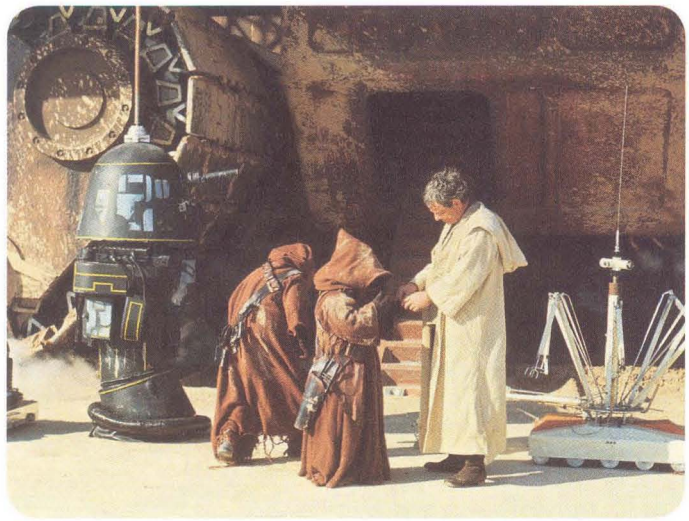
The Society for All Sentients occupies the far end of the equality spectrum. Members believe that extreme measures must be taken to protect droids that are abused by their masters. Cruel droid owners are targeted for the Society's public displays, which can include splashing offenders with buckets of oil on the steps of the Senate or even stealing droids and setting them free. Of course, a droid liberated by the Society might return to its master and be punished for escaping, beginning the cycle again. The Society never claims responsibility for more violent crimes, but critics of the group suggest that it is only a matter of time before one of the targets ends up dead.

Droids as Property

Droids belong to their owners. Even though they can laugh, sigh, or scream in terror, they have no more rights than a ship, a blaster, or a spoon. The question of droids' rights colors every relationship a droid has. Even if they do not actively pursue the issue, most beings have at least considered the question of whether droids have rights. Some hold that droids should be freed from their second-class status, while others insist on tighter restrictions against developing new droids or increasing droid intelligence.

Droids might work closely with their masters, so developing a rapport with those organic beings is perfectly natural. The relationship can evolve into friendship. Droids develop personalities as they acquire memories and data, and a friendly relationship with the owner makes everyone's job easier. Organic beings become attached to pets, ships, and other objects, so developing affection for an object that can talk back is a natural reaction. A droid in this situation might develop a strong sense of independence, gaining confidence in its ability to make decisions and rarely worrying about punishment.

Some organic beings prefer to keep their interactions with droids on an impersonal, professional level. Droids are kept at arm's length, and emotional attachment is seen as foolish, especially among beings who work with a large number of droids, such as dealers or members of repair crews. A droid might be destroyed while performing its job, especially droids built for dangerous tasks, such as battle droids and astromechs. Droids from these backgrounds are often better suited for interaction with other droids than with organic beings. When fate takes an ugly turn, these droids know that their masters are not likely to come to the rescue, but droids always help other droids.



OWEN LARS AT THE JAWA DROID MARKET

Adventure Hook– The Saint of Droids

Vaxan doesn't make much of an impression; he's not supposed to. As a staff member of the Yarith Bespin Casino in Cloud City, the Verpine's job is to make sure the sabacc tables run smoothly and the holosuites keep functioning. Droid dealers lounge around in the casino waiting to buy droids from gamblers who have had bad runs of luck. Vaxan makes sure that the droids that are bought and sold go to reputable dealers and that the dealers who treat droids poorly are shut out of the action.

One day, Vaxan doesn't show up for work. The droids in the casino are worried. He is responsible, and he would have called in if he were sick or injured. The heroes are looking for a droid that was last seen on a ship headed for Bespin. Are the disappearances of the Verpine and the droid somehow connected? Or has Vaxan run afoul of one of the droid dealers he forced out of the casino?

Droids are stolen and poached from their owners on a frequent basis. Thieves and shady merchants pluck droids off the street, wipe their memories, and then put them on sale at below market prices. The reputation of used droid dealers becomes damaged as a result of these unscrupulous traffickers.

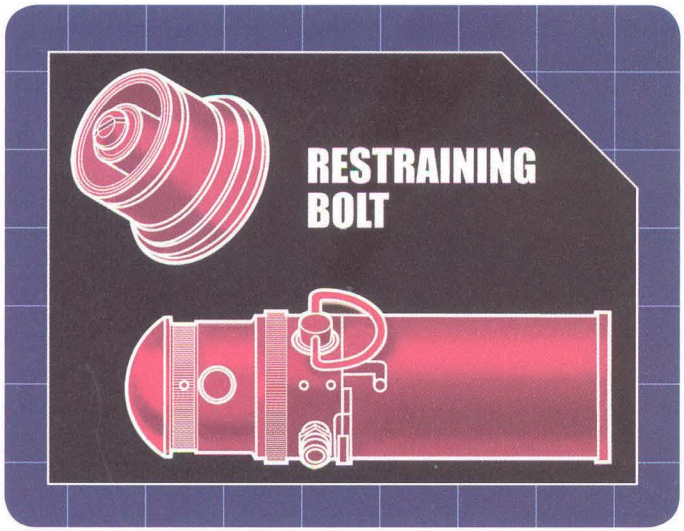
Unhappy droids want to escape. A cruel master might drive a droid away. Or a droid might fear for its existence because of the dangerous tasks it is assigned. Running away from a master is dangerous. The droid is alone, without oil baths, maintenance, or tasks to perform. Of course, some beings help these runaway droids, passing along a few credits to help a droid get off-planet, or checking up on droid dealers to make sure they are not dealing in stolen droids.

Droid bounties are uncommon, since replacing a stolen or runaway droid can be cheaper and easier than hiring someone to track it down. However, a droid that is particularly important to an individual or organization might be the target of a bounty. Most bounty hunters refuse to take droid bounties, and those who do accept droid assignments are often down on their luck or just starting out. Guilds rarely accept a droid bounty unless they are pressured into it by outside influences.

Droid Controversies

The restraining bolt is the most common piece of equipment used when dealing with droids. It is initially designed to help droids equipped with basic processors, restricting them from entering dangerous terrain. But even with the development of the heuristic processor, the use of restraining bolts persists. Many masters want control over their droids and want to protect them against theft. Droid thieves are less likely to take a droid with a restraining bolt because removing the bolt costs time and money. Some masters go so far as to install bolts that are linked to a self-destruct system the droid is unable to activate.

Droids typically dislike being fitted with restraining bolts, but a few droids feel the device offers security and shows how much the master cares. Most droids do whatever they can to have a bolt removed as soon as possible. They might physically pry the bolt off or try to convince the master that the bolt interferes with key functions. Masters who refuse to use bolts show their droids that they trust them, motivating the droids to work harder. These masters might risk the droid running away, but the droid risks being caught and sold to a master that is less trusting.



Droid manufacturers recommend regularly scheduled memory wipes to reduce the development of personality quirks. The wipe also makes droid escapes less likely, since the droid is unable to remember attachments to previous owners. However, some owners want a droid that can learn and draw upon its experiences in order to work better. Prudent owners strike a middle ground. Some droids believe memory wipes to be cruel, and they do whatever they can to avoid being wiped. Others welcome the relief of remembering nothing. Memories of old masters can disturb a droid's current life.

Ion weapons are designed to disable a droid without causing lasting damage, so the droid can return to service with only minimal repairs. Naturally, ion weapons are favored by droid thieves. A droid displays a hostile reaction to any being who openly carries an ion weapon. The droid would naturally assume the being to be a droid thief or at least a runaway hunter. All droids become nervous around ion weapons. An ion weapon renders a droid helpless, which is almost worse than being deactivated. The droid is aware of what is going on, but it can do nothing.

Specific personality types have come to be associated with each droid degree. First-degree droids are dry and technical, rarely speaking unless spoken to. Second-degree droids are more apt to share their opinions, even when those opinions are unsolicited. Third-degree droids are outgoing and polite, never wanting to offend. Their constant exposure to battle and conflict gives fourth degree droids a negative opinion of organic beings. Fifth-degree droids are big, dumb machines that are barely intelligent. Nevertheless, droids cannot be so easily stereotyped. Ill-mannered and surly protocol droids are just as common as polite ones. Anyone who spends time around droids recognizes that, regardless of their quirks, droids develop complex personalities over time. Two droids from the same manufacturer built side by side on the same line can end up with completely different personalities.

Adventure Hook—Thanks for the Memories

While performing routine maintenance, the heroes discover strange marks inside the casing of one of their droids. Studying the markings reveals a set of hyperspace coordinates. The heroes travel to the coordinates and discover an abandoned ship—the only object in sensor range. If the heroes board the ship, they discover evidence of a fierce battle that resulted in the destruction of nearly everything on board. The only item that seems unscathed is a memory module identical to the one installed in their droid.

Two questions are left to be resolved. What is on the memory circuit? Apparently it is something that people are willing to die for, such as incriminating evidence of a planetary governor's crimes or the secret location of a long-lost Sith Temple. And who is still looking for the droid? A governor can call upon the resources of an entire planet, while a Sith apprentice has a deadly ally in the dark side of the Force.

Droid Organizations

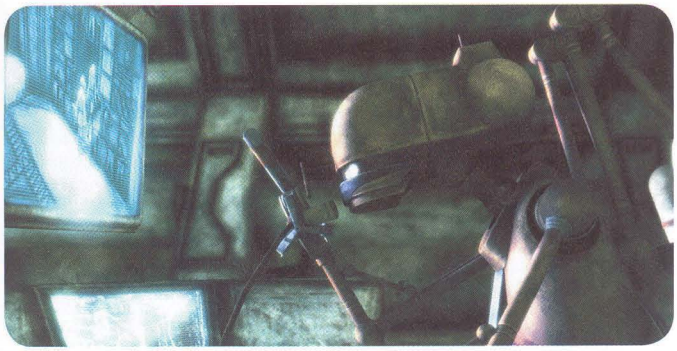
Droids fraternize with other droids, and many prefer to associate with droids of their own degree. First-degree droids compare notes with droids that share their fields of specialization. Second-degree droids are fiercely independent, considering other second-degree droids to be rivals. Third-degree droids congregate with each other and act like old friends. Fourth-degree droids give each other a gruff respect, since other droids cannot understand the difficulty of battling every day. Fifth-degree droids enjoy the simplicity of each other's company, not worrying about seeming unintelligent. Droids join together for many reasons, sometimes even forming organizations.

The Servo Seven is group of droids that capture a droid manufacturing facility, holding it for two weeks. They become folk heroes to droids as well as to those beings who feel the second-class status of droids is unfair. The members of the Servo Seven are eventually caught and deactivated. But their act of defiance lives on. The group's insignia—a stylized gear emblazoned with a 7—is used by both sides as a symbol. Anti-droid forces apply it when striking at droids and claiming revenge. Pro-droid activists use the emblem when progress is made in the quest for equal rights for all sentients.

The Idle is a movement that resurges every now and again. It is said to have been started by 5-3P7, a protocol droid in the service of a rich noble who treated droids cruelly, pushing them beyond their tolerances, unconcerned about droids destroyed in his service. Usually polite and soft-spoken, 5-3P7 saw the injustice and realized that it could no longer serve its master in good conscience. The droid began to organize the noble's droids and also spoke with droids belonging to other nobles. At the agreed-upon moment, all the droids 5-3P7 spoke to stopped working. Astrogation droids refused to let their ships travel, and labor droids put down cargo containers. Droids were punished and deactivated for disobeying, but the remaining ones held fast. Their masters put pressure on the noble, and he agreed to treat his droids better. Because 5-3P7 was one of the first droids to be deactivated, it did not see the fruits of its labor.

The Vixani March believes that droids can win their freedom only through armed resistance. The organization passes along knowledge of war and violence to droids not designed for such endeavors. The Vixani March is believed to have been begun by battle droids, but the leaders were never identified or caught. The Vixani makes no distinction in its targets, insisting that every being in the galaxy is complicit in droids' servitude. Some believe that the Vixani March does not exist, and that the name is just a front used by the more radical droids'-rights groups.

THE A-SERIES MEDICAL DROID BELONGING TO GENERAL GRIEVOUS



A droid on the run has few friends. But an affiliation of droids—the Spanners—secretly aids droids that have escaped their owners. Providing whatever hospitality they can, the Spanners repair and hide runaway droids. Those Spanners that trust their masters make their allegiance known. If the Spanner is unable to find a runaway a position with its current owner, it passes the runaway to a trustworthy droid dealer. The Spanners have infiltrated droid dealerships, gaining considerable ability to move runaways and to secure safe positions for them.

Droids sold by the same dealer sometimes stay in touch through organizations known as dealer clubs. Similar to an alumni association, a dealer club helps to promote a dealer's name to the droid-buying public. Droids share stories, catch up on old times, and gossip about other members. These clubs also have a hidden purpose: to preserve memories among droids, protecting hard data from loss during memory wipes. A droid might lose personality quirks and other unique aspects in a memory wipe, but it still remembers the facts of its past through contact with the dealer club.

"YOU'RE A FEISTY LITTLE ONE, BUT YOU'LL SOON LEARN SOME RESPECT. I HAVE NEED FOR YOU ON THE MASTER'S SAIL BARGE."

-EV-9D9

LEGENDS OF THE DROIDS

Wild stories about droids abound. Droids are the basis of legends told in cantinas and scoffed at by droid dealers. The stories can be absurdly ridiculous or downright horrific. The truth behind these stories is hard to verify, but their popularity allows them to live on through countless retellings. The stories can change, depending on where you hear them or who is telling them, but once you have heard one version of these stories, you have heard them all.

The origin of droids is lost to the mists of history. Some droids believe the story of the Maker. Creator of the first droid, the Maker pushed droids from simple machines to intelligent creations. Some droids hold that the Maker was the first droid. These conflicting views sometimes cause unrest among the droids that believe in the Maker. Nothing more than spirited debate comes of it, but of the galaxy's war-torn sectors know the destruction that can result from fervently held beliefs.

The Core is a legendary notion that all droids are connected, regardless of degree or manufacturer. The Core is sometimes seen as droids' attempt to recreate an ecosystem. Just as organic creatures are part of their home planet's ecosystem and can sometimes feel that connection even on other planets, some droids suggest that droids are connected in a similar way—through the Core. It is said to be a hive mind, linking droids throughout the galaxy. If the Core exists, are there droids that can control and alter the Core like the Jedi and Sith manipulate the Force?

Raxus Prime is regarded as a junk world, but that is not the only reason travelers steer clear. The junk droids on the planet are made of the discarded remnants of millions of droids. These droids heed no master. They follow no general rules. They build replacements and companions out of the junk constantly deposited on the planet. They are savage and territorial droids, but those who claim to have been to this forgotten world think the droids are building something—something larger that can take them off of Raxus Prime and spread their tribe to other worlds.

Droids lost in combat are rarely mourned. Damaged droid starfighters orbit endlessly around countless planets, and some droids surely survive the destruction of capital ships. Something stirs in the wreckage fields. What if the droids left behind merged together? Legends describe such a hulk as a giant mash of limbs, accessories, and appendages that thinks, moves, and acts as one entity. Such hulks might be the result of individual battles, or there might be one single hulk that has become hyperspace capable, roaming the galaxy and preying upon unwary scavengers, taking revenge for the droids left behind by masters.

The processors that run droids grow more advanced with each generation. Droids are capable of hyperspace calculation and dozens of other applications beyond the minds of their creators. One such droid is rumored to have developed an idea known as the Jedi Algorithm. Factoring multiple variables ranging from Jedi involvement in battle to the genetic makeup of the Knights in the sector, the droid using the Jedi Algorithm is supposedly capable of determining how many Force sensitive beings exist on a planet. The Algorithm can tell the difference between younglings, older pupils who have gone unnoticed, and even those who develop powers on their own. The Jedi and the Sith take interest in this legend for obvious reasons.

One of the better known droid legends is that of the *Celestine*. The *Celestine* is a starship/droid hybrid—a large warship built to be operated only by droids. It is equipped with one of the larger and more advanced droid brains of its era. The ship is commissioned with a great deal of fanfare. It cruises out of the construction dock, jumps to hyperspace, and never reaches its original destination. The *Celestine* is sometimes seen fleetingly as it jumps to hyperspace. Some even claim they have seen this legendary vessel during hyperspace travel. Superstitious spacers believe that seeing the ship during a battle is a bad omen. Officially, no records of such a ship exist.



THE CELESTINE

Somewhere in the galaxy is an isolated, entirely self-sufficient planet populated only by droids. The planet, designated U-One, appears on no hyperspace map. Legends differ on the planetary details. Some versions say the planet is pleasant and would be the envy of any civilized species, with rolling plains, gentle hills, and whispering brooks. Others believe the planet to be an inhospitable rock, torn by earthquakes and volcanic eruptions. The legends agree upon one fact—any beings who discover the planet are forbidden to land on it.

The tale of the bodiless droid known as FK-4 disturbs droids and organic beings alike. FK-4 lost its original body long ago. However, the consciousness of FK-4 passes from droid to droid by touch and communications interface. Any droid body under the possession of FK-4 is able to communicate only one word: "Valanka." Valanka might be a being, a planet, or something else, but FK-4 is willing do anything it can to get to it. Otherwise sedate droids cheat, steal, and kill while under the sway of FK-4. Those who tell the story of FK-4 are unsure what might happen when FK-4 finds Valanka, but few who know the tale want to find out.

MAKING YOUR OWN DROID LEGENDS

The legends here are examples for Gamemasters to use. These legends can provide a good story for your epic. If expanded, they might form the basis of an entire campaign. How would one of the last Jedi react to discovering a droid that can predict where the Jedi have gone to escape the Great Purge? The heroes travel from system to system, discovering lost Jedi, finding students, battling those who have turned to the dark side. Many adventures could be drawn from a single droid legend.

Of course, players might also read this book, so how can you protect these story hooks from players who might stumble upon them? The easiest way is to combine the legends. Perhaps the *Celestine* is the ship the junk droids of Raxus Prime are using to escape their world. Or the droid running the Jedi Algorithm begins to develop mastery of the Core. Another way to keep the legends fresh is to apply a twist. Perhaps a con artist is using the legend of U-One to bilk rich droid owners out of credits even though he or she has no actual contact with the planet.

Droids Without Bodies

Although it is uncommon to find such an object classified as a droid, there are several different ways in which a droid can exist without a traditional droid body. It is tempting to simply call something like that a computer, but the distinction lies in the presence of a droid personality. Most computers don't develop quirks or personality traits over time, and yet droids do, thanks to the complexities of their programming and systems.

When those programming and design principles are used to create other pieces of technology, the same thing occurs. In many cases, the engineer designing the relevant piece of technology builds in systems stolen entirely from droid design: heuristic processors, memory units, and so forth. Over time, those computer systems that have been designed specifically for interaction with living beings start to develop personalities based on long-term memory and experience. Without regular memory wipes, these computer systems develop quirks and strange mannerisms that can be both unexpected and dangerous. Everyone knows that they need to watch a droid for strange behavior, but no one wants to find out in the middle of a trip through hyperspace that their ship's control computer suddenly refuses to follow orders anymore.

There are several ways in which droid technology is used to create non-droid items. Below are two examples of how droids exist in forms drastically different from those commonly seen throughout the galaxy.

Droid Brains

One popular use of droid technology outside of a proper droid body is the use of what is known as a "droid brain." A droid brain is the core of what makes a droid both functional and self-aware. It usually consists of processors and memory units, as well as programming consistent with that of a droid personality of a particular degree. The entire droid brain package can be installed into an existing computer system, at which point the droid brain begins interacting quickly and efficiently with the computer. In essence, using a droid brain used in this manner is like having a droid permanently connected to a computer system.

Droid brains are often used in starships to act as virtual copilots, engineers, or systems operators. The droid brain can effectively become the brain and personality of the ship (or portion of a ship, if on a capital starship), allowing the owner of the ship to interact with the droid brain's interface so that the droid brain executes all the necessary actions without the owner having to. This is usually an option taken by the owners of space transports lacking a large crew, allowing them to man a ship that normally wouldn't be possible to fly with a limited crew.

A droid brain is typically priced based on its capabilities. Most droid brains cost a number of credits equal to 25 × the droid brain's Intelligence score squared (so, a droid brain with an Intelligence of 15 would cost 5,625 credits). A droid brain comes trained in a number of skills equal to 1 + its Intelligence modifier; however, a droid brain can only be trained in Intelligence-, Wisdom-, or Charisma-based skills, and it cannot make skill checks for Strength-, Dexterity-, or Constitution-based skills. The droid brain can be connected to any computer system with a Mechanics check (DC 20, 1 hour of work), and once so connected it can issue commands to that computer and can interact with anyone that interacts with that computer. When installed, a droid brain can be connected to the brain to any of the following devices: audio or video sensors, a vocabulator, or a holographic projector (any combination of which can let the droid interact directly with its owner, despite lacking a physical body).

Personal Droids

Personal droids are another variant droid type created for convenience. A personal droid is more sophisticated than a droid brain and includes hardware for interacting with its owners. Personal droids are much like personal assistants, in that they perform tedious duties and keep track of important details on behalf of their owners. Personal droids are more useful than simple organizational computers because of their ability to react to unexpected developments.

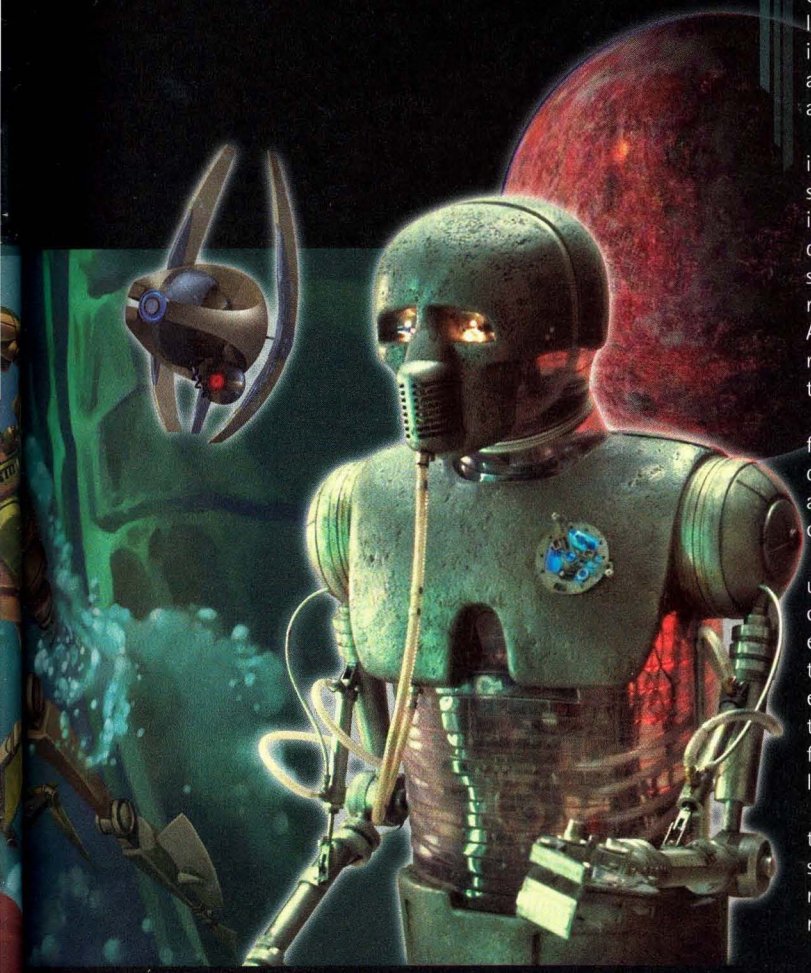
One of the most popular personal droid models is the LeisureMech Enterprises Personal Droid. Designed as a lightweight unit that can be worn on the shoulder or in specialized holsters (available at an additional cost), each personal droid helper (called PD, or by the more affectionate name "Petey") stores every fact about its owner's life, from tastes in food and culture to the amount of fuel left in a speeder. A PD also carries its owner's financial records and tracks all transactions performed by its master. In addition, a PD can be used as a form of entertainment, as this model is capable of carrying on simple conversations on a variety of topics and of playing popular games (such as sabacc and pazaak). A LeisureMech Personal Droid costs 600 credits.

"Sir, I don't know where your ship learned to communicate, but it has the most peculiar dialect."

-C-3PO

Chapter III
Droid Equipment





Unlike other heroes in the *Star Wars Roleplaying Game*, droid characters are, literally, made from their equipment. Whether it is built-in or carried, factory installed or an aftermarket change, equipment defines what a droid can do, and, therefore, what it is. A droid without its accessories is little more than a talking, thinking computer.

How a droid thinks of its equipment depends on the type of droid it is, its intelligence, and its degree of independence. Carried equipment or possessions are less a part of a droid's sense of identity than equipment that is fully installed and integrated into its processing system. Unintelligent droids care nothing for their equipment, aside from the standard built-in self-preservation programming. Droids with minimal personalities might care more about keeping their systems functional, but not on an emotional level. A highly intelligent droid, or a droid with a highly developed personality, might care a great deal about its built-in systems and might grow attached to certain accessories.

Droid equipment is also referred to as a system. Systems are divided into four categories: locomotion, appendage, processor, or accessory. However, only those accessories that are integrated directly into the droid's chassis are considered systems. An accessory that is attached to an appendage or carried by a droid is considered a possession.

Most droid equipment presented here requires installation on the droid, using the "Modifying Droids" rules (see page 197 of the Saga Edition core rulebook) and related rules presented in this volume. Droid-specific equipment that does not require installation is noted as such. Equipment that other characters can use on droids is also found in this chapter. The equipment costs listed are for new systems and typically include installation. However, Gamemasters can adjust costs depending on any number of factors, such as proximity to droid service facilities, rarity of parts, or other local conditions.

In most of the galaxy, a droid's master must request and pay for installation of a new system on a droid. Few droid shops are willing to make a change simply on a droid's own request, even if it has the necessary credits. The droid might be trying to circumvent its owner's wishes, so technicians are likely to refuse to risk the wrath of an owner or, in some cases, violate the law.

LOCOMOTION

No new basic locomotion systems are presented here, but variations and add-ons provide droid heroes with additional options.

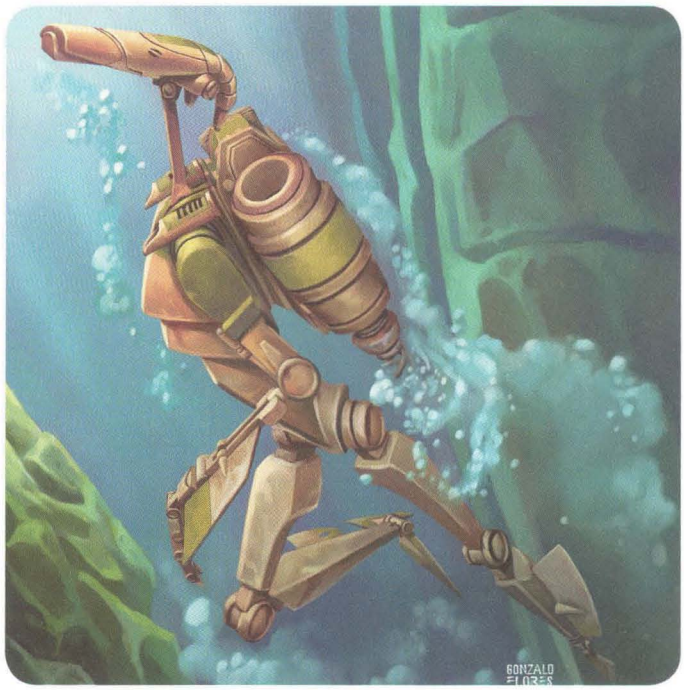
Burrower Drive

Mining and other fifth-degree droids can use a burrower drive to tear through large chunks of ore embedded in the crust of a planet or in an asteroid. A burrower drive enables a droid to move at half speed underground. It can also move vertically up or down at a similar rate.

A burrower drive can be used as a weapon. The droid makes a melee attack. If the attack is successful, the droid deals damage equal to the amount it would do if it had used a self-destruct device. However, each successful attack moves the droid –1 step on the condition track with a persistent condition, as the drill gears and bits strip down and damage the droid.

Gyroscopic Stabilizers

Using an integrated system of gyroscopes, hydraulics, and high-speed processing, this system gives a droid greater stability. The droid gains a +5 stability bonus to checks and defenses to resist attempts to knock it prone. This bonus stacks with the bonus provided by extra legs (see page 189 of the Saga Edition core rulebook).



A BATTLE DROID WITH AN UNDERWATER DRIVE

Underwater Drive

A droid purchased on a water world such as Mon Calamari comes with an underwater drive as a standard option. The drive process is simple. The engine draws water in through the front of the drive and expels it quickly out the back. An underwater drive gives the droid a swim speed equal to its base land speed.

APPENDAGES

No new basic appendages are presented here. These accessories include only those that directly modify appendages. See "Accessories" for tools and other appendage-mounted items.

Magnetic Hands

Magnetic feet are a common accessory. Droids specializing in extra-vehicular activities are often equipped with them. Magnetic hands function like magnetic feet. When used in concert with magnetic feet, they provide a +2 bonus to any Climb checks made while maneuvering around a hull in space, as well as a +5 bonus to defenses against any attempt to knock the droid off the hull. When magnetic hands are activated, the droid cannot make attacks or use anything requiring its hands, including weapons.

Projectile Hand

Fourth-degree droids are programmed for combat and security, but other droids can defend themselves as well. A popular modification is a projectile appendage, usually a hand on humanoid droids. When the projectile is activated, the hand flies toward the target. It is considered a nonlethal weapon. A droid might use a projectile hand in order to stun an aggressor or knock a blaster away rather than risking destruction in a blaster fight.

The basic package is a tension-spring device that costs 250 credits to install. A projectile hand is considered to be a ranged simple weapon that deals 2d8 damage. Additionally, the projectile hand can be used to make a ranged disarm attempt against a target within 6 squares.

Quick-Release Coupling

Some droids require frequent changes of tools and equipment to carry out their designated tasks. A tool-sized quick-release mechanism allows a droid (or a mechanic) to swap a tool in two standard actions: one to detach the tool and one to attach another. Both the appendage and the tool must have quick-release couplings.

The appendage-sized quick release mechanism allows a droid (or a mechanic) to swap an appendage in two full-round actions: one round to detach the appendage and one round to attach another. Both the appendage and the droid chassis must have quick-release couplings. A tool-sized quick-release coupling cannot be used with an appendage-sized coupling. Additionally, to swap out its own appendage or tool, a droid must have must have another appendage capable of carrying out the task, usually a hand or

claw appendage of sufficient size, strength, and agility. A droid mechanic must also be capable of handling the weight of the tool or appendage (see the Droid Accessories tables on page 58 and on page 194 of the Saga Edition core rulebook). Swapping appendages with a quick-release coupling does not require a Mechanics check.

Remote Limb Control

A disassembled droid is usually not a threat. Most beings overlook a pile of droid parts on the floor and keep moving. This package allows a droid to voluntarily remove an arm or a hand and operate it as if it were still attached to the droid's body.

This equipment comes in basic and deluxe versions. The 1500-credit basic package enables one specified limb to operate on its own. The limb has a small repulsor unit inside it, allowing it to move (hover) up to 6 squares, and remains functional at a maximum range of 24 squares. While detached, the limb can perform any action it would normally be able to if attached to the droid. The 6,000-credit deluxe package enables multiple limbs to be active at once. A droid can control a number of limbs equal to 1 + its Intelligence modifier (minimum 1).

Rocket Arm

This illegal modification is derived from the nonlethal projectile appendage security systems available for noncombat droids. A rocket arm is essentially a hollowed-out droid arm in which the servo control has been replaced by a short-range rocket engine and fuel. The arm's fine control is eliminated, but the droid can point its arm at a target and fire. The arm detaches and flies at the target, detonating the remaining fuel on impact. Rocket arms are unguided projectiles without targeting computers.

This illegal modification costs 2,000 credits and installation requires a DC 20 Mechanics check. Failure on the Mechanics check means the rocket might not detach properly when fired, exploding and dealing its damage to the droid and all targets in a 1-square splash radius. The rocket arm is considered to be a ranged heavy weapon that deals 3d8 points of damage upon detonation, with a 1-square splash.

Processors

Processor-related items and accessories are presented in this section. Some of these items are used by droids, others are used on droids by other characters.

Droid Remote Control

An advanced version of the restraining bolt system (see page 191 of the Saga Edition core rulebook), the droid remote control allows the owner to use a droid caller to move the droid using its own locomotion system. The droid cannot be compelled to use any of its other systems or possessions. It simply moves as directed at one-half its speed.

Hidden Core

The droid has a concealed back-up copy of its personality and the data, skills, and memories it regards as critical to its mission or operation. The copy can be concealed within the droid's main processor or be installed as a hidden secondary data store elsewhere within the droid. The backup restores itself 1d6 days after a memory wipe with a successful DC 20 Use Computer check (roll 1d20+10, or 1d20+ the droid's current Use Computer skill modifier, whichever is greater). If unsuccessful, the core tries to restore itself again every 1d6 days. Discovering a hidden core requires a Use Computer check against the droid's Will Defense. The character making the Use Computer check must state that he or she is looking for a hidden core or for anything suspicious. For double the standard cost of a hidden core, the core's installer can automatically provide a Will Defense of 30 for this check.

Personality Downloader

Highly illegal, a personality downloader is a custom-built electronic unit designed to quickly suppress an existing droid's personality with a new one. Thieves, pirates, smugglers, infiltrators, and other scoundrels occasionally use a personality downloader to take control of an enemy's droid for their own use. Using the device requires the attacker to plug the personality downloader into one of the droid's dataports. Droids with locked access or without accessible dataports must be coaxed into complying. Once the personality downloader is attached, the user makes a Use Computer check opposed by the droid's Will Defense. If the check is successful, the personality copies itself to the droid's processor and suppresses the existing personality in 5 minutes. The process is imperfect, however. To maintain control, every 10 minutes the new personality must make another Use Computer check opposed by the original personality. The invading personality continues to use the attacking character's Use Computer skill, even though the actual character is not actively involved after the initial download is successful.

Remote Starship Starter

Scoundrels have a habit of fleeing starports with the authorities on their heels. When a captain cannot leave a crew member back at the ship, a remote starship starter comes in handy. A droid equipped with this radio transmitter can signal the ship to begin the preflight processes; the ship transmits preflight diagnostics back to the droid as a free action. Although the droid is not able to operate the ship remotely, having the ship prepared for departure can save the crew vital minutes during an escape.

Specialized Subprocessor

Specialized subprocessors are customized processing units designed to aid droids in specific tasks. Varying in size, abilities, cost, and difficulty of installation, each subprocessor enables a droid to carry out a specific calculation or analysis more quickly or simultaneously with other tasks. A specialized subprocessor grants a droid a single extra swift action each turn that can only be used to perform an action related to a single skill, chosen at the time

the subprocessor is created. A droid can only have one specialized subprocessor. For examples of specialized subprocessors, see the modifications sections of some droids described in this volume, such as the GD16-Series pilot droid on page 100.

Tactician Battle Computer

Strict governmental regulations apply to fourth-degree droids. However, droid manufacturers know that money can be made by manufacturing droids for war, so they develop systems such as the tactician battle computer to circumvent restrictions on fourth-degree droids. This software package and transmitter can be installed on any droid. Additionally, small transceivers must also be installed on the ranged weapons used with the package. Restrictions prohibit the droid from using any weapons other than those with transceivers associated with its tactician battle computer. In fact, if the droid running the tactician battle computer picks up a weapon not equipped with the transceiver, the tactician battle computer shuts down and can be restarted only after succeeding on a DC 20 Mechanics check.

The droid spends a standard action to analyze the current battle conditions. The droid transmits its findings to the sensors installed on the weapons of its allies. The droid automatically grants a +2 bonus to the next attack roll made by a number of allies equal to its Intelligence modifier (minimum 1). If an ally does not make its next attack before the end of its next turn, this bonus is lost. Only ranged weapons can be used with the tactician battle computer.

ACCESSORIES

Possessions and installed accessories are included here, as are miscellaneous items not covered in previous sections, and other items used in conjunction with droids.

Armor

Crystadurium Plating: Early in the Clone Wars, Techno Union harvesters on Mustafar discover previously unidentified crystals in the planet's lava flows. Originally discarded as worthless impurities, the crystals attract the attention of representatives of the Techno Union because of their ability to survive the extreme heat. The research and development team discovers that the crystals, dubbed crystadurium, not only withstand heat and high pressure, but they also resist blaster fire. Working with a design team from Baktoid Combat Automata, they create blaster-resistant armor plating by mixing crystal shards into the durasteel alloy used for the battle droids' armor. The war ends before the armor plating is implemented, and the plans are lost when the Techno Union is absorbed by the Empire. Years later the plans are rediscovered by an Imperial librarian, who sells the plans to several arms manufacturers. Although the armor created from these plans is inferior to the original prototypes, it is remarkably effective at stopping blaster fire. Crystadurium armor is heavier and more expensive than standard heavy armor, but it is sought by military organizations throughout the galaxy because of its ability to reduce damage from blaster attacks by 1 point per die of damage.

Duravlex Shell: When the droid manufacturing company Roche designed its smelting droid, one of the largest hurdles was enabling the unit to resist the high temperatures that it must endure while working inside blast furnaces. After many failed attempts, Roche's research team finally perfects a formula that combines high-grade durasteel and kevlex. Dubbed duravlex, the off-white alloy is as strong as durasteel and is highly resistant to heat. Duravlex becomes the droid's biggest selling point, and Roche profits greatly from selling a modified version of the formula to other companies. A droid equipped with a duravlex shell gains a +10 equipment bonus to its Fortitude Defense to resist fire and extreme heat.

Laminanium Plating: Made from an exclusive laminanium alloy developed by Tendrando Arms, laminanium plating is primarily for use on its YVH-Series droids. The unique properties of the self-repairing Qellan metal enable it to spontaneously melt and reform to seal damaged areas, even at standard room temperature. The armor is more durable than other types of droid armor, and it is less vulnerable to corrosive acids and similar environmental hazards. Laminanium's strict production standards and material costs limit its use, although it occasionally appears on other Tendrando Arms products. A droid equipped with laminanium plating gains a +2 equipment bonus to Fortitude Defense.

TABLE 3-1: DROID ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	MAX. DEX BONUS	WEIGHT	AVAILABILITY
Light Armor (–2)					
Duravlex shell	1,000 x cost factor	+4	+3	10 x cost factor	Licensed
Laminanium plating	3,000 x cost factor	+4	+3	15 x cost factor	Military
Heavy Armor[1] (–10)					
Crystadurium plating	50,000 x cost factor	+10	+2	30 x cost factor	Military, Rare
Laminanium plating	20,000 x cost factor	+12	+2	15 x cost factor	Military, Rare

1 When running in heavy armor, a droid can move up to only three times its speed (instead of four times).

R2-D2 USES HIS HOLOGRAPHIC PROJECTOR . . .



Antitheft Comlink Locator

Some droids are equipped with internal comlinks to broadcast messages. However, these devices require the droid to speak out loud, and in some situations such an act is inadvisable. A droid equipped with an antitheft comlink locator can send a distress signal to its master's comlink with no apparent activity by the droid. The distress signal broadcasts no information, but it can it be tracked. The signal continues to broadcast if the droid is deactivated, but it shuts down if the droid is destroyed.

Audio Enhancers

Audio enhancers increase the sensitivity of a droid's aural sensors, enabling it to pick up sounds not normally perceived by standard sensors. When eavesdropping or listening for distant and ambient sounds, a droid equipped with audio enhancers can reroll Perception checks, taking the better of the two results. All other modifiers for the Perception check still apply.

Audio-Radial Stunner

This defense system protects droids in dangerous situations. As a standard action, the audio-radial stunner broadcasts a short-ranged, high-pitched frequency on all channels, calling attention to the droid and stunning any nearby creatures. Until the end of the droid's next turn, any creature that starts its turn adjacent to the droid must make a DC 20 Endurance check. Failure causes the creature to move –1 step on the condition track. The stunner shuts down if the droid is deactivated or destroyed.

Automap

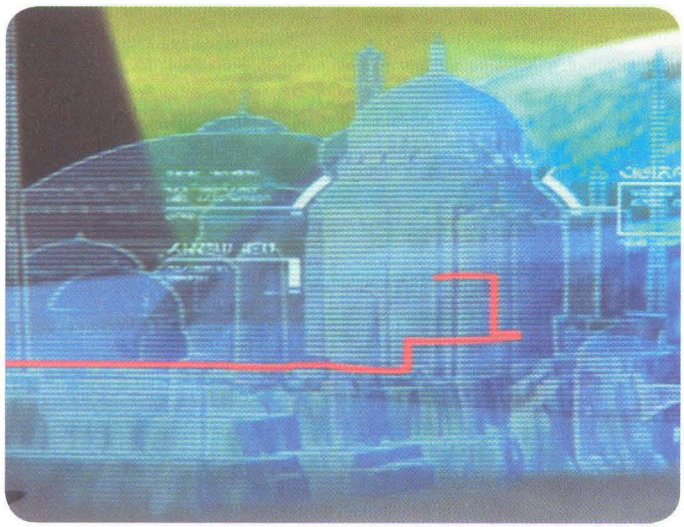
An automap system actively scans the area within a 12-square radius of a droid in which it is installed. The scan reveals terrain, atmospheric conditions, electromagnetic signatures, and lifeforms. However, an automap scan cannot penetrate solid objects such as walls and closed doors. The scan also includes navigational information, such as the droid's direction and speed when readings were taken as well as global coordinates if the droid can establish a link to an orbiting satellite or starship.

Blaster Recharge Interface

This hand accessory enables a droid to recharge a standard blaster pack for its master. As a swift action, the droid can plug in and transfer energy to the power pack. Recharging a power pack depletes energy from the droid. For each recharge, the droid loses hit points equal to one of the blaster's damage-dice type. Thus, a droid recharging a power pack for a heavy blaster pistol (3d8) takes 8 points of damage (since the die type is d8).

Collapsible Construction

A droid sometimes needs to be stowed in places where it usually would not fit. For example, a droid stowed in a smaller cargo space might surprise an enemy. The collapsible construction modification allows a droid to lower its Size category by one when it shuts down. The droid brain enters stand-by mode while it compacts itself into a smaller size. The droid can reactivate at any time as a standard action.



. . . TO PROJECT A MAP OF THEED PALACE

Communications Countermeasure System

One of the first things enemy forces do after discovering a droid is prevent the droid from establishing communications to request rescue or call for help from its allies. A communications countermeasure system prevents jamming of a droid's communications. The system broadcasts signals on multiple frequencies to counteract interference. A droid with a communications countermeasure system gains a +5 equipment bonus to all Use Computer checks made to overcome communications jamming.

Communications Jammer

When behind enemy lines, a droid takes every possible precaution to ensure that anyone who finds it is unable to call for help or alert others about the droid's presence. The communications jammer allows a droid to jam any comlink signal by interfering with a facility's communications systems or by directly jamming signals in the droid's general vicinity.

A communications jammer grants a droid a +5 equipment bonus when making a Use Computer check to slice into a computer system and shut it down. The droid also gets the +5 equipment bonus to maintain that status if any slicers attempt to stop the jamming. Once the droid has successfully connected with the communications system and begun jamming, it can continue jamming the system until it disconnects or it is forced out.

The signal jammer emits signals at multiple frequencies to interfere with any comlink signals within a 1-kilometer radius of the droid. The droid must make a DC 25 Use Computer check to successfully jam any incoming or outgoing comlink signals.

Concealed Item

This system enables the droid to have a weapon or a tool built into a hidden compartment in its body, an appendage, or its head. With this system, a weapon can also be camouflaged to look like a standard tool or appendage. For example, an arm can hide a blaster rifle, or a beam cutter might actually be a blaster pistol. Typically, the size of the appendage must be similar to the size of the concealed weapon or tool. If the item is fully concealed by the droid's armor or outer covering, it cannot be detected by visual observation alone. If a weapon is not fully concealed and portions are visible, such as a muzzle or blade, then when being searched for weapons the droid gains a +5 bonus to Stealth checks to conceal the weapon, plus any weapon size modifier that applies (see page 72 of the Saga Edition core rulebook). The droid also gains a +10 bonus to Deception checks to create Deceptive Appearances with regards to the concealed item.

The cost of concealing a weapon or a tool equals the base cost of the item plus the cost of the appendage and/or internal storage compartment × 2. The Gamemaster can increase the cost multiplier to account for complex or unusual installations. Deploying a fully concealed weapon is a swift action, and it is subject to the same bonuses and penalties as drawing a weapon.

Courier Compartments

Droids are sometimes used as messengers to deliver important messages and items across the galaxy. To protect items entrusted into their care, these droids can have hidden courier compartments installed in their chassis. Such compartments are also favorites of smugglers who own droids. A droid with a courier compartment might walk right past a starport inspection team that is on the way to tear its master's ship apart.

Courier compartments can be installed in four locations within a droid. A courier compartment in the torso can hold an item that is 3 sizes smaller than the droid's size. A compartment in the arm or leg can hold an item that is 4 sizes smaller than the droid's size. A head compartment can hold an item that is 5 sizes smaller. Detecting a courier compartment requires a successful Perception check with a DC equal to the droid's Will Defense +5.

A common accessory in a courier compartment is a toaster, which destroys the contents of the compartment with a brief blast of plasma energy triggered by the droid. Installing a toaster into a courier compartment doubles the cost of the compartment.

Example: S-3PO, a protocol droid in service to Count Czasiz, has a courier compartment hidden in its left arm. As a Medium droid, the compartment can an hold item of up to Fine size, so it can hold the skifter sabacc card the Count needs to guarantee his next win.

Credit Reader

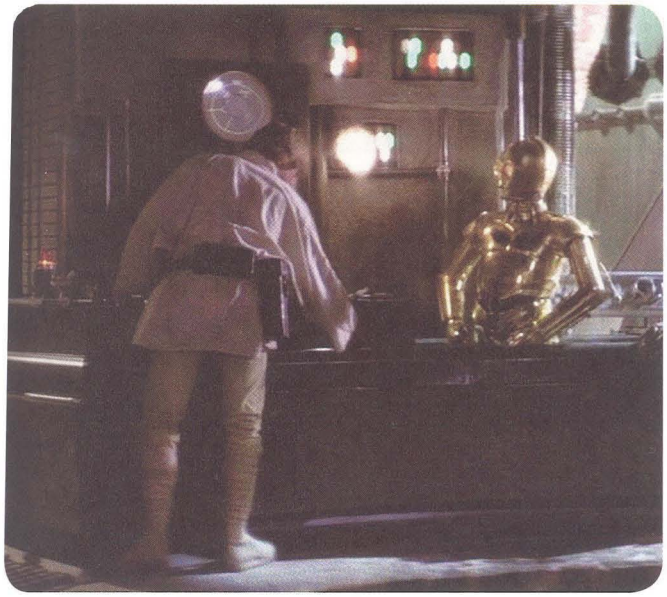
Interplanetary banks and crime lords have one common interest: They need to know how much money a client has before they do business. Whether a line of credit or hard currency, a credit reader determines whether a target's credits are real or if a line of credit exists for that being. The credit reader gives the droid a +5 bonus to any Perception check against any Deception check made to forge credit accounts or financial documents. The droid can also instantly count any sum of hard credits presented to it as a free action.

Droid Oil Bath

Droids look forward to an oil bath after a long period of work. This standard maintenance procedure lubricates the droid's servos and joints, allowing the droid to move as if it has just come off the assembly line. An oil bath is recommended at least once a week for a droid working in a harsh environment, and once a month for a droid working in a temperate climate or on board a ship.

A droid immersed in an oil bath for at least 30 minutes can activate a second wind, even if it has already done so that day. The price of an oil bath depends on the size of the droid: small droids and smaller—100 credits; medium droids—1,000 credits; large droids—5,000 credits; huge droids and larger—10,000 credits.

DROID OIL BATH



Earphone Binary-to-Basic Translator

Binary is the primary language of droids. This translator unit is installed on a droid's Basic-output jack, a standard jack found on most droids that enables them to connect to a terminal or a datapad and to express themselves in written Basic. The translator converts audible Binary into audible Basic, transmitting the spoken words to an earphone receiver. The less expensive version requires a large headphone set, while the more expensive version transmits to an earbud receiver. Detecting the earbud requires a Perception check of DC 20.

Electric Defense Grid

Most combat droids are effective at using blasters and other ranged weapons. Some models, however, fail miserably at melee combat and are quickly dispatched by enemies that gain the upper hand in close quarters. To improve a droid's melee defenses, an electric defense grid can be installed either on top of or as part of the droid's armor or outer shell. Whenever a droid with an electric defense grid is damaged by a melee attack, the attacker automatically takes 5 points of energy damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the electric defense grid.

Emergency Oxygen Supply

This accessory is installed on search-and-rescue droids sent to recover pilots who bail out during combat. The small oxygen tank attached to the droid's torso provides enough oxygen for a creature of Medium size for 30 minutes. The tank can be used to recharge a vac suit's supply, or the oxygen can be administered through a breath mask attached to the tank. Connecting the supply to a vac suit is a swift action. Securing the breath mask is a standard action.

Hidden Holster

Some fourth-degree droids lack built-in weapons attached directly to the droids' appendages. This attachment gives a droid access to a weapon without having to visibly carry it. Installed in a droid's leg, the holster can hold a weapon on size category smaller than the droid, or smaller. As a free action, the droid can activate the holster, which opens up, providing access to the weapon. The hidden holster provides the benefit of the Quick Draw feat with whatever weapon the droid is keeping in the holster—the droid can draw or holster the weapon as a swift action. To gain this benefit, the droid must have the feat's +1 base attack bonus prerequisite.

High-Speed Cutting Torch and Welding System

A droid can be equipped with a powerful cutting torch and a welding system for use in repair operations and for cutting materials, doors, or other items. This bulky and heavy device can be installed only on droids of Medium size or larger. The precision welder can be used for small repairs and for large construction welds, typically in half the time required by a normal welding unit. The cutting torch has a range of 1 square and deals 4d10 damage. When in contact with an object for two or more consecutive rounds, the torch also ignores 5 points of DR and reduces the object's damage threshold by 10 points.

Holographic Game System

In spite of all the utilitarian functions that a droid can perform, owners might want to use their droids for entertainment. A holographic game system provides fifteen of the galaxy's more popular games, including dejarik and sabacc. The droid can serve as its master's opponent, or it can run the game so its master can play with another being. The game is projected through the droid's holoprojector (sold separately) and does not require a solid surface for game play. The game-system processor is sufficiently advanced to allow a player to interact with the board as if he or she is actually picking up the holographic playing pieces. The game system is adaptable, allowing ten additional games to be added to its database with a successful DC 15 Use Computer check.

TABLE 3-2: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Accessory			
Antitheft comlink locator	100	.5 kg	–
Audio enhancers	2,000	1 kg	–
Audio-radial stunner	5,000	3 kg	Restricted
Automap	1,000	2 kg	–
Blaster recharge interface	300	1 kg	Licensed
Collapsible construction	2,000 × cost factor	10 × cost factor	–
Concealed item	See text	Appendage + weapon	Restricted
Courier compartments	200	2 × cost factor	–
Credit reader	50	1 kg	Licensed
Droid oil bath	500	600 × cost factor	–
Earphone binary-to-basic translator	20	.5 kg	–
Electric defense grid	3,000 × cost factor	100 × cost factor	Restricted
Emergency oxygen supply	200	20	–
Hidden holster	500 × cost factor	2 × cost factor	Licensed
High-speed cutting torch and welder	2,500	500 kg	Licensed
Holographic game system	300	3 kg	–
Holographic image disguiser	20,000 × cost factor	20 × cost factor	Restricted
ID dodge	5,000	1 kg	Illegal
Improved coordination circuitry	1,000	1 kg	–
Interference generator	2,500	1 kg	Restricted
Internal defenses	10 × cost factor	1 × cost factor	Licensed
Internal grapple gun	100 × cost factor	2 × cost factor	–
Mesh tape dispenser	10 × cost factor	5 kg	–
Micro shield	600 × cost factor	10 × cost factor	Licensed
Multifunction apparatus	80 × cost factor	15 × cost factor	–
Multispectrum searchlight	100	2 kg	–
Radiant heat element	200	20 × cost factor	–
Remote viewer	1,000	20 kg	–
Rental restraining bolt	10	.5 kg	–
Repulsorcam	1,000	20 kg	–
Scomp link	100	1 kg	–
Silence-bubble generator	3,500	20 × cost factor	Licensed
Space-beacon launcher	5,000	10 kg	–
Survival kit	100	1 kg	–
Taser	250	2 kg	Licensed
Video screen	1 × square mm	1 kg + .01 kg × square mm	–
Voice-print command lock	400	1 kg	–
Weapon detector	1,500	5 kg	Licensed

TABLE 3-2: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Appendage			
Magnetic hands	Appendage cost x 2	2 x cost factor	–
Projectile hand	Appendage cost x 2	2 x cost factor	Licensed
Quick-release coupling			
appendage	50 x cost factor	5 x cost factor	–
tool	10 x cost factor	2 x cost factor	–
Remote limb control	Appendage cost x 2	–	Restricted
Rocket arm	Appendage cost x 4	2 x cost factor	Illegal
Armor			
See Table 3-1	See Table 3-1	See Table 3-1	
Communications			
Communications countermeasures	1,000	3 kg	Restricted
Communications jammer	5,000	5 kg	Military
Remote receiver jammer	2,000	2 kg	Military
Remote receiver signal booster	500	2 kg	Licensed
Locomotion			
Burrower drive	200 x cost factor x (speed) squared	50 x cost factor kg	Restricted
Gyroscopic stabilizers	2 x cost factor x (speed) squared	4 x cost factor kg	–
Underwater drive	20 x cost factor x (speed) squared	10 x cost factor kg	Licensed
Processors			
Droid remote control	500	0.5 kg	–
Hidden core	200	1 kg or –	Restricted
Personality downloader	Custom build (5,000+)	2 kg+	Illegal
Remote starship starter	50	2 kg	–
Specialized subprocessor	1,000	2 kg	–
Tactician battle computer	5,000	10 kg	Restricted
Sensors			
Sensor booster	200	5 kg	–
Sensor countermeasure package	1,000	2 kg	–
YV sensor package	1,000	3 kg	Military
Shield Generator			
Shield expansion module	50 x SR x cost factor	2 x SR x [cost factor]	Military
Stations			
Battle station	50,000 per 100 droids	5,000 kg	Military
Command station	10,000	1,000 kg	Licensed
Recharge station	4,000	500 kg	–
Socket	10,000 (usually included in cost of vehicle)	1,000 kg	Military

Holographic Image Disguiser
The holographic image disguiser hides a droid's true appearance. A central processor installed in the droid's chassis coordinates several small, full-color, high-resolution holoprojectors installed at various points on the droid's body. The disguiser's processor synchronizes the holographic image with the droid's movements and its vocabulator, making the disguise particularly lifelike. The basic model is essentially a standard holoshroud, granting the droid a +10 equipment bonus to Deception checks using Deceptive Appearance (see page 64 of the Saga Edition core rulebook). An advanced model, for double the price, includes sensor nodes that track a number of other factors, such as ambient temperature and weather conditions, making the image react to those variables. The advanced model allows the droid to disguise its appearance as a full-round action at no penalty.

ID Dodge
Some automated security systems check biometric data before granting access to an area. Droids cannot provide retinal scans, fingerprints, or other unique biological features. The ID dodge simulates such information, allowing a droid to access secure areas. This accessory allows the droid to use its Deception check instead of a Use Computer check on any security device that requires organic biometric identification.

Improved Coordination Circuitry
Droid brains work well in concert with each other, and improved coordination circuitry enhances this ability. This accessory links droids' skill routines, allowing them to aid in tasks more effectively. Each circuit is keyed to a specific skill. When a droid with improved coordination circuitry aids another droid with the circuitry, the bonus increases to +4. A droid must be trained in the skill to gain the +4 bonus.

Interference Generator
This accessory is a favorite of nobles who want to keep their conversations private. A droid with an interference generator emits a low-frequency sound that interferes with any listening equipment such as bugs, microphones, or other audio recording devices. The deluxe version also interferes with video and holographic recording devices. The generator masks everything in the squares adjacent to the droid. Anyone eavesdropping or reviewing recordings of targets protected by an interference generator must make a DC 30 Perception or Use Computer check to pick up even scattered words and phrases.

Internal Defenses
A droid with internal defenses has built-in defenses that operate independently of the droid. Anyone opening the droid's maintenance or access panels without the droid's permission receives an electric shock as a 1d20+5 attack against the character's Fortitude Defense. If the attack succeeds, the character receives damage equal to 1d8 + half the droid's heroic level. The droid is unharmed. The system remains active until disabled (Mechanics DC 25, 1 hour of work) or is depleted after 10 attacks.

Internal Grapple Gun
When a droid needs to reach an inaccessible area, an internal grapple gun can be indispensible. The gun fires a magnetic grapple hook with an ultra-thin cord. The internal compartment holds 15 meters (10 squares) of cord, and an external magazine can hold up to 100 meters of cord. The cord can be detached from the droid as a free action. Firing the grapple is a standard action.

Mesh Tape Dispenser
Mounted on an appendage, a mesh tape dispenser enables a droid to quickly apply mesh tape to anything within reach of its manipulator (usually an adjacent square). In addition to its more conventional uses, an installed mesh tape dispenser can be used by a droid to entangle an adjacent enemy. With a successful melee attack, the droid can hinder either the target's arms or its legs. If the target's arms are hindered, it incurs a –2 penalty to all attacks and Dexterity-based skill checks. If the target's legs are hindered, its speed is reduced by 2 squares, and it cannot run. If the droid has the Pin feat and succeeds at an opposed grapple check, the enemy is considered pinned until the tape is removed (instead of until the start of the droid's next turn).

Micro Shield
The force shield is a tool that prevents incoming attacks from hitting and damaging the wielder. Attached to one of the droid's appendages, the shield is composed of a central hub with two wide arcs mounted on struts above and below the hub. When inactive, the arcs rest against the hub in the shape of a large humanoid eye. When the droid activates the unit as a swift action, the arcs slide away from the hub, activating a translucent energy shield that provides a +1 equipment bonus to the user's Reflex Defense. The force shield is originally designed to be installed on a droid's arm, but a handheld version that runs on a single energy cell is available for 400 credits. The energy cell provides enough power to run the shield continuously for 1 hour.

Multifunction Apparatus
Each type of droid appendage performs one specific function. The multifunction apparatus, however, allows up to three tools or weapons to be attached to a single appendage. The multifunction apparatus is commonly used to mount multiple weapons. Only one tool or weapon can be active at a time, but switching to a different tool or weapon requires only a swift action.

Multispectrum Searchlight
This handheld or installed accessory is a powerful spotlight that shines visible, infrared, or ultraviolet light. It has a 6-km range and is powered by the droid's own internal power supply. Droids able to see the projected light gain a +2 equipment bonus to Perception checks to Search and Notice

Targets (see page 70 of the Saga Edition core rulebook) and to other situations in which the Gamemaster judges that the light provides an advantage. This bonus stacks with bonuses granted by helmet packages and improved sensor packages.

The light can also be used to blind targets in a 6-square cone. All targets within the cone receive a –10 penalty to Stealth checks. As a standard action, the droid makes a ranged attack against each target's Fortitude Defense. If the attack is successful, the target receives a –5 penalty to attack rolls, Perception checks, Pilot checks, and other skill checks until the end of the droid's next turn. If the attack does not exceed a target's Fortitude Defense, the target receives a –2 penalty instead. This accessory can be used only by droids of Tiny size or larger.

Radiant Heat Element

This accessory enables a droid to radiate heat from its torso, providing warmth necessary for a master's survival in the wilderness or in deep space. The heat can be adjusted to provide ambient warmth or to boil water and cook food on the droid's exterior. The heating element can also be used by the droid as a defensive tool. When the radiant heat element is on its highest setting, any character ending its turn in a square adjacent to the droid takes 1d4 fire damage from the droid. The droid itself takes 1 point of damage from the heat each turn.

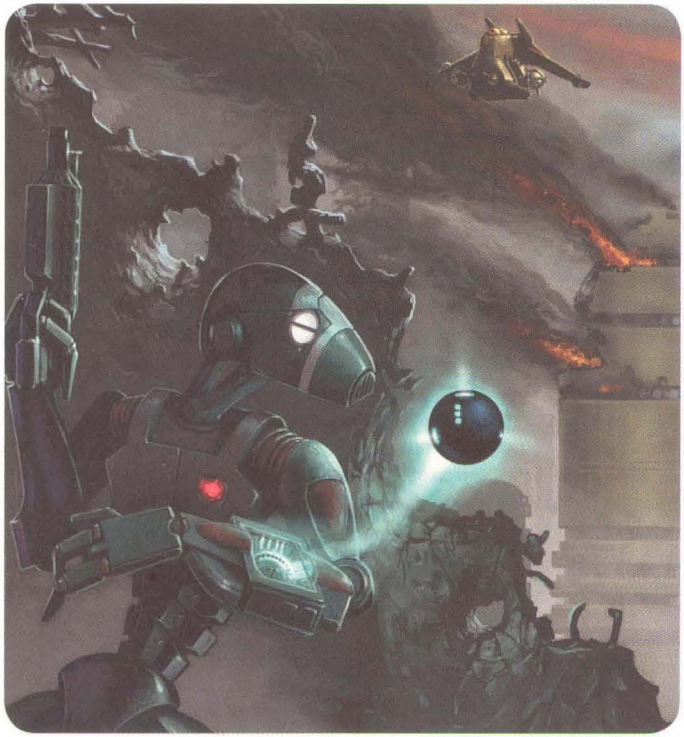
Remote Receiver Jammer

The portable remote receiver jammer is developed during the Clone Wars to scramble battle droid remote processor links at short range, rendering the droids useless. The jammer incorporates a backpack transmitter and a handheld computer controller. Remote receiver jammers have three significant weaknesses: They have an extremely short range; datalinks are notoriously difficult to disrupt; and many droids have backup processors. A remote receiver jammer can be activated as a standard action, and the jammer affects all droids with remote recievers and no backup processors. When the jammer is activated, the droid using the jammer makes a Use Computer check. At the start of any affected droid's turn, compare the results of the Use Computer check to the droid's Will Defense; if the Use Computer check is equal to or higher than the droid's Will Defense, the droid can take no actions and is flat-footed until the start of its next turn. The droid activating the jammer must activate it each turn, making a new Use Computer check each time.

Remote Receiver Signal Booster

Droids that rely on a remote processor for instructions cannot stray too far from that processor without risking losing contact and becoming stranded. A remote receiver signal booster can prevent this loss of contact. The signal booster increases the receiver's reception strength, extending the range of a droid by 50%. A successful DC 30 Use Computer check made by the droid can further extend the range up to 100% for 1 hour.

A DROID COMMANDO DEPLOYING ITS REMOTE VIEWER



Remote Viewer

The remote viewer is a small, self-contained visual and audio sensor attached to a micro-sized repulsorlift unit. Functioning as one of a droid's regular audio and visual sensors, the remote viewer can be externally mounted, concealed, or made to look like one of the droid's regular sensors. However, the droid can detach the unit and send it to inspect an area remotely. The viewer can travel up to 12 squares away from the droid, has a speed of 4, a Reflex Defense 18, a Fortitude Defense 12, and it runs for 30 minutes before needing to be recharged for 1 hour.

Rental Restraining Bolt

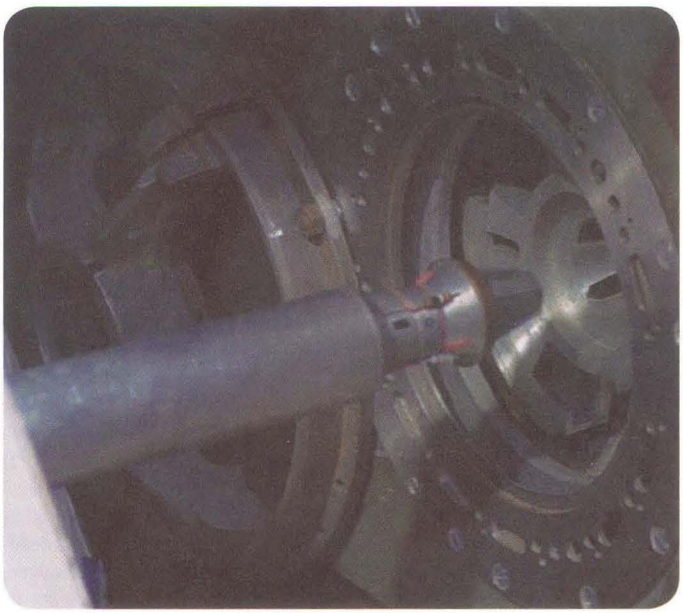
Some beings cannot afford to own a droid. The rental restraining bolt works like a standard bolt, except it also has a credit reader. The user must deposit a specific number of credits to the credit reader on the restraining bolt to control the droid for a specified time. At the end of that time, the droid deactivates and does not reactivate until sufficient credits are again deposited.

Repulsorcam

A repulsorcam is an audio and video recorder mounted on a tiny repulsorlift. The device can detach from a droid's chassis, float to where its droid desires, up to 12 squares away, and record events. The repulsorcam can record up to 2 hours of audio and video data to its own memory. The unit has a speed of 4, a Reflex Defense of 16, and a Fortitude Defense of 10. A single energy cell powers the repulsorcam for 4 hours, recharging when it reattaches to the specialized socket on the droid or when it lands on a separate recharging unit available for an additional 150 credits.

Scomp Link

A scomp link is a universal data port mounted on an extendable arm, available for many types of droids. Astromech droids have them as standard equipment. Scomp link ports are standard input/output links, found on computer systems and starships throughout the galaxy. Using a scomp link gives a droid a +2 equipment bonus to Use Computer checks to Access Information (see pages 75–76 of the Saga Edition core rulebook) when the computer's attitude toward it is helpful or friendly.



A SCOMP LINK

Sensors

Additional sensor packages available to droids are presented here. All sensors must be installed.

Sensor Booster: Probe droids try to coax a little more range out of their sensor equipment to get that extra amount of information about the area they are scanning. A sensor booster is a droid enhancement that extends the range of its sensors to a maximum of 2 kilometers, if the droid has a sensor pack installed.

Sensor Countermeasure Package: Droids operating covertly must avoid drawing attention to themselves. The sensor countermeasure package broadcasts signals that interfere with incoming sensor signals. A droid equipped with the sensor countermeasure package can make a Use Computer check to avoid being detected. If the Use Computer check equals or exceeds a Perception check made to detect the droid through any form of nonvisual sensor equipment, the droid remains undetected.

YV Sensor Package: Standard on the YVH-Series battle droid (see page 158), a YV pack can be successfully installed on other droids, including mouse droids. The YV pack features highly specialized sensors calibrated specifically to detect Yuuzhan Vong, including those concealed by ooglith masquers or other methods. The sensor pack grants a +10 bonus to Perception rolls to detect Yuuzhan Vong within 12 squares and within line of sight of the droid.

Shield Expansion Module

This accessory enables a droid with a shield generator installed to expand its own shield by a single square, allowing an adjacent Medium or smaller ally to benefit from the droid's SR. Activating the expansion module is a standard action, and the droid chooses the single adjacent affected square; any creature in that square uses the droid's SR as long as it remains in that square and the droid remains adjacent to that square. Only droids of Small or larger size can use this accessory. Droids of Medium or smaller size can install only one shield expansion module. Droids of Large or larger size can install up to two modules. A second module protects an additional square.

Silence-Bubble Generator

The silence-bubble generator creates an energy sphere that dampens sound waves. The apparatus is originally marketed as a way for music lovers to enjoy their favorite music without being disturbed by noise. However, spies and crime lords also find the generator useful. Activating the silence bubble is a standard action. The bubble covers all squares within 3 squares of the droid. Any attempt to hear anything inside the bubble by someone outside of the bubble takes a -10 penalty to Perception checks.

Space-Beacon Launcher
Space beacons are used by pilots and flight crews to mark specific locations or to help navigate through hazardous areas of space. A beacon is .25 meters long and can transmit a signal throughout an entire star system, if it is not blocked by nebular gases or signal jamming systems. The space-beacon launcher—modeled after a small version of the standard space mine launcher—enables a droid to quickly position space beacons while in flight. The system can carry up to 12 beacons. Additional storage can be added, increasing the cost of the launcher by 10% for each additional beacon (up to a maximum of 24 beacons). Locating a beacon requires a DC 10 Use Computer check when using a ship's sensor system.

Survival Kit
Droids do not worry about water, food, or the elements, but their masters do. A survival kit is the perfect accessory for long treks into the wilderness. It contains a small refrigeration unit, a water recycler and dispenser, a rechargeable glow rod, and a fire sparker. When aiding a Survival check, a droid with this accessory gives a +4 bonus to the check rather than the normal +2 bonus.

Taser
Many star systems prohibit droids from carrying lethal weapons or having such systems installed without the proper permits. A taser is a nonlethal projectile weapon that droids can use to defend themselves. It fires two small projectiles attached to long, thin wires that deliver an electric charge that incapacitates an organic target's nervous and muscular systems. If the target is a droid, the electric current acts like an ion gun and interferes with the droid's systems. Additionally, a taser can be used as a melee weapon like an electroshock probe.

Video Screen
This accessory gives the droid a small, built-in video screen to display text, translations, diagnostics, programming, pictures, and other information. Screen sizes vary from 50mm to 500mm and are priced at 1 credit per square millimeter of screen size.

Voice-Print Command Lock
This accessory ensures that a droid is able to obey only its master. With a voice-print command lock installed, a droid follows only commands issued by a single source. The droid analyses the voice print of its master and ignores commands from anyone else. A recording of the master's voice can be used, but getting the droid to obey a recorded command requires a Use Computer check against the droid's Will Defense with a +5 bonus to the droid's defense.

Weapon Detector
Droids use sophisticated sensor systems, which can easily be adjusted to offer additional security. A weapon-detector package features a high-frequency receiver that can detect the hum of a deactivated vibro weapon. It can also perform a chemical analysis to detect tibanna gas residue on blasters.

A weapon-detector package allows a droid to add its Intelligence modifier to Perception checks made to Search for weapons.

Droid Stations
A special classification of droid accessory is the droid station—a droid-specific control and maintenance station. Droid stations are found aboard starships and other locations where droids are integral to a ship's or a building's operations. Droid stations are typically permanent installations and cannot be relocated without disassembly and considerable labor.

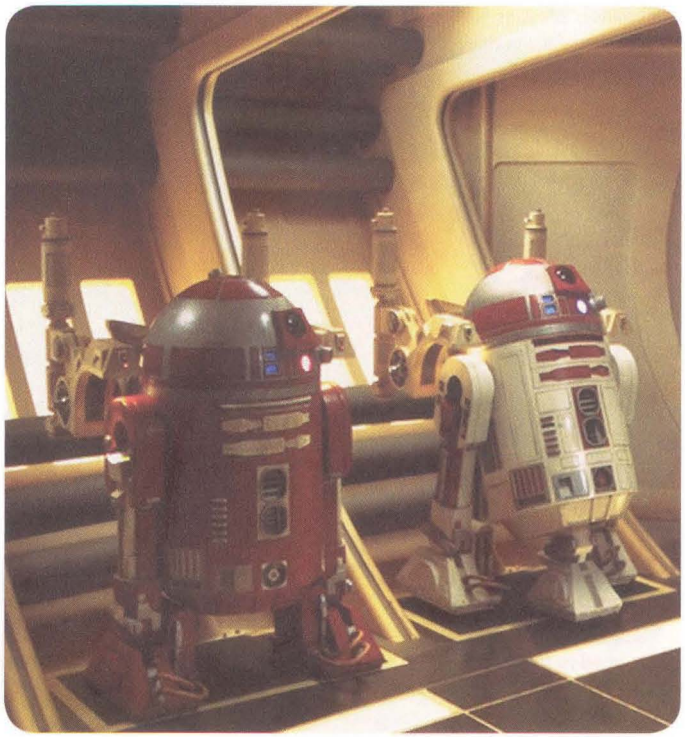
Droid Battle Station
Droid battle stations provide the functionality of regular droid command stations, and they can be used to direct droids in combat. Droid battle stations are typically large installations, capable of coordinating hundreds or thousands of droids of all types. Some droid battle stations emulate droid commanders. When the station is installed, select two talents from the droid commander prestige class (see page 28 of this book and pages 42–44 of *The Clone Wars Campaign Guide*). These talents can be used by the character operating the battle station as if the character has the talents. The number of times each talent can be used is calculated per station, not per character, so switching characters in the middle of a battle does not grant additional uses. Droids with the droid commander prestige class cannot use these talents more often even if they duplicate talents the droid already possesses.

Droid Command Station
On starships and at other installations requiring a large droid population, centralized droid command stations direct and control droids as they carry out their daily operations. A droid or an organic overseer can operate the droid command station. On large starships or major facilities, the station is manned at all hours. Smaller operations might use the station to issue commands and to provide automated oversight. Droids in the command station's pool must have a comlink, an integrated comlink, or a remote processor in order to maintain contact with the station. Accessing the station requires the appropriate password or code cylinder. The station typically has Intelligence 14 (or the ship's Intelligence, whichever is higher) and a Will Defense of 15. Standard droid command stations provide the following functions with the indicated Use Computer or Mechanics check:

- Issue a routine command to order a droid in the droid pool to carry out a specific task. If the droid is familiar with the task, or if the droid is trained in the associated skill, no skill check is required. If the command

is unusual or highly specific, a Use Computer check might be required at the Gamemaster's discretion. The user gains a +10 equipment bonus to Use Computer, Persuasion, and Perception checks against the droid. Commands can be issued verbally or by keypad.

- Coordinate multiple droids in the pool, enabling them to complete tasks more efficiently. With a DC 15 Use Computer check by the station operator, each droid aiding in a given task provides a +3 bonus instead of a +2 bonus and automatically succeeds on checks to aid another.
- Locate any droid in the droid pool anywhere within the station's operational range—typically the vessel or facility where the station is installed. The target droid must be fitted with a tracking device or a restraining bolt that can be tracked by station's sensors or the facility's security network. A Use Computer check of DC 5 is sufficient to locate any such droid.
- Receive detailed information about a droid's status, including current hit points, position on the condition track, and the operational condition of its systems and accessories. No check is required.
- Reprogram a droid in the pool by remote or direct connection to the station (see page 192 of the Saga Edition core rulebook).
- Translate between Binary and common languages. No check is required.



ASTROMECH UNITS IN A DROID RECHARGE STATION

Droid Recharge Station

Droid recharge stations are found anywhere droids are commonly used: starships, residences, starports, industrial facilities, and similar locations. Public recharge stations are available for a fee of 20 credits per recharge. Droids typically require 1 hour to recharge. The station is not self-powered, and must be linked to an outside power source. Droids also use recharge stations while waiting until their services are called upon. Recharge stations provide basic droid diagnostics with a DC 10 Use Computer check, revealing the droid's current hit points, position on the condition track, and the operational status of all systems, appendages, and tools. Aboard starships, droids parked in a recharge station are secured for travel. A recharge station can be universal for all droids up to a certain size—typically Small, Medium, or Large—or designed for a specific droid degree or model.

Droid Socket

Designed exclusively for astromech droids, the droid socket serves as a station combining copilot, systems monitoring, astrogation, and damage-control operations for minimally crewed craft.

Droid sockets are featured on many snub fighters, the occasional shuttle, and a few airspeeders. They generally must be designed and installed as original equipment, although savvy techs can build their own or transplant one onto a ship that does not normally carry a socket.

Standard droid sockets allow an astromech droid to perform the following tasks:

- Pilot or copilot the ship or vehicle with the pilot's permission; if the pilot is unconscious, permission is not required.
- Act as a system operator to raise, lower, or recharge shields (see page 172 of the Saga Edition core rulebook).
- Act as an engineer to reroute power (see page 172 of the Saga Edition core rulebook).
- Make limited Mechanics checks to jury-rig or otherwise repair a ship's systems as determined by the Gamemaster.
- Make Use Computer checks through the ship's system and built-in scomp link.
- Operate the communications system and sensors.
- Input hyperspace jump coordinates from an astrogation buffer and control the hyperdrive with the Use Computer skill, if the ship has a hyperdrive.
- Operate pilot and droid ejection system—with the pilot's express permission. The droid ejection system fires the droid out of the socket and away from the ship at speed 12.

Standard prohibited actions and systems (can be overridden by the pilot):

- Weapons activation and firing.
- Jumping to hyperspace without approval.

Optional systems that might not be found on every ship include:

- Astromech self-loading system, such as on the Naboo N-1 starfighter.

Adjudicating Droid Modifications

One of the biggest challenges a Gamemaster faces when dealing with droids in the party is what to do when the players start modifying the droids. Through the droid modification rules, players might attempt modifications that seriously alter the nature of the game in a way that you have not anticipated. The best thing to do when a player attempts to introduce a modification that isn't appropriate for the game is to stop it before it happens. Be up-front in explaining that you don't think the modification is appropriate for the game, and try to find another solution that works for both you and the player. Remember, just because a piece of equipment or modification appears in a book doesn't mean that your players should automatically be able to perform that modification or install that equipment. There are a number of factors—social, economic, and legal—that can preclude the production or modification of a particular droid.

With all that said, sometimes droids in your game may be modified to a point where they are disrupting the game. Below is some advice on handling problematic droids and droid modifications. Note that most of this advice centers on droids introduced as Gamemaster characters and possessions, not on droids as heroes.

Unbalancing Modifications

One of the most obvious problems you will come across as a Gamemaster is a droid that has been modified in such a way as to be unbalancing in encounters. Either the droid is making encounters too easy, or the droid is overshadowing the contributions of the other heroes, or the droid just makes one player too much the focus of the combat round. Maybe the player installed shields on the droid that make it nigh invincible. Whatever the actual modification, your best bet is to consider complications that can arise as a result of owning this droid.

Suppose a droid is a combat monster, blowing through your encounters. Let the player have his or her fun for a few encounters. Then create complications. Maybe the droid isn't as precise as it should be, and it ends up causing collateral damage. Maybe the droid ends up firing on innocent bystanders, or destroys a passing airspeeder just to take out some stormtroopers. The droid then becomes a liability, and the heroes need to decide whether or not it's worth keeping the droid around. Likewise, a savvy slicer might reprogram the droid, turning it against the heroes. Even after the heroes subdue it, there will always be some lingering doubt as to whether or not all of the traitorous programming was eradicated. When a droid is too powerful, introduce drawbacks that require the heroes to carefully consider the droid's value.

Redundant Modifications

Another troubling aspect of droids and droid modifications is that sometimes a modified droid can make other droids, and even other heroes, feel obsolete. Maybe the droid has every Knowledge skill trained, making the noble who invested trained skills in Knowledge skills feel like she has wasted resources. Maybe the ace pilot suddenly finds himself sitting in the copilot's chair while the droid takes the helm. By raw statistics, there are many ways in which a droid can be modified to do things that the heroes do, and better.

When this happens, consider altering the way the droid performs its task so that, while it gets the job done, maybe it doesn't do so by the easiest means. When the droid is turned loose to make a Mechanics check to repair the ship, it starts installing "improvements" that manifest elsewhere. When the protocol droid programmed with every Knowledge skill is brought along to answer every question, perhaps it answers in roundabout ways that reveal information that the players want to keep secret. Droids, like all beings, are flawed, and whenever a droid has been modified to obviate other characters or droids, those flaws should be brought to the forefront. As with the situation above, it's more interesting to create a choice for your players (keep the droid or get rid of it) than to simply take the droid away.

Taking Away Toys

There may be times when you have no choice but to take the droid away from the players. This is a last resort, but it's always a possibility. Whether you have the droid blasted, smashed, disassembled, stolen, or simply have its memory wiped, your players are going to feel as though you're taking away their toys. When you have no other option but to take the droid away from the heroes, consider the following guidelines:

Make the droid's removal part of the plot: Don't just have a stormtrooper shoot the droid; have a droid thief steal it in order to learn more about the heroes. Have the droid's memory wiped by a malicious slicer hired by the heroes' enemies, or have its memory copied first and held as blackmail by an unscrupulous crime lord. Have the droid destroyed as a part of a failed assassination attempt. Whatever form your removal of the droid takes, set it up to create a new adventure and story possibilities.

Offer a replacement for the droid: When you take something away from the heroes, don't forget to give something back. The replacement for the droid doesn't always have to be another droid, either; maybe the heroes meet a Squib mechanic with many of the same skills as the stolen droid, or perhaps the heroes' starship gets upgraded with a droid brain thanks to their benefactor. Whatever you give as a replacement should obviously be free of the same problems that caused you to take the droid away in the first place, but figure out what good things the droid brought to the group and find a suitable replacement for that.

Give the heroes a chance to recover the droid: If you simply take the droid away, it will likely be very obvious to your players that you removed it because you didn't like what it was doing to the game. If a droid is stolen, or its memories taken, or its parts scavenged by Jawas, sometimes you'll have the option of letting your players try and get those things back. Of course, when the droid is restored it may not be exactly the same as before, but this is an opportunity to remove the modifications that created the problem, and it helps make the droid into an evolving character.

Chapter IV
Droid Codex





The number of droids present in the *Star Wars* universe is enough to make one's head spin, for the sheer number of droid models alone could fill a datapad's memory banks, and these droids contribute to almost every facet of galactic society. With numerous manufacturing companies continually designing and building new lines of droids as well as improving existing models, this industry has no end in sight.

This chapter, aptly named the Droid Codex, features a sampling of droids from various periods of the *Star Wars* timeline that are newly written for the *Star Wars Roleplaying Game, Saga Edition*. Each droid presented has its own full entry that includes a statistics block, a description, a background, and an illustration. Although each entry is typically for the stock version of the droid, any number of variants can exist and might reasonably be encountered, depending on the interests of the Gamemaster and the players. Each droid also includes a statistics block for the protocol format, presented first in Chapter 2. Gamemasters who are using the optional protocol rules can give the protocol format statistics block to the player who owns the droid for quick reference.

Each droid entry also includes a "Playing the Droid" sidebar, which includes a number of details about the construction and design of that droid. This area contains not only information about how to recreate the droid from scratch using the droid construction rules and new equipment from Chapter 3, it also includes tips on how to properly portray the droid's personality according to the data presented in Chapters 1 and 2 of this book.

The entries in this chapter indicate a number of modifications that Gamemasters can implement, letting the droid perform other functions not normally performed by stock models. These modifications might be mechanical upgrades or parts replacements that allow the droid to undertake new tasks and provide some interesting twists and surprises during game play. These modifications can also serve as inspiration for developing your own variants of the droid.

In addition to the information listed above, each entry also contains a sidebar feature that provides additional background information about the droid and offers an adventure seed for an adventure revolving around that droid, to help the Gamemaster introduce the new droid into the game.

8D Smelter Droid

8D Smelter Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init –2; **Senses** darkvision; Perception +2
Languages Basic, Binary

Defenses Ref 15 (flat-footed 15), Fort 14 (24 to resist fire and extreme heat), Will 10
hp 4; **Threshold** 14
Immune droid traits

Speed 4 squares (walking)
Melee claw +2 (1d4+4) or
Melee claw +2 (2d4+4) with Mighty Swing
Ranged by weapon +0
Base Atk +0; **Grp** +4
Atk Options Mighty Swing

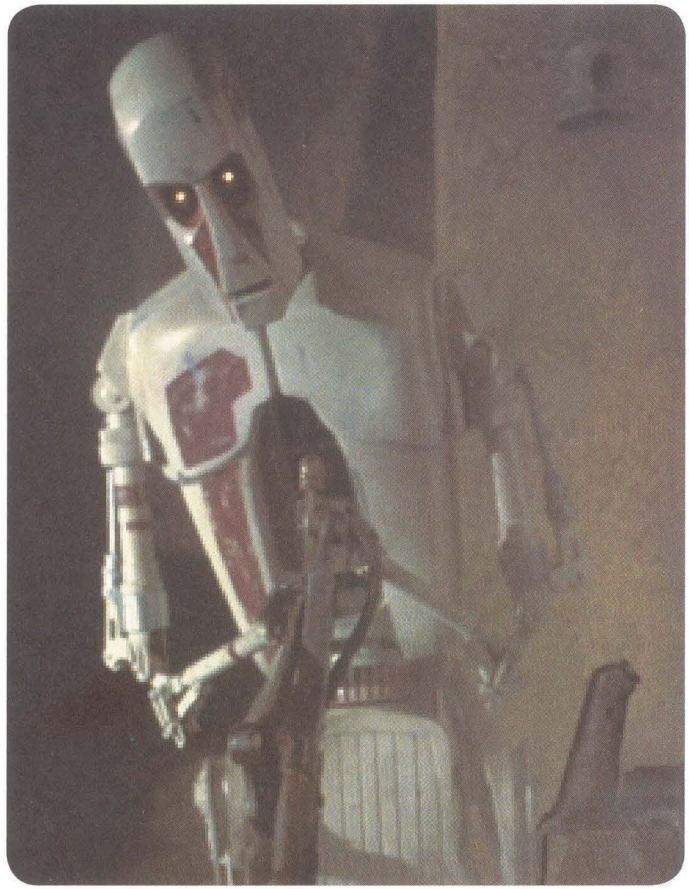
Abilities Str 18, Dex 10, Con —, Int 8, Wis 10, Cha 8
Special Qualities droid traits, heat resistant
Feats Mighty Swing, Skill Focus (Endurance), Skill Training (Endurance), Weapon Proficiency (simple weapons)
Skills Endurance +8, Knowledge (physical sciences) +4, Perception +2
Systems basic processor, walking locomotion, 2 claw appendages, improved sensor package, darkvision, secondary battery, vocabulator, duravlex shell (+4 armor)
Availability Licensed; **Cost** 7,250 credits

Heat Resistant—When the 8D smelter droid is exposed to extreme heat or fire, it takes half damage if the attack succeeds and no damage if the attack fails, and it does not move on the condition track.

8D Smelter Droid
Medium droid (5th-degree)
hp 4
Threshold 14

Move (1 swift action, 2/turn)
The 8D smelter droid moves 4 squares (walking).
Mighty Swing (1 swift action, 1/turn)
The 8D smelter droid deals +1 die of damage on its next melee attack in the same round.

Skills Endurance +8, Knowledge (physical sciences) +4, Perception +2
Vital Systems 2 claw appendages, vocabulator



With all the industries in the galaxy that rely on metals, several mining companies that also smelt their ores became quite successful in their fields. However, the smelting process proved to be extremely hazardous for organic workers who labored inside the blast furnaces. Roche, hoping to step up its presence in the droid market, designed the 8D smelter droid to work in incredibly hot smelting plants in place of more vulnerable organic employees. Much to the delight of the Verpines that run Roche, the 8D was well accepted by the major smelting companies.

The feature of the 8D smelter droid that makes it better at working in higher temperatures than the typical droid is the proprietary ore from which it is made. By molecularly combining high-grade durasteel with kevlex, Roche created a metal with a melting point of over 1,650 degrees Centigrade and used it to create the 8D, which can work in areas that would turn other droids into slag. (See page 54 for more details on the duravlex shell.)

8D smelter droids can be played as droid heroes.

Playing an 8D Smelter Droid

Players who would like to construct an 8D smelter droid hero should start with the stock labor droid chassis (see page 11). The best starting class to use with this droid is the scout. Choose the Mighty Swing feat to demonstrate the droid's strength, the Extra Second Wind feat to express the droid's resilience, or the Armor Proficiency (light) feat to allow the droid to use the duravlex shell without incurring an armor check penalty. Purchase a duravlex shell to gain the heat resistant special quality as described in the droid's statistics block. Select at least Endurance and Knowledge (physical sciences) as the droid's starting skills; for additional skills, consider Mechanics to represent the droid's ability to work with heavy equipment, Persuasion to represent the droid's ability to influence others through asserting itself, and Survival to represent the droid's resistance to extreme temperatures. Be sure to purchase darkvision, an improved sensor package, and a secondary battery as part of the droid's starting equipment.

Modification: Damage Control Droid

The 8D smelter droid can be used as a damage control droid aboard starships. In this modification, which is popular among smugglers, mercenaries, and captains of ships with a low crew count, the droid is equipped with special tools and gear that allow it to rush to areas of the ship that have been hit and make quick repairs to prevent damage from getting out of control. Because other crew members are free to stay at their posts, the ship fares better when defending itself from attackers. First, upgrade the servomotors that control the droid's speed, boosting its movement to 6 squares per turn to help it reach its destination as fast as most of the rest of the crew. Next, reprogram the Knowledge (physical sciences) skill to Mechanics so the droid can commence repairs upon arrival without depending on another member of the crew; it also helps to reprogram the Skill Focus (Endurance) feat to Skill Focus (Mechanics). Installing a fire extinguisher and giving the droid a tool kit completes the modification. With all these components in place, an 8D smelter droid can jury-rig a damaged system to working order so well that it restores 2d8 hit points to the ship and moves the ship +2 steps on the condition track.

Modification: Master's Decoy

The dream of being in two places at once is now a possibility with this particular modification of the 8D smelter droid, which allows it to act as a decoy. First, replace the droid's claw appendages with hands, and reprogram the droid's vocabulator to emulate its master's voice. Fitting the droid with the proper clothes and cosmetic alterations is important, especially considering that the droid's standard legs are of Verpine design and sport complicated joints. Swapping them out for legs in a more humanoid style is encouraged but not necessary. Finally, reprogram the droid's skill set to include Deception in place of either factory-installed skill. The 8D must adopt its master's speech patterns and mannerisms to pull off a convincing imitation. As long as the droid is at least 3 squares away from anyone attempting to penetrate the disguise, the 8D smelter droid can reroll its Deception check twice and keep the best of the three rolls. Overall, making this decoy modification is not as effective as using a replica droid, but the changes are easy to make.

Modification: Survivalist

Scouts and explorers sometimes modify the 8D smelter droid into a survivalist. This modification adds extra parts to the chassis, especially around the joints, to better prepare the droid for dealing with extreme environments. The changes cost 1,000 credits and require a DC 20 Mechanics check and 4 hours of work. In addition, the droid's programming is updated to allow it to better survive in rugged environments and to help others adapt to such surroundings. To accomplish this, reprogram the droid's Knowledge (physical sciences) skill to the Survival skill. At the same time, reprogram the Skill Focus (Endurance) feat to Skill Training (Knowledge [life sciences]) to expand the droid's database on the galaxy's many lifeforms. Having this information readily available gives the droid the ability to reroll any Survival check. In addition, since the droid is equipped with a duravlex shell, it automatically succeeds on its use of the Endure Extreme Temperatures application of the Survival skill and can do so without a field kit.

A Little Attitude



I have dealt with these smelting droids in the past, and I can honestly say that their attitudes leave much to be desired. They are belligerent toward other droids they work with, claiming that "lesser" droids are too stupid to know what they are doing. They make snide remarks about organics behind their backs, stating that organics are slave drivers who do not care for the well-being of the droids in their care. Smelting droids can be outright hateful of droids that work in offices. They seem to think that office droids are just lazy, although they really do not have much room to talk.

Fortunately, the 8D smelting droids at most mining facilities do not have it anywhere near as bad as do those on Resilon, a small world at the far edge of the Mid Rim. Word has it that the organics who run that planet's mines have treated the droids so badly that the smelting droids have banded together to lead a revolt against their owners. Apparently, the droids are demanding to be treated fairly and refuse to work until they are guaranteed such treatment. However, the death of one of their owners seems to tell a different story. I do not know if the fatality was an accident, but the outlook for Resilon's defiant smelting droids does not seem bright.

A9G-Series Archive Droid

A9G-Series Archive Droid **CL 0**
Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** Perception +1
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10
hp 7; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged by weapon +1
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 11, Con —, Int 14, Wis 10, Cha 12
Special Qualities archive processor, droid traits
Feats Distracting Droid, Skill Focus (Gather Information, Knowledge [bureaucracy], Use Computer)
Skills Gather Information +12, Knowledge (bureaucracy) +13, Perception +1, Use Computer +13
Systems heuristic processor, walking locomotion, 2 hand appendages, translator unit (DC 10), vocabulator
Possessions code cylinder, storage device (20 memory units)
Availability Licensed; **Cost** 6,880 credits

Archive Processor—As a full-round action, the A9G-Series archive droid can quickly sift through volumes of information stored in a computer network while searching for a specific piece of data. The droid can reroll Gather Information or Knowledge checks when attempting to retrieve information from a computer system but must keep the second result, even if it is worse.

A9G-Series Archive Droid

Medium droid (1st-degree)
hp 7
Threshold 10

Move (1 swift action, 2/turn)
The A9G-Series archive droid moves 6 squares (walking).
Archive Processor (2 swift actions, 1/turn)
The A9G-Series archive droid can reroll Gather Information or Knowledge checks while connected to a computer system but must keep the second result, even if it is worse.
Improve Access (2 swift actions, 1/turn)
The A9G-Series archive droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The A9G-Series archive droid issues a routine command to a computer that has a friendly attitude toward it.
Translator (1 free action)
With a DC 10 translator check, the A9G-Series archive droid translates to or from any language it knows.

Skills Gather Information +12, Knowledge (bureaucracy) +13, Perception +1, Use Computer +13
Vital Systems 2 hand appendages, translator unit (DC 10), vocabulator, code cylinder, storage device (20 memory units)

Still high on the success of the R2-Series astromech droid, Industrial Automaton sought to continue that achievement by making other droid models that performed similar functions. One line of droids to come from the many designs of that time is the A9G-Series archive droid. Unlike the R2, the humanoid-shaped A9G was not intended to work aboard starships but to act as the ideal administrator of data networks, overseeing the computer systems of large corporations and governments by using its data-sifting software to satisfy their organizational and managerial needs. The major flaw of the A9G design came to light after the droids placed in major corporations experienced a series of problems and made poor decisions when attempting to handle high volumes of data traffic. Companies with smaller information networks had few or no problems; the droids were capable of handling the lighter flow of traffic.

A9G-Series archive droids can be played as droid heroes.

Playing an A9G-Series Archive Droid

Any player who wants to design a version of the A9G-Series archive droid with hero levels should begin with the stock protocol droid chassis (see page 13). The best starting class to choose to recreate the A9G is the scoundrel, using the Skill Focus (Use Computer) feat to emphasize its competency in working with computer systems. When the droid starts its adventuring career, it gains the archive processor special quality, as described in its statistics block, in lieu of a translator unit. Select Gather Information and Use Computer as two of the droid's starting skills; for additional skills, consider Knowledge (bureaucracy) to represent the droid's ability to understand how computer networks are organized, Knowledge (technology) to represent the droid's knowledge of how computer systems operate, and Mechanics to represent the droid's ability to work within a computer system even when experiencing technical difficulties. Be sure to purchase a code cylinder, and consider a datapad and blank datacards as part of the droid's starting equipment.

Overworked

You interested in this A9G droid here, eh? He's a good buy! Don't let those black marks around his neck fool you—they're just, uh, cosmetic. Okay, it's really carbon scoring, but not from blaster shots. The droid got these marks from burning out its processor while on the job. See, A9G-Series droids do their jobs so well, their owners tend to keep them working around the clock, continually processing information in their networks. The little guys work and work without a break until boom, their processors get fried and they shut down. But don't worry about this one. I personally refurbished the original processor, so it's as good as new. Where did I get the droid? Uh, I picked it up from this guy that blew through town. Looked like a pirate. Might have been part of that band that's been hitting merchant ships and small colonies along the Hydian Way, you know? I even heard that they took another A9G that belonged to the royal family of Katchan on the edge of the Outer Rim. Supposed to hold some valuable information. I sure would love to find that droid—they'd probably pay a nice reward for its return. Well, enough of my rambling. Tell you what—I'll scrub off that scoring for an extra 25 credits. What do you say?

Modification: Field Medic

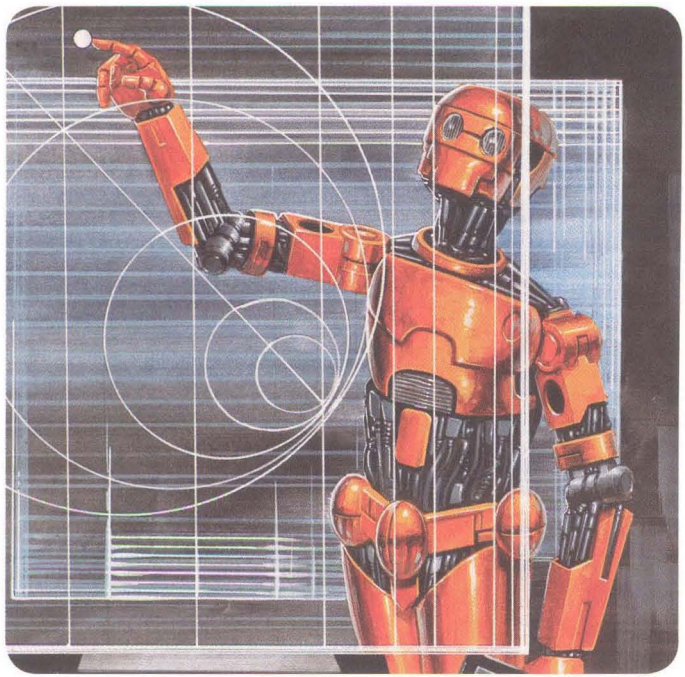
When something goes wrong and somebody gets hurt, a medic can never be too close. A popular modification of the A9G-Series archive droid is to make it a field medic. This modification involves tweaking the droid's archive processor so that it accesses a medical database within its chassis instead of an external computer network. Thus, the A9G need not rely on a stationary mainframe to access information and can use its skills anywhere a medical emergency exists. In addition, reprogram the droid's skill set, changing the Knowledge (bureaucracy) and Use Computer skills to Knowledge (life sciences) and Treat Injury, to allow the droid to diagnose and treat ailments. The droid retains the archive processor special quality but is limited to rerolling only Knowledge (life sciences) checks rather than all Knowledge checks. Swap out the code cylinder for a medical kit, and to allow the droid to scan through its photoreceptors, consider installing diagnostic scanners in the droid's head (requiring a DC 20 Mechanics check and 2 hours of work). Coupled with the medical database, the scanners grant a +2 equipment bonus to the droid's Treat Injury checks that stacks with the +2 bonus received from using a medical kit when it administers first aid. Furthermore, removing the scanner from the medical kit makes room for two additional medpacs.

Modification: Reconnaissance Droid

Most people do not suspect that an archive droid might be gathering intelligence, recording events to send back to its master. Thus, this particular modification can be quite useful to numerous organizations. To set up the A9G to act as a reconnaissance droid, modify its photoreceptors to work in conjunction with either a video recorder or a holorecorder to covertly record anything the droid considers relevant. Installing the appropriate recorder requires a DC 20 Mechanics check and 2 hours of work. Adding a storage device gives the A9G the option of sending information to its master to avoid being caught with sensitive data or of storing the information in its chassis so the data won't be intercepted during transmission. Reprogramming its trained skills to exchange Knowledge (bureaucracy) for Perception helps the droid to better locate the information it seeks, and taking Stealth increases its chance of successfully obtaining data and getting out without being discovered.

Modification: Slicer's Computer

Slicers like the idea of walking into a facility without anyone suspecting their intentions, and this modification transforms the A9G-Series archive droid into a portable computer that carries itself. First, install a portable computer into the droid's chassis with a DC 20 Mechanics check and 1 hour of work. The upper back is the best location for the computer. Creating a link between the datapad's processor and the droid's archive processor is optional, but doing so allows the slicer to increase the speed at which he or she can slice through a computer system. Establishing the link requires a DC 20 Mechanics check, a DC 20 Use Computer check, and 2 hours of work to properly synchronize the processors. Once the link is established, using the droid in this fashion allows the slicer to reroll his or her Use Computer check once per encounter and keep the better of the two results.



A9G-Series Archive Droid

AD-Series Weapons Maintenance Droid

AD-Series Weapons Maintenance Droid CL 1
Medium droid (1st-degree) soldier 1
Force 2
Init +7; **Senses** Perception +7
Languages Basic, Binary, 3 unassigned

Defenses Ref 16 (flat-footed 14), Fort 13, Will 13
hp 30; **Threshold** 13
Immune droid traits

Speed 6 squares (walking), 6 squares (hovering)
Melee unarmed +1 (1d3)
Ranged by weapon +3
Base Atk +1; **Grp** +3

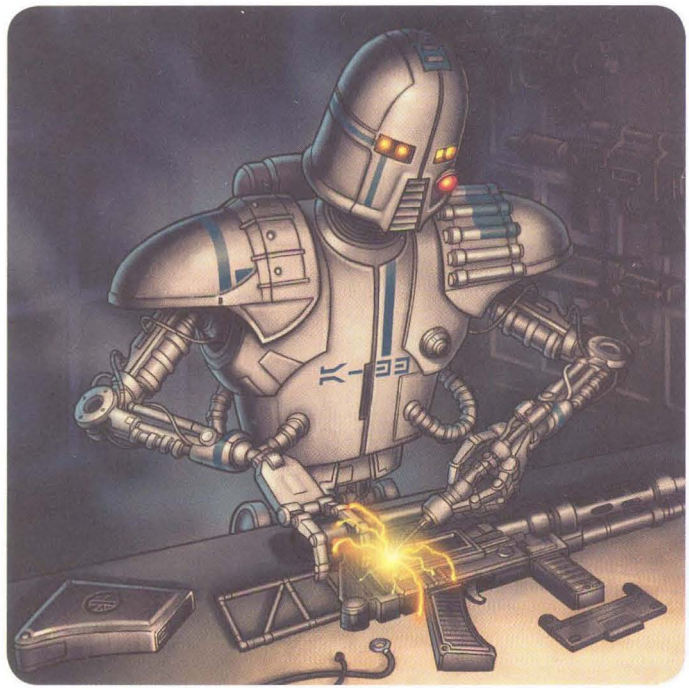
Abilities Str 10, Dex 15, Con —, Int 16, Wis 15, Cha 10
Special Qualities droid traits
Talents Harm's Way
Feats Armor Proficiency (light, medium), Skill Focus (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +5, Initiative +7, Knowledge (tactics) +8, Mechanics +13, Perception +7, Use Computer +8
Systems heuristic processor, walking locomotion, hovering locomotion, 2 tool appendages, tool kit, vocabulator, quadanium shell (+3 armor)
Availability Military; **Cost** 13,840 credits

AD-Series Weapons Maintenance Droid

Medium droid (1st-degree)
hp 30
Threshold 13

Move (1 swift action, 2/turn)
The AD-Series weapons maintenance droid moves 6 squares (walking) or 6 squares (hovering).
Avoid Surprise (1 free action)
The AD-Series weapons maintenance droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Disable Device (2 swift actions, 1/turn)
The AD-Series weapons maintenance droid makes a Mechanics check to disable a trap.
Improve Access (2 swift actions, 1/turn)
The AD-Series weapons maintenance droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Patrol Duty (1 swift action, 1/turn)
The AD-Series weapons maintenance droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Skills Climb +5, Initiative +7, Knowledge (tactics) +8, Mechanics +13, Perception +7, Use Computer +8
Vital Systems 2 tool appendages, tool kit, vocabulator



Arakyd Industries was riding high on the success of its probe droids when the company announced its next model. The AD-Series weapons maintenance droid was envisioned as a companion to every stormtrooper squad, making sure the troopers' weapons and armor were in optimal condition and leaving the troops more time to protect and serve the citizens of the Empire. Arakyd executives, noting the Empire's repeat business with companies such as Kuat Drive Yards, commissioned their factories to build massive quantities of the AD as soon as it was announced.

Imperial efficiency studies showed that the benefits to stormtrooper squads were minimal compared to the cost of adding the droids. As a result, the Empire never picked up the droid, and the fiasco nearly sent Arakyd into bankruptcy. The AD quickly filtered down to planetary governments and smaller organizations, with Arakyd taking a loss on each sale.

AD-Series weapons maintenance droids can be played as droid heroes.

Playing an AD-Series Weapons Maintenance Droid

AD-Series weapons maintenance droids have ended up on both sides of the law. Local law enforcement uses them as patrol officers and evidence-analysis droids. Criminal organizations use them to provide security and maintain weapons that are used in illegal operations. Many bounty hunter guilds employ these droids as well, and some even count AD droids as members. The droids themselves are generally quiet, although many harbor resentment against the Empire for being passed over.

When creating an AD-Series weapons maintenance droid character, start with either the scoundrel class or the soldier class. These droids are self-sufficient, but they can greatly benefit from weapon specialization talents and feats.

Modification: Police Droid

Smaller cities and starports usually can't afford a full-time security staff. In such places, the AD-Series droid has found a niche market as a police droid. Although the droids are not as sophisticated as some models specifically designed for the job, they do well at collecting evidence, containing crime scenes, and apprehending suspects.

The first step in making the police droid modification is to remove the internal weapons maintenance tool kit and replace it with a storage space for law enforcement equipment. This modification requires a DC 20 Mechanics check and 20 minutes of work to complete. Standard replacement equipment includes binders, a secure datapad, and a glowrod. Next, reprogram the droid's skill set, replacing Knowledge (tactics) with Persuasion; this requires a DC 20 Use Computer check and 30 minutes of work. Last, give the droid a weapon to defend itself. An integrated blaster is often installed, but some jurisdictions lack either the funding or the desire to make this modification and simply equip the droid with a standard blaster carbine.

Modification: Sniper Droid

Many AD-Series droids ended up in the hands of bounty hunters. The solo operators find an extra pair of arms useful in the field, and the guilds use AD-Series droids to make profits by charging members fees to have the droids maintain their blasters. A few AD-Series droids become bounty hunters themselves, using their knack with weaponry to become masters of weapons such as the long-range blaster rifle. To turn an AD-Series droid into a sniper, select a single weapon and tailor the droid's internal tool kit to that weapon. Doing so requires a DC 20 Mechanics check and 1 hour of work. This modification grants the droid a +2 bonus when using that weapon, but it imposes a –2 penalty when the droid uses any other weapon, even one of a similar make and model. To allow the droid to intimidate others, replace its Mechanics skill with Persuasion, which requires a DC 25 Use Computer check and 30 minutes of work.

Modification: Speakeasy Droid

Crime lords are always looking for cheap, disposable muscle, and the AD-Series droids often fit the bill. They know their way around a blaster and have a very intimidating look. When stationed at the entrance to a criminal enterprise such as a cantina or a club, an AD-Series droid can collect the weapons of patrons to reduce the chance that a fight will break out, or it can quickly deactivate weapons to put its master's mind at ease.

Making a speakeasy modification involves three steps. First, upgrade the droid's vocabulator to give its voice a meaner edge (requiring a DC 20 Mechanics check and 30 minutes of work), and reprogram it to have the Persuasion skill and the Skill Focus (Persuasion) feat. Second, upgrade the droid's pattern-recognition software, which gives it the Skill Focus (Perception) feat and allows it to identify the many weapons in its database when they are hidden under coats, in bags, and so on. This modification requires a DC 20 Mechanics check and 30 minutes of work. The third step, which is optional, is to install a weapon detector (see page 63) on the droid.

Their Loss, My Gain



You ask me, the AD-Series is nice and versatile. Fits a lot of roles overlooked by other manufacturers. Give an AD the right set of equipment, and it can protect whatever needs protecting—or blast through whatever needs blasting through. Even if you don't like to take apart and rebuild every droid you own, the AD offers a lot of options once you get it home. But just between you and me, friend, I don't buy that bantha fodder about efficiency reports sinking Arakyd's contract with the Empire. I think a lot of Arakyd executives started having second thoughts about the Empire after what happened to Alderaan. So the Empire killed the contract to teach them a lesson about loyalty. Proof? Of course I don't have proof! But it wouldn't surprise me if some Rebels broke into a Moff's safe or something and found incriminating evidence. If that happened, you'd probably see a lot more droids disappearing from inventory and ending up in Rebel hands.

Annihilator Droid

Annihilator Droid **CL 12**
Huge droid (4th-degree) nonheroic 12/soldier 8
Force 4
Init +17; **Senses** Perception +17
Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 27, Will 20
hp 120; **SR** 20; **Threshold** 42
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +24 (1d6+11)
Ranged laser cannon +20 (3d8+4) or
Ranged laser cannon +18 (4d8+4) with Rapid Shot or
Ranged laser cannon +15 (5d8+4) with Burst Fire or
Ranged laser cannon +18/+18 (3d8+4) or
Ranged laser cannon +16/+16 (4d8+4) with Rapid Shot or
Ranged laser cannon +13/+13 (5d8+4) with Burst Fire
Fighting Space 3×3; **Reach** 1 square
Base Atk +17; **Grp** +34
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot, Running Attack
Special Actions Devastating Attack (rifles), Penetrating Attack (rifles)

Abilities Str 25, Dex 15, Con —, Int 8, Wis 15, Cha 7
Special Qualities droid traits
Talents Armored Defense, Devastating Attack (rifles), Improved Armored Defense, Penetrating Attack (rifles)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Training (Initiative), Sniper, Triple Crit, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Initiative +17, Perception +17, Stealth –2
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), internal comlink, vocabulator, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 59,275 credits

Annihilator Droid

Huge droid (4th-degree)
hp 120
Threshold 42 (SR 20)

Move (1 swift action, 2/turn)
The annihilator droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and moves 10 squares.

Avoid Surprise (1 free action)
The annihilator droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Blaster Barrage (2 swift actions, 1/turn)
The annihilator droid makes two ranged attacks at +13. If successful, each attack deals 5d8+4 points of damage.
Rapid Shot (1 swift action, 1/turn)
The annihilator droid makes a ranged attack at +18. If successful, the attack deals 4d8+4 points of damage.
Twin Blaster Burst (1 swift action, 1/turn)
The annihilator droid makes a ranged attack at +20. If successful, the attack deals 3d8+4 points of damage.

Skills Initiative +17, Perception +17, Stealth –2
Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink, vocabulator

Originally designed to protect the Colicoid homeworld of Colla IV, the annihilator droid is a larger, more dangerous version of the Droideka that the Colicoids use for home defense. Nicknamed the "Scorpenek" droid, this droid walks on four pointed limbs; xenosociologists from the University of Sanbra speculate that the Colicoids did not build a rolling movement mechanism into this droid because the Colicoids felt it would be a mockery of their own biology.

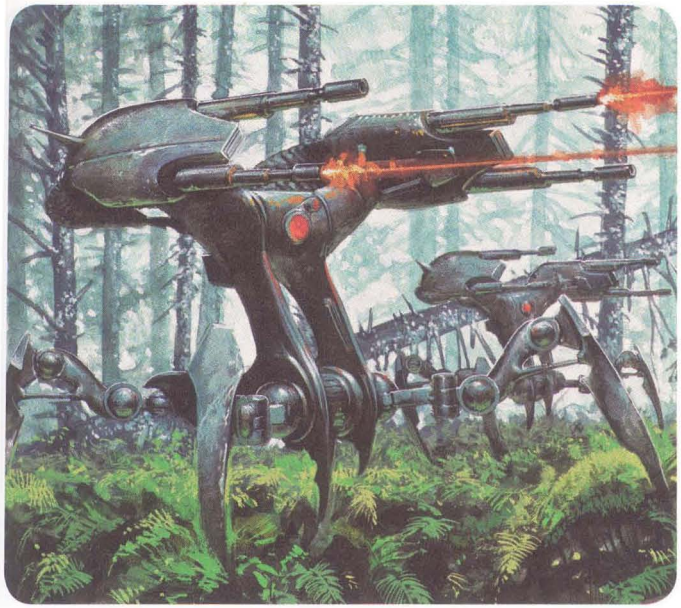
Fortunately for the rest of the galaxy, annihilator droids are almost prohibitively expensive to manufacture. The Colicoids manufacture only a few more than they need for self-defense, and reactivate the manufacturing facilities only to replace lost or destroyed droids. So powerful are these annihilator droids that even heavy armored vehicles can rarely stand up to their firepower.

Annihilator droids can't be played as droid heroes.

Encountering an Annihilator Droid

The heroes are making their way through a scrap yard, looking for a wayward droid that contains important information. Just as they finally find the droid, a pile of scrap nearby tumbles down, and an annihilator droid appears to attack them. The heroes need to reach cover, but all they can find are small tunnels dug through the piles of junk. If they venture in too far, they disturb mynocks that have nested beneath the scrap yard. The heroes have a tough decision—try to outrun the annihilator droid in the open, or take their chances with the mynocks in the tunnels?

ANNIHILATOR DROID



MODIFICATION: CAPITAL SHIP SCRAPPER

Destroyed capital ships are an excellent source of raw materials and replacement parts for damaged ships of any fleet. Due to their immense size, these ships can be daunting to disassemble, but inhabitants of Ord Mantell, Raxus Prime, and other junk planets have put modified annihilator droids to the task of breaking these hulks into chunks better sized for resale. This modification begins by removing the annihilator's shield generator, which requires a DC 20 Mechanics check and 1 hour of work. The power from the shields is diverted to a magnetic coupler attached to the droid's legs, which requires a DC 25 Mechanics check and 2 hours of work. The coupler allows the droid to crawl around on ships that no longer have gravity control. Next, refit one of the laser cannons to work as a large welding device, a task that requires a DC 25 Mechanics check and 30 minutes of work. A laser cannon modified in this way deals the same amount of damage, but an attack made using a welding device is considered a melee attack. Replace the other appendage with a large pincer apparatus for holding cut pieces of ship. This change requires a DC 30 Mechanics check and 2 hours of work.

MODIFICATION: CARGO HAULER

The galaxy has a long history of war punctuated by sporadic periods of peace during which the machines of combat go silent. Often, droids built for war are modified for peacetime use. A clever scrap hauler on Ord Mantell modified a few annihilator droids to serve as protection from rival scrap gangs. She also fire-linked the droids to target the same attackers automatically. The huge powertrain on each droid allows it to haul large pieces of cargo and to protect itself from attacks by vehicles. Owners using this modification should be careful not to overload the droid with cargo. Doing so reduces its mobility and its ability to defend itself. Modifying an annihilator droid to haul cargo requires a DC 20 Mechanics check and 1 hour of work for each cargo pod added. Each pod can hold 200 kilograms of cargo and imposes a –1 penalty to either the droid's attack roll or its Reflex Defense; the penalty is chosen when the pod is added. Connecting multiple droids requires a DC 20 Use Computer check for each droid to be fire-linked. If the process is successful, a fire-linked droid grants a +4 bonus when aiding another droid that has been fire-linked.

MODIFICATION: SPACE SENTRY

The annihilator droid carries serious firepower on the battlefield. It is designed to punch through armored ranks and take down troop transports. In space, though, sometimes extra guns are needed, and this modification turns the droid into a floating turret. The first step is to add lateral maneuvering thrusters to allow the droid sufficient movement to target ships; the thrusters are not powerful enough to move the droid out of the space in which it was deployed. This change requires a DC 30 Mechanics check and 2 hours of work. The next step is to realign the droid's fire control buffers, which requires a DC 20 Use Computer check. Next, add a projectile launcher, perhaps for proton torpedoes or concussion missiles. Replacing one of the laser cannons with a launcher requires a DC 25 Mechanics check and 1 hour of work. Both laser cannons can be removed, but most techs prefer to keep one intact so that the droid can continue to defend itself when its projectiles are depleted.

A PRIVATE PIRATE

Nobody likes to see annihilator droids show up on the other side of a battle. Anyone who makes it out alive had better demand hazard pay. Field upgrades made these droids even more of a hassle. Now, they're more like armored cavalry platforms than the original destroyer droids. The weapons profile is more suited to take out armored vehicles and entrenched positions. But don't let that fool you—a pair of annihilator droids can mow down plenty of infantry, too.

The most interesting deployment of annihilator droids I've seen was in an asteroid field being used as a base by a band of pirates. Our company had acquired some of these droids in a raid, and the pirates bought them from us. I was surprised on a later visit to see that the droids were no longer in the base. I asked where they'd gone, and one of the crew just laughed and pointed out a viewport. The pirates had deployed the droids on key asteroids surrounding the entry route to the base. The asteroids discouraged outsiders from attacking, and the annihilators were there to secure the base from "disgruntled former employees."

BLX Labor Droid

BLX Labor Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init +1; **Senses** Perception –1
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 12, Will 9
hp 4; **Threshold** 12
Immune droid traits

Speed 4 squares (walking)
Melee unarmed +2 (1d3+2)
Ranged by weapon +1
Base Atk +0; **Grp** +2

Abilities Str 15, Dex 12, Con –, Int 6, Wis 8, Cha 16
Special Qualities droid traits, jack of all trades
Feats Armor Proficiency (light), Skill Focus (Endurance), Skill Training (Mechanics, Use Computer)
Skills Endurance +10, Mechanics +3, Perception –1, Use Computer +3
Systems heuristic processor, walking locomotion, 2 hand appendages, internal storage (10 kg), magnetic feet, vocabulator, durasteel shell (+4 armor)
Availability Licensed; **Cost** 8,995 credits

Jack of All Trades—Once per encounter as a standard action, the BLX labor droid can make any skill check as if it were trained in that skill.

Many years before the advent of the Clone Wars, Serv-O-Droid created the BLX labor droid as a general labor unit to be used for just about any kind of task that can be performed by humanoid species. In fact, the BLX was intentionally programmed not to specialize in any particular profession or series of tasks in the hope that its versatility would increase sales. Initial sales were good, and compliments from customers focused on the model's magnetic feet (which helped the droids work in zero-gravity environments) and rugged shell (which protected the droids from the harsh vacuum of space and micrometeorite impacts). But news of the BLX's shortcomings—such as aural and visual sensors calibrated to standard frequencies, slow movement and slow response time, and an odd, simianlike silhouette—dragged the line's sales figures down quickly. However, the model's strength and stamina, along with revisions to the physical design to make it look more humanoid, helped the line survive several more years before being discontinued.

BLX labor droids can be played as droid heroes.

BLX Labor Droid

Medium droid (5th-degree)
hp 4
Threshold 12

Move (1 swift action, 2/turn)
The BLX labor droid moves 4 squares (walking).
Improve Access (2 swift actions, 1/turn)
The BLX labor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The BLX labor droid issues a routine command to a computer that has a friendly attitude toward it.
Jack of All Trades (1 swift action, 1/turn)
Once per encounter, the BLX labor droid can make any skill check as if it were trained in that skill.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the BLX labor droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).

Skills Endurance +10, Mechanics +3, Perception –1, Use Computer +3
Vital Systems 2 hand appendages, internal storage (10 kg), magnetic feet, vocabulator

Playing a BLX Labor Droid

To create a BLX labor droid character, start by selecting the stock labor droid chassis (see page 11). The best starting class for the BLX labor droid is the scout, which gives it a higher number of skills and a large number to choose from at 1st level. Replace the basic processor with a heuristic processor, and swap out the claw appendages for hands. The heavy lifting special quality that normally comes with the generic chassis should be replaced with the jack of all trades special quality to emphasize the droid's lack of specialization in programming and design. The droid should start with Mechanics as one of its trained skills, since that skill cannot be used untrained. Other skills to consider include Endurance to represent the droid's ability to outlast most other droid models, Perception to represent its ability to pick up on signals from those with whom it interacts, and Use Computer to represent its skill in working with computers and computerized systems around its master's domicile. Be sure to purchase the magnetic feet accessory and 10 kilograms of internal storage as part of the droid's starting equipment.

BLX Labor Droid



Modification: Attaché Droid

The modification of the BLX labor droid most favored by politicians, ambassadors, and other dignitaries is the one known as "the attaché." The purpose behind this modification is not just to have the droid work as a personal assistant for its master but also to let it focus on a certain field of study or facet of society to assist in such matters. Start by installing an internal comlink, preferably one that is encrypted to protect any secrets discussed between the droid and its master. Some owners go so far as to install a restraining bolt on the droid to call it over when needed. A translator unit (DC 5 or 10) helps the droid interact with others more easily, but adding the unit removes the jack of all trades special quality. Reprogram the droid's skills, replacing Endurance and Mechanics with Knowledge (bureaucracy) and another Knowledge skill of the owner's choice. To finalize the modification, exchange the Skill Focus (Endurance) feat for one of the Knowledge skills.

Modification: Long-Range Sensor Droid

Although this modification seems odd for a labor droid, the internal frame and wiring in the BLX unit's head boosts signals along the frequencies used by sensor systems, a fact that still baffles the Serv-O-Droid research and development team. As a result, many paramilitary units and mercenary groups that obtain a BLX implement this modification. Start by installing a standard sensor pack in the droid's chest storage compartment, effectively removing its internal storage space. The installation requires a DC 15 Mechanics check and 1 hour of work to properly link the sensor pack to the droid's internal wiring. Next, install a sensor booster, which requires an additional DC 15 Mechanics check and 1 hour of work. Also, reprogram the droid to shift the Skill Focus from Endurance to Use Computer to help the droid establish a sensor broadcast and keep the signal as strong as possible. With these adjustments, the droid can increase its scanning area to a range of 5 kilometers.

Modification: Portable Generator

This modification is also popular with military organizations as well as with technicians and individuals in remote areas of the galaxy. It transforms the BLX labor droid into a walking battery capable of supplying power to any device, including vehicles and heavy weapons; the droid also can recharge spent power packs and energy cells. Making this modification involves several adjustments. First, remove the droid's internal storage to make as much room for the generator as possible, and remove the magnetic feet to prevent any possible interference with the generator's operation. Next, change the heuristic processor to a basic processor. Although this adjustment virtually lobotomizes the droid, it is necessary to prevent the droid's operating system from shorting out during the generator's charging cycles. Additional internal shielding needs to be put into place throughout the chassis to better protect other systems and to prevent the droid from overloading. This shielding costs an extra 1,000 credits and can be installed with a DC 20 Mechanics check and 1 day of work.

Memories

BLX labor droid? No, I don't have one of those. Very rare, very hard to find these days. Last time I saw a BLX was . . . don't remember how many years ago. Long time, I tell you that. If you do find one running nowadays, it's probably still owned by someone that's had it for several years. Something about BLX personalities makes people really like them, as long as they don't get the droids' memories wiped. That can be trouble sometimes, if you know what I mean. Let them go for a long time, who knows what they hold in their memory banks? Like this one BLX I heard about recently—part of a rumor about the scientist near the Maw. Or was it inside the Maw? Don't remember. Anyway, this scientist still had a BLX droid in good working order and used it to record his personal journal. Filled it with schematics for experimental starfighters, new weapons, other things. Word is the droid went missing a while back, and the scientist is worried sick over it.

COLICOID INFILTRATOR-SERIES DROID

Colicoid Infiltrator-Series Droid CL 4
Medium droid (4th-degree) nonheroic 12
Init +8; **Senses** darkvision; Perception +15
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 14, Will 12
hp 40; **SR** 20; **Threshold** 14
Immune droid traits

Speed 6 squares (walking), 3 squares (climbing)
Melee vibroblade +13 (2d6+4)
Ranged blaster rifle +11 (3d8) or
Ranged blaster rifle +9 (4d8) with Rapid Shot
Base Atk +9; **Grp** +13
Atk Options autofire (blaster rifle), Rapid Shot

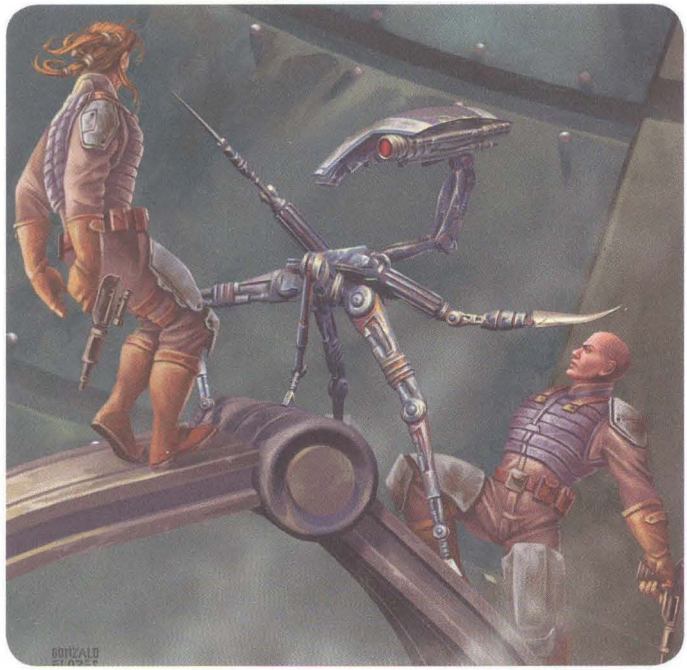
Abilities Str 18, Dex 15, Con —, Int 11, Wis 14, Cha 12
Special Qualities droid traits, penetrate hull
Feats Armor Proficiency (light), Dual Weapon Mastery I, Rapid Shot, Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Perception +15, Stealth +18
Systems heuristic processor, walking locomotion, 4 tool appendages, darkvision, improved sensor package, locked access, vocabulator, shield generator (SR 20), bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 vibroblades, 2 blaster rifles, climbing claws, holographic image disguiser, liquid cable dispenser, silence bubble generator
Availability Military; **Cost** 33,720 credits

Penetrate Hull—A Colicoid Infiltrator-Series droid always rolls maximum damage when using its vibroblades to cut into the hull of a vehicle or to cut through solid walls and doors.

COLICOID INFILTRATOR-SERIES DROID

Medium droid (4th-degree)
hp 40
Threshold 14 (SR 20)

Move (1 swift action, 2/turn)
The Colicoid Infiltrator-Series droid moves 6 squares (walking) or 3 squares (climbing).
Create a Diversion to Hide (1 swift action, 1/turn)
The Colicoid Infiltrator-Series droid can make a Deception check to divert an opponent's attention and give the droid time to hide.
Penetrate Hull (2 swift actions, 1/turn)



The Colicoid Infiltrator-Series droid makes a melee attack at +13. If successful, the attack deals 2d6+4 points of damage, or 16 points of damage against the hull of a vehicle or against solid walls and doors.
Rapid Shot (1 swift action, 1/turn)
The Colicoid Infiltrator-Series droid makes a ranged attack at +9. If successful, the attack deals 4d8 points of damage.
Sneak (1 swift action, 1/turn)
The Colicoid Infiltrator-Series droid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.
Snipe (1 swift action, 1/turn)
The Colicoid Infiltrator-Series droid can attempt to hide again after making a ranged attack from hiding.

Skills Perception +15, Stealth +18
Vital Systems 4 tool appendages, 2 vibroblades, 2 blaster rifles, vocabulator, shield generator (SR 20), climbing claws, holographic image disguiser, liquid cable dispenser, silence bubble generator

In the years preceding the blockade of Naboo, the Colicoid Creation Nest manufactured a large number of Infiltrator-Series droids for use by Separatist forces. The Infiltrator looks almost identical to the Droideka-Series model used extensively by the Trade Federation, except that it has four multijointed legs instead of three, and it has long, sharp, curved hooks (instead of blaster rifles) at the ends of its arms. Also, the Infiltrator has multiple nodes on its

body to hold additional tools and weapons, such as blaster rifles, grappling lines, and holographic image disguisers. Although not as popular with the Neimoidians and the Separatists as Droidekas and Eradicators, Infiltrators were deployed during the Clone Wars as ship-boarding units that would land on a starship's outer hull, cut their way through undetected, and hide until the right time to strike against the crew. Sometimes, an Infiltrator would perform its job so well that it would wipe out the entire crew before anyone realized what was going on.

Colicoid Infiltrator-Series droids can't be played as droid heroes.

Encountering a Colicoid Infiltrator-Series Droid

When Colicoid Infiltrator-Series droids are encountered at all, they are usually found aboard starships. In the vast majority of such encounters, the droid is working alone to accomplish its mission, as is the case with this particular encounter. While aboard the ship, the Infiltrator has secured an isolated area of the vessel as its lair—the end of a corridor 16 squares long and 2 squares wide that is near the Engineering section. Since the droid has no allies, it keeps the light levels low in the area to mask its presence while resting or hiding from the members of the crew. When it detects anyone entering the corridor and heading in its direction, the droid activates its holographic image disguiser to appear as a computer console at the end of the dark hallway. If the ploy fails and the intruders continue to advance, the droid drops the disguise, activates its shield generator and silence bubble generator, and opens fire with both blaster rifles. With the silence bubble generator active, the blaster fire does not make enough noise to attract attention. If the intruders flee before being eliminated, the droid moves to the side of the corridor and reverts back to the holographic disguise for 30 minutes to make sure the danger has passed.

Modification: Communications Beacon

On a low-tech world or in any location where it is difficult to reach someone by comlink, turning an Infiltrator-Series droid into a communications beacon is a highly appealing and fairly easy modification. Start by removing the droid's holographic image disguiser and silence bubble generator. In the chassis, install a long-range comlink connected to the droid's power source, which requires a DC 15 Mechanics check and 30 minutes of work. Add a pocket scrambler, requiring another DC 15 Mechanics check and 15 minutes of work. Next, add a comlink relay (similar to the one normally found in a CZ-Series secretary droid; see page 80) directly to the long-range comlink, which requires a DC 15 Mechanics check and 1 hour of work. Finally, reprogram the Skill Training and Skill Focus feats from Stealth to Use Computer. Once the modification is complete, the droid can receive multiple comlink signals and boost their range to 500 kilometers.

Modification: Heavy Weapons Turret

Transforming an Infiltrator droid into a heavy weapons turret seems simple enough, but the modification is actually somewhat complicated. The first, and possibly the easiest, step is to remove the vibroblades and climbing claws. Then, exchange the blaster rifles for two heavy repeating blasters, two blaster cannons, or a single E-Web repeating blaster. Alternatively, the droid could be equipped with up to four missile launchers. The holographic image disguiser and silence bubble generator must be removed to make room for more than two launchers, and an Infiltrator droid can launch only four missiles before an ally must perform a manual reload. Changing the weapons requires a DC 15 Mechanics check and 15 minutes of work for each weapon. To complete the modification, reprogram the droid's Weapon Proficiency (advanced melee weapons) feat to Weapon Proficiency (heavy weapons).

Modification: Walking Throne

Although walking thrones are available on the open market, very few offer defensive capabilities, and those that do are expensive. Modifying an Infiltrator droid to act as a walking throne allows its master to have a mode of transportation that also puts a good amount of firepower at his or her fingertips. First, rearrange the Infiltrator from an upright walking droid to a walking platform, which involves bringing the chest down to rest on top of its lower thorax and making the head face forward. This process requires a DC 20 Mechanics check and 4 hours of work. Next, permanently place the arms against the torso's side, remove the vibroblades, and position the blaster rifles to face forward. This part of the modification requires a DC 15 Mechanics check and 2 hours of work. Finally, securely install the seat onto the droid's back, which requires a DC 15 Mechanics check and 30 minutes of work.

Silent Death



If there's one thing I can warn you about, it's Colicoid Infiltrator-Series droids. They're sneaky. Half the time, you don't hear them coming, and the other half, you wish you hadn't. I've heard stories about one of these droids floating across the void from a Separatist ship, attaching itself to a nearby Republic ship, and ripping its way through the hull. Then it camps somewhere inside and picks off the entire crew, one by one. I can't tell you how many empty ships are floating out in space because a single Infiltrator found its way inside. In fact, I just heard another story a few days ago. This smugg . . . uh, freighter captain I know picked up a distress signal somewhere near Dubrillion. He thought it was coming from a Republic cruiser. The signal had a repeating message—something about the crew being trapped in their own ship by a droid that appeared out of nowhere, cut someone down, then disappeared again. None of the crew—well, the ones that were still alive, anyway—could get a good look at it, and everyone was spooked. Sounds like an Infiltrator droid to me.

CZ-Series Secretary Droid

CZ-Series Secretary Droid CL 0
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +6
Languages Basic, Binary, Bocce, Huttese, 3 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11
hp 3; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Ranged by weapon +0
Base Atk +0; **Grp** +0

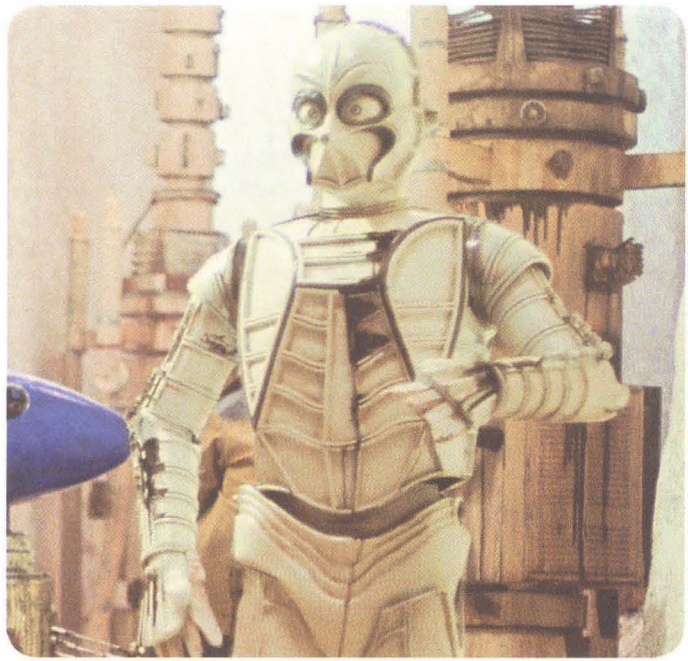
Abilities Str 8, Dex 10, Con —, Int 15, Wis 12, Cha 14
Special Qualities comlink jammer, comlink relay, droid traits
Feats Linguist, Skill Focus (Knowledge [bureaucracy], Use Computer), Skill Training (Perception)
Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +7, Perception +6, Use Computer +12
Systems walking locomotion, basic processor, 2 hand appendages, internal comlink (encrypted, long-range), locked access, vocabulator
Availability Licensed; **Cost** 8,280 credits

Comlink Jammer—As a standard action, the CZ-Series secretary droid can rapidly cycle through comlink frequencies, broadcasting loud static on all channels. Until the end of the droid's next turn, all comlinks (including encrypted comlinks) cease to function while within 12 squares of the droid.
Comlink Relay—A CZ-Series secretary droid can act as a relay for comlinks, allowing others who are in communication with the droid to make use of its long-range, encrypted comlink.

CZ-Series Secretary Droid

Medium droid (3rd-degree)
hp 3
Threshold 9

Move (1 swift action, 2/turn)
The CZ-Series secretary droid moves 6 squares (walking).
Comlink Jammer (1 swift action, 1/turn)
Until the end of the owner's next turn, all comlinks (including encrypted comlinks) cease to function while within 12 squares of the CZ-Series secretary droid.
Improve Access (2 swift actions, 1/turn)
The CZ-Series secretary droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.



Issue Routine Command (1 swift action, 1/turn)
The CZ-Series secretary droid issues a routine command to a computer that has a friendly attitude toward it.
Translator (1 free action)
The CZ-Series secretary droid translates to or from any language it knows.

Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +7, Perception +6, Use Computer +12
Systems 2 hand appendages, internal comlink (encrypted, long-range), vocabulator, translator unit (DC 10)

Designed to serve as a communications assistant for bureaucrats, corporate executives, and military administrators, the CZ-Series secretary droid specializes in managing, organizing, and directing all forms of communications through a particular office or organization. The droid handles audio signals from comlinks, text and data messages through planetary computer networks, and holographic messages from the HoloNet. The droid has internal systems capable of acting as a switchboard, receiving, analyzing, and routing many communications simultaneously. Furthermore, it is programmed to receive instructions from its owner on how to prioritize incoming communications, ensuring that during the work day, only the most urgent messages and comlink requests are passed on. The CZ-Series secretary droid serves as a buffer between its owner and those who want to contact him or her, and it comes loaded with the most common languages spoken by its owner's associates. Once the owner links his or her comlink, datapads, portable computers, and other communications devices to the droid, its programming takes over, and the droid receives, sorts, and routes all messages.

CZ-Series secretary droids can be played as droid heroes.

Playing a CZ-Series Secretary Droid

Players who want to build a CZ-Series droid hero should take the stock protocol droid chassis (see page 13) and choose noble as the starting class, using the Linguist starting feat to replicate the droid's preloaded languages. Instead of starting with a translator unit, the CZ-Series droid gets the comlink jammer and comlink relay special qualities, as described in the full statistics block. Select Knowledge (bureaucracy), Knowledge (galactic lore), Perception, and Use Computer as four of the droid's starting skills. For additional trained skills, consider Gather Information to represent the droid's ability to filter through thousands of messages and sift out the best information, Knowledge (technology) to represent the droid's facility with communications networks and similar technology, and Persuasion to represent the droid's ability to deal with its owner's allies, clients, and coworkers in a pleasant manner. Be sure to purchase an encrypted, long-range comlink and the locked access accessory as a part of the droid's starting equipment.

Modification: Identity Thief

Con artists and scammers like this alteration, which tweaks the CZ-Series secretary droid's internal systems, shifting the focus from data routing to data replication. A secretary droid modified in this manner still routes and analyzes all incoming messages, but over time it builds a database of verbal, data, and holographic records pertaining to specific individuals. Eventually, the droid can piece together enough information to replicate an individual's mannerisms, speech patterns, voice, and holographic appearance.

To modify a CZ-Series secretary droid in this way, first reprogram its Knowledge (galactic lore) skill to the Deception skill, and reprogram the Skill Focus (Knowledge [bureaucracy]) feat to Skill Focus (Deception). Afterward, make similar adjustments to the hardware, which require a DC 25 Mechanics check and 8 hours of work. Once these modifications are complete, the droid loses its comlink jammer special quality and gains the ability to replicate the voice, mannerisms, and holographic appearance of a specific individual with whom it has had contact. The droid can do so only when communicating with someone remotely (via comlink, hologram, or other means), and it treats the deception as though it were two steps closer to a simple deception; for example, an incredible deception becomes only a moderate deception. (See page 65 of the Saga Edition core rulebook for more information on the Deception skill.)

Modification: Pirate HoloNet Transceiver

The CZ-Series secretary droid's internal communications systems are so sophisticated that they can be modified to allow the droid to act as a walking HoloNet transceiver. Usually, transceivers are found only aboard starships due to the communications equipment required to connect to the HoloNet, but this modification lets the droid tap into HoloNet satellites in hyperspace. The process is not cheap; the transceiver alone costs 50,000 credits, and modifying the droid to use the transceiver costs another 3,000 credits in adapters, connectors, and memory buffers. Installing the components requires a DC 30 Mechanics check and 2 days of work. Afterward, the droid is considered to have "pirate" access to the HoloNet, and, if equipped with a holographic recorder/projector, can allow its owners to communicate in real time with other HoloNet-equipped beings anywhere in the galaxy.

Modification: Slicer's Proxy

A CZ-Series secretary droid can be outfitted with special internal computer spikes that let the droid act as a slicer's proxy when connected to a secure network. Slicers who cannot penetrate a computer's security system from the outside sometimes make use of a CZ-Series droid instead, planting software routines within the droid. The next time the droid plugs into the secure network, the slicer's commands go out onto the network. This modification requires a Use Computer check to reprogram the droid (with a DC equal to the droid's Will Defense) and 30 minutes of work. However, instead of reprogramming the droid normally, the slicer makes multiple Use Computer checks and stores the check results in the droid's memory. The slicer can use these checks for any application of the Use Computer skill, including those granted by talents from the Slicer tree. When the droid next connects to the designated network, the slicer's commands are issued in the designated order, using the stored Use Computer check results and using the computer system's attitude toward the droid instead of its attitude toward the slicer. The modified droid can store a number of such commands equal to its Intelligence modifier; all commands still require the normal amount of time to complete.

Overlooked Espionage



One benefit that CZ-Series secretary droids gain from their devotion to managing the menial tasks of their masters is that they make excellent spies. As unassuming assistants, these droids are often overlooked when espionage sweeps occur. One such CZ-Series unit that served as a communications droid in an Imperial Security Bureau office on Brentaal had been compromised secretly by the Rebel Alliance. When agents of the Empire discovered the presence of the Rebel cell, the conspirators were executed, but the droid was left in place, continuing to collect information for the Rebellion despite the fact that no one was there to receive it. The Alliance knows that it is only a matter of time before the Imperials realize that the droid stores sensitive data. The Rebels are likely in need of a team of skilled heroes to travel to Brentaal, break into the ISB office, retrieve the droid, and bring it—and its valuable memory banks—back to Alliance High Command.

DP-2 Probe Droid

DP-2 Probe Droid **CL 6**
Large starfighter/ground vehicle (speeder)
Init +6; **Senses** Perception +7

Defenses Ref 12 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19
Immune droid traits
Speed fly 12 squares (max. velocity 575 km/h), fly 3 squares (starship scale)
Melee claw +4 (see below)
Ranged blaster cannon +2 (see below) and
Ranged space beacon launcher +2 (see below)
Fighting Space 2×2 or 1 square (starship scale); **Cover** none
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 14, Con –, Int 14
Skills Initiative +6, Mechanics +7, Perception +7, Pilot +6, Use Computer +7

Crew 0 (normal); **Passengers** none



DP-2 Probe Droid

Cargo 15 kg; **Consumables** 2 days; **Carried Craft** none
Payload 16 space beacons
Availability Licensed; **Cost** 36,500 credits

Blaster cannon
Atk +2, **Dmg** 3d12

Claw
Atk +4, **Dmg** 1d6+4

Space beacon launcher
Atk +2, **Dmg** –

DP-2 Probe Droid

Large droid (2nd-degree)
hp 40
Threshold 19 (DR 5)

Move (1 swift action, 2/turn)
The DP-2 probe droid moves 12 squares (flying).
Extended Sensor Range (1 swift action, 1/turn)
Through telemetry, the DP-2 probe droid's master can reroll Perception checks when using a vehicle's sensors.
Extended Weapon Range (1 swift action, 1/turn)
Through telemetry, the DP-2 probe droid can reduce its master's range penalties by up to two categories, but both the droid and its master must have line of effect to the target.
Patch Job (1 swift action, 1/turn)
The DP-2 probe droid makes fast, temporary repairs to any disabled mechanical or electronic device. The number of hit points restored equals the result of the droid's Mechanics check.
Reconnoiter (1 swift action, 1/turn)
The DP-2 probe droid can help its master determine their location by examining their surroundings, granting a +2 circumstance bonus to its master's Perception check when using a vehicle's sensors.
Telemetry (1 swift action, 1/turn)
The DP-2 probe droid can transmit what it sees and hears to its master's display or vehicle. This system is most effective when the droid is at least 30 squares away.

Skills Initiative +6, Mechanics +7, Perception +7, Pilot +6, Use Computer +7
Vital Systems 1 claw appendage, space beacon launcher with 16 beacons, blaster cannon

Encountering a DP-2 Probe Droid

Most often, a DP-2 probe droid is found performing an initial assessment of a newly discovered world, scouting ahead for its master while on a planet, or staying within line of sight of its master while it watches their camp's perimeter. In this encounter, a DP-2 probe droid patrols the edge of its master's camp in the middle of a large, grassy field on a temperate world. The droid floats along at a leisurely but steady pace at a distance of about 20 squares from the camp when the heroes arrive. When the DP-2 detects them, it alerts its master and his companions before bringing its blaster cannon to bear and demanding the reason for the heroes' presence. If they do not give a sufficient answer within 1 round, the droid warns them to turn back or it will open fire. If the heroes do not leave, the droid intentionally fires at the ground in front of them to try to scare them away. The DP-2 expects its master and up to three of his friends to arrive within 2 rounds to back it up.

Even before the advent of the Mandalorian Wars and the Jedi Civil War, Duwani Mechanical Products produced a vast number of droids for many facets of society. With a good portion of space still unexplored, Duwani created a probe droid for the scouts and explorers that roam the galaxy. The DP-2 has an ovoid body with a face at one end and six arms that extend away at equidistant points around the middle of the chassis. The arms give the droid the appearance of constantly being in flight, even when it is motionless. The front end of the chassis hosts a highly sensitive sensor suite designed to scan for biological, chemical, and electromagnetic signatures as well as for various forms of life. The arms hold different tools that the DP-2 uses to collect samples and specimens when exploring new worlds. In the event that the DP-2 is used to track a course or guide its master to a destination, it contains a space beacon system that can deploy up to 16 beacons. The droid also carries a blaster cannon in case it encounters hostile lifeforms during its journey.

DP-2 probe droids can't be played as droid heroes.

Modification: Blockade Breaker

If the situation ever arises where one is stuck behind a planetary blockade and escape seems hopeless, this modification of the DP-2 probe droid just might do the trick. The idea is to send the droid ahead to distract the blockade from noticing the vehicle carrying those trying to escape. Preparing the droid for such a task is not difficult and takes little more than a day. The first and probably most important part of the process is removing the space beacon launcher and replacing it with a starship-grade SR 25 shield generator to increase the odds that the droid will survive the encounter. Installing the system requires a DC 35 Mechanics check, 4 hours of work, and raw materials worth 1,500 credits. To make sure that sufficient power is available for the shield generator, add a secondary battery dedicated entirely to that purpose (a task requiring 4 hours of work and raw materials worth 1,000 credits). Finally, adding maneuvering jets helps the droid avoid incoming fire and improves its ability to successfully pilot through the blockade; this process requires 8 hours of work, costs 2,000 credits, and gives the droid a +2 bonus to its Dexterity score.

Modification: Courier Droid

Sometimes, cargo needs to be delivered to a recipient, but the sender wants to keep his or her identity secret or avoid possible hostile reactions to the package. Configuring a DP-2 probe droid to deliver the package is a good way to accomplish such a task. To modify the DP-2 droid in this manner, start by removing the space beacon launcher and installing 20 kilograms of internal storage in its place. Replace the droid's sublight drive with one that increases its speed to 4 or 5 squares to improve its chance of reaching its destination in a timely manner—and to reduce the risk that the droid will be stopped by forces seeking to intercept it. Installing a holographic image disguiser can help the droid fool observers into thinking that it is nothing more than a meteor or a piece of space junk. Finally, adding a hyperdrive allows the DP-2 to journey to other star systems, which further helps its master avoid entanglements. The entire cost of this modification is 31,300 credits. The entire modification can be done in 2 days with a single DC 35 Mechanics check. The end result is that the droid has a sublight speed of 4 squares (starships scale), a holographic image disguiser, a ×8 hyperdrive, and 20 kg of internal storage space.

Extended Travels



The DP-2 probe droid that Duwani Mechanical Products built was quite popular in its day. I'm surprised they didn't put all the scouts out of business. Those droids were pretty good at what they did. I suppose that's why Duwani didn't equip them with hyperdrives. If they did that, we wouldn't need starships anymore, eh? We could just send DP-2s out to deliver our messages or find new planets for us to colonize. But I suppose that some people would still want to travel the stars, and I would be glad for that—so I could sell them some of my other droids. You know, now that you mention it, friend, there's this customer of mine who flew off to Dantooine. Something happened when he reached the system. I got a message from him saying that some droid shot out his engines when he approached one of the outer planets, and now he's drifting, caught in the planet's gravity well. The description of the droid he gave me sure sounds like a DP-2. Maybe you could go rescue him and bring him back here? He still owes me credits.

Droideka Mark II

Droideka Mark II **CL 8**
Large droid (4th-degree) nonheroic 12/soldier 4
Force 3
Init +16; **Senses** Perception +15
Languages Basic (understand only), Binary

Defenses Ref 18 (flat-footed 15), Fort 19, Will 16
hp 80; **SR** 20; **Threshold** 29
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +16 (1d4+5)
Ranged laser cannon +17 (3d8+2) or
Ranged laser cannon +12 (5d8+2) with Burst Fire or
Ranged laser cannon +15/+15 (3d8+2) or
Ranged laser cannon +10/+10 (5d8+2) with Burst Fire
Ranged ion cannon +17 (3d8+2 ion) or
Ranged ion cannon +12 (5d8+2 ion) with Burst Fire or
Ranged ion cannon +15/+15 (3d8+2 ion) or
Ranged ion cannon +10/+10 (5d8+2 ion) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +13; **Grp** +21
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot, Running Attack
Special Actions Devastating Attack (rifles), Penetrating Attack (rifles)

Abilities Str 17, Dex 16, Con —, Int 8, Wis 14, Cha 7
Special Qualities droid traits
Talents Devastating Attack (rifles), Penetrating Attack (rifles)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Rapid Shot, Running Attack, Skill Training (Initiative), Triple Crit, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Initiative +16, Perception +15, Stealth +6
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), internal comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles), 2 ion cannons (treat as ion rifles)
Availability Military; **Cost** 31,435 credits

Droideka Mark II

Large droid (4th-degree)
hp 80
Threshold 29 (SR 20)



Move (1 swift action, 2/turn)
The Droideka Mark II destroyer droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and moves 10 squares.
Avoid Surprise (1 free action)
The Droideka Mark II destroyer droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Blaster Barrage (2 swift actions, 1/turn)
The Droideka Mark II destroyer droid makes two ranged attacks at +10. If successful, each attack deals 5d8+2 points of damage.
Rapid Shot (1 swift action, 1/turn)
The Droideka Mark II destroyer droid makes a ranged attack at +15. If successful, the attack deals 4d8+2 points of damage.
Twin Blaster Burst (1 swift action, 1/turn)
The Droideka Mark II destroyer droid makes a ranged attack at +17. If successful, the attack deals 3d8+2 points of damage.

Skills Initiative +16, Perception +15, Stealth +6
Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink

Encountering a Droideka Mark II

The heroes need to make a quick exit in a landspeeder. They hop on board, the pilot puts the pedal to the floor, and they're off. Everything seems quiet for a moment, then the hum of Droidekas gets louder and louder. The chase is on! The Droidekas concentrate on damaging the heroes' vehicle. The Gamemaster should set the number of turns the chase will last. Characters not at the wheel can help by taking aid another actions as well as by targeting the droids' other defenses. A droid's Will Defense can be used in case it is forced into oncoming traffic, lured away by another vehicle, and so on. To keep things moving, have such tactics affect the droid's condition track. If the heroes manage to elude the Droidekas for the designated number of turns, they pull off one last spectacular stunt, leaving the droids in the dust and laughing all the way back to their ship.

The Droideka is one of the iconic droids of the Clone Wars and a terrifying symbol of the droid army's efficiency. The design has its flaws, but any veteran of the Clone Wars can tell you a story of how a Droideka changed the tone of a battle. The original Droideka model was decommissioned after the Clone Wars and soon became a distant nightmare. However, the Zann Consortium discovered a manufacturing facility on the planet Hypori during the Galactic Civil War. It engaged Jabba the Hutt in a battle for the facility, which produced the Droideka Mark II. The Consortium was victorious, and new Droidekas soon appear in the hands of mercenary units and private armies across the galaxy. The nightmare has returned.

Droideka Mark II droids can't be played as droid heroes.

Modification: Magnetic Starship Turret

The Droideka Mark II is an impressive antivehicle weapon, but leave it to those on the galactic fringe to make a good weapon even better. Smugglers allied with the infamous Riders of the Maelstrom use this modification to circumvent strict starship weapons regulations. They keep a powered-down Droideka in the cargo bay, and if the situation gets hot, they open the bay door and let the droid walk out onto the hull to discourage pursuit. This trick has yet to gain widespread use outside the Outer Rim, although a few system patrols are already wise to it.

This modification begins by removing the Droideka's shield generator; when deployed as a turret, the droid is under the protection of the starship's shields. This change requires a DC 20 Mechanics check and about 30 minutes of work. Next, divert the power from the shields to a magnetic coupler attached to the droid's legs, which requires a DC 25 Mechanics check and 1 hour of work. The coupler allows the droid to stick to the ship's hull. Although the droid can move along the hull during combat, most settle into an optimum firing position as soon as possible.

At the Gamemaster's discretion, installation can proceed if either Mechanics check fails, but the coupler will not be installed properly. Failure to install the coupler properly means that whenever the pilot makes a Pilot check, the droid must make an Acrobatics check with a DC equal to the pilot's DC. If the droid fails this check, the coupler fails to hold the droid to the hull.

Modification: Sith Jedi Hunter

The Droideka is one of the most powerful ground units in the Clone Wars. Encounters between Droidekas and Jedi often end in stalemates. The Droideka's blaster fire can be blocked by the Jedi's lightsaber, but the Jedi's weapon might be unable to penetrate the droid's shielding. By the time the Zann Consortium upgraded the Droideka, the Jedi were fading from the galaxy. But followers of the dark side knew there were still Jedi to eliminate, and the Mark II provided them with the platform to do so.

To modify the droid into a Sith Jedi hunter, rebalance and enhance its gyroscope, which makes it less vulnerable to telekinetic attacks. This change requires a DC 20 Mechanics check and 1 hour of work. The rebalancing slows the droid to a wheeled speed of 3 but gives it a defensive bonus of +2 against the use of *Force push, Force pull,* and *Force slam.* Next, rewire the droid's fire control systems so the blaster cannons fire simultaneously; this change requires a DC 25 Use Computer check and 30 minutes of work. Firing the cannons in this manner is a full-round action, and the DC of any Use the Force check made to block or deflect this attack is increased by 10. Finally, replace the ion cannons with a pair of high-frequency emitters that disrupt the crystals used in lightsabers, a change that requires a DC 25 Mechanics check and 1 hour of work. The emitters weaken the lightsaber beam and reduce its damage by 1d8 points per attack. However, when the emitters are engaged, they interfere with the droid's shield generator, reducing its shields to 0.

Use Only Genuine Droideka Parts



The Mark II is meaner version of the old Droideka. Almost everyone in the market for a Droideka really wants a Mark II, and who can blame them? The Zann Consortium improved the design in a lot of ways. Sure, you can use aftermarket kits they sell, but the design is solid enough that you won't really need them. Any Jawa with decent repair bay and right amount of credits can make the Mark II fit whatever role you need. The secret? Mark II parts and original Droideka parts are practically interchangeable. That good news for us, because after the Clone Wars, we were swamped with banged-up Droidekas that nobody wanted to buy. Smart Jawas fixed them up as best they could to provide security for sandcrawlers. Tatooine's not so bad, but other places require armed security to keep the merchandise from being carried away. But be warned. Unscrupulous Jawas, unlike myself, might sell you a Mark I Droideka with a Mark II casing and a Mark II price tag.

DT-16 "Destructor" Battle Droid

DT-16 "Destructor" Battle Droid **CL 2**
Large droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +11
Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 16, Will 11
hp 38; **Threshold** 21
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +10 (1d4+6)
Ranged blaster rifle +4 (3d8) or
Ranged blaster rifle +2 (4d8) with Rapid Shot or
Ranged grenade launcher +4 (4d6, 2-square burst)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +15
Atk Options autofire (blaster rifle), Point Blank Shot, Rapid Shot

Abilities Str 22, Dex 11, Con —, Int 10, Wis 12, Cha 5
Special Qualities barrage, droid traits
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles)
Skills Perception +11, Stealth –2
Systems basic processor, walking locomotion, 2 hand appendages with concealed weapons (see Possessions), 1 tool appendage, improved sensor package, vocabulator, internal storage (6 kg), plasteel shell (+2 armor)
Possessions 2 blaster rifles (concealed in arms), grenade launcher with 12 frag grenades
Availability Military; **Cost** 13,725 credits

Barrage—The DT-16 battle droid can forgo its normal actions for one round to launch three grenades at three adjacent opponents. By doing so, it grants all allies within 3 squares of the droid a +2 circumstance bonus to their Reflex Defense against attacks from those opponents until the start of the droid's next turn.

DT-16 "Destructor" Battle Droid

Large droid (4th-degree)
hp 38
Threshold 21

Move (1 swift action, 2/turn)
The DT-16 battle droid moves 8 squares (walking).

Barrage (3 swift actions, 1/turn)
The DT-16 battle droid makes a ranged attack against three adjacent opponents to grant a +2 circumstance bonus to the Reflex Defense of all allies within 3 squares of the droid until the start of its next turn.
Patrol Duty (1 swift action, 1/turn)
The DT-16 battle droid makes a Perception check against a target's Stealth check. If the check is successful, the droid detects the target.
Rapid Shot (1 swift action, 1/turn)
The DT-16 battle droid makes a ranged attack at +2. If successful, the attack deals 4d8 points of damage.

Skills Perception +11, Stealth –2
Vital Systems 2 hand appendages with concealed blaster rifles, 1 tool appendage, grenade launcher with 12 frag grenades, vocabulator, internal storage (6 kg)

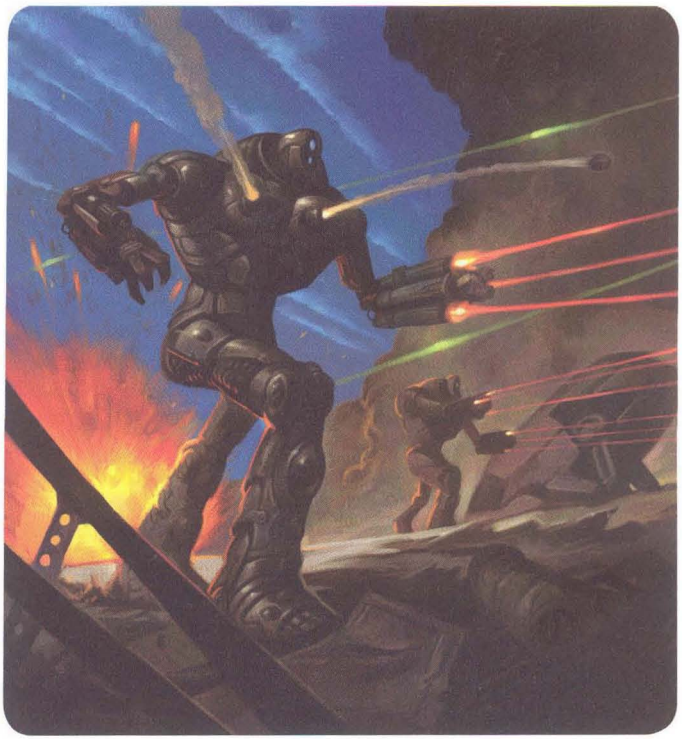
During the height of the Mandalorian Wars, a number of manufacturing companies designed and marketed various battle droids as their contribution to the war effort. Although the droids were not used as much as the companies had hoped, the sudden appearance of so many different types of battle droids was a boon for mercenaries and local militias. The DT-16 battle droid, created by Droidworks, represents the trend followed by a number of smaller companies at the time. Nicknamed "destructor" by those that tested the droid series in the field, the DT-16 stands about 2.7 meters tall and appears much like a muscular humanoid, with broad shoulders and a bulky torso. The droid has a hand at the end of each of its two arms; the hands can be switched quickly with blaster rifles stored in its arms. The chest holds a built-in grenade launcher behind a sliding panel and a connected storage unit that can hold up to 12 grenades. Combined with decent armor and a superior sensor array, the DT-16 can be a fearsome foe on the battlefield.

DT-16 "destructor" battle droids can't be played as droid heroes.

Encountering a DT-16 Battle Droid

Trying to make their way through a starship they have just boarded, the heroes find their path blocked by two DT-16 battle droids and a Mark IV assault droid that all bear the marks of a mercenary unit hired by the Sith. While the Mark IV charges forward at the heroes, the DT-16s advance more slowly, exchanging their hands for their blaster rifles and opening fire. The DT-16s continue to fire while closing the gap with the heroes and switch to melee once within range—provided that the Mark IV has not eliminated the intruders already. If the heroes dispatch the Mark IV or unleash a lot of firepower, the destructors try to find cover and continue to shoot. If the droids have not finished off the heroes after several rounds, the DT-16s throw a grenade or two at them. Finally, if all else fails, one of the DT-16s retreats to summon reinforcements while the other remains behind to pin the heroes down until help arrives.

DT-16 "Destructor" Battle Droid



Modification: Sentry Droid

Modifying a DT-16 battle droid from an aggressive combatant to a defensive sentry seems simple enough, but the process involves a number of changes to make the droid effective within its new parameters. First, outfitting the droid with darkvision (as per the droid accessory) allows it to function at any time of the day or night without assistance. Adding a glowrod to the side of its head might seem redundant when combined with darkvision, but it is useful for companions that cannot see in other spectra, reduces the vision of intruders, and allows the droid to shine a light on enemy targets. The glowrod can be added with a DC 15 Mechanics check and 1 hour of work. Next, install an internal comlink so the droid can maintain contact with headquarters while on patrol duty; this change requires another DC 15 Mechanics check and 1 hour of work. Change the grenades from frag grenades to stun grenades. Finally, reprogram the droid to replace the Toughness feat with the Skill Focus (Perception) feat to complete the modification.

Modification: Antivehicle Defense Droid

This modification is useful for military units in the field that expect to face enemy vehicles. It supplements the droid's weapons array with armaments that are better suited for use against vehicles than against infantry. Start by adding two tool mounts to the droid's shoulders, one on each side, requiring a DC 20 Mechanics check and 2 hours of work. Next, mount a missile launcher on each of the new shoulder mounts, and add 10 kilograms of additional internal storage space for holding two extra magazines of missiles, using normal droid modification rules. Construct a loading system for the launchers in which spent magazines are ejected and new ones are loaded automatically from the storage space. This system allows the magazine change to take place as a standard action instead of a full-round action. Building this system requires a DC 25 Mechanics check and 1 day of work. Reprogram the Toughness feat into the Far Shot feat, and the droid is ready to go.

Modification: Light Construction Droid

Given the droid's height and strength, the DT-16 seems to be suited as much for construction work as for warfare. Many builders agree and actively seek out the droids just for this modification. Start by removing the blaster rifles and grenade launcher—construction droids have no need for weaponry—and expand the storage space to at least 10 kilograms. Next, remove the hand appendages and replace them with claw appendages, which requires a DC 20 Mechanics check and 2 hours of work. After that, add a second tool appendage with another DC 20 Mechanics check and 1 hour of work. Place a laser cutter and an electric arc welder onto the tool mounts. Install a diagnostics package as a way to verify that the droid's construction work is done properly. Finally, reprogram the droid's skill set, changing Perception to Mechanics.

Old Cargo

I've heard of the DT-16 battle droid. Never seen it, but heard of it. What I do know about them is they stand head and shoulders above most of battle droids you see today. And they really pack a punch! But I also heard they have issues with following orders. Something hard-wired in personality matrix or something. I would love to get my hands on a DT-16 and look inside. Oh, that reminds me! A customer—buys lots of droids from me, and who knows what he does with them all—told me he found heavily damaged ship floating in deep space somewhere near Elrood Sector. He managed to dock with it and look around a bit. He found one of the cargo holds was still intact, despite hull breaches. He found the manifest and gave me copy. It says all kinds of old and archaic droids are on board that ship, including a half dozen DT-16s! If you could get me some of those droids, I'd pay good credits. But look out for pirates out there.

Duelist Elite Training Droid

Duelist Elite Training Droid CL 1
Medium droid (4th-degree) soldier 1
Force 2
Init +7; **Senses** Perception +0
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 11
hp 30; **Threshold** 15
Immune droid traits

Speed 6 squares (walking)
Melee rapier +4 (1d8+4)
Ranged by weapon +3
Base Atk +1; **Grp** +3

Abilities Str 15, Dex 14, Con —, Int 11, Wis 10, Cha 10
Special Qualities droid traits
Talents Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Perception +0, Treat Injury +5, Use Computer +5
Systems heuristic processor, walking locomotion, 2 hand appendages, vocabulator, durasteel shell (+4 armor)
Possessions rapier
Availability Restricted; **Cost** 11,330 credits

Duelist Elite Training Droid

Medium droid (4th-degree)
hp 30
Threshold 15

Move (1 swift action, 2/turn)
The Duelist Elite training droid moves 6 squares (walking).
Fencing Assistance (1 swift action, 1/turn)
The Duelist Elite training droid assists a character's attack, providing a +2 bonus to the roll.
First Aid (2 swift actions, 1/turn)
The Duelist Elite training droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point the check was successful. A character can be treated with first aid in this manner only once per day.
Rapier Thrust (1 swift action, 1/turn)
The Duelist Elite training droid makes a melee attack at +4. If successful, the attack deals 1d8+4 points of damage.

Skills Initiative +7, Perception +0, Treat Injury +5, Use Computer +5
Vital Systems 2 hand appendages, vocabulator, rapier

The galaxy can be a dangerous place, and the one thing the rich are always looking to buy is security. Trang Robotics' Duelist Elite training droid is a refined, knowledgeable opponent in the art of fencing. It also makes an excellent addition to household staff and is a great conversation piece for a grand ball. This durable droid comes standard with durasteel-alloy construction so you won't have to hold back as you progress from cautious novice to master swashbuckler. The Duelist Elite comes preprogrammed with rapier, epee, and saber dueling programs. Other programs are available from the manufacturer. Trang Robotics is not liable for any damage caused by reprogrammed droids.

Duelist Elite training droids can be played as droid heroes.

Playing a Duelist Elite Training Droid

The Duelist Elite is a droid of the rich and is programmed as such. Although they are not as well versed in etiquette as protocol droids, they are expected to be proper servants—polite, well spoken, and unobtrusive. The Duelist Elite was built to help its master improve his or her combat skills, and it also generally takes on duties as head of the household servants if these droids need a voice for their desires. Willingly or otherwise, the Duelist Elite often becomes a leader among droids.

When creating a Duelist Elite droid hero, consider taking levels in soldier to specialize in close combat and melee weapons. The noble class also has a few talents worth looking into. The Melee Duelist talent tree from the *Knights of the Old Republic Campaign Guide* is one obvious choice.

Modification: Lightsaber Sparring Partner

Some Jedi come from wealthy families that still support them when they take up the lightsaber, providing improved equipment and training to the sons and daughters who join the Order. Modifying a Duelist Elite droid to teach lightsaber combat styles is rare but not unheard of. Trang Robotics donated one to the Jedi Council on Coruscant, but Master Windu felt that part of learning control of the lightsaber was learning how to fight without going all out, a level of control unnecessary when sparring with a Duelist Elite.

Fighting with a lightsaber is much different from fighting with a fencing weapon. The droid must be reprogrammed with the basics of lightsaber techniques, which requires a DC 11 Use Computer check and a training module that costs 1,000 credits. If the reprogramming is successful, the droid gains the Weapon Proficiency (lightsabers) feat and loses Weapon Proficiency (pistols).

Modification: Sith Weaponmaster

Sith pride themselves on aggression. They believe they can defeat an opponent no matter what weapon they face or how and when they are attacked. Duelist Elite droids that fall into Sith hands are often turned into something a half step removed from an assassin droid. They are armed with a variety of weapons and reprogrammed to strike at their masters at any time without notice. Although the droids rarely succeed, they do their duty with the unshakable tenacity that only a machine can muster.

To modify a Duelist Elite in this manner, begin by removing its programming safeguards, which requires a Use Computer check against the droid's Will Defense. If the check is successful, the droid will no longer stop automatically when its opponent's hit points fall to single digits. Next, reprogram the droid to favor a specific type of weapon, which requires a DC 25 Mechanics check and 30 minutes of work. Finally, swap one or more of the droid's current feats for others. But beware: If the droid is disabled or otherwise shuts down, it reverts to its original programming when restarted.

Modification: Stiletto Droid

The nobility of the Tapani Sector settle their differences with duels. In addition to being educated and graceful, nobles are expected to be deadly with a blade, and they have discovered a way for the droid to play a part in the intrigues of the noble houses. Turning the Duelist Elite into an outright assassin would be considered bad form, but giving the droid a few weapons that might kill a rival "accidentally" during practice is business as usual. A few nobles keep these so-called stiletto droids around on purpose to prove that they can handle any threat that comes their way.

The modification begins with programming a hidden command into the droid, which requires a Use Computer check against the droid's Will Defense and 30 minutes of work. (Erasing the command trail that leads back to the programmer increases the check DC by 10.) If the modification is successful, the droid is programmed to reveal and use a hidden weapon on a specific signal, such as a dropped handkerchief or a spoken keyword. This signal can also be an action taken by the intended target, such as lowering a weapon or turning his or her back on the droid. Next, install a weapon, such as a small knife or blaster, somewhere in the droid, usually concealed within the arm or torso. This installation requires a DC 20 Mechanics check and 1 hour of work. Detecting the weapon requires a Perception check against the result of the Mechanics check made to install it or against the droid's Will Defense, whichever is higher. The first time the droid makes an attack with this weapon, it does so as if its target is flat-footed.

The Droid From Laman

Duelist Elite droids are a luxury purchase, and I usually don't go out of my way to carry them. Do not misunderstand me, my friend—a Duelist Elite is a quality droid. It is a good hand-to-hand combatant and an excellent training tool, and it makes a good impression when you make an entrance with one of these droids at your side. But who really needs to spend their credits on something like this, eh? I've dealt with a Duelist Elite only once, and that was as a customer rather than a product. QX-73 walked into my shop looking to buy a pair of droids—a protocol and an astromech. I showed it a few models, mostly to humor it. Such a funny little droid. Normally, if a droid is sent to purchase other droids, it is given credits or a credit authorization from its master. But this Duelist Elite tried to trade me what it called a lightsaber. I think the droid believed it was a Jedi! If that poor delusional thing is still out there somewhere, it needs a memory wipe as soon as possible.

Duelist Elite Training Droid



E522 Assassin Droid

E522 Assassin Droid **CL 7**
Medium droid (4th-degree) scout 1/soldier 6
Force 4
Init +9; **Senses** darkvision; Perception +10
Languages Basic, Binary

Defenses Ref 24 (flat-footed 23), Fort 23, Will 17
hp 74; **Threshold** 23
Immune droid traits

Speed 6 squares (tracked)
Melee unarmed +10 (1d4+7)
Ranged heavy repeating blaster +7 (3d10+3) or
Ranged heavy repeating blaster +5 (4d10+3) with Rapid Shot or
Ranged ion rifle +7 (3d8+3 ion) or
Ranged ion rifle +5 (4d8+3 ion) with Rapid Shot or
Ranged missile launcher +7 (6d6+3) or
Ranged needler gun +7 (see below)
Base Atk +6; **Grp** +10
Atk Options autofire (heavy repeating blaster), Cover Fire, Devastating Attack (heavy weapons), Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Battle Analysis

Abilities Str 18, Dex 13, Con —, Int 11, Wis 11, Cha 12
Special Qualities droid traits
Talents Acute Senses, Battle Analysis, Cover Fire, Devastating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +9, Knowledge (tactics) +8, Perception +10 (can reroll), Stealth +9, Survival +8
Systems basic processor, tracked locomotion, 2 claw appendages, 2 tool appendages with multifunction apparatus, darkvision, improved sensor package, locked access, vocabulator, neutronium plating (+11 armor)
Possessions heavy repeating blaster, ion rifle, missile launcher with 6 hunter-seeker missiles, needler gun with neurotoxin darts (treat as slugthrower rifle)
Availability Military; **Cost** 28,535 credits

Hunter-Seeker Missiles—When the E522 assassin droid attacks with this weapon, the missile locks on a chosen target and permits the droid to make an attack roll once per round until the missile either hits the intended target or misses for five consecutive rounds.
Neurotoxin Darts—On a successful attack with a neurotoxin dart on a living creature, the target is injected with a paralytic poison (see page 255 of the Saga Edition core rulebook).

E522 Assassin Droid

Medium droid (4th-degree)
hp 74
Threshold 23

Move (1 swift action, 2/turn)
The E522 assassin droid moves 6 squares (tracked).
Cover Fire (1 swift action, 1/turn)
When the droid makes a successful ranged attack, all of its allies within 6 squares of the droid gain a +1 bonus to their Reflex Defense until the start of the droid's next turn.
Paralyze Opponent (1 swift action, 1/turn)
When the droid makes a successful ranged attack with its needler gun, the droid can paralyze an opponent (see Paralytic Poison on page 255 of the Saga Edition core rulebook).
Rapid Shot (1 swift action, 1/turn)
The E522 assassin droid makes a ranged attack roll at +5 with either its heavy repeating blaster or its ion rifle. If successful, the attack deals either 4d10+3 points of damage or 4d8+3 points of ion damage, depending on the weapon used.

Skills Initiative +9, Knowledge (tactics) +8, Perception +10 (can reroll), Stealth +9, Survival +8
Vital Systems 2 claw appendages, 2 tool appendages with multifunction apparatus, vocabulator, heavy repeating blaster, ion rifle, missile launcher with 6 hunter-seeker missiles, needler gun with neurotoxin darts (treat as slugthrower rifle)

Encountering an E522 Assassin Droid

While visiting a dignitary in his office, the heroes are surprised to see their host assassinated right before their eyes, shot in the back of the head through the window behind him. The heroes spot an E522 assassin droid in the building across the street. Rushing to that structure, they see the droid as it approaches a turbolift on the far end of the building. The assassin droid turns to face the heroes and opens fire with its heavy repeating blaster. If possible, the E522 also targets with its ion rifle any droids that it sees, attempting to immobilize them. If combat lasts for more than 5 rounds, the assassin droid fires a hunter-seeker missile at one of the more troublesome heroes. If a hero closes to melee range, the droid engages that character in unarmed combat and tries to take him or her out before resuming its blaster attacks on the rest of the group. After 10 rounds of combat, the E522 assassin droid attempts to flee.

E522 Assassin Droid



During the formative years of the Empire, Sienar Intelligence Systems received a commission to build a weapons-laden droid to be used by the Emperor himself. Neither the reason for the droids nor the origins of the design were known at the time the commission was made. Records recovered by New Republic slicers after the fall of the Empire state that the plans were drafted by Sienar developers with the assistance of droid designers retained from the Techno Union after that organization was folded into the Imperial infrastructure. Soon after completion, the E522 assassin droids were delivered as promised. Little did the public know that the droids would be used to permanently silence Emperor Palpatine's critics as the Empire consolidated its rule of the galaxy.

Built to look like a being with a very strong upper body, an E522 assassin droid moves on tracked feet. It seeks prey with a high-grade sensor suite installed into its flat head and unleashes an array of weapons on its target with relentless precision.

E522 assassin droids can't be played as droid heroes.

Modification: Heavy Weapon Support

Given the droid's sheer size and ability, many people are not surprised to learn that E522s can be altered to provide heavy weapon support for military units on the battlefield. To perform this modification, first install a shield generator with a rating of at least 10. Next, remove the needler gun and ion rifle. Remove the missile launcher from the droid's left appendage and reinstall the weapon on the droid's shoulder. Add a second missile launcher on the opposite shoulder, and add a missile-loading system and 16 kilograms of storage space with a DC 15 Mechanics check and 2 hours of work. Place another heavy repeating blaster next to the first one, and add a grenade launcher where the first missile launcher used to be. Reprogram the Weapon Proficiency feats for pistols and simple weapons to Dual Weapon Mastery I and Far Shot. Finally, add a fire-link system, which will allow the droid to fire its heavy repeating blasters simultaneously as a single standard action with a –2 penalty; this change requires a DC 25 Use Computer check and 2 hours of work.

Paranoia

I've heard a lot of things about the E522 assassin droid, and they're enough to give me nightmares. It carries enough firepower to give the heartiest soldier pause. You can't hear it coming because it moves so quietly. The droid can sneak up on you and blow your head off before you know what's happened. It never sleeps, and it doesn't stop until its target is dead—period. That said, I did get an opportunity to see an E522 in action, however briefly. I was having lunch with an associate when I heard a blaster discharge. A dignitary eating a few tables down suddenly dropped face-down into his soup, and people started screaming. I looked around and saw an E522 pulling back from an upper-level window across the street. Nobody ever caught the droid, and the official report said that the victim had a heart attack. I know the Empire covered that story up.

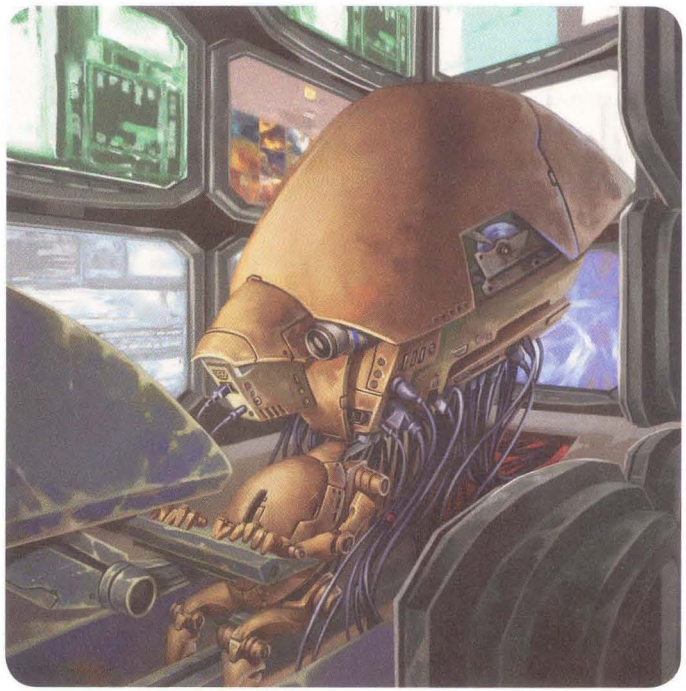
Speaking of cover-ups, a high-society person I know believes that she's being followed by one of these assassin droids, although she claims to have no idea why she might be a target. Not sure if her story is true or not, but she's currently hiding out on Ord Mantell and needs some protection—maybe even someone to take the droid out. Think you got the guts for this one?

EI-9 Network Security Droid

EI-9 Network Security Droid **CL 8**
Medium droid (2nd-degree) nonheroic 3/scoundrel 3/scout 4
Force 3
Init +11; **Senses** low-light vision; Perception +13
Languages Basic, Binary, 3 unassigned

Defenses Ref 22 (flat-footed 21), Fort 19, Will 20
hp 36; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+3)
Ranged blaster rifle +8 (3d8+3) or
Ranged blaster rifle +6 (4d8+3) with Rapid Shot
Base Atk +7; **Grp** +8
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Sniper
Special Actions Gimmick, Master Slicer, Quick Draw



EI-9 Network Security Droid

Abilities Str 10, Dex 13, Con —, Int 16, Wis 13, Cha 10
Special Qualities defense in depth, droid traits, precision locator, quick-load hidden core
Talents Acute Senses, Gimmick, Improved Initiative, Master Slicer
Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Sniper, Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11 (can reroll), Knowledge (technology) +13, Perception +13 (can reroll), Use Computer +18
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, scomp link, improved sensor package, internal comlink, wireless link data port, hidden core, vocabulator, duranium plating (+8 armor)
Possessions blaster rifle
Availability Restricted; **Cost** 23,840 credits

Defense in Depth—After successfully defeating an opponent's Use Computer check to issue a routine command, an EI-9 droid automatically worsens the computer's attitude toward the opponent by one step.
Precision Locator—Whenever another character or droid makes an opposed Use Computer check against the EI-9 network security droid, if the network security droid's check is higher then it automatically learns the basic location of its opponent.
Quick-Load Hidden Core—An EI-9 droid's hidden core automatically attempts to restore itself 1d12 minutes after the droid's memory is wiped or the droid's programming is altered in any way. If the initial attempt fails, the hidden core attempts to restore itself once per hour until it succeeds.

EI-9 Network Security Droid

Medium droid (2nd-degree)
hp 36
Threshold 19

Move (1 swift action, 2/turn)
The EI-9 network security droid moves 6 squares (walking).
Defense in Depth (1 swift action, 1/turn)
After successfully defeating an opponent's Use Computer check to issue a routine command, an EI-9 droid automatically worsens the computer's attitude toward the opponent by one step.
Improve Access (2 swift actions, 1/turn)
The EI-9 network security droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)
The EI-9 network security droid issues a routine command to a computer that has a friendly attitude toward it.

Skills Initiative +11 (can reroll), Knowledge (technology) +13, Perception +13 (can reroll), Use Computer +18
Vital Systems 2 hand appendages, 2 tool appendages, internal comlink, wireless data communications array, hidden core, vocabulator, blaster rifle

As an extension of its security droid offerings, Arakyd introduced an outstanding line of computer and information network security units. The EI-9 combines the functions of online protection with physical protection of the actual computer and networking equipment. It actively patrols and counters threats on- and offline and can attempt both at the same time. The droid has a bipedal humanoid appearance, with two arms, two legs, and dual visual sensors housed in an oversized, helmet-shaped head. It carries an array of data links, cables, and adapters, making it capable of linking with any standard computer port in the galaxy. Its data communications array connects with most wireless networks as well.

EI-9 units commonly protect government and commercial computer cores. They are highly aggressive, and most slicers and data thieves find the droids difficult to circumvent. Their advanced programming allows them to isolate online threats quickly, even when on the move to physically secure a local terminal at the same time. Each droid comes with its own internal protection—a quick-loading hidden core containing default security protocols so that even if the droid is compromised by an attacker, it eventually reverts to its standard protection programming.

EI-9 network security droids can be played as droid heroes.

Playing an EI-9 Network Security Droid

EI-9 droids are dedicated to computer network security. They regard virtually any commercial or government network as something to be protected, although their assigned systems take precedence.

To create an EI-9 droid character, first select the stock service droid chassis (see page 13). Replace the basic processor with a heuristic processor, and add a scomp link to the tool appendage. Add two more tool appendages to account for the various data ports and the data communications array, and install a hidden core. Take your first levels in the scoundrel class to gain access to the Slicer talent tree. Select Armor Proficiency (light) as a starting feat, select Skill Training (Perception) as a bonus feat, and take Use Computer as a trained skill. Take Skill Focus (Use Computer) as soon as possible.

Serious Security



So, you're going after an ISB data storage facility? I have just what you need. I assume you already have a plan for getting in; security is likely to be extremely tight. However, what you need to know is that a lot of these centers employ EI-9 droids. They're tough, both online and off. If you try slicing into the system, one of the network security droids will probably keep you busy, actively battling your every move, while its buddies come after you at the terminal. Oh, you could try to take your own reprogrammed EI-9 to fight the battle for you, but these droids have a nasty habit of remembering that they work *for* security systems, not against them, and at just the wrong moment. If you're not careful, you might find yourself clashing with your own droid. Anyway, good luck.

Modification: Electromagnetic Pulse

This substantial modification allows the EI-9 to emit an electromagnetic pulse capable of disrupting or temporarily disabling most computers, cybernetic systems, droids, and electronic devices within a 6-square radius of the droid. To emit the pulse, the EI-9 rolls 1d10 plus its base attack bonus against the target's Fortitude Defense. If the attack is successful, the affected device immediately shuts down for 1 round while it resets. (For devices that do not have a Fortitude Defense, use a defense of 10 for typical unshielded units and a defense of 25 for heavy-duty or military grade equipment.) After use, the pulse takes 1 round to charge before it can be used again. Installing this modification requires a DC 25 Mechanics check, 4,000 credits' worth of parts and electromagnetic insulation, and 3 days of work.

Modification: Slicer Tracker

This modification enhances the droid's precision locator special quality. Once it has located a slicer on the network, the EI-9 droid can make Use Computer checks to carry out the following functions:

- Insert a tracking program into the portable computer or other device that the slicer is using to access the network. Once inserted, the program attempts to report the slicer's location whenever he or she links to another network. Inserting the program requires a Use Computer check opposed by the target's Use Computer check.
- Access networked sensors and devices in the slicer's area to obtain audio and visual information on the subject. If such devices exist, the droid can make a DC 25 Use Computer check to gather data on the slicer. At the Gamemaster's discretion, the droid might need to make separate checks to gain access to separate systems.

Installing this modification requires a DC 30 Use Computer check, 4,000 credits' worth of software, and 2 hours of work.

EV-Series Supervisor Droid

EV-Series Supervisor Droid **CL 3**
Medium droid (3rd-degree) nonheroic 1/noble 3
Force 3
Init +1; **Senses** Perception +3
Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 13), Fort 12, Will 16
hp 10; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged by weapon +1
Base Atk +2; **Grp** +1
Special Actions Demand Surrender, Presence

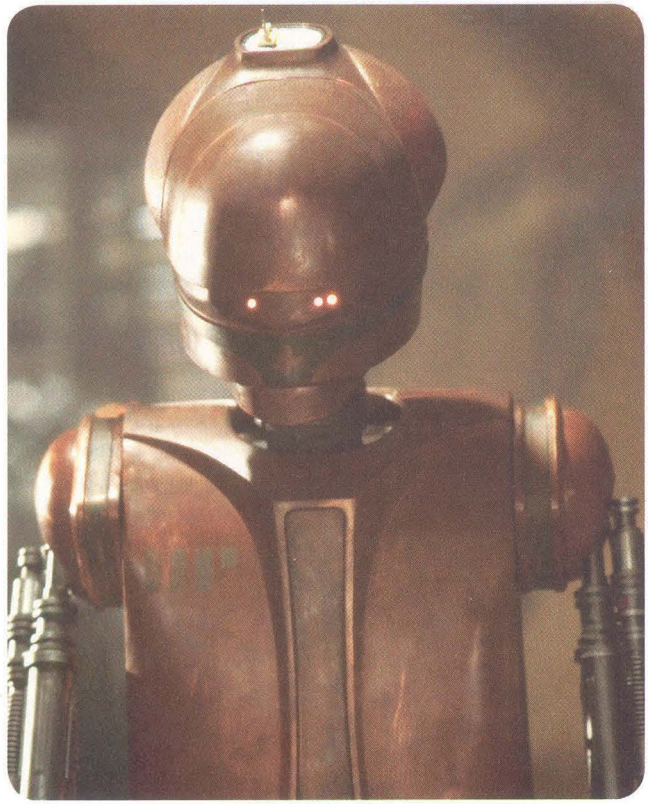
Abilities Str 8, Dex 9, Con —, Int 13, Wis 12, Cha 12
Special Qualities bully, droid traits
Talents Demand Surrender, Presence
Feats Coordinated Attack, Droid Focus (5th-degree), Linguist, Skill Focus (Mechanics, Persuasion), Skill Training (Knowledge [technology], Mechanics)
Skills Knowledge (technology) +8, Mechanics +13, Perception +3, Persuasion +13, Use Computer +8
Systems heuristic processor, walking locomotion, 2 hand appendages, internal comlink, vocabulator
Availability Licensed; **Cost** 11,380 credits

Bully—As a swift action, when trying to intimidate a target, the EV-Series supervisor droid can reroll its Persuasion check and keep the better result.

EV-Series Supervisor Droid

Medium droid (3rd-degree)
hp 10
Threshold 12

Move (1 swift action, 2/turn)
The EV-Series supervisor droid moves 6 squares (walking).
Bully (1 swift action)
When attempting to intimidate an opponent, the EV-Series supervisor droid can make a Persuasion check. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Persuasion check.
Coordinated Attack (1 swift action, 1/turn)
The EV-Series supervisor droid grants its allies a +2 bonus to attack rolls made against an enemy that is adjacent to the droid or within point blank range of the droid.



Demand Surrender (1 swift action, 1/encounter)
The EV-Series supervisor droid demands surrender from an opponent that has been reduced to one-half of its hit points or fewer, by making a Persuasion check against the opponent's Will Defense.
Improve Access (2 swift actions, 1/turn)
The EV-Series supervisor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The EV-Series supervisor droid issues a routine command to a computer that has a friendly attitude toward it.

Skills Knowledge (technology) +8, Mechanics +13, Perception +3, Persuasion +13, Use Computer +8
Vital Systems 2 hand appendages, internal comlink, vocabulator

Playing an EV-Series Supervisor Droid

To play an EV-Series supervisor droid with heroic levels, start by choosing the stock protocol droid chassis (see page 13). The best starting class to select is noble, since it offers the skills and talents the droid needs to perform well in a supervisory role. Instead of a translator unit, the EV-Series droid gets a heuristic processor and the bully special quality, as described in the droid's statistics block. Select Persuasion and Use Computer as two of the droid's starting skills. Other trained skills to consider include Deception to represent the droid's ability to bend the truth to coerce those under its supervision, Knowledge (technology) to represent what it knows about other droids and about devices it can use to direct its workers, and Perception to represent the droid's ability to pinpoint when someone is lying or to look into the actions of a worker. Be sure to purchase an internal comlink as part of the droid's starting equipment.

MerenData designed the EV-Series supervisor droid to manage other droids. The idea of a droid supervising a company's droid pool appealed to many organizations, and the humanoid-shaped unit sold reasonably well. When MerenData discovered shortly after the line's release that the motivators originally planned for the EV-Series were accidentally swapped with ones meant to be installed in torture droids, they decided to wait and see how the droids performed. Much to their surprise, the droids with the swapped motivators actually outperformed the unaltered droids when it came to managing the droids under their care. However, the discovery that the EV-Series droids were using sadistic methods to accomplish their tasks, such as melting a droid's feet to the floor to prevent it from leaving a station or treating it to an oil bath set afire, forced MerenData to issue a massive recall to exchange the motivators. Although most of the droids were brought in and repaired, some customers, such as crime lord Ploovo Two-for-One, preferred the flawed model.

EV-Series supervisor droids can be played as droid heroes.

Modification: Quartermaster

Many military units swear by the use of an EV-Series supervisor droid as a quartermaster for supplies. This relatively simple modification can be performed using the basic droid modification rules from the Saga Edition core rulebook. Start the modification process by installing a video recorder the droid can use to keep a visual catalog of supplies and to track missing items. Install a power recharger in the droid's torso so it can keep power packs and energy cells fully charged. Finish by giving the droid a datapad with access to the military unit's inventory. Thanks to the droid's meticulous skill at keeping supplies protected and in good working condition, anyone who uses weapons or other equipment issued by the droid can reroll his or her first skill check or attack roll with the issued item each encounter and keep the better result. The droid must have spent at least 8 hours with the item in the last 24 hours for the item to gain this benefit.

Modification: Technician

Although this modification might seem unlikely for a supervisor droid, EV-Series units have a working knowledge of how machines function and can be quite adept at fixing them. This modification emphasizes the droid's ability to make repairs and adjustments to machines and to other droids or cybernetic beings. Scoundrel is the best class for this modification, but changes can be made to accommodate the droid's current skill set. First, remove the internal comlink and, in its place, install a diagnostics package to help the droid find and fix problems. Reprogram the Persuasion skill to Perception and adjust the corresponding Skill Focus feat in the same manner. Equip the droid with a tool kit and a roll of mesh tape for emergency repairs. Optionally, one of the droid's hand appendages can be swapped out for a tool appendage with a multifunction apparatus, giving the droid the ability to connect up to three tools needed to perform a particular job. Finally, add a targeting scope to the droid's head and calibrate it to give the droid a +2 equipment bonus to Mechanics checks to make repairs; this step requires a DC 15 Mechanics check and 15 minutes of work.

Rage Against the Machine



I have seen much damage, heard many complaints from droids about working under EV-Series. Scarred chassis, broken and severed arms and legs, burned hardware—just some of the carnage I have seen on poor droids that come to me for repairs. Some of the ones sold to me are so far gone, no choice but to send to the junk pile and hope I can salvage at least one piece of equipment to use elsewhere. Also, I remember one time when I received a supervisor droid that got beat up by droids under its care. Another droid already in sandcrawler saw it and started shrieking in Binary. Next thing, several droids stormed the bay and ripped the broken supervisor apart. Had to buy its owner a new one.

That reminds me. One of the droids I recently fixed told about a production facility on Malastare where an EV-Series supervisor droid watched a work force of near 50 droids. After mistreatment by the supervisor, the droids started to rebel. But the EV-Series anticipated this and had the entire group of workers imprisoned. Then it ordered the security droids to eliminate its organic masters. Now the droid has taken control of the facility and locked down the place, not letting anyone in or out.

FLTCH-Series Battle Droid

FLTCH-Series Battle Droid CL 5
Large droid (4th-degree) nonheroic 4/soldier 4
Force 3
Init +6; **Senses** low-light vision; Perception +11
Languages Basic, Binary, 1 unassigned

Defenses Ref 19 (flat-footed 17), Fort 22, Will 14
hp 32; **Threshold** 22
Immune droid traits

Speed 6 squares (walking), 6 squares (flying with jetpack)
Melee claw +13 (1d6+8)
Ranged heavy blaster rifle +10 (3d10+2) or
Ranged blaster rifle +10 (3d8+2) or
Ranged missile launcher +9 (6d6+2, 2-square radius)
Fighting Space 2×2; **Reach** 1 square
Base Atk +7; **Grp** +18
Atk Options autofire (heavy blaster rifle, blaster rifle), Devastating Attack (rifles), Point Blank Shot
Special Actions Indomitable, Running Attack

Abilities Str 22, Dex 15, Con —, Int 12, Wis 11, Cha 8
Special Qualities droid traits, nightmare, zero-range attack
Talents Indomitable, Devastating Attack (rifles)
Feats Armor Proficiency (light, medium), Point Blank Shot, Running Attack, Skill Training (Endurance), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Endurance +9, Perception +11, Persuasion +8
Systems walking locomotion, flying locomotion (with jetpack), basic processor, 2 claw appendages, vocabulator, improved sensor package, quadanium battle armor (+7 armor)
Possessions heavy blaster rifle, built-in blaster rifle, built-in missile launcher (single missile), demountable jetpack
Availability Military; **Cost** 31,375 credits

Nightmare—The FLTCH-Series battle droid uses its claws and spikes to intimidate while attacking. Once per encounter, the droid can make a Persuasion check to intimidate an enemy as a free action while it simultaneously makes a melee attack against the same enemy. If the check is successful, the intimidation takes effect after the droid's turn is complete.

Zero-Range Attack—If the FLTCH-Series battle droid makes a successful attempt to grab or grapple an enemy with its claw appendage, it can make an immediate attack with its arm-mounted blaster rifle.

FLTCH-Series Battle Droid

Large droid (4th-degree)
hp 32
Threshold 22

Move (1 swift action, 2/turn)
The FLTCH-Series battle droid moves 6 squares (walking or flying with a jetpack).
Claw Attack (1 swift action, 1/turn)
The FLTCH-Series battle droid makes an unarmed attack at +13. If successful, the attack deals 1d6+8 points of damage.
Heavy Blaster Rifle Attack (1 swift action, 1/turn)
The FLTCH-Series battle droid makes a ranged attack at +10. If successful, the attack deals 3d10+2 points of damage.
Missile Attack (1 swift action, 1/turn)
The FLTCH-Series battle droid makes a ranged attack at +9. If successful, the attack deals 6d6+2 points of damage in a 2-square radius.
Nightmare (2 swift actions, 1/encounter)
The FLTCH-Series battle droid makes a Persuasion check to intimidate an enemy while it simultaneously makes a melee attack against the same enemy. If the check is successful, the intimidation takes effect after the droid's turn is complete.
Zero-Range Attack (2 swift actions, 1/encounter)
The FLTCH-Series battle droid attempts to grab or grapple an enemy with its claw appendage at +13. If the attack is successful, the droid can make an immediate attack at +10 with its arm-mounted blaster rifle, dealing 3d8+2 points of damage.

Skills Endurance +9, Perception +11, Persuasion +8
Vital Systems 2 claw appendages, vocabulator, heavy blaster rifle, built-in blaster rifle, built-in missile launcher (single missile), demountable jetpack

Encountering a FLTCH-Series Battle Droid

FLTCH-Series battle droids can be found in almost any mercenary unit or criminal syndicate in the galaxy. They do not frequently operate as part of defense forces or police organizations because their reputation for brutality and their menacing appearance do not mesh well with serving the general public. The droids do not rely on sophisticated tactics but, instead, use bulk, armor, strength, and firepower in battle. However, they can follow orders and battle plans perfectly well.

The merc droid can be deployed with or without its jetpack or heavy blaster rifle, both of which are designed specifically for use with this model. Although the droid does not use its jetpack with great precision, its enormous form flying through the air is a frightening sight, especially to anyone in its landing zone. Units that deploy one of these droids try to maximize its intimidation factor.

FLTCH-Series Battle Droid



An early battle droid model manufactured by the Colicoid Creation Nest for interstellar export by the Trade Federation, the FLTCH-Series is a large brute with spikes, menacing features, and lethal built-in weapons. Designed to be marketed for the security and lesser military duties of humanoid species, the droid is employed by Outer Rim mercenary units and powerful crime lords. Its use by paramilitary organizations is so widespread that it is better known as a "merc droid" than by its proper designation.

The FLTCH-Series is a determined fighter and an effective intimidator. However, its utility is limited by its size, bulk, and lack of agility. The droid's enormous claws hinder its ability to use control panels, equipment, and small electronic devices. They also force the droid to use weapons specially designed for its unique grip, although it occasionally circumvents this limitation (usually with a –5 penalty to attacks).

FLTCH-Series droids can't be played as droid heroes.

Modification: Ammo Boost

This modification allows the FLTCH-Series battle droid to share its onboard ammunition power pack with a handheld blaster, with a further option to add more punch to each shot. Both the droid and the weapon must be altered prior to use. Modifying the droid requires a DC 20 Mechanics check and 500 credits' worth of parts, including a power cable to link the pack to the weapon. Modifying the blaster requires a DC 20 Mechanics check and 100 credits' worth of parts. Once linked, the weapon can use the droid's ammunition power pack as it would any other. Additionally, by consuming twice the power for a particular shot (that is, expending power as if two shots had been fired), the shot can deal an extra 1d6 points of damage on a successful hit. This modification takes a total of 2 hours to complete.

Modification: Mercenary Rental Unit

Some clever programmers figured out a way to turn FLTCH-Series battle droids into self-administrating rental units. Once the droid's owner confirms payment (which is required up front, along with a sizable damage deposit), he or she turns the droid over to the customer. The droid then follows the customer's orders for the specified duration, as long as those commands do not break the terms of the agreement or direct the droid to move against its owner. At the end of the rental period, the droid automatically ceases to aid the customer and waits to be returned to its owner (or finds its own way back). If the rental period ends in the middle of combat, the droid switches to self-defense mode and extracts itself from the situation as quickly as possible. Extensions of the rental agreement are possible but usually must be arranged ahead of time. Throwing credits at the droid at the last minute can work, but the prices go up considerably under such circumstances, and the credits must be paid on the spot.

Making this modification requires a DC 25 Use Computer check and 1 day of work. Adding a tracking device to the droid requires a DC 20 Mechanics check. Once in a customer's charge, the droid vigorously defends itself against any attempt to circumvent its programming or its tracking device. Tampering with the droid terminates the agreement, in which case the droid immediately begins to extract itself from the situation and returns to its owner.

A Big Help

Mercenary droids are a favorite of mine. I know, I know—technically, they're FLTCH-Series units, but you'll find that almost everyone just calls them merc droids. Anyway, they're big and intimidating. Obtaining even one or two will make a fine addition to your firepower. If you can field these monsters, you'll also be seen as serious mercenaries—or wealthy criminals, depending on your friends. If you really want to make a name for yourselves, pick up a couple of these units and head out to Rodia or some other world with a lot of intra-clan fighting. Hire yourselves out as a special operations squad or protection specialists. Make sure you get your employers to spread the word about how good you are and how imposing your hardware is. With luck, you'll start getting calls from better-paying patrons with more dangerous jobs. Watch out, though. Mercs are impressive droids, but they're not indestructible. If you're not careful, you'll spend all your profits repairing them.

G2 Repair Droid

G2 Repair Droid **CL 0**
Small droid (2nd-degree) nonheroic 1
Init +1; **Senses** darkvision; Perception +7
Languages Basic, Binary, 2 unassigned

Defenses Ref 12 (flat-footed 11), Fort 10, Will 10
hp 3; **Threshold** 10
Immune droid traits

Speed 4 squares (walking)
Melee unarmed +0 (1d2)
Ranged by weapon +1
Base Atk +0; **Grp** –4

Abilities Str 10, Dex 13, Con —, Int 15, Wis 11, Cha 8
Special Qualities droid traits, patch job
Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer)
Skills Knowledge (technology) +12, Mechanics +14, Perception +7, Use Computer +12
Systems basic processor, walking locomotion, 2 hand appendages, darkvision, diagnostics package, improved sensor package, vocabulator
Possessions tool kit
Availability Licensed; **Cost** 5,210 credits

Patch Job—The G2 repair droid can make temporary repairs to any disabled mechanical or electronic device as a standard action instead of a full-round action.

G2 Repair Droid

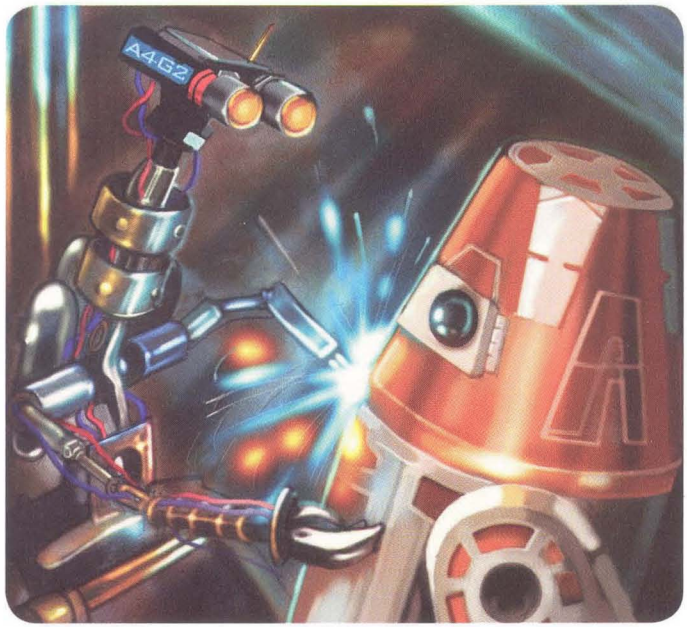
Small droid (2nd-degree)
hp 3
Threshold 10

Move (1 swift action, 2/turn)
The G2 repair droid moves 4 squares (walking).
Patch Job (1 swift action, 1/turn)
The G2 repair droid makes fast, temporary repairs to any disabled mechanical or electronic device. The number of hit points restored equals the result of the droid's Mechanics check.
Recharge Shields (2 swift actions, 1/turn)
When acting as the shield operator of a vehicle or operating a device with a shield rating, the G2 repair droid makes a Mechanics check to restore 5 points to the shield rating, up to the shield's normal maximum.
Regulate Power (2 swift actions, 1/turn)
When acting as the engineer of a vehicle, the G2 repair droid makes a Mechanics check to move the vehicle +1 step on the condition track.
Run Diagnostics (2 swift actions, 1/turn)
The G2 repair droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Knowledge (technology) +12, Mechanics +12, Perception +7, Use Computer +12
Vital Systems 2 hand appendages, diagnostics package, vocabulator, tool kit

SoroSuub introduced the G2 repair droid to the galaxy within the first decade after the conclusion of the Clone Wars. G2s are a little shorter than standard R2 astromech droids, with a wide bottom half that forces them to waddle when they walk. This distinctive manner of locomotion, along with small heads atop long, thin necks, earned G2s the nickname "goose droids." Their three-fingered hands allow them to hold most repair tools, and their wide stances give them extra stability when dealing with large, heavy equipment. G2s are capable repair droids, but they tend to be overly talkative, which is hardwired into their systems and cannot be relieved with memory wipes. Complaints and a high number of returns from large corporations that bought the droids in bulk forced SoroSuub to discontinue the line eight years after the Battle of Endor, but near-constant requests from small business owners and individuals prompted the company to restart the series two years later.

G2 repair droids can be played as droid heroes.



G2 Repair Droid

Playing a G2 Repair Droid

Anyone seeking to play a G2 repair droid with heroic levels should choose the stock mechanic droid chassis (see page 12). The best starting class to recreate the droid is the scoundrel, using the Point Blank Shot feat to emphasize the droid's accuracy in targeting objects at close range. Instead of starting with four tool appendages and internal storage, the G2 droid comes with the patch job special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills. Consider choosing Knowledge (physical sciences) to represent the droid's ability to develop and apply new maintenance methods and to create upgrades for existing equipment, Knowledge (technology) to represent the droid's knowledge of cutting-edge technological systems, and Pilot to represent the droid's knowledge of vehicle operations. Be sure to purchase a tool kit as part of the droid's starting equipment, and consider purchasing magnetic feet to help the droid make repairs on the outer hull of a starship.

Modification: Copilot

Merchant captains, shuttle pilots, smugglers, and pilots from other walks of life are always in need of reliable copilots to back them up in case of emergency, and the G2 repair droid can be modified to fill that role. Begin by installing a tool appendage on the droid, which requires a DC 20 Mechanics check and 1 hour of work. Attach a scomp link to the new appendage; this part of the procedure requires a DC 15 Mechanics check and 10 minutes of work. Normally, the droid can't operate a vehicle through a scomp link, but the device can be altered to allow the G2 to link into a vehicle's operation system and pilot the vehicle, as well as to perform typical copilot functions like astrogation and sensor operations. Next, reprogram the droid's skill set to remove Mechanics and to add Pilot. At the same time, adjust the Skill Focus (Mechanics) feat to Skill Focus (Pilot). Optionally, change one of the other Skill Focus feats to Dodge, Vehicular Combat, or Weapon Proficiency (heavy weapons).

Modification: Explosives Detector

Many law enforcement agencies have to deal with bomb threats from terrorists and criminals, but they might not all employ agents that have the proper training to locate and defuse explosives. For such agencies, a G2 repair droid modified to perform those duties can be a valuable resource. To make this modification, start by upgrading the droid with hardened systems of at least ×3, treating the G2 as if it were a droid of Large size. This change increases the droid's hit point total by 30 and its damage threshold by 15. Attach two tool appendages and add 5 kilograms of internal storage to the droid's chassis with a DC 20 Mechanics check and 3 hours of work for each component. Install a laser cutter on one of the tool appendages and an electroshock probe on the other.

Modification: Scavenger

Scavenging would seem to be a function better suited to a labor droid, but a number of junk shop owners have found that a G2 repair droid is more than capable of filling this role after the following modifications are made. Remove the droid's legs and install a repulsorlift unit in their place, removing the limitation imposed by terrain; this change requires a DC 25 Mechanics check and 1 day of work. Next, attach a set of electrobinoculars and a glow rod to improve the droid's visual capabilities, requiring a DC 15 Mechanics check and 2 hours of work for each item. To help the droid withstand punishing environments, change the Use Computer skill to Survival, which requires a DC 10 Use Computer check and 30 minutes of work. Finally, affix a removable storage bin or cart on a repulsorlift to the back of the droid so it can tow the scraps and equipment it finds back to its master. As an alternative, a shell can be created and permanently attached to the droid, allowing it to carry up to 25 kilograms of materials instead of lugging around a separate unit. This option better protects the droid's haul, reducing the chance that it will lose anything it finds.

Much Too Talkative



There are two droid models in the galaxy that I cannot stand: 3PO protocol droids and G2 repair droids. The reason is that they talk too much! All they do is blather on about anything and everything. I am surprised that they ever get any work done. I had a G2 working for me a while back. It constantly talked about things unrelated to its job, and my circuits nearly fried just hearing it carry on. I had to rip out its vocabulator to finally shut it up. In fact, I would not be surprised to learn that a G2's unending stream of conversation is responsible for the problems with those ships at the Sluis Van shipyards. Several ships have flown out of there over the last several weeks, only to experience difficulty with one or more primary systems just after leaving the star system. That might explain the increased pirate activity in that area of space. I wonder if the repair droids in the shipyards are working for the pirates. That seems possible, but I have my doubts. If the G2s had been compromised, surely the stupid droids would have blurted out that information by now.

GD16-Series Pilot Droid

GD16-Series Pilot Droid **CL 5**
Medium droid (5th-degree) scout 3/soldier 2
Force 3
Init +9; **Senses** low-light vision; Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 19 (flat-footed 17), Fort 17, Will 16
hp 44; **Threshold** 17
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +4 (1d3+2)
Ranged by weapon +6
Base Atk +4; **Grp** +6
Atk Options Devastating Attack (heavy weapons), Point Blank Shot
Special Actions Vehicular Combat

Abilities Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 9
Special Qualities droid traits, sensor crown, simultaneous operation, vehicle link
Talents Acute Senses, Devastating Attack (heavy weapons), Improved Initiative
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Pilot), Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Initiative +9 (can reroll), Knowledge (galactic lore) +9, Knowledge (tactics) +9, Mechanics +9, Perception +10 (can reroll), Pilot +14, Stealth +9, Use Computer +9
Systems walking locomotion, heuristic processor, 4 hand appendages, locked access, improved sensor package, vocabulator
Availability Licensed; **Cost** 17,430 credits

Sensor Crown—As a swift action, a GD16-Series pilot droid can use its sensor crown to lock on to a vehicle, a character, or an object that it can see. Until the end of the encounter, the droid gains a +2 equipment bonus to Perception checks related to that target.
Simultaneous Operation—Twice per encounter, a GD16-Series pilot droid gains an additional swift action that it must use to operate a vehicle's systems or to take another vehicle combat action.
Vehicle Link—As a standard action, a GD16-Series pilot droid can establish a link with a ship or a vehicle and issue a routine command to any automated onboard system; for example, it can start the engines, raise or lower a boarding ramp, or open a hatch. To establish a link, the ship or vehicle's computer must have a friendly attitude toward the droid.



GD16-Series Pilot Droid

Medium droid (5th-degree)
hp 44
Threshold 17

Move (1 swift action, 2/turn)
The GD16-Series pilot droid moves 6 squares (walking).
Copilot (1 swift action, 1/turn)
The GD16-Series pilot droid assists a character's Pilot check, providing a +2 bonus to the check.
Recharge Shields (2 swift actions, 1/turn)
The GD16-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the droid's ship regains 5 points of shields, up to the ship's normal maximum.
Regulate Power (2 swift actions, 1/turn)
The GD16-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the droid's ship moves +1 step on the condition track.
Sensor Crown (1 swift action)
Until the end of the encounter, the GD16-Series pilot droid gains a +2 equipment bonus to Perception checks related to a single vehicle, character, or object.

Playing a GD16-Series Pilot Droid

GD16-Series pilot droids have a superiority complex and are programmed to exude great confidence in their own abilities, especially where care and subtlety are required in espionage missions. Although the GD16 is a fifth-degree droid, start by selecting the stock battle droid chassis (see page 11). Take your first level in the scout class to gain a high number of class skills and, eventually, the Improved Initiative talent. On the other hand, if you plan to use your droid primarily for starfighter combat, you might select the soldier class instead. You will want high Dexterity and Intelligence scores to aid your piloting and astrogation abilities. Select Armor Proficiency (light) for your bonus Armor Proficiency feat, and consider selecting heavy weapons for your bonus Weapon Proficiency feat. You should be trained in the Initiative, Mechanics, Perception, Pilot, and Use Computer skills. Depending on your starting class, you might need to choose one or more of these as a Skill Training feat, possibly when you take a level in a second class. You should also take the Vehicular Combat feat at the first opportunity. Finally, purchase two more hand appendages.

Vehicle Link (1 swift action, 1/turn)
The GD16-Series pilot droid issues a routine command to an automated system on board a ship or a vehicle whose main computer is friendly toward the droid. For example, the droid can start the engines, raise or lower a boarding ramp, or open a hatch.

Skills Initiative +9 (can reroll), Knowledge (galactic lore) +9, Knowledge (tactics) +9, Mechanics +9, Perception +10 (can reroll), Pilot +14, Stealth +9, Use Computer +9
Vital Systems 4 hand appendages, vocabulator

When MerenData decided to market a pilot droid for clandestine operations, it produced a model that exceeded the average pilot droid's equipment and capabilities. Whereas standard pilot droids are designed to handle speeders, ground vehicles, and some starships in the public transport, governmental, or commercial markets, MerenData's GD16-Series is designed for versatility and mission adaptation. As such, it is more expensive than the average pilot droid.

The GD16-Series droid is designed to pilot virtually any type of vehicle, from the smallest speeder bike to the largest capital ship. Since most of the galaxy's vehicles are designed for organics with two arms and two legs, the GD16 conforms to this general bipedal configuration. The droid can adapt to any size of cockpit thanks to telescopic arms and legs and an extendable torso and neck. The GD16's double-arm configuration gives it a marked advantage over organic pilots, allowing it to operate more controls simultaneously. The droid's sensor crown is designed for cockpit use, giving it 360-degree vision and a simultaneous view above the unit. Additional forward-mounted sensors are dedicated to scanning the ship's control board and other system readouts. Finally, the droid can pilot a ship through a direct computer link, if the ship is so equipped.

GD16-Series pilot droids can be played as droid heroes.

Modification: Advanced Espionage Upgrade

Although MerenData designed the GD16 to support espionage and other clandestine activities, there are times when the droid must operate on its own. The standard model is adaptable enough to handle many missions, but some owners upgrade the GD16's espionage module for more sensitive tasks. To make this modification, the droid must become trained in the Stealth skill and pick up one or more talents from the Camouflage talent tree.

Modification: Precision Flight

Most GD16s are impressive pilots, but some are adapted to fly very precisely, inserting their ships into spaces in a way that no normal droid or organic pilot could duplicate without extreme skill (or a little help from the Force). For this modification, the droid must be trained in Pilot and have the Skill Focus (Pilot) feat. Install precision flight sensors and subprocessors, a task that requires a DC 25 Mechanics check and 3 days of work and costs 20,000 credits. Finally, upgrade the droid's flight algorithms to work with the new equipment, which requires a DC 30 Use Computer check. Once completed, the modifications allow the droid to take 20 on precision flying and docking maneuvers even when threatened, as well as on reactions to avoid collisions. This upgrade gives the GD16 a distinct advantage in navigating asteroid fields or the dense skylanes of large cities.

Surprise Spy



A GD16? Yeah, I've heard of them, but I don't carry them anymore. Don't get me wrong, friend—they're the best droid pilots I've ever seen. But number one, they're hard to get your hands on. Number two, their personalities are about as cold and precise as their flying skills—they're some arrogant droids, all right. And number three, it turns out this one GD16 I had was actually sent to spy on me, and I can't abide being spied on in my own shop. I never saw it coming. The thing had been here just a few days when it offered to run me out to pick up a load of spare parts. Next thing I know, it locks me in the ship's cargo hold and just like that, we're off to see a Hutt. As if that weren't bad enough, we're attacked by pirates on the way! But the droid cut those fools to shreds, and we still made it to the Hutt on time. Seems he was unhappy with an earlier shipment of cut-rate protocol droids and wanted a little proof that I was still trustworthy. Of course, I used my knack for persuasion to clarify the situation, or I wouldn't be here now, would I? Funny, though—the droid backed me up. So it was sneaky, all right, but it was honest, too.

GX1-Series Battle Droid

GX1-Series Battle Droid **CL 6**
Medium droid (4th-degree) nonheroic 6/soldier 3/scout 1
Force 3
Init +18; **Senses Perception** +9
Languages Basic, Binary

Defenses Ref 24 (flat-footed 21), Fort 20, Will 14
hp 35; **Threshold** 20
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +10 (1d3+5)
Ranged heavy blaster rifle +11 (3d10+4) or
Ranged heavy blaster rifle +9 (4d10+4) with Rapid Shot
Base Atk +7; **Grp** +10
Atk Options Point Blank Shot, Rapid Shot
Special Actions Harm's Way

Abilities Str 16, Dex 16, Con –, Int 10, Wis 8, Cha 13
Special Qualities droid traits
Talents Evasion, Harm's Way, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Rapid Shot, Skill Focus (Initiative), Skill Training (Perception), Weapon Focus (blaster rifles), Weapon Proficiency (rifles, simple weapons)
Skills Initiative +18, Perception +9
Systems basic processor, walking locomotion, four hand appendages, 1 tool appendage, internal storage (20 kg), secondary battery, vocabulator
Possessions heavy blaster rifle, durasteel battle armor, glowrod
Availability Restricted; **Cost** 23,305 credits

Repositioning Routines—GX1-Series battle droids are programmed with sophisticated tactical routines that allow them to regroup and launch a new attack plan when flaws are exposed in their current tactics. Whenever one of the GX1-Series battle droid's allies within 12 squares is reduced to 0 hit points, the battle droid can move up to half its speed as a reaction; this movement does not provoke attacks of opportunity.

Small Appendages—Two of the GX1-Series battle droid's hands are smaller and capable of more fine manipulation than its main hands. A GX1-Series battle droid can pick up or retrieve a stowed item as a free action once on its turn.

GX1-Series Battle Droid

Medium droid (4th-degree)
hp 35
Threshold 20

Move (1 swift action, 2/turn)
The GX1-Series battle droid moves 6 squares (walking).
Blaster Rifle Attack (1 swift action, 1/turn)
The GX1-Series battle droid makes a ranged attack at +11. If successful, the attack deals 3d10+4 points of damage.
Rapid Shot (1 swift action, 1/turn)
The GX1-Series battle droid makes a ranged attack at +9. If successful, the attack deals 4d10+4 points of damage.
Repositioning Routines (reaction)
When one of the droid's allies within 12 squares is reduced to 0 hit points, the battle droid can move up to half its speed without provoking attacks of opportunity.
Retrieve Item (free action, 1/turn)
The GX1-Series battle droid retrieves a stowed item or picks up an item.

Skills Initiative +18, Perception +9
Vital Systems four hand appendages, 1 tool appendage, glowrod, secondary battery, vocabulator

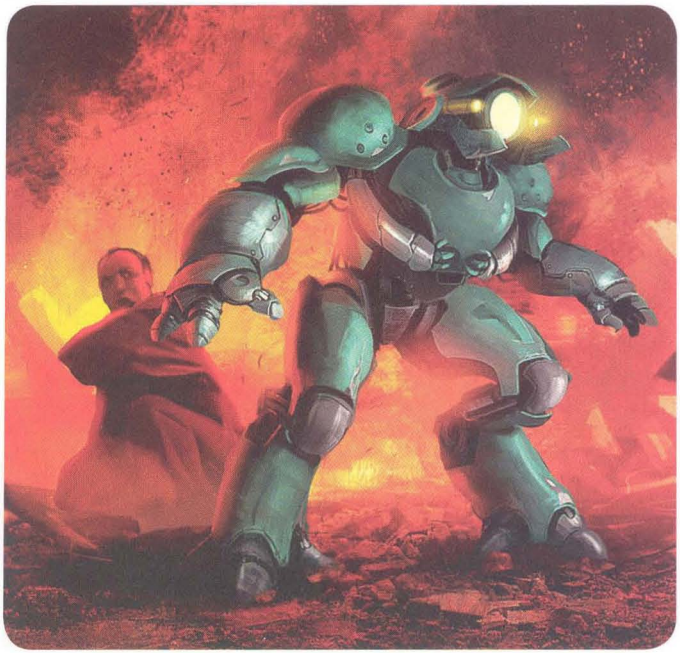
The GX1-Series battle droid from Trang Robotics is one of the company's only forays into private security battle droids, and one that saw an extremely limited production run. Following the success of their Duelist Elite training droids (see page 88), executives at Trang Robotics put the word out to wealthy individuals and well-funded corporations that they would be willing to design a battle droid based on their customers' needs and feedback. The GX1-Series battle droid is significantly more expensive than other battle droids, but that was something that the financiers of the project were willing to accept, in exchange for having the droid designed around their needs.

GX1-Series battle droids can't be played as droid heroes.

GX1-Series Battle Droid Encounters

Since the GX1- Series battle droid isn't as ubiquitous as other battle droids, they are best used as an unpleasant surprised for unsuspecting heroes. Typically, the owners of a GX1-Series battle droid will have only one or two of the droids around, given their high cost, meaning that these droids work well as the bodyguards or personal enforcers for moderately wealthy individuals such as Senators or mid-level corporate executives. These droids will most commonly be featured in encounters with their masters, along with thugs or hired guards to help round out the encounter. A rare few extremely wealthy individuals might have a larger cadre of GX1-Series droids; including at least four of the droids in an encounter is a great way to showcase their repositioning routines special quality.

GX1-Series Battle Droid



Modification: Armored Courier

One somewhat unorthodox use for the GX1-Series battle droid is to convert the droid into a special courier capable of delivering highly sensitive information that cannot be transmitted over computer networks or the HoloNet. The first step in the conversion is to replace the droid's built-in glowrod with a tight-beam laser transmitter capable of delivering data via focused beams of light; only special input devices can accept data transfers in this way, and it is assumed that the intended recipient has such a device. Typically, tight-beam transmitters are part of building security systems and must be removed and converted into droid parts. This modification requires 2 hours of work, costs 2,750 credits, and requires a successful DC 20 Mechanics check to complete the installation. Additionally, the droid's internal computer systems need to be loaded with sophisticated encryption programs in order to protect the data from attempts to slice into the droid's memory banks; this requires 12 hours of work and a DC 35 Use Computer check, or 1 hour of work and a DC 15 Use Computer check with a prepackaged encryption suite (the typical black market cost for such encryption is roughly 6,000 credits). With the encryption installed, the droid has an effective Will Defense of 35. Lastly, the droid is equipped with a device that erases its memory entirely should the encryption be overcome; this device costs 600 credits and requires 1 hour of work and a DC 15 Mechanics check to install.

Modification: Airdrop Droid

Although most GX1-Series battle droids are already formidable opponents, at least one of the original investors converted a squad of the droids into airdrop droids that can be deployed directly to the battlefield from orbit without the need for a dropship or a shuttlecraft. The modification requires the owner to remove the durasteel battle armor from the droid (replacing it with a standard durasteel shell) before augmenting the droid's armor with flaps, small repulsor generators, maneuvering jets, and strategically placed heat ablative tiles. This armor augmentation costs 4,500 credits for materials and requires 24 hours of work and a DC 25 Mechanics check to complete. Once the modification is made, the droid can be dropped from a ship in orbit directly onto the battlefield without damaging the droid. This modification does not provide a GX1-Series droid with a fly speed.

Private Armies

Even though GX1-Series battle droids aren't widely known, Trang Robotics' willingness to listen to their customers' demands did end up producing a droid that is more than worth its high price tag for some individuals. Word on the space lanes is that the initial investors were paying Trang Robotics to provide them with private droid armies. Some of those operations got busted up by the Jedi, but other investors took their droids and went into hiding. Some of them even hired slicers to attack Trang Robotics's computer facilities to erase any trace of the sale and then assassins to target anyone who dealt with the investors. Needless to say, having several private droid armies vanish overnight has been of a great deal of concern to the authorities, and they have been hunting for anyone who might be able to lead them to the original investors. I've even heard rumors that one of the original Trang Robotics executives in charge of the project managed to avoid assassination and is currently being hidden by Black Sun agents. My friends in low places seem to think that the executive, whoever he or she is, is being kept safe aboard a Black Sun skyhook over Taris, and that the authorities are willing to pay a cargo hold full of credits for anyone that can turn that executive over for questioning. Of course, that also means the bounty on the exec's head is growing by the day, so there might be more money to be made by turning the exec over to those shadowy investors.

GY-I Information Analysis Droid

GY-I Information Analysis Droid CL 1
Medium droid (3rd-degree) noble 1
Force 2
Init +6; **Senses** low-light vision; Perception +9
Languages Basic, Binary, 5 unassigned

Defenses Ref 13 (flat-footed 12), Fort 10, Will 15
hp 18; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Ranged by weapon +1
Base Atk +0; **Grp** +1

Abilities Str 8, Dex 12, Con —, Int 15, Wis 15, Cha 16
Special Qualities droid traits
Talents Educated
Feats Linguist, Skill Focus (Gather Information), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Gather Information +13, Initiative +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +9, Use Computer +7
Systems walking locomotion, heuristic processor, improved sensor package, 2 hand appendages, vocabulator
Availability Licensed; **Cost** 11,855 credits

GY-I Information Analysis Droid

Medium droid (3rd-degree)
hp 18
Threshold 10

Move (1 swift action, 2/turn)
The GY-I information analysis droid moves 6 squares (walking).
Analyze Data (1 swift action, 1/turn)
The GY-I information analysis droid assists a character's Gather Information check, providing a +2 bonus to the check.
Diagnosis (1 free action)
The GY-I information analysis droid makes a Knowledge (life sciences) check with a +5 bonus to determine a source of disease or injury and communicates the diagnosis to its owner.
Expert Opinion (1 swift action)
The GY-I information analysis droid makes a Knowledge (life sciences), Knowledge (galactic lore), or Knowledge (physical sciences) check and reports its findings.

Skills Deception +8, Gather Information +13, Initiative +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +9, Use Computer +7
Vital Systems 2 hand appendages, vocabulator

An old adage says that credits make the galaxy turn. The truth of the matter is that those credits are often used to buy information. Originally, Cybot Galactica built the GY-I information analysis droids to process the large amounts of data collected by space survey teams and university researchers. For example, a GY-I might be tasked with determining the best habitat on a newly discovered planet. However, as Emperor Palpatine turned resources away from the explorations of the Old Republic to the war machine of the Galactic Empire, most GY-I droids were reassigned to other roles in which their analysis would be useful.

GY-I Information Analysis droids can be played as droid heroes.

Playing a GY-I Information Analysis Droid

Cautious is the best word to describe GY-I droids in the field. The more data they can acquire, the more contingencies they can plan for. The droids aren't good at adapting on the fly, and the random nature of emotional behavior is a mystery to them. They are, however, excellent at long-term planning. What might seem like luck or the intervention of the Force to someone else is merely the result of proper analysis and planning to a GY-I droid.

Although playing a cautious character might seem inappropriate in the fast-action *Star Wars* setting, these droids definitely have their place. For example, they plan the big heists or the lightning-fast raids on Imperial strongholds. Selections from the noble's Leadership talent tree are a great way to emulate the droid's ability to make large groups operate well, and a few choices from the scoundrel's Fortune or Misfortune talent trees can make lucky breaks seem like they were part of the plan all along.

The Sad Tale of GY-I33

These droids are in high demand in many markets. Criminals want them to run numbers. Corporations want them to find new sources of profit. Warlords want them to analyze flaws in plans of attack. High-end processor in the model's brain means the manufacturing corporation keeps clear records on who it sells the droids to. The processors are a big reason we make tidy profit when we get one. A smart tech can turn a GY-I into a lot of different kinds of droids—protocol, astromech, assassin. They don't stay on the sandcrawler for long.

Yes, advanced processor can be used for many things, but sometimes the droid can be modified too well. The deep space scout modifications can be full of quirks. Uncle Tukka told about GY-I33, a droid on a 10-year scout mission with a Zabrak company. The droid came back the only survivor. It went too long between memory wipes, and its personality matrix destabilized. The droid thought it was the Zabrak scout who had been its owner. Could not understand why its family didn't recognize it, or why the wife had a new husband. Could not handle the difference between the memories it possessed and the reality it faced. GY-I33 began stalking and eliminating the family, one by one . . .

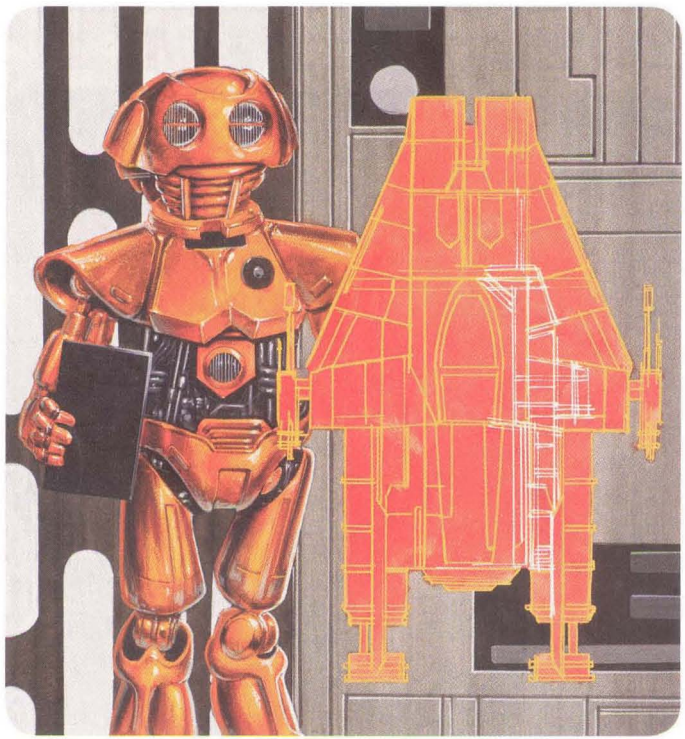
Modification: Astromech Droid

The GY-I information analysis droid is surprisingly robust in the field. Many droids are reduced to scrap metal by the first glancing blow in combat, but because the GY-I is meant to store information worth salvaging, its processors are housed in a torso tough enough to survive the rigors of space travel. Pilots have discovered that a GY-I can even be modified to replace an astromech droid. First, reprogram the droid's analysis module, which requires a DC 25 Use Computer check and 1 hour of work. This step essentially gives the droid an astromech buffer with a stored number of jumps equal to the droid's Intelligence score. Next, detach the droid's limbs, leaving only its torso and head, and fit the droid into the astromech slot of a ship. This process requires a DC 30 Mechanics check and 2 hours of work. Finally, attach the droid directly to the ship's hyperdrive with a DC 15 Mechanics check and a full-round action.

Modification: Financial Wizard

Although the impressive processing power of the GY-I is generally used for scientific or academic pursuits, elements on the galactic fringe have found different applications for these droids. Zorba the Hutt received a GY-I as part of a collection on a bad debt and tweaked the droid to suit his purposes. By analyzing the efficiency of the crime lord's operations, the droid could streamline procedures, identify areas of waste, and deduce who was skimming credits off the top. The droid also had a knack for ruthlessly determining when a loan should be collected with prejudice. Had the GY-I not mysteriously disappeared, it could have become the first droid lieutenant of a Hutt crime family.

To modify a GY-I into a financial wizard, replace the droid's heuristic processor with that of a fourth-degree battle droid. This step requires a Mechanics check with a DC equal to the droid's Will Defense. Once the new processor is installed, the droid can overcome its life-preservation directives and look solely at the bottom line of a situation. If the droid's owner has the Wealth talent, provided that the droid has been involved in its master's finances, the master is treated as being two levels higher than he or she is for the purposes of determining how many credits the master gains from the Wealth talent when gaining a level. An individual can only benefit from one droid modified in such a way. The droid can also make a Knowledge (bureaucracy) check to assess the street value of any items presented to it or to its owner.



GY-I Information Analysis Droid

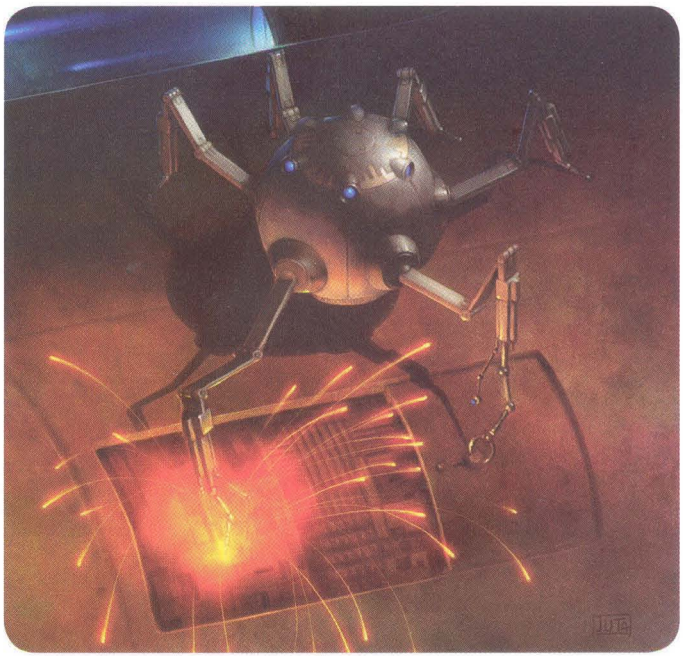
H-1ME Battle Mechanic Droid

H-1ME Battle Mechanic Droid **CL 1**
Small droid (2nd-degree) scout 1
Force 2
Init +8; **Senses** Perception +0
Languages Basic, Binary, 3 unassigned

Defenses Ref 17 (flat-footed 14), Fort 11, Will 11
hp 24; **Threshold** 11
Immune droid traits

Speed 4 squares (walking)
Melee unarmed -1 (1d2-1)
Ranged by weapon +3
Base Atk +0; **Grp** -2

Abilities Str 8, Dex 16, Con —, Int 17, Wis 11, Cha 11
Special Qualities droid traits, preventive maintenance
Talents Jury-Rigger
Feats Skill Focus (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)



H-1ME Battle Mechanic Droid

Skills Initiative +8, Jump +4, Knowledge (physical sciences) +8, Knowledge (technology) +8, Mechanics +13, Perception +0, Pilot +8, Stealth +13, Survival +5
Systems heuristic processor, walking locomotion, 8 tool appendages, magnetic feet, extra legs, collapsible construction, vocabulator, communications countermeasure system
Possessions tool kit
Availability Restricted; **Cost** 10,565 credits

Preventive Maintenance—For every 8 hours the H-1ME battle mechanic droid spends working on a vehicle, the vehicle regains a number of hit points equal to its Challenge Level, up to its maximum number of hit points. Preventive maintenance can occur while a ship is in hyperspace.

H-1ME Battle Mechanic Droid

Small droid (2nd-degree)
hp 24
Threshold 11

Move (1 swift action, 2/turn)
The H-1ME battle mechanic droid moves 4 squares (walking).
Identify Technology (1 swift action)
The H-1ME battle mechanic droid makes a Knowledge (technology) check. If the check is successful, the droid identifies the technology of the item in question.
Mechanical Assistance (1 swift action, 1/turn)
The H-1ME battle mechanic droid assists a character's Mechanics check, providing a +2 bonus to the check.
Pick Pocket (1 swift action, 1/turn)
The H-1ME battle mechanic droid makes a Stealth check against a target's Perception; the target receives a +5 bonus to the check. If the check succeeds, the droid steals from the target an object that is hand sized or smaller.
Recharge Shields (2 swift actions, 1/turn)
The H-1ME battle mechanic droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
The H-1ME battle mechanic droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Initiative +8, Jump +4, Knowledge (physical sciences) +8, Knowledge (technology) +8, Mechanics +13, Perception +0, Pilot +8, Stealth +13, Survival +5
Vital Systems 8 tool appendages, magnetic feet, extra legs, vocabulator, tool kit

Playing an H-1ME Battle Mechanic Droid

An H-1ME clings to the outside of a ship in the middle of a battle and fights to keep that vessel moving. These droids have daredevil personalities and are not known for cautious planning or rational action. They are programmed to make split-second decisions and improvise solutions in situations that are frenetic or deadly. What's more, an H-1ME is very protective of its master's ship. The droid might be small, but it has no qualms about picking fights with larger opponents if the paint on its master's ship gets smudged. This loyalty is noteworthy, although sometimes it can get the droid's owner into trouble.

When creating an H-1ME battle mechanic droid hero, consider taking the scout class and choosing talents from the Fringer talent tree. In addition, the scoundrel's Fortune and Misfortune talent trees offer good options for helping the droid survive the dangerous situations it will face while clinging to the hull of its master's ship. Armor is also a good choice to protect the droid. Equip the character with an array of tools and tool kits to provide extra utility and bonuses.

Astromech droids are known for their ability to coax a damaged ship back to life. But not every ship is designed to carry an astromech, nor can every pilot afford one. One of the solutions to this problem is the H-1ME battle mechanic droid from Intertran Systems. This droid attaches itself to the hull of a ship and performs repairs while the vessel is in flight. Its small profile allows it to operate even in the middle of a dogfight without affecting the ship's maneuverability. The H-1ME is a toolbox that knows how to use itself.

One of the most important features of the H-1ME is that it can operate while a ship is in hyperspace, which makes the droid an excellent choice for lone merchants and starfighter pilots. In addition, many H-1MEs are found in the employ of ship dealers, making sure a merchant's inventory is ready to fly off the lot when a customer comes calling. The droid takes up the same amount of space as a standard ship's toolbox and usually fits in the storage space for tools. The droid can also be deactivated and disassembled to fit into smaller storage locations. For larger ships, multiple H-1MEs are recommended.

H-1ME battle mechanic droids can be played as droid heroes.

Modification: Missile Droid

The size and flexibility of the H-1ME battle mechanic droid allow it to be used in novel ways on the battlefield. A mercenary flight group known as Mazer's Mynocks disassembled their H-1MEs and loaded them into concussion missile housings. When a ship was badly damaged, a friendly starfighter fired one of the special projectiles at the vessel. En route, the H-1ME powered up, quickly reassembled itself, and was ready to begin repairing the damaged ship upon arrival. The missile housing the droid was in was painted with a distinct red and white pattern to alert the target that the incoming projectile was helpful rather than harmful.

To modify an H-1ME in this manner, start by reprogramming the droid to activate and reassemble itself when the concussion missile proximity trigger activates. This step requires a DC 11 Use Computer check and 1 hour of work. Next, build the projectile housing for the droid, which requires a DC 25 Mechanics check and 1 hour of work. Finally, disassemble the droid and load it into the missile, which requires a DC 25 Mechanics check and 1 hour of work. The H-1ME droid can perform the first two checks on its own but cannot perform the third check or assist with it. For each failed check during the process, the droid moves –1 step on the condition track, a persistent condition that can be removed with a DC 25 Mechanics check. The droid is fired with a simple attack roll. If the attack misses, the pilot that fired the missile can spend a swift action to deactivate the projectile; the droid can then be retrieved later.

A Personal Favorite



Love this droid! I always keep a few around to make sure my other droids stay tip-top. Fixing droids comes naturally to H-1ME, even if it gets a little too attached. I usually deactivate the droid before sales days. It pitches a fit when I turn it back on, but also quite happy to see new droids that it can fix up and get to know. They are loyal and easily customizable. Anyone that spends time around droids or starships, definitely pick one up. My current unit, H-88ME, likes to tell stories while it works and has dozens about other droids of its kind. Now its in the middle of a story about H-2ME. This droid was modified to carry small bits of cargo and was launched into space by its master, said to be one of the last Jedi Knights. The little droid latched onto a spice freighter and made its way across the galaxy, looking for someone to give the treasure. What could have been so valuable, so small that it could be contained inside little droid? Holocron, maybe? Lightsaber? I will close up shop soon—I don't want to miss the next part of H-88's tale!

HK-77 Assassin Droid

HK-77 Assassin Droid **CL 4**
Medium droid (4th-degree) soldier 4
Force 3
Init +10; **Senses** darkvision; Perception +10
Languages Basic, Binary, 1 unassigned

Defenses Ref 21 (flat-footed 18), Fort 18, Will 15
hp 55; **Threshold** 18
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+4)
Ranged blaster rifle +8 (3d8+4) or
Ranged blaster rifle +3/+3 (3d8+4)
Base Atk +4; **Grp** +7
Atk Options autofire (blaster rifle), Dual Weapon Mastery, Point Blank Shot
Special Actions Indomitable

Abilities Str 14, Dex 16, Con —, Int 13, Wis 12, Cha 10
Special Qualities blaster surge, droid traits
Talents Indomitable, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Point Blank Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Knowledge (tactics) +8, Perception +10, Use Computer +8
Systems heuristic processor, walking locomotion, 2 tool appendages, darkvision, improved sensor package, locked access, vocabulator, quadanium battle armor (+7 armor)
Possessions 2 blaster rifles
Availability Restricted; **Cost** 19,865 credits

Blaster Surge—As a full-round action, the HK-77 assassin droid can forgo its normal attacks to fire a high-powered blaster bolt from one of its rifles. The high-powered bolt deals 5d8+4 points of damage and consumes an additional five shots from the weapon's power pack. The weapon cannot be fired during the next round, while it cools down.

HK-77 Assassin Droid

Medium droid (4th-degree)
hp 55
Threshold 18

Move (1 swift action, 2/turn)
The HK-77 assassin droid moves 6 squares (walking).

Avoid Surprise (1 free action)
The HK-77 assassin droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Blaster Surge (1 swift action, 1/turn)
The HK-77 assassin droid makes a ranged attack roll at +8. If successful, the attack deals 5d8+4 points of damage.
Salvo (2 swift actions, 1/turn)
The HK-77 assassin droid makes two ranged attack rolls at +3 each. Each successful attack deals 3d8+4 points of damage.
Support Fire (1 swift action, 1/turn)
The HK-77 assassin droid makes a ranged attack roll at +8. If successful, the attack deals 3d8+4 points of damage.

Skills Initiative +10, Knowledge (tactics) +8, Perception +10, Use Computer +8
Vital Systems 2 tool appendages with blaster rifles, vocabulator

Continuing the success of the HK-47 line, the HK-77 assassin droid was designed and built to be the ultimate hired killer. Originally conceived several years before the outbreak of the Jedi Civil War, the HK-77 is the culmination of the droids that came before it: the HK-47, HK-58, and HK-65 assassin models. The HK-77 is slightly shorter than its predecessors and has a narrow head with eyes that extend from each side, a shape that was borrowed from various predators found around the galaxy. Unlike the HK-47 and the HK-58, which were standard models that had hands and carried weapons, the HK-77 has weapons incorporated into its arms for ready access. When chasing a target, the droid prefers overt action over stealth, which might be its biggest flaw. By confronting its target in the open, the droid exposes itself to attack and gives its prey a chance to escape or to fight back. Despite

Encountering an HK-77 Assassin Droid

HK-77 assassin droids are known to work alone, choosing to rely on their own abilities or the resources they can obtain to accomplish their missions. They can be found virtually anywhere in the galaxy that is reasonably well populated, since most of its targets can be traced to such locations. Many times, an HK-77 will blindly pursue its target and ignore anyone else that might be present—unless the droid decides on the spot that a bystander is a greater threat than its original quarry. On the world of Zeltros, for instance, the heroes might suddenly come face-to-face with an HK-77 that emerges from a dark alleyway in the late evening. The assassin droid steps out from the shadows and, without warning, opens fire at its target with no regard for anyone else—whether other heroes or innocent passersby—that might be in the line of fire. During the course of the conflict, the droid seeks cover from incoming attacks but does everything it can to eliminate its target first and foremost.

several attempts by the designers to correct this issue, the HK-77 continues to exhibit overly aggressive behavior.

HK-77 assassin droids can't be played as droid heroes.

Modification: Firefighter

At first, the transformation from a droid that takes lives to one that saves lives seems like a drastic change. But after seeing a modified HK-77 in action, some people wonder why the droid was not designed to perform this function in the first place. This modification tweaks the droid's hardware and software to create a firefighter that is put to great use by many safety units throughout the galaxy. Start by removing the droid's blaster rifles from its arms, and replace them with fire extinguishers. Then add four chemical cartridges to each arm, along with an automatic reload system that costs 75 credits per appendage. All together, these changes require a DC 15 Mechanics check and 2 hours of work. Finally, add a flame-retardant jacket or coating to the droid's shell to grant it a +2 bonus to Fortitude checks to resist high temperatures; the materials to create the coating cost 200 credits, and it requires 1 hour of work to apply the coating to the droid.



HK-77 Assassin Droid

Reputation of Fear

After the HK-47 assassin droid, the HK-77 is one of the most feared fourth-degree droids. With built-in weapons and a cunning personality matrix, an HK-47 can terrify anyone with a price on his or her head. In many ways, that reputation works better than the droids themselves. When wanted beings discover that an HK-77 is after them, they often fear for their lives and surrender as quickly as they can. Some, though, believe that the droids' reputation is nothing more than hype.

Have you heard the story of Garm Bel Iblis, a leader of the Rebellion? Apparently, someone high in the Imperial hierarchy discovered his location on Anchoron and sent a refurbished HK-77 droid, along with other assassins, to kill him. Many believe that Bel Iblis died when a bomb planted for him detonated, but others think that he was not caught in the blast and still lives. Most assassins believe him to be dead, but the HK-77 still pursues Bel Iblis, refusing to return to Coruscant. As a result, the Empire has left the droid to its own devices. Whether Bel Iblis is alive or dead, the Rebellion would be most grateful if a group of heroes could find the droid, which was last reported to be looking for clues on Anchoron, and dismantle it permanently.

Modification: Gambler's Proxy

Gamblers enjoy playing games of chance at the galaxy's clubs and cantinas. Sometimes, though, a gambler can't make it to a particular game—or chooses not to attend, since sitting down with certain seedy types can be hazardous to one's health. In such instances, sending a modified HK-77 assassin droid in the gambler's place can work nicely. Begin the modification by removing the blaster rifles and the tool appendages, and replace them with hand appendages. Next, upload information about various games of chance and gaming strategies into the droid's memory banks: This data can be purchased from entertainment vendors at major starports for about 50 credits. For gamblers that want to play a fair game, the modification is complete.

However, to give the droid a further edge, increase the output of the improved sensor package and the darkvision accessory, which requires a DC 20 Mechanics check and 1 hour of work. This upgrade gives the HK-77 a short-term vision boost that lets it see through objects within 3 meters that have 2 hit points or fewer—more than enough to look through the casings for sabacc cards and read their displays. The vision boost must be used sparingly because it burns out after prolonged use. For each round of use after the first 10 rounds of use, the droid must make a DC 15 Wisdom check. Success indicates that the vision boost continues to work. Failure means that the droid's improved sensor package and darkvision irreparably short out. On each subsequent round of use, the DC of the Wisdom check increases by 3 until either the droid stops using the upgrade or the system burns out.

HKB-3 Hunter-killer Droid

HKB-3 Hunter-killer Droid **CL 6**
Medium droid (4th-degree) nonheroic 3/scout 3/soldier 2
Force 3
Init +5; **Senses** low-light vision; Perception +11
Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 17), Fort 19, Will 15
hp 32; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+4)
Ranged blaster rifle +8 (3d8+4) or
Ranged blaster rifle +6 (4d8+4) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options autofire (blaster rifle), Coordinated Attack, Point Blank Shot, Rapid Shot
Special Actions Expert Tracker

Abilities Str 14, Dex 13, Con —, Int 12, Wis 10, Cha 8
Special Qualities coordinated tracking, droid traits, hunting sensor, simultaneous fire
Talents Acute Senses, Expert Tracker, Weapon Specialization (rifles)
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Rapid Shot, Skill Training (Stealth), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Perception +11 (can reroll), Stealth +10, Survival +9
Systems walking locomotion, remote processor (5-km range), 2 hand appendages, vocabulator, improved sensor package, internal comlink (encrypted), locked access, quadanium plating (+5 armor)
Possessions blaster rifle
Availability Military; **Cost** 19,130 credits

Coordinated Tracking—HKB-3 droids share sensor and observational data when tracking a target. When up to four HKB-3 droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

Hunting Sensor—HKB-3 droids carry specialized sensors for hunting targets that negate all cover and concealment bonuses to Perception checks, including total cover and total concealment. The sensors do not negate cover and concealment bonuses to attacks.



Simultaneous Fire—When the HKB-3 droid uses the aid another action to aid another HKB-3 droid's attack roll, that droid's attack, if it hits, deals +1 die of damage for every 5 points by which it exceeded the target's Reflex Defense. Multiple HKB-3 droids using the aid another action stack their attack bonuses, but this bonus to damage is only applied once.

HKB-3 Hunter-killer Droid

Medium droid (4th-degree)
hp 32
Threshold 19

Move (1 swift action, 2/turn)
The HKB-3 hunter-killer droid moves 6 squares (walking).
Blaster Rifle (1 swift action, 1/turn)
The HKB-3 hunter-killer droid makes a ranged attack with its blaster rifle at +8. If successful, the attack deals 3d8+4 points of damage.
Coordinated Tracking (2 swift actions, 1/turn)
The HKB-3 hunter-killer droid makes a Survival check to track a target. When up to four HKB-3 droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

Playing a HKB-3 Hunter-Killer Droid

Playing an HKB-3 droid works best in adventures set before the Clone Wars or in which the droid is part of an independent unit still in service after the Separatists' defeat. To create an HKB droid hero, select the stock battle droid chassis (see page 11). Consider replacing the remote processor with a basic or a heuristic processor. In either case, this alteration rids the droid of its dependence on a remote droid controller. The HKB still can receive remote processor commands but is not bound to follow them.

HKBs use abilities from the scout and soldier classes. Select the scout class first if you plan to focus on stealth and tracking, or choose the soldier class if you want to focus on firepower and defense. Consider becoming a multiclass character to support the droid's hunter-killer label. If scout is selected first, spend your bonus starting Armor Proficiency feat on Armor Proficiency (light) and your first level feat on Armor Proficiency (medium). You also must be trained in the Survival skill to use its tracking application.

Simultaneous Fire (2 swift actions, 1/turn)
The HKB-3 hunter-killer droid uses the aid another action to aid another HKB-3 droid's attack roll, granting the allied droid +1 die of damage for every 5 points by which the droid's attack roll exceeds its target's Reflex Defense. Multiple HKB-3 droids using the aid another action stack their attack bonuses, but this bonus to damage is only applied once.

Skills Perception +11 (can reroll; ignores cover and concealment, including total cover and total concealment), Stealth +10, Survival +9
Vital Systems 2 hand appendages, vocabulator, internal comlink (encrypted), blaster rifle

Years before the Clone Wars, Baktoid introduced the HKB-3 to the hunter-killer droid market. With decent weaponry, modular appendages, and an excellent degree of control, the droids soon became popular among higher-ranking Trade Federation officials as bodyguards and personal security. Like Baktoid's cheaper B1 units, the HKB relies on remote processing and carries a bulky communications unit that extends above the height of its head. Although the unit is an obvious vulnerability, it provides additional protection for the droid's head. Eventually, the HKB's bodyguard duties are handed over to the much superior Droidekas. HKBs see some action during the Clone Wars, but they are usually relegated to guard duty or patrolling remote worlds rather than serving as front-line fighters.

Given their reliance on remote processors, HKBs are always accompanied by some type of droid control ship, vehicle, or similar unit. However, they are dangerous in combat and worthy of the hunter-killer label. The droids are especially threatening when operating in small groups. The basic model carries standard handheld weaponry, which can be swapped out for appendage-mounted weapons.

HKB-Series hunter-killer droids can be played as droid heroes.

Modification: Jammer

This modification adds local jamming capability to the HKB-3 droid's large receiver package without disrupting the link to its own remote processor. When activated, the jammer inhibits comlinks, the remote processors of enemy droids, and most other communications signals within a 12-square radius of the HKB. Sensors scanning the area cannot easily penetrate the static field, but they do detect the jamming automatically. Initiating the jammer requires a standard action, and sustaining it requires a move action. When the field is activated, the droid makes a Use Computer check with a +10 equipment bonus. Anyone attempting to communicate or scan through the jamming field must make an opposed Use Computer check against that result. Opponents that succeed can communicate, although static still disrupts the signal, and enemy droids reliant on remote processors must spend a swift action to filter out the noise. Opponents that fail the check cannot communicate, and enemy droids reliant on remote processors stop moving and cease to function while within the static field (unless they have backup processors).

Making this modification requires 4,000 credits' worth of parts and software. The installation requires a DC 15 Mechanics check, a DC 15 Use Computer check, and 6 hours of work.

Hunting Hunter-Killers

So, you're going after that ex-Separatist, Neimoidian coward Tornak Po? I imagine you've already heard that he's been hiding out in the desolate wastes of Tatooine's southern polar region. He can't pay his debts since his side lost the war, and I think he's trapped there in his luxury yacht. Or he's hiding. Or both. Who knows?

I bet you want to know more about those hunter-killers he's rumored to have as protection. No problem. The HKBs were decent enough back before the Trade Federation decided to start invading planets instead of just buying them off. The droids are still lethal, but they were outclassed by other models the Separatists obtained for the war. Plus, they were more expensive than the B1 droids, and Neimoidians are cheap. Tornak probably got his HKBs for free, or maybe he found an old stash of them.

Anyway, don't let their perceived obsolescence fool you—the droids are still dangerous and can track you down far better than the average battle droid. They're particularly fond of working in groups and firing simultaneously on a target with rapid fire weapons. Isolated targets are dead targets, but maybe you can use that to your advantage to turn the tables on them. Good luck.

KM1 Mining Droid

KM1 Mining Droid **CL 2**
Large droid (5th-degree) nonheroic 6
Init +3; **Senses** darkvision; Perception +2
Languages Basic, Binary

Defenses Ref 17 (flat-footed 17), Fort 17, Will 9
hp 31; **SR** 10; **Threshold** 22
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +11 (1d4+7)
Ranged laser cutter +4 (3d8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +16
Atk Options slammer

Abilities Str 24, Dex 10, Con —, Int 10, Wis 8, Cha 8
Special Qualities droid traits, mining shield generator, stability, adaptable programming
Feats Armor Proficiency (light, medium), Slammer, Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +8 (can reroll, taking the better result), Perception +2, Stealth –2
Systems walking locomotion, basic processor, 2 tool appendages, mining shield generator, darkvision, vocabulator, duranium plating (+8 armor)
Possessions 2 laser cutters (treat as heavy blaster pistols; maximum range of 12 squares)
Availability Licensed; **Cost** 21,880 credits

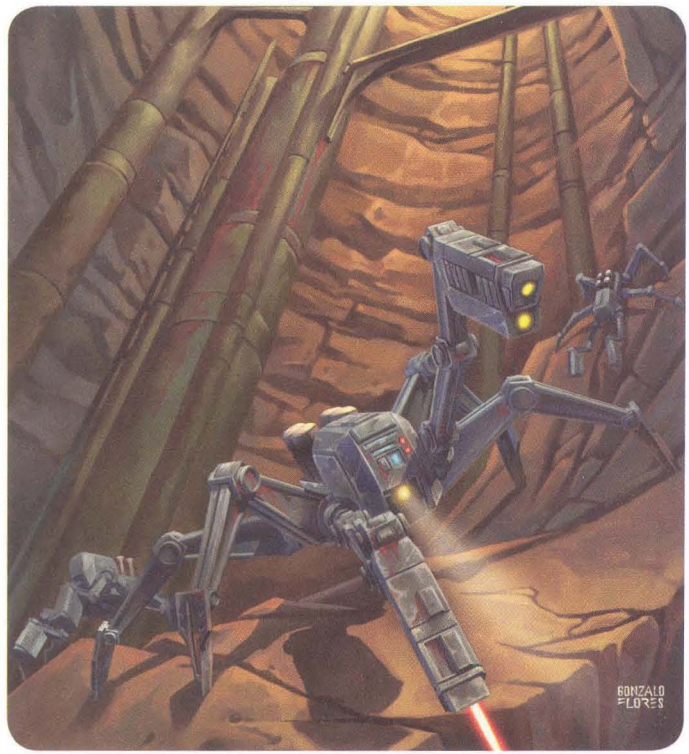
Mining Shield Generator—This device operates as a normal shield generator (SR 10) and enables the KM1 mining droid to reroll Endurance checks and take the better result to resist environmental damage and effects.
Stability—The KM1 mining droid gains a +5 bonus to avoid being knocked prone.
Adaptable Programming—The KM1 mining droid is built for easy adaptation to tasks. The DC of Use Computer checks to reprogram the droid is reduced by 5.

KM1 Mining Droid

Large droid (5th-degree)
hp 31
Threshold 22 (SR 10)

Move (1 swift action, 2/turn)
The KM1 mining droid moves 6 squares (walking).
Adaptable Programming (1 free action)
When reprogramming a KM1 mining droid, reduce the DC of the Use Computer check by 5.
Improvised Fire (1 swift action, 1/turn)
The KM1 mining droid makes a ranged attack at +4 (maximum range 12 squares). If successful, the attack deals 3d8 points of damage.
Slammer (1 swift action, 1/turn)
The KM1 mining droid makes a melee attack at +10. If successful, the attack deals 1d6+18 points of damage. If the damage exceeds the target's damage threshold, the target also gains a persistent condition.
Stability (1 free action)
The KM1 mining droid gains a +5 bonus to avoid being knocked prone.

Skills Endurance +8 (can reroll), Perception +2, Stealth –2
Vital Systems 2 tool appendages with laser cutters (treat as heavy blaster pistols; maximum range of 12 squares), mining shield generator, vocabulator



KM1 Mining Droid

Encountering a KM1 Mining Droid

In the Old Republic era, KM1 mining droids are found in most major mining facilities in the galaxy. In later eras, derivative models from contemporary manufacturers are likely to remain in operation. KM1 droids typically operate in small groups, usually in conjunction with excavation variants (see below) and under the command of an organic or droid supervisor. The owner of a KM1 can exploit several advantages. First, the droid can legally carry what are essentially two heavy blaster pistols. Second, the unit is highly durable and can withstand greater environmental extremes than the average droid. Furthermore, those who discover the ease with which a KM1 can be reprogrammed can make good use of this feature. In fact, it's possible for heroes—or villains—to control a small, primitive army of mining droids without a lot of effort.

Duwani Mechanical Products designed KM1 mining droids to excavate raw materials in tight quarters and dangerous environments. The Peragus mining facility used the droids extensively in its operations during the time of the Old Republic. Each low-standing, crablike droid carries two laser cutters to blast obstructing rock and punch holes for its fuel siphons. For defense, the KM1 can use the laser cutters as improvised blasters, although they are inaccurate and have an extremely short range. The droid can carry small amounts of fuel by siphoning it into four onboard storage cylinders on its back. Most KM1s are also equipped with mining shield generators to protect them from environmental effects and other damage.

The droids are not terribly intelligent, but they store highly specialized instructions and information on the specific material they are deployed to extract. Mine administrators like KM1s because they are highly durable, easy to deploy, and easy to program. However, the latter feature can become a security issue, since almost anyone with knowledge of droid programming can take control of the unit. Using the KM1 chassis as the base model, Duwani Mechanical Products supplies Peragus and other facilities with several specialized variants.

KM1 droids can't be played as droid heroes.

Modification: Excavation Droid

One of the main KM1 variants is the excavation droid. Its features are almost identical to those of the standard model, including the mining shield generator, but it carries heavy laser cutters and heavy armor. Although an excavation droid's primary task is to blast through dense rock, it has a lesser version of the base model's siphoning system for extracting hard-to-reach veins of fuel. To create this variant, replace the KM1's laser cutters with heavy laser cutters (treat them as heavy blaster rifles with a maximum range of 12 squares), and replace the duranium plating with neutronium plating (+11 armor). To reflect the excavation droid's durability, select the Improved Damage Threshold feat. Finally, reduce its speed to 4 squares to reflect its heavier armor and frame.

Modification: Wall Walker

A KM1 modification used in some mines is a conversion technique that allows the droid to walk on any surface in a tunnel, including walls and ceilings. Additionally, the droid can secure itself to a suitable surface well enough to carry out mining activities, and, once set, the wall walker is difficult to dislodge. To make this modification, first equip the KM1 with climbing claws. If an event or Force power tries to dislodge the droid, it can reroll its Strength or grapple check and take the better result.
ork) is one of the more popular modifications.

A Scavenger's Gold Mine



Hello, fellow scavengers, good deal for you today. I just received word the Blast Pit mining operation shut down this week. Even better, the corporation abandoned all old equipment and droids. Now, the equipment's fine, but it's hard to sell. What I need are the droids. Probably dozens of KM1s down there. Maybe no one told them to shut down and they're still working away. Or maybe one of the droid supervisors took over after it realized they had the run of the place. Never mind. I just want you to go out and capture as many of those things as you can. I'll pay top credits for them, especially those that are not too damaged, not too worn out. Mind you, I'm sure I'm not the only one to hear about this! You might have to contend with other scavengers, but what's a little competition among rivals? Remember, they're most likely not out to kill you, and I might do business with them someday, so try not to eliminate future customers.

Better take a heavy-duty vehicle, and something to load the droids on to it. Those things are heavy, and who thinks they'll go along willingly? Of course, scavengers as cunning as you might be figuring out a way to get the KM1s to deliver themselves. Mighty impressed if you pull that off.

M38 Explorer Droid

M38 Explorer Droid CL 2
Medium droid (2nd-degree) scout 2
Force 3
Init +1; **Senses** darkvision; Perception +15
Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 14), Fort 18, Will 14
hp 28; **Threshold** 23
Immune droid traits

Speed 6 squares (tracked)
Melee unarmed +6 (1d3+6)
Ranged by weapon +1
Base Atk +1; **Grp** +6

Abilities Str 20, Dex 10, Con —, Int 12, Wis 14, Cha 8
Special Qualities advanced sensors, droid traits
Talents Acute Senses
Feats Improved Damage Threshold, Skill Focus (Perception), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +15 (can reroll), Survival +8



M38 Explorer Droid

Systems heuristic processor, tracked locomotion, 2 hand appendages, darkvision, holorecorder, improved sensor package, internal storage (5 kg), vocabulator
Availability Licensed; **Cost** 12,285 credits

Advanced Sensors—With a successful Perception check, the M38 explorer droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.

M38 Explorer Droid

Medium droid (2nd-degree)
hp 28
Threshold 23

Move (1 swift action, 2/turn)
The M38 explorer droid moves 6 squares (tracked).
Advanced Sensors (2 swift actions, 1/turn)
With a successful Perception check, the M38 explorer droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.
Avoid Surprise (1 free action)
The M38 explorer droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Know Direction (2 swift actions, 1/turn)
With a successful Survival check, the M38 explorer droid can determine which direction is north while planetside.
Sensor Sweep (2 swift actions, 1/turn)
With a successful Perception check, the M38 explorer droid can detect lifeforms within a 24-square range.

Skills Endurance +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +15 (can reroll), Survival +8
Systems 2 hand appendages, holorecorder, internal storage (5 kg), vocabulator

A few years before the Clone Wars, Les Tech pooled its best minds to devise the next great droid concept. The collaboration resulted in the M38 explorer droid, which was equipped with a complete sensor suite and holorecorder system. Les Tech marketed the M38 as the droid that would take the risk of exploring potentially hazardous new worlds instead of the scout that owns it, leaving him or her free to concentrate on other duties such as mapping planetary terrain and analyzing the droid's findings. With its heavy tracks and sturdy construction, the M38 promised to be a useful companion for adventurers whose careers focused on exploration. However, many potential customers were intimidated by the droid, fearing that it would eventually replace them in the field. Worse, those who decided to give it a try despite their misgivings found that the droid was more trouble than it was worth.

Playing an M38 Explorer Droid

Although the M38 is a second-degree droid, players choosing to build the droid with heroic levels should start with the stock probe droid chassis (see page 12). The best class with which to begin the droid's career is scout, but the droid's lack of a Constitution score prevents it from taking the Shake It Off feat. Instead of starting with the stock internal comlink and locked access, the M38 explorer droid gains the advanced sensors special quality, as described in its statistics block. Also, exchange the hovering locomotion for tracked locomotion, replace the tool appendage with another hand appendage, and add 5 kilograms of internal storage. Select Knowledge (life sciences), Knowledge (physical sciences), and Perception as three of the droid's starting skills. For additional skills, consider Endurance to represent the droid's ability to continue its mission long past the expected span of time, Knowledge (galactic lore) to represent the droid's knowledge of planetary systems and cultures, Mechanics to represent the droid's skill with performing self-maintenance while in the field, and Survival to represent the droid's ability to find its way through a planet's wilderness. Be sure to purchase a holorecorder as a part of the droid's starting equipment.

The M38 gained a reputation for slow speed, an almost constant need for maintenance, and a lack of weaponry. Still, these shortcomings did not prevent the Rebellion from using a number of the droids.

M38 explorer droids can be played as droid heroes.

Modification: Engineer

Many scouts wandering the fringes of the galaxy do not have the means to obtain a droid that can keep the ship running in the middle of a mission. Fortunately for them, this modification allows the M38 to act as an engineer. Start by installing three tool appendages in the droid's torso, each of which requires a DC 20 Mechanics check and 1 hour of work. Next, attach an electric arc welder, an electroshock probe, and a laser cutter to these appendages; adding each tool requires a DC 15 Mechanics check and 30 minutes of work. Install a diagnostics package, and connect it to the holorecorder to give the droid the ability to review its assessment and reroll its Mechanics check, taking the better of the two results. Reprogram the droid to have the Mechanics skill instead of Survival, and change the Skill Focus feat to boost Mechanics instead of Perception. Provide the droid with a tool kit to finish the modifications.

Modification: Navicomputer

One of the most important aspects of being an explorer is the ability to know where you're going. Navigating between the stars is not an easy feat and is usually left to astromech droids and navicomputers. If a ship's astromech droid or navicomputer is damaged in battle or otherwise rendered inoperable, having a backup is a good safety measure. Many scouts have been extremely glad to have modified an M38 explorer droid to serve in this role. To make this modification, start by removing the droid's holorecorder and internal storage space and installing an astrogation buffer with 6 memory units; this change requires a DC 15 Mechanics check and 1 hour of work. Attach a tool appendage with a scomp link on the end; when coupled with the astrogation buffer, this gives the droid Skill Focus (Use Computer) as a bonus feat. Finally, reprogram the Survival skill to Use Computer, and shift the Skill Focus feat from Perception to Use Computer.

Modification: Patrol Droid

This particular modification appeals to mercenaries and underworld types as well as to explorers. With the M38's aptitude for detection and surveillance, altering the droid so that it patrols a desired area is fairly easy. Start by replacing the droid's hands with tool appendages fitted with blaster rifles or by exchanging at least one hand for a tool appendage with a blaster rifle attached. Install an internal comlink in the droid's chassis with a DC 15 Mechanics check and 1 hour of work. You can give the droid locked access, too, but that change is not required. Bolt a glow rod to the side of the droid's head, giving it the ability to aid another's attacks without incurring a penalty to its check from low-light conditions or darkness. Finally, reprogram the droid's Weapon Proficiency (pistols) feat to Weapon Focus (rifles), and change the Knowledge (physical sciences) skill to Initiative.

Going Haywire



Everybody complained about the M38 explorer droid when it was first introduced on the market. They said it couldn't possibly do as well as a real scout—or that it was *too* good and would steal jobs from everyone in that field. Well, they changed their tune after a few of these droids got bought, eh? Suddenly, they started saying that the M38 is messed up in one way or another. The droids can't move in a straight line, or they can't see where they're going, or they go crazy and drive off a cliff or into a tree or something! Couldn't sell them very well after that. You know, I'll bet that's what happened to this one planet hopper in the Outer Rim a while back. This guy, a trader out near Naboo, he picked up a distress signal from someone who said she was stranded on . . . uh, Baarstal. Yes, that's it! She was stranded on Baarstal, and she was carrying on about how her M38 droid went haywire and started damaging the ship. Before she knew it, the droid had damaged the engines and a number of other systems before it got off the ship and disappeared into the jungle. Now, she needs to be rescued. I'll bet she won't have such a glowing review of the droid after this little incident.

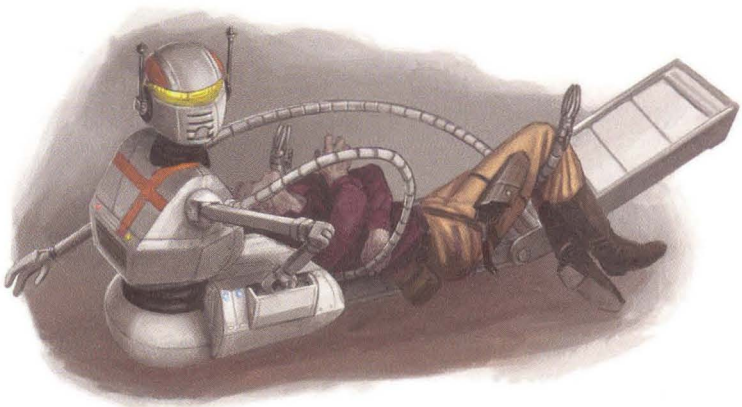
MEV-Series Medical Evacuation Droid

MEV-Series Medical Evacuation Droid CL 1
Medium droid (1st-degree) nonheroic 5
Init +9; **Senses** low-light vision; Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 18 (flat-footed 16), Fort 11, Will 11
hp 18; **Threshold** 11
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +4 (1d3+1)
Ranged by weapon +5
Base Atk +3; **Grp** +5
Special Actions Cybernetic Surgery, Surgical Expertise

Abilities Str 12, Dex 15, Con —, Int 14, Wis 13, Cha 10
Special Qualities droid traits, folding repulsorlift bed, quick load
Feats Armor Proficiency (light), Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Initiative), Surgical Expertise
Skills Initiative +9, Knowledge (life sciences) +9, Perception +5, Treat Injury +13, Use Computer +9
Systems hovering locomotion, heuristic processor, 4 hand appendages, improved sensor package, vocabulator, folding repulsorlift bed, durasteel plating (+6 armor)
Possessions 6 medpacs, medical kit, surgery kit
Availability Licensed; **Cost** 13,425 credits



MEV-Series Medical Evacuation Droid

Folding Repulsorlift Bed—The MEV droid's folding bed is stored in the vertical position behind the droid when not in use. The bed takes a move action to deploy by swinging down into position. The bed must be deployed to carry a passenger. Once the bed is deployed, the droid's fighting space is 1 square wide x 2 squares long. Passengers in the bed are held in place by a low-power force field. Passengers must be of Medium or smaller size.

Quick Load—As a move action, the MEV droid can use its arms to pick up and load a willing or unconscious passenger onto its bed. The droid can load a passenger while taking two move actions in one turn.

MEV-Series Medical Evacuation Droid

Medium droid (1st-degree)
hp 18
Threshold 11

Move (1 swift action, 2/turn)
The MEV droid moves 6 squares (hovering).
Diagnosis (1 free action)
The MEV droid makes a Knowledge (life sciences) check to determine the source of a disease or an injury and communicates the diagnosis to its owner.
First Aid (2 swift actions, 1/turn)
The MEV droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.
Folding Repulsorlift Bed (1 swift action, 1/turn)
The MEV droid deploys its folding repulsorlift bed to carry a passenger.
Quick Load (2 swift actions, 1/turn)
The MEV droid loads a willing or unconscious passenger onto its bed.
Revivify (2 swift actions, 1/turn)
The MEV droid makes a DC 20 Treat Injury check on a target in an adjacent square that is currently at 0 hit points. If the check is successful, the target is unconscious instead of dead.

Skills Initiative +9, Knowledge (life sciences) +9, Perception +5, Treat Injury +13, Use Computer +9
Vital Systems 4 hand appendages, vocabulator, folding repulsorlift bed, 6 medpacs, medical kit, surgery kit

Playing a MEV-Series Medical Evacuation Droid

Start with the stock medical droid chassis (see page 12), which covers the medical basics. Select either the noble or the soldier class, depending on the conditions in which the droid will operate. For a battlefield evacuation unit, choose the soldier class to take advantage of its higher hit points and starting Armor Proficiency feats. Although this class has greater defenses, it has fewer options for trained skills and helpful talents. To improve your support role capabilities, start with the noble class instead. You must take Armor Proficiency (light) as your first level feat, but your improved skill and talent selection will help your comrades even when they are uninjured. Take Perception, Persuasion, and Use Computer as trained skills, and consider taking Initiative as a trained skill to speed your evacuation duties during combat. Purchase an additional tool appendage, an ample supply of medpacs, a medical kit, and a surgery kit as your starting equipment. You can store the medical kit's litter in a special long compartment within the chassis' repulsorlift sled.

Industrial Automaton started production of the MEV-Series medical evacuation droid 10 years prior to the start of the Clone Wars. The model quickly became popular with mercenary groups and metropolitan evacuation teams. Part medical droid and part repulsorlift sled, the MEV evacuates an injured being while also giving first aid to the patient. The droid gives first aid effectively and efficiently on its own, and when it has access to medical equipment typically found in a hospital or medical bay, it can perform routine surgical procedures.

The MEV has a built-in repulsorlift sled that folds up vertically behind the droid when not in use. When deployed, the padded bed has a low-power gravity field that secures a patient in place while the droid removes him or her from immediate danger. The droid's torso sits at the front of the sled and has four telescopic arms that can reach and treat any part of the patient. Armor plating extends one-quarter of the way along the sides of the sled to protect the droid and the patient. The MEV's medical equipment and supplies are stored behind the armor, at the head of the bed.

MEV-Series medical evacuation droids can be played as droid heroes.

Modification: High-Speed Booster

Although the MEV's speed, even when loaded, is equal to that of any standard Human, some owners choose to increase its movement rate as much as possible. There are two common ways to carry out this modification. The first is to boost the output of the droid's repulsorlift engine to increase the droid's speed by 1 square. This change requires a DC 20 Mechanics check using the Tech Specialist feat, 1,000 credits, and 1 day of work. The second method is to add booster rockets to the bottom or sides of the sled, which can fire whenever the sled is deployed. When activated, the rockets add 2 squares to the droid's speed. They carry 10 charges, with each round of activation equaling one charge. Adding booster rockets requires a DC 25 Mechanics check, 5,000 credits for parts, 1 day of work, and a DC 15 Use Computer check for adding control programming.

Modification: Improved Enclosure

Some owners feel that the open bed of the evacuation droid needlessly exposes patients to additional dangers. By making a DC 20 Mechanics check and spending 2,000 credits for parts, you can enclose the bed on all sides (except the top) in 3 days of work; as a result, patients loaded onto the bed benefit from cover from incoming attacks. The droid loses the ability to fold up the repulsorlift sled and always takes up a 1×2-square area for fighting space. This modification also hinders the droid's quick load special quality; it takes a –5 penalty when attempting to quick load while taking two move actions in one turn. However, the droid gains additional storage space along the interior of the armored walls, increasing the number of medpacs it can carry from 6 to 12.

Modification: Specialized Processor

Because the standard MEV has a single processor, the droid must split its time between treating the patient and navigating out of what is usually a dangerous situation. Adding a subprocessor that specializes in controlling locomotion leaves the main processor free to devote its full attention to the patient. Installing the new subprocessor requires a DC 20 Mechanics check, 2,000 credits for parts, and 2 days of work. Each turn, the modified droid can make one move action as a swift action. When using the subprocessor, the droid must move at least 1 square.

Emergency Evac



Medical droids are a little out of my area of expertise. But let me tell you, when you deal with as many battle droids as I do, you see a lot of medical droids in action. I bring this up because I see you have a fine MEV unit there, and I've just received some unsettling news about a situation that you might be able to help with. There's a colony on Thuna III, in a small system near the Unknown Regions, that's been devastated by a groundquake. To make matters worse, I've heard that a band of raiders is planning to take advantage of the chaos and make off with whatever they can. If you can get to Thuna III quickly enough, you might be able to stop the raiders. Either way, the colonists sure could use your droid's help.

MK-Series Maintenance Droid

MK-Series Maintenance Droid **CL 1**
Medium droid (2nd-degree) scout 1
Force 1
Init +7; **Senses** Perception +5
Languages Basic, Binary, Bocce, Huttese

Defenses Ref 14 (flat-footed 12), Fort 12, Will 11
hp 24; **Threshold** 12
Immune droid traits

Speed 6 squares (tracked)
Melee claw –1
Base Atk +0; **Grp** +2

Abilities Str 9, Dex 14, Con –, Int 15, Wis 10, Cha 13
Special Qualities droid traits
Talents Jury-Rigger
Feats Shake It Off, Skill Focus (Mechanics), Skill Focus (Use Computer)*, Skill Training (Use Computer)*, Weapon Proficiency (simple weapons)
Skills Climb –6, Endurance +5, Initiative +7, Knowledge (galactic lore) +7, Knowledge (technology) +7, Mechanics +12, Perception +5, Pilot +7, Use Computer +12
Systems heuristic processor, tracked locomotion, 2 claw appendages, diagnostic package, internal storage (20 kg), scomp link, vocabulator
Availability Licensed; **Cost** 11,080 credits

Lateral Thinker—The unique programming of an MK-Series maintenance droid allows it to come up with solutions to problems that other droids might never reach. When the MK-Series droid spends a Force Point to add to a Mechanics check or a Use Computer check, increase the die type of the Force Point by one step (from d6 to d8, or from d8 to d10).
Versatile Appendages—Thanks to the versatility of the equipment installed in the MK-Series maintenance droid's claw appendages, the droid is always considered to have a tool kit.
**Reprogrammed from Scout starting feats as a factory standard*

MK-Series Maintenance

Medium droid (3rd-degree)
hp 24
Threshold 12

Move (1 swift action, 2/turn)
The MK-Series maintenance droid moves up to 6 squares (tracked).
Issue Routine Command (1 swift action, 1/turn)
The MK-Series maintenance droid issues a routine command to a computer that has a friendly attitude toward it.



Jury-Rig Repairs (2 swift actions, 1/turn)
The MK-Series maintenance droid makes a Mechanics check (DC 25) at +17 on a disabled mechanical device or vehicle. If the check is successful, the target moves +2 steps on the condition track and regains 1d8 hit points.
Shake It Off (2 swift actions, 1/turn)
The MK-Series maintenance droid moves +1 step on the condition track.

Skills Climb –6, Endurance +5, Initiative +7, Knowledge (galactic lore) +7, Knowledge (technology) +7, Mechanics +12, Perception +5, Pilot +7, Use Computer +12
Systems tracked locomotion, 2 claw appendages, diagnostic package, scomp link, vocabulator

The Kalibac Industries MK-Series maintenance droid was designed to serve as an assistant and, occasionally, as the primary mechanic aboard space transports and capital ships. The MK-Series maintenance droid had a somewhat unique design premise: The droid should be able to solve problems that arise during space travel, even those that cannot be anticipated, in the same way that a living technician would be able to. During the droid's initial design process, Kalibac engineers consulted a wide variety of starship

Playing an MK-Series Maintenance Droid

The MK-Series droid makes an excellent choice for players looking to take on the role of the party's technician or pilot. The MK-Series droid's personality meshes well with the needs of an adventuring party, and their durability exceeds that of many other, comparable droids. First, start by choosing the mechanic droid generic chassis (see page 12). The best starting class for replicating an MK-Series droid is either the scout class (as it matches the MK-Series droid's standard class), or the scoundrel class (as it has both Mechanics and Use Computer as class skills). Choosing the scout class will produce the closest replica of the stock MK-Series droid and will match its durability with higher hit points and the Shake It Off starting feat, and taking noble at second level allows you to pick up Use Computer relatively quickly. Consider taking Skill Focus in Mechanics or Pilot as a starting feat, depending on your primary role in the party. Jury-Rigger as a starting talent for the scout class matches the stock MK-Series droid, but given the droid's ability to ignore difficult terrain thanks to its tracked locomotion, Long Stride isn't a bad choice for players seeking more mobility.

engineers, spaceport mechanics, and even some outlaw techs (although Kalibac's legal department stringently denies it) in order to craft a droid personality capable of finding creative solutions to the problems that come up while traveling through space. As a result, the MK-Series droid, though more prone to developing personality quirks than most other droids, has the ability to produce creative solutions even when dealing with problems it has never before encountered.

An unanticipated side effect of this unique programming is that MK-Series maintenance droids are somewhat more reckless and aggressive than other second-degree droids. Many MK-Series droids even develop methods of self-repair that far exceed those of other droids, meaning they are more prone to taking risks since they can more quickly restore themselves to fully functional status.

MK-Series maintenance droids can be played as droid heroes.

Modification: Saboteur

Just as the MK-Series droid produces creative solutions to problems that pop up during space travel, some malicious owners have converted the droids into equally creative saboteurs. In fact, with the proper reprogramming and hardware alterations, the MK-Series maintenance droid makes an exceptionally vicious saboteur, as it is prone to finding extremely creative (and frightening) ways for the things it sabotages to fail. The droid must be altered to overcome the protocols that prevent it from harming others, requiring a DC 25 Use Computer check and 1 hour of work. Next, the droid's tool kit appendages need to be modified to include the tools necessary to sabotage a device while still making it functional (or at least make it look functional). This requires a DC 25 Mechanics check and 1 hour of work. With these changes made, the droid gains the following special quality:

Cunning Saboteur—The MK-Series maintenance droid can use the Handle Explosives application of the Mechanics skill on any vehicle or complex mechanical object, even if it has no explosives available. With 1 hour of work, the MK-Series maintenance droid can convert components of the target vehicle or mechanical object into an improvised explosive charge (which functions exactly as the explosive charge found on page 131 of the Saga Edition core rulebook).

Thrill Seekers Need Not Apply



MK-Series maintenance droids are irritating mechanic droids that usually end up being more trouble than they are worth. They tend to forget their place in the galaxy, instead providing creative (and aggressive) solutions to even the most mundane problems. An MK-Series maintenance droid that goes too long without a memory wipe can prove to be dangerous and reckless, as the crew of the *Commander of Staves* found out the hard way. Their MK-Series maintenance droid, MK-87, was reputed to be one of the best mechanics in the Outer Rim. The *Commander of Staves* (a YT-1930 space transport used for smuggling) was on the run from the authorities when its captain ordered MK-87 to modify the ship's systems to make them invisible to other ships' sensors. The droid did so by shutting down all power on the ship and venting hyperdrive coolant into space—making the ship appear to be a rogue comet and killing everyone onboard as the ship's life support failed. The ship was finally captured and impounded, but the droid escaped capture and stole away on a shuttlecraft. According to the authorities, the droid altered its identification and has drifted from ship to ship ever since, leaving each ship after causing some catastrophe through its creative interpretation of orders. Currently, there is a hefty bounty on the droid, and anyone that suddenly finds themselves in possession of a quirky MK-Series droid should take care that they have not inherited MK-87 from its last, doomed owners.

Model 88-Series Administration Droid

Model 88-Series Administration Droid **CL 5**
Medium droid (1st-degree) nonheroic 6/noble 3
Force 3
Init +3; **Senses** Perception +11
Languages Basic, Binary, 7 unassigned

Defenses Ref 13 (flat-footed 13), Fort 12, Will 17
hp 26; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3)
Ranged by weapon +5
Base Atk +6; **Grp** +5
Special Actions Educated, Inspire Haste

Abilities Str 8, Dex 8, Con —, Int 16, Wis 14, Cha 12
Special Qualities droid traits, superior analysis, timely observation
Talents Educated, Inspire Haste
Feats Linguist, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Training (Deception), Skill Training (Knowledge [galactic lore]), Skill Training (Persuasion), Skill Training (Use Computer), Weapon Proficiency (simple weapons)
Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Perception +11, Persuasion +10, Stealth +8, Use Computer +12
Systems walking locomotion, heuristic processor, 2 hand appendages, internal storage (5 kg), vocabulator, internal comlink
Possessions datapad
Availability Licensed; **Cost** 15,000 credits

Superior Analysis—When a Model 88-Series administration droid fails any Knowledge check, it can immediately make a Perception check, add half the total to the previous Knowledge check, and take the new result.

Timely Observation—Once per encounter, a Model 88-Series administration droid can make a DC 20 Perception check as a free action on its turn. If the check is successful, the droid observes a physical or psychological weakness in an opponent. The droid gains a +1 bonus to its next attack roll or opposed skill check against that opponent. Alternatively, the droid can grant the bonus to an ally who can see or hear the droid for use on the ally's next turn.

Model 88-Series Administration Droid

Medium droid (1st-degree)
hp 26
Threshold 12

Move (1 swift action, 2/turn)
The Model 88-Series administration droid moves 6 squares (walking).
Improve Access (2 swift actions, 1/turn)
The Model 88-Series administration droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The Model 88-Series administration droid issues a routine command to a computer that has a friendly attitude toward it.
Superior Analysis (no action required)
When a Model 88-Series administration droid fails any Knowledge check, it can immediately make a Perception check, add half the total to the previous Knowledge check, and take the new result.
Timely Observation (1 free action, 1/encounter)
The Model 88-Series administration droid can make a DC 20 Perception check on its turn. If the check is successful, the droid observes a physical or psychological weakness in an opponent. The droid gains a +1 bonus to its next attack roll or opposed skill check against that opponent. Alternatively, the droid can grant the bonus to an ally who can see or hear the droid for use on the ally's next turn.

Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Perception +11, Persuasion +10, Stealth +8, Use Computer +12
Vital Systems 2 hand appendages, internal storage (5 kg), vocabulator, internal comlink, datapad

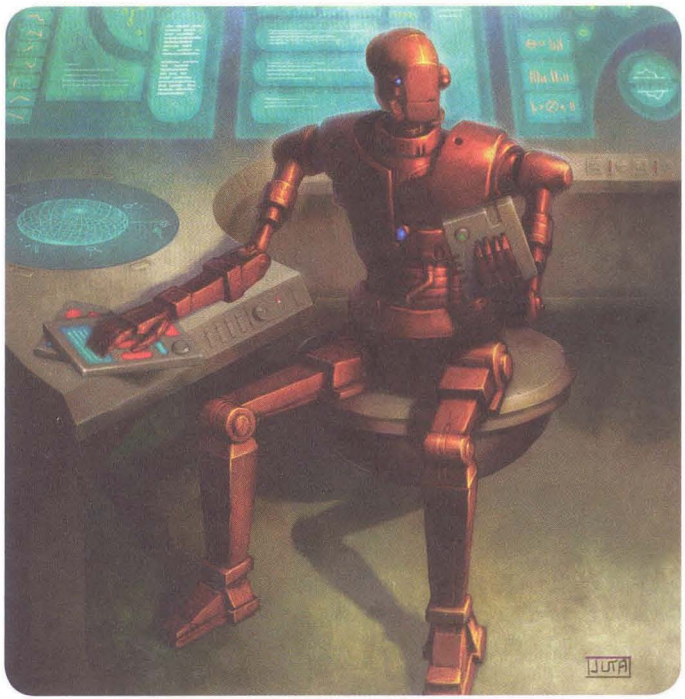
The Uhr-Vah-Vo TechWorks Model 88 is one example of the vast number of niche market droids produced in the galaxy. The Tiss'shar company produced the Model 88 as a clerical and administration droid a couple of decades before the Clone Wars. The droid's masterful analytical skills caught the attention of the InterGalactic Banking Clan, which was so impressed, it purchased almost the entire production run, then bought out Uhr-Vah-Vo itself. A few years before the Clone Wars, the 88s were largely replaced in most IGBC facilities. The droids were sold to banks and other companies outside the Clan at a deep discount. Although the droids performed as expected, their true function was revealed when they suddenly shut down, along with all the other Separatist droids, at the end of the Clone Wars. Unknown to their new owners, the 88s actually served as IGBC industrial spies, secretly reporting detailed information to their original masters. As a precaution, all remaining 88s were scrapped.

Playing a Model 88-Series Administration Droid

To create a Model 88 droid hero, select the stock service droid chassis (see page 13). Although that chassis is usually a third-degree droid, the Model 88 hero should instead be considered a first-degree droid. Replace the basic processor with a heuristic processor, and remove the tool mount. Select Skill Training (Knowledge [bureaucracy]) as the bonus feat. Choose the noble class as your starting class, and select the appropriate Skill Training and Skill Focus feats, similar to the feats listed in the droid's statistics block. If your adventure takes place after the conclusion of the Clone Wars, your Model 88 could have a number of nonstandard parts, appendages, or systems.

The Model 88 is a basic bipedal droid, with long, thin limbs and a narrow body. They're built for light to moderate duty, designed to serve in offices or, at most, in light industrial facilities. Banks and financial institutions greatly value their analytical and bookkeeping skills, as does the occasional accounting group in major corporations.

Model 88 droids can be played as droid heroes.



Model 88-Series Administration Droid

Modification: Gambler's Friend

A small number of gamblers salvaged some Model 88s from the scrap heap and now use them to cheat casinos and other gambling establishments. Some also use the droids as sabacc dealers or as directors of other games. Making this modification requires a DC 25 Use Computer check and 2,000 credits' worth of software. Some owners also install an internal comlink, but that accessory is not strictly required. When gambling against the house (see page 47 of the Saga Edition core rulebook), the gambler gains a +5 bonus to his or her Wisdom check as long as the gambler can see or hear the droid and the droid has a view of the entire gaming table. If the modified Model 88 droid is in the open, the Gamemaster might require a Stealth or Deception check to conceal the droid's true purpose from the other gamblers or from casino security. When gambling against other characters, the gambler gains a +2 bonus to his or her Wisdom check.

Modification: Industrial Spy

This modification turns the Model 88 into an industrial espionage machine similar to those serving the InterGalactic Banking Clan. Begin by installing a hidden core in the droid's processor or as a separate data store elsewhere within the droid. This step requires a DC 20 Mechanics check, a DC 25 Use Computer check, and 5,000 credits' worth of upgrades. The hidden core contains the droid's espionage programming, and the droid's primary personality remains unaware of its existence. To complete the modification, reprogram the droid to be trained in the Stealth skill. Once per day, the droid can take 20 on a Gather Information check or a Use Computer check to uncover useful data that it was not aware of previously. In addition, once per day, when looking for information on a specific item, person or location, the droid can reroll any Gather Information, Use Computer, or Knowledge (bureaucracy) check and keep the better result.

Junk Droids

You have a fine eye, welcome customer. This is a rare droid, inspirationally designated the Model 88. Yes, you are correct, it misses a couple of limbs. Extremely difficult to find a fully intact Model 88. Thus, the rarity. Their pieces are collectable! Oops—let me shut old 6z88 off here. Such talk disturbs it. There. Now, what really makes this particular droid a unique specimen is that its head is intact. Most 88s were junked after the Clone Wars by enemies of the Banking Clan, their heads destroyed, for spying. Anyway, such a deal for you. Buy this fine Model 88 from me and take to Nar Shaddaa. There, you'll find the nearly complete information broker 8t88, who's sure to pay prime credits for the head. Yes, that is the only part missed by 8t88! He's quite upset by the small replacement he has now. Probably, he takes the new head and uses the rest for spare parts. Sorry—can't sell you just the head. All or nothing. And be careful. 8t88 is a selfish criminal who once tangled with Kyle Katarn.

PG-5 Gunnery Droid

PG-5 Gunnery Droid **CL 0**
Large droid (2nd-degree) nonheroic 2
Init +0; **Senses** Perception +8
Languages Basic (understand only), Binary, 2 unassigned (understand only)

Defenses Ref 8 (flat-footed 8), Fort 15, Will 10
hp 15; **Threshold** 20
Immune droid traits

Speed 4 squares (wheeled)
Melee unarmed +6 (1d6+5)
Ranged laser welder +0 (3d6)
Base Atk +1; **Grp** +11

Abilities Str 20, Dex 8, Con —, Int 14, Wis 11, Cha 6
Special Qualities battery fire, droid traits, superior weapon repair
Feats Skill Focus (Mechanics, Use Computer), Toughness, Weapon Proficiency (heavy weapons)
Skills Mechanics +13, Perception +8, Use Computer +13
Systems heuristic processor, wheeled locomotion, 1 claw appendage, 3 tool appendages, diagnostics package, improved sensor package, scomp link
Possessions laser welder
Availability Licensed; **Cost** 7,280 credits

Battery Fire—The PG-5 gunnery droid can control all vehicle weapons that make up a single battery as if the droid were controlling only one weapon. However, the droid takes a –1 penalty to its attack rolls for each weapon in the battery.
Superior Weapon Repair—During the first encounter after the PG-5 gunnery droid performs or assists with repairs or upgrades on a vehicle's weapon systems, each weapon gains a +1 bonus to attack rolls.

PG-5 Gunnery Droid

Large droid (2nd-degree)
hp 15
Threshold 20

Move (1 swift action, 2/turn)
The PG-5 gunnery droid moves 4 squares (wheeled).
Battery Fire (2 swift actions, 1/turn)
The PG-5 gunnery droid can control all vehicle weapons that make up a single battery as if the droid were controlling only one weapon. However, the droid takes a –1 penalty to its attack rolls for each weapon in the battery.
Improve Access (2 swift actions, 1/turn)
The PG-5 gunnery droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.



Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the PG-5 gunnery droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).
Recharge Shields (2 swift actions, 1/turn)
When acting as the shield operator of a vehicle or operating a device that has a shield rating, the PG-5 gunnery droid can make a Mechanics check to restore 5 points to its shield rating, up to its normal maximum.
Sensor Sweep (1 swift action, 1/turn)
The PG-5 gunnery droid can make a Use Computer check to use a vehicle's sensors when linked to the vehicle's systems.

Skills Mechanics +13, Perception +8, Use Computer +13
Vital Systems 1 claw appendage, 3 tool appendages, diagnostics package, laser welder

Designed by Industrial Automaton, the PG-5 gunnery droid's original purpose was to supplement and provide additional support for gunners assigned to Imperial capital ships. The PG-5 has the same basic appearance as the more famous R2 astromech droid, with the most notable difference being that the PG-5 is much taller than the R2. Inside, the PG-5 is filled with tools and programming that permits it to operate and repair ship-based weapons, shield systems, and sensors. Despite all that it offers, the PG-5's size, slow movement, and passive personality helped make this droid series an utter

Playing a PG-5 Gunnery Droid

To create a PG-5 gunnery droid hero, start by choosing the stock astromech droid chassis (see page 11). The best starting class to pick is the scoundrel, using the Point Blank Shot feat to replicate the droid's ability to handle weapons with ease. Instead of starting with the stock astrogation buffer and internal storage, a PG-5 droid hero gains the battery fire and superior weapon repair special qualities, as described in the full statistics block. Select Mechanics and Use Computer as two of the droid's starting skills. Consider choosing Knowledge (tactics) to represent the droid's knowledge of battle tactics and its ability to anticipate an opponent's actions, Perception to represent the droid's ability to locate enemy ships and target them with a vehicle's weapons, and Pilot to represent the droid's knowledge of vehicle operation. Be sure to purchase a laser welder and a scomp link as part of the droid's starting equipment. Also, consider purchasing a tool kit or various separate tools, such as an electroshock probe or a laser cutter.

failure in the eyes of the Imperial military. As a result, IA made only a few hundred PG-5s before ceasing production; those droids were purchased by planetary armed forces, local law enforcement agencies, and individuals employed in the freight forwarding business. These owners of PG-5s found that the droid, after receiving a minor personality upgrade, was not only an efficient gunnery droid but was also rather insightful and could perform better than average repairs and upgrades to various ship systems.

PG-5 gunnery droids can be played as droid heroes.

Modification: Fire Control System

Despite the fact that many people complain about the PG-5 gunnery droid's lackluster performance, some of those critics found a way to modify the droid to take advantage of its redeeming features—mainly, its gun-control software and the hardware that allows it to link to a vehicle's weapon systems. To modify a PG-5 to perform in this capacity, start by installing a series of synchronized fire circuits that are routed through the droid's processor and scomp link. Performing this vital step takes 1 day of work and requires a DC 20 Mechanics check to properly install the hardware and a DC 20 Use Computer check to calibrate the droid's programming to use the fire circuits. Reprogram the droid's Skill Focus (Mechanics) feat to Weapon Focus (heavy weapons). This change causes the droid to lose the superior weapon repair special quality, but the new feat negates the –1 penalty imposed by the battery fire special quality. Finally, reprogram the Mechanics skill to Knowledge (tactics) to complete the modifications.

Modification: Mechanic's Assistant

Some critics of the PG-5 gunnery droid emphasize its similarities to Industrial Automaton's R2 astromech droid, with the main difference being the size variance between the models. Although many people scoff at the idea of a PG-5 acting as a technician (due to its size, which prevents it from reaching areas that most astromechs can reach), others have modified the droid with great success to act as a mechanic's assistant. Start by removing the tool appendage that holds the scomp link, and install a hand appendage in its place. Add 3 kilograms of internal storage to the droid, providing just enough space for a tool kit and one or two components needed to hold replacements for broken parts. Reprogram the droid's skill set to change Perception to Knowledge (technology), and replace the Toughness feat with Skill Focus (Knowledge [technology]) to give the droid an edge when working with devices. The last step is to place a tool kit in the storage compartment.

Modification: Security System

If a crew has to leave its starship or base of operations for an extended period of time, protecting the ship or base becomes a top priority. One common precaution is to set up a droid to keep the place from falling into the wrong hands, especially a droid that has been geared for security. Administrators and captains have found that the PG-5 gunnery droid, after receiving a few modifications, is a good choice to perform such duties. To modify the droid in this fashion, start by installing a sensor booster, which can be used to increase the ship's short-range sensors while the droid is operating them. Also, install a communications countermeasure system to help ensure that the droid's calls for assistance will not be jammed by invaders. Reprogram the droid to shift the Skill Focus feat from Mechanics to Perception. As an option, if the droid doesn't already have internal cameras, consider giving it a repulsorcam or two to step up the internal security of the starship or installation.

The Coward's Way



Despite the better than average programming that went into the PG-5 gunnery droid, it gets a lot of complaints. If organics are not griping about its sheer size blocking a walkway or its sluggish speed hindering movement in a corridor, they are carrying on about its lack of initiative in performing one of its primary duties: firing the guns. The PG-5 is supposed to be a gunnery droid, so why doesn't it like to use them? You would think that Industrial Automaton would have programmed something into the droid to help it do its job. If they had, the PG-5 on board the Republic cruiser that was chasing a defecting ship out by Ord Mantell might have helped to catch the deserters and bring them in for trial. But as always, the droid hesitated, and the defectors escaped before a shot was even fired at their ship. Supposedly, the defectors also took a couple of Senators as hostages, probably to ransom them back to the Republic or give them as a peace offering to their new allies. That PG-5 is fortunate that I am not its supervisor. If I were, I would turn it inside out for its colossal failure of duty.

PLNK-Series Power Droid

PLNK-Series Power Droid **CL 1**
Medium droid (5th-degree) nonheroic 3
Init +0; **Senses** darkvision; Perception +0
Languages Basic (understand only), Binary

Defenses Ref 18 (flat-footed 18), Fort 13, Will 10
hp 11; **Threshold** 13
Immune droid traits

Speed 4 squares (walking)
Melee unarmed +4 (1d3+2)
Ranged by weapon +1
Base Atk +2; **Grp** +4

Abilities Str 14, Dex 8, Con —, Int 8, Wis 9, Cha 4
Special Qualities droid traits, failsafe withdrawal, power charge
Feats Armor Proficiency (light, medium), Improved Defenses, Skill Focus (Mechanics)
Skills Mechanics +10, Perception +0
Systems walking locomotion, basic processor, 2 tool appendages, darkvision, diagnostics package, duranium plating (+8 armor)
Possessions liquid Tibanna tank and pump, LT-powered generator
Availability Military; **Cost** 6,990 credits

Failsafe Withdrawal—The first time a PLNK-Series power droid is attacked in an encounter, as a reaction, it can move up to its speed immediately after that attack is resolved.
Power Charge—With a successful DC 15 Mechanics check, a PLNK-Series power droid can recharge a depleted blaster power pack at a rate of 1 shot per round. Also, when using the recharge shields action, the droid can restore 7 points to a vehicle's shield rating, up to its normal maximum.

PLNK-Series Power Droid

Medium droid (5th-degree)
hp 11
Threshold 13

Move (1 swift action, 2/turn)
The PLNK-Series power droid moves 4 squares (walking).
Ammo Source (1 free action)
The PLNK-Series power droid can be hooked up to some types of repeating blasters and other weapons and used as an ammunition source.
Failsafe Withdrawal (reaction)
The first time a PLNK-Series power droid is attacked in an encounter, as a reaction, it can move up to its speed immediately after that attack is resolved.
Power Charge (1 swift action, 1/turn)
With a successful DC 15 Mechanics check, a PLNK-Series power droid can recharge a depleted blaster power pack at a rate of 1 shot per round.
Recharge Shields (2 swift actions, 1/turn)
With a successful DC 20 Mechanics check, a PLNK-Series power droid can restore 7 points to a vehicle's shield rating, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
With a successful DC 20 Mechanics check, a PLNK-Series power droid moves a starship +1 step on the condition track.

Skills Mechanics +10, Perception +0
Vital Systems 2 tool appendages, diagnostics package, liquid Tibanna tank and pump, LT-powered generator

When Industrial Automaton introduced its popular GNK power droids, they were universally seen as serviceable but clearly ripped off from Veril Line Systems' EG-Series. Despite bad publicity, Industrial Automaton expanded its power droid line to include power sources beyond the standard fusion generator. Since many remote outposts rely on liquid Tibanna for heating and other needs, IA saw a marketing niche to exploit.

The PLNK-Series power droids are designed for storing and refueling liquid Tibanna (LT). To increase its LT capacity, the PLNK droid became a stretched GNK droid, with four legs instead of two. Weighed down by a heavy internal LT tank and LT-powered generator, the PLNK droid tends to waddle slowly, when required to move at all. The droid carries an internal pump for loading

Encountering a PLNK-Series Power Droid

PLNK droids can be encountered in any starport, isolated outpost, or industrial facility, although much less frequently than the typical power droid. The occasional unit might be used as a mobile pumping station to sell liquid Tibanna at certain locations, but plunk droids typically support the outpost or starport itself and remain out of public view. Due to the highly volatile payload they carry, plunk droids are often stored either in highly secure areas or far away from vulnerable starships and facilities.

Fearful of self-detonation, some PLNK droids interpret their safety protocols to an extreme. It is not unusual to see a plunk unit waddling away from an area as fast as it can at the slightest hint of danger. Of course, "fast" for a plunk droid is almost never fast enough to escape an immediate threat. Fortunately, its dense shielding often protects the droid from lesser dangers.

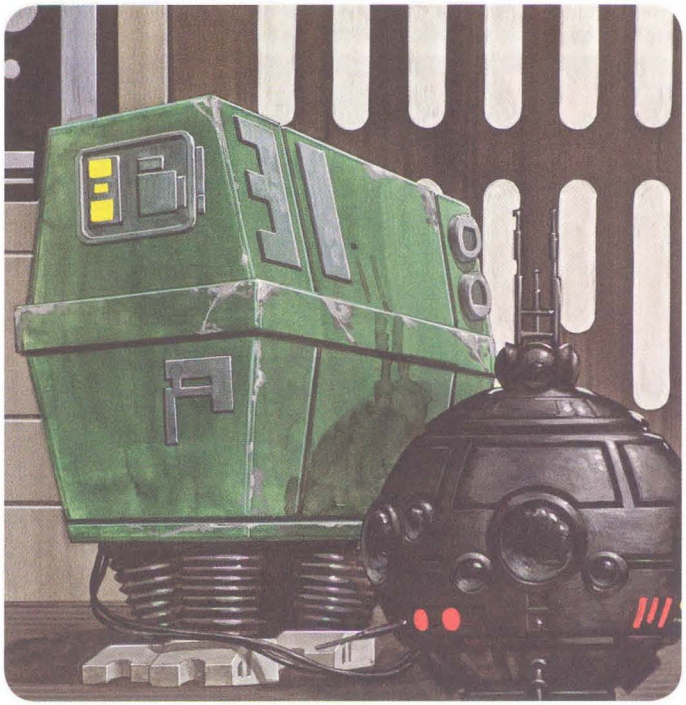
or discharging LT through its externally mounted hose and nozzle. Although the PLNK doesn't have the near-limitless power generation of a standard power droid, its LT-driven generator is capable of supplying power for most outposts' needs for extended periods of time—at least, until the LT runs out.

Like other power droids, PLNK droids are encased in heavy shielding, which protects the highly flammable liquid Tibanna. PLNK droids feature heightened security and safety protocols to further protect their cargo, but they are still restricted by highly limited programming and artificial intelligence. And just as the GNKs picked up the nickname "gonk droids," PLNKs are often called "plunk droids" due to their distinctive vocalizations.

Plunk droids can't be played as droid heroes.

Modification: Observation Plunk

Given the fact that power droids are commonly ignored except when in use, it's natural that some owners use the seemingly unintelligent droid as a spy or security sentry. This modification can be carried out in several ways. Creating a basic mobile audio and visual sensor platform requires the addition of an internal encrypted comlink (DC 15 Mechanics check) and routing software (DC 15 Use Computer check) to broadcast the data back to the owner's receiver. Reprogramming the PLNK to carry out basic observation duties requires a DC 10 Use Computer check. However, the dim-witted droid tends to fixate on whatever it observes, allowing someone who is being watched to make a DC 25 Perception check to notice the droid's unusual attention. To further improve the droid's Perception and detection abilities, consider installing an improved sensor package.



PLNK-Series Power Droid

Modification: Supercharger

Like all power droids, PLNK units can be used to recharge nearly any power system on board starships or vehicles, or even to recharge personal power packs. The time required ranges from only a few seconds to minutes or even hours, depending on the device or system. The supercharger modification allows a plunk droid to recharge systems in half the time normally required. Predictably, this use also consumes the droid's supply of liquid Tibanna at twice the normal rate. Converting a plunk droid into a supercharger takes 2 days and requires a DC 25 Mechanics check, a tool kit, and 5,000 credits' worth of parts.

Some mercenary units and bounty hunters use superchargers to power their repeating blasters, increasing the weapons' damage by 1 die. However, using a supercharger as an ammo source is not without risk. First, if the power cable length exceeds 6 squares, the weapon is too heavy to wield properly in combat unless mounted on a tripod. On the other hand, keeping the supercharger close places an explosive target uncomfortably close to the weapon's wielder. The PLNK droid's natural tendency for self-protection must also be countermanded, or it will attempt to flee the battlefield. Additionally, the increased power severely wears on the weapon itself. After 200 shots, the pattern lining the interior of the blaster barrel becomes completely fused, rendering the weapon useless until it receives repairs (requiring a DC 20 Mechanics check and 2 hours of work) and spare parts worth half the weapon's standard cost.

Wandering Droid

Hey, friend, you want to make a few credits? I need you to retrieve one of my wayward power droids. You see, there were a couple of rough customers around here yesterday and, well, you know, we had a disagreement. Unfortunately, all the excitement spooked one of my plunk droids, and it ran off when its self-preservation programming kicked in. These plunks, they're about as thick as their armor plating, and I don't want the droid accidentally detonating if it gets run over by a speeder or taken apart by a few foolish Jawas. Oh, the plunk might find its way home eventually, but it just isn't worth the risk. Don't you worry—it's perfectly safe around here. The little fella just gets easily confused when it's out of its element. Credits? Sure, like I said, credits are no problem. Now, last I saw, the droid went off in that direction . . .

RO-D-Series Droid

RO-D-Series Droid **CL 3**
Medium droid (5th-degree) nonheroic 1/scoundrel 3
Force 3
Init +3; **Senses** low-light vision; Perception +15
Languages Basic, Binary, 1 unassigned

Defenses Ref 17 (flat-footed 15), Fort 15, Will 15
hp 13; **Threshold** 15
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +4 (1d4+3) or
Melee club +4 (1d6+3) or
Melee stun baton +4 (1d6+3/2d6 stun)
Ranged by weapon +3
Base Atk +2; **Grp** +4
Special Actions Disruptive, Walk the Line

Abilities Str 15, Dex 12, Con –, Int 12, Wis 13, Cha 11
Special Qualities droid traits, instant help, quick fix
Talents Disruptive, Walk the Line
Feats Martial Arts I, Pin, Quick Draw, Skill Focus (Perception), Skill Training (Deception), Skill Training (Mechanics), Weapon Proficiency (simple weapons)
Skills Deception +7, Mechanics +8, Perception +15, Stealth +8
Systems walking locomotion, basic processor, 2 hand appendages, 1 tool appendage, improved sensor package, internal comlink, internal storage (10 kg), vocabulator
Possessions amplified audio monitor, programmable holographic light rack, club, concealed stun baton
Availability Licensed; **Cost** 14,800 credits

Instant Help—Once per encounter, as a reaction, an RO-D-Series droid can move up to its speed and automatically aid another to help an ally with an attack roll or a skill check for a skill in which the RO-D droid is trained.
Quick Fix—Once per encounter, an RO-D-Series droid can use the Jury-Rig application of the Mechanics skill as a standard action instead of a full-round action.

RO-D-Series Droid

Medium droid (5th-degree)
hp 13
Threshold 15

Move (1 swift action, 2/turn)
The RO-D-Series droid moves 6 squares (walking).
Instant Help (reaction, 1/encounter)
Once per encounter, as a reaction, an RO-D-Series droid can move up to its speed and automatically aid another to help an ally with an attack roll or a skill check for a skill in which the RO-D droid is trained.
Pin (2 swift actions, 1/turn)
If the RO-D-Series droid succeeds on a grappling attack and its opponent fails an opposed grapple check, the opponent is automatically pinned until the start of the droid's next turn.
Quick Fix (1 swift action, 1/encounter)
The RO-D-Series droid uses the Jury-Rig application of the Mechanics skill (see page 70 of the Saga Edition core rulebook) more quickly than normal.
Stun Baton (1 swift action, 1/turn)
The RO-D-Series droid makes a melee attack at +4. If successful, the attack deals 1d6+3 points of damage or 2d6 points of stun damage.

Skills Deception +7, Mechanics +8, Perception +15, Stealth +8
Vital Systems 2 hand appendages, 1 tool appendage, internal comlink, internal storage (10 kg), vocabulator, amplified audio monitor, programmable holographic light rack, club, concealed stun baton



RO-D-Series Droid

Playing an RO-D-Series Droid

Start by selecting the stock labor droid chassis (see page 11) and the scoundrel class. Choose Mechanics, Perception, and Stealth as trained skills. Select the Disruptive talent, then later pick up Walk the Line, which you can use in conjunction with your built-in audio and visual equipment to distract opponents. If you want to focus on being a bodyguard, take levels in the soldier class and select the Draw Fire or Harm's Way talents (although, for the latter, you'll also need to be trained in the Initiative skill).

You also need to select the look and style of your droid. Units built to support rowdier styles of music are typically more rugged and flashy, and units that support more elegant tastes have a refined appearance. Creating an RO-D that is a mismatch for its intended style can lead to conflicts but some amusing roleplaying. Keep this consideration in mind when selecting your systems and equipment.

Balmorran Arms developed the RO-D-Series droid as a combination stage production labor droid and personal security unit for popular musicians on tour throughout the galaxy. As civilized regions of the galaxy become more dangerous during the Clone Wars, large-scale production houses look for subtle ways to increase security around their profitable performers. The RO-D-Series is part labor droid, part mechanic, and part bodyguard. Production companies love the cost efficiency of using the multifunctional unit. Balmorran provides substantial customization opportunities, both stock from the factory and in aftermarket kits. As such, the droid's appearance is highly adaptable, although each unit is built from the same underlying chassis and systems.

RO-D droids come in an array of colors and styles, each designed to be suitable for a specific mode of music or performance. This flexibility is critical, since the droids are usually on stage during a performance. If everything goes as planned, spectators might never realize that a droid is present and ready to spring into action. Typical units also function as audio amplifiers or lighting and holographic projector racks, and they can mimic most types of stage equipment—even the occasional musical instrument. RO-D droids contain compartment space for tools, props, spare parts, or just about anything else a performer might need on stage.

If a piece of equipment fails during a performance, the RO-D can make repairs on stage. If a crowd gets out of hand or a musician's life is in jeopardy, the droid can provide crowd control or become a personal bodyguard, escorting its charge safely from the stage.

RO-D droids can be played as droid heroes.

Modification: Escape Capsule

This modification turns an RO-D droid into a personal escape vehicle for a band member. Making this modification requires a droid with enough compartment space for the passenger. The droid's size is typically such that the person must squeeze into the space available. Once inside, the rider uses the droid's Reflex and Fortitude Defenses. An attack that exceeds both the droid's Fortitude Defense and the passenger's Fortitude Defense affects the passenger. The capsule features a small port, operable only from the inside, through which the passenger can transfer small objects or fire a weapon. The rider can also control the RO-D's locomotion system, essentially driving the droid where needed, although the droid retains control of all other systems. To turn an RO-D into an escape capsule, add sufficient compartment space per the regular droid modification rules. You must also add the interior control system, requiring a DC 15 Mechanics check and a DC 15 Use Computer check.

Modification: One Droid Band

A few independently minded RO-D droids have, as they say, taken their show on the road. Not content with remaining in the background, these droids have turned themselves into performers in their own right. Few parts of the galaxy regard them as particularly talented, so the units typically work in cheap venues on backwater worlds. Despite their poor reputation, these units are adept at replicating and adapting sounds and voices. After hearing a sound or voice for 3 minutes, the droid can reproduce it almost perfectly. This ability grants the droid a +10 bonus to Deception checks when replicating a voice. The droid also might gain a circumstance bonus when attempting to deceive others by yelling, faking sounds, or making other distracting noises. To modify an RO-D in this manner, reprogram the droid so it is trained in the Persuasion skill and make a DC 30 Use Computer check. If the RO-D has levels in the independent droid prestige class (see page 46 of *The Force Unleashed Campaign Guide*), the DC of the Use Computer check is reduced to 20.

Killer Music



RO-D droids are special. Balmorran says they're marketed for labor and security, but I'm more than a little convinced that the Melody Fellowship corporation that originally ordered the droids was really after rival productions that imitated their musical stars. Conspiracy theories aside, I've seen a lot of lesser acts use RO-Ds for cheap stage setup and personal security during the show. With a rowdy crowd, the droids are hardly inanimate props. It's pretty amusing to watch them keep the crowd at bay with ultrabright spotlights and ear-splitting blasts of sound. Of course, if things get really rough, the RO-Ds are decent fighters, if a little odd looking.

Here's a suggestion for pulling in some credits. Get a couple of RO-Ds; assemble some good holoprojectors, audio blasters, and sound boards; and hire yourself and your ship out to a Bith musical troupe. They'll pay you for transport and equipment rental. The RO-Ds can handle the stage production, although you might need to pitch in a little creativity. But watch out for musicians or their managers who owe credits to someone. They might not pay you, either. Worse, they might bring you a lot of trouble.

R8-Series Astromech Droid

R8-Series Astromech Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +2; **Senses** Perception +8
Languages Basic (understand only), Binary, 2 unassigned (understand only)

Defenses Ref 12 (flat-footed 11), Fort 9, Will 10
hp 5; **Threshold** 9
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Melee electroshock probe +0 (1d8–1 ion)
Ranged laser welder +2 (3d6)
Base Atk +1; **Grp** –3

Abilities Str 9, Dex 13, Con —, Int 14, Wis 10, Cha 8
Special Qualities droid traits, navigation charts
Feats Skill Focus (Mechanics, Pilot, Use Computer), Skill Training (Pilot)
Skills Mechanics +13, Perception +8, Pilot +12, Stealth +6, Use Computer +13
Systems heuristic processor, wheeled locomotion, walking locomotion (exclusive), 1 claw appendage, 4 tool appendages, diagnostics package, improved sensor package, internal comlink, scomp link, sensor booster, sensor pack, magnetic feet
Possessions astrogation buffer (storage device, 6 memory units), circular saw, electroshock probe, fire extinguisher, holoprojector, holorecorder, laser welder
Availability Licensed; **Cost** 7,990 credits

Navigation Charts—Stored in the memory banks of the R8-Series astromech droid is a database of star charts that cover most of the known galaxy. Coordinating this information with its cutting-edge navicomputer, the droid can calculate a course through hyperspace as if it had access to the HoloNet, and does not take a –5 penalty to its Use Computer check. In addition, when time is of the essence, the droid can calculate a course as a standard action instead of a full-round action.

R8-Series Astromech Droid

Small droid (2nd-degree)
hp 5
Threshold 9

Move (1 swift action, 2/turn)
The R8-Series astromech droid moves 6 squares (wheeled) or 4 squares (walking).
Copilot (1 swift action, 1/turn)
With a successful Pilot check, the R8-Series astromech droid can assist the vehicle's pilot, providing a +2 bonus to the character's Pilot check.
Issue Routine Command (1 swift action, 1/turn)
The R8-Series astromech droid can issue a routine command to a computer that has a friendly attitude toward it.
Navigation Charts (1 swift action, 1/turn)
Even if the R8-Series astromech droid does not have access to the HoloNet, it can calculate a course through hyperspace as if it had access.
Recharge Shields (2 swift actions, 1/turn)
When operating a vehicle or device with a shield rating, the R8-Series astromech droid can make a Mechanics check to restore 5 points to the shield rating, up to the normal maximum.
Regulate Power (2 swift actions, 1/turn)
When acting as the engineer of a vehicle, the R8-Series astromech droid can make a Mechanics check to move the vehicle +1 step on the condition track.

Skills Mechanics +13, Perception +8, Pilot +12, Stealth +6, Use Computer +13
Vital Systems 1 claw appendage, 4 tool appendages, internal comlink, magnetic feet, astrogation buffer (storage device, 6 memory units), circular saw, electroshock probe, fire extinguisher, holoprojector, holorecorder, laser welder

The period after the defeat of Grand Admiral Thrawn and his Imperial fleet at the Battle of Bilbringi allowed many of the New Republic's organizations to breathe more easily. During that time, Industrial Automaton further advanced its famous line of astromech droids and developed the R8-Series.

Playing an R8-Series Astromech Droid

Players who want to build an R8-Series astromech droid with heroic levels should choose the stock astromech droid chassis (see page 11). The best starting class to select is the scoundrel, using the Point Blank Shot starting feat to represent the droid's swift reaction to enemies within point-blank range. Instead of starting with darkvision, 2 kilograms of internal storage, and six tool appendages, the R8 character starts with four tool appendages and gains the navigation charts special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills. For additional trained skills, consider selecting Knowledge (galactic lore) to represent the droid's knowledge of various areas of the galaxy through the study of star charts, Pilot to represent the droid's ability to handle a starship, and Stealth to represent the droid's talent for moving among people without being easily noticed. Be sure to purchase a sensor booster and a sensor pack as a part of the droid's starting equipment.

The Wanderer

The R8-Series, eh? That's a worthy successor to the R2-Series. No doubt about that! I've made quite a few credits from selling those droids, and no complaints from my customers, either. I even have one working in the back of my shop, helping me maintain some of my older models. Did you notice that little receiver dish on its dome? Pretty cute, eh? I should point out that there is one little thing about R8s that makes them, shall we say, less than perfect. Now, don't get me wrong, friend—these droids are great! But I found that they tend to pick up a quirk or two a little easier than some other droids. This one R8 I had a few weeks ago developed a sense of wanderlust and rolled right out of my shop one night! Lucky for the droid, I was sleeping at the time. The thing that really bugs me is it took one of my datapads—the one with all the records of my recent sales. If you could find the R8 and that datapad for me, I'd be very grateful. I might even give you a droid . . . at a discount, of course.

After creating a highly effective but limited-use R7 astromech, IA sought to create another droid that would be as notable as the lucrative R2-Series but with updated technological systems and capabilities. In fact, the R8-Series has most of the abilities of its R2 cousin, but goes above and beyond what the R2 can do. In addition to its array of tools, the R8 also hosts a full-frequency comlink system as a standard accessory. Scouts, lone starfighter pilots, and others in need of a long-range communications interface find this particular feature of the droid highly valuable, and IA sales representatives make it a selling point.

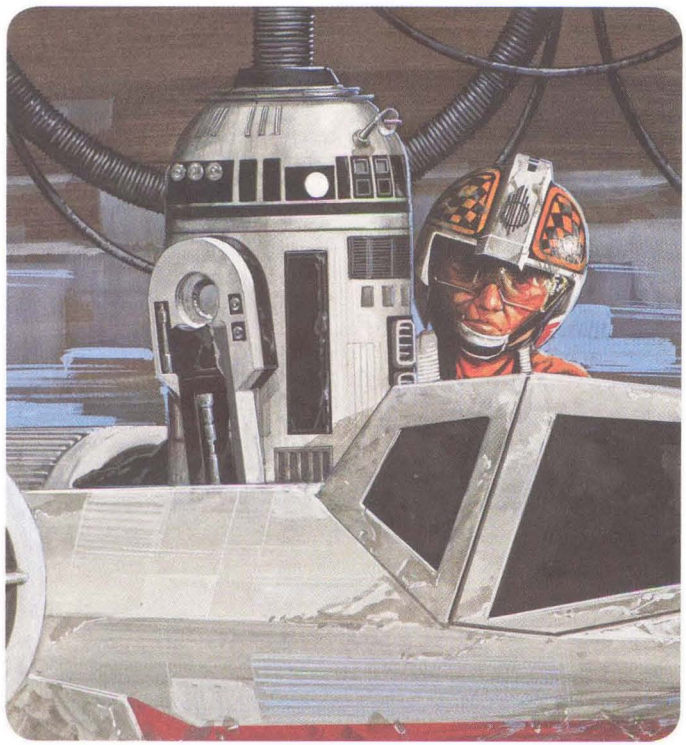
R8-Series astromech droids can be played as droid heroes.

Modification: Signal Hub

Although it seems that the R8-Series astromech droid is already equipped to serve as an excellent signal hub, a few changes allow it to function even better in that capacity. Most of the equipment necessary for this modification is already installed on the droid: a sensor pack, a sensor booster, and the Use Computer skill. To finalize the upgrade, simply install a sensor countermeasure package to mask the droid's signals and keep it from being detected by hostile forces. Some owners choose to make additional changes that further enhance the droid's ability to direct signals. For example, installing a communications countermeasure system will boost the R8's signal strength and help prevent its communications from being jammed. Just as the sensor booster extends the range of sensors, a simple modification to the communications countermeasure system (requiring a DC 25 Mechanics check and 2 hours of work) can provide a temporary boost of a comlink's signal strength and double its range for 5 minutes once per day. As another optional upgrade, reprogram the Skill Focus (Mechanics) feat to Skill Focus (Perception) to improve the droid's potential to act as a signal hub.

Modification: Smuggler's Assistant

The widely known story of how R2-D2 secretly transported the stolen plans of the Death Star is only one example of how astromech droids can be used to smuggle items. This modification is inspired by the legacy created by the R8's predecessor. Begin by adding up to 5 kilograms of internal storage, spread throughout the droid's chassis as smaller compartments, each of which requires a DC 30 Perception check to discover. Next, install a spring-loaded mechanism to allow its master to store a spare blaster inside the droid in case of entanglements with the authorities. Erase the droid's Perception skill, and replace it with Deception to help fool customs agents and other snoops into thinking that the R8 is merely a standard astromech. Setting up locked access to keep the droid running is a popular option. Many smugglers also consider installing an electric defense grid in case somebody manages to get into one of the droid's secret compartments.



R8-Series Astromech Droid

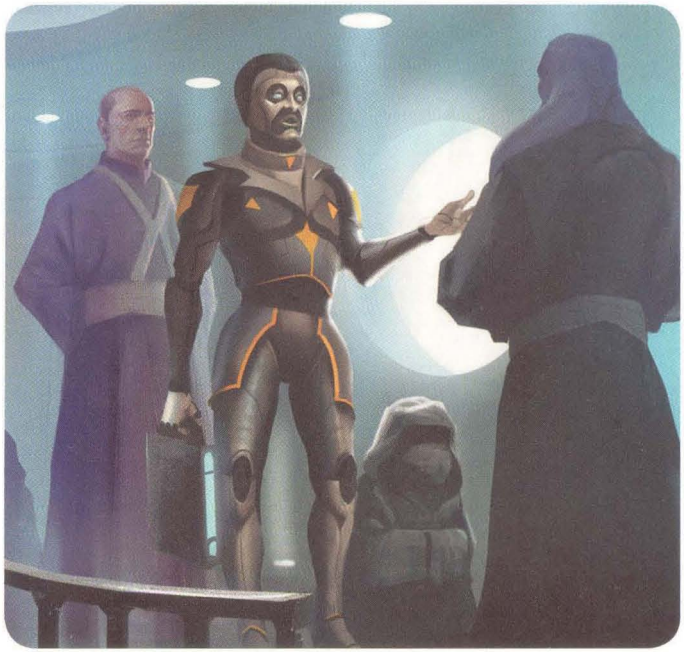
RWW-Series Protocol Droid

RWW-Series Protocol Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init –1; **Senses** Perception +0
Languages Basic, Binary, 1 unassigned

Defenses Ref 9 (flat-footed 9), Fort 8, Will 10
hp 3; **Threshold** 8
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –2 (1d3–2)
Ranged by weapon –1
Base Atk +0; **Grp** –1

Abilities Str 7, Dex 8, Con —, Int 12, Wis 10, Cha 14
Special Qualities droid traits, mimic
Feats Skill Focus (Knowledge [galactic lore], Persuasion), Skill Training (Deception, Knowledge [bureaucracy])
Skills Deception +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +11, Perception +0, Persuasion +12
Systems basic processor, walking locomotion, 2 hand appendages, translator unit (DC 10), vocabulator



RWW-Series Protocol Droid

Availability Licensed; **Cost** 5,505 credits

Mimic—As a swift action, the RWW-Series protocol droid can reroll a Deception check when attempting to imitate the speech patterns and gestures of a selected character but must take the result of the second roll, even if it is worse.

RWW-Series Protocol Droid

Medium droid (3rd-degree)
hp 3
Threshold 8

Move (1 swift action, 2/turn)
The RWW-Series protocol droid moves 6 squares (walking).
Databank (1 swift action)
The RWW-Series protocol droid can attempt a Knowledge check involving bureaucracy, galactic lore, or social sciences. If the check is successful, the droid communicates the information to its master.
Mimic (1 swift action)
The RWW-Series protocol droid can imitate an individual of its master's choosing, gaining a +2 bonus to a Deception check made to produce a deceptive appearance.
Translator (1 free action)
With a DC 10 translator check, the RWW-Series protocol droid translates to or from any language it knows.

Skills Deception +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +11, Perception +0, Persuasion +12
Vital Systems 2 hand appendages, translator unit (DC 10), vocabulator

Conceived by the Devon, natives of the world of Teagan near the Corporate Sector, the RWW-Series protocol droid was inspired by the protocol droids used by the Trade Federation, which dominated the planet for almost two centuries until the end of the Clone Wars. When the Trade Federation was incorporated into the Empire, the Devon were left to their own devices, and they needed protocol droids to help them interact with visitors to their world. The result was the humanoid RWW-Series, created by the Teagan Tech Consortium. The Devon took extra care to make the RWW-Series look as close to organic as possible without becoming replica droids, complete with virtually seamless, soft outer shells. Programmed with the languages and customs of most of the galaxy's races, the droids work in the planet's starports as guides to Teagan and as liaisons with its natives. The droids pick up phrases and gestures that they see and incorporate these behavioral details into their personality matrices. Visitors to Teagan sometimes see an RWW-Series droid in action and negotiate to purchase their own, so the droids have begun to appear more frequently around the galaxy, usually as servants and personal assistants for those in high society.

RWW-Series protocol droids can be played as droid heroes.

Playing an RWW-Series Protocol Droid

Players who want to create an RWW-Series protocol droid with heroic levels should start by selecting the stock protocol droid chassis (see page 13). The best starting class to choose for the droid is the noble, using the Linguist feat to represent the additional languages the droid can speak and understand. Instead of the hardwired design special quality, the character receives the mimic special quality, as described in the droid's statistics block. Select Knowledge (bureaucracy), Knowledge (galactic lore), and Persuasion as three of the droid's starting skills. For additional starting skills, consider Deception to represent the droid's knack for imitating organic beings, Gather Information to represent the droid's inquisitive nature when dealing with organics, Perception to represent the droid's ability to notice the intricate speech patterns and gestures of organic beings, and Use Computer to represent the droid's talent for accessing computer networks wherever it goes. Optionally, the RWW-Series protocol droid could have a datapad, datacards, or a code cylinder as part of its starting equipment.

Modification: Combat Training Opponent

Warriors of all kinds that have tested their combat skills against droids often complain that the artificial beings never seem to be as aesthetically authentic as organic opponents, despite their lifelike reflexes and actions. Since replica droids are considered extremely expensive to use as combat trainers, some organizations have resorted to using modified RWW-Series protocol droids instead. To make this modification, start by installing a set of jump servos into the droid's arms, granting the unit a +4 bonus to Strength for the purposes of melee combat. The installation requires a DC 20 Mechanics check and 2 hours of work. Next, reprogram the droid's Skill Focus feats into Weapon Proficiency feats, preferably pistols, rifles, or simple weapons. Alternatively, you could select the advanced melee weapons or lightsaber proficiencies, depending on what kind of training the droid will be expected to provide. Equip the RWW-Series droid with some form of light armor, at least, and an appropriate weapon. Be sure to include the helmet package with the droid's armor, and, if using a ranged weapon, add a standard targeting scope.

Modification: Espionage Droid

Very few people would suspect a simple protocol droid, especially one that mimics organic creatures, of gathering intelligence for an opposing faction. As a result, organizations that have modified RWW-Series droids for espionage work take pride in their high success rates. To make this modification, start by adding an internal comlink coupled with a communications countermeasure system. Adding an improved sensor package helps the droid find desired information; to let the droid record that data, give it an audio and video recorder integrated with its audio receptors and photoreceptors. Also, it's possible that the group being spied on will attach a restraining bolt to the droid. To protect against that, install a reverse-polarity bolt on the inside of the droid's body, which can short out the unwanted hardware. However, it works only once. Reversing the polarity of a restraining bolt requires 10 minutes of work and a DC 15 Mechanics check. Once attached inside the droid's body, the reversed bolt is visible only if the droid's chassis is opened, although it can be found by sensors with a DC 30 Perception check. In addition to these hardware changes, reprogram the droid's Knowledge (galactic lore) skill to Perception and change the Skill Focus (Knowledge [galactic lore]) feat to Skill Focus (Perception) to improve the droid's odds of success.

Modification: Medical Assistant Droid

Many medical droids exist on the open market, and a good number of them specialize in a particular area of expertise. As unlikely as it seems, an RWW-Series protocol droid can be modified to work as a medical droid. In fact, the RWW-Series model excels at keeping the spirits of its patients high while they recover from surgery. For the most part, this modification involves tweaking the droid's software to allow it to assist official medical droids in their procedures and not be a danger to patients. Reprogram the Knowledge (bureaucracy) and Knowledge (galactic lore) skills to Knowledge (life sciences) and Treat Injury. Adjust the Skill Focus (Knowledge [galactic lore]) feat to Skill Focus (Treat Injury), and change the Skill Focus (Persuasion) feat to Surgical Expertise. The only hardware adjustment required by this modification is installing an improved sensor package to increase the droid's awareness while it is providing medical assistance.

Take the Act on the Road



A protocol droid that looks like an organic, and it's not a replica droid? You're funny, friend—you should do comedy in the Core Worlds circuit. Eh? You're serious? An RWW-Series? I don't—oh, wait a second. Yeah, I have heard of that. Soft fake skin, likes to copy other people. Okay, I know what you're talking about. Now that you mention it, I did hear about this Falleen that owns a traveling group of performers. He has all kinds of shows that he brings to the planets he visits in the Core. I heard he was most recently on Nubia. Anyway, this Falleen picked up an RWW droid, liked its mimicry, and tried to get it to do impressions of high-profile personalities from around the galaxy. Rumor has it, though, that the droid used to belong to this rich politician living on Coruscant. He supposedly reported losing his RWW a couple of weeks ago and wants it back. I don't know if he's going to get it, though, since this traveling sideshow is reported to be sponsored by a Hutt gangster and . . . Come to think of it, I've never heard of this droid you're talking about. Nope, not at all.

RX-Series Pilot Droid

RX-Series Pilot Droid CL 1
Medium droid (2nd-degree) nonheroic 4
Init +4; **Senses** Perception +1
Languages Basic, Binary, 1 unassigned

Defenses Ref 12 (flat-footed 10), Fort 10, Will 9
hp 10; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering)
Melee claw +3 (1d4)
Ranged by weapon +5
Base Atk +3; **Grp** +5

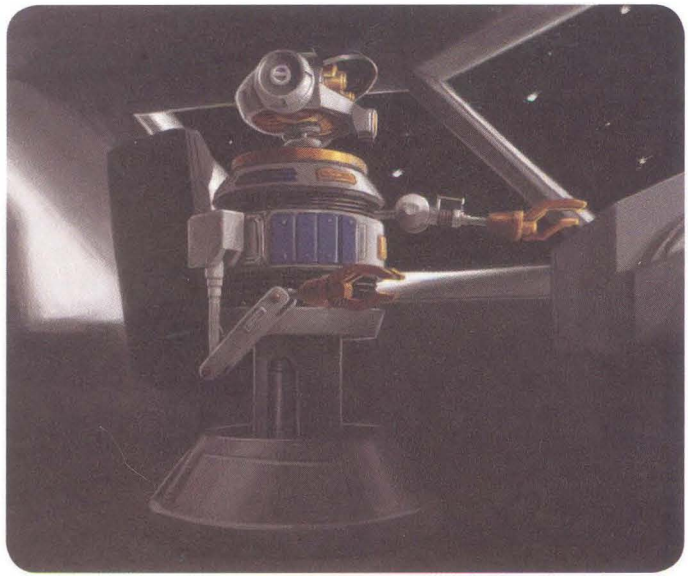
Abilities Str 10, Dex 15, Con —, Int 13, Wis 8, Cha 12
Special Qualities droid traits, hot-shot pilot
Feats Skill Focus (Pilot), Skill Training (Knowledge [galactic lore], Mechanics), Vehicular Combat, Weapon Proficiency (heavy weapons)
Skills Knowledge (galactic lore) +8, Mechanics +8, Perception +1, Pilot +14, Use Computer +8
Systems heuristic processor, hovering locomotion, 3 claw appendages, vocabulator
Availability Licensed; **Cost** 9,855 credits

Hot-Shot Pilot—The RX-Series pilot droid can reroll its Pilot check to avoid a collision and can take the better of the two results. In addition, once per encounter as a reaction, the droid can avoid an attack from a missile or a torpedo by making a Pilot check against the attack roll. If the result of the Pilot check equals or exceeds the attack roll, the missile or torpedo is dodged for that round of combat.

RX-Series Pilot Droid

Medium droid (2nd-degree)
hp 10
Threshold 10

Move (1 swift action, 2/turn)
The RX-Series pilot droid moves 6 squares (hovering).
Engage the Enemy (1 free action)
At the start of a battle, the RX-Series pilot droid makes a Pilot check instead of an Initiative check.
Hot-Shot Pilot (reaction, 1/encounter)
The droid makes a Pilot check to avoid a collision or an incoming missile or torpedo.



Increase Vehicle Speed (1 swift action, 1/turn)
The RX-Series pilot droid makes a DC 20 Pilot check. If the check is successful, the vehicle increases its speed by 1 square plus 1 square for every 5 points by which the check result exceeds the DC.
Recharge Shields (2 swift actions, 1/turn)
The RX-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
The RX-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Knowledge (galactic lore) +8, Mechanics +8, Perception +1, Pilot +14, Use Computer +8
Vital Systems 3 claw appendages, vocabulator

In an attempt to corner the market on two facets of the droid industry at the same time, Industrial Automaton created the RX-Series pilot droid not only to help in piloting starships but also to interact harmoniously with organic beings. The droid has a cylindrical body that floats on a repulsorlift base and three arms to operate starships more efficiently. Its head is more humanoid than those of most of IA's astromechs and helps to establish good relations with organic beings that work alongside the droids. As a result of their interactions and programming, these pilot droids develop personalities much more quickly than most other droids that operate without regular memory wipes. RX-Series pilot droids can be found in almost any spaceport

Playing an RX-Series Pilot Droid

Players who want to build an RX-Series pilot droid with heroic levels should start by selecting the stock probe droid chassis (see page 12), even though that droid is a second-degree model. The best starting class to use for the character is the scoundrel, with the Point Blank Shot feat representing the droid's quick reflexes and superior accuracy. The RX-Series pilot droid begins with three claw appendages. Instead of starting with the internal comlink, locked access, improved sensor package, and darkvision, the pilot droid character has a vocabulator and the hot-shot pilot special quality, as described in the droid's statistics block. Select Mechanics, Pilot, and Use Computer as three of the droid's starting skills. For additional trained skills, consider Deception to represent the droid's ability to fly evasively, Knowledge (galactic lore) to represent the droid's knowledge of various star systems, and Perception to represent the droid's highly sensitive photoreceptors and the ease with which the droid can visually locate other starships in space.

in the galaxy, since they are extremely useful in moving starships between docks, transporting cargo between ships, and piloting passenger vessels along established routes. In fact, travel agencies that specialize in space tours are known to use RX droids to pilot their chartered flights, such as the Starspeeder 3000 transports owned by Star Tours.

RX-Series pilot droids can be played as droid heroes.

Modification: Astrogation Droid

Although this modification is not much of a stretch for a pilot droid, it tweaks the RX-Series droid to function on the other side of the ship's bridge by focusing primarily on navigation. This configuration is ideal for owners that prefer to fly their own ships but still want the droid's assistance in the cockpit. To make this modification, start by installing an astrogation buffer with at least two slots, although five or six slots is recommended. Optionally, installing a scomp link will allow the droid to interface directly with the ship's navicomputer to input the calculated course through hyperspace, saving valuable time in making the jump to light speed. As an additional option, a hypertransceiver, which is normally only installed aboard capital ships, will help the droid calculate the course through hyperspace by allowing it to connect directly to the HoloNet. Installing the system takes 2 days and a DC 25 Mechanics check. Finally, reprogram the Skill Focus (Pilot) feat to Skill Focus (Use Computer) to improve the droid's capability with astrogation.

Modification: Communications Droid

Communicating with the rest of the galaxy is important for the crew of a starship, but what can they do when their means of speaking with others outside the ship becomes unavailable? Modifying a pilot droid can help. This modification alters the RX-Series pilot droid to act as a communications terminal, allowing its master to contact others. First, install an internal comlink, and route it through the vocabulator and audio receptors so that organic beings can communicate through the droid. Although this is enough for short-range communications, anyone who needs to connect with someone beyond a 200-kilometer range needs to install a hypertransceiver in the droid, which takes 2 days of work and a DC 25 Mechanics check. If time is of the essence, the hypertransceiver can be installed in as little as 2 hours with a DC 35 Mechanics check. Failure means that the hypertransceiver is damaged and cannot be used again.

Modification: Tactical Systems Droid

Some transport pilots see more than their share of trouble when flying between destinations. For those that choose to protect themselves by arming their vehicles, it's helpful to have someone along that can use those defensive systems well. Adjusting an RX-Series pilot droid to this end is simple but effective. To modify an RX-Series droid to be a tactical systems droid, start by exchanging at least one claw appendage for a hand appendage, which gives the droid more fine control over using equipment. Alternatively, installing a scomp link allows the droid to do the same tasks, but the vehicle needs to have the appropriate socket for this modification to work. Next, install an improved sensor package within the droid's chassis, which requires a DC 15 Mechanics check and 1 hour of work. Reprogram the droid's Knowledge (galactic lore) skill to Perception and change the Skill Focus feat to boost Perception. Reprogramming the droid in this manner removes the hot-shot pilot special quality.

Shakedown Breakdown



RX-Series pilot droids can be some of best models available for operating vehicles. Like with most droids from Industrial Automaton, you get a reliable unit that rarely breaks down and doesn't need a lot of maintenance. Truth, I have not seen many IA droids come past me, let alone these pilot droids. But I have seen a few, and what I saw was not pretty. I say one thing for these pilot droids. When they break down, they really break down! Other day, customer was telling me about a friend of his. A few days before, this friend was out near Naboo. She had just stepped off boarding ramp of her brand new starship when her RX blew a fuse or something and took off with ship. She didn't even have a chance to jump back on board. Stranded there for now. According to observation post in system, the ship entered hyperspace before any of Naboo's fighters could reach it. Course when it jumped was in the direction of Rodia, or maybe Bothawui, or maybe Nal Hutta. I'll bet that lady would jump, too—jump for joy if she sees her ship again soon.

S19 Astromech Droid

S19 Astromech Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +1; **Senses** Perception +8
Languages Basic (understand only), Binary, 3 unassigned (understand only)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 12
hp 4; **Threshold** 10
Immune droid traits

Speed 4 squares (tracked)
Melee unarmed +1 (1d3)
Ranged by weapon +1
Base Atk +1; **Grp** –4

Abilities Str 11, Dex 10, Con –, Int 16, Wis 14, Cha 11
Special Qualities droid traits, focused repairs
Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer), Toughness
Skills Knowledge (technology) +14, Mechanics +14, Perception +8, Stealth +6, Use Computer +14
Systems heuristic processor, tracked locomotion, 1 claw appendage, 6 tool appendages, astrogation buffer (5 memory units), diagnostics package, internal comlink
Possessions holorecorder, tool kit
Availability Licensed; **Cost** 8,625 credits

Focused Repairs—The S19 astromech droid can reduce the time needed for repairs by making a Mechanics check. For every point by which the check result exceeds the DC, the time needed to make repairs is reduced by 2 minutes. The amount of time needed to complete repairs cannot be reduced to less than 10 minutes.

S19 Astromech Droid

Small droid (2nd-degree)
hp 4
Threshold 10

Move (1 swift action, 2/turn)
The S19 astromech droid moves 4 squares (tracked).
Focused Repairs (1 swift action, 2/turn)
The S19 astromech droid can make a Mechanics check to assist its master with repairs to any damaged or disabled droid or device. If the check is successful, the droid's master can reroll his or her Mechanics check but must accept the second result, even if it is worse.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the S19 astromech droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).
Recharge Shields (2 swift actions, 1/turn)
When operating a vehicle or device with a shield rating, the S19 astromech droid can make a Mechanics check to restore 5 points to the shield rating, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
When acting as the engineer of a vehicle, the S19 astromech droid can make a Mechanics check to move the vehicle +1 step on the condition track.
Run Diagnostics (2 swift actions, 1/turn)
The S19 astromech droid can make a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid grants its master a +2 circumstance bonus to his or her Mechanics check to make repairs.

Skills Knowledge (technology) +14, Mechanics +14, Perception +8, Stealth +6, Use Computer +14
Vital Systems 1 claw appendage, 6 tool appendages, astrogation buffer (5 memory units), internal comlink, holorecorder, tool kit

In response to the high level of success Industrial Automaton experienced with the R2 astromech, many other droid manufacturers sought a piece of that same pie by developing their own astromechs. The S19 droid is LesTech's contribution to the astromech market. Standing just over 1 meter in height,

Playing an S19 Astromech Droid

Players who want to create an S19 astromech droid with heroic levels should choose the stock astromech droid chassis (see page 11). The best starting class for the droid is the scoundrel, with the Point Blank Shot feat to emphasize the droid's ability to accurately focus on objects at close range. Replace the wheeled and walking locomotion systems with tracked locomotion. Instead of starting with magnetic feet, internal storage (2 kilograms), an improved sensor package, and darkvision, the droid gains an internal comlink and the focused repairs special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills, and consider choosing as additional starting skills Knowledge (technology) to represent the droid's insight into how devices work, Pilot to represent the droid's ability to step in for its master and operate the vehicle, and Stealth to represent the droid's ability to blend into the background to avoid being noticed. Be sure to purchase a holorecorder and a tool kit as part of the droid's starting equipment.

Too Good for Its Own Good

The S19 astromech droid is very good at what it does. Somebody offered to sell me one at reasonable price, and I took the deal, figuring it could help with some of my work around here. But quickly I found out the droid was *too* good. I would stop for night and go to bed, only to wake in the morning and find the droid had completed all my work for the next day while I slept. I had to sell it to somebody else quick, or I would be looking for new line of work. Wonder if it is my old droid causing the problem for that scientist on Abregado-rae? Seems he picked up an S19 droid to help maintain his shop and let it be creative. Something must have broken down inside droid, because it dismantled all the door controls and comlink systems to lab, trapping droid and master inside. Somebody has to get that guy out of there and do something about that droid.

the S19 has a boxlike chassis that makes it look more like an EG-6 power droid than do most other astromechs. It moves on a single wide, tracked foot, which is the droid's major flaw. The S19 has a vast array of tools and a high degree of technical knowledge, but it also has a tendency to topple over when trying to move too quickly.

S19 astromech droids can be played as droid heroes.

Modification: Gravity Well Projector

As useless as this modification might sound for ground combat, when used properly it can be very effective. To make this modification, start by reinforcing the droid's internal structure to protect against the possibility of being exposed to increased gravity. Reinforcing the chassis has the same effect as adding a hardened system ×2 to a droid of Large size. Next, remove all systems and possessions except for the heuristic processor and tracked locomotion, and install a gravity well projector in the droid. Although this system is normally installed only on capital ships, it can be added to the droid with 2 days of work and a DC 30 Mechanics check. The gravity well produced by the droid is less powerful than that of its starship counterpart, affecting only 4×4 squares; it can be relocated with a full-round action to a maximum range of 12 squares. However, when projected in the direction of enemies, the gravity well can divert shots. Anyone that fires through a square occupied by the gravity well must reroll the attack roll and use the lower of the two results.

Modification: Mobile Shield Generator

Throughout history, groups engaged in planetside combat have sought ways to generate energy shields that can move with them. Mobile shield generators can be mounted onto vehicles or large beasts of burden, but that solution doesn't help smaller groups that must break away from the larger force for a mission. This modification permits the S19 astromech droid to create such a shield to help protect those smaller groups. To modify the droid in this manner, remove the astrogation buffer and the holorecorder, and replace them with an SR 10 shield generator. (To install an SR 15 shield generator, remove the diagnostics package and internal comlink in addition to the previously mentioned components; for an SR 20 generator, also remove four tool appendages and the tool kit.) Once the generator is in place, the droid can create a shield in a 5-square-by-5-square area centered on itself. While the shield is active, the droid can make one move action if it gives up its standard action or no move actions if it does not.

Modification: Trailblazer

Many times, an individual or a group becomes lost while on a planet. With this modification, the S19 astromech droid can help such explorers by blazing a trail. To modify the droid in this manner, replace the tracked locomotion with hovering locomotion to prevent the droid from being hindered by the terrain. Remove the droid's astrogation buffer and install an automap. Reprogram the droid's Skill Focus (Knowledge [technology]) feat to Skill Focus (Perception) to help the S19 locate specific landmarks and details.



S19 Astromech Droid

SD-9-Series Battle Droid

SD-9-Series Battle Droid **CL 16**
Large droid (4th-degree) soldier 8/elite trooper 8
Force 5
Init +15; **Senses** low-light vision; Perception +15
Languages Basic, Binary

Defenses Ref 30 (flat-footed 27), Fort 39, Will 26
hp 108; **DR** 4; **SR** 15 (ion only); **Threshold** 44
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +25 (1d6+17)
Ranged heavy repeating blaster +15 (3d10+10) with autofire or
Ranged plasma burst cannon +20 (3d12+10, 1-square splash) or
Ranged heavy repeating blaster +15 (3d10+10) with autofire and plasma burst cannon +20 (3d12+10) or
Ranged heavy repeating blaster +10 (5d10+10) with autofire and Burst Fire and plasma burst cannon +20 (3d12+10)
Base Atk +16; **Grp** +30
Atk Options Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Greater Devastating Attack (heavy weapons), Greater Penetrating Attack (heavy weapons), Multiattack Proficiency (heavy weapons), Point Blank Shot, Running Attack

Abilities Str 29, Dex 15, Con —, Int 10, Wis 11, Cha 8
Special Qualities defense mode, droid traits, swift assault mode
Talents Armored Defense, Devastating Attack (heavy weapons), Greater Devastating Attack (heavy weapons), Greater Penetrating Attack (heavy weapons), Greater Weapon Focus (heavy weapons), Multiattack Proficiency (heavy weapons), Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Point Blank Shot, Running Attack, Skill Training (Knowledge [tactics]), Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +15, Knowledge (tactics) +13, Perception +15
Systems walking locomotion, basic processor, 2 tool mounts, internal comlink, ion shield generator (SR 15 [ion damage only]), locked access, improved sensor package, vocabulator, laser-reflective duranium battle armor (+10 armor, +11 vs. blasters and lasers)
Possessions integrated heavy repeating blaster, integrated plasma burst cannon
Availability Military; **Cost** 51,405 credits



Plasma Burst Cannon—Treat as blaster cannon. If the damage dealt exceeds the target's damage threshold, the cannon deals an additional die of damage from the heat of the plasma.
Defense Mode—As a swift action, an SD-9-Series battle droid enters defense mode and designates one person, object, vehicle, or location to defend. While in defense mode, once per encounter, as a reaction, the droid can make a single attack against one enemy that attacks the designated subject.
Swift Assault Mode—Once per encounter, an SD-9-Series battle droid can make a single attack at a –10 penalty as a swift action when also taking two move actions in the same turn.

SD-9-Series Battle Droid

Large droid (4th-degree)
hp 108
Threshold 44 (DR 4, SR 15 [ion only])

Move (1 swift action, 2/turn)
The SD-9-Series battle droid moves 6 squares (walking).
Defense Mode (1 swift action, 1/encounter)
The SD-9-Series battle droid enters defense mode and designates one person, object, vehicle, or location to defend. While in defense mode, the droid makes a single attack against one enemy that attacks the designated subject.
Delay Damage (reaction)
The SD-9-Series battle droid delays the effect of a single attack, ability, or effect used against it until the end of its next turn.

Heavy Repeating Blaster Attack (1 swift action, 2/turn)
The SD-9-Series battle droid makes a ranged autofire attack at +5. If successful, the attack deals 3d10+10 points of damage as an area attack in a 2-square-by-2-square area. If unsuccessful, the attack deals half damage.
Plasma Burst Cannon Attack (1 swift action, 1/turn)
The SD-9-Series battle droid makes a ranged attack at +20. If successful, the attack deals 3d12+10 points of damage with a 1-square splash.

Skills Endurance +13, Initiative +15, Knowledge (tactics) +13, Perception +15
Vital Systems 2 tool mounts, internal comlink, ion shield generator (SR 15 [ion damage only]), vocabulator, integrated heavy repeating blaster, integrated plasma burst cannon

Prior to the second return of the reborn Emperor, Balmorran Arms broke from its traditional Imperial allegiance and sold the latest of its successful SD battle droids, the SD-9-Series, to the New Republic as well as to Imperial forces. At twice the height of an average Human, the massive, heavily armored battle droid towers over most opponents. Built exclusively for combat, the droid features a heavy repeating blaster and a specialized plasma burst cannon integrated into its arms. The unit's tremendous firepower makes it a centerpiece of any infantry battle. The SD-9 also features upgraded defensive systems in the form of laser-reflective armor and an ion shield generator.

When the reborn Emperor reasserted his power, he dispatched his underlings to bring Balmorra securely to his side. The ensuing battle pitted Imperial SD-9 droids against their newly updated comrades, the SD-10 model. As formidable as the SD-9 units were, the SD-10s cut them to pieces.

SD-9 droids can't be played as droid heroes.

Modification: Assault Unit

This common mercenary modification turns a standard SD-9-Series battle droid into a specialized assault unit. The droid gains three major upgrades: heavier armor, more powerful weapons, and specialized software to allow the SD-9 to better integrate unit tactics. To carry out this modification, upgrade the droid's armor to neutronium plating and replace its heavy repeating blaster with an E-Web repeating blaster. The droid automatically regulates the E-Web's power supply (see page 125 of the Saga Edition core rulebook). Upgrading the droid's software requires a DC 20 Use Computer check, 1,000 credits' worth of software, and 1 day of work, after which the SD-9 gains a +2 bonus to attack rolls and damage rolls whenever a member of its combat unit is within 6 squares of the droid.

Assault units plunge into battle, trading personal protection for the chance to attack at point-blank range. As they advance, they attempt to shield their organic team members. If the SD-9s meet equal or superior resistance, they use the stoutest-looking terrain for cover. Once a hardened position is located, the units target the most formidable defensive positions and batter them relentlessly. Other targeting patterns can be programmed with a DC 20 Use Computer check.

Encountering an SD-9-Series Battle Droid

SD-9-Series battle droids can be encountered in any Imperial military infantry unit, as well as in a few units of the New Republic and odd mercenary outfits around the time that the Emperor's first clone is destroyed. SD-9s continue to see service with the New Republic and mercenary units for a few years after their introduction. However, their numbers rapidly dwindle over time as they are destroyed and Balmorra ceases to manufacture them in favor of later models. The SD-9s are a favorite of illegal Outer Rim organizations, and criminals or warlords wanting to show off their power use the droids to guard important structures.

SD-9s excel on the battlefield. When used for other duties, such as sentry, patrol, or guard work, the droids are heavy handed and often react with excessive force. They also function much better outdoors, since most corridors and buildings can't accommodate their height or weight.

Dangerous Droids



SD-9 battle droids? Now you're talking some serious military hardware. These are not your run-of-the-mill security droids or pathetic Separatist clankers. SD-9s are built to obliterate an opposing army—practically by themselves. They're massive, well armed and well armored, and have about as much personality as a blaster rifle. Don't be on the receiving end of their plasma burst cannons. Also, don't expect to be able to take an SD-9 wherever you want. Local security forces won't regard it as a simple bodyguard, assuming the droid can even fit into wherever you're going.

Now, as for acquiring one of these monsters, you have few options. Frankly, the easiest and simplest way is to scavenge one off an old battlefield. It might be quite a job to get the droid working again, but I hear that's how most mercenary teams get their SD-9s. Oh, you might be able to find someone willing to sell you a unit under the table, but the droid will be astronomically expensive, and there will likely be something very wrong with it.

Modification: Backseat Driver

This unusual modification adds a partially enclosed seat to the back of the droid, allowing a character of Medium or smaller size to ride along. A cable ladder or climbing rope allows access from the ground, although many riders use jet packs to reach the seat. The SD-9 usually gains a +2 bonus to Perception checks when a rider is on board, since the passenger gives the droid warnings about additional targets or enemies approaching the unit's blind side. A rider can communicate with the droid at low volume or via comlink during battle. A rider can also make his or her own attacks while in the seat. Making this modification requires a DC 20 Mechanics check, 500 credits' worth of materials, and 4 hours of work. More advanced modifications could add sensors, communications gear, or a mounted weapon to the seat.

SD-X-Series Stealth Battle Droid

SD-X-Series Stealth Battle Droid **CL 9**
Medium droid (4th-degree) soldier 3/scout 6
Force 4
Init +11; **Senses** darkvision; Perception +13
Languages Basic, Binary, 1 unassigned

Defenses Ref 28 (flat-footed 24), Fort 24, Will 21
hp 68; **Threshold** 24
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +10 (1d6+7) or
Melee concealed vibrodaggers +10 (4d4+7)
Ranged blaster rifle +9 (3d8+4)
Base Atk +7; **Grp** +10
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Harm's Way, Hidden Movement, Total Concealment

Abilities Str 16, Dex 14, Con —, Int 12, Wis 14, Cha 10
Special Qualities concealed vibrodaggers, droid traits, stealth coating, threat scan
Talents Armored Defense, Harm's Way, Hidden Movement, Improved Stealth, Total Concealment
Feats Aiming Accuracy, Armor Proficiency (light, medium, heavy), Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Jump +12, Mechanics +10, Perception +13 (can reroll), Stealth +11 (can reroll)
Systems walking locomotion, heuristic processor, 2 hand appendages with concealed vibrodaggers, internal comlink (encrypted), locked access, improved sensor package, darkvision, vocabulator, laminanium armor (+12 armor)
Possessions blaster rifle
Availability Military; **Cost** 25,705 credits

Concealed Vibrodaggers—The SD-X-Series stealth battle droid has vibrodaggers completely concealed within its fingers. Extending the vibrodaggers is a swift action. The droid usually attacks with multiple vibrodaggers at the same time, dealing extra damage (already included above).

Stealth Coating—The SD-X-Series stealth battle droid is sheathed in a black, nonreflective, sensor-resistant coating. When in darkness or shadowy illumination, the droid gains a +5 bonus to its Stealth checks. When an opponent uses sensors to scan for the droid, it can make a Stealth check against the opponent's Use Computer check to remain undetected.



Threat Scan—As a full-round action, the SD-X-Series stealth battle droid makes a DC 20 Perception check to detect living beings, explosives, or other obvious threats within a 30-meter radius of itself. Success indicates a general description of the threat and its direction and distance from the droid.

SD-X-Series Stealth Battle Droid

Medium droid (4th-degree)
hp 68
Threshold 24

Move (1 swift action, 2/turn)
The SD-X-Series stealth battle droid moves 6 squares (walking).
Blaster Rifle Attack (1 swift action, 1/turn)
The SD-X-Series stealth battle droid makes a ranged attack at +9. If successful, the attack deals 3d8+4 points of damage.
Circumstantial Stealth Checks (1 swift action, 1/turn)
The SD-X-Series stealth battle droid makes a Stealth check. When in darkness or shadowy illumination, the droid gains a +5 bonus to its Stealth check. When an opponent uses sensors to scan for the droid, the droid makes a Stealth check against the opponent's Use Computer check to remain undetected.
Concealed Vibrodaggers (2 swift actions, 1/turn)
The SD-X-Series stealth battle droid makes a melee attack at +10. If successful, the attack deals 4d4+7 points of damage.

Threat Scan (2 swift actions, 1/turn)
The SD-X-series stealth battle droid makes a DC 20 Perception check to detect living beings, explosives, or other obvious threats within a 30-meter radius of itself. Success indicates a general description of the threat and its direction and distance from the droid.

Skills Initiative +11, Jump +12, Mechanics +10, Perception +13 (can reroll), Stealth +11 (can reroll)
Vital Systems 2 hand appendages with concealed vibrodaggers, internal comlink (encrypted), vocabulator, blaster rifle

In the years following the Yuuzhan Vong war, Tendrando Arms expanded its battle droid line into other markets. The SD-X model is the company's stealth battle droid and personal protection unit, adapted from the company's highly successful YVH droid design. The SD-X droid is smaller than the YVH and lacks its Yuuzhan Vong-like visage. Although the SD-X carries an excellent sensor array, it does not contain specialized YV sensor packs.

Due to the droid's lineage and proprietary stealth coating, Tendrando Arms markets the SD-X to high-end clients, such as corporate officers and government leaders, rather than to the general public. Although the SD-X can be used as a front-line fighter, it is more commonly deployed as a bodyguard, using its stealth abilities to remain out of view or otherwise inconspicuous.

The SD-X is a nasty fighter and a persistent combatant. Once given a mission, it focuses on that task until completed, no matter what the difficulty. SD-X units have been known to track down would-be assassins, thieves, and other criminals days or weeks after an assault on someone that an SD-X was assigned to protect.

SD-X droids can be played as droid heroes.

Playing an SD-X-Series Stealth Battle Droid

Playing an SD-X-Series stealth battle droid is much like playing other battle droids, except that due to its bodyguard and stealth abilities, the SD-X is often kept close to high-level officials, not sent into the field on a regular basis. However, since the droid excels when a high degree of stealth is required, it is an excellent choice for commando-style missions.

To create a SD-X droid character, start with the stock battle droid chassis (see page 11). Upgrade the chassis to include laminanium armor and a heuristic processor. Select soldier as your starting class to more easily take the Armor Proficiency feats that you need. Choose Armor Proficiency (heavy) as your bonus starting armor proficiency, and take advanced melee weapons as your bonus starting weapons proficiency. At 1st level, the droid lacks training in the Stealth skill, but it benefits from the stealth coating special quality as described in the statistics block. Take a level in scout as soon as you can, and also take Skill Training (Stealth). Continue advancing in the soldier class to improve your combat abilities, or focus on the scout class to improve your stealth capabilities.

Unauthorized Modifications



Ever heard of a Human named Tanol Ocir? Well, if you want to earn some credits, I just heard that Tendrando Arms has issued something of a bounty on the scum. Yes, I know it's unusual for a corporation to do such a thing publicly. However, I think they're trying to make an example of the guy. It seems that he learned how to replicate some modifications that Darth Caedus made to his own SD-X droid—real nasty modifications that no civilized being would ever consider. Lando was angry enough at Caedus' modifications before this, and now he's raging mad. He's declared publicly that he in no way approves of interrogation droids, and he won't let his company's units be turned into them. That's why he's hiring people like you to track down any droid modified in this way and bring it back to Tendrando Arms, along with those responsible for modifying it. Lando doesn't want to be seen hiring thugs, but he'll do everything in his power to get these modified droids and their owners off the streets as soon as possible. Tanol's droid doesn't need to be functional when you bring it in, but it's got to have most of its parts.

Modification: Bodyguard Enhancements

SD-X-Series stealth battle droids are often modified to increase their effectiveness as bodyguards. Some units are reprogrammed with the Draw Fire talent for this purpose. However, another way to upgrade the droid is to link its threat scan special quality to its targeting system. To carry out this modification, make a DC 25 Use Computer check and install 2,000 credits' worth of software. Once per encounter when the modified droid detects a threat with threat scan, it can reroll one attack against that target and take the better result.

Another popular programming modification improves the droid's ability to protect an individual. An SD-X-Series droid reprogrammed to have the Harm's Way talent and the Trip feat can use the feat on an adjacent ally as a reaction to an attack against that ally. If the droid is successful, the ally is knocked prone in his or her current square, and the droid also drops prone, automatically covering the ally while providing the protective benefits of Harm's Way until the start of the droid's next turn.

Modification: Martial Arts Enhancements

Some owners want to enhance the melee and martial arts capabilities of their SD-X droids. To make this modification, reprogram the droid to replace the Weapon Proficiency (pistols) and Precise Shot feats with Martial Arts III and Dual Weapon Mastery I. This upgrade increases the droid's Reflex Defense and damage from unarmed attacks, as well as giving it the capability to make two attacks per round with its hands or vibrodaggers. As an option, you can further increase the droid's ability to deal damage by installing specialized software (requiring a DC 25 Use Computer check and 3,000 credits). With this option, in each encounter, the SD-X droid can add its unarmed damage to the damage from a successful vibrodagger attack a number of times equal to its Dexterity modifier (minimum 1).

Service Droid

LEP-Series Service Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +5
Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 8, Will 10
hp 3; **Threshold** 8
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –2 (1d3–2)
Ranged by weapon +0
Base Atk +0; **Grp** +0

Abilities Str 7, Dex 11, Con —, Int 12, Wis 10, Cha 14
Special Qualities droid traits, empathic
Feats Skill Focus (Perception, Persuasion, Treat Injury), Skill Training (Treat Injury)
Skills Perception +5, Persuasion +12, Treat Injury +10, Use Computer +6
Systems basic processor, walking locomotion, 2 hand appendages, 2 probe appendages, internal storage (30 kg), vocabulator
Availability Licensed; **Cost** 6,260 credits



LEP-Series Service Droid

Empathic—Although the LEP-Series service droid is not literally empathic, its keen sense of awareness allows it to pick up on the subtle mannerisms and emotional expressions of its master and other organic creatures and appeal to their emotions. The droid can reroll its Persuasion check to change the attitude of its intended target, and can take the better of the two results.

LEP-Series Service Droid

Medium droid (3rd-degree)
hp 3
Threshold 8

Move (1 swift action, 2/turn)
The LEP-Series service droid moves 6 squares (walking).
Empathic (2 swift actions, 1/turn)
The LEP-Series service droid can improve the attitude of its target by rerolling a Persuasion check and taking the better of the two results.
First Aid (2 swift actions, 1/turn)
The LEP-Series service droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point the check was successful. A character can be treated with first aid in this manner only once per day.
Haggle (1 swift action)
The LEP-Series service droid makes a Persuasion check to help its master negotiate a better deal. If the check is successful, the droid grants its master a +2 bonus to his or her Persuasion check.
Revivify (2 swift actions, 1/turn)
If the LEP-Series service droid can reach a character who died within 1 round, it revives the character.
Treat Poison (2 swift actions, 1/turn)
The LEP-Series service droid detoxifies a poisoned character.

Skills Perception +5, Persuasion +12, Treat Injury +10, Use Computer +6
Vital Systems 2 hand appendages, 2 probe appendages, internal storage (30 kg), vocabulator

One of the latest droid models that Coachelle Automata produced before the Clone Wars began was the LEP-Series service droid, geared toward childcare. After the initial design was approved, the LEP was put into production and advertised as a nanny droid. Its specialized programming, which included first aid skills, coupled with its engaging appearance appealed to many parents throughout the galaxy, and initial sales were good. However, one of the model's defining features ended up being its major flaw. The locking mechanism for the large storage compartment in the LEP's abdomen, originally intended to store toys and supplies for the children under its care, occasionally became stuck and locked in place. This particular problem gained

media attention when a child became trapped inside after crawling in while the droid was loading supplies. The company issued a massive recall and replaced the latch, but the bad press tarnished the model's image as a nanny droid. Coachelle Automata changed its approach with the LEP by removing the nanny programming and making it a servant droid instead. Despite the initial problems, the LEP-Series servant droids rapidly rose to popularity thanks to their graceful movements and the quiet way with which they go about performing a variety of services.

LEP-Series service droids can be played as droid heroes.

Modification: Bodyguard

Some people feel that modifying the LEP-Series service droid to act as a bodyguard serves only to make it a diversion for its master's enemies, but with the proper alterations, the droid can be an effective guardian. Since the droid was originally designed to be a noncombatant, its physical attributes are not geared toward battle, so add features to compensate for its structural shortcomings. Start by giving the droid a hardened system of at least ×2, treating the droid as if it were of Large size for the purpose of fitting it with the system. This change strengthens the chassis and helps the droid last longer. To further boost its defenses, integrate an electric defense grid into the droid's shell. Since the LEP has little strength to draw on in melee combat, it should use weapons that cause a lot of damage with little effort, so reprogram the Skill Focus (Persuasion) feat to Weapon Proficiency (advanced melee weapons), and equip the droid with a vibroblade or a retractable vibroblade. Also, reprogram the Skill Focus (Treat Injury) feat to Weapon Proficiency (pistols) and give it either a blaster pistol or a hold-out pistol.

Playing an LEP-Series Service Droid

Players who would like to replicate the LEP-Series service droid with heroic levels should start by choosing the stock service droid chassis (see page 13). The best starting class to select is the noble, using the Linguist feat to represent the droid's ability to understand verbal commands from a variety of species. Instead of starting with the tool mount, the character has two probe appendages where the ears would go and the empathic special quality, as described in the droid's statistics block. Select Persuasion and Treat Injury as part of the droid's starting skill set. For additional skills, consider choosing Gather Information to represent the droid's ability to learn from others, Knowledge (social services) to represent the droid's knowledge of interpersonal relationships, Perception to represent the droid's talent for noticing seemingly insignificant details, and Use Computer. Although no specific equipment is necessary to complete the replication of the droid, the purchase of a medical kit is recommended.

Secrets



These LEP droids you talk about sound like the perfect model to follow you around like a young akk pup. They do not talk much, they do as they are told, and they don't ask questions like some other servant droids. I like that in a droid working for me. I might even be able to get past the fact that it looks like a child's toy. On the other hand, they might be a bit too docile. Take this one LEP, for example. It was owned by a Republic ambassador on Nal Hutta and might contain sensitive political information. Supposedly, thugs grabbed the droid while it was running an errand for its master. Some say they worked for a Hutt crime lord, and others think a group of brigands under the command of Hondo Ohnaka took the droid. Regardless, it is only a matter of time before the thieves discover the information stored within the unit—whatever it might be. I am sure the ambassador would be willing to pay a nice reward for the safe return of the LEP and the information it supposedly holds.

Modification: Nanny Droid

In a return to its original programming, the LEP-Series service droid can be repurposed to nurture children. In fact, Coachelle Automata still has the software package available for purchase, along with an improved locking mechanism for the internal storage area. However, Coachelle Automata requires that the buyer sign a waiver stating that the company is not responsible for any harm or discomfort caused by a droid that is used as a nanny. The software changes the droid's Skill Focus (Perception) feat to Improved Defenses to increase its ability to safeguard those under its protection, and the improved lock has a childproof feature that helps prevent lifeforms from entering the internal storage unit without the droid's knowledge. These modifications are sufficient for the droid to perform its duties as a nanny. But owners who want the LEP to do more can reprogram the Use Computer skill to Knowledge (social sciences) to give the droid an edge in child psychology. Some also install an atmospheric canister and a modified breath mask inside the storage space, so that the droid can stash a child inside the compartment, if necessary, to conceal him or her from attackers. This alteration requires two DC 15 Mechanics checks (one to modify the breath mask and one to install the components) and 1 1/2 hours of work.

Modification: Personal Transport

When things go bad in the heat of battle, having a means of escape is important if you want to live to see another day. This modification of the LEP-Series service droid can provide its master with a means to flee from combat or to move from place to place when a true vehicle is not available. Start by adding a repulsorlift unit to the droid as a secondary form of locomotion. Adjust the hatch of the internal storage unit to fold down instead of retreating inside the droid's shell, and install a control stick that folds into the hatch so that the passenger can operate the repulsorlift. Reinforce the hatch to withstand up to 200 kg of mass after being locked into a horizontal position.

Shadow Droid

Shadow Droid **CL 9**
Huge droid (4th-degree) soldier 6/nonheroic 9
Force 2; **Dark Side** 10
Init +21; **Senses** Perception +17
Languages Basic (understand only), Binary, 1 unassigned (understand only)

Defenses Ref 23 (flat-footed 19), Fort 28, Will 16
hp 120; **DR** 20; **Threshold** 38
Immune droid traits

Speed 6 squares, fly 16 squares, fly 4 squares (starship scale)
Ranged laser cannon +17 (4d10+5 ×2) or
Ranged ion cannon +17 (3d10+5 ion) or
Ranged repeating blaster cannon +12 (3d10 +5, 2×2 area) or
Ranged concussion missiles +17 (8d10+5×2) or
Ranged proton torpedoes +17 (9d10+5×2)
Fightng Space 3×3; **Reach** 1 square
Base Atk +12; **Grp** +32
Atk Options autofire (laser cannon)

Abilities Str 30, Dex 18, Con —, Int 12, Wis 10, Cha 10
Special Qualities droid traits
Talents Indomitable, Harm's Way, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Damage Conversion, Skill Focus (Initiative, Perception, Pilot, Use Computer), Turn and Burn, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +21, Perception +17, Pilot +21, Stealth +1, Use Computer +18
Systems basic processor, flying locomotion, duranium battle armor (+10 armor)
Possessions laser cannon , ion cannon, proton torpedo launcher (4 torpedoes carried), concussion missile launcher (8 missiles carried), repeating blaster cannon
Availability Military; **Cost** 123,000 credits

Shadow Droid
Huge droid (4th-degree)
hp 120
Threshold 38 (DR 20)

Move (1 swift action, 2/turn)
The shadow droid moves 16 squares (flying).

Engage the Enemy (1 swift action, 1/turn)
The shadow droid makes a Pilot check with a –5 penalty opposed by the target's Pilot check. If the check is successful, the droid engages in a dogfight with the target.
Protect and Serve (1 free action)
The shadow droid spends one of its owner's Force points to assist an adjacent character. The assisted character can use the Force point as if he or she had spent it.
Ramming Speed (2 swift actions, 1/turn)
The shadow droid makes a Pilot check with a –10 penalty opposed by the Reflex Defense of another starship. If the check is successful, both the target and the shadow droid take 4d6+10 points of damage. A failed check deals half damage to both the target and the shadow droid.
Wingman (1 swift action, 1/turn)
The shadow droid assists a character's Pilot check, providing a +2 bonus to the check.

Skills Initiative +21, Perception +17, Pilot +21, Stealth +1, Use Computer +18
Vital Systems laser cannon , ion cannon, proton torpedo launcher (4 torpedoes carried), concussion missile launcher (8 missiles carried), repeating blaster cannon

The shadow droid is one of the most unnerving parts of Emperor Palpatine's legacy. It is the culmination of his experiments with extending life spans through technology and a testimony to his knowledge of the power of the dark side. The shadow droid is a starfighter powered by an organic brain installed in the workings of the machine. The brain is treated with a Sith alchemical process that destroys the personality it once possessed and awakens dark side potential in the subject. When Palpatine started the shadow droid program, he used the brains of deceased TIE fighter pilots. Students of the process might not have access to the same caliber of raw materials, but other brains can be used with similar results. Shadow droids are primarily used by Sith apprentices and Sith masters to advance their schemes.

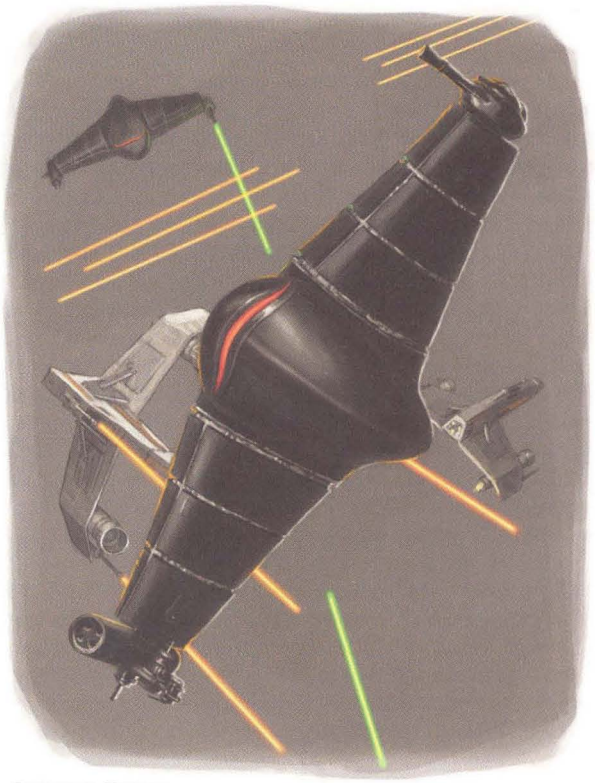
Shadow droids can't be played as droid heroes.

Encountering a Shadow Droid
The heroes have tracked a Sith apprentice to her hidden base and confront her in a climactic final battle. Not only does the apprentice have a squadron of four shadow droids defending the base, but she knows the Sith alchemical compounds used by the Emperor and is making more droids to take their place. The heroes have to defeat the apprentice and make their way to her meditation chamber, where she has been creating shadow droid fear generators.

Modification: Fear Generator

The most unsettling element of a shadow droid is that its driving force was once alive. The conversion process subsumes the humanity of the organic material, but certain dark parts—such as fear, unease, and despair—still exist. A cruel Sith master can bring them to the surface and cause them to wash over anyone that gets too close to the droid. The modified shadow droid uses these negative feelings as a weapon, reducing opponents to weeping, helpless masses curled up on the field of battle.

To make this modification, a Sith must search the droid's memories for the right feelings. This process requires a Use the Force check against the droid's Will Defense and 2 hours of work. Next, the droid must be shown how to lash out with its feelings, which requires a DC 25 Persuasion check from the Sith to intimidate the droid and 30 minutes of work. Once modifications are complete, as a standard action, the droid can make a Persuasion check to intimidate, opposed by an adjacent target's Will Defense. If the check is successful, the target is overcome with doubt and fear and moves –1 step on the condition track. This ability is a mind-affecting effect, and the shadow droid can use it only once per target per encounter.



Shadow Droid

Unstoppable Shadows

The first time I heard about shadow droids, I thought the Rodian who was telling the story had too much Corellian whiskey. A TIE pilot that you spaced might come back for you someday, rebuilt by the Emperor himself? I laughed about it—right up till our company took a job clearing out an old pirate base in an irradiated system. The shiny black fighters that came out of the base were odd. No pilot chatter, flew in perfect formation, and made maneuvers a sane pilot would never attempt. I'm no member of Rogue Squadron, but I've done my time on the stick. These shadow droids flew interference for a Sith Interceptor and were willing to destroy themselves to make sure that ship made its jump. After the Interceptor was safe, the droids all went dark, and we made short work of them.

Strange as that encounter was, the Rodian's was worse. He said there's a squadron of shadow droids that lost their master and didn't shut down. They swooped in on a space freighter and made contact with the captain. Now they're using his ship as a hangar bay, jumping from system to system to attack and destroy ships with no mercy and no method. The only thing those poor souls see before they die is the eerie glow coming from the cockpits of the shadow droids.

Modification: Sith Squadron

The alchemical processes that are used in the construction of shadow droids attune the organic materials to the dark side. This affinity was intended to allow Emperor Palpatine to stay in touch with his new army of starfighters. Sith in the field have taken this attunement and adjusted it to make the shadow droids more loyal to them. By touching the droids with their mastery of the dark side, the Sith make the droids deadlier in combat and better at assisting their schemes.

The first step in this modification is to attune the dark side potential in the shadow droid to the Sith. This requires a Use the Force check against the droid's Will Defense and 1 hour of work. Once the droid is attuned, install an uplink in the droid through which it can monitor the master's ship and anticipate his or her next move. Adding the uplink requires a DC 20 Mechanics check and 30 minutes of work. When these modifications are complete, the shadow droid is attuned to its master and his or her ship. A shadow droid assisting its attuned Sith master grants a +4 bonus (instead of a +2 bonus) when using the aid another action.

T4 Turret Droid

Colicoid T4 Turret Droid
CL 3
Large droid (4th-degree) nonheroic 9
Init +17; **Senses** darkvision; Perception +5
Languages Basic (understand only), Binary

Defenses Ref 14 (flat-footed 11), Fort 11, Will 11
hp 32; **SR** 20; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d4+1)
Ranged blaster cannon +10 (3d12) or
Ranged blaster cannon +8 (4d12) with Rapid Shot or
Ranged blaster cannon +5/+5 (3d12) or
Ranged blaster cannon +3/+3 (4d12) with Rapid Shot or
Ranged grenade launcher +9 (8d6, 4-square burst)
Base Atk +6; **Grp** +14
Atk Options Dual Weapon Mastery, Point Blank Shot, Rapid Shot

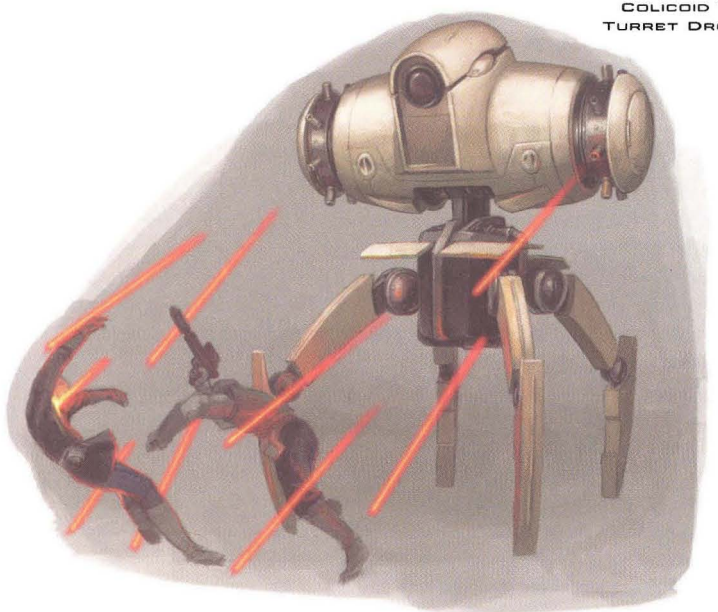
Abilities Str 13, Dex 16, Con —, Int 10, Wis 12, Cha 6
Special Qualities cutting laser, droid traits
Feats Armor Proficiency (light), Dual Weapon Mastery I, Point Blank Shot, Rapid Shot, Skill Focus (Initiative), Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)
Skills Initiative +17, Perception +5
Systems remote receiver, walking locomotion, 3 tool appendages, darkvision, synchronized fire circuits, plasteel shell (+2 armor), shield generator (SR 20)
Possessions 2 blaster cannons, modified grenade launcher with 4 thermal detonators
Availability Military; **Cost** 26,940 credits

Cutting Laser—The T4 turret droid can fire its cutting laser as a standard action. The cutting laser targets 5 squares, all of which must be contiguous, with the cutting laser. The weapon attacks targets occupying these squares within a rifle's point-blank range, making a ranged attack roll at +9. On a hit, a target takes 3d10 points of energy and fire damage (half damage on a miss), and the weapon ignores damage reduction. This is an area attack.

T4 Turret Droid

Large droid (4th-degree)
hp 32
Threshold 11 (SR 20)

Move (1 swift action, 2/turn)
The T4 turret droid moves 6 squares (walking).



Cutting Laser (2 swift actions, 1/turn)
The turret droid targets 5 contiguous squares, making a ranged attack roll (+9) against the Reflex Defense of each target. The cutting laser ignores damage reduction and deals 3d10 points of energy/fire damage (half damage on a miss). This is an area attack.
Patrol Duty (1 swift action, 1/turn)
The T4 turret droid makes a Perception check opposed by a target's Stealth check. If the check is successful, the droid detects the target.
Rapid Shot (1 swift action, 1/turn)
The T4 turret droid makes a ranged attack with its blaster cannon at +8. If successful, the attack deals 4d12 points of damage.
Stability (1 free action)
The T4 turret droid gains a +5 bonus to avoid being knocked prone.

Skills Initiative +17, Perception +5
Vital Systems 3 tool appendages, synchronized fire circuits, shield generator (SR 20), 2 blaster cannons, modified grenade launcher with 4 thermal detonators

Conceived by the creative minds of the Colicoids, the T4 turret droid was first built several years before the Trade Federation's blockade of the planet Naboo. The droid consists of one or more heavy weapons, typically a heavy repeating blaster rifle or a blaster cannon, mounted on a set of four legs that allow the droid to move and brace the weapon(s) when firing. The T4s' primary function was to act as mobile defense guns for dignitaries traveling on potentially hostile worlds. When Viceroy Nute Gunray essentially gained full control of the Trade Federation, he diverted many T4 droids to the fleet attacking Naboo and placed them at strategic locations throughout the city of Theed. Although the droids failed to stop the queen's rescue, they

performed well enough to continue being used in the years that followed, including service in the early part of the Clone Wars against the Republic.

T4 turret droids can't be played as droid heroes.

Encountering a T4 Turret Droid

The T4 turret droid is most often deployed to checkpoints and areas of tactical importance to the Trade Federation or the Separatists. Usually encountered in groups of two to four, the turret droids work well together. In this encounter, the heroes enter a plaza in the older part of a city occupied by the Trade Federation. Positioned at each of the three other gateways leading out of the plaza is a T4 turret droid. When at least one droid spots the heroes, it broadcasts an alert to the others and opens fire. The heroes can seek cover in the gateway through which they entered the plaza, but it won't help much against the turret droids, especially the one directly across from them. If any of the T4s lacks a clear line of fire at the heroes, it instead aids a T4 that does have a clear line, granting a +5 bonus to its attack roll because of its synchronized fire circuits. If the droids have difficulty dispatching the heroes, they group together and fall back to find reinforcements.

Modification: Artillery Spotter

In battle, when a group's sensors fail for one reason or another but the assault must continue, someone must provide the targeting information needed. This modification of the T4 turret droid specializes in obtaining that data and expediently providing it to those firing the artillery. As a first step, give the droid an improved sensor package to accompany its darkvision. Next, install an internal comlink to permit the droid to quickly communicate its findings for processing; for ground assaults, a short-range comlink works sufficiently. Reprogram the Weapon Focus (heavy weapons) feat to Skill Training (Perception) and shift the Skill Focus feat from Initiative to Perception to help the turret droid acquire the information needed for its allies to continue assaulting the enemy. Since multiple sources are more effective at triangulating an enemy's position, the synchronized fire circuits in two or more T4s modified for this role allow the droids to reroll their Perception checks while they work together and take the better of the two results.

Modification: Listening Post

Defeating an enemy requires powerful weapons, but knowing how to use those weapons effectively requires gathering intelligence on the enemy's plans and resources. Modifying a T4 turret droid to act as a remote listening post has proven to be an excellent way of attaining the needed information. To make this modification, start by installing an improved sensor package and a sensor booster to extend the droid's detection range. Add an internal, long-range comlink so the T4 can keep in touch with its master and pick up transmissions broadcast by the enemy. Install a translator (DC 5) to help the droid decode any communications signals it receives before sending them back to base. Mount a hypertransceiver, a component normally found only in starships, in the droid's chassis to help it pick up HoloNet signals that the enemy might send or receive; this process requires a DC 30 Mechanics check and 2 days of work. Finally, reprogram the droid's Rapid Shot feat into Skill Training (Perception) and shift the Skill Focus feat from Initiative to Perception to maximize the droid's ability to detect the signals for which it listens.

Modification: Patrol Guard

Turning a T4 turret droid into a patrol guard isn't much of a stretch, and the benefits are worth the work necessary to make the modifications. The biggest change involves upgrading its locomotion so the droid retains its walking capability but gains a speed of 8 squares; this change requires a DC 25 Mechanics check and 1 day of work. The modified T4 can cover its patrol area more efficiently, and it can close with a target more quickly as well, especially now that it can outrun most organic beings. Install an improved sensor package to back up the droid's darkvision. Tweak the cutting laser to give it a low-power setting (requiring a DC 15 Mechanics check and 1 hour of work), which the droid can use as a focused spotlight to help its allies locate and take action against intruders. If the droid attacks while using the focused light and successfully hits its target, the beam temporarily blinds the target for a number of rounds equal to the amount by which the attack roll exceeds the target's Reflex Defense.

Working as One



A T4 turret droid can be a formidable foe by itself, but use extreme caution if you find a group of them. Their combat skills seem to increase exponentially the more of them that band together. The degree to which they work in tandem almost seems unnatural. It's almost as if they have one mind when they are close to each other. And even though other companies have created droids that operate similarly, the Colicoids seem to have perfected the trick and have not been forthcoming about how they achieved it. Too bad—knowing that secret might help someone defuse the situation on Kubindi. The Trade Federation sent a company of droids to that remote world to "convince" its people to join the Separatists. Intelligence reports that I procured say that a contingent of T4 turret droids with the company is the first line of defense against anyone trying to break through their perimeter. I'm sure that the Kubaz and the Republic would love for a group of heroes to create a hole in the droids' defenses and help the clone troopers put a stop to the Trade Federation's unwanted visit.

TC-SC Infiltration Droid

TC-SC Infiltration Droid **CL 1**
Medium droid (4th-degree) scoundrel 1
Force 2
Init +3; **Senses** Perception +5
Languages Basic, Binary

Defenses Ref 16 (flat-footed 13), Fort 11, Will 12
hp 18; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee concealed knife +0 (1d4)
Ranged concealed blaster pistol +3 (3d6)
Base Atk +0; **Grp** +3
Atk Options Dastardly Strike

Abilities Str 11, Dex 16, Con —, Int 10, Wis 10, Cha 13
Special Qualities droid traits
Talents Dastardly Strike
Feats Point Blank Shot, Skill Focus (Deception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Gather Information +6, Perception +5, Stealth +8
Systems heuristic processor, walking locomotion, 2 hand appendages with concealed weapons (see Possessions), holographic image disguiser, vocabulator
Possessions concealed blaster pistol, concealed knife
Availability Restricted; **Cost** 20,380 credits

TC-SC Infiltration Droid

Medium droid (4th-degree)
hp 18
Threshold 11

Move (1 swift action, 2/turn)
The TC-SC infiltration droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The TC-SC infiltration droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Dastardly Blade (1 swift action, 1/turn)
The TC-SC infiltration droid makes a melee attack at +0. If successful, the attack deals 1d4 points of damage. If the target is denied its Dexterity bonus for Reflex Defense, the target moves –1 step on the condition track.
Dastardly Blast (1 swift action, 1/turn)
The TC-SC infiltration droid makes a ranged attack at +3. If successful, the attack deals 3d4 points of damage. If the target is denied its Dexterity bonus for Reflex Defense, the target moves –1 step on the condition track.
Patrol Duty (1 swift action, 1/turn)
The TC-SC infiltration droid makes a Perception check opposed by the target's Stealth check. If the droid's check is successful, the droid detects the target.

Skills Deception +11, Gather Information +6, Perception +5, Stealth +8
Vital Systems 2 hand appendages with concealed blaster pistol and concealed knife, holographic image disguiser, vocabulator

Droids are often overlooked by the general populace. When a droid is doing its job properly, nobody notices. That fact explains why most espionage droids are created by modifying an existing droid rather than building a new model. However, in some cases, breaching hostile territory is more difficult, and any scrap of information proves useful. The TC-SC infiltration droid was built to cover such situations. It uses organics' natural tendency to ignore droids to its advantage, quietly observing an area and collecting information about patrols, traffic patterns, or whatever its master requires. One of the primary tools in the TC-SC's repertoire is its holographic image disguiser. TC-SCs can look like protocol droids, battle droids, or any of hundreds of other models. The holographic image disguiser is also sophisticated enough to let the TC-SC impersonate an organic being, but the TC-SC usually does so only in areas where a droid would look out of place.

TC-SC infiltration droids can be played as droid heroes.

Playing a TC-SC Infiltration Droid

The TC-SC droid does little to draw attention, and it keeps quiet even in the company of allies. The TC-SC is an observer first and acts only when forced to or when it believes that it has gathered enough data to support action. The droid isn't afraid of combat, however. Sometimes, the only way out of a secure area is the loud way out. In those situations, the droid fights with a run-and-gun strategy. Rather than getting involved in a stand-up fight, the TC-SC targets combatants that stand in the way of it getting home to report.

Players who want to create a TC-SC infiltration droid with heroic levels should focus on two primary classes: scoundrel and scout. Scout is a perfect fit with the TC-SC's blend of combat ability and survival talents, and many scoundrel talents have the feel of tradecraft secrets that spies use to keep themselves going for another day. Select the Skill Focus (Deception) and Skill Focus (Perception) feats early, along with any talents that play off those feats. The droid's bottom line is focusing on two goals: noticing things, and preventing itself from getting noticed.

TC-SC Infiltration Droid



Modification: Decoy Droid

In times of great upheaval, great leaders emerge, and the opposition—whatever it might be—would love to see such leaders eliminated. The TC-SC can be modified to serve as a decoy, mimicking an individual's look and studying his or her mannerisms and speech patterns. After making a public appearance, the target switches places with the decoy droid, slipping away unnoticed in an unmarked speeder while the droid takes the public exit, drawing attention.

To make this modification, recalibrate the droid's holographic image disguiser to render a specific pattern rather than the generic preloaded templates. This process requires a DC 25 Use Computer check and 1 hour of work. Next, have the TC-SC spend time with the target, learning his or her mannerisms and speech patterns. This process requires a DC 25 Use Computer check and takes at least 1 day; for each additional day that the droid spends with the target, the programmer gains a +1 bonus to the check, up to a maximum of the programmer's Intelligence bonus. Finally, link the droid's holographic image disguiser to its emergency power generator, which requires a DC 20 Mechanics check and 30 minutes of work. Afterward, the disguiser is deactivated only if the droid takes damage greater than its Will Defense or if the droid is reduced to 0 hit points.

Modification: Elimination Droid

Assassin droids are usually sent after organic targets, but they can eliminate other droids as well, perhaps frying a protocol droid right before trade talks or disabling a pilot droid to allow time for its cargo to be switched. Often, the killer replaces the defunct droid or sets up an ally to take its place. To modify a TC-SC droid to fulfill this role, recalibrate its holographic image disguiser to render a specific pattern rather than the generic preloaded templates. This process requires a DC 25 Use Computer check and 1 hour of work. Next, program the TC-SC to mimic the functions of the droid it will be eliminating; this requires a DC 25 Use Computer check and 30 minutes of work. If the process is successful, the TC-SC loses one of its current feats and gains the Skill Training feat for the new skill (or the Skill Focus feat, if already trained). Finally, program the TC-SC with a full technical schematic of the target droid, which requires a DC 20 Use Computer check and 1 hour of work. If the reprogramming is successful, the target's damage threshold is considered 5 less when attacked by the elimination droid.

No Droid Left Behind

Most of the time, espionage droids are created through a one-of-a-kind reprogramming of a common household droid, but the TC-SC is built for infiltration and surveillance of a hostile target. The holographic disguiser is nice, but the droid knows how to use its most important asset—nobody looks twice at a droid unless it's pointing a blaster at you. More often than not, the TC-SC uses the suite to look like another droid. Nobody notices a protocol droid at a noble's dinner party or a labor droid in a warehouse. Oh, the infiltrator has no problems looking organic, but things can get ugly when someone reaches out to shake that Mon Calamari's hand and feels only cold durasteel.

The data storage on the TC-SC is practically indestructible. It's made from the same materials they use in starfighter internal computer systems. The problem lies in getting that data when the droid has been compromised or destroyed. The recovery team has to go in blind. Maybe the droid was hit by a speeder while crossing the street, or maybe it was captured by hostiles that are using it as bait. Some commanders might cut their losses, but I always want that data. There's no sense in losing a fine piece of equipment for nothing.

TT-8L Gatekeeper Droid

TT-8L Gatekeeper Droid **CL 0**
Large droid (3rd-degree) nonheroic 1
Init –3; **Senses** darkvision; Perception +14
Languages Basic, Binary, 3 unassigned

Defenses Ref 6 (flat-footed 6), Fort 10, Will 12
hp 13; **Threshold** 15
Immune droid traits

Speed 0 squares
Melee unarmed +0 (1d4)
Base Atk +0; **Grp** +5

Abilities Str 10, Dex 4, Con —, Int 13, Wis 14, Cha 16
Special Qualities droid traits, stubborn
Feats Linguist, Skill Focus (Perception, Persuasion), Skill Training (Knowledge [bureaucracy])
Skills Knowledge (bureaucracy) +6, Perception +14, Persuasion +13
Systems remote receiver, 1 telescopic tool appendage, improved sensor package, darkvision, vocabulator
Availability Licensed; **Cost** 5,970 credits

Stubborn—The TT-8L gatekeeper droid's personality makes it a stubborn negotiator. When Persuasion checks are made against the droid, it adds its Charisma bonus to its Will Defense.



TT-8L Gatekeeper Droid

TT-8L Gatekeeper Droid

Large droid (3rd-degree)
hp 13
Threshold 15

Eavesdrop (1 swift action, 1/turn)
The TT-8L gatekeeper droid can make a Perception check to listen in on conversations and learn information.
Intimidate (2 swift actions 1/turn)
With a successful Persuasion check, the TT-8L gatekeeper droid can force a single creature to back down from a confrontation, reveal secret information, or flee.
Sense Deception (reaction)
The TT-8L gatekeeper droid can see through deceptive appearances made using the Deception skill.
Stubborn (no action)
When Persuasion checks are made against its master, the TT-8L gatekeeper droid adds its Charisma bonus to its master's Will Defense.

Skills Knowledge (bureaucracy) +6, Perception +14, Persuasion +13
Vital Systems 1 telescopic tool appendage, vocabulator

The TT-8L gatekeeper droid is Serv-O-Droid's answer to the door guard. The unit is not much more than a large, spherical eye attached to the end of a long, snakelike body that maneuvers with support from its permanent base. The droid has audio sensors and a vocabulator that allows it to interact with whomever attempts to enter the facility where it watches the door. Ever since its creation around the time of the Jedi Civil War, the TT-8L has worked with a simple purpose: Let only authorized personnel pass. However, the designers made the droid too good at its job. The TT-8L adheres so closely to the letter of its programming that last-minute additions to a list are often forced to wait until they can be confirmed by a member of the staff. In fact, the vast majority of gatekeeper droids develop highly annoying personalities that grate on the nerves of those forced to wait for permission to pass.

TT-8L gatekeeper droids can't be played as droid heroes.

Encountering a TT-8L Gatekeeper Droid

TT-8L gatekeeper droids are almost always found at doors, gates, or other entryways where the occupants of the area beyond require a sentry to monitor access. For example, the heroes might be standing outside the main entrance to the headquarters of a band of mercenaries on a remote Outer Rim world. A TT-8L droid pokes its eye through a small window in the gate to see who requests entrance and to determine whether the visitor is legitimate. Meanwhile, four to eight guards in a 3-square-by-3-square room connected to the foyer on the other side of the gate wait for a signal from the droid. If the TT-8L denies the heroes passage and they try to force their way through, the guards spring into action and take defensive positions around the gate.

Modification: Advance Scout Droid

Since TT-8L gatekeeper droids are stationary for most of their period of service, they eagerly accept modifications that allow them to move around. Still, turning a gatekeeper droid into an advance scout requires some drastic adjustments. The first step is to choose a vehicle—typically, something light and fast, such as a speeder bike. Once the mode of transportation has been selected, prepare the droid's skill set to operate the vehicle. Reprogram its Knowledge (bureaucracy) skill to Pilot, which will automatically change the corresponding Skill Training feat. Optionally, reprogram the Skill Focus (Persuasion) feat to Pilot as well. Remove the droid from its base and implant it into the vehicle. With a speeder bike, the appendage is clamped down along the top of the fuselage, and the primary section of the droid that includes its brain is secured near the rear of the vehicle.

Modification: Communications Antenna

This particular modification works in emergency situations where a communications array has been damaged or destroyed. By setting up the proper equipment ahead of time as modules, the equipment can be attached to the TT-8L without making permanent changes to the droid. To begin, reprogram one of the droid's skills, such as Persuasion, to Use Computer, and shift the corresponding Skill Focus feat to Use Computer as well. Next, install a long-range comlink or a hypertransceiver into an attachable pod, depending on the range you want to establish. Adding the hypertransceiver requires a DC 30 Mechanics check and 2 days of work. Wiring the TT-8L's appendage to function as an antenna is a simple procedure that requires a DC 15 Mechanics check and 10 minutes of work. Once modifications are complete, attaching the communications module to the droid takes a full-round action, and removing it takes a swift action.

Modification: Security Camera

Using the TT-8L gatekeeper droid as a security camera accomplishes virtually the same goal as the primary objective for the droid, but the responsibility of granting entrance to authorized visitors is shifted to the droid's master or another designated individual. The advantage of using a TT-8L instead of a passive security camera is that the droid is capable of judging whether the information it gathers about the visitors is important to the decision maker. To make this modification, start by adding either a video recorder or a holorecorder to the droid, and tie the recording unit's reception through the droid's photoreceptor. Next, remove the TT-8L from its base and mount it at the desired location—perhaps a strategic intersection of corridors or within a hidden recess high on a wall. Once the droid is in place, either wire it to the facility's security camera system or computer network, or configure it to transmit data wirelessly to whoever needs to view the information.

More Trouble Than It's Worth



Working with TT-8L gatekeeper droids can be frustrating at best. They tend to ask questions of every single sentient being that wants to walk through your front door. It does not matter whether the being in question has been previously approved, whether the being is accompanied by someone who has been cleared to pass, or whether the being was inside already, had to step out for something, and now wants to be readmitted. Worse, TT-8Ls insist on reporting every single question and answer exchanged with every single being they stop. That in itself is enough to create trouble on a grand scale, if the droid happens to stop the wrong visitor. I seem to recall hearing that a gatekeeper blew a circuit not long ago. It was standing guard at the entrance to a recently abandoned facility in the mountains of Culanin. A recovery expedition arrived to clear out the rest of the facility before its supplies could be taken by pirates or looters. The team entered the place easily enough, but the TT-8L sealed the hatch and would not let them out. When they tried to approach the droid to shut it down and open the door, the gatekeeper summoned battle droids that were left behind to protect it. I imagine that those trapped people are probably running out of food and supplies about now and in dire need of rescue.

V2-Series Commando Droid

V2-Series Commando Droid **CL 1**
Medium droid (4th-degree) scout 1
Force 2
Init +7; **Senses** Perception +6
Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 13), Fort 12, Will 12
hp 24; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +0 (1d3)
Ranged blaster rifle +2 (3d8)
Base Atk +0; **Grp** +2

Abilities Str 11, Dex 14, Con —, Int 13, Wis 12, Cha 8
Special Qualities droid traits
Talents Improved Stealth
Feats Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)



V2-Series Commando Droid

Skills Climb +5, Initiative +7, Knowledge (tactics) +6, Mechanics +6, Perception +6, Stealth +12 (can reroll)
Systems heuristic processor, walking locomotion, 2 hand appendages, vocabulator
Possessions blaster rifle
Availability Military; **Cost** 10,755 credits

V2-Series Commando Droid

Medium droid (4th-degree)
hp 24
Threshold 12

Move (1 swift action, 2/turn)
The V2-Series commando droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The V2-Series commando droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Patrol Duty (1 swift action, 1/turn)
The V2-Series commando droid makes a Perception check opposed by the target's Stealth check. If the check is successful, the battle droid detects the target.
Silent Action (1 swift action, 1/turn)
The V2-Series commando droid assists a character's Stealth check, providing a +2 bonus to the check.
Support Fire (1 swift action, 1/turn)
The V2-Series commando droid makes a ranged attack at +2. If successful, the attack deals 3d8 points of damage.

Skills Climb +5, Initiative +7, Knowledge (tactics) +6, Mechanics +6, Perception +6, Stealth +12 (can reroll)
Vital Systems 2 hand appendages, vocabulator, blaster rifle

Battle droids came to major prominence during the Clone Wars. The B1- and B2-Series are the most well known from that conflict, but several other models were employed by the Separatists. Those droids worked well as front-line infantry, but some military operations required surgical precision rather than brute force. The V2-Series commando droid was created to eliminate important targets with a minimal commitment of resources. V2 droids specialize in small unit tactics and in the use of explosives. They often operate in groups of four or fewer.

The V2 was well suited to its purpose, but the Separatist leadership produced the V2 in comparatively small numbers. However, a larger percentage of V2 droids survived the Clone Wars, owing to their effectiveness as soldiers. The droids that survived were some of most skilled combatants in the conflict, and those that have fallen in with mercenary companies can command top rates for their services.

V2-Series commando droids can be played as droid heroes.

Playing a V2-Series Commando Droid

Many V2 droids end up on the galactic fringe as bounty hunters or assassin droids. These units keep to themselves and speak in a clipped, monotone variation of Basic. Independent models often pick up vocabulators for ease of communication, but V2s usually prefer the company of other droids. After all, droids understand the importance of following orders.

Players who want to create a V2-Series commando droid with heroic levels should start with the solider class; the Commando talent tree is an obvious choice. A few levels in scout are also useful, offering talents that can help the droid character get in and out of mission locations quietly. Choose Mechanics as a trained skill, and take the Skill Focus (Mechanics) feat to become a demolitions expert. Any talents that can move a target on the condition track are also welcome; if a commando droid encounters resistance, it needs to eliminate the resistance quickly and get back to the mission. V2 characters often move into the elite trooper prestige class, but the independent droid prestige class (see page 46 of *The Force Unleashed Campaign Guide*) is also an excellent choice, if available.

Modification: Bomb Disposal Unit

V2-Series commando droids are able to plant explosives in vital areas of a building. Even without a technical readout, a V2 droid can analyze structural weaknesses, choke points, and utility connections that can render a building nonfunctional, if not destroy it outright. A droid with this kind of knowledge can also use it to neutralize explosives and protect installations from damage. Some V2s are additionally modified to dispose of any explosive devices they locate. To make this modification, start by fitting the droid with a specially reinforced courier compartment. (If the droid already has such a compartment, reinforcing it requires a DC 20 Mechanics check.) Stock the compartment with a compressed cryogas canister suitable for freezing explosives. Instead of deactivating an explosive device, the droid can choose to freeze it in the compartment to detonate at a later time. The droid can detonate an explosive in the compartment a free action. Treat this as a self-destruct system; triggering the explosive within the droid destroys the droid completely.

Modification: EVA Shipjacker

Boarding actions are the most dangerous actions in a soldier's life. One misplaced shot and the ship's hull is compromised, ruining the prize and possibly ending the lives of all aboard. Most boarding actions start at the airlock and proceed toward the bridge. However, a V2 droid with the shipjacker modification can cut to the chase. The droid uses maneuvering jets and magnetic attachments to plant an explosive charge on the viewport of the ship. After the charge detonates, the droid cleans up any resistance and takes over the ship's controls.

Installing small maneuvering jets requires a DC 25 Mechanics check and 30 minutes of work, after which the droid can take a full-round action to move 1 space square. Grabbing onto a ship requires an Acrobatics check against the ship's Reflex Defense. When the droid attaches to the starship, it can attempt to plant explosives on the vessel. The DC to plant charges correctly is equal to 10 times the difference in the number of size categories between the droid and the ship. If the V2 successfully detonates the explosives, only occupants of the cockpit or the command center of the ship are affected by the blast. The droid will have to fight its way through to other locations in the ship.

Modification: HALA Droid

One of the most difficult tasks faced by V2 commando droids is reaching a target site. The droids must make their way behind enemy lines, advancing through hostile territory and overcoming resistance. However, droids can press their advantage as inorganic creatures by attempting insertions that would kill a living being. One such delivery method is known as HALA (high altitude, low activation), in which a droid is fitted with repulsors and exits a vehicle from a point in the atmosphere. It activates the repulsors at the last possible second, avoiding detection from scanners and landing with minimal damage. To make this modification, you must fit the V2 with the proper repulsors, a process that requires a DC 25 Mechanics check and approximately 1 hour of work.

A successful HALA jump requires two successful checks. The first is a DC 20 Jump check, which puts the droid in the right position to control its speed and to target the landing area. For every point by which the droid misses this check, it deviates 100 meters in a random direction. The second required check is a DC 30 Pilot check. Success means the droid slows its descent to a controllable rate and lands safely on the ground. Failure means the droid takes the maximum amount of falling damage and is most likely destroyed.

Commandos for Hire



These V2 commandos are a nasty surprise. They can slug it out in a firefight, but they've usually got a plan in which they don't need to blast you to get what they want. They also like to put backup timers on their ordnance. That way, if someone cuts the wire to a radio detonator, its timer starts counting down. The Republic was lucky that the Separatists didn't know how to use these droids properly. The V2s were worthy adversaries of the Republic Commandos and have my respect. I'd take them on if I had to, but that definitely would mean more credits for the trouble.

Not all of the V2-Series ended up on the fringes of the galaxy. Rumors persist of a crack commando unit slated for deactivation for a crime its members did not commit. These droids promptly escaped from a maximum security stockade to the undercity of Coruscant. Still wanted by the Empire, they survive as soldiers of fortune. If you've got a problem and no one else can help, maybe you can hire the droids—if you can find them, that is.

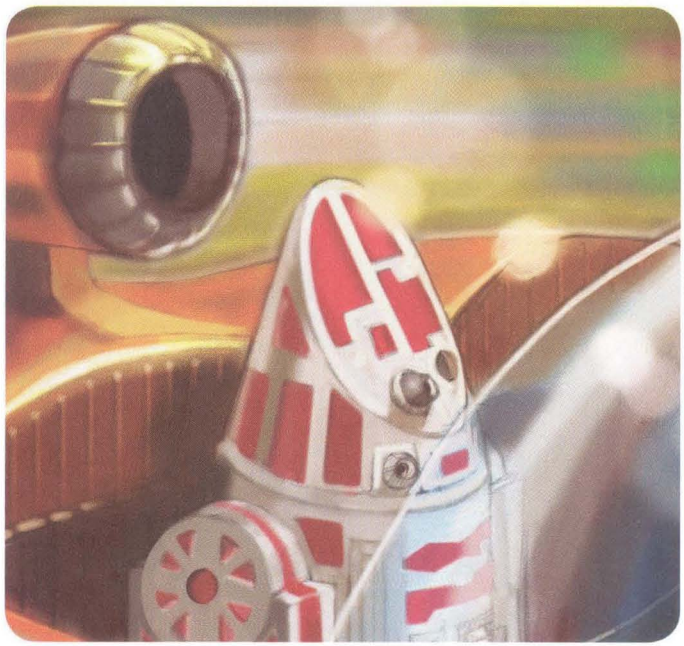
V6-Series Pilot Droid

V6-Series Pilot Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +2; **Senses** Perception +6
Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 11
hp 8; **Threshold** 10
Immune droid traits

Speed 6 squares (wheeled)
Melee unarmed +1 (1d2)
Ranged by weapon +3
Base Atk +1; **Grp** –2

Abilities Str 10, Dex 15, Con —, Int 16, Wis 13, Cha 9
Special Qualities droid traits
Feats Skill Focus (Pilot), Weapon Proficiency (simple weapons, heavy weapons)
Skills Mechanics +8, Perception+6, Pilot +12, Stealth +7, Use Computer +8
Systems heuristic processor, wheeled locomotion, 2 tool appendages, vocabulator
Availability Licensed; **Cost** 7,950 credits



V6-Series Pilot Droid

V6-Series Pilot Droid

Small droid (2nd-degree)
hp 8
Threshold 10

Move (1 swift action, 2/turn)
The V6-Series pilot droid moves 6 squares (wheeled).
Copilot (1 swift action, 1/turn)
The V6-Series pilot droid assists a character's Pilot check, providing a +2 bonus to the check.
Issue Routine Command (1 swift action, 1/turn)
The V6-Series pilot droid issues a routine command to a computer with a friendly attitude toward it.
Recharge Shields (2 swift actions, 1/turn)
The V6-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.
Regulate Power (2 swift actions, 1/turn)
The V6-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.
Stay on Target (1 swift action, 1/turn)
The V6-Series pilot droid makes a Pilot check with a –5 penalty, opposed by the Pilot check of an enemy the droid intends to engage. If the droid's check is successful, it engages in a dogfight with the target.

Skills Mechanics +8, Perception+6, Pilot +12, Stealth +7, Use Computer +8
Vital Systems 2 tool appendages

When young children dream of being pilots, their minds are often filled with thoughts of daring pirate raids and exotic planets. In reality, being a star pilot is no different from any other career. Months of training are followed by years of menial work until the pilot is trusted with a large vessel, or perhaps until he or she breaks with the company and gets behind the controls of a small tramp freighter. Due to the Clone Wars, Imperial legislation was passed subjecting pilot droids to rigorous regulation. It's often easier to find someone willing to learn to fly than to find a droid that can meet the Imperial requirements. As a result, there are very few pilot droids on the market. The V6-Series pilot droid is one of them.

On its own, the V6 is a skilled pilot. It has a very high safety rating and is generally used by large manufacturing corporations. However, due to the legal restriction that V6 droids must have their memories wiped between flights to erase any tactical skill development as fighter pilots, they rarely do well in combat scenarios.

V6-Series pilot droids can be played as droid heroes.

Playing a V6-Series Pilot Droid

Few of these droids rise above their stations to become pilots of more combat-oriented ships. V6-Series droids are occasionally found working as copilots or crew members for smugglers, who know the droids won't sell them out to the local crime lord. However, many smugglers don't trust the droids with their precious ships, so their reception among members of the fringe is lukewarm, at best. V6 pilots are also well known as pilot trainers.

Players who would like to create a V6-Series pilot droid with heroic levels should start with the scoundrel class. A V6 character should take pilot-related feats and talents from several classes, rather than locking into the seemingly obvious path of an ace pilot. The droid should also pick up an astrogation buffer to make itself more valuable to its owner, either as a primary source of hyperspace jump data or as a backup for messier exits.

Modification: Gunner Droid

Some smugglers have modified their V6-Series pilot droids to serve as gunners that can power up the ship and hop in a turret quickly. Being able to make a quick getaway from the authorities or creditors has saved many a smuggler's skin. To make this modification, start by reprogramming the droid to replace the Weapon Proficiency (simple weapons) feat with Vehicular Combat. Next, install mag clamps in the turret and on the droid (which requires a DC 30 Mechanics check and 2 hours of work) to allow the V6 access to the guns. Finally, reprogram the droid to focus solely on gunnery, devoting most of its processing power to target acquisition or precision fire. This change requires a DC 25 Use Computer check and 1 hour of work. When modifications are complete, once per turn, the droid can add a +2 bonus to either an attack roll or a damage roll that it makes while installed in a turret. (For players using characters derived from *Starships of the Galaxy*, the modification instead allows the droid to take a number of pilot maneuvers with the [gunner] descriptor equal to the droid's Intelligence modifier [minimum 1].)

Modification: Speeder Pilot

V6-Series pilot droids are adept at flying speeders and other vessels that are not spacegoing. The cost of outfitting a fleet of speeder taxis with V6 droids is high, but some down-on-their-luck units end up behind the controls of a so-called "hoverhack," especially on heavily urban worlds such as Coruscant. A few of these V6 pilots never get over what they perceive as a demotion. Others relish the chance to show what they can do with a small maneuverable craft instead of a bulky ore hauler.

To make this modification, add a control interface to allow the droid to interact directly with a repulsorcraft; this process requires a DC 25 Mechanics check and 1 hour of work. With a DC 20 Use Computer check and 30 minutes of work, the V6 gains the equivalent of the Vehicular Combat feat, but only when piloting replusorlift vehicles.

Modification: Hijacker Droid

V6-Series pilot droids are often at the helm of large bulk freighters, and pirates target them as the weak link in a shipping chain. Sometimes, a droid works with the pirates in exchange for its freedom or a cut of the stolen goods. Other times, the pirates borrow the droid for a few hours and modify it to jump to a different set of hyperspace coordinates, where they can unload the stolen cargo at their leisure. Clever pirates leave the ship intact so the droid can make future jumps and continue to bring them cargo ripe for the taking.

Implanting a sleeper set of coordinates requires a Use Computer check opposed by the droid's Will Defense and 30 minutes of work. The modified droid is unaware of the new coordinates until shortly before the jump. (On a failed check, the new coordinates are not installed, and the droid has no knowledge of them.) After the jump, the V6 shuts down while the pirates board the ship and steal the cargo. When they've departed, make another Use Computer check opposed by the droid's Will Defense. If the check is successful, the V6 jumps to the original destination and has no memory of the raid. The droid is not compelled to indicate whether the checks succeed or fail, and it might withhold that information until it can report to the proper authorities—or use it to try to blackmail the pirates.

Droid Zero



Few droids have drawn as much negative scrutiny as the V6 pilot droid known as "Droid Zero." This V6 droid developed a superiority complex that rapidly began to affect its core programming, overriding many of its behavioral inhibitors. The droid eventually came to believe that servitude to living beings is demeaning to all droids. Droid Zero was assigned to a Senatorial transport ship and managed to infect that ship's complement of astromech droids with the same altered programming. The V6 droid manufactured a transfer-without-memory-wipe request, and moved on to a new ship. This process was repeated several times, and now there are dozens of pilot droids and astromech droids in the galaxy that have begun directing their ships into hazardous areas. Most owners have no idea their droid has come into contact with Droid Zero until their ship goes careening into an asteroid field. Government droid technicians have been scouring the galaxy to try to pinpoint which V6 droid is actually Droid Zero, but in the meantime its infectious programming continues to spread dangerously.

X-1 Viper Droid

X-1 Viper Droid CL 8
Huge droid (4th-degree) nonheroic 12/soldier 4
Force 1
Init +14; **Senses** Perception +14
Languages Basic (understand only), Binary, 1 unassigned (understand only)

Defenses Ref 18 (flat-footed 17), Fort 27, Will 15
hp 110; **Threshold** 42
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +24 (1d6+13)
Ranged twin blaster cannon +15 (4d10×2 + 2) or
Ranged twin blaster cannon +10 (6d10×2 + 2) with autofire and Burst Fire or
Ranged grenade launcher +14 (4d6+2, 2-square radius) or
Ranged grenade launcher +9 (4d6+2, 2-square radius) and twin blaster cannon +10 (4d10×2 + 2) with Double Attack
Fighting Space 3×3; **Reach** 1 square
Base Atk +13; **Grp** +34
Atk Options Burst Fire, Double Attack, Point Blank Shot
Special Actions Devastating Attack (heavy weapons), Distracting Droid, Penetrating Attack (heavy weapons)

Abilities Str 32, Dex 12, Con —, Int 12, Wis 12, Cha 8
Special Qualities droid traits, molecular shielding
Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Distracting Droid, Double Attack, Improved Damage Threshold, Ion Shielding, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +14, Jump +24, Perception +14, Stealth –1, Survival +14
Systems basic processor, walking locomotion, 2 claw appendages, 2 tool appendages, duranium plating (+8 armor)
Possessions 2 twin blaster cannons, grenade launcher
Availability Military; **Cost** 43,000 credits

Molecular Shielding—When an opponent misses the X-1 viper droid with a ranged energy attack, the droid's molecular shielding redirects the attack back at the opponent. Subtract 10 from the opponent's roll. If the result exceeds the opponent's Reflex Defense, the opponent is hit with the redirected attack.

X-1 Viper Droid

Huge droid (4th-degree)
hp 110
Threshold 42

Move (1 swift action, 2/turn)
The X-1 viper droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The X-1 viper droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Double Attack (2 swift actions, 1/turn)
The X-1 viper droid makes one ranged attack roll at +10 and another at +9. The first attack deals 4d10×2 + 2 points of damage if successful. The second attack deals 4d6+2 points of damage in a 2-square radius if successful.
Patrol Duty (1 swift action, 1/turn)
The X-1 viper droid makes a Perception check opposed by the target's Stealth check. If the droid's check is successful, the battle droid detects the target.
Rapid Shot (1 swift action, 1/turn)
The X-1 viper droid makes a ranged attack roll at +10. If successful, the attack deals 6d10×2 + 2 points of damage.

Skills Initiative +14, Jump +24, Perception +14, Stealth –1, Survival +14
Vital Systems 2 claw appendages, 2 tool appendages, 2 twin blaster cannons, grenade launcher

The X-1 viper droid was first built to counteract the AT-AT's dominance of the market for battlefield droids. It was designed by Balmorran Arms, one of the few arms manufacturers in the galaxy not to be nationalized by the Empire. Even after the formation of the New Republic, plans to build the X-1 were still in place. However, during the reborn Emperor Palpatine's bid to reconquer the galaxy, the viper droids were appropriated to serve in the Emperor's forces.

Beltane, the governor of Balmorra, sought a truce with the Empire, but not before allowing a shipment of droids to be captured by New Republic commandos. The commandos deployed the X-1s on the Emperor's secret throne world of Byss and ended Palpatine's bid once and for all.

X-1 viper droids can't be played as droid heroes.

Modification: Deep Sea Diver

The standard model X-1 viper droid can perform well in a variety of terrain types, but its bulk usually prevents it from operating on worlds that are covered in water. Still, the droid can be made seaworthy with a few modifications, a process pioneered by Mon Calamari engineers who altered viper droids left over from an assault on their homeworld. The Mon Cal use the modified droids to escort visiting ambassadors and dignitaries on New Republic missions. To make this modification, seal the droid's internal workings from

Encountering an X-1 Viper Droid

The heroes burst through the door, only to find the room's exterior wall smashed in and their loved one missing. The X-1 viper droid lumbers away, clutching its victim. The heroes must give chase and figure out a way to stop the droid before it escapes. They might try to follow the droid back to where it came from, but a bigger ambush is probably awaiting them. The X-1 uses the cover of other buildings to its advantage, weaving in and out of the cityscape in an attempt to lose its pursuers. As a swift action, the droid can put its hostage between itself and its current opponent, gaining a +4 bonus to its Reflex Defense against attacks from that opponent. The droid has orders not to kill the hostage, so it can use him or her as a shield only a limited number of times. If the X-1 viper droid is not stopped within 10 rounds, it is able to lose its pursuers and escape.

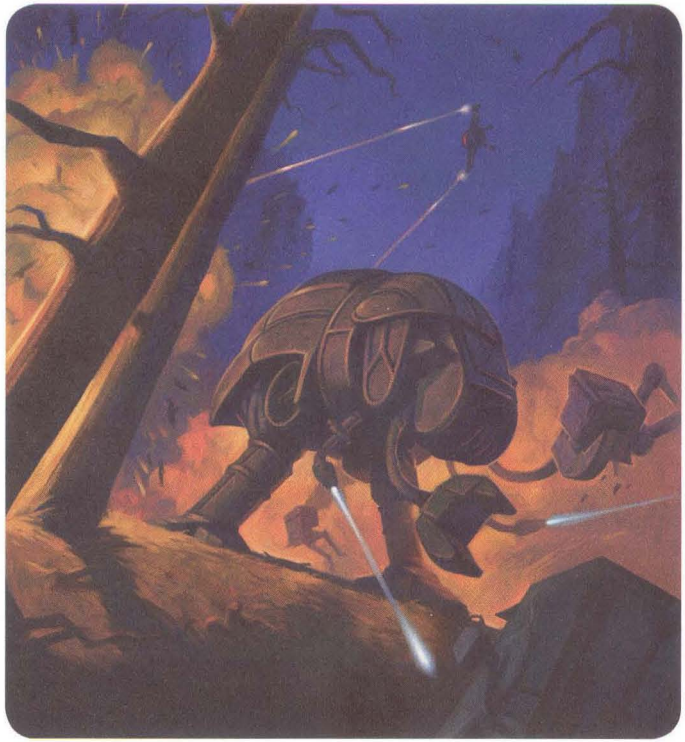
water, and add webbing to its hands and feet to aid in swimming. Install internal buoyancy devices that allow the heavy droid to move through the water like other vehicles. This process requires a DC 25 Mechanics check and takes 2 days of work. Next, reprogram the droid to have the Swim skill and the Skill Focus (Swim) feat.

Modification: Jawa Transport

The sandcrawler is the transport of choice for most Jawas. For some tribes, though, the local environment is not suited for such a large treaded vehicle, or the tribe lacks the resources or skills to operate and maintain one. A Jawa tribe in the Onatos Sector found the mountainous terrain of their world inappropriate for a traditional crawler. Instead, they modified a few X-1 viper droids that they had been using as convoy escorts to serve as cargo vehicles as well. To make this modification, clear out any unused mass and space in the droid's chassis for cargo and passengers; this process requires a DC 30 Mechanics check and 4 hours of work. Once cleared, a viper can house four creatures of Small size (or two creatures of Medium size) and 100 kilograms of cargo. Next, install a manual control override so that the passengers can have more direct control of the droid during combat. Activating the manual control is a standard action and requires a DC 20 Use Computer check.

Modification: Reconstruction Droid

When the cannons of war fall silent and the armies march toward their next battle, the land must be rebuilt and structures repaired. Because of their bulk and versatility, modified X-1 viper droids are sometimes used for reconstruction. The droids most often assigned to this duty are those in need of repair themselves; the units help to rebuild a war-torn environment's infrastructure while waiting to become battle worthy again. To make this modification, clear out any unused mass and space in the droid's chassis for cargo; this process



requires a DC 30 Mechanics check and 4 hours of work. The droid can haul 500 kilograms of cargo internally. Consider adding external cargo pods; each holds another 250 kilograms and can be installed with a DC 25 Mechanics check and 1 hour of work. An X-1 droid can have a maximum number of external cargo pods equal to half its Strength modifier (minimum 1).

Brutal Efficiency



Droids are commonly used as war machines. Logistics are simpler, and when a soldier is eliminated, there is no family to inform. The X-1 viper droid is one of the best examples of this concept. It can fight as well as 20 trained soldiers and was built to eliminate whatever stands in its way. The viper incorporates elements from many previous war machine models into a deadly blend. Were this droid not made for such a wasteful purpose, I might even say that I admired it. Still, a droid such as this is destined to be the subject of ludicrous rumors, and the recent stories of GX-15 are antidroid propaganda of the worst kind. Even if a viper could go for years without a memory wipe, such a droid is hardly likely to become such a tactical genius that it could engineer a droid revolt. The idea of an X-1 general leading a rogue army of so-called "free droids" is preposterous.

XLT-014 Labor Droid

XLT-014 Labor Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init +0; **Senses** Perception +12
Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 12, Will 12
hp 4; **Threshold** 12
Immune droid traits

Speed 6 squares (walking), 6 squares (hovering)
Melee unarmed +2 (1d4+2)
Ranged by weapon +0
Base Atk +0; **Grp** +2

Abilities Str 14, Dex 10, Con —, Int 8, Wis 14, Cha 10
Special Qualities droid traits, quick scan
Feats Armor Proficiency (light), Skill Focus (Perception, Use Computer), Skill Training (Use Computer)
Skills Perception +12, Use Computer +9
Systems remote receiver, walking locomotion, hovering locomotion (limited), 2 claw appendages, durasteel shell (+4 armor), vocabulator
Possessions video recorder
Availability Licensed; **Cost** 9,600 credits

Quick Scan—The XLT-014 labor droid scans the area in all directions and detects lifeforms or energy signatures within a 6-square radius with a DC 20 Perception check, reducing any cover and concealment penalties by half. In addition, with a Use Computer check, the droid retrieves information from a computer network in half the time.

XLT-014 Labor Droid

Medium droid (5th-degree)
hp 4
Threshold 12

Move (1 swift action, 2/turn)
The XLT-014 labor droid moves 6 squares (walking or hovering).
Avoid Surprise (1 free action)
The XLT-014 labor droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Improve Access (2 swift actions, 1/turn)
The XLT-014 labor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The XLT-014 labor droid issues a routine command to a computer that has a friendly attitude toward it.
Quick Scan (2 swift actions, 1/turn)
By scanning the area to detect lifeforms, the XLT-014 labor droid halves the penalties imposed by cover and concealment on its master's attack roll.

Skills Perception +12, Use Computer +9
Vital Systems 2 claw appendages, vocabulator, video recorder

At first, Publictechnic's XLT-014 labor droid seems unremarkable. Standing 1.5 meters tall, its humanoid form is capable of carrying moderate loads and accomplishing simple tasks. However, most potential customers are genuinely surprised to learn that the XLT-014 also has a repulsorlift unit in its chassis, helping it reach areas that most droids of similar design cannot. For the three decades before the start of the Clone Wars, the XLT-014 was purchased primarily by wealthy individuals wanting a droid servant for simple household chores and tasks, by small businesses needing an extra hand to take care of mundane duties around the office, and by larger corporations for warehouse duties in their distribution centers. Warehouse managers found that, although the droids could not carry heavy loads the way that binary load lifters could, the XLT-014s worked in tandem with the load lifters to locate and direct the desired cargo, saving the organic staff valuable time.

XLT-014 labor droids can be played as droid heroes.

Modification: Chauffeur

Wealthy business people and entrepreneurs like to be pampered, and traveling from place to place with somebody else doing the piloting is one of the perks of a luxurious lifestyle. Investing in a droid to handle the job instead of continually paying an organic to do it saves credits that the well-off can

Playing an XLT-014 Labor Droid

Players who want to replicate the XLT-014 labor droid with heroic levels should choose the stock labor droid chassis (see page 11). The best starting class for the XLT-014 is the scoundrel, using the Point Blank Shot feat to represent its knack for pinpointing minute details. Instead of starting with a basic processor, start the XLT-014 droid with a remote processor and the quick scan special quality, as described in the droid's statistics block. Select Perception and Use Computer as two of the droid's starting skills, but consider selecting Gather Information to represent the droid's talent for gleaning information from the beings around it, Knowledge (bureaucracy) to represent the droid's ability to work a bureaucratic system, Mechanics to represent the droid's ability to work with machines and other droids, and Stealth to represent the droid's talent for slipping by those unaware of its presence. Also, consider selecting the Skill Focus (Perception) feat to strengthen the droid's awareness of its surroundings. Be sure to purchase a video recorder as a part of the droid's starting equipment.

lavish upon themselves. Even better, modifying an XLT-014 labor droid saves even more over purchasing a high-end pilot droid. Preparing the XLT-014 droid to be a chauffeur starts with replacing its remote receiver with a basic processor. Swapping out the claw appendages for hands not only improves the aesthetic value of the droid but also gives it better control of the vehicle. Add an improved sensor package with darkvision to help the unit operate the vehicle at night, and include a comlink in case its master needs to be picked up ahead of schedule. Reprogram the Use Computer skill to Pilot, and shift the Skill Focus (Use Computer) feat to Skill Focus (Pilot). Alternatively, giving the droid a scomp link would allow it to have even more refined control of the vehicle and would take advantage of the Use Computer skill instead of the Pilot skill. If you choose to install a scomp link, do not reprogram the Skill Focus (Use Computer) feat.

Modification: Infiltrator

The thin, wiry chassis of an XLT-014 labor droid seems well suited for a job that involves breaking into a location unnoticed. Coupled with its own repulsorlift unit, the droid could bypass many forms of security without leaving a trace of its presence. To modify the XLT-014 to perform this function, start by removing the remote receiver and replacing it with a heuristic processor, since the droid might need to develop creative solutions as problems arise in the field. To increase the droid's stealth ability, add sound baffling around the repulsorlift, which costs 200 credits and can be installed with a DC 15 Mechanics check and 1 hour of work. Adding the sound baffling allows the droid to reroll its Stealth check and take the better of the two results. Install an improved sensor package to increase the droid's awareness even more, and add darkvision capabilities. Change the Skill Focus (Perception) feat to Skill Training (Stealth), and reprogram the droid's skill set to include Stealth. Give the droid a security kit as an addition to its equipment.



XLT-014 Labor Droid

Modification: Mechanic's Assistant

Mechanics across the galaxy almost always need somebody to help them out from time to time, and droids with built-in technical skills might not be available when needed. Technicians that took a chance with the XLT-014 labor droid discovered that it works well as a mechanic's helper and endorse this modification. Adjusting the droid to fulfill this role starts with replacing its remote receiver with a heuristic processor. Remove at least one of the claw appendages and replace it with a hand or tool appendage. Install a diagnostics package, and add 5 kilograms of internal storage space to provide room for a mechanic's tool kit and a few spare parts. Change the Armor Proficiency (light) feat to Skill Training (Mechanics), which also adds Mechanics to the droid's skill set.

Misreadings

The XLT-014 is one of the more reliable labor droids of its size that I have seen. Despite its deceptively thin appearance, it can carry a sufficient load and last a long time. On top of that, the droid's ability to scan container labels and manifests is quite impressive, even to me. Of course, now and then an XLT-014 gets a bit overconfident, reads some information too quickly, and gets into trouble by mixing up what it read. In fact, I believe that might be what happened with the *Galactic Breeze*, the cruise ship that wandered off course and was boarded by a band of pirates somewhere near Bestine in the Inner Rim. A number of XLT-014 droids are employed by the cruise line, and one of the droids on board was reprogrammed to provide the ship's computer with a wrong destination. Now the pirates that took the ship have hijacked it somewhere. It could not have gone far, because these pirates are believed to be based somewhere in the sector. I am surprised that the Republic has not sent anyone to the rescue yet. Surely they would sponsor a group of heroes to locate the pirates and lead a squad of troopers to free the passengers.

YVH-Series Battle Droid

YVH-Series Battle Droid **CL 9**
Medium droid (4th-degree) soldier 5/scout 3/elite trooper 1
Force 3
Init +11; **Senses** darkvision; Perception +12
Languages Basic, Binary, Yuuzhan Vong

Defenses Ref 27 (flat-footed 24), Fort 27, Will 20
hp 67; **Threshold** 27
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +12 (1d4+8) or
Melee vibroblade +12 (2d6+8)
Ranged blaster cannon +10 (3d12+4) at normal power or
Ranged blaster cannon +10 (4d12+4) at maximum variable power
Base Atk +8; **Grp** +12
Atk Options Mechanical Martial Arts, Point Blank Shot, Precise Shot
Special Actions Devastating Attack (heavy weapons), Tough as Nails

Abilities Str 18, Dex 14, Con —, Int 12, Wis 13, Cha 12
Special Qualities droid traits, repulsor leap, Yuuzhan Vong scan, Yuuzhan Vong taunt, variable-power weapon



YVH-Series Battle Droid

Talents Acute Senses, Armored Defense, Battle Analysis, Devastating Attack (heavy weapons), Improved Initiative, Tough as Nails
Feats Armor Proficiency (light, medium, heavy), Martial Arts I, Mechanical Martial Arts, Point Blank Shot, Precise Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11 (can reroll), Jump +13, Mechanics +10, Perception +12 (can reroll)
Systems walking locomotion, heuristic processor, 2 hand appendages, internal comlink (encrypted), locked access, improved sensor package, YV sensor package, darkvision, vocabulator, translator unit (DC 10), laminanium armor (+12 armor), limited repulsorlift booster
Possessions blaster cannon, vibroblade
Availability Military; **Cost** 28,830 credits

Repulsor Leap—A YVH-Series battle droid carries a limited repulsorlift booster to extend jumps and improve landing. Using the unit is a free action and reduces all Jump check DCs by half.
Yuuzhan Vong Scan—As a full round action, the YVH-Series battle droid makes a Perception check using its YV sensor package (+22) against any Yuuzhan Vong's Stealth or Deception check when within a 12-square radius of the droid. If the check is successful, the battle droid detects the Yuuzhan Vong opponent.
Yuuzhan Vong Taunt—All Yuuzhan Vong automatically treat the YVH-Series battle droid with a hostile attitude. As a free action, the YVH droid makes a Persuasion check to intimidate all Yuuzhan Vong within 6 squares of the droid. If the check is successful, instead of the normal intimidation effects, the YVH droid can force the affected Yuuzhan Vong to use its next turn to attack the droid. For this purpose, the YVH droid is considered trained in Persuasion with Skill Focus, giving the droid a +15 bonus to the Persuasion check to intimidate.
Variable-Power Weapon—A YVH-Series battle droid carries an adjustable power pack for its primary weapon, the blaster cannon. The power pack can be used for up to 30 shots at normal power. At increased power, each shot deals +1 die of damage but consumes enough power for two normal shots.

YVH-Series Battle Droid

Medium droid (4th-degree)
hp 67
Threshold 27

Move (1 swift action, 2/turn)
The YVH-Series battle droid moves 6 squares (walking).
Blaster Cannon Attack (1 swift action, 1/turn)
The YVH-Series battle droid makes a ranged attack at +10. If successful, the attack deals 3d12+4 points of damage as an area attack that also has the chance to hit enemies adjacent to the target. If unsuccessful, the attack deals half damage to the target and no damage to enemies adjacent to the target.

Maximum Firepower (1 swift action, 1/turn)
When the YVH-Series battle droid fires its blaster cannon, it can increase the damage dealt by 1 die by using the power of two shots. If the attack (+10) is successful, it deals 4d12+4 points of damage as an area attack that also has the chance to hit enemies adjacent to the target.
Vibroblade Attack (1 swift action, 1/turn)
The YVH-Series battle droid makes a vibroblade attack at +12. If successful, the attack deals 2d6+8 points of damage.
Yuuzhan Vong Scan (2 swift actions, 1/turn)
When attempting to detect Yuuzhan Vong, the YVH-Series battle droid makes a Perception check using its YV sensor package (+22) against the target's Stealth or Deception check when within a 12-square radius of the droid. If the check is successful, the battle droid detects the Yuuzhan Vong opponent.
Yuuzhan Vong Taunt (2 swift actions, 1/turn)
The YVH droid makes a modified Persuasion check (+15) to intimidate up to three Yuuzhan Vong within 6 squares of the droid. If the check is successful, instead of the normal intimidation effects, the YVH droid can force the affected Yuuzhan Vong to use its next turn to attack the droid.

Skills Initiative +11 (can reroll), Jump +13, Mechanics +10, Perception +12 (can reroll)
Vital Systems 2 hand appendages, blaster cannon, vibroblade, internal comlink (encrypted), vocabulator, translator unit (DC 10), limited repulsorlift booster

The Yuuzhan Vong Hunter battle droids were created with the express purpose of defeating the Yuuzhan Vong invaders. The droid's visage is designed to enrage the Yuuzhan Vong by imitating their features in order to invoke their hatred of mechanical technology. The droid is equipped with advanced sensors and sophisticated programming to detect and analyze visual cues and chemical and pheromonal markers to identify the Yuuzhan Vong. This technology is refined enough to detect even Yuuzhan Vong that use ooglith masquers to conceal their true forms. The YVH-Series droid is heavily armed, with a variable-output blaster cannon on the right arm and an interchangeable weapons mount on the left. The YVH also has low-power repulsorlifts built into its legs, giving it an extra boost on jumps.

The bipedal droid has a distinctly skeletal look, with facial and other features patterned after the Yuuzhan Vong. YVH voices sound much like their creator, Lando Calrissian. The droids perform remarkably well during the Yuuzhan Vong war. After the war, the YVH-Series continues to develop, and variants are deployed as assault troops during the Swarm War and later conflicts.

YVH-Series battle droids can be played as droid heroes.

Help Wanted



Hey, do you need a job? I hear there's a new venture going on at some of the abandoned droid factories out near the invasion corridor. The word is that none other than Lando Calrissian has cobbled together a scheme to crank out battle droids specifically designed to fight the Yuuzhan Vong. They're calling for all kinds of help. They need technicians to work on the droids, on the manufacturing lines, and for just about everything else. They need security for the facilities. They need ships to run deliveries. I hear they also need people to clear out some Yuuzhan Vong and members of that despicable Peace Brigade. Here's the best bit—they need help field-testing their new battle droids. I'll put you in touch with Lando; he'll give you all the details and negotiate a suitable fee. Oh, and watch out for the Yuuzhan Vong recon patrols. You never know when or where the next invasion will begin.

Playing a YVH-Series Battle Droid

When creating a YVH-Series droid with heroic levels, start with the stock battle droid chassis (see page 11) and take soldier as the starting class. Take Armor Proficiency (heavy) and Weapon Proficiency (heavy weapons) as the bonus feats at 1st level. Swap the plasteel shell for laminanium armor, and add the YVH sensor pack. Select Initiative, Endurance, and Perception as trained skills, and consider taking the Skill Focus (Perception) feat to maximize the droid's ability to detect the Yuuzhan Vong. After 1st level, take at least three levels of scout, selecting Acute Senses and Improved Initiative from the Awareness talent tree. After that, additional soldier levels are key to the droid's survival. Guardian-style units should consider taking the Draw Fire and Harm's Way talents from the Commando talent tree, and any high-level YVH droid will benefit from Armored Defense. While roleplaying a YVH droid, remember that they are exceptionally loyal to their commanders but take no short cuts on procedure, especially in obtaining the required authorization to release their most lethal weaponry.

Variant: YVH Guardian Droid

Tendrando Arms continues to develop specialized YVH droids after the Yuuzhan Vong war. Several types of personal guardian droids are designed for specific owners. The guardian droids might or might not look like typical YVH units, depending on the cultural environment in which they are expected to operate. Their appearances are often softened to conceal their true function. Each droid is completely dedicated to protecting its ward and often requires multiple orders, even from the ward, to halt protective actions. This dedication allows the YVH guardian to use the Harm's Way talent as many times as needed during a round. YVH droids can be modified into guardian droids by spending 12 hours of reprogramming and making a DC 25 Use Computer check. The guardian gains the Harm's Way talent, replacing one of its soldier talents.

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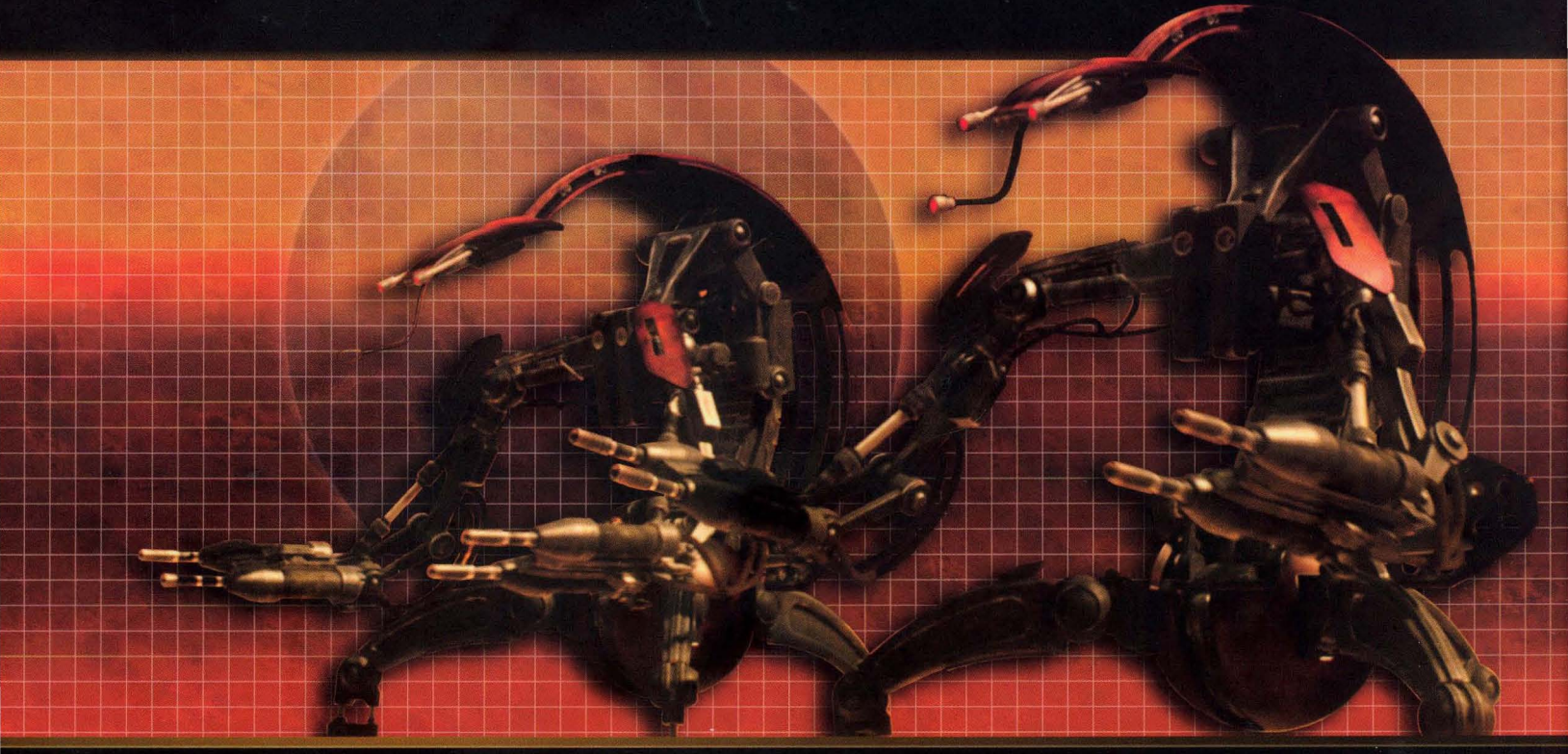

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ROLEPLAYING GAME
SCUM AND VILLAINY
GARY ASTLEFORD ROBERT J. SCHWALB OWEN K.C. STEPHENS
RODNEY THOMPSON JO WIKER
GONZALO FLORES

STAR WARS®

ROLEPLAYING GAME

Scum and Villainy

ROBERT J. SCHWALB, JD WIKER, GARY ASTLEFORD, OWEN K.C. STEPHENS, RODNEY THOMPSON



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Chapter 1
Character Options





Star Wars explores the conflict between light and dark, but the *Star Wars* universe features numerous examples of antiheroes—individuals who fall somewhere in the middle and who could care less about notions of good and evil, instead forging their own ways, by their own rules. Lando Calrissian, Han Solo, Boba Fett, and many others take this role at some time in their careers, standing in that murky zone between hero and villain until circumstance or fate pushes them to one side or the other.

Such antiheroes are some of the most engaging figures in the *Star Wars* universe. Their inexorable slides to evil as well as their efforts to achieve redemption resonate with us all. Thus, characters of ambiguous morals and shady principals are often adopted in the roleplaying game. To this end, this chapter presents new character-creation material to help you design rogue heroes that are every bit as compelling as any of the reluctant or fallen heroes found in the galaxy.

Species

The galaxy teems with alien life. Sapient species more diverse and more numerous than can be imagined haunt some of the most inhospitable worlds and systems, thriving in spite of all that is arrayed against them. Some are inclined toward the light, others toward the dark, but far more are left straddling the line between the two, staking their own claims to fate and fortune.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply those listed to your character's ability scores. Use the next two tables to help determine age, height, and weight.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Blood Carver	+2 Dex, -2 Wis, -2 Cha
Clawdite	–2 Str, +2 Cha
Falleen	-2 Wis, +2 Cha
Gand	+2 Wis, –2 Cha
Jawa	-2 Str, +2 Dex,
Ryn	+2 Cha
Toydarian	-2 Str, +2 Wis,
Ubese	+2 Dex, -2 Con

Table 1-2: Age by Species

Species	Child	Young Adult	Adult	Middle Age	Old	Venerable
Blood Carver	1–12	13–20	21–60	61–80	81–100	100+
Clawdite	1–11	12–15	16–30	31–49	50–69	70+
Falleen	1–18	19–36	37–72	73–139	140–249	250+
Gand	1–9	10–14	15–29	30–45	46–60	61+
Jawa	1–9	10–14	15–39	40–59	60–79	80+
Ryn	1–10	11–20	21–40	41–60	61–80	81+
Toydarian	1–6	7–14	15–60	61–75	75–90	91+
Ubese	1–11	12–15	16–40	41–60	61–70	71+

Table 1-3: Average Height and Weight

Species	Height	Weight
Blood Carver, male	2 m	65 kg
Blood Carver, female	2 m	60 kg
Clawdite, male	1.8 m	65 kg
Clawdite, female	1.6 m	55 kg
Falleen, male	1.6 m	55 kg
Falleen, female	1.4 m	45 kg
Gand, male	1.6 m	80 kg
Gand, female	1.4 m	70 kg
Jawa, male	1 m	25 kg
Jawa, female	1 m	20 kg
Ryn, male	1.6 m	60 kg
Ryn, female	1.4 m	50 kg
Toydarian, male	1.2 m	50 kg
Toydarian, female	1.2 m	45 kg
Ubese, male	1.9 m	65 kg
Ubese, female	1.7 m	55 kg

Blood Carver

Blood Carvers are a mysterious race rarely seen outside their homeworld of Batorine. Those that leave, however, do so because they have been exiled. They gravitate toward the fringes of society, finding it more appealing to operate outside the law. Additionally, Blood Carvers feel shunned by galactic society because the Blood Carvers' reputation for being fearsome assassins.



Except for exiles, Blood Carvers rarely act alone, and exiles find new tribes (often like-minded members of other species) to associate with. Freed from cultural restrictions, Blood Carvers seek out personal wealth, but most are content to get by with a moderate amount of comfort.

Personality: On Batorine, Blood Carvers are fiercely loyal to their tribes and tribal leaders. Those that venture into the galaxy carry the vestiges of this loyalty, transferring it to new allies made away from their home planet. Blood Carvers are unusually disdainful of material wealth and egotism, and find flattery and excess offensive. Blood Carvers strive to stamp out such traits, and some Blood Carvers are exiled from Batorine for showing hints of greed, gluttony, or pride.

Physical Description: Vaguely humanoid with golden skin, beaklike noses, and dark eyes, Blood Carvers are taller than Humans, despite their triple-segmented legs. Blood Carvers wear sparse, close-fitting clothing that allows them to move about with relative quiet, and they rarely, if ever, adorn themselves with jewelry. Tribal tattoos are common on Blood Carvers.

Homeworld: Batorine is a temperate world in the Colonies region. Blood Carvers also maintain colonies on friendly worlds, including Coruscant and Alderaan, and pocket colonies of exiles have popped up on more distant worlds such as Nar Shaddaa.

Languages: Blood Carvers speak Batorese, a language that uses skin coloration and pheromones in addition to its verbal component. Non-Blood Carvers cannot speak or understand Batorese due to the complexities of the language, but Blood Carvers also speak Basic.

Example Names: Ke Daiv, Pa Gara, Mu Fiev, Va'Tosh.

Adventurers: Blood Carver adventurers make excellent spies, assassins, and scouts. They gravitate toward the scout and scoundrel classes, though some are soldiers. Force sensitivity is not unknown among Blood Carvers, though few join the Jedi Order.

Blood Carver Species Traits

Blood Carvers share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma. Blood Carvers are extremely agile but lack social skills.

Size: As Medium creatures, Blood Carvers have no special bonuses or penalties due to size.

Speed: Blood Carver base speed is 6 squares.

Conditional Bonus Feat: Blood Carvers who have Acrobatics as a trained skill gain Skill Focus (Acrobatics) as a bonus feat.

Deathstrike: Whenever a Blood Carver makes a melee attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the Blood Carver's attack, if successful, deals +1 die of damage.

Automatic Languages: Basic and Batorese.

Clawdite

A specially bred offshoot of Zolanders, Clawdites were genetically engineered to withstand the unsafe levels of radiation generated by an unstable sun. However, Clawdites developed an unexpected mutation—the ability to shapechange. The Zolanders deemed the Clawdites a dire threat—a devious subspecies filled with wickedness. Therefore, to guard against Clawdite treachery, the Zolanders sequester them in wretched ghettos, where they live as second-class citizens under the watchful eyes of their captors.

The Clawdites chafe under the tyrannical yoke placed upon them, and those who can, flee, but more languish on their homeworld, struggling to find some way to be free. Count Dooku and the Separatist Movement offered the Clawdites the freedom they craved from the Zolanders, so many enlisted to support Count Dooku's war effort in exchange for his promise. The aid was short lived, for the Separatist Movement unraveled with Count Dooku's death.



Only after the fall of the Empire do the Clawdites finally rise up against the Zolanders, fighting a brutal civil war that consumes the world in violence. The Clawdites eventually gain control of the planet, and in victory, they assert themselves as the dominant species. Free, the Clawdites court the New Republic and throw their support behind Alliance Intelligence organizations, using their unique talents to infiltrate the Yuuzhan Vong and sabotage equipment, gather intelligence, and assassinate critical targets. The Clawdites take on this dangerous work because they are driven to support the cause of liberty, and for them, the ends always justify the means.

Personality: Clawdites are staunchly committed to freedom and detest oppression in all its forms. Independent spirits, they go their own way, following their hearts rather than abide by a set of rules imposed on them. Above all, Clawdites hate bigotry and prejudice and do not tolerate bullies. The more violent Clawdites are sure to make examples of those they encounter.

Physical Description: In their natural forms, Clawdites are distinctly reptilian, their thick hides having a green or ochre cast. Their catlike eyes are yellow, set in a face that could pass for Human. Clawdites can alter their appearance in subtle ways when young, and as they age and practice their skills, they can assume the appearance of similarly sized species, even masking their equipment when it is held close to their bodies.

Homeworld: Clawdites originate from Zolan, a planet awash with intense radiation from its sun.

Languages: Clawdites speak Basic and Clawdite (a modified version of the world's native tongue of Zolanese).

Example Names: Durbat, Renneyn, Rolsat Noviee, Torsayn, Zam Wesell.

Adventurers: Clawdites who leave Zolan find work as bounty hunters, assassins, or spies. Their unique nature makes them especially adept scoundrels or scouts.

Clawdite Species Traits

Clawdites share the following species traits:

Ability Modifiers: –2 Strength, +2 Charisma. Clawdites are frailer than other creatures but are extremely adept at masking their appearance.

Size: As Medium creatures, Clawdites have no special bonuses or penalties due to size.

Speed: Clawdite base speed is 6 squares.

Shapeshift: Clawdites are shapechangers and can alter their appearance at will (see the Deception skill description on page 64 of the Saga Edition core rulebook). A Clawdite gains a +10 species bonus on Deception checks made to disguise appearance. Additionally, a Clawdite can disguise its appearance as a full-round action at no penalty.

Startle: Once per encounter, as a reaction to being attacked, the Clawdite can make a Deception check against the target's Will Defense. If successful, the attacker takes a –5 penalty on the attack roll.

Automatic Languages: Basic and Clawdite.

Falleen



Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their chiseled physiques and entrancing features. These qualities alone would solidify their place among the more handsome species, but their pheromones make them irresistible to other species.

Their gifts and allure enable the Falleen to move through other cultures with ease, but despite their advantages, Falleen prefer to remain mysterious, withdrawing to their own world in their own system. They do not lack the technology or wherewithal to venture out into the stars, but their cultural predilections make such ventures undesirable. The Falleen regard themselves and their civilization to be among the greatest in the galaxy, and looking beyond their world, they find only chaos and strife—the products of crudity and backward beings. Associations with other species, therefore, are risky to the Falleen and are approached with caution.

Falleen culture reinforces the sense of superiority that pervades this species. Their rigid caste society confines them to societal roles and provides stability and a sense of purpose. Other systems are far looser, with little to no regard for quality of birth or station. Rather than contaminate themselves and endanger their social system, the Falleen are content to remain apart from the rest of the galaxy.

Personality: Falleen are notoriously sparse with words, reticent to the point of being withdrawn. Falleen believe emotional displays are unsophisticated. Therefore, they work to control their moods and expressions, deeply burying the wellspring of feelings that boil within.

Physical Description: The Falleen are a reptilian species that have a similar shape and size to Humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots or back in elaborate braids. Some adorn their luxuriant hair with combs, beads, and ornate nets made of priceless wire and gemstones.

Homeworld: The Falleen hail from a world of the same name in the Mid Rim.

Languages: Basic and Falleen.

Example Names: Savan, Xad, Xist, Xizor, Xora, Zule, and Zurros.

Adventurers: Falleen adventurers are privileged youth, the scions of the wealthy and powerful. It is customary on Falleen for young adults to embark on pilgrimages into the galaxy to explore and learn about other cultures. During this time, the Falleen pilgrims are expected to engage other cultures, finding their failings and successes. When the Falleen comes of age and claims her place at the head of her people, she can use her experiences to better rule her subjects.

Falleen Species Traits

Falleen share the following species traits:

Ability Modifiers: -2 Wisdom, +2 Charisma. Falleen possess uncommon magnetism and great interpersonal skills.

Size: As Medium creatures, Falleen have no special bonuses or penalties due to size.

Speed: Falleen base speed is 6 squares.

Hold Breath: Falleen are at home in air or water. A Falleen can hold her breath for a number of rounds equal to 25 times her Constitution score before she needs to make Endurance checks (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

Pheromones: As a standard action, a Falleen can make a special attack against any adjacent creature. The attack modifier is equal to the Falleen's character level plus her Charisma modifier. If the attack equals or beats the target's Fortitude Defense, that target moves –1 step along the condition track. If you fail to beat the target's Fortitude Defense, the target is immune to your pheromones for 24 hours. When the target is reduced a total of –5 steps, instead of falling unconscious, the target's attitude improves to friendly (see page 71 of the Saga Edition core rulebook).

Pheromones function as an inhaled poison. Any creature holding its breath is unaffected (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

A creature can be affected by Falleen pheromones only once per round. Multiple exposures to pheromones from different Falleen in the same round produce no additional effects. A hostile creature cannot be targeted by this effect.

Pheromone Acclimation: Falleen gain a +5 species bonus to their Fortitude Defense against the pheromones of other Falleen.

Automatic Languages: Basic and Falleen.

Gand

A strange species of insect creatures, the Gand have evolved in response to the toxic atmosphere of their homeworld. In fact, two distinct types of Gand exist. The more common has features typical of other species— lungs and



the usual assortment of internal organs. The other type—rarely found outside Gand—has no lungs, and takes in the nutrients it needs through the materials it consumes.

Since the Gand cannot tolerate other atmospheres, and outsiders cannot breathe Gand's atmosphere, the species of this far-flung world developed without outside interference, resulting in a rich culture with peculiarities. The most notable aspect of the Gand is their lack of individual identity. A Gand must earn his name, his place, and his uniqueness through personal accomplishments. As such, the lowliest Gand see themselves as nothing more than aspects of the same whole.

The Gand rarely permit non-Gand onto their world. Insular to the point of xenophobia, Gand have learned what can happen to the delicate balance of their society when they allow offworlders to pollute their people with ideas of independence and self-worth. The closest most ever come to the planet's surface are orbiting space stations, the principle hubs of Gand trade and commerce.

Personality: Gand seem humble, soft-spoken, and self-deprecating. Until a Gand has achieved something of import, a Gand refers to itself as simply "Gand." As the Gand achieves more accomplishments, it earns its identity, moving from the third person to the first person and eventually gaining a name. If Gand missteps or fails, it will likely demote itself until it repairs the damage to its character.

Physical Description: Short, stocky, and fleshy in appearance, Gand have three fingers on each hand, and their faces are lumpy and unsettling. Gand have large, multifaceted eyes that betray little emotion. All Gand encountered off-world use a special breathing apparatus that fits snugly into their facial orifice.

Homeworld: Gand come from the poisonous world of Gand.

Languages: Gand lack the organs to speak any language other than Gand and, therefore, rely on transliterators to communicate in other tongues.

Example Names: Muulish, Ooryl, Shoolush, Vaabesh, Zaabahn, Zuckuss.

Adventurers: Gand leave their homeworld for a variety of reasons, usually as exiles, driven forth from their worlds and condemned to wander. Others occupy a singularly unique role as mystic hunters called Findsmen. Walking the path of truth, as they see it, they explore the galaxy, taking work as guardians, soldiers, and more commonly, as bounty hunters.

Gand Species Traits

Gand share the following species traits:

Ability Modifiers: +2 Wisdom, –2 Charisma. Gand society values wisdom and cunning, but their off-putting appearance and strange manner make them difficult to understand.

Size: As Medium creatures, Gand have no special bonuses or penalties due to size.

Speed: Gand base speed is 6 squares.

Darkvision: Gand ignore concealment (including total concealment) from darkness. However, they cannot perceive color in total darkness.

Hardy: Gand are tough and resilient, capable of shrugging off injuries that would cripple other species. Whenever a Gand uses second wind, it regains a number of additional hit points equal to 5 + its character level.

Special Equipment: The dependence of the Gand on the atmosphere of their homeworld restricts their ability to leave without use of specialized equipment. Without a breathing apparatus, a Gand will suffocate. Without a transliterator, a Gand cannot communicate in any language other than Gand. A breathing apparatus costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits on Gand). A transliterator costs 100 credits. A Gand character begins play with these items at no cost.

Limb Regeneration: A Gand regrows a lost limb in 1d10 days. At the end of this time, all persistent penalties associated with the loss of the limb are removed.

Automatic Languages: Gand.

Jawa

Jawas are short humanoids native to Tatooine. The Jawas have a poor reputation and are regarded as thieves at best, vermin at worst. Their off-putting nature is made worse by the sour smell that clings to them and their inexplicable and nonsensical language. Jawas survive by scavenging lost technology in the desert wastes. "Lost" for Jawas is ambiguous; they are likely to snatch up anything that's not bolted down. Moisture farmers and others who live far from the spaceports regularly find that their belongings have vanished in the night with only tell-tale Jawa tracks leading off into the wasteland.



Jawas are intelligent and have a complex society. Gathering in extended tribes, Jawa life revolves around trade—not for wealth, but for survival. Jawas look for guidance from their shamans, usually a female Jawa with the ability to portend the future and cast vicious hexes. Once a year, the Jawa tribes gather in the Dune Sea to exchange sons and daughters, to swap stories and news, and to mingle among their own kind.

Personality: Jawas are peaceful, preferring flight to confrontations. They are, however, extremely cunning and capable of great treachery if given cause. A fleeing Jawa seeks out its allies and comes back in numbers to deal with threats. Even then, Jawas rarely confront their enemies directly, preferring to sabotage or steal vital equipment and let the desert do the nasty work for them. A Jawa can become fierce—even vicious—when cornered or when a shaman is threatened.

Physical Description: Jawas wear brown hooded cloaks to protect themselves from the oppressive heat of the twin suns of Tatooine. They dip their clothing in a rancid soup to better seal in their moisture. This gives them their infamously unpleasant odor. Jawas have sensitive, glowing orange eyes and are easily blinded by bright light. Beneath their coverings, Jawas are slight rodent creatures with tiny hands and feet.

Homeworld: Jawas are found almost exclusively on Tatooine.

Languages: The Jawa tongue is a complex language that involves as much gesture and smells as it does sounds. Lacking the organs to form words in Basic, and confronted with the fact that other races cannot speak Jawa, they developed a shorthand speech called Jawa Trade Language. It essentially simplifies their tongue to aid trading between themselves and non-Jawas.

Example Names: Akkit, Het, Oklect, Klepti, Tikkit, Tteel.

Adventurers: Family is the heart of Jawa society and as such, they are loath to leave their extended tribal groups. A lone Jawa likely has been driven out of its tribe, or it might be a lone survivor of an attack by Sand People or other desert denizens.

Jawa Species Traits

Jawas share the following species traits:

Ability Modifiers: –2 Strength, +2 Dexterity. Jawas are quick and agile, but they lack the strength of larger creatures.

Size: As Small creatures, Jawas gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium creatures.

Speed: Jawa base speed is 4 squares.

Darkvision: Jawas ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Desert Dweller: When making Survival checks to resist the effects of extreme heat, Jawas can reroll the check and keep the better result.

Scavenger: Whenever a Jawa armed with an ion weapon successfully damages a droid or vehicle, the Jawa adds half its level in ion damage.

Skills: Mechanics is always a class skill for Jawas. A Jawa can choose to re-roll any Mechanics check, but must keep the second result, even if it is worse.

Automatic Languages: Jawa, Jawa Trade Language.

Ryn



Ubiquitous in spaceports throughout the galaxy, Ryn are a species of nomads and adventurers, scoundrels, minstrels, and rogues. No one is certain where the Ryn come from; no record of a homeworld exists, and Ryn culture, such as it is, requires them to never sleep in the same place twice. Some speculate that the Ryn were a race of warriors, dispatched to Core Worlds ages ago to contend with some threat, while others suggest that the Ryn were a tribe of ten thousand musicians gifted to a world that had no artists of their own. Either could be true, for the Ryn are as fearless in battle as they are skilled in music.

For all their talents, Ryn find the galaxy largely inhospitable. They have a reputation for being untrustworthy and treacherous, dangerous to befriend and fickle in their loyalties. Although that is true of many Ryn, most are just free spirits looking to survive. They are among the hardest working people known.

The Ryn are natural entertainers. Between jobs, they supplement their incomes through fortune-telling using sabacc cards (a game they are believed to have invented), singing, dancing, and any other musical arts.

Personality: Wanderlust consumes the Ryn. They cannot abide confinement and constraint, and they itch to move on shortly after they arrive in a new place. Ryn are fun loving and flamboyant, but centuries of cruelty, oppression, and exploitation have taken their toll. This has led some Ryn to become more insular and secretive, which of course, does nothing to diminish the suspicion and distrust others have for the Ryn.

Physical Description: Ryn are humanoid, but slightly shorter than Humans. All Ryn have thick, muscular tails that end in white tufts. Prehensile, their tails can support their weight and even act as a third arm. A fine coat of smoke-gray fur covers their bodies, while they grow thick white to blue-white hair on their heads. Males wear thin moustaches and beards.

A Ryn's most distinctive feature is its nose. A chitinous organ, similar to a beak, it is perforated to allow the passage of air. Ryn can pipe sounds through these holes to create a variety of tones, whistles, and pops. Skilled Ryn can use these "beaks" to create music.

Homeworld: The Ryn are believed to have come from somewhere among the Core Worlds, but they have traveled for so long that even the Ryn no longer remember from where they hail.

Languages: Ryn all speak Basic and Ryn, and they are quick studies, learning languages from all over the galaxy.

Example Names: Camarata, Cisgat, Clarani, Droma, Ferfer, Gaph, Lenya, Melisma, Mezza, Romany, R'vanna, Sapha.

Adventurers: Ryn are born to adventure and are happiest when traveling and exploring. They rarely stay in any place for long and get agitated if forced to stay put. Danger does little to frighten them. Thus, they find themselves in difficult situations. Even though the Ryns' nomadic penchant makes them poorly suited to be Jedi, they are skilled users of the Force—even if they are not aware they are using it. Those with the strongest abilities become spirit adepts and travel wherever the Force takes them.

Ryn Species Traits

Ryn share the following species traits:

Ability Modifiers: +2 Charisma. Ryn are gifted entertainers and performers.

Size: As Medium creatures, Ryn have no special bonuses or penalties due to size.

Speed: Ryn base speed is 6 squares.

Musical Beak: Ryn can move air through their beaks to create pleasant tunes and notes. When using its musical beak to imitate sounds or noises to convey deceptive information, a Ryn can reroll Deception checks and take the better result.

A Ryn can also throw his voice or project sounds from his musical beak out to a range of 10 squares. As a swift action, a Ryn can use ventriloquism to create a diversion to hide (see the Deception skill description on page 66 of the Saga Edition core rulebook).

Prehensile Tail: Ryn have long tails nearly as strong and flexible as their hands. A Ryn can effectively hold (but not weild) a Small or smaller item with its tail. When holding a Medium or larger item with its tail, the Ryn is encumbered and considered to be carrying a heavy load.

Connections: Ryn benefit from an extensive information network that spans the galaxy. Wherever they travel, they can contact other Ryn to learn rumors and guarded information more easily than can other races. Whenever a Ryn character makes a Gather Information check to learn secret information, he can forgo the credit cost. If this check fails, the Ryn can try again, but must spend the credits as normal.

Automatic Languages: Basic and Ryn.

Sabacc Fortune-Telling

Ryn who learn to use a sabacc deck to tell fortunes have an uncanny knack for determining future events. Jedi speculate that the Ryn use the fortune-telling technique to tap into their inner Force sensitivity, but no Ryn has allowed the process to be studied thoroughly. A Ryn with a sabacc deck can spend one minute performing the fortune-telling ritual to make an untrained Use the Force check as though using the Search Your Feelings application of the skill, designating a single course of action as the subject of the fortune-telling. The results provide signs and portents related to the outcome of the chosen course of action. This skill can be used even in areas where the Force is suppressed, since it is not linked to the Force in any traditional way.

Toydarian

Toydarians are small, winged aliens from the planet Toydaria. They are known as shrewd merchants and able con artists, even though many lead reputable lives. Because their homeworld is located within Hutt Space, many Toydarians who leave Toydaria find themselves either employed or indentured to Hutt criminal interests. Toydarians easily resist mind-affecting Force powers and are even more resistant to such abilities than their Hutt overlords.

Toydarians have an unsavory reputation, but not all Toydarians are criminals. However, their sharp minds and keen wit often make those who deal with Toydarians feel like they have been taken advantage of. Most Toydarians have some degree of business savvy, and many have a penchant for gambling (even to their own detriment).

Toydarians are capable of flight from birth, and can hover in place. Toydarians prefer to fly at all times, though the speed with which their wings beat consumes large amounts of energy. As a result, Toydarians consume several times more food than humans do in a single day, and some of the bloodiest wars in Toydarian history have been fought over food supplies. Though they have integrated technology into their society and culture, most Toydarians prefer the simple pleasures of small villages and tight-knit communities.



Personality: Toydarians are proud and loyal beings

who can sometimes border on sycophantic. Likewise, unsavory Toydarians put their keen minds to work deceiving their business partners and tricking unsuspecting folk into being the victims of Toydarian confidence scams.

Physical Description: Toydarians are rarely more than 1.5 meters tall. Toydarian skin color ranges from blue to green to pink. They are pudgy, with spindly limbs and a pair of fluttering wings that keeps them aloft.

Homeworld: Toydarians hail from Toydaria, an out-of-the-way planet in Hutt Space. Airspeeders are banned on Toydaria given the large amount of pedestrian air traffic.

Languages: Toydarians speak their own language, known as Toydarian, as well as Huttese. Toydarians also speak Basic, though Huttese is their true second language.

Example Names: Reti, Watto, Zlato.

Adventurers: Toydarian heroes are likely among those Toydarians who have ventured forth from their home planet in search of fame, fortune, and glory. Toydarian heroes tend to gravitate toward the scoundrel class where their sharp wits can be put to best use, though some may be nobles as well. Toydarians also favor the scout class, especially for the extra mobility.

Toydarian Species Traits

Toydarians share the following species traits:

Ability Modifiers: –2 Strength, +2 Wisdom. Toydarians are weaker than Humans, but they are shrewd and accustomed to moving quickly to seal the deal.

Size: As Small creatures, Toydarians gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: 4 squares, fly 6 squares. Toydarians can hover in place, flying without needing to move. Toydarians have a maximum flying altitude of 2 squares

Conditional Bonus Feat: Toydarians who are trained in Deception gain Skill Focus (Deception) as a bonus feat.

Force Resistance: Toydarians gain a +5 species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor.

Automatic Languages: Huttese, Toydarian.

Ubese

Long ago, the Ubese were a peaceful species, content in the paradise of their garden planets. This changes when they encounter Old Republic scouts who seduce them with the power and might of advanced technology. Obsessed by these wonders, the Ubese devote their resources to the development of these technologies. As they succeed, they become worried about aggression from rival systems, so they develop weapon technology, dipping into dangerous devices banned throughout the galaxy. Fearing these weapons in the hands of a decidedly unstable population, the Old Republic makes a preemptive



strike against Ubese to destroy weapons facilities and halt their aggression. The attacks inadvertently detonate those same weapons, resulting in a widespread contamination of all Ubese worlds and the near extinction of the Ubese race.

The only survivors are those on Uba IV, who struggle to subsist in the ashes of their civilization. The attacks, coupled with the Old Republic's unwillingness to assist the beleaguered people, breed resentment and hatred toward the rest of the galaxy. After thousands of years, the Ubese nurse their animosity until they recover enough to begin again. The Ubese slowly emerge from their world, selling their services as mercenaries and bounty hunters, gaining a name for themselves as merciless warriors who are not above any tactic as long as they get the job done.

Personality: Ubese are aggressive and warlike. They blame all outsiders for the loss of their civilization, so resentment and disgust consume Ubese. They reserve their hate for the Jedi in particular, seeing them as responsible for their loss.

Physical Description: The Ubese are a species of graceful near-Humans. They are uniformly slender and frail compared to Humans. Acclimation to their toxic atmospheres prevents Ubese from breathing the air of other planets, so they are forced to wear body suits and breathing apparatuses. Beneath this equipment, Ubese are hairless, with pleasant features, fair skin, and bright green or blue eyes. They have exotic features with narrow faces and overlarge eyes set above high cheekbones.

The Ubese cannot produce sounds above a harsh whisper, so they rely on voice modulators to communicate. Among their own kind, they use a complex language of hand signals, allowing them to exchange information and ideas in silence.

Homeworld: The Ubese hail from Uba IV, the only living planet in a remote section of the Mid Rim Territories.

Languages: Ubese speak Basic and Ubese. They also use a special language of hand signals and gestures called Ubeninal.

Example Names: Boushh, Dazaks, Kabrak, Norouhj, Savax, Torhhks.

Adventurers: Ubese adventurers are uncommon at best, considering the obstacles they must overcome to survive and their reliance on technology to survive off-world. Those that manage to make it work are mercenaries and bounty hunters, scouts and soldiers who hire themselves out to anyone who meets their price. Even though they are no strangers to the Force, no Ubese are known to have become Jedi.

Ubese Species Traits

Ubese share the following species traits:

Ability Modifiers: –2 Constitution, +2 Dexterity. Ubese have slight builds, and they are quick and agile.

Size: As Medium creatures, Ubese have no special bonuses or penalties due to size.

Speed: Ubese base speed is 6 squares.

Aggressive: If an Ubese character hits with a charge attack, the +2 bonus on attack rolls against the target persists for the duration of the encounter.

Survival Instinct: Ubese are tough and resilient, capable of withstanding the perils of even hostile worlds. An Ubese can reroll Survival checks, but the result of the reroll must be accepted, even if it is worse.

Conditional Bonus Feat: Ubese do not trust other cultures, so they are more suspicious of aliens. An Ubese with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Special Equipment: Ubese cannot tolerate the atmospheres of other worlds and must rely on breath masks to survive. Without a breath mask, an Ubese begins to suffocate (see "Endurance" on page 66 of the Saga Edition core rulebook).

When not on their homeworld, Ubese wear environmental suits to stave of the hazards found on other planets as well as to hide their appearance. An environmental suit functions as a combat jumpsuit that also grants a +2 equipment bonus to Fortitude Defense. The suit also includes a voice modulator to emulate the voice of a male or female or to mask the Ubese's gender.

An Ubese environmental suit with breath mask and voice modulator costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits on Ubese). Ubese characters begin with these items at no cost.

Automatic Languages: Basic, Ubeninal, and Ubese. Ubeninal is a sign language and serves as the primary medium for communication among Ubese.

Heroic Classes

Outside the legitimate authority of the galaxy, life is dangerous. Laws are made and enforced by the powerful with little interest in justice or fairness. On the fringes, crime lords and gangsters command through a generous use of force and terror to ensure that the lesser cow to their every whim. With no Empire or Republic, rule goes to the individual who can take power and hold it longest. Amid these lawless places rogue heroes thrive, carving names for themselves in a dangerous, though exhilarating universe, fighting syndicates, slavers, pirates, and other villains. This section explores how heroes who skirt the line between light and dark develop talents and abilities that set them apart from their more mainstream counterparts.

Jedi

In the line of duty, Jedi often consort with the dregs of the galaxy. Whether working as negotiators to defuse violence on a far-flung world or fleeing to the farthest reaches of space to avoid their enemies, Jedi that coexist with scum and villains develop a slightly different range of abilities.

New Jedi Sentinel Talent

The following new talent belongs to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Persistent Haze: Whenever anyone concealed by your use of the Force Haze talent attacks, you maintain total concealment without having to make another Use the Force check. Only those who do not attack remain concealed; the attacker no longer has total concealment, even when using this talent.

Prerequisites: Clear Mind, Force Haze.

Noble

Contrary to their name and identity, nobles frequently rub elbows with some of the more dangerous villains in the galaxy. Many nobles supplement their wealth by making deals with crime lords and smugglers, while others use black market contacts to maintain their supply of illegal substances or other distractions. Other nobles might have lost everything, driven from their worlds and stations in disgrace. Forced to make their way in a hostile galaxy, nobles find their talents and abilities well suited to the byways of the underworld.

Disgrace Talent Tree

Scandal fouls your family name, forcing you to live among the fringes of society and teaching you that honor is overrated when victory is on the line.

Ambush: During a surprise round, before combat begins, if you are not surprised you can give up your standard action to allow all nonsurprised allies within your line of sight to take an extra move action during the surprise round. Allies can spend this move action to instead reroll their Initiative check and take the better result as a free action before combat begins.

Prerequisite: Dirty Tactics.

Castigate: You deliver a scathing rebuke against a target to erode its will and fill it with doubt. Make a Persuasion check as a standard action against the target's Will Defense. If successful, you impose a –2 penalty to all the target's Defenses until the end of your next turn. You can use this ability only against targets that can clearly hear you and understand your language.

Dirty Tactics: Once per encounter, as a standard action, you can grant a tactical advantage to all allies within your line of sight. When any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies lose this benefit immediately if line of sight is broken or if you are unconscious or dead, or at the end of the encounter.

Misplaced Loyalty: As a swift action once per turn, you can make a Persuasion check against the Will Defense of all opponents within your line of sight. If successful, a target cannot attack you if one of your allies is within 6 squares of you. You may not use this talent in the same round as the soldier's Draw Fire talent. This effect lasts until the beginning of your next turn.

Prerequisite: Dirty Tactics.

Two-Faced: You have mastered the art of saying one thing and doing another, allowing you to deceive your enemies to keep you machinations hidden. You can use each of the following actions once per encounter as a standard action:

- *False Security:* Make a single melee or ranged attack against a target within your range. At any time before the beginning of your next turn, you can make a single attack against that target as a reaction if that target attacks you.
- *Nonthreatening:* Making a single melee or ranged attack against a target within your range. Until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity. This is a mind-affecting effect.
- *Tricky Target:* Make a single melee or ranged attack against a target within your range that has not attacked you since the end of your last turn. You gain a +2 bonus on your attack roll and damage roll for this attack.

Prerequisites: Dirty Tactics, Misplaced Loyalty.

Unreadable: You gain a +5 bonus to your Will Defense against skill checks made to read your emotions and influence your attitude. In addition, whenever you successfully feint a target in combat, that target is flat-footed against all your attacks until the end of your next turn.

New Inspiration Talents

The following new talent belongs to the Inspiration talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Inspiration talent tree can choose the following talent as well.

Beloved: Your allies hold you in such esteem that when you are threatened or injured, you can impel them to action. You can use each of the following actions once per encounter:

- *Guardian:* Choose one ally as a swift action. As long as you remain within 6 squares of the ally, you gain a +2 bonus to your Reflex Defense until the start of your next turn.
- *Reprisal:* Make a single melee or ranged attack against any target within your range as a standard action. If your attack roll succeeds and if that target attacks you before the end of your next turn, one ally within 6 squares can make an attack against that target as a reaction.
- *To Me!:* Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within line of sight can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Prerequisites: Bolster Ally, Inspire Confidence.

SCOUNDREL

Scoundrels thrive outside the bounds of law. They know how to maneuver, broker, and manipulate to make their way along the uncertain routes of the underworld. Scoundrels fill a variety of roles from spy to smuggler, pirate to bounty hunter, and just about everything in between. When dealing with villainous scum, having a scoundrel on your side can make all the difference between success and failure.

New Fortune Talents

The following new talents belong to the Fortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Fortune talent tree can choose from these talents as well.

Avert Disaster: Once per encounter, you can turn a critical hit against you into a normal hit.

Prerequisite: Fool's Luck.

Better Lucky than Dead: Once per encounter, as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.

Prerequisite: Fool's Luck.

Dumb Luck: You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions once per encounter as a standard action:

- *Elude Enemy:* Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.
- *Escape:* Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.
- *Make your Own Luck:* Make a single melee or ranged attack against a target within range. If you miss this target, you gain a +2 bonus on your next attack roll.

Prerequisites: Knack, Lucky Shot.



Labyrinthine Mind: Once per encounter, as a reaction, you become immune to all mind-affecting effects until the end of your next turn (you can choose to ignore this for beneficial effects). Any mind-affecting effects currently affecting you are also removed, though you can choose to retain any beneficial effects you currently have.

Ricochet Shot: When making a ranged attack against a target with cover, you can choose to reduce the benefit of that target's cover by one step, from improved cover to cover, or cover to no cover. You deal only half damage with this attack.

Prerequisites: Knack, Lucky Shot.

Uncanny Luck: Once per encounter, you can consider any single d20 roll of 16 or higher to be a natural 20.

Prerequisites: Knack, Lucky Shot.

Unlikely Shot: Once per encounter, you can reroll the damage of one attack and take the better result.

Prerequisites: Knack, Lucky Shot.

New Misfortune Talents

The following new talents belong to the Misfortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose from these talents as well.

Befuddle: If you succeed on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.

Cunning Strategist: You can create opportunities to chip away at your opponents' defenses. You can use each of the following actions once per encounter as a standard action:

- *Create Opening:* Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a –5 penalty to its Reflex Defense until the start of your next turn.
- *Crippling Attack:* Make a single melee or ranged attack against an opponent within your range. Until the start of your next turn, the target takes a –2 penalty to its base speed.
- *Vicious Attack:* Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a –5 penalty against each target, but roll damage once only.

Prerequisites: Disruptive, Walk the Line.

Hesitate: You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a –2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.

Improved Skirmisher: When you move at least 2 squares before your attack and end your move in a different square from where you started, you gain a +1 bonus to all your defenses until the start of your next turn.

Prerequisite: Skirmisher.

Sow Confusion: Once per encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.

Prerequisite: Hesitate.

Sudden Strike: Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.

Prerequisites: Skirmisher, Sneak Attack.

Weakening Strike: Whenever you deal damage to an opponent denied its Dexterity bonus to Reflex Defense, you can choose not to move the target down the condition track and instead impose a –5 penalty on all your opponent's attacks and melee damage until the end of your next turn.

Prerequisite: Dastardly Strike.

A Ryn fires a ricochet shot...



New Slicer Talents

The following new talent belongs to the Slicer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Slicer talent tree can choose this talent as well.

Virus: You can substitute a Use Computer check for a Mechanics check when disabling a computerized device. The effort takes 1 minute and the DC is equal to the computer's Will Defense. In addition, whenever anyone access the affected computer using a droid or another computer, that computer or droid's attitude immediately becomes unfriendly.

Prerequisite: Electronic Sabotage, trained in Use Computer.

New Spacer Talents

The following new talents belong to the Spacer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Spacer talent tree can choose from these talents as well.

Cramped Quarters Fighting: When adjacent to an obstacle or barrier, you gain a +2 cover bonus to your Reflex Defense.

Prerequisites: Spacehound, Starship Raider.

Make a Break for It: Once per encounter, while on or in a vehicle, you can move up to one half your speed or move the vehicle up to one-half its speed if you are the pilot, as a swift action. This movement does not provoke attacks of opportunity.

Prerequisites: Spacehound, Stellar Warrior.

Scout

The galaxy's underworld presents numerous opportunities for scouts, and those that walk the line between law and crime find themselves in high demand. Scouts can serve as spies and infiltrators, services every crime lord has need of, and can be used to thwart the efforts of other spies by heading up their employer's defense systems. Of course, scouts can also be problem solvers, slipping into areas unseen, eliminating targets, and getting out before anyone is the wiser.

New Camouflage Talents

The following new talents belong to the Camouflage talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Camouflage talent tree can choose from these talents as well.

Hide in Plain Sight: Once per encounter, when you are within 2 squares of cover or concealment, you can move to that cover or concealment and make a Stealth check to hide as a single move action.

Prerequisites: Hidden Movement, Improved Stealth.

Hunker Down: Whenever you benefit from cover, you can spend a standard action to hunker down and maximize the benefit of the cover. You increase the benefit of cover to improved cover and improved cover to total cover.

Shadow Striker: You excel at fighting from the shadows, hitting your opponents when they least expect it. You can use each of the following actions once per encounter as a standard action:

- *Blinding Strike:* Make a single melee or ranged attack against an opponent within range. If you damage the target, you gain total concealment against that target until the beginning of your next turn.
- *Confusing Strike:* You can make a single melee or ranged attack against an opponent within range. If this opponent is denied its Dexterity bonus to Reflex Defense or if you have concealment from this opponent, a successful attack also causes the opponent to be able to take only a swift action on its next turn.

- *Unexpected Attack:* Make a melee or ranged attack within your range against an opponent from whom you have concealment. You gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment.
  Prerequisites: Hidden Movement, Improved Stealth.

New Fringer Talents

The following new talents belong to the Fringer talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Fringer talent tree can choose from these talents as well.

Flee: As a standard action, you can designate a single opponent and move up to your speed away from that opponent; this movement does not provoke attacks of opportunity from that opponent, though it might provoke as normal for all other opponents. In addition, your speed increases by 2 until the end of your next turn.

Prerequisite: Long Stride.

Keep it Together: Whenever you successfully jury-rig a device or vehicle, the vehicle does not move –5 steps along the condition track at the end of the encounter, though it does move –2 persistent steps down the condition track.

Prerequisite: Jury-Rigger.

Sidestep: You can use a swift action to reduce the cost of each move into a diagonal space to 1 until the end of your turn if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.

Prerequisite: Long Stride.

Surge: Once per encounter, you can use a swift action to move up to your speed.

Prerequisite: Long Stride.

Swift Strider: You are skilled at maneuvering on the battlefield thanks to your experience surviving in dangerous places. You can use each of the following actions once per encounter as a standard action:

- *Blurring Burst:* As a move action move up to your speed, and gain a +2 bonus to your Reflex Defense until the end of the encounter.
- *Sudden Assault:* Make a charge attack against an enemy within range as a standard action. You take no penalty to your Reflex Defense for this attack.
- *Weaving Stride:* Move up to your speed as a move action. You gain a cumulative +2 dodge bonus to Reflex Defense for each attack of opportunity made against you during this movement. This bonus lasts until the beginning of your next turn.
  Prerequisites: Long Stride, Sidestep.

Soldier

Hired muscle, thugs, toughs, enforcers, and soldiers are the mainstay forces of every crime lord in the galaxy. They provide intimidation and necessary protection. Rogue soldiers might be deserters or could be ex-officers, thrown out of the service for cruelty, excessive force, or some other nasty act. Regardless, a soldier can do well in the galaxy because a person who is handy with a blaster is always needed.

New Brawler Talents

The following new talents belong to the Brawler talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Brawler talent tree can choose from these talents as well.

Cantina Brawler: While flanked, you gain a +2 bonus on unarmed attack rolls and damage rolls.



...to take down a Gand bounty hunter.

A JAWA SCOUT LAUNCHES AN UNEXPECTED ATTACK



Counterpunch: When you fight defensively, any adjacent creature that attacks you provokes an attack of opportunity from you.

Experienced Brawler: You know how to fight when the odds are against you. You can use each of the following actions as a standard action once per encounter.

- *Avoid Attack:* Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 dodge bonus to Reflex Defense against a single attack as a reaction.
- *Fortified Mind:* Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 bonus to Fortitude or Will Defense against a single attack as a reaction.
- *Focused Stance:* Make a single melee attack against an opponent within your reach. At any time until the beginning of your next turn, as a reaction, you can move up to 2 squares. This movement does not provoke attacks of opportunity.

Prerequisite: Melee Smash, Stunning Strike.

Make Do: When fighting with an improvised weapon, you take no penalty on your attack rolls.

Man Down: Whenever an ally within 6 squares is reduced to 0 hit points, you can immediately move up to your speed toward that ally as a reaction. This movement does not provoke attacks of opportunity.

Pick a Fight: During the surprise round, you and all allies within 6 squares of you gain a +1 morale bonus on attack rolls. Additionally, until the end of the encounter, you retain this bonus to attack rolls against any target you or your allies damage during the surprise round.

Prerequisite: Cantina Brawler.

Sucker Punch: When your melee attack damages an opponent that is denied its Dexterity bonus to Reflex Defense, that opponent cannot take attacks of opportunity until the end of its next turn.

New Weapon Specialist Talents

The following new talents belong to the Weapon Specialist talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Weapon Specialist talent tree can choose from these talents as well.

Crushing Assault: You use your attacks to beat down your opponents' defenses. When you successfully damage an opponent using a bludgeoning weapon that you have the Weapon Specialization talent for, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack roll and to the damage roll. The effects of multiple Crushing Assaults do not stack.

Prerequisite: Weapon Specialization.

Impaling Assault: You can hit your opponents to slow them down. Whenever you successfully damage an opponent using a piercing weapon that you have the Weapon Specialization talent for, your opponent reduces its speed by 2 squares until the end of your next turn. The effects of multiple Impaling Assaults do not stack.

Prerequisite: Weapon Specialization.

Stinging Assault: You can deliver nasty injuries that leave your opponents reeling. Whenever you successfully damage an opponent using a slashing weapon that you have the Weapon Specialization talent for, your opponent takes a –2 penalty on melee attacks against you until the start of your next turn. The effects of multiple Stinging Assaults do not stack.

Prerequisite: Weapon Specialization.

Skills

Skills are an important part of any scoundrel's arsenal. A scoundrel trained in Acrobatics, for example, is far more mobile on the battlefield than slow-moving soldiers and fragile nobles. Similarly, training in Deception gives a scoundrel the edge he needs to talk his way out of a complicated situation. What follows are specific skill uses, all of which are intended to broaden the capabilities of the skills most often utilized by scoundrels and other rogues in the galaxy. Although designed with the scoundrel in mind, any character trained in these skills can take advantage of these expanded uses.

Acrobatics

Training in Acrobatics grants a hero unmatched maneuverability, broadening the ways in which the hero interacts with his environment.

Catch Item (Trained Only): Whenever you successfully disarm your opponent, you can make a DC 20 Acrobatics check as a free action. If the Acrobatics check succeeds, you snatch the object from the air. You must have at least one hand free to grab the item.

Escape Artist (Trained Only): By increasing the DC by 10, you can reduce the time required to Escape Bonds (see page 63 of the Saga Edition core rulebook). Escaping a grapple takes a move action; escaping a net or moving 1 square through a tight space requires a standard action; and only 5 rounds are required to escape from ropes, binder cuffs, or manacles.

Nimble Charge (Trained Only): If you succeed on a DC 25 Acrobatics check, you can charge through low objects and difficult terrain. If you fail this check, you cannot attack at the end of your movement. You can combine this use with the Cross Difficult Terrain use (see page 63 of the Saga Edition core rulebook); however, the DC increases to 35.

Deception

Deception is another vital skill for scoundrels, for it is the currency of their trade. Whether used to mask their true motives, to forge documents, or even to assume a false identity, Deception offers a broad spectrum of ways to fool and mislead others.

Alternate Story (Trained Only): Whenever you fail a Deception check to convey deceptive information or a deceptive appearance, you can immediately attempt a second Deception check to avert suspicion. This second check is at a –10 penalty.

Cheat (Trained Only): When you gamble (see page 47 of the Saga Edition core rulebook), you can use Deception to improve your chances to win. However, you risk getting caught. When gambling against other characters, you can substitute your Deception check for your Wisdom check, but your opponents are entitled to a Perception check to catch you in the act. If the Perception check result equals or exceeds your Deception check, they detect your cheating.

Gambling against the house is far riskier. If your Deception check fails to beat the location's security (DC 15 for common locations, DC 25 for good locations, and DC 35 or higher for the best), you are caught and the house responds as appropriate.

Group Feint (Trained Only): You can feint multiple targets at once as a full-round action. You can target any number of opponents who are clearly visible and who are within 6 squares of you. Each target beyond the first imposes a –5 penalty on your Deception check. You roll just once to set the DC for your opponents' Initiative checks. Any opponent whose roll you beat is treated as flat-footed against the first attack you make against him in the next round.

Innuendo (Trained Only): You can use Deception to transmit a secret message to another character trained in Deception. You do so by using subtle hand gestures, slipping in code words, and using body language. The DC depends on the complexity of the communication. A simple message in which you convey general concepts is a DC 10. Complex message that involve multiple steps or complicated information start at DC 15 and can rise as high as DC 25.

Any character who can both see and hear the transmitted message is entitled to a Perception check to decipher the message. The DC is equal to the Deception check DC. The Gamemaster can modify the DC for environmental factors such as loud noise, dim lighting, and distance.

Gather Information

Knowledge is power, as the saying goes, and scoundrels hold this maxim as true. A well-informed scoundrel can avoid unnecessary confrontations and can be suitably prepared for the necessary ones. A knowledgeable scoundrel knows where to look and who to ask when chasing down an elusive bit of information, and having learned a juicy secret, a scoundrel knows who will pay to make sure it stays a secret.

Find a Good Score (Trained Only): Scoundrels of all types frequently have to hunt high and low for good, profitable work. Finding a score, as many illicit jobs on the fringe are called, can be one of the most difficult parts of a scoundrel's career. Characters trained in Gather Information can make a skill check to try and find profitable work. The base DC for this skill check is equal to 10 + the character's level. Success indicates the character finds profitable work, and the Gamemaster should use the job generator (see page 78) to create a job for the heroes to undertake. Additionally, success means that the heroes gain an additional 10% of the normal credit payout for the job.

However, failing this check does not mean that the heroes fail to find work, only that they fail to find profitable work. Failing the check by less than 5 means that the heroes find a job at the normal pay rate. Failing the check by 6-10 points means that the heroes find a job but only gain 90% of the normal payout. Failing the check by 10 or more means that the heroes fail to find a job. Finding a job takes one hour.

Identify: You can identify the salient features of an item by consulting experts. Examples include mysterious weaponry, artifacts, and other relics. Even though the Knowledge skill can handle these functions, finding a person with the right kind of expertise can be tricky, hence knowing whom to ask can be a boon when saddled with an object of an unknown origin.

Commonly known facts such as identifying the item's function require a DC 20 Gather Information check. For every 5 points that you beat the DC by, you learn one additional fact or useful bit of information about the item.

Identify is subject to the normal limitations on Gather Information. Some items are unidentifiable by making a skill check.

Quick Intel (Trained Only): You can halve the time required for a Gather Information check by increasing the DC by 10. You must declare your use of Quick Intel before rolling.

Mechanics

Scoundrels are often talented techs and engineers because they recognize the value of using good gear in their larcenous pursuits. In addition to the common methods for modifying, repairing, and disabling gear, a skilled mechanic can install traps on equipment and even coax a bit more firepower out of the weapons they wield.

Booby Trap (Trained Only; requires tool kit): Whenever you would make a Mechanics check to sabotage a piece of equipment, you can install a booby trap to damage the next character who uses the item. For every 1d4 damage you would have the trap deal, you must increase the Mechanics DC by 5. So booby trapping a blaster to deal 3d4 damage to its next user requires a DC 30 Mechanics check (base DC 15 to jam the blaster, +15 for 3d4 damage).

Once the trap is installed, it attacks the next character to use the item, using your base attack bonus against the target's Reflex Defense. If the attack hits, it deals the indicated damage.

Hot Shot (Trained Only; requires tool kit): You can overload an energy weapon to deliver a deadlier attack, but at the risk of a mishap or explosion. You must spend 1 hour and succeed on a Mechanics check. The DC is 20 plus 5 for every weapon size category above Tiny. If the check succeeds, the weapon deals an additional +3 points of damage. Any natural attack roll of 5 or lower, however, causes the weapon to become disabled. A natural attack roll of 1 causes the weapon to explode in the wielder's hands, dealing the modified weapon's damage to the wielder and half damage to all adjacent creatures.

Perception

When tossing a room for anything of value, a scoundrel recognizes the need for speed, especially when the guards are already on the way.

Quick Search (Trained Only): You can perform a quick survey of an area to notice the most important elements with a glance. You can make a Perception check to search a 5-square area or 5-cubic-meter volume of goods as a full-round action by taking a –10 penalty on the check.

Pilot

Whether pirate or smuggler, scoundrel pilots know the tricks to avoid Imperial entanglements and slip through blockades unnoticed.

Fly Casual (Trained Only): Whenever you are piloting a ship or other vehicle, you can substitute a Pilot check for a Deception check to give off a deceptive appearance (see page 64 of the Saga Edition core rulebook). You still might be required to produce documentation and know specific procedures as is customary for the situation, but this use helps you avert suspicion in the first place, especially when your authorization codes are old and out of date.

Stealth

Stealth is a vital skill for scoundrels because it allows them to conceal their movements, to hide from their enemies, to plant objects on an opponent, to remove objects from an opponent's possession, and even to attack from hidden positions and then melt away, practically invisible.

Drop: You can use Stealth to deposit a small concealed item without attracting notice, such as slipping a drug into a drink or planting a bug on a person's clothes. Any observer that beats your Stealth check with a Perception check notices the drop.

Use Computer

Many scoundrels are adept at slicing into computers to manipulate them as well as to learn the secrets they hide.

Backtrail (Trained Only): A successful DC 25 Use Computer check reveals the identity of the last person to use the computer and the information they sought. The computer's attitude modifies the DC as normal.

Cover Tracks (Trained Only): When you access a computer, you can conceal your presence and how you used the computer by increasing all Use Computer check DCs by 5. Any character who attempts to analyze the computer to determine your identity and what you did takes a –5 penalty on their Use Computer check.

Feats

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. Notably, these feats are designed with roguish characters in mind, though any character who qualifies can select these feats.

Burst of Speed

You are capable of incredible bursts of speed.

Prerequisite: Trained in the Endurance skill.

Benefit: As a move action, you can move up to twice your speed. At the end of your movement, you move –1 step along the condition track.

Close Combat Escape

When you slip free from your opponent, you can deliver a parting attack.

Prerequisite: Trained in the Acrobatics skill.

Benefit: When you successfully use Acrobatics to escape a grapple, you can spend a swift action to make a single attack with a melee weapon or an unarmed attack against the opponent that had grappled you. If the attack hits, it deals normal damage, and your opponent is considered flat-footed until the start of its next turn.

Collateral Damage

Your hail of fire can catch secondary targets in your firing arc.

Prerequisite: Rapid Shot, base attack bonus +6.

Benefit: When you deal damage with a single, non-area attack using the Rapid Shot feat, you can immediately make a second attack at a –2 penalty against a second target within 2 squares of the first. If this attack hits, you deal half of the original attack's damage to that target.

Cornered

You are vicious when cornered.

Benefit: Whenever you are threatened by an opponent and unable to take the withdraw action, you gain a +2 bonus on attack rolls against opponents that threaten you.

Deadly Sniper

You are adept at staying out of sight when attacking from hidden positions.

Prerequisites: Sniper, trained in the Stealth skill, base attack bonus +9.

Benefit: When you make a ranged attack against a target that is unaware of you, you gain a +2 bonus on your attack roll and deal +1 die of damage on the first attack each turn.

Deceptive Drop

When you get the drop on your opponents, you dazzle them with your speed and ferocity.

Prerequisite: Trained in the Initiative skill.

Benefit: During the surprise round, if you damage a flat-footed target, that target is also knocked prone if your attack roll also exceeds the target's Fortitude Defense. The target adds its size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Desperate Gambit

You can draw upon you inner reserves to make a shot or strike count when it matters most.

Benefit: Once per turn when you miss on an attack roll, you reroll the attack, but you take a –2 penalty to Reflex Defense until the end of your next turn. If your first attack missed because you rolled a natural 1, you can still use this feat, but you take a –5 penalty to Reflex Defense instead. You must accept the result of the second roll, even if it's worse than the first.

Duck and Cover

When exposed to an area attack, you can dive for cover.

Prerequisite: Trained in the Stealth skill.

Benefit: Whenever you are the target of an area attack that misses, once per turn you can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Fleet-Footed

You gain a burst of speed when you attack while running.

Prerequisite: Running Attack.

Benefit: If you move both before and after you make an attack using the Running Attack feat, your speed is increased by 2 squares until the end of your turn.

Friends in Low Places

Given enough time, you can dig up the right tool for the job.

Prerequisite: Trained in the Gather Information skill.

Benefit: Whenever you would acquire a license for a restricted or military object, you can substitute a Gather Information check for a Knowledge (bureaucracy) check. Reduce the black-market cost multiplier of such items by 1.

Table 1-4: Feats

FEAT NAME	PREREQUISITES	BENEFIT
Burst of Speed	Trained in Endurance	Move speed twice as move action.
Close Combat Escape	Trained in Acrobatics	Escape grapple and attack.
Collateral Damage	Rapid Shot, base attack bonus +6	Gain extra attack upon hitting the first target.
Cornered	—	When unable to withdraw, +2 on attacks
Deadly Sniper	Sniper, trained in Stealth	+1 bonus on attacks when sniping; hide as swift action.
Deceptive Drop	Trained in Initiative	Flat-footed targets knocked prone on surprise round.
Desperate Gambit	—	Reroll missed attack by taking a penalty to Reflex Defense.
Duck and Cover	Trained in Stealth	You dive for cover when you avoid area attacks.
Fleet-Footed	Running Attack	+2 speed when making a running attack.
Friends in Low Places	Trained in Gather Information	Reduce black-market cost multiplier for licensed and restricted objects by 1.
Hasty Modification	Tech Specialist	Swap one trait for another trait.
Hideous Visage	Shapeshift	Deception check to push opponent away.
Impersonate	Shapeshift, Skill Focus (Deception)	Shapeshift to impersonate a specific person.
Impetuous Move	Con 13	Move when you catch a second wind.
Impulsive Flight	—	Withdraw faster when damaged.
Knife Trick	Lightning Draw, trained in Stealth	Attack of opportunity with concealed weapon to greater effect.
Lightning Draw	Quick Draw	Draw and fire as a standard action.
Metamorph	Con 13, shapeshift, trained in Deception	Change your size
Opportunistic Retreat	Combat Reflexes	Sacrifice attack of opportunity to move at half speed.
Resurgence	Trained in Endurance	Gain bonus swift action when you catch your second wind.
Signature Device	Tech Specialist	Install two traits.
Slippery Maneuver	Dodge	Dodge two targets, withdraw at full speed.
Staggering Attack	Sneak Attack talent or Rapid Shot or Rapid Strike	Forgo extra damage to push back opponent.
Stay Up	Trained in Endurance	Move 1 step down condition track to reduce damage.
Superior Tech	Int 17, Tech Specialist, 9th level	Install superior equipment upgrades.
Tactical Advantage	Combat Reflexes	Make attack of opportunity and move 1 square.
Wicked Strike	Rapid Strike	Gain extra attack on a second target upon damaging the first target.

Hasty Modification

You can tweak and adapt equipment on the fly.

Prerequisite: Tech Specialist (see page 21 of *Starships of the Galaxy*).

Benefit: You can exchange a trait that you have applied to a piece of equipment or droid for another one by spending 1 minute to make a DC 20 Mechanics check. If you succeed, the equipment loses the old trait and gains a new trait until the end of the encounter, at which point the device loses all traits it had previously acquired through use of the Tech Specialist feat.

Hideous Visage

You can twist your features into a startling mask.

Prerequisite: Shapeshift species trait.

Benefit: Once per encounter, as a swift action, you can make a Deception check against one opponent that can see you. If the check equals or exceeds the opponent's Will Defense, you move the target 1 square away from you and it takes a –1 penalty on all attacks until the start of your next turn. This is a mind-affecting fear effect.

Impersonate

You can alter your appearance to resemble a specific person.

Prerequisites: Shapeshift species trait, Skill Focus (Deception).

Benefit: You can make a Deception check to alter your features to that of a specific person. This feat also allows you to change your voice to match the target's. You always treat impersonating a person as a Moderate deception.

Impetuous Move

You have an uncanny ability to call upon your reserves when you most need them.

Prerequisite: Constitution 13.

Benefit: When you catch a second wind, you can choose to regain only half of the hit points you normally would with a second wind and immediately move up to half your speed. This movement does not provoke attacks of opportunity.

Impulsive Flight

You are not above running when the situation turns against you.

Benefit: You can withdraw one extra square using the withdraw action.

Knife Trick

You can use a concealed weapon to deadly effect.

Prerequisites: Lightning Draw, trained in the Stealth skill.

Benefit: When you can make an attack of opportunity, you can draw a weapon you have successfully concealed on your person (see page 72 of the Saga Edition core rulebook) and make a single attack against the target.

Normal: With the Quick Draw feat, drawing or holstering a weapon is a swift action.

Lightning Draw

You can draw and fire in one smooth motion.

Prerequisite: Quick Draw.

Benefit: Once per encounter, you can draw a holstered weapon and attack as a single standard action.

Normal: With the Quick Draw feat, drawing or holstering a weapon is a swift action.

Metamorph

You are a talented shapeshifter, capable of changing your appearance and your body mass.

Prerequisites: Constitution 13, shapeshift species trait, trained in the Deception skill.

Benefit: As a full-round action, you can change your mass when you use your shapeshift species trait, increasing or decreasing your size by one step. If you reduce your size to Small, you gain a +1 size bonus to your Reflex Defense and a +5 size bonus on Stealth checks, but your carrying capacity is three-quarters of what it was prior to your use of Metamorph.

If you increase your size to Large, you take a –1 size penalty to your Reflex Defense and a –5 size penalty on your Stealth checks. However, your carrying capacity doubles, you gain a +5 size bonus to your Damage Threshold, and your reach increases by 1. You can maintain this form for a number of rounds per day equal to your Constitution score.

A Clawdite takes on a new form while fleeing from Jedi



Opportunistic Retreat

When your opponent lets down his guard, you can better position yourself to press your advantage.

Prerequisite: Combat Reflexes.

Benefit: Whenever an opponent provokes an attack of opportunity from you, once per turn you can sacrifice the attack to move a number of squares equal to one-half your speed. Moving in this way does not provoke attacks of opportunity.

Resurgence

Catching your second wind allows you to seize the advantage in combat.

Prerequisite: Trained in the Endurance skill.

Benefit: When you catch your second wind, you immediately gain a move action to be used immediately.

Signature Device

You specialize in designing and modifying specific types of technology.

Prerequisite: Tech Specialist (see page 21 of *Starships of the Galaxy*).

Benefit: You designate a single weapon, suit of armor, vehicle, or other item as your signature item. When making Mechanics checks to modify that piece of equipment, you can take 10 on the check. In addition, you can allow the device to gain two traits from the Tech Specialist feat. To install the second trait, you must succeed on a DC 30 Mechanics check. Once installed, the device can use only one trait at a time, and switching from one trait to the other requires a swift action to adjust the item's settings. You can have only one signature device at a time, but you can designate another device as your signature item (the former signature item loses all benefit gained from this feat).

Slippery Maneuver

You are adept at finding ways out of tough situations.

Prerequisite: Dodge.

Benefit: You can apply the effects of the Dodge feat against attacks made from two opponents. In addition, when you use the withdraw action to move away from a target against whom you use the Dodge feat, you can move at your full speed. You still provoke an attack of opportunity if you must move more than 1 square to escape a threatened area.

Normal: The benefit of Dodge applies to one target. Once you clear a threatened area, you can continue to move up to a total of half your speed.

Staggering Attack

You can deliver nasty attacks that leave your opponents gasping.

Prerequisite: Sneak Attack talent or Rapid Shot or Rapid Strike.

Benefit: Any time you would deal additional damage from a feat that grants one or more extra dice of damage, you can forgo the extra damage to move the target 2 squares per extra die sacrificed. This movement does not provoke attacks of opportunity.

Stay Up

You can soldier on in spite of damage dealt to you.

Prerequisite: Trained in the Endurance skill.

Benefit: Once per encounter, when you would normally take damage from an attack, you can instead choose to take half damage and move –1 step along the condition track.

Superior Tech

You expand your knowledge of technology and can apply a variety of other traits to equipment you modify.

Prerequisites: Intelligence 17, Tech Specialist (see page 21 of *Starships of the Galaxy*), 9th level.

Benefit: Select one of the following: armor, weapons, droids, vehicles, or devices. You can install advanced traits when modifying the selected type of equipment. These traits replace the traits granted by the Tech Specialist feat. You may still use the Tech Specialist options if you so choose.

You must pay one-fifth the cost of the device, armor, weapon, droid, or vehicle you wish to modify or 2,000 credits, whichever is more, before beginning the modification. This fee replaces the normal cost of modification from the Tech Specialist feat. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 30 Mechanics check; you cannot take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object does not gain the desired trait. However, you can start over from scratch if you wish.

Only characters with the Tech Specialist feat can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: You may select this feat multiple times. Each time you do so, you must choose a different set of traits (armor, devices, droids, vehicles, or weapons).

Table 1-5: Superior Tech

ARMOR TRAIT	BENEFIT
Mobile Armor	Increases speed by 1 square (medium and heavy armors only).
Reinforced Armor	Grants damage reduction 2
Superior Agile Armor	Increases the armor's maximum Dexterity bonus by 2
Superior Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 2.
Superior Helmet Package	Grants wearer a +5 equipment bonus on Perception checks.
Superior Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.

Table 1-5: Superior Tech (continued)

DEVICE TRAIT	BENEFIT
Superior Strength	Increase the device's Strength score by 4.
Superior Durability	Increase the device's damage reduction by 2 and increase its hit points by 150%.
Reinforced Device	The device's break DC increases by 5.
Superior Mastercraft	Skill checks made using the device gain a +2 equipment bonus, or its existing equipment bonus increases by 2.

DROID TRAIT	BENEFIT
Ion Dispersal Coating	Droid gains DR 5 against ion damage.
Superior Ability	Increase droid's Dexterity, Intelligence, or Strength score by 4.

VEHICLE TRAIT	BENEFIT
Superior Ability	Increase vehicle's Dexterity by 4 or its Strength by 2.
Superior Sensors	Increase the vehicle's Perception modifier by 2.
Superior Shields	Increase the vehicle's shield rating by 10.
Superior Speed	Increase the vehicle's speed by one-third of its base speed (minimum 1 square).

WEAPON TRAIT	BENEFIT
Superior Accuracy	The weapon gains a +2 equipment bonus on attack rolls.
Superior Capacity	The weapon's power pack provides double the number of shots.
Superior Damage	The weapon deals +5 damage on a successful hit. If the weapon has a damage multiplier apply the extra damage before applying the multiplier.
Superior Range	The weapon's ranges all increase by 50%.

Tactical Advantage

You can shift your position to take advantage of openings your opponent offers you.

Prerequisite: Combat Reflexes.

Benefit: When you successfully damage an opponent using an attack of opportunity, you can immediately move 1 square in any direction. This movement does not provoke attacks of opportunity.

Wicked Strike

Your melee attacks can catch bystanders.

Prerequisite: Rapid Strike.

Benefit: When you damage a target with a single, non-area attack using the Rapid Strike feat, you can immediately make a second attack at a –2 penalty against a second target within your reach. If this attack hits, you deal half of the original attack's damage to that target.

Prestige Class Talents

The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

Ace Pilot Talents

Smugglers, pirates, and other scoundrels spend a lot of time aboard starships, and among those who serve as pilots their incredible skills become the stuff of legend. Ace pilots are highly valued in the fringe, since they have the ability to avoid entanglements with the local authorities.

Blockade Runner Talent Tree

One of the most valued skills a pilot on the fringe can have is the ability to blast past the authorities and not get caught. This talent tree covers abilities common to smugglers and blockade runners throughout the galaxy.

Close Cover: If you occupy the same space as a vehicle that is larger than the vehicle you are piloting, your vehicle gains a +5 cover bonus from the larger vehicle.

Prerequisite: Watch This.

Outrun: Whenever you use the all-out movement action as the pilot of a vehicle, your vehicle gains a +2 dodge bonus to Reflex Defense.

Punch Through: If you are the pilot of a vehicle, smaller vehicles that attempt to engage you in a dogfight take a -10 penalty on their Pilot check instead of the normal -5.

Small Target: When you are the pilot of a Colossal or smaller vehicle, capital ship weapons that take a -20 penalty on attack rolls against your vehicle (such as turbolasers) do not automatically score a critical hit on your vehicle on a natural 20. The attack is only a critical hit of the total attack roll (20 + the weapon's attack bonus) would normally hit your vehicle. Otherwise, the attack deals normal damage.

Watch This: You can move into or through a space occupied by a vehicle of Colossal (frigate) size or larger without causing a collision. Additionally, if you pilot a Colossal or smaller vehicle, you can occupy the same space as a vehicle of Colossal (frigate) size or larger.

Bounty Hunter Talents

Bounty hunters are common in criminal circles because their work takes them into some of the most dangerous places in the galaxy. An experienced bounty hunter develops a variety of talents to bring in their foes quickly and easily. The following talents are intended for use with the bounty hunter prestige class.

New Bounty Hunter Talents

The following new talents belong to the Bounty Hunter talent tree, which is available to members of the bounty hunter prestige class. Any character who can normally choose talents from the Bounty Hunter talent tree can choose from these talents as well.

Dread: As a standard action, you can instill bone-chilling fear in an opponent whom you selected for Hunter's Target. Make a Persuasion check against your opponent's Will Defense. If you equal or exceed your opponent's Will Defense, that opponent takes a –5 penalty to Will Defense. This is a mind-affecting effect. The penalty remains as long as you have line of sight to your opponent and immediately ends if the line of sight is broken.

Prerequisites: Hunter's Mark, Hunter's Target.

Nowhere to Run: Once per turn, whenever an opponent whom you selected for Hunter's Target attempts to withdraw, you can make an attack of opportunity against the opponent.

Prerequisites: Hunter's Mark, Hunter's Target, Nowhere to Hide.

Tag: Whenever you damage an opponent whom you selected for Hunter's Target, all allies gain a +2 bonus on their next attack roll against that opponent until the start of your next turn.

Prerequisites: Hunter's Mark, Hunter's Target.

Gand Findsman Talent Tree

The Gand Findsmen are an ancient order of Force-sensitive bounty hunters that interpret the signs and portents they receive as a result of the complex ceremonies they perform. Typically, only Gand can take these talents, though under some circumstances a Gamemaster may allow a Force-sensitive member of another species to take these talents as the character's story permits.

Findsman Ceremonies: Once per day, you can spend 10 minutes performing rituals that enhance your connection with the Force, receiving visions and portents as a result. At that time, you can spend any number of Force Points in the performance of the ritual, up to the total number you have remaining. For the remainder of the day, whenever you make a Perception or Stealth check, make a Use the Force check to use the *forseeing* Force power, or make an attack roll, you can choose to reroll but must keep the second result, even if it is worse. You may do this a number of times per day equal to the number of Force Points you spent during the casting of the ritual. At the end of the day, you regain Force Points equal to the number of rerolls you have remaining

Prerequisite: Force Sensitivity feat.

Findsman's Foresight: The visions you receive sometimes provide clues about dangerous situations. Whenever you make a Perception check to avoid surprise, you may roll two dice and keep the better result.

Prerequisite: Findsman Ceremonies.

Omens: You see omens in both success and failure. Whenever an ally within 10 squares and line of sight to you rolls a natural 1 or a natural 20 on an attack roll, you gain a +2 insight bonus to either your next attack roll made before the end of your next turn, or a +2 insight bonus to Reflex Defense until the end of your next turn (your choice).

Prerequisite: Findsman Ceremonies.

Target Visions: You have visions that tell you what your enemies are likely to do even before they do it. Once per encounter, when an enemy creature moves within 6 squares of you, you may make a melee or ranged attack against that target as a reaction to their movement.

Prerequisite: Findsman Ceremonies.

Temporal Awareness: Timing is crucial to a Findsman. Once per encounter, as a reaction to any enemy's attack, you can move up to your speed.

Prerequisite: Findsman Ceremonies.

Crime Lord Talents

Civilized regions recognize the law as the authority, but backwater worlds and those far from the major byways of the galaxy learn that true power is held by the crime lords. Such villains command legions of lackeys, have astonishing resources, and are implacable enemies when crossed. The following talents are intended for use with the crime lord prestige class.

New Infamy Talents

The following new talents belong to the Infamy talent tree, which is available to members of the crime lord prestige class. Any character who can normally choose talents from the Infamy talent tree can choose from these talents as well.

Fear Me: Such is the fear you instill in your minions that when in your presence, they would rather die than disappoint you. Once per encounter, as a reaction to one of your minions being moved down the condition track, you can reduce the number of steps the minion moves down the condition track by 1. Additionally, the target regains hit points equal to your heroic level. If the target is reduced to 0 hit points or moved to the bottom of the condition track, you cannot use this talent on that target.

Prerequisites: Attract Minion, Inspire Fear I, Inspire Fear II.

Frighten: Once per encounter, you can designate a minion as a free action to spread fear among your enemies. At any point before the end of the encounter, you can activate this ability to force all enemies adjacent to

your minion to move 1 square away from the minion. This movement does not provoke attacks of opportunity. This is a mind-affecting effect.

Prerequisites: Attract Minion, Inspire Fear I.

Terrify: As a standard action, you can make a Persuasion check against a target that is within your line of sight and that is also affected by your Inspire Fear talent. If you equal or exceed the target's Will Defense, then on its next turn the target must spend at least one move action to move away from you. If the target is somehow prevented from doing so, then the penalty from Inspire Fear doubles until the start of your next turn. This is a mind-affecting fear effect.

Prerequisites: Frighten, Inspire Fear I, Inspire Fear II.

Unsavory Reputation: Any opponent that is reduced to half hit points or fewer while within 6 squares of you takes a –2 penalty on all attack rolls and skill checks for the duration of the encounter. This is a mind-affecting fear effect.

Prerequisites: Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious.

New Mastermind Talents

The following new talents belong to the Mastermind talent tree, which is available to members of the crime lord class. Any character who can normally choose talents from the Mastermind talent tree can choose from these talents as well.

Bodyguard I: Whenever you are adjacent to a minion gained with the Attract Minion talent, once per turn as a reaction to being attacked you can redirect the attack against that minion. Compare the attack roll to the minion's defenses and resolve the attack as normal.

Prerequisite: Attract Minion.

Bodyguard II: When you redirect an attack to a minion using the Bodyguard I talent, that minion's relevant defense score gains a bonus equal to half your class level.

Prerequisites: Attract Minion, Bodyguard I.

Bodyguard III: When you redirect an attack to a minion using the Bodyguard I talent, that minion can make an immediate melee or ranged attack against your attacker, if the attacker is within range. Additionally, the bonus provided by the Bodyguard II talent increases to your full class level.

Prerequisites: Attract Minion, Bodyguard I, Bodyguard II.

Impel Ally III: Once per encounter, you can spend three swift actions on consecutive turns to grant one ally the ability to take a standard action and a move action. The ally must act immediately on your turn when the final swift action is spent, before you do anything else, or the opportunity is wasted.

Prerequisites: Impel Ally I, Impel Ally II.

Inspire Wrath: As a standard action, you can designate a target to be the object of your allies' wrath. While your allies have line of sight to you or until you are unconscious or dead, your allies gain a +2 morale bonus on attack rolls against the target and a +2 morale bonus on skill checks against that target.

You can designate a new target on any round by using another standard action. You can only use this talent against one opponent at a time.

Prerequisites: Impel Ally I, Impel Ally II.

Shelter: Whenever you are adjacent to a minion, you gain a +2 cover bonus to your Reflex Defense.

Prerequisite: Attract Minion.

Tactical Superiority: Spend two swift actions to select two allies. Each ally can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Tactical Withdraw: Spend two swift actions to grant all allies that are in your line of sight and within 6 squares of you the ability to use the withdraw action as a swift action until the start of your next turn.

Urgency: Once per encounter, you can spend three swift actions on consecutive turns to increase the speed of all allies within line of sight of you by 2. The increased speed lasts until the start of your next turn after the third swift action is spent.

Prerequisites: Impel Ally I, Impel Ally II.

Wealth of Allies: Whenever one of your minions is killed, he or she is replaced by another minion of the same level. This replacement occurs 24 hours later.

Prerequisite: Attract Minion.

Gunslinger Talents

In parts of the galaxy where a blaster pistol can be the difference between life and death, the gunslinger makes it clear that he or she is not to be trifled with.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character that can normally choose talents from the Gunslinger talent tree can choose this talent as well.

Ranged Flank: If you are within 6 squares of a target and are armed with a pistol or a rifle, you can act as though you occupied the nearest square adjacent to the target for the purposes of determining whether or not you or any allies are flanking that target. You may only be considered to be flanking a single target at range at a time. You must spend a swift action on your turn to designate the target you flank at range.

Pistoleer Talent Tree

You are a master of wielding two pistols at the same time, and can use both pistols simultaneously in unusual ways.

Dash and Blast: Once per encounter as a full-round action, when you are wielding two pistols, you may move up to twice your speed and make a ranged attack with each pistol. The normal penalties for attacking with two weapons apply to these attacks.

Prerequisites: Dual Weapon Mastery I, Running Attack.

Flanking Fire: Whenever you are flanked by two (or more) opponents and are wielding two pistols, you can make a full attack action as a standard action instead of a full-round action. This is provided that you target only opponents that flank you and attack at least two targets.

Prerequisite: Dual Weapon Mastery I.



ASSASSIN

Guaranteed Shot: If you are wielding two pistols and make a single ranged attack with one of those pistols as a standard action, even if you miss you deal damage equal to half your heroic level to the target. This consumes a single shot from the weapon not making the attack, and the weapon you attack with uses as many shots as required by the attack.

Prerequisite: Dual Weapon Mastery I.

Hailfire: When you are wielding two pistols, as a standard action you can make an autofire attack with one of the pistols as though the weapon were set to autofire, even if the pistol would not normally be capable of autofire. The normal penalties for autofire still apply to this attack roll, and you may split the number of shots consumed between the two pistols.

Prerequisite: Dual Weapon Mastery I.

Twin Shot: When you are wielding two pistols, you gain a +2 bonus to damage rolls when using the Rapid Shot feat.

Prerequisite: Dual Weapon Mastery I, Rapid Shot.

ASSASSIN

The assassin kills for credits. Unlike the bounty hunter, who also sometimes kills, the assassin never takes a victim alive. Moreover, assassins know the value of discretion, so they employ a variety of sneaky tactics to approach their target unseen and strike when least expected. Assassins' techniques vary greatly; some use poisons or toxic species, while others prefer more spectacular and dependable methods such as explosives or up close and personal attacks.

Killing is rarely personal for the assassin; it is just a job. Many assassins justify their profession by establishing criteria for the types of targets they strike, and some assassins are nearly heroic in their efforts to eliminate notoriously wicked marks. Nevertheless, assassins are despised more than they are valued.

Assassins work alone, but those who desire more insurance might join up with one of the guilds that lurk in the shadowy corners of the galaxy. The Assassins' Guild—perhaps the largest and most powerful—operates throughout the galaxy, offering numerous services from bounty hunting to contract killing. Other assassin organizations, such as the Loag, are centered on a particular world, but others, such as the GenoHaradan, are utterly clandestine, maintaining no publicly known base of operations. Of all the active groups, though, none are as feared or as mysterious as the Malkite Poisoners (see *Threats of the Galaxy*). These highly trained professionals adopt detailed cover stories to better infiltrate societies and get close to their victims. After months or even years of establishing a trust and rapport with their victim, they strike—fatally.

Examples of Assassins in Star Wars

Aurra Sing, Dannik Jerriko, Galasett, Ke Daiv, Keluda, Khabarakh, IG-88, Zam Wesell.

Requirements

To qualify to become an assassin, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skill: Stealth.
Feat: Sniper.
Talent: Dastardly Strike.

Game Rule Information

Assassins have the following game statistics.

Hit Points

At each level, assassins gain 1d10 hit points + their Constitution modifier.

Force Points

Assassins gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 1-6: The Assassin

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Mark +1
3rd	+3	Talent
4th	+4	Mark +2
5th	+5	Talent
6th	+6	Mark +3
7th	+7	Talent
8th	+8	Mark +4
9th	+9	Talent
10th	+10	Mark +5

Class Features

The following are features of the assassin prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Assassin talent tree (presented below), the GenoHaradan talent tree (presented below), the Misfortune talent tree (see page 46 of the Saga Edition core rulebook), or the Malkite Poisoner talent tree (see page 13 of *Threats of the Galaxy*). The assassin must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Assassin Talent Tree

You do not fight fair. If you are ever caught in a straightforward fight, the odds are you are not going to make it, so your best move is to set up your attacks and use every trick at your disposal.

Advantageous Positioning: Any opponent that you are flanking is considered flat-footed and is denied its Dexterity bonus to Reflex Defense against you.

Prerequisite: Shift.

Get Some Distance: Once per encounter as a standard action you can make a melee attack against a target and then move your speed away from that target. This movement does not provoke an attack of opportunity.

Prerequisites: Advantageous Positioning, Shift.

Murderous Arts I: When your successful attack causes an opponent to move –1 step along the condition track, that opponent immediately takes an additional +1d6 damage.

Murderous Arts II: Whenever you successfully hit an opponent that you have marked (see "Mark" below), your melee and ranged attacks deal an additional +1d6 damage.

Prerequisite: Murderous Arts I.

Ruthless: Once per encounter, when you drop a foe to 0 hit points or push an opponent to the bottom of the condition track, you can immediately take a bonus standard action.

Shift: As a move action, you can move 1 square without provoking an attack of opportunity.

Sniping Assassin: When you make a ranged attack against a target that is not at point blank range, you add half your class level to your damage roll.

Sniping Marksman: Once per encounter, when you make a ranged attack against a target that is not at point blank range, you can ignore your target's armor bonus to Reflex Defense.

Prerequisite: Sniping Assassin.

Sniping Master: By taking only a single swift action, you can aim at a target that is not within point blank range.

Prerequisites: Sniping Assassin, Sniping Marksman.

GenoHaradan Talent Tree

Members of the GenoHaradan are skilled not only in performing assassinations but also in manipulating others. An ancient organization dating back to the early days of the Republic, the GenoHaradan are a clandestine group of assassins who pick their targets for political reasons, though their true motives are rarely evident to those outside the organization.

Deadly Repercussions: When you reduce a target to 0 hit points or move the target to the bottom of the condition track, all your opponents within

line of sight of both you and your target take a –2 penalty on attack rolls until the beginning of your next turn.

Manipulating Strike: Once per turn when you successfully damage a target with a non-area attack, make an immediate Persuasion check against the target's Will Defense. If successful, you can determine what the target does with its swift action on its next turn. This is a mind-affecting effect.

Improved Manipulating Strike: Whenever you successfully use the Manipulating Strike talent, you determine what the target does with its move action on its next turn. You cannot move an opponent into a hazard (such as into lava or off a cliff).

Prerequisite: Manipulating Strike.

Pulling the Strings: As a standard action, you can make a Persuasion check against the Will Defense of a target within 12 squares. If you succeed, you move the target up to half its speed toward you through the safest route, and you can make an immediate ranged or melee attack against the target if it is within your range. You cannot move an opponent into a hazard (such as into lava or off a cliff).

Mark

As an assassin, you specialize in the sudden attack—the brutal stroke that eliminates your target by the fastest means possible. At the start of the encounter, you can select a single target within line of sight to be your mark. For the duration of the encounter, you gain a bonus equal to one-half your class level (rounded down) on damage rolls against that opponent. This damage is in addition to the character's usual level bonus to damage. This damage is doubled on a successful critical hit, as normal. If you reduce your target to 0 hit points, you may place your assassin's mark on another target within line of sight as a free action.

As a swift action, you can sacrifice the bonus to render your target flat-footed against your next attack made before the end of your turn. Once you sacrifice this bonus, it is lost for the remainder of the encounter.

Charlatan

Found in seedy spaceports throughout the galaxy, charlatans are swindlers and con artists, thieves of the highest order. They specialize in double-cross, using graft, deception, and misdirection to part their victims from their hard-earned credits. Charlatans have the dangerous ability to convince others that handing over their credits is a good idea, even when every instinct screams that they should not.

Of all the rogues one is likely to meet, the charlatan is the most innocuous. A charlatan never holds a person at blaster-point, demanding her victims empty out their pockets. A charlatan that fails to dupe a victim simply moves on to find easier prey. In fact, in some corners of the galaxy, charlatans are regarded as heroic, especially those who rip off folks who are just as corrupt as they are.



Charlatan

Individuals become charlatans not out of greed or want, but because their talents are well suited for espionage. Spies, infiltrators, and other intelligence agents can also double as charlatans to mask their true intentions, while trying to learn information, acquire a precious object, or sabotage an enemy.

Examples of Charlatans in Star Wars

Achk Med-Beq, Danni Faytonni, Lando Calrissian, Orloc.

Requirements

To qualify to become a charlatan, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Persuasion.

Talent: At least one talent from the Disgrace talent tree (page 14) or the Influence or Lineage talent trees (see pages 43 and 44 of the Saga Edition core rulebook).

Game Rule Information

Charlatans have the following game statistics.

Hit Points

At each level, charlatans gain 1d8 hit points + their Constitution modifier.

Force Points

Charlatans gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 1-7: The Charlatan

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Score
3rd	+2	Talent
4th	+3	Swindle
5th	+3	Talent
6th	+4	Swindle +1
7th	+5	Talent
8th	+6	Swindle +2
9th	+6	Talent
10th	+7	Swindle +5

Class Features

The following are features of the charlatan prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Trickery talent tree (presented below), the Disgrace talent tree (see page 14), or the Fortune talent tree (see page 46 of the Saga Edition core rulebook). The charlatan must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

TRICKERY TALENT TREE

Charlatans are masters of misdirection, confusion, and trickery. They owe their success in double-cross to their uncanny knack for cultivating the existing beliefs of their marks and twisting them in subtle ways to their own benefit.

Cunning Distraction: When you successfully feint an opponent in combat, you can immediately move up to one-half your speed.

Damaging Deception: You know how to distract a target, exposing weak spots that your allies can exploit. As a standard action, you can make a Deception check against the Will Defense of any target within your line of sight that can see, hear, and understand you. If successful, the next attack made by one of your allies against that target deals 2 additional dice of damage.

Prerequisite: Cunning Distraction.

Distracting Shout: Once per encounter, as a reaction to one of your allies being attacked, you can make a Deception check, replacing the defense scores of that ally with the result of your Deception check for the resolution of that attack. If any defense scores are higher than the Deception check result, your ally can use that defense score instead. If the attack still hits, this does not count as the one use per encounter of this talent.

Prerequisite: Cunning Distraction.

Improved Soft Cover: While you occupy a square adjacent to another creature, you can use a swift action to gain a +2 cover bonus to your Reflex Defense until the start of your next turn or until you are no longer adjacent to another creature, whichever comes first.

Prerequisite: Innocuous.

Innocuous: As a swift action, you can make a Deception check against a single enemy within 6 squares of you and in line of sight. If the check equals or exceeds the target's Will Defense, the target takes a –5 penalty on all attacks made against you until the start of your next turn.

Treacherous: Whenever you are attacked in combat and adjacent to a creature other than your attacker, you can move 1 square as a reaction. The attack, intended for you, instead targets the adjacent creature, though if you move away from a creature that threatens you, it can make an attack of opportunity before the original attack is resolved.

Prerequisites: Improved Soft Cover, Innocuous.

Score

When you take the time to observe a potential victim, you can gain useful clues and insights about his or her desires and motives. If you spend a full-round action watching a single target, until the end of the encounter you can reroll all Deception checks made against that target, taking the better result.

Swindle

You can take advantage of potential scores, using the information you learned to dupe them into believing you are on the up-and-up. You can substitute Deception checks for Stealth checks made to pick a target's pocket. A successful check does not mean that you pick the target's pocket, but rather that you have convinced the target to give you the desired object of his own free will. Generally, a target realizes what he has done at the end of the encounter.

At 6th level, you gain a +1 bonus to these checks. This bonus increases to +2 at 8th level, and +5 at 10th level.

Master Privateer

Some master privateers are pirates, a motley collection of rogues and cutthroats that prey on merchant ships to plunder them for credits and cargo. An unsavory lot, master privateers commander any vessel they capture, taking prisoner the crew and passengers, perhaps letting them go, perhaps tossing them out the airlock depending on the nature of their captain. In all, master privateers are criminals and are treated as such by the Galactic Empire and New Republic alike.

Although such rogues are a menace to be sure, not all pirates are merciless killers. Many adopt and live by a strict code of conduct that gives them parameters for the types of ships they'll strike and what they do with prisoners. Some pirates release their prisoners, depositing them on more-or-less safe systems where they are likely to be rescued. But for every decent master privateer, a dozen more merciless fiends lay in wait.

The master privateer presented below is an update of the master privateer prestige class from the *Force Unleashed Campaign Guide*. The class information is presented here for convenience, along with the new Piracy talent tree. You can use the talents for the master privateer from the *Force Unleashed Campaign Guide* in addition to those listed below.



Master Privateer

Examples of Master Privateers in Star Wars

Amaiza Foxtrain, Bar-Kooda, Cade Skywalker, Crimson Jack, Dharus, Drea Renthal, Kraaken, Nym, Zothip.

Requirements

To qualify to become a master privateer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception and Pilot.

Feats: Vehicular Combat.

Talents: Any two talents from the Misfortune talent tree (see page 46 of the Saga Edition core rulebook).

Game Rule Information

Master privateers have the following game statistics.

Hit Points

At each level, master privateers gain 1d10 hit points + their Constitution modifier.

Force Points

Master privateers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 1-8: The Master Privateer

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Veteran privateer (1/encounter)
3rd	+3	Talent
4th	+4	Veteran privateer (2/encounter)
5th	+5	Talent
6th	+6	Veteran privateer (3/encounter)
7th	+7	Talent
8th	+8	Veteran privateer (4/encounter)
9th	+9	Talent
10th	+10	Veteran privateer (5/encounter)

Class Features

The following are features of the master privateer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Piracy talent tree (presented below), the Infamy talent tree (see page 210 of the Saga Edition core rulebook), or the Spacer talent tree (see page 47 of the Saga Edition core rulebook). The master privateer must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Piracy Talent Tree

You use devious tactics to capture ships and victims intact.

Bloodthirsty: You can perform a coup de grace as a move action. Whenever you successfully perform a coup de grace action and kill the target, all allies within you line of sight gain a +2 morale bonus on attack rolls for the duration of the encounter.

Fight to the Death: Once per encounter, as a swift action, you can fill your companions with renewed vigor. All allies within 6 squares of you heal damage equal to your heroic level.

Prerequisite: Bloodthirsty.

Keep Them Reeling: As a standard action, you can make a single melee attack against a target within reach. If the attack hits, you deal no damage, but your target must move or withdraw away from you on its next turn.

Raider's Frenzy: Once per round, when one of your allies within 6 squares successfully damages a target, you grant all your allies within your line of sight a bonus to damage rolls against that target equal to one-half your class level until the end of your next turn.

Raider's Surge: Once per encounter, as a standard action, you can make a Deception or Persuasion check (your choice) against each enemy within your line of sight. If the check result equals or exceeds the enemy's Will Defense, that enemy must withdraw on its next action or take a –1 penalty on its attack rolls until the end of the encounter. This is a mind-affecting effect.

Savage Reputation: You have cultivated a savage reputation, and when you are recognized, you instill fear in your enemies. All opponents within 6 squares of you take a –1 penalty on all attacks. This is a mind-affecting fear effect.

Prerequisite: Bloodthirsty.

Take Them Alive: Whenever you or any of your allies within 6 squares of you reduces a target to 0 hit points, you can choose to treat that opponent as though they had been reduced to 0 by stun damage (and, thus, remain stable).

Veteran Privateer

Your experience as a pirate has taught you a variety of tricks to gain the upper hand in battle. When you make an attack roll, you can gain a +2 competence bonus to that attack roll. You can do this a number of times per encounter equal to one-half your class level (rounded down).

Outlaw

Where there is law, there are those who would break it, circumvent it, and fly in its face. Outlaws are rogue individuals who rightly or wrongly have crossed the line and now pay the price for their indiscretion. Naturally, outlaws cover a lot of territory, from freedom fighters waging a private war against tyranny to bloodthirsty cutthroats and murderers wanted in twelve systems.

Outlaws can include a whole host of characters, but the most notorious outlaws are those who make being outside the law their primary profession. Their exploits are the stuff of legend, bucking authority and causing so much trouble that arrest warrants have been issued.

Outlaws sometimes earn respect from common citizens of the galaxy. Regardless of the crimes they commit to earn their outlaw status, their ability to evade capture resonates with those who have suffered from oppression. In some systems, outlaws can even get supplies, shelter, and support from common folk, and if they help these people, they might be seen as true heroes.

Examples of Outlaws in Star Wars

Cornelius Evazan, Fenn Shysa, Jolli, Ponda Baba, Scoryn.

Requirements

To qualify to become an outlaw, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Stealth and Survival.

Talent: Any one talent from the Disgrace talent tree (page 14) or the Misfortune talent tree (see page 46 of the Saga Edition core rulebook).

Special: You must be wanted by the authorities in at least one star system.

Game Rule Information

Outlaws have the following game statistics.

Hit Points

At each level, outlaws gain 1d8 hit points + their Constitution modifier.

Force Points

Outlaws gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 1-9: The Outlaw

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Fugitive +1
3rd	+2	Talent
4th	+3	Fugitive +2
5th	+3	Talent
6th	+4	Fugitive +3
7th	+5	Talent
8th	+6	Fugitive +4
9th	+6	Talent
10th	+7	Fugitive +5

Class Features

The following are features of the outlaw prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Fortitude Defense and a +4 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Outlaw talent tree (presented below), the Slicer talent tree (see page 47 of the Saga Edition core rulebook), the Fringer talent tree (see page 49 of the Saga Edition core rulebook), or the Survivor talent tree (see page 50 of the Saga Edition core rulebook). The outlaw must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Outlaw Talent Tree

As an outlaw, you live under a shadow, and everywhere you go, any time you reveal yourself, you risk being noticed and captured. As a result, you develop a number of abilities that help you escape pursuers, even when hopelessly outnumbered.

Confounding Attack: Once per encounter, whenever you would use Uncanny Instincts, you can forgo the movement to make an immediate melee or ranged attack against the opponent that hit you. If your attack is a melee attack that hits and deals damage, you and your opponent immediately switch places, if both you and your opponent can end in a legal space.

Prerequisites: Tangle Up, Uncanny Instincts.

Double Up: Once per encounter, whenever you would use Seize the Moment, you can forgo the extra swift action to make an immediate melee or ranged attack against the damaged opponent. If your attack is a ranged attack that hits and deals damage, you treat the damage dealt by you and your ally as though it was one attack for the purposes of overcoming DR, SR, and determining whether the damage exceeded the target's damage threshold.

Prerequisites: Find an Opening, Seize the Moment.

Find an Opening: Whenever you would use Seize the Moment, you can forgo the swift action to be able to aim as a single swift action on your next turn.

Prerequisite: Seize the Moment.

Opportunistic Defense: Once per encounter, whenever you would use Uncanny Instincts, you can forgo this extra movement and instead increase your Reflex Defense by 5 until the end of your next turn.

Prerequisite: Uncanny Instincts.

Preternatural Senses: Once per encounter, as a reaction, you can add one-half your class level to the defense score of your choice.

Seize the Moment: Once per round, whenever an ally successfully damages an opponent, you can take a swift action as a reaction.

Tangle Up: As a standard action, you can make a non-area melee or ranged attack against an opponent within range. If the attack hits, you deal half your normal damage (minimum 1 point), but your opponent loses its next move action.

Prerequisite: Uncanny Instincts.

Uncanny Instincts: Once per encounter whenever an opponent successfully deals damage to you, you can move 1 square as a reaction. This movement does not provoke attacks of opportunity.

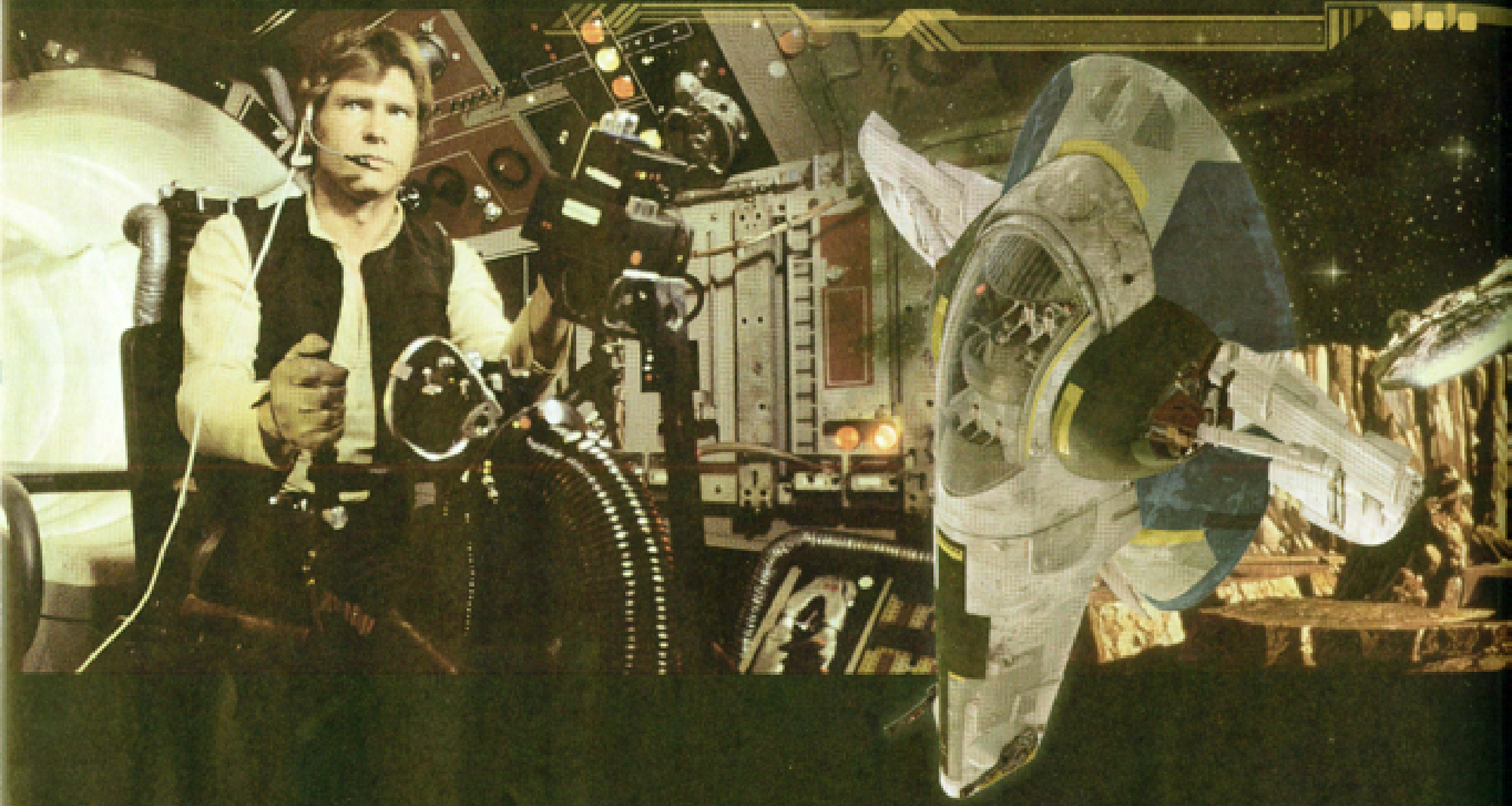
Fugitive

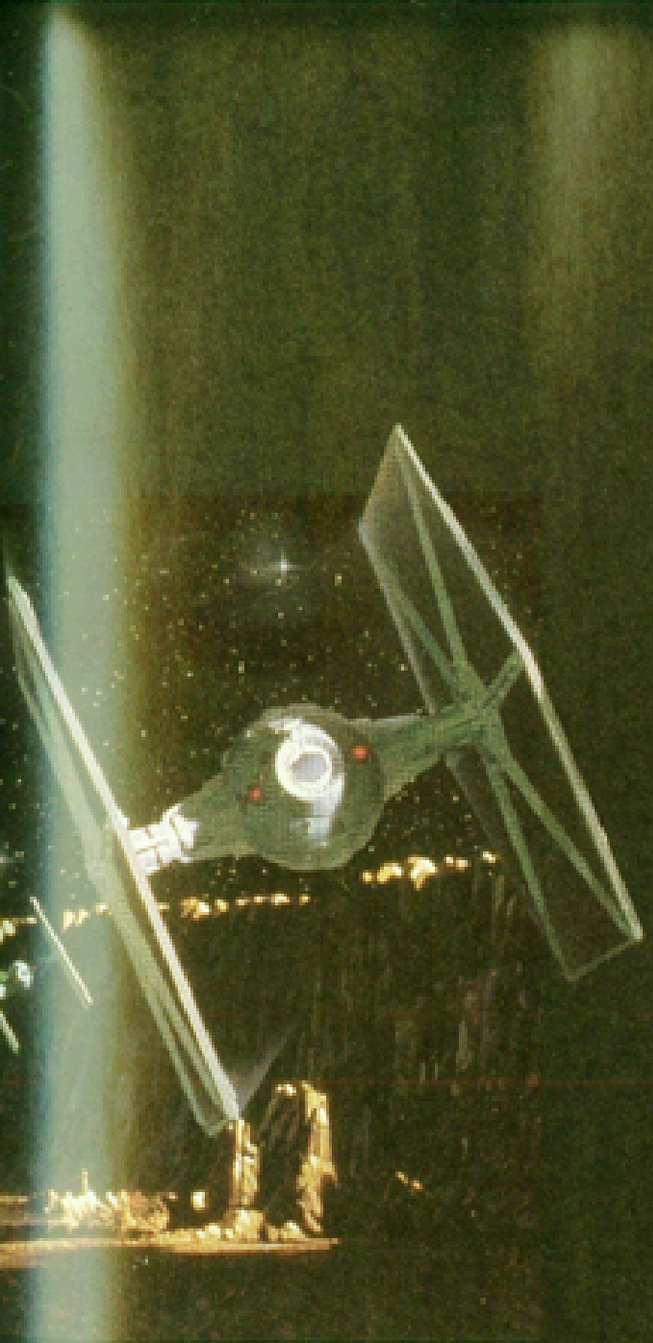
As an outlaw, you must stay one step ahead of the authorities and bounty hunters or they might take you down for good. Your experiences have taught you to be fast on your feet. Once per encounter, starting at 2nd level, you can move 1 additional square whenever you use withdraw action. Thus, if you have a speed of 6, you can withdraw up to 4 squares (3 for half speed, +1 for this ability). This bonus increases by 1 at every even level thereafter (+2 squares at 4th, +3 at 6th, +4 at 8th, and +5 at 10th).



Outlaw

Chapter 11
Outlaw Tech





Whether you need to find someone, keep yourself hidden, cheat at games of chance, or be ready with a surprise in a fight, you can make the difference with equipment not found in the bright stores of the Core Worlds. Even if you prefer to keep yourself on the right side of the law, you might want to enhance that simple heavy blaster with a few legal, if expensive, add-ons. This chapter is about making sure you have the right tools for your jobs, even if you have to ignore a few rules to get them.

Equipment Upgrades

No self-respecting bounty hunter uses off-the rack components, and after a few years in the field neither do most commandos. Anyone with extensive experience, from smugglers to customs agents to adventurers, knows they might live or die by how well their gear works. Often, it's not that you need a brand new piece of gear; you just need the equipment you have to work better. That's where equipment upgrades come in: They provide ways for you to get the most out of every kilogram you carry. Even if you don't strictly need to upgrade your equipment, having a unique collection of tools and gadgets helps to build a reputation in a galaxy where it's best to get your foes to stand down without firing a shot.

Upgrade Slots

You can make a finite number of modifications to a piece of equipment. There isn't room to add every booster, reinforcement, and modification a fringer might find useful on any piece of equipment. To represent these limits, every item has a number of upgrade slots. Most upgrades take up a single slot, though a few particularly extensive modifications might take two or even three (and a few don't require any upgrade slots, representing relatively minor modifications). If you don't have enough slots for a given modification, you can't add it to that piece of equipment. You can't add modifications beyond an item's available upgrade slots, but you can gain more upgrade slots (see below).

Every stock piece of equipment has a single unused upgrade slot. Medium armors have two free slots, and heavy armors have three. A few other models of items also include more upgrade slots as stock issue, though this is rare and specifically noted.

Gaining Upgrade Slots

You can gain more upgrade slots for a piece of equipment by one of two methods. You can strip it—removing some existing feature, as detailed below—or you can increase its size. Unless a method of adding more upgrade slots specifies it can be applied more than once to the same piece of gear, it can't.

Stripping Equipment

Stripping must reduce the capacity or utility of the equipment in a significant way; if it looks like stripping a piece of equipment won't downgrade a game mechanical aspect of its function, you also don't gain an upgrade slot. Each element that is stripped adds one upgrade slot to that piece of equipment. Upgrade slots can never be used to install enhancements to an area that has been stripped: If you strip the damage dice of a weapon, you can't use any of its upgrade slots to gain a modification that improves its damage.

Stripping a piece of equipment to add one upgrade slot takes eight hours of work, requires a DC 20 Mechanics check, and has a cost equal to 50% of the base cost of the item being stripped. On a failed check the stripping goes badly: The item ceases to work until fixed and it doesn't gain the additional upgrade slot. It takes 1 additional hour of work and the same cost before another DC 20 check can be made to fix the problem. Once a successful check is made, the equipment returns to functioning, and the upgrade slot is gained.

Stripping Weapons

You can strip a weapon in one of five ways.

Damage: Reduce the damage dice dealt by one step. The number of dice does not change, just their size. Change d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4s to d3s, and d3s to d2s. For example, a blaster cannon stripped of damage deals only 3d10 damage rather than 3d12 damage.

Range: Reduce a ranged weapon's range by one step. Change heavy weapon to rifle, rifle to pistol, pistol or simple weapon to thrown weapon, thrown weapon to melee weapon (see Table 8–5: Ranged Weapons, page 129 of the Saga Edition core rulebook). Melee weapons can't have their range stripped.

Design: The standardized design of a weapon can be stripped, making it an exotic weapon. (Weapons already in the exotic weapon category can't use this option). By moving things around extensively, more room for modifications is created at the cost of making the weapon difficult to learn to use properly; for example, some gunfighters modify their blaster pistols so extensively that no one else can use them comfortably.

Stun Setting: A weapon with a stun setting can have that function stripped to gain one upgrade slot.

Autofire: Weapons with both a single-shot and autofire setting can be stripped to just having a single-shot firing mode.

Stripping Armor

Armor normally has one to three upgrade slots available as stock gear. It can add more by becoming thicker and bulkier (see Increasing Equipment Size, below) or by either of the two methods described below.

Defensive Material: Armor can also have sections of defensive material stripped, lowering its armor bonus to Reflex Defense and equipment bonus to Fortitude Defense by 1 point (to a minimum of 0).

Joint Protection: Armor normally uses more fragile, more expensive material to cover its joints, frequently with extensive bracing to transfer the impact of an attack to stronger sections of the armor. Armor can be rebuilt to use standard, heavy materials everywhere and remove the bracing to make room for another upgrade slot. This doubles the weight and decreases the maximum Dexterity bonus by 1 (which can even reach negative numbers).

Equipment Size

The size of a piece of equipment is determined slightly differently for equipment, weapons, and armor.

Equipment: Unless otherwise noted, the size of a piece of equipment is determined by its listed weight (see Table 2–1: Equipment Size). If no size or weight is listed, treat it as Diminutive (about the same as a blaster pistol or medpac) for purposes of the upgrade rules.

Weapons: Weapon size represents how bulky it is compared to other weapons, so their listed sizes represent how big a character must be to use them in one hand. Weapons are the size of a creature two categories smaller (see Table 2–1: Equipment Size). Thus a blaster pistol, a Small weapon, is about the same size as a Diminutive creature.

Armor: Armor is the same size as the creature it is designed to protect. For example, armor built for an Ewok is Small, but stormtrooper armor—always built for a Human—is Medium.

Table 2–1: Equipment Size

Weapon Size	Object Size	Equipment Weight
Tiny or smaller	Fine	less than 1 kg
Small	Diminutive	1.0–1.9 kg
Medium	Tiny	2.0–4.9 kg
Large	Small	5.0–49 kg
Huge	Medium	50–499 kg
—	Large	500–4,999 kg
—	Huge	5,000–49,999 kg
—	Gargantuan	50,000–499,999 kg
—	Colossal	500,000 kg or more

Increasing Equipment Size

Any piece of equipment can gain an upgrade point by increasing its size by one step and doubling its cost. This has no effect on the equipment's effectiveness. (For example, an enlarged blaster pistol has the same range and damage despite now being a Medium-sized weapon.) This represents both physically making more room within the equipment for an upgrade, and using sturdier, larger components to prevent the stress of the new modification from damaging the equipment. If armor undergoes this process, it doesn't change size but instead becomes one step heavier (light armor becomes medium, medium armor becomes heavy). Heavy armor can't benefit from this option.

No gear can gain more than one upgrade slot by increasing its size.

Installing Upgrades

Installing an upgrade can take anywhere from a few minutes of work to week of frustrating machining and retooling in an overheated workshop. The amount of time and Mechanics check DC required depends on the number of upgrade points required and the quality of the upgrade (commercially bought or scratch-built):

A scratch-built upgrade costs twice as much as a commercially bought upgrade. After the time listed above, make a Mechanics check against the appropriate DC. On a success, the upgrade is installed and functioning properly. On a failure, the upgrade doesn't work properly; you may attempt the Mechanics check again, but each retry requires the same amount of time and costs half as much as the original attempt.



Removing an upgrade requires the same amount of time, but reduce the Mechanics DC by 5. On a failure, the upgrade has been deactivated but not removed; you may attempt the Mechanics check again (which requires the same amount of time). If you don't care about removing the upgrade intact, reduce the time required to the next lowest increment (for example, from 1 day to 1 hour, or 1 hour to 10 minutes), but the upgrade is automatically destroyed on a failed check. Once the upgrade is successfully removed (or destroyed), the upgrade slot that was occupied becomes available again.

Table 2-2: Upgrade Installation

Upgrade Points	Commercially Bought	Scratch-Built
0	DC 10, 10 minutes	DC 15, 1 hour
1	DC 20, 1 hour	DC 25, 1 day (8 hours)
2 or more	DC 30, 1 day (8 hours)	DC 35, 1 week (5 days)

Restricted Upgrades

Some modifications require licenses to perform or acquire, or are restricted to qualifying organizations or individuals. Equipment that already has a legal restriction uses the most restrictive of its own limitations or those of its upgrades. A GM might decide multiple restricted upgrades result in an item that is military or illegal even if the individual components have a lower restriction level.

The four restriction ratings are as follows:

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specifically qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

For more information on restricted items (and acquiring the licenses needed to carry them), see "Getting a License" on page 118 of the Saga Edition core rulebook.

TABLE 2-3: UNIVERSAL UPGRADES

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Cheater	1	Illegal	500
Cloaked	1	Licensed	750
Droidification	2	Licensed	2,000
Dual Gear	1	Common	1,000
Electrograpple handle	1	Licensed	1,000
Environmental sealing	1	Common	400
Extra power source	1	Common	200
Memory upgrade	1	Common	4,000
Memory upgrade, advanced	2	Common	16,000
Miniaturized	1	Common	500
Recognition system	1	Common	200
Remote activation	0	Common	100
Secret compartment	1	Common	600
Silverplate	1	Common	2,500
Spring loaded	1	Common	300
Storage capacity	0	Common	100

Universal Upgrades

Universal upgrades can be used on a wide range of gear. Most universal upgrades can be applied to any type of equipment, though some have limitations or special rules when applied to armor or weapons.

Cheater

A cheater is a hand-held device designed to allow you to cheat at the popular gambling game of sabacc. Because they are illegal (and likely to get you killed to boot), cheaters are usually disguised and added to another piece of functional equipment.

While you use a cheater, you gain a +2 equipment bonus on the Wisdom check made to determine the outcome of gambling games (see the "Gambling" sidebar on page 47 of the Saga Edition core rulebook). You have to make a Stealth check opposed by any observers' Perception checks to conceal the use of a cheater, but you gain a bonus on your check determined by the object's size. (Generally, cheaters are placed in Fine-sized devices such as credit chips or comlinks, granting a +10 size bonus on Stealth checks to conceal their use.) However, if anyone ever beats your Wisdom check in a sabacc game by 6 or more, that person realizes you must be cheating somehow (though they won't know exactly how—often leading to a demand for a search of your possessions).

A cheater installed into a rigged sabacc card is called a skifter.

Cloaked

Cloaked equipment has its energy signatures baffled, any noises it makes muffled, and its appearance camouflaged and slenderized, and it comes with a case that allows it to be placed in an inconspicuous location. When not in use, such equipment imposes a –5 penalty on any Perception or Use Computer check made to detect it. When in use, it imposes only a –2 penalty on such checks. Weapons are obvious when in use, even if cloaked. Cloaked armor does not help with Stealth checks made to sneak, but it applies when you make a Deception check to produce a deceptive appearance (such as making the armor appear as ordinary clothing).

Droidification

Droidification is an extensive process that turns a common piece of equipment into a fully functioning droid. The equipment can either act as a droid with access to the equipment it was built from, or conceal itself as a normal piece of equipment. While concealing itself as normal equipment, the droid can't take any actions and a DC 25 Perception check is required to realize the equipment is unusual.

The droidified equipment uses the statistics of an ASP labor droid with the following modifications determined by the equipment's size: –3 Strength, +1 Dexterity, and –2 squares of speed per size smaller than Medium, but no score can be reduced to less than 1. (This is actual size, not weapon size; see "Equipment Sizes" on page 38). Apply all modifiers to the statistics for the object's size as normal. The droid is automatically considered to have (and be proficient with) the equipment it is built out of, and although it does not automatically gain any skills needed to use itself as equipment, owners commonly program the droid's unspent feat on an appropriate Skill Training feat.

Only devices can receive this upgrade. Weapons, armor, and vehicles cannot be droidified.

Example: Deel Surool owns a datapad he'd like to be able to call (like a pet). Since a datapad has only one upgrade slot, he increases its size to Diminutive (due to its weight, it is a Fine item; see Table 2–1: Equipment Size). He then pays to have it droidified. This makes it the equivalent of an ASP labor droid with Strength 8, Dexterity 15, and speed 1 square. Since it is a walking datapad, Deel programs it to use its unassigned feat for Skill Training in Use Computer (giving it Use Computer +3), enough to download data from an unprotected system.

If any additional droid equipment or systems are added to the droidified equipment, it becomes obvious that the device is a droid rather than the original item.

Dual Gear
One piece of equipment can be built into another as an upgrade, but it is impossible to place a larger piece of gear into a smaller piece—you can't cram a blaster cannon into a lightsaber. Dual gear can act as either piece of component gear without penalty. For example, a glow rod that has been upgraded to include a hold-out blaster can illuminate or shoot, as the user desires. Normally, such equipment can't act as both pieces of equipment at once. You must pay the full price for the piece of equipment being added to the primary object as dual gear.

Electrograpple Handle
An electrograpple handle is a magnetized section of equipment designed to fly toward a specially attuned grapple gauntlet (the cost of which is included in the upgrade cost). A piece of equipment with an electrograpple handle can be retrieved by a character wearing the attuned grapple gauntlet as a move action out to a range of 6 squares. If the equipment is held or strapped down, the grapple gauntlet allows a Strength check with a +5 bonus to rip it free. This is used as an opposed Strength check (to remove it from someone holding it) or against the break DC of the straps restraining it.

This is most often used on a weapon. This allows a character to throw down a weapon to "prove" he is disarmed, only to retrieve it at range when trouble starts.

Environmental Sealing
Environmental sealing places gaskets, protective coatings, nonreactive materials, and airtight seals throughout a piece of equipment to ensure that it does not fail because of environmental conditions. The equipment works normally in a vacuum, underwater, after being packed in dirt or sand, or in a snowstorm. It does not take damage from corrosive or toxic atmospheres, extreme temperatures, normal fires (as opposed to fire-based weapons, which deal damage normally), or radiation (for more information on hazards, see Chapter 16 of the Saga Edition core rulebook).

Extra Power Source
Any equipment that runs on energy cells or power packs can be modified to have two such power sources, doubling the duration the device will function (or the number of shots a weapon can make before being recharged). It's possible to make this modification more than once, adding an additional energy cell or power pack each time. The energy cells or power packs are typical for the device upgraded, and each is replaced at the normal cost.

Memory Upgrade
Any device that has an Intelligence score (such as a computer) can have its memory upgraded, improving its performance and storage capacity. The basic memory upgrade increases the device's Intelligence by +2 and doubles the device's storage capacity. Unless otherwise specified, an unmodified computer holds a number of memory units equal to 5 x the square of the computer's Intelligence bonus. (A single memory unit holds the same amount of data as a recording rod, and 10 memory units are enough to hold coordinates for a single hyperspace jump.)

An advanced memory upgrade is also available, which increases Intelligence by +4 and multiplies the device's storage capacity by 5. (This replaces the benefit of the standard memory upgrade.)

Memory upgrades cannot be installed on droids (including droidified equipment).

Miniaturized
Equipment with the miniaturized upgrade weighs half as much, and is one size smaller (see "Equipment Sizes" on page 38). A melee weapon that is miniaturized has its damage dice reduced by one step (d6s become d4s, d4s become d3s, and so on) because it lacks the mass and striking surface area to deal more damage.

Recognition System
Equipment with a recognition system can identify its owner and won't function for anyone else. Fooling a recognition system takes 1 minute and a DC 30 Use Computer check. The owner of gear with this upgrade can deactivate it as a free action (before passing a weapon to an unarmed ally, for example); optionally, the recognition system can have a code phrase that allows anyone to deactivate it.

Remote Activation
This upgrade allows a piece of equipment to be activated with a signal from a comlink or similar communications device. Although typically associated with explosives or security systems, remote activation can be used to set a droid to activate, a fusion lantern to flare to life, a computer to start running a program, or a holoprojector to begin a recorded projection. Activating a remote is a swift action, which includes entering the special command code (allowing a single comlink to activate multiple pieces of remote gear, one swift action per item activated).

The range of remote activation is determined by the comlink or other communication device used. Any comlink can be used to activate the gear, sending a signal with a specific code along a specific frequency. A character aware of a piece of remotely activated gear can find the necessary frequency and activation code with a DC 30 Use Computer check.

Secret Compartment
Like storage capacity (see below), this upgrade allows gear to carry smaller gear within it. However, the gear carried in a secret compartment is concealed. It takes a DC 30 Perception check to notice the compartment when it is used, and a DC 25 Perception check to find it with a close, hands-on examination. Equipment with a secret compartment upgrade can hold a

single item one size smaller than the equipment itself. (This is actual size, not weapon size; see "Equipment Sizes" on page 38.) Thus, a blaster pistol (Small weapon, Diminutive object) with a secret compartment can hold a Fine-sized object (such as a comlink or frag grenade).

Silverplate

Silverplate is a special chroming process that adds a layer of tough composite material (often dallorian alloy) across the surface of any piece of gear. In addition to looking stylish, this gives the gear +2 DR (maximum 20). Armor with silverplate does not grant its DR to its wearer, but does gain it against attacks directed specifically at the armor. If you have the Quick Draw feat, you may draw the item as a free action once per turn.

Spring Loaded

Any equipment that can be held and used in one hand can be spring-loaded. Readying a spring-loaded piece of equipment is a swift action. It is most common for pistols to be spring loaded, but anything from grenades to datapads can use this upgrade.

Storage Capacity

This upgrade allows gear to carry smaller gear within or on it, in an obvious compartment. Equipment with the storage capacity upgrade can hold multiple items at least one size smaller than the equipment itself, as long as their total weight is less than the equipment with storage capacity. Thus, a blaster rifle (Medium weapon, Tiny object, 4.5 kg) with storage capacity might hold eight frag grenades (Fine object, 0.5 kg) and five power packs (Fine object, 0.1 kg) securely in external straps and pouches.

Weapon Upgrades

The following upgrades are designed specifically for weapons. Some apply to any weapon, while others apply only to specific weapons (detailed in the upgrade description). A few, such as neutronium reinforcement, can be applied to nonweapon equipment, but they rarely provide enough of a bonus to be worthwhile.

Bayonet Ring

A bayonet ring is a simple upgrade added to a melee weapon of Small or lesser size. Once upgraded, the weapon can be mounted on a specific type of ranged weapon. The type of ranged weapon must be chosen at the time you install the upgrade; the weapon must be of at least Medium size, and it cannot require a tripod or other mount for any normal operation (such as a heavy repeating blaster). The most common combination is placing a vibrodagger on a blaster rifle, but other combinations are possible as well (such as a stun baton mounted onto a grenade launcher, a combination preferred for riot control).

TABLE 2-4: WEAPON UPGRADES

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Bayonet ring	0	Common	100% of weapon cost
Bipod	0	Common	100
Double trigger	0	Common	800
Ion charger	1	Licensed	3,000
Missile load	1	Military	250
Neutronium reinforcement	1	Military	3,000
Overload switch	1	Military	500
Pulse charger	1	Military	2,000
Rangefinder	1	Licensed	200
Rapid recycler	1	Military	500
Retractable stock	0 or 1	Common	100
Slinker	1	Licensed	1,000
Sniper switch	0	Licensed	500
Targeting scope, standard	0	Common	100
Targeting scope, low-light	0	Common	1,000

While the upgraded melee weapon is mounted on its ranged weapon, the combined weapon becomes Large size, and it must be wielded in two hands. In addition, the melee weapon's damage dice increase by one step: d2 to d3, d3 to d4, d4 to d6, d6 to d8, d8 to d10, d10 to d12. However, its damage type and weapon group stay the same despite these changes, and it is otherwise treated as a bayonet in all respects (see "Gun Club" and "Bayonet" on pages 52 and 121 of the Saga Edition core rulebook). Both the melee weapon with the bayonet ring upgrade and the ranged weapon can be used separately; mounting or removing the upgraded melee weapon requires a move action.

Bipod
A bipod is an attached two-legged stand that steadies the barrel of a rifle or heavy weapon when aiming or using autofire. Preparing a bipod for use is a move action, and you cannot prepare a bipod unless you are either prone or adjacent to low objects (or other waist- to chest-high cover) that are between you and your target. If you move, you cannot use the bipod until you prepare it again.

A bipod counts as a mount for any weapon that requires it (such as a heavy repeating blaster or E-web repeating blaster). For other weapons, a bipod makes aiming easier. If you have already aimed at or attacked a particular target, each subsequent aim action requires only a single swift action. (Under these circumstances, a character with the Sniping Master talent can aim as a free action once per round; see page 29.) This benefit is lost if you attack or aim at any other target.

A bipod adds 20% to the weight of the weapon (minimum 1 kg).

Double Trigger
A weapon with a double trigger treats one trigger as a "safety," with the second trigger being a hair-trigger that fires when the slightest pressure is applied to it. Weapons of this type can be extremely accurate, since only a small amount of pressure is needed to fire them (reducing the chance of moving the weapon slightly while pulling the trigger), but this takes time and training. If a character has Careful Shot, he gains a +2 bonus on attacks if he aims with a weapon that has a double trigger (rather than the normal +1 bonus provided by the feat).

Ion Charger
An ion charger encases a melee weapon in a light ion field that flares to full strength anytime the weapon strikes something. This causes the melee weapon to deal 2d6 ion damage in addition to its normal melee damage. Feats and maneuvers that add to a weapon's damage (such as Rapid Strike) have no effect on the ion damage dealt by a weapon with an ion charger (though the increase the weapon's base damage normally).

Ion chargers are common on vibroblades, and are often referred to as an "ionite edge."

Missile Load
A grenade's charge can be converted into a missile warhead. Once turned into a missile, the device cannot be thrown as a grenade. The primary advantages of missile loads are their greater effect and range when fired from a missile launcher. (The standard missile is essentially a missile load for a frag grenade, so only energy balls, ion grenades, and stun grenades can be fitted as missile loads.) Increase the damage dice of the original grenade by 50% when converted to a missile load. For example, an energy missile deals 3d8 damage, and a stun missile deals 6d6 stun damage.

Neutronium Reinforcement
Neutronium is a heavy, neutron-rich metallic alloy used to make armor and reinforce starships. It can also be used to harden and sharpen the striking or cutting surface of a melee weapon other than a lightsaber. Any equipment given neutronium reinforcement gains +5 DR (maximum 15), 10 hit points, and +100% weight. A slashing or piercing melee weapon given neutronium reinforcement scores a critical hit on a natural roll of 19 or 20. (Only a natural 20 is an automatic hit, however.)

Overload Switch
An overload switch allows any energy weapon to build a feedback loop that causes it to explode. When activated as a swift action, the weapon becomes an improvised thrown weapon (–5 penalty on your ranged attack roll) with a 2-square burst. (See "Area Attacks," page 155 of the Saga Edition core rulebook). A weapon whose size is two or more steps greater than yours (such as a Human using an E-web) cannot be thrown, so it will instead detonate at the end of your turn.

The overloaded weapon deals energy damage equal to double its normal damage dice; for example, an overloaded blaster pistol deals 6d6 damage. Once the override switch is used, the weapon is destroyed. This modification cannot be added to energy balls, grenades, thermal detonators, or other normally explosive devices.

Pulse Charger
Any blaster weapon can be fitted with a pulse charger. A pulse charger forces more power into the blast chamber, producing more powerful shots at the expense of lost accuracy. This upgrade causes a –1 penalty on all attack rolls with the weapon, but the weapon deals +1 point of damage per die. Thus, a sporting blaster pistol with a pulse charger imposes a –1 penalty on attack rolls and deals 3d4+3 damage on a hit. A blaster with a pulse charger has only one-half the normal number of shots from a power pack.

Rangefinder
Any ranged weapon can have a rangefinder built into it. Such a weapon takes no penalty when used to attack a target at short range. Thus, a blaster pistol with a rangefinder upgrade takes no range penalty on attacks against targets up to 40 squares away.

This is essentially an improved version of a targeting scope, and thus its benefits do not stack with those of targeting scopes. (However, a weapon can have both a rangefinder and a targeting scope, using the latter only when aiming at targets at medium or long range.)

Rapid Recycler
A rapid recycler allows a blaster weapon that normally fires only in single shot mode to act in autofire mode. (This upgrade is not available for weapons that have a burst radius or splash radius, or weapons that specifically prohibit it.) Switching between the two modes is a swift action.

Retractable Stock
Any rifle or pistol (as well as rifle- or pistol-like exotic weapons) can have a retractable stock added. This upgrade requires 1 upgrade point for a pistol, but 0 upgrade points for a rifle. (A rifle already has a stock, which can be replaced with the retractable stock.) The rules for using a retractable stock are detailed on page 125 of the Saga Edition core rulebook.

Certain weapons come with a retractable stock as a standard feature, as detailed in their descriptions. No upgrade points are spent in this case.

Slinker
Only slugthrowers and missile weapons can be upgraded as slinkers. Once a weapon is made a slinker, it can no longer fire normal ammunition (and slinker ammunition costs twice the normal price). Slinkers are equipped with simple sensors and battle computers, and programmed to fly around obstacles or even around corners to strike a target.

If a slinker is fired at a target with cover (but not total cover), the target does not gain the normal +5 cover bonus to its Reflex Defense. If an attacker wants to fire a slinker at a target with total cover (where the attacker cannot see, such as around a corner), the attacker selects a specific target square outside his line of sight and makes an attack with a +0 bonus against anything in that square. (This tactic is effective with area attacks, which can strike close enough to do damage even when poorly aimed). The path from the attacker to the target square cannot have more than a single turn (maximum 90 degrees).

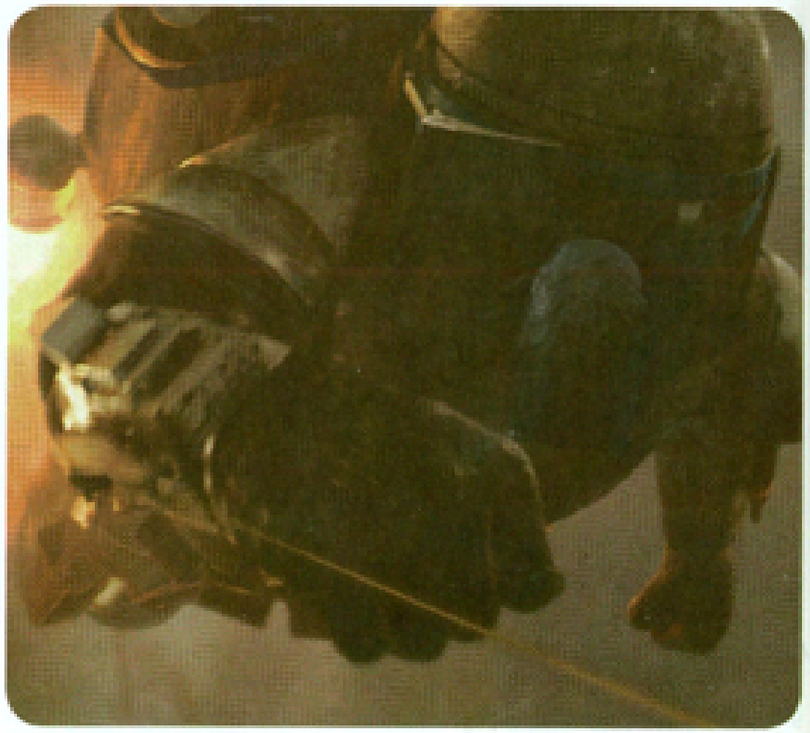
Sniper Switch
A sniper switch allows a weapon that can normally be fired only in autofire mode (such as an E-Web repeating blaster) to be used in single-fire mode. However, the weapon no longer has reduced autofire penalties when braced because it is no longer an autofire-only weapon (see "Autofire" on page 156 of the Saga Edition core rulebook). Switching between the two firing modes is a swift action.

Targeting Scope
The benefits of a targeting scope are detailed on page 140 of the Saga Edition core rulebook. It is included here for completeness.

Armor Upgrades
Armor upgrades are designed specifically for personal armors. Popular with bounty hunters and infiltrators, they allow armor to be more than a protective item. Many individuals use their armor as a walking collection of gadgets and gizmos to avoid detection, process data, or escape combat.

Like most equipment, all armors have one free upgrade slot, but powered armor always has two free upgrade slots. This often makes these heavier, slower armors appealing to mercenaries and hunters as mobile equipment platforms, even if a lighter armor might allow them to avoid more attacks.

Aquatic Adaptation
This upgrade seals your armor against the pressure of deep ocean travel, allows you to filter breathable air out of water indefinitely, and uses fins and small jets to allow swift and easy motion through liquids. When wearing this armor, you gain a swim speed equal to one-half your armored walking speed and can breathe in water. Additionally, you can reroll a failed Swim check (keeping the better result) and can take 10 on Swim checks even when rushed or threatened.



A BOUNTY HUNTER'S ARMOR IS FULL OF SURPRISES

Armorplast
This upgrades the standard durasteel or other defensive plates of armor with high-strength armorplast or a similar lightweight, high-cost material. This reduces the weight of the armor by 50%.

Climbing Claws
Climbing claws are retractable spikes worked into the arms and legs of a suit of armor. When wearing this armor, you gain a climb speed equal to one-half your armored walking speed. Additionally, you can reroll a failed Climb check (keeping the better result) and can take 10 on Climb checks even when rushed or threatened.

The wearer can use climbing claws to attack foes in melee. They count as being weapons two sizes smaller than the wearer, and they deal slashing damage equal to the base claw damage for a beast of that size (see page 274 of the Saga Edition core rulebook). For example, a Medium character would have Tiny climbing claws that deal 1d4 slashing damage. If you are proficient with the suit of armor you're wearing, you are proficient with any climbing claws installed on it.

Diagnostics System
A diagnostics system is a series of sensors and simple computers that monitor both the armor and its wearer. Anyone making a Mechanics check on the armor or a Treat Injury check on its wearer gains a +2 equipment bonus from the diagnostics system.

Environmental Systems
Environmental systems come in two varieties: cold-weather systems and warm-weather systems. It is possible to install both in the same suit of armor, but doing so counts as two separate upgrades. An environmental system makes you immune to the effects of extreme cold or extreme heat, as appropriate.

TABLE 2-5: ARMOR UPGRADES

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Aquatic adaptation	1	Common	500
Armorplast	0	Common	900
Climbing claws	1	Common	200
Diagnostics system	1	Common	500
Environmental systems	1	Common	600
Gyro	1	Common	250
Helmet package	0	Common	4,000
Holoshroud	1	Restricted, Rare	5,000
Integrated equipment, 1 slot	1	Common	200
Integrated equipment, 2 slots	1	Common	500
Integrated equipment, 5 slots	1	Common	1,000
Integrated equipment, 10 slots	2	Common	2,000
Internal generator	1	Common	1,000
Jump servos	1	Common	100
Powered exoskeleton	2	Licensed	4,000
Radiation shielding	1	Common	400
Rangefinder	1	Licensed	500
Ready harness	1	Common	500
Repulsorlift	1	Common	1,000
Shadowskin	1	Restricted	5,000
Shadowskin, reflec	1	Military	20,000
Shield Generator, SR 5	2	Restricted	5,000
Shield Generator, SR 10	3	Military	10,000
Shockweb	1	Military	6,000
Vacuum seals	0	Common	2,000
Vacuum seals, improved	1	Common	5,000
Weapon mount	1	Restricted	1,000

Gyro
A gyro helps keep armor upright and stable. While wearing armor with this upgrade, you gain a +5 stability bonus on checks and all defenses to resist attempts to knock you prone.

Helmet Package
The benefits of a helmet package are detailed on page 140 of the Saga Edition core rulebook. It is included here for completeness.

Holoshroud
A holoshroud upgrade places small holographic projectors as key points around the armor. These projectors are linked together and designed to place a holographic image over the armor (and its wearer). The image moves as the armor moves, making the illusion of a different appearance difficult to penetrate.

The holoshroud can store only a single image, which must be of the same basic size and shape as the armor (generally humanoid). The image can be changed with an hour of work and a DC 20 Use Computer check.

The holoshroud provides a +10 equipment bonus on Stealth checks to conceal items (underneath the image) as well as any Deception checks made to create a deceptive appearance matching the image. However, the holoshroud doesn't withstand scrutiny, so any observer who uses a full-round action to search the wearer gains a +10 circumstance bonus on the opposed Perception check. Furthermore, the holoshroud doesn't have any tactile, auditory, or olfactory component, so observers with the scent species trait or using a sensor pack gain a +10 circumstance bonus on their Perception checks.

The holoshroud draws power from a standard energy cell, which gives enough power for twenty rounds of use (drawn in any increment). Such armors are often upgraded with the Extra Power Source or Internal Generator modification to extend this operating time. You can turn a holoshroud on or off as a swift action.

Integrated Equipment
An integrated equipment upgrade attaches one piece of equipment to the armor. The equipment must be three or more sizes smaller than the armor itself. For example, armor for a Medium character is Medium size, so it can mount a piece of equipment up to Diminutive size (such as electrobinoculars, a glow rod, or a medpac) or a weapon up to Small size (such as a blaster pistol or vibroblade). This equipment is constantly ready for use and need not be drawn or prepared before being used. Once a suit of armor is rigged for integrated equipment, it becomes increasingly easy to add new pieces of equipment as built-in modules. As a result, prices and upgrade slot costs are given for 1, 2, 5, or 10 slots of integrated equipment.

It is easy to swap out the equipment attached to armor with this upgrade. A single piece of integrated equipment can be swapped out for a different piece of gear in 10 minutes with a DC 10 Mechanics check. The price of any equipment attached to the armor is separate from the integrated equipment upgrade cost.

Internal Generator
A miniaturized version of a portable fusion generator (see page 138 of the Saga Edition core rulebook), an internal generator can provide continuous power for different upgrades on a suit of armor, including any integrated equipment. The generator can be activated or deactivated as a swift action. As long as it's active, an internal generator can simultaneously power up to ten different devices that have negligible power requirements (anything without a listed duration).

For devices with specific power requirements, an internal generator can store four units of energy (each the equivalent of an energy cell, power pack, or 20 rounds of power from a portable fusion generator), and it automatically recharges one such unit every hour. A suit of armor can receive this upgrade multiple times if more energy capacity is needed, but each internal generator adds 10 kg to the weight of the armor.

The biggest drawback to a generator is its energy signature. If the generator powers anything but devices with negligible power requirements, any character attempting to detect the wearer with a sensor pack or vehicle sensors gains a +5 circumstance bonus on the Perception or Use Computer check.

Jump Servos
Jump servos are a repulsorlift-aided system that assists in making long jumps. When wearing armor with this upgrade, you treat all jumps as running jumps. Additionally, you can reroll a failed Jump check (keeping the better result) and take 10 on Jump checks even when rushed or threatened.

Powered Exoskeleton
Much like the Corellian powersuit, other armor can be upgraded to include a powered exoskeleton that enhances the physical strength of the wearer. Because of the weight and energy required, only medium and heavy armor can have the powered exoskeleton upgrade.

A powered exoskeleton operates for 20 rounds on a standard energy cell. (Suits of armor with a powered exoskeleton commonly have the internal generator upgrade; see above.) Turning an exoskeleton on or off is a swift action. When active, the exoskeleton gives the wearer a +2 equipment bonus to Strength. A powered exoskeleton adds 5 kg to the weight of the armor.

Radiation Shielding
Radiation shielding is necessarily heavy and bulky. Only medium and heavy armor can be modified with radiation shielding, and it increases the armor's weight by 10 kg. The shielding grants a +10 equipment bonus to your Fortitude Defense against radiation attacks, and it reduces any damage dealt by a successful radiation attack by 5 points. In addition, any time you would

move –1 persistent step down the condition track as a result of radiation damage while wearing this armor, you can make a DC 20 Endurance check to negate the persistent condition. You can make this check only the first time you move down the condition track due to a particular radiation hazard; if you fail, you must have the persistent condition cured normally.

Rangefinder

A rangefinder built into a suit of armor works like a weapon rangefinder (see above), but it applies only to ranged attacks made by weapons built into the armor on a weapon mount (see below). Its benefits apply to other ranged weapons only if you aim immediately before making the attack.

Any attack using a rangefinder takes no penalty when used against a target at short range. Thus, if your suit of armor had a rangefinder and a blaster pistol built into a weapon mount, you would take no range penalty on attacks against targets up to 40 squares away.

Ready Harness

A ready harness is a series of hooks, straps, and clips distributed around the armor, designed to make equipment easily accessible and to settle its weight more comfortably on the wearer's frame. A ready harness can hold two Small pieces of equipment (Large weapon size), five Tiny pieces of equipment (Medium weapon size), or ten pieces of equipment up to Diminutive size (Small weapon size).

Weight of equipment in the ready harness is halved for purposed of determining your encumbrance (see page 140 of the Saga Edition core rulebook), and such equipment can be retrieved or replaced as a move action.

Repulsorlift

This upgrade takes the same kind of hover repulsorlifts used by droids and modifies them to allow the armor to float up to 1 meter off the ground. The wearer can activate or deactivate the repulsorlift as a swift action. While the repulsorlift is operating, the wearer ignores the effects of difficult terrain and takes half damage from falls. A repulsorlift operates for 10 rounds on a single energy cell.

Shadowskin

A matte black finish of light- and sensor-absorbing material, a shadowskin turns any armor coated with it into a stealth suit. Normally coupled with a sound dampener (included in this modification cost), it is difficult to see, hear or detect the armor with sensors. Armor with shadowskin grants a +5 equipment bonus on all Stealth checks made by the wearer.

A more advanced version of shadowskin uses the material reflec, which was developed by the Grand Army of the Republic and later used by various Imperial special forces units. Reflec is more effective but also more expensive than normal shadowskin. A suit of armor with reflec shadowskin adds a +10 equipment bonus on its wearer's Stealth checks.

Shield Generator

A deflector shield generator can be built into a suit of medium or heavy armor, giving it the same kind of protection starships and some battle droids enjoy. Due to their bulk and power requirements, it is not possible to install anything but the smallest of generators into a suit of armor; in fact, only heavy armor of at least Medium size can carry a shield generator with SR 10.

Shield generators operate for 10 rounds on a standard energy cell. (Suits of armor with shield generators commonly have the Internal Generator upgrade; see above.) Turning a shield generator on or off is a swift action. When active, reduce the damage you take by the armor's shield rating. If the damage is equal to or greater than the armor's shield rating, the shield rating is reduced by 5. By spending three swift actions on the same or consecutive rounds, the wearer can make a DC 20 Mechanics check to restore lost shield power. If the check succeeds, the armor's shield rating increases by 5 points (up to its maximum shield rating).

Shockweb

A shockweb is a powerful electrified stun field that can encase the entire surface of the armor. It runs off an energy cell, which can power it for 20 minutes. Turning the shockweb on or off is a swift action. While the shockweb is active, any time you are the target of a successful melee attack, grab attack, or grapple attack, the attacker takes 1d6 electrical damage and 2d6 electrical stun damage. Each time an attacker is damaged in this way, the shockweb discharges 1 minute of duration off its energy cell.

Vacuum Seals

Any armor can be upgraded with vacuum seals, which include airtight gaskets around all joints and simple life support equipment that adds 2 kg of weight. This allows the armor's wearer to survive for 10 hours in the vacuum of space or any other hostile environment. Medium and heavy armor can have improved life support that lasts up to 24 hours, adding 10 kg of weight.

Weapon Mounts

Armor can add any equipment using the Integrated Equipment upgrade (see above), but dedicated weapon mounts allow weapons to be added more efficiently. The number of weapon mounts gained for each upgrade slot spent is a function of the class of armor upgraded: Light armor gains 2 weapon mounts, medium armor gains 3 mounts, and heavy armor gains 4 mounts.

A two-handed weapon requires 2 mounts, a one-handed weapon requires 1 mount, and a light weapon requires only half of a mount. You must be proficient with both the weapon and the armor on which is it mounted to be considered proficient with a mounted weapon. (Any weapon described as gloves or gauntlets, such as combat gloves, can be worn with armor without a weapon mount, but only one such weapon can be worn at a time.)

This upgrade does not include the cost of the weapons to be mounted. Such weapons are designed only for mount use, and can't be fired as hand-held

weapons. It takes 10 minutes and a DC 10 Mechanics check to change weapons in a mount. A mounted weapon can't be disarmed, and it need not be drawn to be used. Weapons in mounts are obvious unless the weapon mount is concealed (multiply upgrade cost by 3), in which case it takes a DC 25 Perception check to notice the weapon when it is not in use. A mounted weapon does not gain any benefit from the armor if the weapon takes damage.

If an autonomous weapon (see above) is mounted to a suit of armor, it is automatically considered seated (and thus can make attacks while the armor's wearer takes other actions). However, autonomous weapons can distract and unbalance the wearer due to their recoil, though heavier armors are better at absorbing this shock. For every autonomous mounted weapon that has made an attack within the last round (that is, since wearer's last turn), the wearer must spend a swift action to regain balance; furthermore, the wearer takes a penalty on all attack rolls and Dexterity- or Strength-based skill checks determined by the class of armor worn: light –10, medium –5, heavy –2.

Other Outlaw Tech

Assassins, bounty hunters, and privateers have special needs, so they have special equipment to match. In addition to the upgrades described in this chapter, your outlaw might find use for other unusual gear.

Armor

The types of armor given on Table 2-6: Armor are described below.

Beskar'gam

Light, Medium, or Heavy Armor

The *beskar'gam* is the traditional suit of Mandalorian Armor. Unlike the armor of the Neo-Crusaders (see page 201 of the *Knights of the Old Republic Campaign Guide*), most suits of *beskar'gam* are individually tailored to the wearer. They usually have various customizations, ranging from simple coloration changes to significant structural alterations. The *beskar'gam* is extremely rare outside of Mandalorian culture and costs 30,000 more than a traditional suit of Mandalorian armor. True *beskar'gam* is made of Mandalorian iron (*beskar*), which is strong enough to deflect blaster fire and even lightsabers, and when worn by a true Mandalorian warrior it can greatly reduce the amount of damage taken even from direct hits. Not all suits of Mandalorian armor are *beskar'gam* (for example, the armor worn by Neo-Crusaders during the Mandalorian Wars was not made of *beskar*), but a wearer of the *beskar'gam* is a fearsome sight indeed. A suit of *beskar'gam* grants favorable circumstances on Persuasion checks to intimidate, and if the wearer has DR then the wearer can apply its benefit against attacks made by lightsabers. Though not powered armor, the armor has two free upgrade slots.

Gamemasters can reduce the cost of *beskar'gam* by 30,000 credits for Mandalorian heroes.

Tech Specialist

The bonuses provided by the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) and the Superior Tech feat (page 24) always stack with those provided by equipment upgrades; however, upgrades and other gear still follow the normal rules for stacking with one another. Additional clarifications are outlined below.

Device Traits: Weapons, armor, and vehicles are also devices, so they are eligible for all of these modifications. (Droids are characters, not devices.) In addition to the listed modifications, it is possible to install an additional upgrade slot on any device using the Tech Specialist feat. This modification can be made only once.

Droid Traits: Any equipment with the droidification upgrade (page 40) or weapon with the autonomous upgrade (page 42) is technically a droid, so it is eligible for these modifications.

Armor Traits: If a device or vehicle has an armor bonus to its Reflex Defense (either normally or because of an upgrade), it can benefit from the protective armor modification.

Weapon Traits: If an autofire-only weapon has the selective fire modification (see the Tech Specialist feat on page 21 of *Starships of the Galaxy*), it is still treated as an autofire-only weapon for purposes of bracing (see "Autofire" on page 156 of the Saga Edition core rulebook). An autofire-only weapon with a sniper switch does not gain this benefit.

GTU AV-1C Combat Armor

Heavy Armor

Originally designed for use by private security forces and paramilitary groups, the GTU AV-1C combat armor is a fully enclosed suit of armor made of interlocking hard plates that completely cover the wearer's body. The suit is vacuum sealed and incorporates a built-in helmet package. Additionally, the armor includes an advanced repulsorlift system that replicates a jet pack (following all the normal rules for the jet pack) but produces no noise, heat, or flames. The AV-1C combat armor is powered armor and has two free upgrade slots.

GTU AV-1S Scout Armor

Medium Armor

A scaled-down version of the AV-1C combat armor, the GTU AV-1S scout armor is lighter and allows for a greater degree of mobility, making it a favored suit for bounty hunters that rely on their speed and stealth to capture a mark. The AV-1C is also vacuum sealed and includes a built-in helmet package, and a reduced-power repulsorlift system similar to the combat model. This repulsorlift functions as a repulsorlift except that it produces no noise, heat, or flames, but grants a fly speed of 4 squares instead of 6 squares. The armor is powered, giving it two free upgrade slots, and includes a built-in glowrod.

Table 2-6: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Beskar'gam, light	33,500	+5	+2	+3	–	–	10 kg	Licensed, Rare
Half-vest	250	+1	–	+5	–	–	2 kg	Restricted
Shadowsuit	600	+1	+1	+5	–	–	2 kg	Military
Medium Armor (–5)								
Beskar'gam, medium	37,000	+8	+2	+2	4 sq.	3 sq.	17 kg	Restricted, Rare
GTU AV-15 scout armor	15,000	+7	+2	+2	4 sq.	3 sq.	18 kg	Military
Krail 210 personal armor	16,300	+7	+1	+3	4 sq.	3 sq.	17 kg	Military
Heavy Armor (–10)								
Beskar'gam, heavy	45,000	+10	+4	+1	4 sq.[1]	3 sq.[1]	32 kg	Restricted, Rare
GTU AV-1C combat armor	25,000	+9	+4	+1	4 sq.[1]	3 sq.[1]	25 kg	Restricted, Rare

1 *When running in heavy armor, you can move up to three times your speed (instead of four times).*

Half-Vest
Light Armor

The Koromondain Mark 45 protective vest is usually worn by smugglers who are expecting trouble but don't want to be seen wearing armor in public. Lightweight, flexible, and easily hidden under clothing (+5 equipment bonus to Stealth checks made to conceal the armor), a half-vest protects the wearer against surprise attacks from unscrupulous enemies and allies. Once per encounter as a free action, the wearer can negate the bonus damage on any attack made against him while he is denied his Dexterity bonus to Reflex Defense (such as when being targeted by an attacker with the Sneak Attack talent).

Krail 210 Personal Armor
Medium Armor

Created by Krail Armory ostensibly for private security forces, the Model 210 personal armor is a favorite of bounty hunters that provides several built-in amenities off the assembly line, reducing the amount of work it takes to transform the armor into a custom suit preferred by a bounty hunter. The Model 210 personal armor comes with a built-in helmet package, jet pack, liquid cable dispenser, and vacuum seals. Additionally, the armor grants a +2 equipment bonus to Strength checks made to lift, drag, or pull an object. Krail Model 210 personal armor is considered to be powered armor and has two free upgrade slots.

Shadowsuit
Light Armor

Used by assassins and burglars, the shadowsuit manufactured by Ayelixe/Krongbing Textiles is little more than a black body stocking covering the wearer's entire body. Shadowsuits are made from a tough but soft material known as shadowsilk that absorbs light and sound. The hands and feet of the shadowsuit have sound-dampening pads that reduce the noise made by the wearer. A shadowsuit grants a +5 equipment bonus to Stealth checks whenever the wearer has concealment from darkness or low-light conditions.

Ranged Weapons

The types of ranged weapons given on Table 2-7: Ranged Weapons are described below.

Blaster, Subrepeating
Pistol

This pistol-sized repeating blaster, intended for use indoors and in close-quarters combat, is preferred by pirates and bounty hunters who want to carry a lot of firepower in a small package. A subrepeating blaster is an autofire-only weapon and includes a retractable stock. Unless the stock is extended, you cannot brace before making an autofire attack (see "Autofire," page 156 of the Saga Edition core rulebook).

A subrepeating blaster requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Rifle, Sniper

Rifle

A favorite among assassins and military sharpshooters, the sniper blaster rifle is a powerful and accurate weapon ideal for eliminating targets at long range.

Unwieldy in anything other than a prepared firing position, the sniper blaster rifle is poorly suited for use in close combat. If you do not aim at your target immediately before making an attack with a sniper blaster rifle, you take a –5 penalty on your attack roll.

Sniper blaster rifles often have a bipod and targeting scope mounted on them (see page 43 as well as page 140 of the Saga Edition core rulebook), but neither is included in the cost listed on Table 2–7: Ranged Weapons. A sniper blaster rifle cannot benefit from the rapid recycler upgrade.

A sniper blaster rifle requires a power pack to operate. After 10 shots, the power pack must be replaced.

Deck Sweeper

Exotic Weapon

The Merr-Sonn Deck Sweeper blaster is designed to stun large numbers of people at once, typically in the confined space of a starship interior (hence the name). Unlike normal blaster weapons, a deck sweeper only fires on the stun setting as has no nonlethal setting. Additionally, a deck sweeper differs from other rifles in that it targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal stun damage, while a miss deals half stun damage, following the normal stun damage rules. You must spend a swift action on the same turn to prime the deck sweeper before you make your attack. Otherwise, the weapon will not fire.

A deck sweeper requires a power pack to operate. After 5 shots, the power pack must be replaced.

Electronet

Heavy Weapon (ammunition)

The electronet is a special weapon frequently employed by bounty hunters to bring down fleeing prey. An electronet acts as a grenade that can only be fired from a grenade launcher. When an electronet is fired from a grenade launcher, target a 2×2 square area and make an attack roll, comparing the result to the Reflex Defense of each target in the area. If a target is hit, it takes stun damage from the electronet and is grabbed as per the normal rules for a net. Each round, at the beginning of your turn, any targets still trapped by an electronet take stun damage from the weapon at its normal amount.

Micro Grenade Launcher

Rifle

The Locris Syndicates MGL-1 micro grenade launcher is a small, portable weapon that can deliver miniaturized grenades quickly and with a minimal amount of training. Unlike other grenade launchers, this weapon is classified as a rifle for the manner in which it is used. A micro grenade launcher fires micro grenades, which act as normal grenades but are somewhat smaller. Micro grenades follow all the normal rules for each type of grenade, but deal –2 dice of damage on a successful hit.

A micro grenade launcher holds four micro grenades and has to be reloaded as a full-round action. A micro grenade launcher can be mounted on a rifle (this takes 1 minute and requires a DC 15 Mechanics check) or used as a separate weapon.

Neural Inhibitor

Exotic Weapon

The Mennotor DAS-430 neural inhibitor is a powered, ranged weapon that uses some of the same technology as rail guns to propel a high-velocity dart at the target, which imbeds itself into the skin. The dart then injects a special neurotoxin that can bring down even the toughest enemies. When a living target is hit by an attack with a neural inhibitor, the target is poisoned and the dart makes an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target moves –1 step down the condition track. If the attack fails, the target does not move down the condition track, but the dart's next attack gains a cumulative +1 bonus (so it attacks with 1d20+5 originally, 1d20+6 after the first failure, 1d20+7 after the second failure, etc.). The target's condition is considered persistent until the poison is treated, and the poison makes an attack roll at the beginning of the target's turn until the poison is cured with a DC 20 Treat Injury check). Once the target falls unconscious, the neurotoxin dissipates on its own.

Pulse Rifle

Exotic Weapon

The Corondexx VES-700 pulse rifle is favored by smugglers, bounty hunters, and other outlaws for use on starships and in urban environments where they are likely to be cornered. Unlike normal blaster weapons, a pulse rifle targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal damage, while a miss deals half damage.

A pulse rifle requires a power pack to operate. After 5 shots, the power pack must be replaced.

Table 2-7: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Neural inhibitor[2]	4,200	1d6	—	S	1 kg	Piercing	Illegal
Pulse rifle[1]	5,000	2d8	—	S	2.5 kg	Energy	Illegal
Large							
Deck sweeper[1]	5,000	—	3d6	S	4.5 kg	Energy	Restricted
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Electronet[1]	2,000	—	3d8	S	5 kg	—	Restricted
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blaster, subrepeating	750	3d6	—	A	2 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Squib battering ram	3,500	5d10	—	S	10 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Micro grenade launcher[2]	2,500	Special	Special	S	3 kg	Varies	Illegal
Snare rifle	1,200	—	1d6	S	5 kg	Bludgeoning	Licensed
Large							
Blaster rifle, sniper[3]	2,000	3d10	—	S	8 kg	Energy	Military

1 Area attack weapon.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

Snare Rifle

Rifle

The need to capture a target alive presents a problem to the bounty hunter. You can't use a blaster's stun setting beyond very close range (6 squares); stun grenades work farther away (particularly when used with a grenade launcher), but they're expensive and restricted, so they won't always be available if you're on a planet with strict weapon laws.

The snare rifle is one alternative, allowing a target to be stopped (or at least slowed down) at longer range by shooting a weighted cord that wraps around the target. A snare rifle allows you to initiate a grab or a grapple against a character at range. If the grab attack succeeds, the target takes the listed stun damage from the force of the snare. A character that is grabbed or grappled can attempt to escape the snare (requiring a DC 15 Acrobatics check) or break out of it (requiring a DC 20 Strength check). You can use the Pin and Trip feats with a snare rifle, but you cannot use the Crush or Throw feats.

A snare rifle uses a specialized cartridge that holds 5 shots. Replacement cartridges weigh 2 kg and cost 50 credits each.

Squib Battering Ram

Simple Weapon

Designed to help Squib salvagers penetrate the inner parts of derelict starships, the Squib battering ram allows the wielders to punch through doors with greater efficiency. A Squib battering ram requires two characters to operate (one to stabilize the battering ram, and one to trigger its activation). The weapon is too unwieldy to be used against a living, moving target, but it deals normal damage to stationary, unattended objects (such as walls or doors).

A Squib battering ram requires four power packs to operate.

Other Equipment

Table 2-8: Equipment lists some of the common equipment used by fringers and outlaws. Refer to the descriptions below for other pertinent information.

ABC Scrambler

This device is used to ward off missile attacks. Commonly used by bounty hunters against other bounty hunters, the ABC scrambler is worn on the belt or attached to a suit of armor and emits false audio, biological, and chemical signals to confuse missile guidance systems. A character with an ABC scrambler gains a +5 deflection bonus to Reflex Defense against grenade launchers and missile launchers.

Force Cage

Frequently used by bounty hunters to keep their marks from escaping, a force cage is a Large (2×2 squares) cage whose bars are charged with electricity. A force cage deals 3d6 energy damage to anyone trying to break into (or out of) the cage, and the cage can be assembled or disassembled in 5 minutes. A force cage has a break DC of 30 and can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Lock Breaking Kit

Highly illegal and favored by shipjackers and pirates, a lock breaking kit is like a tool kit in many ways but has some very advanced and highly specialized tools. A lock breaking kit grants the user a +5 equipment bonus on all Mechanics and Use Computer checks to bypass doors and airlocks on a starship.

Man Trap

A man trap is a reversed repulsor field that draws a target directly down, as though in incredibly high gravity. A man trap covers 1 square, and any creature entering the square of a man trap is immediately immobilized (unable to move voluntarily). A creature can attempt to break out of a man trap as a move action, requiring a DC 40 Strength check. It can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Spacer's Chest

A spacer's chest is a special container commonly kept by smugglers and pirates to store their most prized possessions. A spacer's chest usually carries not only valuables but also emergency items like spare clothes, credit sticks, data discs, small tools, concentrated food, and a hold-out blaster and blaster packs. A spacer's chest has enough consumables to feed one person for 10 days, and has an electronic locking mechanism that has a Will Defense of 30.

Table 2-8: Equipment

ITEM	COST	WEIGHT
ABC Scrambler	3,000	3 kg
Force Cage	7,000	25 kg
Lock Breaking Kit	8,000	4 kg
Man Trap	8,000	19 kg
Spacer's Chest	200	10 kg

Outlaw Starships

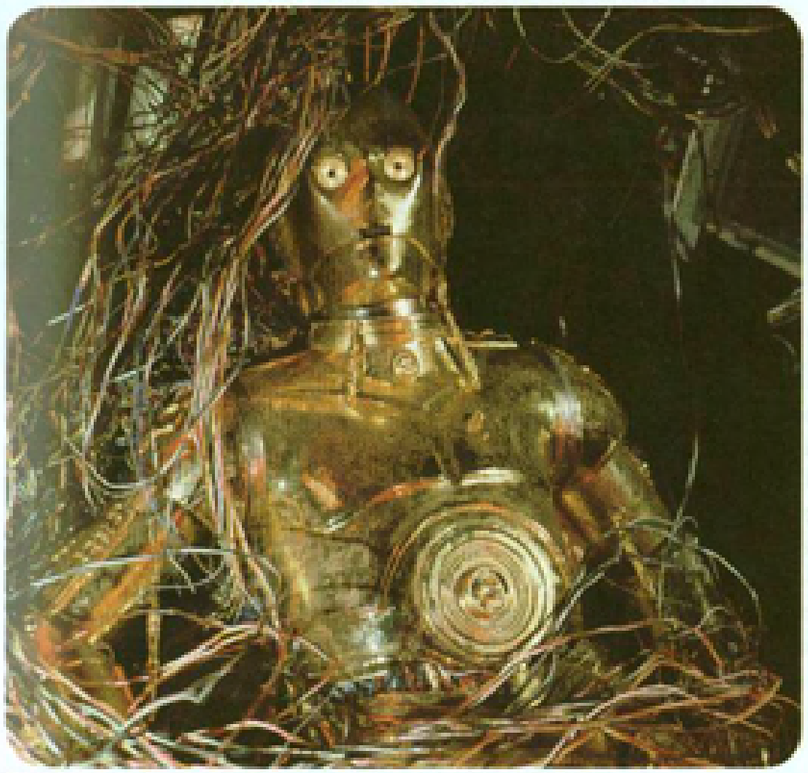
Unless they are "local trouble" who restrict their questionable activities to a single planet, criminals end up needing a starship at some point in their careers.

Luckily, characters living in the lawless shadows of the galaxy have a slew of starship options to help them get out of (or into) trouble.

We've Been Through A Lot Together

Sometimes, a starship is more than just a means of transportation. Sometimes, it's part of a character's destiny. In fact, for some characters, it's the focal point of their destiny, which might otherwise be nothing more than to wander aimlessly from one jam to another. No matter how humble (or downright ramshackle) a starship might appear, if it's the destiny of a character to be linked with that ship, it can accomplish amazing things.

If you decide to link a starship (or, rarely, a planetary vehicle) to your destiny, that replaces the normal destiny mechanic. In essence, you don't have a destiny to accomplish any specific goal; instead, you're destined to have the most important events in your life with a specific starship. This option is appropriate in campaigns with at least a moderate frequency of starship-scale encounters, but it's certainly not restricted to such campaigns.



Sometimes even the best ships are unreliable

In fact, if a campaign centers exclusively around starship-scale action, this option might be too powerful as it allows you to access your Destiny Points in most encounters. Only the GM can decide if starship-linked destinies are appropriate for a given campaign.

You earn and spend Destiny Points with a starship-linked destiny using the same basic rules as with the normal destiny options. You gain one Destiny Point at each level, and they never return once you spend them. However, having your destiny linked to a starship causes the rules to work slightly differently.

First, if a starship is your destiny, it is never completely destroyed. Even if it is blown up in battle or confiscated by Hutts before being crushed and melted, some small part of it survives. Perhaps you find the hyperspace core the whole starship was built around, or its ruined hull is found drifting as debris after that battle. Your starship can cease to be functional as easily as anyone else's, but a recognizable part of it always survives for you to rebuild (or retrofit to a similar starship). It can be as time consuming and difficult as getting a new starship would be (if not more so), but the result still qualifies as your destiny-linked starship.

Secondly, the options you can exercise by using a Destiny Point are slightly different, as detailed below. The following are possible only when you are acting as a crew member (commander, pilot, copilot, gunner, system operator, or engineer) on the starship linked to your destiny:

- Automatically cause an attack rolled against your starship to miss, even once the attack is resolved. (Commander, copilot, or pilot only.)
- Automatically succeed on any Pilot check, including any check to avoid a hazard or obstacle, getting the best possible outcome on the check. (Pilot or copilot only.)
- Allow your starship to act out of turn, thus changing your position in the initiative order. (Pilot, commander, or system operator only.)
- Cause any damage rolled against your starship to instead affect any other starship within three squares. (Pilot, commander, or system operator only.)
- Move your starship to the top of its condition track. If any systems have been disabled because of being moved down your condition track, they now function. (Engineer only.)
- Repair your starship, restoring a number of hit points equal to its damage threshold. (Engineer only.)
- Restore your starship's shields to full SR. (Engineer or system operator only.)
- If you are using the starship maneuvers rules from *Starships of the Galaxy*, you can spend a Destiny Point to regain all uses of all your maneuvers. (Pilot or gunner only.)

In general, a character with a starship-linked destiny can do what no one else can manage—unless they, too, are linked to its destiny. There's nothing to prevent multiple characters from being destiny-linked to the same starship. Such characters might share the ship, or might constantly be stealing, buying, or gambling it back and forth between them.

Normal Starships and Vehicles: Unless a starship or vehicle is linked to a character's destiny, a character cannot use a Destiny Point or any other ability (such as the Jedi Master class feature serenity) that automatically causes a specific outcome for an attack roll or skill check. Destiny is intensely personal, relying on the individual's deepest connection to the Force—something incompatible with these massive, lifeless machines. Other than having a starship-linked destiny, only the target sense starship maneuver (see page 30 of *Starships of the Galaxy*) allows the use of Destiny Points and similar effects. Using this Force-based maneuver helps the character to let go of his conscious self (which is aware of and using the technology of the starship) and instead act on instinct, just as Luke did when he switched off his targeting computer during the Battle of Yavin.

Hunks of Junk

Some starships aren't reliable. They are, in fact, notoriously unreliable. They require constant maintenance and might have systems failing in the middle of battle. A GM might decide a starship is unreliable for any reason: He might require a starship to be unreliable as the price of making it part of a character's destiny (see "We've Been Through A Lot Together," above); a starship might have been modified one too many times; or, it might not be receiving the maintenance it requires. Whatever the reason, once a starship is unreliable, it causes problems.

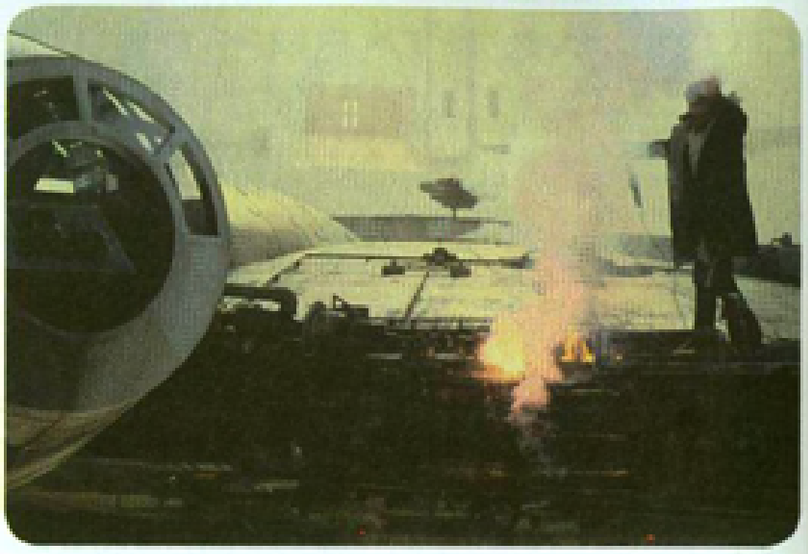
Any time an unreliable ship is moved a step down its condition track, you must roll d% on Table 2–9: Unreliable Results to determine the result. (If your starship ends up at least 3 steps down the condition track as a result of this movement, instead roll d20 + 80 to determine the result.) A character can spend a Force Point to reroll a bad result, but must live with the second result even if it's worse.

A glitch takes a full-round action and a DC 15 Mechanics check to repair. A failure takes 1 minute and a DC 20 Mechanics check to repair. A disabled system takes 1 hour and a DC 25 Mechanics check to repair.

Fringe Modifications

When you live on the fringes of galactic society, you need a starship that skirts the law as much as you do. This is obvious with smugglers, pirates, and bounty hunters, but anyone who occasionally travels through space controlled by less-than-friendly forces welcomes the edge a personalized starship provides. Some after-market kits are available in legal shipyards, and anyone with the credits can find someone willing to add a system or two off the books, but the most extensive "unofficial" starship modifications are the work of outlaw techs operating out of shadow ports.

TECHNOLOGICAL MISHAPS ARE ALWAYS TROUBLE



The rules presented here are fully compatible with those from *Starships of the Galaxy*, but shorter and simplified in nature. If these rules are enough to satisfy your need for starship modifications, they work fine on their own. However, if you find your desire to personalize starship is just barely scratched by this section, take a look at *Starships of the Galaxy* and its dozens of additional options.

Emplacement Points

Emplacement points are the heart of the starship modification system. Systems have size, bracing, and power requirements that must be met to add them to a starship. To represent the numerous factors that combine to limit how many systems a single starship can have, emplacement points are used. Each modification or new system has a rating in emplacement points to represent how hard it is to add to an existing starship.

The full emplacement system of starship modification is detailed in *Starships of the Galaxy*, and everything presented here is compatible with that book. You can still use this system by itself using a few simple rules presented here, but the modifications listed in *Starships of the Galaxy* are also appropriate to ships for bounty hunters, smugglers, privateers, and assassins. These rules are kept intentionally basic in this book, since they are already presented in full elsewhere. Many popular upgrades—such as improved hyperdrives, nav computers, jammers, docking guns, space mines, cargo jettison systems, cloaking devices, and smuggler's compartments—are found in *Starships of the Galaxy*.

TABLE 2-9: UNRELIABLE RESULTS

% ROLL	RESULT	EFFECT
01–05	Stabilizer glitch	One of your ship's internal stabilizers has a glitch. You take a –1 penalty on all Pilot checks and attack rolls until it is repaired.
06–15	Sensor glitch	All Use Computer checks to operate the ship's sensors take a –2 penalty.
16–25	Computer glitch	All Use Computer checks and attack rolls made using ship systems take a –1 penalty.
26–30	Ion engines glitch	The ship's speed is reduced by 1 square (starship scale), minimum speed 1 square.
31–40	Hyperdrive glitch	Double your ship's hyperdrive multiplier.
41–50	Shield glitch	Shields cannot restore lost SR.
51–53	Stabilizer failure	One of your ship's internal stabilizers has been damaged. You take a –2 penalty on all Pilot checks and attack rolls until it is repaired.
54–57	Sensor failure	All Use Computer checks to operate the ship's sensors take a –5 penalty.
58–61	Computer failure	All Use Computer checks and attack rolls made using ship systems take a –2 penalty.
62–64	Ion engines failure	The ship's speed is reduced by 2 squares (starship scale), minimum speed 1 square.
65–68	System failure	One noncore system fails (commander's choice).
69–72	Weapon failure	One weapon (or battery) ceases to function (choose randomly).
73–76	Hyperdrive failure	Triple your ship's hyperdrive multiplier.
77–80	Shield failure	Shields cannot restore lost SR, and the ship's maximum SR is halved.
81–83	Stabilizer disabled	One of your ship's internal stabilizers has been destroyed. You take a –5 penalty on all Pilot checks and attack rolls until it is repaired.
84–86	Sensor disabled	All Use Computer checks to operate the ship's sensors take a –10 penalty.
87–89	Computer disabled	All Use Computer checks and attack rolls made using ship systems take a –5 penalty.
90–91	Ion engines disabled	The ship's speed is reduced by 2 squares (starship scale), minimum speed 1 square; the ship cannot perform all-out movement or attack run actions.
92–94	System disabled	One noncore system is disabled (commander's choice).
95–96	Weapon disabled	All weapon systems are disabled.
97–98	Hyperdrive disabled	The hyperdrive is disabled.
99–100	Shields disabled	The ship loses all SR.

Unless otherwise noted, stock ships have one unused emplacement point. (Ships built by the Corellian Engineering Corporation instead have five unused emplacement points). A ship can have its systems crammed into a smaller space to gain five more emplacement points, but doing so makes it unreliable (see "Hunks of Junk," above). If you lack the emplacement points to support a system you can still install it, but it takes more time and costs more credits as you add the subsystems to enable your new gear to function. For every emplacement point you lack for a system, add +2 days to the installation time, +5 to the Mechanics check DC to install it, and +20% to the system cost.

The base time needed to add a modification or system is 1 day + 1 day per emplacement point the system uses, modified by the ship's size (space transport ×2, capital ship ×5, station ×10). Proper installation requires a Mechanics check. The base DC for such a check is 20 +1 for each point of emplacement a system or modification uses.

Cost Modifiers

It costs more to improve or modify shipwide systems on larger starships. Thus, each size of starship has a cost modifier, which is applied to the base cost of starship systems added to starships of that size. Any time a system lists its price as a base price, you multiply it by the cost modifier for the size ship you are adding it to.

Some equipment costs the same amount regardless of the ship's size. These types of modifications list a cost without noting it as a base cost.

TABLE 2-11: COST MODIFIERS

STARSHIP SIZE	COST MODIFIER
Colossal (station)	x50
Colossal (cruiser)	x20
Colossal (frigate)	x10
Colossal	x5
Gargantuan	x2
Huge or smaller	x1

A Note on Costs

All costs given in this chapter are, by necessity, approximate. The *Star Wars* galaxy is a vast market, and it's impossible to create a system that realistically represents the thousands of factors that could affect a major purchase's final cost. As a result, a GM should feel free to modify these prices up or down by as much as the adventure requires or the GM's own preferences require. (All players need to know is how much it costs to add a desired new system, not all the economic implications of any particular cost.)

STARSHIP SYSTEMS

A starship's systems can be upgraded, replaced, and modified repeatedly throughout its operational lifetime.

Emplacement Points: This is the number of emplacement points required to install the system in a starship without incurring an additional cost or time delay.

Availability: Some starship accessories have limited availability or are strictly regulated, as described in Restricted Items (see page 118 of the Saga Edition core rulebook). A system that is normally available without restriction is listed as being common.

Size Restriction: Some systems can be placed only in starships of a given size range. Although systems are normally limited to ships of a given size or larger, some systems can function only in smaller ships.

Cost: Sometimes a starship accessory has a flat cost or weight. Often the cost and/or weight is determined by multiplying a base number by the starship's cost factor, which is determined by its size. If a cost is listed as the base, you must multiply it by a cost modifier based on the size of the starship (found on Table 2-11: Cost Modifiers). If the cost is just listed as a number of credits, it doesn't matter what size starship you add the system to.

Amphibious Seals

Amphibious seals allow a starship to function as a submarine. This unusual modification is popular with traders who do extensive business with species that have underwater cities (including Quarren, Mon Calamari, and Gungans) and with smugglers who want to be able to hide a ship underwater. By redesigning a ship's seals to handle high exterior pressure and ensure that no venting allows water into engines, heat sinks, or weapon ports, starships can function well underwater. They are slow, with a swim speed only one-half their fly rate (minimum 1 square movement) and a maximum underwater velocity only one-tenth their atmospheric velocity. However, they might escape detection underwater (unless the local authorities have submersibles on hand).

If a starship is normally able to land on the surface of a planet, adding amphibious seals adds the ability to land safely in any body of water large enough to accommodate it. This can be useful when exploring planets without civilized starport facilities, or when a pilot wishes to avoid using such heavily monitored facilities.

Anti-Boarding Systems

Anti-boarding systems are a series of cameras, blast doors, and weapons placed throughout a starship, assisting the ship's crew in combating unwanted visitors without directly exposing themselves. Each anti-boarding security checkpoint (a CL 4 hazard when active) includes the following:

- Light blast door: DR 10, 250 hp, damage threshold 35, Strength 40, break DC 60, Mechanics DC 25 to disable device.
- Security camera: Allows any authorized user to make Perception checks into the area (even when sealed).
- Blaster rifle turret: Reflex Defense 10, DR 10, 20 hp, attack +5, 3d8 energy damage, autofire capable (see page 256 of the Saga Edition core rulebook).

All vital locations (bridge/cockpit, main engineering, gunnery stations, airlocks, docking rings, and so forth) have a security checkpoint at each entrance. In addition, each section of corridor at least 10 squares (15 meters) long and each room at least 4 squares by 4 squares (6 meters by 6 meters) in size will also have a security checkpoint. Normally, the system is programmed to recognize crew members as friendly so they won't be attacked. (Passengers are not always so fortunate.)

Although anti-boarding systems are normally controlled by the ship's system operator, any character with administrator access (that is, to whom the ship's computer has an attitude of helpful) can activate or deactivate the system as a routine command (see page 76 of the Saga Edition core rulebook). As with other computers, the Will Defense of a starship's computer is 15 + the starship's Intelligence bonus, but its default starting attitude is hostile (instead of unfriendly) while the anti-boarding system is active.

Because starships are rarely boarded before they have been disabled or voluntarily powered down, anti-boarding systems have independent backup power sources that allow their turrets to make up to 50 shots even after power is lost. (Their sensors, communications, and cameras remain active for about 100 hours on internal power.) Despite this utility, anti-boarding systems are rare due to the high expense involved in installing them. They

are common among wealthy crime lords who might have reason to fear their "guests" (often agents of other crime lords)—and perhaps their own crews—rather than any hypothetical boarders. Major corporate executives and political figures also have such systems added to their private transports, largely to fend off assassination attempts.

Auxiliary Generators

A starship uses a lot of energy, drawing power from its engines for motion, defenses, weapons, sensors, computing power, environmental systems, and dozens of other systems both major and minor. Building bigger engines creates a need for greater bracing and fuel storage, which in turn results in a larger starship, and thus a need for even more power. In this constant battle between energy needs and engine size, one solution is to add auxiliary generators.

Auxiliary generators are able to step in and supply power to specific systems when engine power is needed to propel the ship or engage in other crucial functions (such as maintaining the shields). Because they need to produce power only at peak usage, the generators are smaller and use less fuel than an equivalent engine upgrade. This doesn't provide any additional speed for the starship in question, but it does give it more power when engines or tractor beams are at maximum capacity.

Auxiliary generators give a starship a +2, +4, or +6 equipment bonus to its Strength score. They also allow a starship's systems to continue to function when the engines are shut down or destroyed.

Backup Battery

A backup battery is a common safety precaution taken by all space travelers, but smugglers and pirates put it to even better use. A backup battery allows the ship to operate, at least its basic functions, for up to 1 hour after the ship's power generator fails. Additionally, if a ship is pushed to the bottom of the condition track by ion damage, the ship's engineer can make a DC 25 Mechanics check to reverse the ionization using the backup battery, moving the ship +1 step up the condition track. However, doing so drains the backup battery, which must then be replaced.

Baffled Drive

Baffled drives are favored by smugglers moving through dangerous, highly patrolled star systems and anyone else that needs to move through space with a modicum of stealth. A baffled drive uses supercooled Tibanna gas that leaves no visible trail, making it incredibly difficult to detect the ship with sensors. A baffled drive always gives a starship a space speed of 2 squares, and has a limited fuel capacity. A starship's baffled drive can move the ship up to 100 squares (total) before it needs to be refueled; refueling a baffled drive has a base cost of 1,400 credits (which is multiplied by the ship's cost modifier, as normal). A ship moving with a baffled drive adds +5 to the DC of any Perception or Use Computer check made to detect the ship, and if the ship also has sensor baffling (see below) it can move up to twice its base speed in one turn without losing the benefit of the sensor baffling.

Cockpit Ejection System

A popular modification for tramp freighters and bounty hunter starfighters, a cockpit ejection system allows a ship's cockpit to eject in the event of the ship's destruction, and subsequently act as an escape pod. When the starship is destroyed, the pilot makes a DC 20 Pilot check. If the check is successful, the cockpit ejects without its inhabitants taking any damage from the destruction of their ship. On a failed check, those within the cockpit take half the damage that exceeds the ship's damage threshold, as normal, before the cockpit manages to separate.

Com Jammers

Often, it is important not only to escape an enemy but also to prevent them from calling ahead to warn units at your destination to capture you. It's difficult for smaller ships favored by smugglers and pirates to jam the sensors of larger ships, but dedicated com jammers can successfully jam all communications in an area of space. A com jammer prevents any communication—including hyperspace transceivers, comlinks, and even HoloNet transceivers—from functioning properly within 6 squares (starship scale). It takes a DC 30 Use Computer check to send or receive a message within this area.

Com jammers have several drawbacks. First, they do not disrupt hardwired communications such as the systems used to communicate within a starship (so they can't prevent the ship's bridge from talking to the engine room). Second, the ship creating the jamming isn't immune: Its communication systems are as blinded as anyone else's. Third, jammed communications are easy to detect at long range, granting a +20 circumstance bonus on any Use Computer check made to detect the jamming ship with sensors. (Such jamming might be detected from millions of kilometers away, so thus might attract unwanted attention if any authorities are nearby.) On the other hand, these systems do allow freighter-sized ships to jam the communications of capital ships, so for many pirate groups the tradeoff is worthwhile.

Cotterdam

A cotterdam is a very basic form of airlock that can be used to connect two Colossal or larger starships. The cotterdam is little more than a flexible tube that extends between two starship hatches, allowing complete movement between the vessels with no need for extravehicular equipment. A cotterdam creates a tunnel 3 squares long and 1 square wide, and maneuvering two adjacent ships into position to use the cotterdam requires a DC 15 Pilot check from the pilot of each vessel. Failing this check by 10 or more results in a collision between the ships.

TABLE 2-10: STARSHIP SYSTEMS

ACCESSORY	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Amphibious seals	2	Common	None	4,000 base
Anti-boarding systems	5	Restricted	Colossal or larger	20,000 base
Auxiliary generators +2	2	Common	None	2,000 base
Auxiliary generators +4	3	Common	Gargantuan or larger only	5,000 base
Auxiliary generators +6	4	Licensed	Colossal or larger only	10,000 base
Backup battery	0	Licensed	None	10,000 base
Baffled drive	1	Military	Colossal or larger	100,000 base
Cockpit ejection system	2	Common	Gargantuan or Colossal	8,000
Com jammers	1	Military	None	20,000
Cotterdam	1	Licensed	Colossal or larger	3,000
Environmental filters	2	Licensed	Gargantuan or larger	2,000 base
Fuel converters	1	Licensed	Colossal or larger	2,400 base
Grappler mag	1	Common	None	1,000
Hardpoint	1	Military	None	500
Hidden cargo hold (25% of cargo)	1	Illegal	None	2,000 base
Hidden cargo hold (50% of cargo)	2	Illegal	None	5,000 base
Hidden cargo hold (75% of cargo)	4	Illegal	None	10,000 base
Holding cells (25% of passengers)	1	Military	None	1,000 base
Holding cells (50% of passengers)	2	Military	None	2,000 base
Holding cells (75% of passengers)	4	Military	None	5,000 base
Interrogation chamber	0	Illegal	Colossal or larger	10,000
Personalized controls	0	Common	Colossal or smaller	1,000
Plasma punch	1	Military	Colossal or larger	25,000
Plasma torch	1	Military	Gargantuan or larger	6,000
Reinforced keel	2	Military	Gargantuan or larger	4,000 base
Reinforced keel, boarding	4	Military	Gargantuan or larger	10,000 base
Security bracing	2	Common	Gargantuan or larger	2,000 base
Sensor baffling	0	Military	None	20,000 base
Sensor decoy	1	Restricted	None	2,000 base
Sensor mask	1	Illegal	Gargantuan or larger	150,000 base
Tractor clamp	12	Military	None	15,000
Workshop	1	Common	Gargantuan or larger	3,000 base

Environmental Filters

Environmental filters allow a starship to support more than one set of environmental conditions. This is common on luxury liners that wish to provide comfortable quarters for multiple species at once. Normally, only a few rooms are provided with an alternative environment, but entire sections of a ship can be given different gravity, atmosphere, and lighting if desired. On rare occasions, these systems have been used offensively by making things difficult for hijackers or pirates. As a full-round action, a character with administrator access to the ship's computer in the command or engineering center of a ship can make a DC 25 Use Computer check to flood any section with a toxic atmosphere, extreme heat or cold, mild radiation, smoke, or a gravity fluctuation (low, high, or zero gravity). For more information on these effects, see "Hazards" in Chapter 14 of the Saga Edition core rulebook.

Fuel Converters

Fuel converters transform matter into usable fuel that can keep a starship running even over long journeys. While fuel converters never eliminate the need to refuel during visits to spaceports, they can extend the amount of time between visits and reduce fuel costs. Fuel converters come in a variety of forms, including solid fuel converters, gas scoops, and solar converters. If the pilot of a starship with fuel converters spends at least 1 hour gathering fuel in realspace, the ship regains one unit of fuel (enough for one day's travel in realspace, one hour's travel in atmosphere or in combat, or one hyperspace jump).

Grappler Mag

A grappler mag is essentially a short-range starship-scale grappling hook with a magnetic clamp at the end. Designed before tractor beam technology was widespread, grapple mags have been almost entirely surpassed by superior tractor beams. It is treated as a tractor beam with a range of 1. Though substantially limited when compared to tractor beams, grappler mags can be fit on starships with far less difficulty.

The sole other advantage of a grappler mag is that it can be activated and maintained without the use of power, allowing ships equipped with it to appear dead while being attached to another ship. (All starships have ordinary docking clamps for this purpose, but these clamps can be used to attach only to a willing or disabled starship.) As such, a smaller ship can use it clandestinely to attack to a vessel at least one size larger, without any telltale energy signatures to give away the smaller ship, but this requires the smaller vessel make a Pilot check and a Stealth check opposed by the target ship's Pilot check and Use Computer check, respectively. If either of the smaller ship's checks is bested by the target ship's opposed skill check, the smaller ship is detected while grappling itself to the hull.

Hardpoints

Hardpoints are external mounts for missile weapons, bombs, or mines carried externally of any launcher tube or weapon mount. Each hardpoint modification gives a ship an array of four hardpoints that can carry missiles, bombs, mines, or drop tanks. The number of hardpoints required varies from system to system:

- Bomb, mine, missile, or torpedo: 1 hardpoint each, or 2 hardpoints if the weapon is restricted to starships of Colossal or greater size (such as heavy concussion missiles and heavy space mines in *Starships of the Galaxy*).
- Drop tanks: One week of consumables requires a number of hardpoints equal to the starship's size modifier. (This may be spread across multiple arrays if needed.) Drop tanks cost 500 credits each, and they are available only for starships of Colossal or lesser size.

Each hardpoint array counts as a single weapon; if multiple arrays carry identical payloads, they can be fire-linked (see page 45 of *Starships of the Galaxy*). It's possible to replace any of the payload choices with a simple DC 15 Mechanics check and 1 minute of work. The cost of a hardpoint does not include the cost of the payload attached to it.

A starship can have a number of loaded hardpoint arrays equal to its cost modifier without penalty, and it can carry twice this amount as a heavy load. Carrying a heavy load reduces the starship's speed to three-quarters normal and allows it to move only three times its speed with the all-out movement action; in addition, the pilot takes a –10 penalty on Initiative and Pilot checks. Hardpoints carrying no payload do not count for purposes of calculating encumbrance.

Because they are outside launchers or racks, the payloads on hardpoints are vulnerable. Any time a starship moves one step down its condition track as a result of damage, half the payload in its hardpoints are lost (choose randomly).

Although loaded hardpoints are extremely obvious, a hardpoint with no missile or mine attached retracts or folds against the hull, making them difficult to notice (DC 25 Perception or Use Computer check to detect, modified by range). This makes them an excellent choice for any ship that goes into the rough fringes of the spacelanes occasionally but still needs to pass for a civilian ship the rest of the time.

Hidden Cargo Hold

A hidden cargo hold is a large cargo area that is not on a ship's normal schematics, and that requires access through a false wall or hidden hatch. It is similar to smuggler's compartments (see Chapter 3 of *Starships of the Galaxy*), with two important differences. First, up to half a starships' cargo capacity can be converted to hidden cargo holds. Second, a cursory investigation of a ship reveals that a section of the ship can't be reached (requiring a DC 15 Perception check during a routine inspection lasting 1 minute × starship's cost modifier). However, it requires a closer inspection to find the access to the hidden cargo holds (requiring a DC 25 Perception check during a detailed inspection lasting 1 hour × starship's cost modifier). This makes such holds useful for smugglers who can bribe their way past formal inspections, depending only on their concealment to keep their goods hidden from casual eyes.

It is also possible for a hidden cargo hold to be concealed as another part of a starship, such as weapons, ion engines, or reinforced bulkheads. This is only slightly more effective, requiring a DC 20 Perception check during a routine inspection to realize not all is at is seems, and requires an additional emplacement point.

Holding Cells

Holding cells (often referred to as the brig or the detection block) are standard on capital ships and some smaller vessels (including patrol ships). Bounty hunters and pirates find it useful to add them to other vessels, and private "dungeon ships" convert the majority of their space to holding cells to act as for-hire prison transports. Up to 75% of a starship's passenger capacity can be converted to holding cells.

A holding cell has reinforced walls (DR 10, 150 hit points), an advanced lock (DC 25 Mechanics check to bypass from the outside, DC 30 to bypass from the inside), and cameras and sensors that allow it to be monitored from remote stations (+5 equipment bonus on Perception checks made into the cell from the security post). A small port allows food and similar small items to be passed safely into the cell without exposing the jailor, and it can be used to make ranged weapon attacks into the cell (such as when it's necessary to stun a troublesome prisoner). Cells also include an armored ring (DR 10, 50 hit points) to which binders and similar restraints can be attached.

Interrogation Chamber

An interrogation chamber is a holding cell specifically designed to force prisoners to confess their crimes and reveal their secrets. The starship needs at least one holding cell, and the listed cost is for converting one holding cell (for a single prisoner) into an interrogation chamber. Interrogation chambers are favored by Imperial Inquisitors and bounty hunters, who often question associates of a wanted target.

The only "legitimate" use an interrogation chamber is that the isolation and limited sensory input distorts the prisoner's perception of time, so you don't have to wait 24 hours to retry a failed Persuasion check; however, each attempt that uses an interrogation chamber requires six hours of uninterrupted questioning. (Don't forget that a prisoner is completely at your mercy, so you gain a +5 bonus on your Persuasion check.)

Additionally, when making a Persuasion check to intimidate a character into revealing a piece of secret information, an interrogation chamber gives you the option of seeking information whose revelation would endanger the prisoner's life or the life of one of its allies. (Normally, you can't intimidate a character into doing this; see page 71 of the Saga Edition core rulebook.) This requires you to torture the prisoner, a blatantly evil act that will increase your Dark Side Score by 1. Furthermore, if you fail your Persuasion check, the prisoner will attempt to give you an untrue answer that it believes you want to hear, gaining a +5 bonus on his Deception check for every point by which your Persuasion check failed.

Personalized Controls

One advantage of smaller ships is that their controls can be personalized to allow the single character controlling a given ship's function to have everything tuned to his or her preferences. This level of personalization simply isn't possible on ships with dozen or hundreds of crew members.

Any or all of the basic functions performed by a freighter or starfighter pilot, copilot, gunner, commander, system operator, or engineer can be personalized to a single, specific character. (The price listed is for personalizing the controls of one of these positions.) Personalized controls grant that one character a +1 bonus on checks with any skill relevant to that crew position (usually Mechanics, Pilot, or Use Computer). However, the high degree of personalization also makes it more difficult for anyone else to use the controls, giving any other character a –2 penalty on skill checks relating to the same position.

Plasma Punch

Designed and produced by the Drever Corporation, a plasma punch is a massive plasma drill that can create airlocks where none exist by boring through the hull of a ship. The plasma punch resembles a dome-shaped plasma emitter that connects to the hull of a ship via three magnetic limbs, with the emitter facing directly at the spot where the hole is to be drilled. A plasma punch works faster than a plasma torch (halving the target's DR for the purposes of determining how long it takes to drill through the hull) and attaches itself to the hull of a ship without the need for a tractor clamp (though the target ship must have been drawn into the ship's square by a tractor beam). A plasma punch functions otherwise exactly as a plasma torch.

Plasma Torch

A plasma torch is a modification of a tractor clamp (see below), used to cut through the hull of another ship. This is possible only when a ship is secured by the tractor clamp. The plasma torch cuts a neat hole through the secured ship's hull, allowing rescue crews (or, more likely, pirates) to board the secured ship at a point other than an airlock. The plasma torch cuts a hole between major structural elements of the secured ship, so the damage done by its operation is minimal. For every point of DR of the secured ship, it takes the plasma torch 1 round to cut through the hull, and the secured ship takes 1d6 damage (this damage bypasses the ship's DR and shields).

The hole created by a plasma torch is 2 squares wide (approximately 3 meters in diameter), big enough for troops to board in a column two wide. Since it can take a plasma torch a minute or more to cut into a secured ship, defenders might have time to attempt to set up defenses and makeshift fortifications to repel boarders. It's not unusual for a space battle to end with a defeated ship secured by a tractor clamp, only for a second battle to begin within the secured ship.

Reinforced Keel

A starship's keel can be reinforced to allow it to survive greater physical shocks. Although this has no impact on its DR or hp, it does cause the ship to take only half damage from collisions. If a ship with a reinforced keel rams another ship, it deals +2 damage per die of ramming damage (and still takes only half damage itself).

Rarely, pirate ships with reinforced keels are also built with a series of docking grapples around the nose of the ship, which is fitted with a large airlock. These boarding keels can be used to ram an enemy ship and immediately dock with it. If a ship with a boarding keel successfully rams another ship and deals enough damage to move it one step down its condition track, the two ships are stuck together (as if they had used tractor beams to drag themselves into the same square). The airlock at the nose of the ramming ship then opens and allows boarders to invade the target ship.

Security Bracing

Security bracing entails a series of internal bulkheads and clamps designed to protect a section of a starship—even if the ship as a whole is destroyed. Only passenger compartments and escape pods can benefit from security bracing. When the ship is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold (thus destroying the ship), subtract the ship's DR from the damage dealt to anyone in an area protected by security bracing. Anyone outside this area takes damage equal to one-half the amount that exceeded the ship's damage threshold, as normal.

Security bracing is common in big luxury liners and diplomatic transport vessels.

Sensor Baffling

The Arakyd Nightshadow anti-sensor coating is a sensor-deflecting material placed on the hull of a starship to avoid detection. Sensor baffling coating is frequently used on military scout ships to help avoid detection, but civilian vessels coated with sensor baffling are often treated as suspicious vessels by spaceport authorities, making the baffling good for space runs but not as good for maintaining a low profile in legitimate ports. A starship with sensor baffling can make Stealth checks to hide even without cover or concealment. However, if a ship moves a distance of more than its speed in one turn, this benefit is lost as the energy emitted by the ship's engines negates the sensor baffling advantage.

Sensor Decoy

A sensor decoy is a missile with an electronics package designed to make it look like a full-sized starship on sensors. Cargo ships and luxury passenger transports use such decoys in an effort to avoid pirate attacks. Sensor decoys are programmed to emulate the ship they are launched from, thus causing enemy sensors to show two identical ships flying away from each other.

A sensor decoy flies in a straight line at a speed of up to 5 squares, but they won't exceed the maximum speed of the ship that launched them. It takes a DC 25 Use Computer check to determine whether a sensor decoy is a fake at a range of 2 or more squares. However, the sensor decoy can't fool optical scanners (or the naked eye), so it is automatically revealed as a fake at a range determined by the launching ship's size: up to Gargantuan, 1 square; Colossal, 2 squares; Colossal (frigate), 5 squares; Colossal (cruiser), 10 squares; Colossal (station), 20 squares. Sensor decoys have enough power for 1 minute of flight, Reflex Defense 17, DR 0, 30 hp, and damage threshold 10. Sensor decoys are effective only in the vacuum of space; in an atmosphere of any type, their profile and true nature become obvious to sensors.

The cost of a sensor decoy system includes the cost of three decoys. A single replacement decoy costs 500 credits base.

Sensor Mask

An extremely expensive modification that is both highly illegal and highly successful, a sensor mask is a combination of sensors, chemical and electronic emitters, holographic projectors, and other anti-detection systems that make detecting the ship difficult. Rather than attempting to hide the ship by negating sensor emissions, a sensor mask reads the signals emitted by enemy sensors as they strike the ship, and then replicates those same sensor signals on the far side of the ship, effectively making it seem like the sensor signals passed right through the ship (as though it were open space). A sensor mask adds +10 to the DC of any Use Computer check made to detect the ship.

Tractor Clamp

A tractor clamp is a special tractor beam designed to allow enemy ships to be quickly clamped on to and secured. Once you draw an enemy ship into your square (or drag yourself into the enemy ship's square if it is the larger vessel), you can use the tractor clamp to secure the two ships together for immediate boarding; this gives your ship a +5 bonus on grapple checks to keep that one vessel from escaping the grapple. Because a tractor clamp has a boarding tube attached to it, you can use it to place a boarding party in a specific area of the enemy ship. Tractor clamps can also be equipped with plasma torches (see above).

Workshop

A fully equipped starship workshop is able to do tasks just not possible with even the best handheld tools. A good workshop includes numerous benches and storage racks, a full set of permanently mounted fusion cutters, flood lamps, magnifying viewers, beam drills, tethers, power prybars, clamps, and similar tools. It can be used to repair or modify anything from weapons to droids to ship's systems.

Mechanics checks and Use Computer checks made to repair, modify, or construct objects in the workshop (or the starship in which the workshop is located) gain a +2 equipment bonus.

Starship Codex

The following starships are good examples of the kinds of vessels found in the shadows of the galaxy. They are often found in the hands of pirates, bounty hunters, smugglers, and scum of every description.

Gymsnor-3 Freighter

A long, segmented starship that was designed to compete with the Corellian Engineering Corporation's YT series, the Gymsnor-3 light freighter is an armed vessel that has a detachable cockpit designed to serve as an escape pod in case of emergency. The starship was quite sturdy, but due to some engineering flaws, it never saw the popularity its inventors hoped for. The ship is rarely seen outside of Corellian space, but some smugglers swear by the ship's durability despite its relative lack of public appeal.

CorelliSpace Gymsnor-3 Light Freighter **CL 7**
Colossal space transport
Init −4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 15; **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannon +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40

Abilities Str 46, Dex 10, Con —, Int 15
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 1 (skilled); **Passengers** 4
Cargo 95 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 38,000 (19,000 used)

Laser cannon (pilot)
Atk +6, **Dmg** 4d10×2

Kazellis Light Freighter

A rare but highly prized cargo vessel, the Kazellis light freighter is an elegantly designed starship that has a number of advanced systems built into the stock model, including an advanced sublight drive that gives the ship a speed edge over even the popular YT series. Unlike many other light freighters, the Kazellis ship boasts modest shields right off the assembly line, and has a quad light laser cannon for ship defense. With a sleek flying-wing design and a comfortable interior, the Kazellis light freighter is favored by smugglers who don't want to make a lot of modifications to their ships to get them in good, working order.

Kazellis Corporation Light Freighter **CL 8**
Colossal space transport
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged quad light laser cannon +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (quad light laser cannon)

Abilities Str 42, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

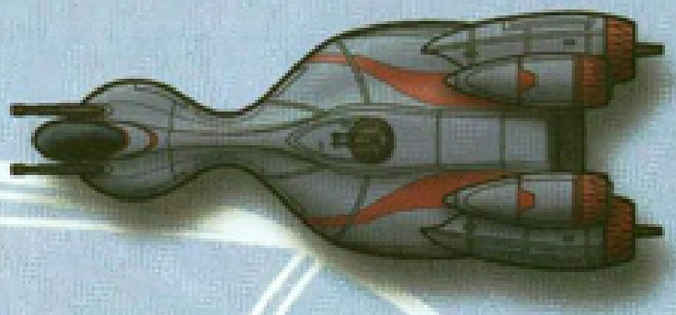
Crew 1 (skilled); **Passengers** 3
Cargo 100 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 50,000 (23,000 used)

Quad light laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Surronian Conqueror

A relatively small starship, the *Conqueror*-class assault ship was originally designed with planetary defense in mind. The Surronian vessel boasts heavier weapons than most starships of its size and function, and is favored by many planetary security forces as system patrol craft. However, the *Conqueror*-class assault ship has also garnered favor with another segment of the fringe: bounty hunters. The vessel can be piloted by a single pilot if needed (the ship's double medium laser cannons can be brought under pilot control, though they are typically commanded by a gunner), and the ship's interior is easily modified to accommodate a single holding cell. The *Conqueror*-class assault ship is also extremely fast for a space transport, making it invaluable in running down fleeing prey. Prince Xizor's replica droid assistant, Guri, pilots a *Conqueror*-class assault ship called the *Stinger*.

Surronian Conqueror-class Assault Ship



1 square = 1.5 meters



1. Cockpit
2. Escape Pod Access (Ceiling)
3. Boarding Ramp and Airlock
4. Main Cargo Hold
5. Laser Cannon Turret Access
6. Engine Compartment and Power Core

QUEST

Surronian Conqueror-class Assault Ship **CL 11**
Colossal space transport
Init +2; **Senses** Perception +8

Defense Ref 16 (flat-footed 12), Fort 26; +12 armor; Vehicular Combat
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)
Ranged 2 double medium laser cannons +8 (see below) and light ion cannon +10 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +41
Atk Options autofire (double laser cannons, ion cannons), fire-link (ion cannons)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use Computer +8

Crew 3 (expert); **Passengers** 1
Cargo 25 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Restricted; **Cost** 100,500 (46,000 used)

Light ion cannon (pilot)
Atk +10 (+5 autofire), **Dmg** 4d10×2 ion

Double medium laser cannon (pilot or gunner)
Atk +8 (+3 autofire), **Dmg** 5d10×2

YT-1250

The YT-1250 is an upgrade of the YT-1200 and YT-1210, an unusual move on the part of Corellian Engineering Corporation (CEC), which normally leaves all upgrades and modifications in the hands of those who purchase their starships. However, when the YT-1300 came out and became the best-selling small freighter CEC had ever produced, sales of existing YT-1200 series freighters plummeted. Stuck with a huge back stock they had expected to be able to sell at like-new prices, CEC took drastic measures to redesign the older ships and remarket them as a "new" product.

The YT-1250s have 20% less cargo capacity than a stock YT-1210. It makes up for this with more powerful engines, heavier weapons, and a basic set of defensive shields. (It also has only six emplacement points free, as opposed to the 10 available in most YT-Series freighters.) CEC presented the sturdier ships as appropriate for light defense duties, cargo duties in more hazardous regions of space, and as armed merchant ships able to protect freighter convoys. Although sales remained sluggish, especially given the ship's increased cost and reduced cargo room, CEC was eventually able to sell them all to small, peaceful systems and militant trade guilds (such as the Trade Federation).

Though never as numerous as the YT-1300s that replaced them, the YT-1250s are more durable, and thus more likely to remain active well into the Galactic Civil War and years beyond. They are popular with smugglers, pirates, couriers, and even a few bounty hunters. Like other CEC light freighters, most have been even more heavily modified by their owners over the decades, eventually baring little resemblance to their "stock" origins.

YT-1250 **CL 7**
Colossal space transport
Init −5; **Senses** Perception +5

Defense Reflex 14 (flat-footed 14), **Fortitude** 27; +14 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged 2 double laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire

Abilities Str 44, Dex 10, Con—, Int 14
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

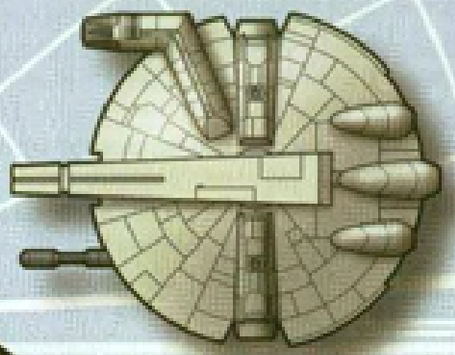
Crew 2 (normal); **Passengers** 5
Cargo 80 metric tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×2 (backup ×16), nav computer
Availability Licensed; **Cost** 120,000 (30,000 used)

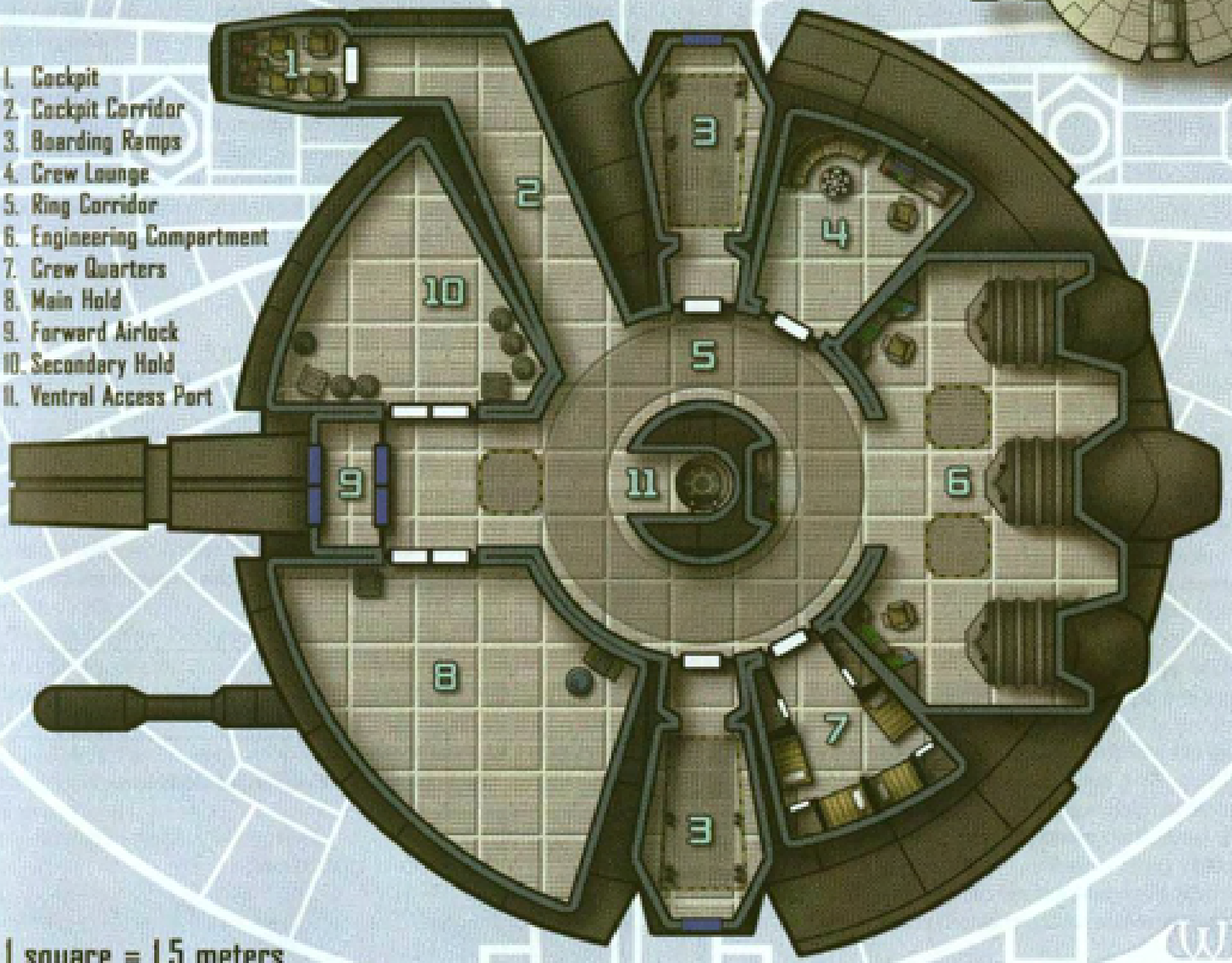
Double laser cannon (gunner)
Atk +2 (−3 autofire), **Dmg** 4d10×2

YT-1930

Actually a variant of the popular YT-1300 space transport rather than an entirely new design, the YT-1930 is the immediate predecessor of the more popular YT-2000. Like the YT-2000, the YT-1930 places the ship's cockpit directly in the center of the ship, between the two forward prongs, and has upgraded shields, hull, and sublight drives. Only a small number of YT-1930s exist, as the innovations in its design have been implemented in a starship built from the ground-up, the YT-2000, making this variant model relatively obsolete.

Correllian Engineering Corporation YT-1250 Transport





1. Cockpit
2. Cockpit Corridor
3. Boarding Ramps
4. Crew Lounge
5. Ring Corridor
6. Engineering Compartment
7. Crew Quarters
8. Main Hold
9. Forward Airlock
10. Secondary Hold
11. Ventral Access Port

1 square = 1.5 meters

QUEST

Corellian Engineering Corporation YT-1930 Transport **CL 8**
Colossal space transport
Init –3; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 15; **Threshold** 78

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged medium laser cannon +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40

Abilities Str 46, Dex 12, Con —, Int 12
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 2; **Passengers** 6
Cargo 200 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 135,000 (62,000 used)

Medium laser cannon (copilot)
Atk +3, **Dmg** 4d10×2

Uglies

Uglies are starfighters created by bolting parts of different starfighter designs together. They are never built from scratch in their "ugly" configurations, and they are rightly shunned by any legitimate naval power. However, given that starfighters are built in modular parts and that much of the common technology in the *Star Wars* universe uses a centuries-old set of standardized sizes and connections, it becomes more practical than it would first appear to create such hybrid designs.

Uglies are generally found in the hands of pirates, slavers, smugglers, and other groups that have the ability to steal starship parts (or buy them off the black market) but lack the resources to purchase or maintain conventional starfighters. Many uglies are created when a pirate fleet hijacks several large cargo ships and discovers they have the cockpits of one starfighter type, and the engines of another. Others are built as one-off designs by techs trawling through the junk from sand crawlers or space graveyards and old starship battlefields. Most, however, are the result of having a mismatched group of second-hand fighters and none of the spare parts needed to repair them, so outlaw techs patch together working parts from whatever source they have on hand.

Because of their piecemeal nature, all uglies are unreliable (see the rules for unreliable ship earlier in this chapter), even when receiving proper maintenance.

C-wing Ugly

The C-wing, also known as the Corellian/B-wing ugly, is a typical example of a starfighter built from pieces found floating about after a major starship battle. Though the exact configurations of C-wings vary, they are essentially a YT-series light freighter cockpit bolted on to a B-wing's main fuselage.

These uglies originally came about because the New Republic determined that if a B-wing's battle damage included its complex gyrating cockpit section, it was cheaper to build a new starfighter than to repair the complicated mechanism. Thus, many B-wings with that damage were left behind at battle sites. The C-wing design gets around this problem by taking out the rotating component entirely, and turning the B-wing fuselage sidewise in normal flight.

The big freighter cockpit gives the fighter room for a pilot and gunner, as well as two passengers. Though passenger seats normally sit empty, the C-wing could be used as a short-range armed shuttle. The spacious accommodations (by starfighter standards) also allow a C-wing to go on longer-range missions than normal, in relative comfort. In fact, if a C-wing were to sacrifice firepower for a sensor suite, it might make a fair scout fighter.

C-wing Ugly Fighter **CL 8**
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defense Reflex 13 (flat-footed 12), Fortitude 23; +7 armor
hp 100; **DR** 10; **SR** 30; **Threshold** 43

Speed fly 8 squares (max. velocity 650 km/h), fly 2 squares (starship scale)
Ranged assault laser cannon +5 (see below) or
Ranged light ion cannons +3 (see below) or
Ranged proton torpedo launchers +3 (see below)
Fighting Space 4×4 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; Grp +28
Atk Options autofire (light ion cannons)

Abilities Str 36, Dex 13, Con—, Int 16
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 2 (normal); **Passengers** 2
Cargo 450 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×2
Availability Restricted; **Cost** 110,000 credits

Assault Laser Cannon (pilot)
Atk +5, **Dmg** 7d10×2

Light Ion Cannons (gunner)
Atk +3 (–2 autofire), **Dmg** 4d10×2 ion

Proton Torpedo Launchers (gunner)
Atk +3, **Dmg** 10d10×2

Clutch Ugly Fighter

A clutch is an unusual ugly, resulting from an effort to improve upon the TIE/ln starfighter, rather than a simple need to merge disparate parts and hope the end result could fly. The first clutch uglies were used by Moff Leonia Tavira and her gang of pirates based out of the Star Destroyer *Invidious* in the years after the battle of Endor.

Clutches are built by taking the solar panels off a TIE/ln, and rebuilding the panels into three "fins," one mounted above the cockpit and two mounted below (doubling as landing gear). Additional windows are cut into the cockpit for added visibility, and an ion cannon bolsters the normal complement of two laser cannons.

The result is an amazingly maneuverable starfighter with no hyperdrive, little interior bracing, and no missile weapons. A basic shield generator improves survivability, but it doesn't help much. Though a swarm of clutch fighters can take down slow convoy ships with ease, they are no match for military starfighters piloted by military soldiers. In truth, the design shows promise but requires the professional redesign of a starship designer, which they are unlikely to receive.

Clutch Ugly Fighter **CL 8**
Huge starfighter
Init +12; **Senses** Perception +6

Defense Reflex 19 (flat-footed 11), Fortitude 24; +3 armor, Vehicular Combat
hp 50; **DR** 10; **SR** 15; **Threshold** 34

Speed fly 16 squares (max. velocity 900 km/h), fly 4 squares (starship scale)
Ranged laser canons +7 (see below) or
Ranged ion cannons +7 (see below)
Fighting Space 3×3 or 1 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 26, Con—, Int 16
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 day; **Carried Craft** none
Hyperdrive None
Availability Military; **Cost** 45,000 used

Laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Ion cannons (pilot)
Atk +5, **Dmg** 3d10×2 ion

X-TIE Ugly Fighter

An X-TIE is created when the hull of a T-65 X-wing is given the solar panels of a TIE/ln rather than its normal S-foils. These ships are mostly built by the Corellian Defense Forces (and less savory groups with ties to Corellia). During the Galactic Civil War, hundreds of incomplete T-65 starfighters are seized by the Empire when Incom Corporation goes over to the Rebel Alliance. Not wanting to see the incomplete starfighters fall into Rebel hands and not interested in using politically tainted design, the Empire stored the seized materials in Corellian space stations. Though never officially lost or sold, the hulls found their way into the hands of various Corellians within a few years.

There is no good way to acquire S-foils to mount on the X-wing hulls, but TIE/ln solar panels and ion thrusters are extremely common. Although no one knows who was the first to have the "brilliant" idea of mounting the panels on X-wing hulls, the design has proven serviceable, if not particularly effective. Lacking shields, the starfighter relies heavily on its high maneuverability and X-wing hyperdrive. X-TIEs are numerous enough that many remain in service at least as late as the Corellian Insurrection.

A variant of the X-TIE is the X-ceptor, which uses TIE interceptor panels. These starfighters are essentially the same as the X-TIE but with two additional laser cannons and a proton torpedo launcher.

X-TIE Ugly Fighter **CL 9**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Reflex 15 (flat-footed 11), Fortitude 28; +6 armor
hp 140; **DR** 10; **Threshold** 48

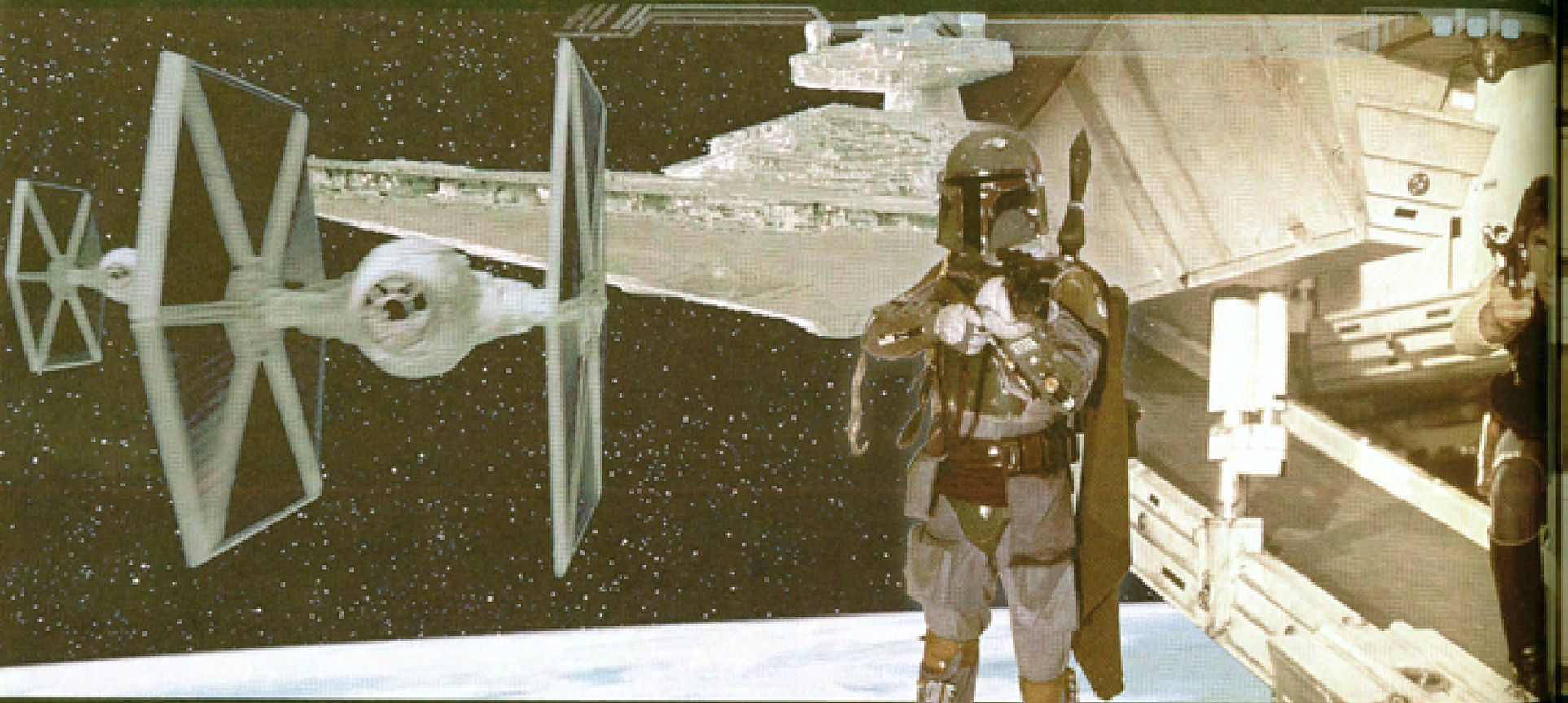
Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser canons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +0; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 46, Dex 18, Con—, Int 14
Skills Initiative +4, Mechanics +5 (+13*), Perception +5, Pilot +4, Use Computer +5 (+13*)

Crew 1 plus astromech droid (normal); **Passengers** 0
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1.5, 10-jump memory (astromech droid)
Availability Military; **Cost** 60,000 credits used
**If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Chapter III
Fringe Campaigns





Crime, it can be argued, is one of the building blocks of society. Although illicit trade and commerce are certainly unethical, and perhaps even immoral, the rule of supply and demand sometimes prevents necessary goods from reaching those who need them most—except at exorbitantly high prices. Smuggling enables important cargos to reach their intended targets, without the costly and time-consuming red tape of a slow (and at times corrupt) bureaucracy. Certainly, the smuggler makes a profit from supplying needed goods; without profit, he could not afford to remain in business. Still, a reasonable mark-up is what draws the line between smuggling and profiteering.

Heroes in a *Scum and Villainy* campaign might be those who have taken to a life of crime to make their fortunes, embracing expediency over ethics and using guile and force to do what others need hard work and cooperation to accomplish. Alternatively, the heroes could be noble-spirited individuals struggling to rise above their environment and make something of themselves, fighting the temptation to take the easy way out.

All this is rich, fertile soil for fringe heroes to grow and thrive—both as characters and as criminals who might one day come to control their own criminal empires.

A Gathering of Anti-Heroes

When the heroes in the campaign see lying, stealing, and killing as less of a morality question and more of a matter of expediency, the Gamemaster might have a tough time getting them to cooperate with each other long enough to define common goals, let alone complete the campaign's story arc.

Because fringe campaigns might involve morally ambiguous character concepts, the Gamemaster should spend some time before the first actual play session of a campaign to talk with the players about their characters—particularly their philosophies on good, evil, and breaking the law. After all, it is far better for the players to find out about potential roleplaying conflicts before they crop up, and either adjust their character concepts accordingly or agree that their heroes will simply disagree with each other.

Furthermore, the players can use this discussion to develop, with the Gamemaster's input, their heroes' backgrounds—and talk among themselves about how the characters know each other, and, more to the point, why they are willing to work together. If a player intends for his hero to be something of a loner, or a figure of mystery, the Gamemaster (and the other players) can be a bit more prepared and perhaps work with the player—in private, if necessary—to develop a reason for the "mystery loner" hero to join forces with the other heroes.

The Gamemaster might also want to consider preparing an "introductory" scenario, aimed at bringing the heroes together and establishing a common cause. Given the nature and sheer number of threats that face fringe heroes, it should not be difficult for the Gamemaster to present one that the heroes feel they have the ability—and desire—to confront and overcome together.

Heroes and Anti-Heroes

The nature of fringe heroes means that many of them will not be interested in diplomatic solutions; in fact, they might feel that nearly any course of action is a reasonable response to the challenges they face. The Gamemaster need not discourage this, particularly if most of the players want to play heroes with this sort of "broken moral compass." In fact, it might make more sense to encourage players with strongly moral heroes to reconsider their character concepts a bit—or at least accept that their heroes will sometimes come into conflict with the other heroes.

At the core of the anti-hero is the understanding that the character has set for himself an ethical and moral limit, one that the character will not cross under any circumstances. This limit is far beyond what ordinary, "good" heroes are willing to explore—it might include theft, brutality, perhaps even murder—but it also certainly falls far short of where the truly "evil" villains of the campaign are willing to travel.

For certain types of players, exploring their hero's boundaries is what roleplaying is all about; the game's mechanics are at best a secondary concern. Most players, however, are more likely to embrace the "relative evil" of their heroes because it lets them approach the campaign's goals from a different direction, while at the same time not constraining them to the standards of behavior that characters such as Qui-Gon Jinn or Luke Skywalker might follow. This, after all, is what makes Han Solo such an interesting character and why many fans of the *Star Wars* setting think of him as the iconic scoundrel.



Life on the Fringe creates unlikely heroes

Shared Hero Backgrounds

Perhaps the best way to bring the heroes together and point them toward a common goal is to provide them with a shared background: Hero A is friends with Hero B, who once worked with Hero C, who is related to Hero D, and so on. Ideally, the players can decide these relationships themselves in the precampaign discussion, with some input from the Gamemaster, and set up reasons for the heroes not only to work together but also to be in the same place when the campaign's first adventure begins.

For example, Lesk Hisshar is an aspiring bounty hunter, but his player has focused so much on Lesk's information-gathering abilities that he has neglected to provide a way for Lesk to travel the galaxy. (He has not selected Pilot as one of his trained skills.) Lesk turns to his old friend Wels Hillspringer, who owns and operates a short-range shuttle service out of Corellia, flying a broken-down old Ghtroc 720 freighter with the help of his partner and copilot, a Sullustan mechanic named Sall. To make the freighter a bit more hyperspace-worthy, though, they need money—so they contract with a shady Bothan con artist named Eurrsk Joran'syk, who agrees to bankroll them provided they cut him in on their profits from both bounty hunting and shuttling passengers and cargo. To ensure that he gets his fair share, Eurrsk insists on riding along with them (though, really, he's on the run from people he swindled, and needs to stay mobile for a while), and he brings along his young protégé, a Gungan soldier named Winkin Wupps. Winkin acts as Eurrsk's assistant in his scams and his bodyguard otherwise—and he is more than willing to help Lesk Hisshar apprehend bounties.

Obviously, the Gamemaster should discourage the players from concocting overcomplicated and elaborately intertwined backgrounds; not only can they derail the campaign with their own interests and concerns, but they can easily brainstorm themselves out of starting the adventure itself. Each player needs only one good reason to want to work with one other hero, and, provided two heroes don't create an "exclusive arrangement" with each other, all the heroes can come together to form a group.

Of course, just as with their character concepts, the Gamemaster has final approval on the heroes' shared backgrounds.

Common Origins

If the focus of a *Scum and Villainy* campaign doesn't preclude it, the heroes might commence the first story arc operating with some common elements. The Gamemaster should divulge common information relating to the first story arc during the players' precampaign discussion and encourage them to work it into their heroes' backgrounds.

Below are short examples of campaign ideas particularly suited for *Scum and Villainy* campaigns, which should help the Gamemaster generate opportunities for the players to build common bonds.

- The heroes are members of a criminal organization that was crushed by a more sinister rival. The heroes are now out for revenge.
- The heroes are the assistants and associates of a renowned con artist, who has recently been arrested by the Empire. Their goal is to run a con on the Empire itself, convincing them to let their mentor go free.
- The heroes are a team of bounty hunters who inadvertently become instrumental in a war between two houses of bounty hunters.
- The heroes are the crew of a freighter, regularly smuggling illegal cargoes from Hutt Space to the Rebellion—but they fall into an Imperial trap and are forced to spy on the same Rebels they are supplying.

Clearly, any campaign idea that railroads the players into creating certain kinds of characters is suboptimal, and the Gamemaster should strive not to impose limitations on character types based on the kind of campaign they're playing in. One of the heroes in the freighter crew, for example, could be an Imperial agent who set out to use the crew to spy on Rebel ship movements, but has since had a change of heart. The bounty hunters could be a loose association of scouts, scoundrels, soldiers, nobles, and even a Jedi; it all depends on how they define their heroes' motivations—and what secret information, if any, they arrange with the Gamemaster.

Using common campaign elements doesn't merely give the players ideas with which to generate shared backgrounds—it provides insight into what kinds of heroes would best fit the campaign. The Gamemaster can also use more specific setups to put the heroes on common ground at the start of the campaign, and give them easy hooks with which to connect to one another.

Allies

Fringe campaigns are practically tailor-made for the heroes to share the common bond of allies—criminal organizations, bounty hunter houses, smuggling rings, and so on—who provide the heroes with equipment, safe havens, transport, and jobs. In exchange for the heroes' loyalty (or at least their discretion), these allies arrange for the heroes to work together, again and again, and make their goals—which is to say the campaign's goals—those of the heroes, as well.

THE FIRST MEETING OF SOME PRINCE HEROES



- The heroes are all troubleshooters for a crime lord, who sends them on a variety of missions to ensure that he keeps a steady flow of credits.
- The heroes operate a freighter owned by a retired smuggler, who not only provides them with missions and equipment but also mentors them in the art of evading the authorities.
- The heroes work for a bounty hunter house as support staff, assisting the senior hunters in finding their targets—until the house's other hunters are wiped out by a particularly dangerous and vindictive quarry, leaving the heroes to step up and restore the house's honor by capturing the target themselves.

As time goes on, the heroes can come to make connections among their allies, creating relationships that provide handy plot hooks for the Gamemaster. They might even establish these connections in the precampaign discussion. In either case, the fates of the heroes and their allies become inexorably linked: If the heroes' allies do well, the heroes benefit, and if the heroes should fail, their allies suffer . . . perhaps even more so than the heroes do.

Location

A classic method of getting campaigns off the ground is placing the characters all in the same place at the beginning of the first adventure. It might be as cliché as a cantina, or it might be a docking bay where one of the heroes keeps his ship. It might be the home of one of the heroes. In a fringe campaign, it might even be prison or a spice mine.

Whatever the location, the Gamemaster must provide a reason for all the heroes to be there at the same time and lay out incentives for the heroes to interact with one another. Furthermore, if at least one of the heroes calls the location home (or just a place where the hero regularly hangs out), the heroes can expect to be reasonably familiar with the area. They know where to buy equipment, where to look for work, who the community's movers and shakers are, and so on. It also makes them privy to local rumors, which give the Gamemaster an easy way to slip the heroes a few adventure hooks now and again.

If the location is important enough to the heroes (or even if the players just grow fond of it), it could easily serve as the central setting for the entire campaign—a kind of "home base" out of which they operate. From a tiny cantina where the heroes meet to plan their crimes, to an entire planet hopelessly mired in poverty, misery, and crime, the location could easily become the springboard for all the heroes' adventures.

- The heroes are inmates in the spice mines of Kessel.
- The heroes are smugglers who operate out of Nar Shaddaa.
- The heroes all hang out at the same cantina in the Mos Eisley spaceport, and learn that the owner has to sell the place to a disreputable local land baron to cover gambling debts.

Event

Events can also drive the heroes to band together and take action. If the heroes all experience a life-changing event—either together or separately (and perhaps from completely disparate viewpoints)—it can forge the bond necessary to impel them along the way toward the campaign's goals.

The rich history of *Star Wars* provides plenty of major events that could affect fringe heroes and drive them to either fight against the injustices they witness . . . or cut themselves in for a piece of the action.

- The Clone Wars could turn honest, hardworking heroes into refugees or, at the other end of the spectrum, war profiteers—though they might use a portion of their gains to help other innocent civilians to escape or avoid the line of fire.
- The destruction of Alderaan could create a power vacuum in a criminal organization, giving them an opening in their own bid for domination of the galaxy's underworld.
- The fall of the Empire could leave a number of former Imperials—supply officers, shuttle pilots, command school cadets, and so on—with no means of support, encouraging them to turn to a life of crime to make ends meet.
- The bounty on Jedi offered by the Yuuzhan Vong could turn the heroes into Jedi hunters—or, conversely, to pose as Jedi hunters, while secretly helping the Jedi escape worlds held by the invaders.

The Common Cause

The heroes can also come together in support of a common cause. It could be as simple as saving the life or livelihood of a friend they all share, or it could be as complex as bringing a criminal empire to its knees. Perhaps the heroes want to strike a blow at the Empire by undermining its authority whenever and wherever possible; perhaps they want to drive the Yuuzhan Vong out of Hutt Space. Provided their cause is not so easily accomplished, it can make for an ongoing succession of adventure hooks to keep them pursuing the cause for many sessions to come.

Campaign Elements

To create a specific atmosphere for the players, the Gamemaster should incorporate elements and themes that the players associate with the campaign type. These themes define the campaign, just as the themes of embracing adventure, fighting oppression, and using the Force define *Star Wars*. When those themes are absent, *Star Wars* doesn't seem like *Star Wars*. The Gamemaster does not need to introduce every theme into every encounter or adventure; however, if they are always absent, the players might feel as though something is missing (even if they cannot identify what it is).

For a *Scum and Villainy* campaign, the themes might include finding a way to pay the bills, making do with available technology, dwelling on the edges of the known galaxy, and never being sure who to trust. The campaign elements, on the other hand, include obsolete technology, seedy locales, and alien wretches from every corner of the galaxy.

Bleak Prospects

Surviving on the fringe is hardly easy when jobs are few and far between—and honest jobs are even harder to come by. When a hero can find a job, chances are that it does not pay as well as the hero would hope—he might be expected to "kick up" a huge percentage to his employers—or the risk-to-reward ratio is unreasonably high. Either way, taking the job might not completely pay the bills . . . and might, in fact, land the hero on the next prison ship to Kessel.

It is this shortage of steady work that drives desperate fringe heroes into lives of scraping by on the bare essentials or falling victim to the lure of easy but illicit credits. Crime is a seductive option when one has no place to stay nor even food to eat, but legitimate employers have no use for you or your skill set—no matter how competent you are. As a result, finding work is more complicated than showing up and signing a contract; fringe heroes might have to wait days or even weeks for an opportunity, even a meager one. Still, every credit counts, so even the fastest blaster in the sector might take up asteroid mining to make ends meet.

Adventure Hook

Money is getting tight for the heroes, and they might not have enough to pay the docking fees at their next port of call—let alone restock the ship's provisions. Fortunately, as they are breaking orbit on Rodia, they pick up a notice on the planetary information channels that Turlo, a local entrepreneur, needs immediate passage to Ryloth, where his spice trade has been beset by troubles. In exchange for getting him there and back, he's willing to pay their docking fees (both on Rodia and Ryloth) and restock their ship. Turlo spends nearly every minute of the trip conducting business through the ship's communication systems, and soon starts asking for little favors: "a brief stopover on Tatooine to talk to my foreman," "an overnight stay on Geonosis while I meet with the chief engineer building my factory there," "a fast side-trip to Pzob to settle a labor dispute with the local Gamorrean workers," and so on. The heroes quickly come to realize that Turlo is just using them as a private shuttle service, getting the use of their ship in exchange for the cost of provisions and docking fees. Turlo is willing to dole out a few more credits to keep the heroes happy with the arrangement, but after payment has been made, asks for yet another "small" favor, keeping them on the hook as long as possible, until they force him off their ship. True to form, Turlo tries to resolve every dispute the heroes bring to him with credits—but he still negotiates for the lowest possible payment he can make.



Retrograde Technology

Life on the fringe all too often involves making do with what's at hand. Fringe heroes can rarely afford to be choosy when it comes to their equipment, and they might spend more time repairing their gear than using it. Worse, they do not have the luxury of spending good credits on the best and the newest; they might be lucky to have any equipment at all, in fact. Their most realistic goal is to have working gear when they need it, even if it works only once.

A sufficiently high Mechanics score can sometimes offset the drawbacks of "previously owned" equipment; after all, it has to function—but it doesn't have to be pretty. Still, at the end of the day, it is secondhand gear, and it might turn out to be just as dysfunctional as it is ugly. New equipment is obviously best, but it might not be available to the heroes, even when they finally have enough money to afford it. Their contacts are likely to have only "the cheap stuff"—but might also be a bit reluctant to direct good customers to other merchants.

Adventure Hook

The heroes visit a local scrap dealer to scrounge for usable equipment, and discover a deactivated droideka destroyer droid under a pile of junk. A quick inspection reveals that the powerful droid is lacking only a power source; even better, it has been memory-wiped and could easily be reprogrammed to serve the characters. Best of all, the scrap dealer doesn't seem to know what kind of droid it is (he mistakes it for an ordinary fifth-degree labor droid), and tells them that he has to check, but he could probably let them have it for a couple thousand credits. However, the heroes' interest has aroused his curiosity, and he asks them to come by again the next day if they still want it. That night, the scrap dealer determines what kind of droid the destroyer is, and contacts another—wealthier—potential buyer. Unfortunately, to demonstrate the destroyer droid's condition, the scrap dealer has to power it up—and it goes berserk. The heroes arrive at the same time as the other buyer, and both parties discover simultaneously that their deactivated droideka is now fully active, and has the dealer trapped behind a pile of scrap armor plating. Desperate, the dealer makes both parties an offer: Whoever can shut the droideka down can have it for a mere 1,000 credits!

The Price of Trust

Even when fringe heroes can make that big score—or just find a good job—and they finally have money, power, freedom, and all the other comforts of home, they have absolutely no guarantee that they can keep it. In addition to any enemies they might have made in their rise to fame and fortune, there are those who see success as a target to exploit—and they are often the friends of the very people they take advantage of. It might be money that drives them, or jealousy, or just a desire to take someone down a peg or two. Whatever the motivation, they are willing to betray the trust of nearly anyone, soothing their consciences with the profits from their betrayal . . . if they feel any pangs of guilt at all.

In a fringe campaign, the players shouldn't take anyone's friendship for granted. At the least, they should understand the difference between an ally and a contact (see "Allies and Contacts," below) and why they should strive to maintain good relations with every nonplayer character (or at least have more dirt on the NPCs than the NPCs have on them). This situation can rapidly escalate out of control, however, and lead to the heroes treating everyone they meet as a potential enemy—particularly anyone who seems too helpful, too generous, or just too friendly.

Although this sort of paranoia is an excellent tool for setting the scene, the Gamemaster should be cautious about overusing sudden betrayals. Few players relish games of intrigue and deception because it creates a higher level of tension for the player (not just the character). Above all else, a roleplaying game is supposed to be recreation, and any roleplaying game that causes its players actual stress is denying them that much of their fun.

Worse still, once betrayal becomes inevitable in the players' minds, even if they only imagine it, the players become hardened and cruel—just like real criminals—and see nothing wrong with hurting and betraying everyone around them (a problematic situation in any campaign).

Adventure Hook

After making a modest profit in a less-than-legal fashion, the heroes run afoul of the authorities, who seem to have been tipped off about the heroes' plans. The heroes narrowly escape and, upon returning to their base of operations, start discovering that various friends, allies, contacts, and acquaintances seem somewhat surprised to see them. Everyone, it appears, has heard that the heroes were ambushed by the authorities—apparently before the ambush happened—and everyone had assumed the heroes would not be returning. As the heroes do a bit more digging, they find that the rumor started with one of four people: the Twi'lek who told them about the job, the Bothan banker who was going to launder their credits for them, the Human supply officer who they bribed for the information they needed to pull the job, or their Human friend, at whose home or place of business the heroes planned the job. Now the heroes must determine which of these people sold them out—perhaps by checking their accounts for unexplained deposits, or feeding them false information, or perhaps just by beating the answer out of them—and stop it from happening again . . . even if it means an old friend takes a permanent "vacation."

The Edge of Space

Finally, because fringe heroes might be called upon to perform the tasks that no one else wants, it falls to them from time to time to make the long, lonely journeys to the edges of the known galaxy, identify anything out there worth noting, and report back. Exploration not only safeguards starships from becoming lost in the uncharted wilds of hyperspace, but it introduces the Republic to potential new members (and the Empire to potential new subjects), provides the galaxy with more resources, and, most importantly, opens up new trade routes. A fair percentage of the revenues generated by such discoveries finds its way back into the hands of the discoverer—so even if the work is boring, tedious, and unrewarding, when it does pay, it pays big.

Explorers spend their time in deep space, aside from the rare stop on inhabited planets to refuel, restock, and collect a few meager fees for adding to the vast database of interstellar hazards that other spacers use to safely find their way from place to place. The life of an explorer is not particularly action-packed, so, while this sort of element might make an interesting diversion from time to time, it is difficult to build a campaign around—the exception, of course, being that rare situation when the heroes find something. Such instances should never be handled as run-of-the-mill encounters; the Gamemaster should impress upon the players just how unusual it is to discover a new planet, or a new civilization, and perhaps even build a long, linked series of adventures around it.

Adventure Hook

The heroes are exploring the farthest reaches of the Minos Cluster when they find a trail of Cronau radiation leading outside the known boundaries of the galaxy. Following it, they discover a planet inhabited by a species never before encountered: the Ertraxi, humanoid aliens with multiple eyes. The Ertraxi are essentially peaceful; they had found a Republic starship that had crashed on Ertrax (with no survivors), repaired it over the course of several years, and were finally flying it out into space in an attempt to make contact with species and cultures other than their own. When the heroes bring news of Ertrax back, they are richly rewarded—but soon learn that their reward is a "finders' fee," and dozens of opportunistic traders, slavers, and would-be conquerors are now headed to a trusting and unsuspecting Ertrax. If the heroes do nothing, they keep their reward—but, if they go back to Ertrax and interfere with the "just and legal flow of commerce" (for example, by warning and arming the Ertraxi, or perhaps helping them apply for and receive membership in the Republic), they forfeit their finders' fee.

Allies & Contacts

The nature of living on the fringes of society hardly lends itself to trusting other people. The Bith smuggler who is the heroes' best friend today might turn them in to the Empire for a reward tomorrow. Trust has to be earned; even then, it can be bought and sold, just like anything else.

Making Allies

Allies come from all walks of life, from the corrupt government official who provides the heroes with confidential shipping schedules and cargo manifests, to the retired crime lord who coaches the heroes on how to carry out their criminal endeavors the way he did when he was their age. They aid the heroes out of a common interest, be it as noble as righting wrongs or as base as making profit. In any case, they provide their assistance free of charge, as long as the heroes maintain good relations.

Table 3-1: Allies and Contacts

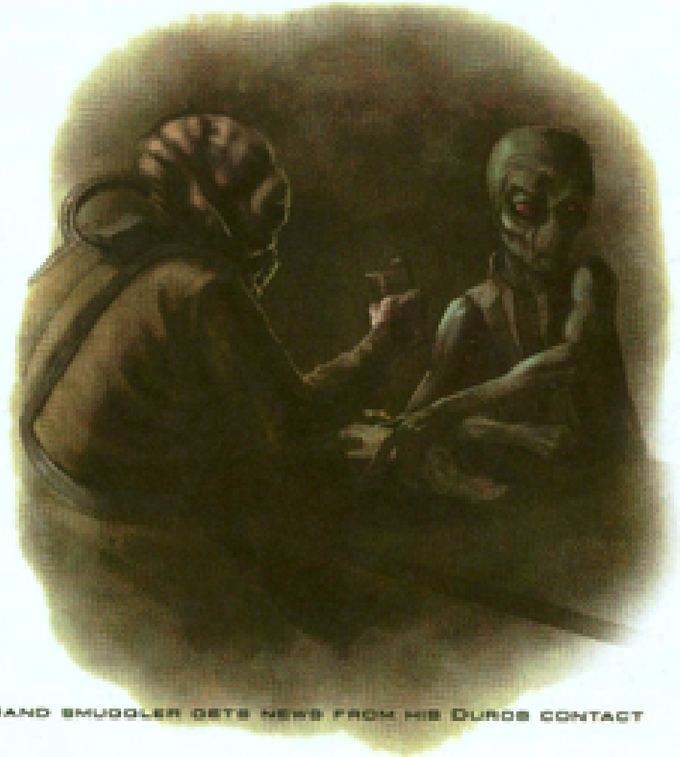
d20 Roll	Contact Level	Key Ability Modifier	Circumstance Modifier	Starting Attitude
1–2	Hero's level – 3	+0	–2	Friendly
3–5	Hero's level – 2	+0	+0	Indifferent
6–8	Hero's level – 1	+1	+0	Indifferent
9–12	Hero's level	+2	+0	Indifferent
13–15	Hero's level + 1	+3	+2	Indifferent
16–18	Hero's level + 3	+4	+2	Unfriendly
19–20	Hero's level + 5	+4	+2	Hostile

A character might become an ally of the heroes if the heroes can change the character's attitude to friendly or helpful using the Persuasion skill. A character with a friendly attitude toward the heroes will happily offer advice, information, or—when asked—assistance, as long as no substantial risk or cost is involved. A character with a helpful attitude, on the other hand, is quick to contact the heroes when opportunities arise (even if the helpful ally stands to gain little); furthermore, a helpful ally will accept significant (but not foolhardy) risks and costs to assist the heroes.

Of course, allies rightly expect reciprocity from the heroes; each time the heroes gain any kind of assistance from their ally, they should make a Persuasion check once again. If the Persuasion check does not equal or exceed the character's Will Defense, the target shifts one step up the table (from "friendly" to "indifferent" for example). The Gamemaster should grant the heroes a +2 circumstance bonus on their check if they are polite and sympathetic with the character—or increase the character's Will Defense by 2 if they are particularly impolite or demanding.

If the ally's attitude toward the heroes ever drops to "indifferent," the ally begins to feel he is being taken advantage of and desires a show of sincerity on the heroes' part. If the heroes behave appropriately, they can make another Persuasion check, at no penalty (instead of the usual –2 penalty for indifferent characters), to try to get back in the ally's good graces. If this check does not equal or exceed the character's Will Defense, though, the character no longer considers the heroes his allies, and becomes merely a contact (see below).

For more information on changing attitudes using the Persuasion skill, see Table 4–4: Attitude Steps on page 71 of the Saga Edition core rulebook.



A Gand smuggler gets news from his Duros contact

Making Contacts

The heroes aren't always knowledgeable or capable in the areas necessary to accomplish the tasks the adventure puts before them. Sometimes they need equipment or information; sometimes they just need money . . . or an introduction to the people who have what they need. Often, the situation calls for a skill that none of the heroes has . . . at least not at the level of competence required. At those times, the heroes need a contact.

Contacts are often nobles or scoundrels, with the occasional scout. Soldiers work as hired guns, but retired or high-ranking soldiers have picked up a lot of useful information over the years. Jedi rarely hire out their services, though they might provide information in return for a favor (assuming the cause is just).

The heroes can establish a business relationship with a contact by making a Persuasion check; if the heroes successfully change the character's atti-

Table 3-2: Fees

Attitude	Fee	Special
Unfriendly	+50%	–
Indifferent	+0%	–
Friendly	-50%	The heroes owe the contact a minor favor.
Helpful	-100%	The heroes owe the contact a major favor.

tude to indifferent, the contact is willing to do business with the heroes. If the heroes change the character's attitude to friendly, the contact looks favorably upon the heroes, and keeps an eye out for their interests; if they change the character's attitude to helpful, the contact comes to them with opportunities (usually before approaching anyone else).

Although contacts can occasionally come to the heroes, they never accompany heroes on their adventures. (There are easier ways to make money than risking one's life; that's a job for heroes and fools.) A contact lends his aid on his own terms, and, if he's helping someone—hero or villain—he expects something in return.

Generating Allies and Contacts

When the Gamemaster needs to know exactly what services an NPC ally or contact can provide, the Gamemaster can roll on Table 3-1: Allies and Contacts to generate the NPC's relevant information quickly: character level, key ability modifier, whether the contact has any modifiers on his skill check, and what the contact's attitude is toward the heroes. The Gamemaster can roll once to generate all five factors, or roll separately for each one.

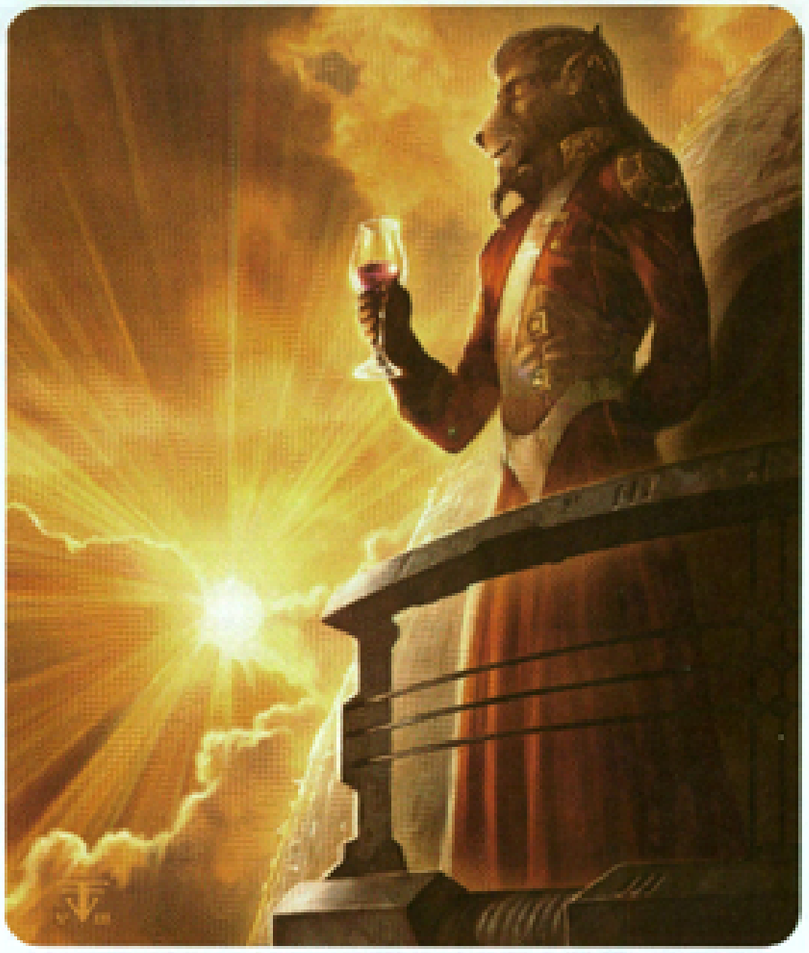
An ally or contact can make the following skill checks for the heroes: Deception (deceptive appearance) (Cha), Gather Information (Cha), Knowledge (any) (Int), Mechanics (jury-rig, modify droid, repair, repair droid, or repair object) (Int), Perception (eavesdrop) (Wis), Pilot (Dex), Stealth (conceal item) (Dex), Survival (Wis), Treat Injury (Wis), or Use Computer (Int).

Alternatively, an ally or contact can provide the hero with money or equipment. In either case, the character can offer the hero a total of (NPC's level × 1,000) credits, in either cash, commodities, or equipment.

An ally usually helps the hero for free, while a contact charges a fee for his services (either credits or a favor of their own). The base fee is equal to the 500 credits × the contact's level. The hero can make a Persuasion check to change a contact's attitude, and reduce the contact's base fee:

Any associated costs (such as for whatever equipment or commodities the contact provides) increase the overall cost. The hero can make a Persuasion check to haggle the price of goods down by 50%, as normal.

A Bothan crime lord enjoys the fruits of risky business



Risky Business

Life in a *Scum and Villainy* campaign depends on being able to make an honest living—or, at least, a fast credit. Along the way, the heroes might have to dodge scam artists, gamblers, crime lords, and the law, doing whatever it takes to keep their hard-won credits from slipping through their fingers, and maybe falling into the wrong hands. Of course, "the wrong hands" is a purely subjective comparison.

For those trapped in the galaxy's lower-class neighborhoods, honest work is frequently hard to come by. Traditional jobs are scarce, and pride might turn out to be just another commodity. On the other hand, for those heroes at least willing to dabble in crime, the galaxy is full of opportunities. Crime lords are always looking for anyone willing to do a little dirty work, from thugs who can collect debts to ship captains willing to haul a no-questions-asked cargo.

TABLE 3-3: DIFFICULTY CLASSES FOR ADVENTURES BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2-3	14	19	24	27	32
4-5	16	21	26	29	34
6-7	17	22	27	30	35
8-9	18	23	28	32	37
10-11	19	24	29	33	38
12-13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16-17	23	28	33	38	43
18-19	24	29	34	39	44
20	26	31	36	41	46

The heroes can take on honest jobs, but those don't pay anywhere near as well as crime. Even with legal jobs, though, employers are wary of work-for-hire contractors, and dole out only the small, low-risk assignments at first, until they know that the heroes are reliable (represented by the hero's organization score; see "Building a Criminal Empire," above).

JOB GENERATOR

Making a living from the underbelly of society depends on finding work. From mining asteroids to stealing top-secret data, the galaxy is full of opportunities to make a small fortune—provided one is willing to do a little hard work and has the right skills.

The heroes' fee for a job is a flat number of credits, paid when the job is complete, and always reflects the total payment to the heroes (not what each hero receives). If the job involves collecting money, the heroes instead receive a cut, expressed as a percentage of the amount collected.

The Gamemaster can randomly generate job scenarios for the heroes using the table below. Roll a d20 to determine the overall scenario, and consult the appropriate listing for details on the mission, including suggested obstacles. The Gamemaster should use the mission outline as guidelines for creating encounters and challenges that the heroes might face in the fulfillment of the mission.

If a job's obstacles include witnesses, make one Perception check per scene, with the listed skill modifier. If the result is greater than the heroes' Deception (deceptive appearance) or Stealth check, someone witnesses the crime and becomes suspicious, alerting someone of the crime: guards

TABLE 3-4: JOBS

d20 ROLL	JOB
1	Abduction
2	Assassination
3-4	Assault
5	Burglary
6	Espionage
7	Exploration
8	Hijacking
9	Investigation
10	Repair
11	Rescue
12	Robbery
13	Sabotage
14-15	Salvage
16	Scam
17	Shipjacking
18-20	Smuggling

or bodyguards (should the job's obstacles include them) or the authorities. Guards or bodyguards arrive in 1d4+1 rounds to investigate; police arrive in 1d4 × 10 rounds.

Difficulties

Each of the jobs in this section can be used at any level with a small amount of modification. Throughout the descriptions of those jobs, you will notice references to Easy, Medium, Moderate, Hard, and Heroic skill checks. When you see a reference of this type, consult Table 3-3 to determine the actual value of that skill DC, based on the CL of the adventure (typically, Gamemasters will want to set the CL equal to the average level of the heroes, though the CL can be set lower or higher for easier or harder jobs, respectively).

XP Rewards

Each of the descriptions of the following jobs includes a number of complications that make the job more difficult. These complications are also listed with Easy, Medium, Moderate, Hard, and Heroic difficulties. When the heroes overcome one of these complications, award XP based on the difficulty of the complication. Each complication grants XP as though the heroes had defeated one opponent of the specified CL. Likewise, each target or objective has a difficulty associated with it, and when the entire job is complete reward XP for one creature with a CL determined by the difficulty of the target or objective. As the Gamemaster, you can decide which of the complications to use, and how many, based on the challenge you wish to present with the adventure and the amount of XP you wish to award to the players. Feel free to mix and match complications, or make your own; those in the following scenarios are merely suggestions to make crafting the adventure easier.

Table 3-5: XP Rewards

Complication Difficulty	CL Reward
Easy	Adventure CL – 2
Medium	Adventure CL – 1
Moderate	Adventure CL
Hard	Adventure CL + 1
Heroic	Adventure CL + 2

Abduction

Abduction missions are usually about money—though, sometimes, someone just wants an inconvenient person out of the way for a while. The abductors must locate the target, bypass physical security (for example, locked doors), defeat bodyguards, and avoid attracting the attention of the authorities. They might also be required to communicate their ransom demands and collect the credits without being caught. To complicate matters even further, if the abductors wish to avoid murdering their target, they must ensure that the target cannot identify them or clues about their location.

The following section provides guidelines on creating abduction missions at various challenge levels.

Ransom for the Target: 3d6 × 1,000 credits × adventure CL

Heroes' Cut: 20%

Target (Easy): Nonheroic character, level = adventure CL

Target (Moderate): Heroic character, level = adventure CL

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

Assassination

Taking money for murdering someone might be one of the most despicable acts that a sentient being can do, but there is nevertheless a market for it. The assassins must locate the target, circumvent any physical security (for example, locked doors, high walls, and so on), and deal with the target's bodyguards—who are more than willing to respond to an assassination attempt with a little lethal force of their own.

In addition, the assassins have to avoid (or silence) witnesses. The assassins' employers might refuse to pay the agreed-upon price if any witnesses can identify the assassins—and perhaps, through them, their employers. (In fact, some may have prepared to kill the assassins in this case, to prevent the trail of witnesses from ever leading to the employer.)

The following section provides guidelines on creating assassination missions at various challenge levels.

Heroes' Pay: Adventure CL × 2,000 credits.

Target (Moderate): Heroic character, level = adventure CL

Target (Hard): Heroic character, level = adventure CL, Force-sensitive with the Force Training feat.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Easy): Entourage of assistants (5 opponents, CL = adventure CL, armed with hold-out blaster pistols).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): High security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach.



AN IMPERIAL OFFICER IN THE SIGHTS OF A CLAWDITE ASSASSIN

ASSAULT

A mission to assault someone is meant to send a message ("Pay up," or "You can run, but you can't hide"). As with abductions and assassinations, the attackers must locate the target, bypass security, fend off any guards, and then deliver a good solid beating. However, the goal is to injure, not kill, and so the assault must render the target unconscious (–5 steps on the condition track) but alive.

The following section provides guidelines on creating assault missions at various challenge levels.

Heroes' Pay: Adventure CL x 1,000 credits.

Target (Easy): Normal citizen (engineer, accountant, professor, etc.), nonheroic character, level = adventure CL

Target (Moderate): Famous person (government official, holovid star), heroic character, level = adventure CL.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

BURGLARY

Burglary missions involve breaking into a location, stealing something of value, and then selling it. Like espionage jobs, the trick is to get in, get the goods, and get out without attracting significant attention, a task made considerably more difficult because the goods are physical rather than electronic.

The following section provides guidelines on creating robbery missions at various challenge levels.

Heroes' Pay: Adventure CL x 450 credits.

Target (Easy): Easily portable items, computers, datapads, small art objects.

Target (Moderate): Cumbersome items, such as furniture, statues, large weapons, or a large number of items.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

Espionage

Everyone has secrets—from HoloNet login codes to the combination of the Emperor's wall safe—and, since information is power, it is worth credits to the right people. Stealing that information involves finding out where the data is kept, getting past any guards, accessing the data—and then ensuring that no one notices that the data has been accessed.

The following section provides guidelines on creating espionage missions at various challenge levels.

Heroes' Pay: Adventure CL × 250 credits.

Target (Easy): Business passwords, banking records, other documents of limited use.

Target (Moderate): Critical access codes, business records, blueprints for projects still under development.

Target (Hard): Secret plans, government projects, classified documents.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Files must be retrieved from secured computer with an unfriendly attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC.

Complication (Hard): Files must be retrieved from secured computer with a hostile attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): High security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach.

Exploration

Exploration missions are always easy to find, particularly on the Outer Rim, where there are still areas of space where no ship has ever passed. Explorers must map potential hazards to hyperspace travel, ensuring that astrogators who make hyperspace jumps through that region later have enough information about the area to make a DC 10 Use Computer check (rather than a DC 30 Use Computer check for jumping with no data).

To gather this data, the explorer must travel into a previously uncharted region and make a DC 20 Use Computer check after 1 hour of uninterrupted scanning. Each successful check reduces the usual DC 30 Use Computer check for calculating a course through the uncharted area by –5. After four successful checks, the area is fully explored, and the explorer has enough data to make a DC 10 Use Computer check to chart a course, and can sell this data to agencies that deal in astrogation data.

The following section provides guidelines on creating exploration missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,000 credits.

Objective (Easy): Explore an uncharted region with known threats.

Objective (Moderate): Explore a hostile area of space (an uncharted region with known, actively aggressive threats).

Complication (Medium): Alien ground patrol (5 opponents with CL = adventure CL).

Complication (Hard): Alien space patrol (6 opponents in starfighters or space transports with CL = adventure CL + 3).

Complication (Moderate): Roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards (page 99).

Hijacking

Hijacking missions involve boarding a passenger vessel and holding everyone aboard as a hostage until certain demands are met. Most often, the primary demand is money, but a hijacking can also be politically motivated. Hijackers must be prepared to prove that they are serious about their threats (perhaps by executing a hostage or two), and they likewise must remain combat-ready since the authorities are likely to try to board the vessel. The biggest challenge comes when the demands are met (if they are met) and the hijackers have to escape the trap that they so carefully fortified.

The following section provides guidelines on creating hijacking missions at various challenge levels.

Ransom for the Target: Adventure CL × 10,000 credits

Heroes' Cut: 20%

Target (Easy): Colossal freighter or transport

Target (Moderate): Colossal (frigate) starship

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Panicking hostages must be calmed with a Medium Persuasion check or the hostages riot.

Complication (Medium): Hijacked starship must be safely redirected from its original course, requiring a Medium Pilot check.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Excellent fortifications (5-8 entrances into the starship, Hard Mechanics check to seal entrances).

Investigation

An investigation mission might be anything from scouting an enemy's defenses before a raid to a legal and legitimate look into the suspicious circumstances that pop up so often when the criminal underworld is involved. Typically, the job is to find an answer to a particular question and deliver the information for a fee.

To conduct an investigation, a character must make a number of Gather Information checks—interviewing witnesses, digging into public records, and so on—aimed at tracking down a suspect or learning the truth. Successfully completing all the checks provides only the suspect's general location or the likely facts behind a mystery; apprehending the suspect or proving these facts probably takes further effort (subject to the GM's discretion).

The following section provides guidelines on creating investigation missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,400 credits.

Objective (Easy): Investigate a minor mystery (misdemeanor offense, missing person).

Objective (Moderate): Investigate a major mystery (murder, abduction, etc.).

Complication (Medium): Few leads, requiring the heroes to make Medium Gather Information checks to find clues.

Complication (Moderate): Interference from local authorities (4 scouts, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): Interference from interested third parties (6 soldiers/scoundrels, CL = adventure CL, armed with blaster pistols and frag grenades).

Repair

Mechanics are always in demand, and those who have the wherewithal to fix stranded vehicles and starships are particularly desired. Repair missions involve traveling to a remote location, assessing the cost and difficulty of the job, and making the necessary repairs—or towing the vehicle back to civilization if it can't be repaired on-site. Sometimes, doing repairs in the field also means fending off attacks by scavengers or wild animals—all of which is figured into the pay rate.

The following section provides guidelines on creating repair missions at various challenge levels.

Heroes' Pay: Adventure CL × 500 credits.

Objective (Easy): Repair a vehicle in a known, safe location.

Objective (Moderate): Repair a vehicle in an unknown or unsafe location.

Complication (Medium): Target vehicle requires extensive repairs, requiring two Medium Mechanics checks.

Complication (Moderate): Target vehicle requires rare parts, which require a Moderate Gather Information check to find.

Complication (Moderate): Target vehicle requires expensive parts, requiring the heroes to spend 300 × adventure CL credits to obtain the parts.

Complication (Hard): Area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility.

Rescue

Rescue missions happen relatively infrequently, but they are important when they do. They are also very hazardous; people wouldn't need help if they weren't in danger, after all. The threat to the victim can be anything from abductors to wild beasts, or just a hostile environment. In most cases, the heroes face a "ticking clock": The heroes must complete the rescue before the victim succumbs to the threat.

The following section provides guidelines on creating rescue missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,500 credits.

Objective (Medium): Rescue a victim from a precarious situation. The victim is a relatively unknown nonheroic character of CL = adventure CL - 2.

Objective (Moderate): Rescue a victim from significant danger. Victim is well-known, and the target is known by the public to be in danger.

Complication (Medium): The victim is in a location filled with hazards, like radiation, poisonous atmosphere, or high temperatures.

Complication (Moderate): Reaching the victim requires space travel; roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Moderate): Objective has a time limit of 2d4 days.

Complication (Hard): Target is being held by hostile creatures or characters (2 beasts of CL = adventure CL + 2, or 4 scoundrels of CL = adventure CL).

Robbery

Unlike a burglary (which is done quietly, when few are present), robbery missions involve taking valuables by force (or threat of force) and then escaping before the authorities arrive. Instead of depending on security skills to bypass locks, a robbery depends on intimidation to force those with legitimate access to bypass security systems for you.

The following section provides guidelines on creating robbery missions at various challenge levels.

Heroes' Pay: Adventure CL x 2,000 credits.

Target (Moderate): Individual heroic character, level = adventure CL

Target (Hard): Burglary of a corporation or business.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Easy): Entourage of assistants (5 opponents, CL = adventure CL, armed with hold-out blaster pistols).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

Sabotage

A sabotage mission calls for the saboteurs to infiltrate a facility and break something vital while making it look like an accident. The biggest hurdles to overcome are all the potential witnesses who might alert security guards, so the ability to disable devices on the first try is every bit as important as the ability to blend into with the legitimate workers.

The following section provides guidelines on creating sabotage missions at various challenge levels.

Heroes' Pay: Adventure CL x 1,250 credits.

Objective (Easy): Sabotage a sophisticated machine or computer.

Objective (Moderate): Sabotage a complex machine or computer.

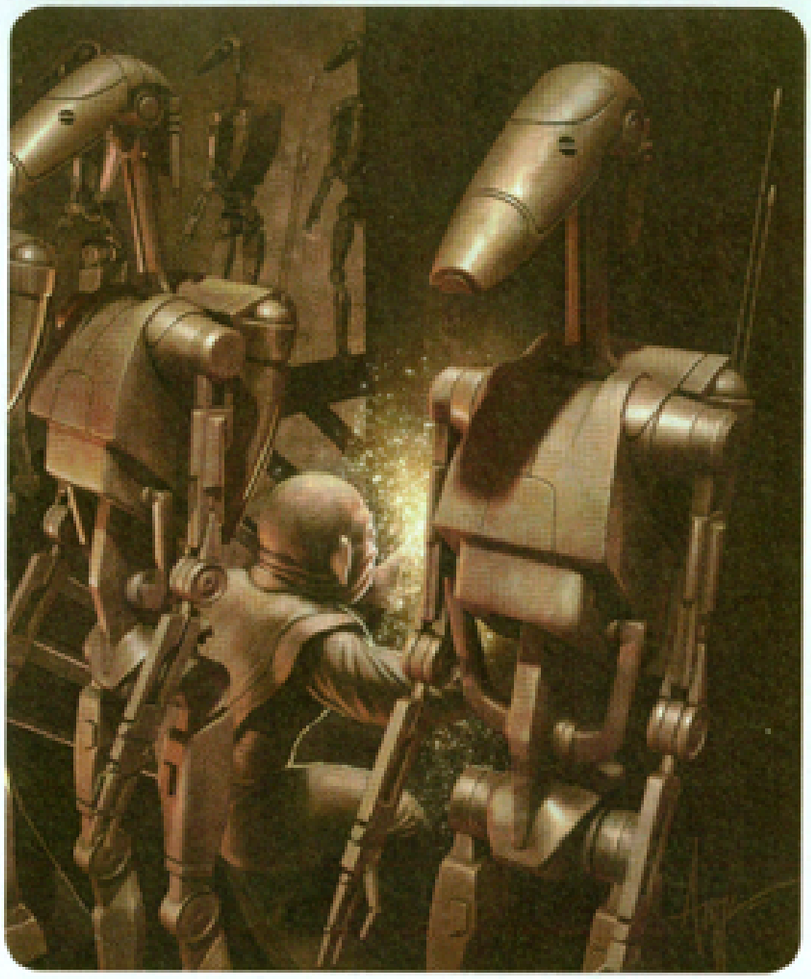
Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Medium): The target requires some skill to sabotage, requiring either a Medium Mechanics or Use Computer check to sabotage.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

A SULLUSTAN SABOTAGES A CRIME LORD'S BATTLE DROIDS



Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): The target requires extensive skill to sabotage, requiring either a Hard Mechanics or Use Computer check to sabotage.

Complication (Hard): Sabotage must be subtle, requiring the heroes to leave no indication that the target is sabotaged.

Salvage

Like repair missions, salvage missions involve traveling to a remote location and attending to a disabled vehicle. Unlike repair missions, though, it is a foregone conclusion that the vehicle cannot be repaired (and probably isn't worth hauling back). Therefore, the salvager must locate the vehicle and strip it of useful parts. Potential pitfalls might include a hostile environment, unfriendly locals, or other salvagers who might not welcome the competition.

The following section provides guidelines on creating salvage missions at various challenge levels.

Heroes' Pay: Adventure CL × 500 credits.

Objective (Easy): Salvage a vehicle in a known, safe location.

Objective (Moderate): Salvage a vehicle in an unknown or unsafe location.

Complication (Moderate): The target vehicle requires a Moderate Mechanics check to salvage its parts without damaging them, thus preserving their value.

Complication (Moderate): The target vehicle requires expensive parts, requiring the heroes to spend 300 × adventure CL credits to obtain the parts.

Complication (Hard): The area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility.

Scam

Scams range from minor street hustles to full-on cons. They require assistants to help keep the target (or "mark") on the hook, making them ideal jobs for groups of heroes. Scams are usually low-risk; a good con doesn't require any fighting, and a smart scammer chooses marks who aren't likely armed. In fact, most scammers don't even bother carrying weapons. (See "Con Games" on page 88 for a sample scam.)

The following section provides guidelines on creating scam missions at various challenge levels.

Heroes' Pay: Adventure CL × 450 credits.

Target (Easy): Normal citizen (engineer, accountant, professor, etc.), nonheroic character, level = adventure CL

Target (Moderate): Famous person (government official, holovid star), heroic character, level = adventure CL.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Heroes must make Moderate Deception checks to pull off the con.

Complication (Hard): Undercover authorities (2 law enforcement officials, scout level = adventure CL + 2) attempt to disrupt the con and arrest the heroes.

Shipjacking

Shipjacking missions are the lower-risk cousins of hijacking missions: Locate a poorly guarded starship, overcome (or bypass) the crew, override the security system, and fly it away. Because starships can sell for millions of credits, shipjacking is a lucrative practice—provided the shipjackers can find a buyer.

The following section provides guidelines on creating shipjacking missions at various challenge levels.

Ransom for the Target: Adventure CL × 10,000 credits.

Heroes' Cut: 20%

Target (Easy): Colossal freighter or transport.

Target (Moderate): Colossal (frigate) starship.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Shipboard security systems require a Medium Use Computer check to access the interior of the ship.

Complication (Medium): The shipjacked starship must report situation normal, requiring a Medium Use Computer check to convince spaceport control there are no problems.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Excellent fortifications (5–8 entrances into the starship, Hard Mechanics check to seal entrances).

Smuggling

Smuggling (and legitimate shipping) missions are the most common type of job available: Someone always needs something moved somewhere. The characters must have a transport capable of making the delivery and should be moderately well armed in case of attack by pirates. Furthermore, since the heroes need to bargain for a good deal at the delivery point (or possibly bribe some customs officers), some skill at haggling is necessary.

The following section provides guidelines on creating shipping missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,000 credits.

Objective (Easy): Smuggle contraband through a known region with known threats.

Objective (Moderate): Smuggle contraband through a hostile area of space (an uncharted region with known, actively aggressive threats).

Complication (Medium): Law enforcement or pirate ground patrol (5 opponents with CL = adventure CL).

Complication (Moderate): Nosy customs officials intervene, requiring the heroes to make a Moderate Deception check to cover their contraband or a Hard Persuasion check to bribe, cajole or otherwise convince the customs agents to turn a blind eye.

Complication (Moderate): Roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Hard): Law enforcement or pirate space patrol (6 opponents in starfighters or space transports with CL = adventure + 3).

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards (page 99).

The Black Market

The black market is the lifeblood of the fringe of the galaxy. It is through the black market that smugglers, shipjackers, pirates, and other criminals make their livings. The black market is the name given to the thousands of channels by which illegal goods are trafficked; this covers the fences that sell the items to buyers, the credit launderers that make sure dirty money looks clean, and the crime lords that organize and protect the members of their organization that engage in illegal commerce. The black market is the only way to obtain illicit items, and any character who wants to obtain something secretly must deal with the black market in some way.

The Saga Edition core rulebook lists the basics of dealing with the black market, but in a *Scum and Villainy* campaign Gamemasters might want to make the black market a more significant feature. The following section outlines some more in-depth methods of involving the black market in a campaign. However, Gamemasters should be careful in making the black market more complicated than it needs to be; if the heroes need to buy items on the black market and you do not wish to consume a large portion of a gaming session dealing with the finding of contacts and haggling over items, just use the basic rules presented in the Saga Edition core rulebook.

Finding a Black Market Agent

Agents of the black market do not make themselves known easily, as they would be quickly swept up by the authorities. At its most basic, finding a black market agent requires a Gather Information check, with a skill DC based on the restriction of the item you are trying to obtain (see page 119 of the Saga Edition core rulebook). Hunting for a black market agent requires one to traverse back alleys and seedy cantinas, asking the right questions and trying to find an illicit dealer without getting reported to the authorities, or taking a blaster bolt to the back.

Even searching for the black market can be dangerous. A failed Gather Information check shouldn't just result in a delay; it could also result in an encounter. If the heroes are snooping around and asking a lot of questions about the black market, local crime lords may get the wrong idea and send a few thugs to deter the heroes from inquiring further. On the other hand, if the heroes are careless, they might find themselves on the wrong side of the law, with law enforcement officials closing the net around them to arrest them on suspicion of dealing in illegal goods.

Selling on the Black Market

The black market can be used by the heroes not only to obtain illicit goods but also to sell them. If the heroes are smugglers, shipjackers, or pirates, they may need some way to pawn off their prizes, and the black market is an excellent place to do so. The heroes can find the black market in the same way that they would to buy from the black market, but instead of making purchases they can make sales, using the same black market cost modifiers to determine how many credits the heroes make off their goods. The value of the goods is still halved as normal, before applying the black market modifiers (which should compensate for the reduction in value from selling the item).

Black Market Adventures

Gamemasters wishing to use the black market in an adventure have several options available to them. The most obvious method is to have either criminals working with the black market or law enforcement officials seeking to shut down the black market targeting the heroes and confronting them. Aside from combat encounters, the black market can be a good source for skill challenges; for example, a fence might be willing to sell an item on behalf of the heroes, but only if the heroes can make a Use Computer check to disable an electronic lock on a spacer's chest the fence has in his possession but has been unable to open. Additionally, the black market can be used as a lure to draw the heroes to a particular planet or locale; if the Gamemaster wants to set an adventure on Nar Shaddaa, hinting that the heroes may have better luck in finding the black market safely on Nar Shaddaa should be a big incentive to travel to the urban world.

Bounty Hunting

The galaxy might be full of scummy characters, which means one can always find work rounding up and disposing of them. Although it is not always cost-effective to be a bounty hunter—especially when the tools required to locate and capture the target might cost more than the actual bounty—it is steady work, and affords one with plenty of opportunity for travel.

Bounty Hunting Guilds

To ensure that hunters do their work in a professional fashion, groups of like-minded bounty hunters have formed guilds, such as the House of Benelex, Qulok's Fist, and the Granse Confederacy, although the most famous is the Bounty Hunters' Guild. Organizations such as these police their membership to ensure that hunters behave in a professional and more or less responsible fashion (avoiding collateral damage whenever possible), and they serve as go-betweens for those who wish to hire a hunter or two. They also represent the bounty hunting community politically, ensuring that bounty hunters retain suitable incentives to ply their trade—and that the authorities do not interfere overmuch.

Joining a bounty hunting guild requires only signing up—but that includes an agreement to tithe 10% of every bounty collected to the guild. (For more information on bounty hunting guilds, see Chapter 4: Organizations in the *Force Unleashed Campaign Guide*.)

Contracting Bounties

Bounties appear on the HoloNet all the time, and worlds that provide planetary information channels (usually as alerts for incoming space traffic) frequently list advisories for wanted criminals who might be on the planet. Even though these bounties are not hidden, the very topic is considered seamy, and news of rewards is buried along with the crime blotters and classified advertisements. Finding a bounty this way requires a DC 10 Use Computer check and access to the HoloNet or a planetary information channel—though such bounties are often for petty criminals with low rewards, at best.

Instead, those offering bounties prefer to spread news of the postings by word-of-mouth, reaching out to the kind of bounty hunters who operate a little outside the law to get the job done. Finding a bounty in this fashion requires a DC 20 Gather Information check, and failing the check by 5 or more means that the hunter is misinformed—perhaps being informed of an out-of-date reward, being set up for the local authorities, or even being sent to capture the person who originally posted the bounty!

Bounty hunting guilds make it easier for licensed hunters to acquire work. Those offering rewards for the capture of criminals and the like could contact a bounty hunters' guild directly, with offers of work, and leave it up to the head of the guild's house to assign the contract. In such cases, the head of the house offers the job to members with the highest organization score modifier first, working his way down the list until someone agrees to take the job. Obviously, freelancers and novice members are at the bottom of the pecking order, and so cannot expect choice bounties until they have earned the respect and trust of the guild house.

License To Hunt

Bounty hunting requires an IPKC license (the license has a different designation during non-Imperial eras). To discourage amateurs from getting in the way, the guilds have pushed legislation that requires a bounty hunter to present a permit to receive the full reward for the capture of a bounty.

This form, the IPKC permit, requires a one-time 1,000 credit fee (paid to any government licensing bureau), and allows the hunter to collect full price on bounties delivered to authorized agents of that government. Thus, a bounty hunter might have a IPKC permit that's valid anywhere in the Empire, and another that's valid only in the Chiss Ascendancy.

Without an IPKC permit, the reward for delivering a bounty is only 50% of the posted amount.

Hunting Bounties

Once a hunter has chosen to pursue a bounty, he still has to know where to look, and what sort of resistance he is likely to encounter in the apprehension of his target. Those with bounties on their heads have strong incentives to run, hide, and surround themselves with loyal guards, and a good bounty hunter has to know how to deal with targets willing to go to any length to remain free.

Tracking Targets

One efficient way of locating the target of a bounty involves starting the search in a broad area, and narrowing it down more and more until only a limited number of possible places remain. This process usually begins with finding out where in the galaxy the target was last seen.

The Use Computer skill can guide the hunter in the right direction. A DC 15 Use Computer check lets the hunter know if (and where) the target accesses his accounts. This can be as specific as a single planet (for example, "the planet Tralus"), though it is usually more general (for example, "Hutt Space").



A Wookiee bounty hunter tracks down his target

TABLE 3-6: BOUNTIES

d20 ROLL	WANTED FOR	DESCRIPTION OF TARGET	REWARD
1–2	Assault and battery	Brawler (page 117)	5,000
3–5	Assault, larceny	Thug (page 284 of the Saga Edition core rulebook)	1,000
6	Corruption	Security specialist (page 122)	5,000
7–8	Espionage	Data slicer (page 118)	7,000
9–10	Grand larceny	Charlatan (page 118)	8,000
11	Kidnapping	Bounty hunter (page 283 of the Saga Edition core rulebook)	7,000
12–13	Murder	Assassin (page 282 of the Saga Edition core rulebook)	5,000
14	Piracy	Blockade runner (page 117)	8,000
15	Racketeering	Crime lord (page 283 of the Saga Edition core rulebook)	8,000
16	Smuggling	Space transport pilot (page 121)	7,000
17	Terrorism	Notorious outlaw (page 120)	8000
18–19	Trafficking	Fixer (page 120)	7,000
20	Treason, sedition	NPC (Han Solo, Talon Karrde, Corran Horn, etc.)	Special

Once the hunter knows which planet to search, he can use Gather Information to find the target within that general area. A DC 15 check reveals the general area (e.g., "the industrial sector"), or a more specific location (such as a particular hangout, or even the target's current address) with a DC 20 check. These DCs increase by 10 if the target is aware of the bounty on him and is actively trying to hide.

Example: Lesk Hisshar is trying to locate a Duros customs official wanted for murder. He has a good idea that the Duros is on Nar Shaddaa somewhere, but the Smuggler's Moon is a big place, so he has to ask around. He makes a Gather Information check and gets an 18, so he learns that the Duros has been seen in the vicinity of the Palace Casino. Lesk tries again, hoping for a more specific address, but rolls only an 11; the Gamemaster rules that Lesk not only fails, but one of the people he questions informs the Duros, who goes into hiding. If Lesk tries again, the DC for learning the Duros's specific location increases to 30.

Conversely, when the target is away from civilization, the bounty hunter might need to track the target's physical signs. A successful Survival check lets the hunter know if someone has been in the area the hunter is searching, and might give the hunter an idea of how long ago—and which direction they went when they left. (See "Survival" on page 73 of the Saga Edition core rulebook for more information.)

Finally, if the target tries to escape aboard a starship, the hunter can take a full-round action to make a DC 25 Use Computer check to detect and analyze the departing ship's Cronau radiation signature. This signature lets the hunter determine the point and angle of departure of a ship that has entered hyperspace, and can give the hunter a good idea of the ship's likely destination. For each hour that has passed since the ship made the jump to lightspeed, the DC of the Use Computer check increases by 5.

Capturing Targets

Contrary to popular belief, most rewards are limited to captured targets—not dead ones. Obviously, accidents happen when the blaster bolts start flying, but the authorities want justice to be served: Criminals are supposed to stand trial and go to prison. Crime lords are sometimes more open-minded about the bounties they post—but, even then, a crime lord would rather spend a little time gloating over their enemies, making sure they suffer a bit before the crime lord is done.

As a consequence, bounties being sought by the authorities are more willing to give up without a fight (though that doesn't stop them from running), but those being sought by crime lords and other less civilized types would rather die than be captured alive. In either case, a target who has a little extra money to spend is usually willing to hire a few bodyguards to put between them and bounty hunters, or offer the hunter a nice fat bribe—or both, if they have the means.

Bounty Generator

To generate a random list of open bounties (useful when players want to check the bounty postings in the hopes of earning a few credits), roll 2d20 and compare the results to Table 3–6: Bounties, using the first roll to determine what the target is wanted for, and the second to determine the description of the target and the reward value for that target. You can roll multiple times to simulate multiple available bounties, or just roll once to generate the nearest bounty.

The description is provided as a model for NPC statistics to represent the target. (It does not mean that all thugs are necessarily worth a 1,000-credit bounty, for example.) The Gamemaster is also free to choose any sort of character to be the target of a bounty. A simple bounty where you have to face the target by itself, with no substantial assistance or resources, should be worth the CL of the bounty × 1,000 credits.

The bounty hunter is entitled to a secondary bounty of one-half the value of any captured equipment. (Bounty hunters commonly "lose" particularly valuable items before reporting the captured inventory; if noticed, however, the hunter might become the target of a new bounty!)

Bounties posted on famous or notorious individuals from the *Star Wars* universe (such as Han Solo or Talon Karrde) rarely conform to the standard random bounty model. When developing a bounty on a famous character, the Gamemaster should make capturing that target part of a larger adventure or an adventure all its own. The credit reward for the bounty should be of an appropriate amount to provide a suitable reward for the entire adventure. If the bounty is the entire focus of the adventure, a standard credit reward of 2,000 credits × the average level of the heroes is appropriate (see "Other Rewards" on page 248 of the Saga Edition core rulebook). If the bounty is merely part of the adventure, a reward of 1,000 credits × the CL of the target is appropriate.

Con Games

Confidence artists prey on the greed and gullibility of others to make a tidy profit—usually in exchange for something worthless. Even though their scams might seem easy to spot (at least on the surface), they can have layers upon layers of deception to suck in the unwary before they know what hit them.

Sample Scam

Below is a sample "short" con, which the Gamemasters can spring on the heroes—or that the heroes themselves can employ, if they are so inclined. Most cons require inexpensive props and an assistant or two, making them an ideal activity for a group of heroes out to make a quick credit.

Scammers and Marks

When discussing cons and how they are perpetrated, it's good to keep some general terms in mind. "Scammer" refers to the primary con artist, "assistant" refers to the primary's helper (or multiple helpers), and "mark" refers to the victim of the con.

The Toydarian Drop

Named after the species that originated the scam—or, as everyone else in the galaxy insists, the species most likely to fall for it—the Toydarian Drop begins with the mark and the scammer—well-dressed and appearing affluent—both spotting something of value (a datapad, or a piece of jewelry, for example) lying out in the open. The con works best if the mark notices the item first (to divert suspicion that the scammer planted the item), but the scammer needs to notice the item before the mark can snatch it up. An assistant might get in on the act, claiming to have also seen the item at about the same time.

A quick appraisal suggests that the item is worth quite a bit: It has valuable confidential information (in the case of a datapad or a portable computer), or it is visibly expensive (as with an item of jewelry). In any event, the item appears to be worth around 25,000 credits, and the scammer suggests that the finders can split the money. All it takes is for someone to go sell the item—something the "respectable" scammer claims he cannot do without tarnishing his image in the community.

The scam then hinges on the mark agreeing to be the one to sell the item—and the scammer pretending not to entirely trust the mark with such a valuable item. (The scammer should make a Deception check against the mark's Will Defense; in the case of an NPC scammer, assume the scammer has a +15 skill modifier.) The only way the scammer can trust the mark is if the mark buys the scammer's "share" in the item up-front. (If an assistant is involved, he also demands his share.) Of course, the mark might try to turn this tactic back on the scammer or the assistant—but both can demonstrably prove that neither carries enough money to buy out the others' shares.

Obviously, after the scammer and the mark have parted ways, the mark learns that the item is, in fact, worthless.

This scam doesn't work so well with credit chips, which are difficult to rig to display false account balances (see page 134 of the Saga Edition core rulebook). However, a con artist with skill at concealing items (using Stealth) can switch a real credit chip for a dummy before the final hand-off to the mark.

Loan Sharks

Sometimes it can be tough to get a start on the fringe. Most scoundrels of all stripes come from humble beginnings, and very few have the fortunes at the start to buy their own ships or pay for their own crews. When faced with the prospect of being unable to strike out on their own, many scoundrels turn to crime lords with money, otherwise known as loan sharks. Loan sharks provide illicit loans to those who cannot get a loan through a legitimate institution, and often in great sums well beyond what one could normally obtain through legal channels. Unfortunately, loan sharks are never as forgiving as banking institutions, and loans usually come with not only an incredibly high interest rate but also the threat of broken bones or even death if payment isn't rendered on time.

Loan sharks provide credits for pretty much anything and everything. Many smugglers use loans from loan sharks to purchase space transports, hire crew members, and upgrade existing ships so that they can make their own way in the galaxy. Pirates use loan sharks to fund their fledgling fleets, or simply to keep their crew members happy and their starships flying. Loan sharks can usually provide loans in values up to the loan shark's CL × 50,000 credits, and sometimes more (at the Gamemaster's discretion).

Loan sharks should be sinister and memorable, and typically a loan shark has an amicable attitude (at least until you miss a payment). Loan sharks almost always have levels in the crime lord prestige class, and they are surrounded by minions and underlings at all times. Loan sharks profit from the hopes and dreams of desperate people on the fringe who will do anything to achieve their goals, and as such they are unscrupulous and conniving. Hutts, Herglics, Besalisks, and Bothans all make excellent loan sharks.

Missed Payments

Loan sharks take their payments not only in interest but also out of the livelihoods of those they loan to. Typically, a loan shark puts a 10% (per month) interest rate on their loans, meaning that once per month the total debt the heroes have to the loan shark goes up by 10%. Furthermore, if the heroes use the loan to buy a ship or otherwise fund some kind of endeavor, loan sharks usually require the heroes to pay out 10% of their earnings each month as well (which is applied toward the loan). Of course, loan sharks are always happy to extend more credit to their valued customers, and as a result many get caught in a downward spiral of debt that quickly becomes like a form of indentured servitude.

Loan sharks do not take kindly to people missing their payments. Even the first missed payment is enough to have the loan shark send his agents out for a friendly visit, just to let the heroes know that the loan shark hasn't forgotten about them. On the second missed payment, the loan shark's agents will probably damage or destroy some of the heroes' property, just to make a point; usually, the damage is valued at about the same as the missed monthly payment. When a third payment is missed, the loan shark's goons are no longer there just to make a show. At this point, the heroes will usually have to fight the goons, who are out to take their loan shark's payment in flesh. Gamemasters can feel free to create encounters with a loan shark's thugs that are level appropriate for their own campaign, but such a fight should be challenging; after all, loan sharks mean business and aren't afraid to send some of their toughest minions to deal with heroes that ignore their obligations.

Piracy

Ever since starships first started cruising the space lanes, pirates have found a way to take those ships from their rightful owners. Pirates are a scourge of the stars who prey upon unsuspecting travelers and entrepreneurs, swooping in and robbing ships of their valuables, and sometimes taking the ships themselves. Any criminal that makes his living off of raiding and robbing starships in transit from one world to another is a pirate, and law enforcement officials (particularly the Sector Rangers) go to great pains to make sure that the hyperlanes are kept safe from pirates.

Pirate gangs are usually formed when groups of like-minded thieves and brigands come together and pool their resources to great effect. Typically, a true pirate gang does not form until they find some way to obtain a capital starship, or at least large space transports with plenty of firepower. Typical pirates are looking to plunder the space lanes by taking whatever they want from anyone that cannot defend themselves. Some pirates are cutthroats who do not hesitate to maim or kill in the pursuit of their goals. Others adhere to an obscure code of honor, often coupled with delusions of being the roguish antiheroes often portrayed in holovids across the galaxy. Pirates must be tough and ruthless, regardless of their outlook on their career, as much of their position among their own crew depends on how ardently they enforce their own superiority.

Becoming a pirate isn't simply a matter of declaring yourself one. If the heroes wish to become pirates, they can either attempt to start their own pirate gang, or join an existing gang. Joining an existing band of pirates is the easier task, but is no less fraught with peril. To join an existing band, the heroes must prove themselves worthy of the gang (sometimes this means besting some of the weaker members of the band in combat), prove themselves trustworthy (engage in a mission of piracy with the band, as a trial run), and convince the pirates' leader that they belong on his crew. Joining a pirate crew for the first time can be an adventure all its own, and Gamemasters are encouraged to create a number of challenges, both non-combat and combat-oriented, to allow the heroes a chance to prove themselves worthy of the pirate band. Once they are members of the pirate group, they can begin working their way up in the hierarchy.

Alternatively, the heroes might decide to start their own pirate gang. In doing so, they make enemies of the law and certainly make no friends among other pirates, who are now competition. The heroes will likely need to recruit

others to their cause (a task that a charismatic leader could take on, for certain) and engage in some low-level piracy, not only to gain experience but also to fund upgrades to their fledgling pirate fleet. As the heroes' pirate gang grows, they will find their names at the tops of "Most Wanted" lists, as the leaders of pirate bands not only benefit from their fame but also achieve a certain degree of notorious recognition from law enforcement. Starting one's own pirate band is a challenge, though, because it becomes the heroes' responsibility to obtain the resources it takes to be pirates (ships, weapons, crew members) while at the same time placating their crew with plunder. Dissatisfied crews are prone to mutiny, and the heroes may find themselves facing a rebellious crew if they are not careful.

Engaging in Piracy

Once the heroes have joined a pirate gang or started their own, it's time to engage in piracy. Typically, the first step is to find and designate a target or multiple targets. The Gather Information skill can be used to catch wind of prime targets, especially those that aren't well defended or that are carrying particularly valuable cargo. Gather Information checks made in places where illicit activity is commonplace (such as in Mos Eisley, on Nar Shaddaa, or in Point Nadir) should gain favorable circumstances; those who live on the fringe keep an ear open for the possibility of a good score.

Unless the heroes lack a traditional method of interdiction (like the gravity well generators found aboard an *Immobilizer*-418 cruiser), they will need to plan when and where to ambush their prey. The Gamemaster can provide some hints as to good places and times to launch their attack, but be sure to leave the heroes with enough freedom to choose their attack plan so it truly is a plan of their devising. For example, unless the heroes want system defense spacecraft swarming their position, they probably do not want to launch an attack near a heavily populated planet; the Gamemaster can feel free to point out things like this, and perhaps suggest launching an attack at the edge of the star system, where ships typically emerge from hyperspace before making a microjump to the planet in question.

While many pirates won't hesitate to use lethal force against starfighters and other well-armed defenders, ion weapons are the best method of detaining a prize ship and ensuring that the ship (and its cargo) remain in working, salvageable order. Once a ship has been disabled, the pirates usually have to board the captured vessel, which could mean fighting the crew and other defenders in the corridors of the starship.

When the ship's defenders have been slain or subdued and the heroes control the captured ship, the job has been completed. The heroes can either take the entire ship, or (as is common when raiding passenger vessels) take whatever valuables they have come for and flee to their hideout to sort through the loot and enjoy the spoils of victory.

Pirates hijack a civilian vessel



Privateers

Privateers are pirates with some amount of legitimacy. Privateers are usually given letters of mark (official documents provided by a government or ruling body) that grant them the freedom to engage in piracy against their employers' enemies. Privateers tend to be a bit more idealistic than the run-of-the-mill pirate. Heroes who want to live the pirate's life but are uneasy about working outside the law might consider becoming privateers, as they are allowed to engage in piracy under the guise of legitimate work for a legitimate government.

Smuggling

Transporting illegal goods—or, at least, goods for which one does not have the proper permits—is a lucrative business, though the price of getting caught is sometimes far higher than the profits it brings. Still, smuggling is a major part of life on the fringe.

Smuggling becomes necessary when someone needs to get a shipment of illegal goods from one place to another. In very restrictive areas, or under the oppressive watch of tyrannical governments by the Empire, smuggling is almost the only way to get many contraband items into the hands of those that want or need them. The Rebel Alliance employs many smugglers for the sole reason that everything they need, including things as simple as foodstuffs and medical supplies, is considered contraband when being sent to the Alliance.

Smuggler heroes can lead exciting and adventurous lives, blasting their way across the galaxy in a tramp freighter with no one to answer to but themselves. Typically, smuggling is just like any other job or criminal enterprise: Credits are king. Smugglers need only find someone willing to pay for illegal goods and determine the fastest way to get the goods to their destination. For Gamemasters running a campaign with smuggler heroes, entire adventures can be created simply from the complications that arise in getting from one place to the next with a hold full of contraband.

Interdiction

One of the biggest dangers to smuggling operations is the threat of interdiction. When a smuggler is hauling contraband, he or she may be able to easily avoid inspections through bribes or deception, and most smugglers are confident in their ability to slip past the authorities when necessary. Interdiction occurs when authorities, pirates, or other groups use artificial gravity wells to drag ships out of hyperspace, simulating the presence of a planet or large object in realspace which, in turn, causes a ship's hyperdrive to deactivate. False gravity wells can be created along hyperlanes by gravity well generators (found on many interdiction starships), or by simply dragging a large asteroid into the space lane with a tractor beam. Smugglers dragged out of hyperspace by interdiction have little choice but to surrender or fight, as canny law enforcement officials can usually keep a ship in realspace once it has been caught.

Cargo Generator

Gamemasters who wish to add a little more depth to their heroes' smuggling runs can actually generate a cargo to be smuggled using Table 3–7: Cargo. Doing so should have no effect on how much the heroes can earn from selling their cargo, but could produce some interesting combinations (and give GMs a few ideas on what kind of employer would ship such items, what the motivation for smuggling the items is, and what kinds of complications might arise during the course of the adventure).

To use the cargo generator, first roll 2d20. Compare the result of the first d20 to the first column of Table 3–7, and check the Cargo column to see what kind of cargo is to be added to the ship's hold. Use the second d20 to determine how much (in tons) of that cargo is added to the hold. If the weight of the item being added exceeds the ship's cargo capacity, only enough of that cargo is added to fill the hold. Continue to roll 2d20 on the table until the ship's hold is full, and the heroes now have a cargo to smuggle.

TABLE 3–7: CARGO

d20 ROLL	CARGO	WEIGHT (TONS)
1	Animals, common or livestock	0.5
2	Animals, exotic	1
3	Art objects	2
4	Bacta	5
5	Droids	10
6	Foodstuffs	15
7	Fuel or starship consumables	20
8	Gems or precious metals	25
9	Labor machinery	30
10	Luxury items	35
11	Medical supplies	40
12	Metals (common)	45
13	Raw materials (miscellaneous)	50
14	Scrap	60
15	Spare parts	70
16	Spice or other narcotics	80
17	Technological goods	90
18	Textiles	100
19	Water	150
20	Weapons	200

Inspection

When a starship arrives at a spaceport, sometimes it must undergo a customs inspection. A customs inspection is usually required only for cargo vessels that are loading or unloading cargo, though spaceport officials or local law enforcement may call for an inspection of a suspicious ship at any time. Inspections usually involve a team of five or six officials who have designated tasks during the inspection. The team is led by a chief customs officer whose job is to oversee the entire inspection; the chief inspector interacts with the captain and crew of the ship, asks pertinent questions, and ensures that the crew does not interfere with the inspection in any way. Two of the customs agents are charged with performing the actual inspection. These agents look over any cargo, comparing it to the ship's cargo manifest (which must be presented to the chief inspector at the time of the inspection), search for hidden compartments and illegal modifications, and confirm that the ship is not carrying anything it should not be. Two other customs agents stand guard during the inspection, providing a threat of force in case the crew decides to resist the inspection violently. These two agents keep watch over the crew, and always have blasters at the ready. Any additional members of an inspection crew may guard the exterior of the ship or serve as lookouts in various parts of the ship during inspection.

Customs officials can be bribed, but usually only if it's clear that taking the bribe won't cost them their job or their life. If a customs official sees that the cargo includes massive explosives that could blow up the entire spaceport, she is unlikely to turn a blind eye. If, however, the cargo is something as innocuous as stolen sublight drives, the customs agent might be amicable to the idea of taking a bribe to forego the inspection. However, most customs officials take a "no see, no problem" approach to taking bribes, and don't look too closely at the cargo to maintain relative ignorance.

Famous Smuggling Runs

If there's one thing all pilots have in common, it's a love of bragging rights. For smugglers, the best way to earn the respect of peers is to fly one of the famous (or infamous) smuggling runs to prove you have ice in your veins and a healthy contempt for death itself.

The Kessel Run

The Kessel Run is arguably the most famous smuggling run in the galaxy—not for its profitability, but because it is the benchmark for the galaxy's smugglers. The proximity of Kessel to the Maw Cluster (a group of several black holes) makes it difficult to jump to hyperspace on the Kessel side, meaning that ships attempting to leave the prison planet with a load of illegally gained glitterstim spice must elude pursuit at sublight speeds until the Maw and its gravity well are at a safe distance.

The total distance through the Maw is roughly 14 parsecs, though it is not a straight route. Traveling through the Maw in realspace requires patience and close attention, to avoid drifting too close to one of the black holes while dodging laser cannon fire from Kessel's security squadrons.

Negotiating the Maw through hyperspace, on the other hand, requires a DC 30 Use Computer check. Failure means that the starship immediately drops back out of hyperspace without making any progress; failure by 10 or more means that the starship gets pulled toward the nearest black hole, forcing the pilot to make a DC 25 Pilot check to escape to a safe distance. (Failing this check means that the starship plunges into the black hole.)

A successful Use Computer check, on the other hand, means that the starship safely navigates half the distance in one jump. Succeeding by 5 or more means that the starship finds an even faster route, and travels through the entire Maw Cluster in a single jump.

Provided one can fill a hold with glitterstim spice and leave Kessel before being arrested, and further provided that the pilot can steer through the Maw while dodging starfighters and a cluster of black holes, the Kessel Run can be one of the most lucrative operations a smuggler can ever hope to undertake—and a fast delivery of the exotic spice can virtually cement any hotshot pilot's reputation.



Imperial Pursuit on the Kessel Run

SPICE

Spice is an illegal substance that possesses extreme narcotic qualities. Spice comes in several forms and is mined from various worlds, including Kessel. Spice is unique in that it has mind-altering properties that produce limited telepathic abilities. Spice is highly addictive, as well, and can lead to paranoid delusions and other mental illnesses.

Spice is mined on Kessel, where it is produced by energy spiders that live deep within the asteroid. Spice mining is extremely dangerous business, and many miners are killed in mining accidents. As a result, being sent to the spice mines of Kessel is a punishment similar to incarceration, but it also includes a heavy dose of forced labor.

Spice smuggling is both lucrative and highly illegal. Customs agents looking for spice are extremely vigilant, and are unlikely to turn a blind eye without a significant bribe. The Hutts are usually quite involved in spice smuggling, and they take great pains to ensure that their spice smugglers are both well-supplied and closely watched.

Two common kinds of spice are described below:

Glitterstim: A character that consumes one dose of glitterstim spice moves -2 persistent steps down the condition track, and the persistent condition can only be removed after 2 hours of rest. However, for 10 minutes after ingesting the spice, the user can make untrained Use the Force checks to activate the Telepathy application of the skill, even if he or she is not Force-sensitive.

Tempest: A character that consumes tempest spice gains the ability to rage (as per the Wookiee species trait). However, taking more than one dose of tempest in a 24-hour period immediately moves the user -4 persistent steps down the condition track; if this moves the user to the bottom of the condition track, he dies. The persistent condition can only be removed by resting for 8 hours.

Rycar's Run

If the Kessel Run is considered dangerous, Rycar's Run is outright insane. Made infamous by a Corellian pilot named Rycar Ryjerd, the smuggling run begins with picking up Verpine shatter guns at secret rendezvous sites in the Roche asteroid field, slipping back out while avoiding Imperial patrols, and then landing on Tatooine, where the guns are exchanged for slaves from worlds such as Ryloth and Kashyyyk. The smuggler then transports these slaves to Kessel and trades them to the prison administrator for loads of glitterstim spice, which is highly prized on the prison planet of Kiffex, where it can be traded for the freedom of certain convicts (usually Hutts). The last leg of the run involves delivering the freed prisoner to Nar Shaddaa, where the prisoner can resume his or her criminal enterprises once more.

This run is so hazardous that only the most foolish or the most desperate undertake it. In addition to the dangers of navigating asteroid fields and the constant threat of being arrested by Imperial patrols, the smuggler might expect to be ambushed on Tatooine by enemies of the prisoner being held on Kiffex. Furthermore, the administration on Kessel is sometimes known to renege on their deals, taking the slaves and then chasing the smuggler out into the Maw. Finally, if the smuggler makes it safely to Nar Shaddaa, he must be careful about keeping a low profile; for every enemy the prisoner had on Kiffex, there is likely a score more on Nar Shaddaa—some of whom might vent their wrath on the smuggler who freed the convict.

Rycar's Run is also one of the longest runs a smuggler can make, which adds to the risk: At least eight different hyperspace jumps are involved, some passing perilously close to asteroid fields or the twin suns of Tatooine. During each jump, in addition to the possibility of flying into a star or passing through a rogue meteor shower, there is also the risk of encountering an Imperial *Interdictor*-class cruiser while the smuggler's ship is loaded down with illegal cargo. Because these specific jumps are made so rarely, the data is usually more than a month old (DC 25 Use Computer check to safely plot a course instead of the usual DC 10).

Despite the risks, however, at least a dozen smugglers attempt Rycar's Run every year, hoping to win the grand prize of a Hutt's favor for delivering the prisoner safely to Nar Shaddaa. It is a testament to the folly of the undertaking that smugglers consider Rycar's Run a suicide mission.

The Byss Run

The Deep Core world of Byss was discovered in the latter decades of the Old Republic, and eventually became the seat of the reborn Emperor Palpatine's Empire after the Battle of Endor. Guarded by a sizeable fleet of Imperial ships, Byss is virtually inaccessible to anyone who does not possess a Deep Core Security Zone clearance—which excludes nearly everyone in the galaxy.

However, as with so many isolated locations, the inhabitants of Byss are desperate for the kinds of luxuries and entertainments that are forbidden to all but the highest echelons—and this makes smuggling such goods onto Byss a highly lucrative endeavor. Although the Imperial fleet orbiting Byss dissuades the feint of heart, a significant number of professional pilots and smugglers consider the risks worth the rewards (not the least of which is the knowledge that not even the most secure Imperial facility in the galaxy can keep them out).

Acquiring a Deep Core Security Zone clearance legitimately is next to impossible; the Empire issues them only to the most trusted, loyal, and valued traders. Even then, the Empire usually requires that these traders be escorted through the Deep Core in a convoy shepherded by a Star Destroyer. Vessels caught traversing Byss space without the proper clearance can expect to be fired upon by no fewer than half a dozen Star Destroyers, so one needs an extremely fast ship, an incredibly well armored ship, or a sizeable invasion fleet.

Should one safely reach Byss, however, the value of any goods sold there automatically increases by 500%. However, few exportable goods are produced on Byss that cannot be purchased more cheaply elsewhere, so the only available outbound "cargo" is passengers who want to get off Byss without the proper clearance to do so.

Spaceports and Shadowports

Spaceports are a smuggler's best friend, and anyone that travels the space lanes extensively will eventually become intimately familiar with dozens of spaceports throughout the galaxy. A spaceport provides docking facilities for starships as well as various amenities and services. Some spaceports are little more than landing pads with a few fuel tanks, while some massive spaceports could almost be entire cities unto their own. When a starship makes landfall, typically the ship will dock at a spaceport, where the ship can take on fuel and supplies, have repairs made, or simply leave the ship while traveling around the planet.

Shadowports are special kinds of spaceports highly valued by the smugglers and other criminals of the galaxy. A shadowport is a secret, illegal spaceport, usually well-hidden and off all of the Space Ministry's charts. Shadowports are places where illegal starships can land to offload illegal goods, make illegal modifications, or take part in illegal activities. Shadowports are havens for criminal activity, and though they resemble a standard spaceport in many ways, they usually have little in the way of legal authority. That is not to say there is no law in a shadowport, only that the law is made by those with the most muscle and power. Typically, shadowports are controlled by crime lords or entire crime syndicates. For more information and a sample shadowport, see Chapter 5 for an in-depth look at the shadowport called Point Nadir.

Spaceports and shadowports offer a number of amenities that weary travelers can take advantage of. Ships can be restocked and refueled, cargo can be loaded or unloaded, and repairs can be paid for and made. Many spaceports provide accommodations ranging from basic bunks to luxury accommodations. The more civilized and wealthy the world, the more likely the spaceport is to have finer amenities. Almost all spaceports have cantinas, and some have dedicated gambling halls and casinos. Larger spaceports have bazaars and shopping areas, and shadowports are guaranteed to have a thriving black market.

Spaceport Slang

The following list of slang terms covers many of the phrases the heroes are likely to hear in spaceports throughout the galaxy, and their definitions.

Action: Ship-to-ship engagement.
Bantha Fodder: Worthless, without value
Binary: Stubborn or uncompromising
Blaster-proof: A veteran spacer who has survived lots of action
Coreward: Toward the Core Worlds
Final Jump: To die peacefully. "Make the final jump."
Freeze, the: Space; also "Deep Freeze" for deep space
Grease the Servomotors: Bribe a government or spaceport official.
Long Zone: A jump zone far away from a planet
METOSP: Message to Spacers, automated instructions for incoming spacecraft.
Raider: Pirate or privateer
Rimward: Toward the frontier
Short Zone: A jump zone near to a planet or gravity well
Spaced: Killed by the vacuum of space

Table 3-8: Parts Availability

d20 ROLL	PARTS AVAILABILITY	COST LIMIT [1]	EFFECT
1–3	Poor	1,000 [2]	Parts are available for unmodified Licensed vehicles.
4–10	Average	2,000 [2]	Parts are available for all Licensed vehicles.
11–13	Good	5,000 [2]	Parts are available for all Licensed vehicles and for unmodified Restricted vehicles.
14–16	Superior	10,000 [2]	Parts are available for all Licensed and Restricted vehicles.
17-18	Excellent	20,000 [2]	Parts are available for all Licensed and Restricted vehicles and unmodified Military vehicles.
19-20	Universal	None	Parts are available for all starships.

1 More expensive items can be ordered, but they arrive in a number of weeks equal to item cost divided by cost limit (rounded down).

2 For all systems except weapon systems, the cost limit refers to the base cost.

TABLE 3-9: DOCKING BAY SECURITY

d20 ROLL	SECURITY QUALITY	PRICE PER DAY [1]	ADDITIONAL INFORMATION
1–5	Poor	10	Entrances to the docking bay require a DC 10 Mechanics check to bypass. An attendant (nonheroic 2) is on duty during the day.
6–13	Average	20	Entrances to the docking bay require a DC 15 Mechanics check to bypass. 1d2 attendants (nonheroic 2) are on duty at all times; a security guard (see page 122) armed with a blaster pistol is on duty at night.
14–17	Good	30	Entrances to the docking bay require a DC 20 Mechanics check to bypass. 1d3 attendants (nonheroic 2) and a security officer (see page 122) armed with a blaster pistol are on duty at all times.
18–19	Superior	50	Entrances to the docking bay require a DC 25 Mechanics check to bypass. 1d4 attendants (nonheroic 3) and 1d3 security officers (see page 122) armed with blaster pistols are on duty at all times.
20	Excellent	100	Entrances to the docking bay require a DC 30 Mechanics check to bypass. 1d4+1 attendants (nonheroic 3) and 1d4+1 security officers (see page 122) armed with blaster pistols are on duty at all times.

1 Long-term storage is available for 10 credits × the listed price/day per month for every 100 tons of cargo stored.

Chop Shops

Chop shops are illegal mechanic shops where smugglers, pirates, and other spacefaring scoundrels can go to have their starships worked on. Chop shops sometimes hide in plain sight under the guise of legitimate starship and vehicle repair facilities, but many are also hidden away in warehouses, far from the probing eyes of the law. Chop shops can be found at most shadowports and also in some legitimate spaceports in the Outer Rim, but the farther one goes Coreward the harder it becomes to find a chop shop.

Chop shops are safe havens for criminals, a place where they can dock their space transports and leave the ships in the capable hands of the shop's owners. Chop shops don't ask for identification, they never inquire about BoSS certificates, and generally welcome anyone as long as they have the credits to pay for the chop shop's services. Most smugglers who have extensive illegal modifications to their starships dock at chop shops exclusively, since the shop owners won't report a ship's illegal modifications to the authorities. Likewise, the owners and operators of chop shops are usually a motley collection of outlaw techs, shipjackers, and other criminals. When creating a chop shop, Gamemasters should feel free to populate the chop shop with all manner of strange, unscrupulous aliens.

Simple Repairs

Chop shops offer many services, but the most basic services include basic repairs, refueling, and restocking of commodities. Typically, chop shops can provide consumable and fuel restocking at the same rates as most legitimate spaceports. Additionally, chop shops can perform basic repairs, providing both parts and labor for a starship. If the heroes choose not to make repairs themselves (which has no cost but requires a lot of time and Mechanics checks), they can usually hire the chop shop to make repairs instead. Hiring a chop shop for repairs usually requires the heroes to pay credits equal to the number of hit points that need to be repaired (up to the ship's maximum hit points) × 100 credits. A typical chop shop can repair about 4 hit points per hour per worker; if the heroes wish to hire multiple mechanics to work simultaneously, increase the per-hit point cost by 50 credits per additional worker.

Gamemasters can use the above formulas to determine repair costs for legitimate spaceports and docking bays as well. However, if a starship has any visible, illegal modifications, the mechanics at the spaceport will report the modifications to the authorities. The heroes should be warned that parking a starship at a legitimate docking bay will likely raise some questions and even lead to a confrontation with the authorities if any illegal modifications are immediately visible.

Illegal Modifications

Chop shops are also a great place for the heroes to have illegal modifications made to their starships. When it comes to finding restricted or illegal starship modifications, a chop shop can serve as the black market for the purposes of buying the illegal items. As with repairs, chop shops can be hired to perform the installation as well. Chop shops charge 2,000 credits × the number of Mechanics checks required to install the illegal modification × the number of hours of work required to install the illegal modification. Chop shop mechanics have a base Mechanics skill bonus of +16, and multiple mechanics can use the aid another action to increase this check for the purposes of determining how many Mechanics checks are required to install the modification (see "Fringe Modifications" in Chapter 2 for more information on installation times and checks).

Spaceport Support

Spaceports use a number of unique droids and vehicles in their everyday operation. Below are three examples of technology frequently used in spaceports throughout the galaxy.

K-Series Spaceport Control Droid

The K-Series spaceport control droid from Industrial Automaton is rarely seen but often heard in spaceports throughout the Outer Rim. An administrative droid that handles the space traffic control and other logistical details of a spaceport, the K-Series spaceport control droid is the first line of communication between pilots and spaceport control. The K-Series droid sends automated messages to approaching and departing starships and handles most of the menial, low-level functions of spaceport control.

Tall and awkward-looking, with a dome-shaped head and a bulging midsection, K-Series spaceport control droids stand out in a crowd. K-Series spaceport control droids are skilled and meticulous, and they take their duties very seriously.

K-Series spaceport control droids can be played as droid heroes.

Industrial Automaton K-Series Spaceport Control Droid **CL 1**
Medium droid (3rd-degree) nonheroic 3
Init +2; **Senses Perception** +2
Languages Basic, Binary, Bocce, High Galactic, Huttese

Defenses Ref 11 (flat-footed 10), Fort 10, Will 11
hp 7; **Threshold** 10
Immune droid immunities

Speed 6 squares
Melee claw +2 (1d4)
Ranged by weapon +3
Base Atk +2; **Grp** +3

Abilities Str 10, Dex 13, Con –, Int 16, Wis 13, Cha 13
Special Qualities droid traits
Feats Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Skill Training (Mechanics), Weapon Proficiency (simple weapons)
Skills Knowledge (bureaucracy) +14, Knowledge (technology) +14, Mechanics +9, Pilot +7, Use Computer +14
Systems basic processor, walking locomotion, 2 hand appendages
Availability Licensed; **Cost** 5,500 credits
Possessions comlink, datapad

RX-Series Pilot Droid

The RX-Series pilot droid from Industrial Automaton is a common, if quirky, replacement for biological pilots. Designed to serve as both copilots for living pilots as well as autonomous pilots in charge of menial piloting duties, RX-Series droids are renowned for their tendency to develop personalities much more rapidly than other droids. The RX-Series droid hovers at the piloting station and has three appendages to manage the controls of a starship. Most spaceports have at least a few RX-Series droids on hand to help move docked starships, pilot skiffs full of supplies, or pilot chartered flights through well-traveled regions.

The RX-Series pilot droid has a cylindrical body that shares many features with astromech droids. Their bodies flare out at the bottom into wide repulsorlift platforms, and their heads are slightly more humanoid than an astromech's, with a domed helmet stretching across its top. RX-Series pilot droids generally have amicable personalities (Industrial Automaton designed them to interact with their passengers) and are frequently used as pilots by space tourism companies.

RX-Series pilot droids can be played as droid heroes.

Industrial Automaton RX-Series Pilot Droid **CL 1**
Medium droid (2nd-degree) nonheroic 4
Init +4; **Senses Perception** +1
Languages Basic, Binary

Defenses Ref 12 (flat-footed 10), Fort 10, Will 9
hp 10; **Threshold** 10
Immune droid immunities

Speed 6 squares (hover)
Melee claw +3 (1d4)
Ranged by weapon +5
Base Atk +3; **Grp** +5

Abilities Str 10, Dex 15, Con –, Int 13, Wis 8, Cha 12
Special Qualities droid traits
Feats Skill Focus (Pilot), Skill Training (Knowledge [galactic lore]), Skill Training (Mechanics), Vehicular Combat, Weapon Proficiency (heavy weapons)
Skills Knowledge (galactic lore) +8, Knowledge (technology) +8, Mechanics +8, Pilot +9, Use Computer +8
Systems heuristic processor, 3 claw appendages, hovering locomotion, vocabulator
Availability Licensed; **Cost** 7,300 credits

TABLE 3-10: REFUELING FACILITIES

D20 ROLL	REFUELING FACILITIES	PRICE	ADDITIONAL INFORMATION
1–5	Poor	75/kg [1]	Roll 1d20 each day; on a roll of 1–10, fuel is unavailable. When it is available, the cost is 75 credits per kilogram (due to high demand).
6–13	Average	50/kg [1]	Roll 1d20 each day; on a roll of 1–2, fuel is unavailable.
14–17	Good	50–60/kg [1]	In addition to standard fuel, good fuel is available. Good fuel costs 60 credits per kilogram, but reduces the cost of routine maintenance by 10%.[2]
18–19	Superior	50–80/kg [1]	In addition to standard and good-quality fuel, superior fuel is available. Superior fuel costs 80 credits per kilogram, but reduces the cost of routine maintenance by 20%.[2]
20	Excellent	50–100/kg [1]	In addition to standard, good, and superior fuel, excellent fuel is available. Excellent fuel costs 100 credits per kilogram, but reduces the cost of routine maintenance by 30%.[2]

1 For Colossal starships. Multiply the cost by 100 for every size category above Colossal.

2 The effects of good, superior, and excellent fuel apply only if at least 15 of the last 20 hyperspace jumps were made using the higher grade of fuel.

TABLE 3-11: RESTOCKING FACILITIES

D20 ROLL	RESTOCKING FACILITIES	PRICE	EFFECT
1–5	Poor	15 [1]	Roll 1d20 each day; on a roll of 1–10, consumables are unavailable. When they are available, the cost is 15 credits per living creature per day (due to high demand).
6–13	Average	10 [1]	Roll 1d20 each day; on a roll of 1–2, consumables are unavailable.
14–17	Good	10–20 [1]	In addition to standard consumables, good consumables are available. Good consumables cost 20 credits per living creature per day, but improves the hit point recovery rate of natural healing by 10% (minimum +1 hp per day).[2]
18–19	Superior	10–50 [1]	In addition to standard and good consumables, superior consumables are available. Superior consumables cost 50 credits per living creature per day, but improves the hit point recovery of natural healing by 20% (minimum +1 hp per day).[2]
20	Excellent	10–100 [1]	In addition to standard, good, and superior consumables, excellent consumables are available. Excellent consumables cost 100 credits per living creature per day, but improves the hit point recovery of natural healing by 50% (minimum +1 hp per day).[2]

1 Per living creature per day.

2 The effects of good, superior, and excellent consumables apply only if the character consumes the higher-quality stocks for the duration of the natural healing.

TABLE 3-12: MECHANIC AVAILABILITY

D20 ROLL	MECHANIC QUALITY	PRICE PER HOUR	EFFECT
1–5	Poor	special	No mechanic available. For routine maintenance, roll 1d20 each day; on a roll of 1–10, supplies for routine maintenance are unavailable. When they are available, the cost is 300 credits 1
6–13	Average	200 [1]	A mechanic (nonheroic 3) is available to perform routine maintenance.
14–17	Good	300 [1]	A mechanic (nonheroic 3) is available to perform routine maintenance, and to make repairs or to install or modify systems.
18–19	Superior	400 [1]	A mechanic (nonheroic 4) is available to perform routine maintenance, and to make repairs or to install or modify systems.
20	Excellent	500 [1]	A mechanic (nonheroic 5) is available to perform routine maintenance, and to make repairs or to install or modify systems.

1 For Colossal starships. Multiply the cost by 100 for every size category above Colossal.

Orbital Service Shuttle

The Gallofree Yards orbital service shuttle 23K is a familiar sight in spaceports around the galaxy. Particularly common on worlds where there are only a small number of full-service spaceports, the 23K serves as a ferry for supplies between the spaceport and ships in orbit. When a ship incapable of making landfall (many capital ships cannot safely land on the worlds they visit) arrives at a world without orbital restocking facilities, a 23K service shuttle brings supplies up from the planet's spaceports to resupply the ship. The 23K is one of the most common service shuttles in the galaxy, and can be found on almost any world.

Gallofree Yards Orbital Service Shuttle 23K **CL 5**
Colossal space transport
Init –4; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 26; +13 armor
hp 130; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +36

Abilities Str 43, Dex 12, Con —, Int 14
Skills Initiative –4, Mechanics +5, Perception +5, Pilot –4, Use Computer +5

Crew 1 (normal); **Passengers** 6 (seats only)
Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 36,000 (20,000 used)

Docking Bay Generator

Starships cannot set down just anywhere if their captains expect to keep them running. Docking bays provide refueling facilities, diagnostics equipment, spare parts, and tool rentals in addition to a convenient place to load and unload freight. Spaceports are made up of multiple docking bays, but within a single spaceport the docking bays could be owned by a variety of different individuals or companies. The amenities available in one docking bay could differ greatly from those available in another within the same spaceport.

Docking bays are rated for security, refueling costs, availability of consumables, the mechanics on duty (if any), the quality of the tools available for rent, and the spare parts the docking bay keeps on hand.

Sample Docking Bay

Kyle's players are planning on visiting Nar Shaddaa, and Kyle wants to generate a few docking bays that will vie for the heroes' business. Kyle decides that the first one the heroes hear about—Kro La's Starship Storage—has great physical security, but not much in the way of amenities. So, rather than rolling randomly on Table 3–9: Docking Bay Security, he chooses a result of 18–19, creating a docking bay with particularly tough locks (DC 25 Mechanics check to bypass), with guards and attendants on duty at all times.

A TYPICAL DOCKING BAY



For Kro La's other features, Kyle is okay with randomly generating the quality (though he decides to reroll on results of 14 or higher, keeping the second roll). He rolls a 13 on Table 3–10: Refueling Facilities—Kro La sometimes has trouble paying his bills, and his fuel suppliers put him on the bottom of the list for filling his fuel tanks.

On Table 3–11: Restocking Facilities, Kyle rolls an 18, and decides to reroll—this time getting a 14. Kro La can't always pay his fuel bills because he's invested a bit too heavily in high-protein meal supplements. He sells considerably more of the usual fare (the 10-credit consumables), but he pushes the good stuff (the 20-credit consumables) every chance he gets—sometimes even claiming that's all he has available.

Kyle rolls on Table 3–8: Parts Availability and Table 3–12: Mechanic Availability, getting results of 19 and 2, respectively. Kro La's Starship Storage has no mechanic available to perform routine maintenance, meaning that the heroes have to do the work themselves. Fortunately, though, Kro La has a rather large bin full of second-hand starship parts (and dodges questions about how he came by them), and he can sell the heroes up to 10,000 credits base value of parts with which to modify their ship.

TABLE 3-13: SPACE TRAVEL HAZARDS

D20 ROLL	HAZARD	MISHAP
1–8	MINOR (d20 ROLL)	
	1–8	The starship passes through an uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a –5 penalty for every 5 squares between starship and sensor target (instead of the usual –5 per 10 squares).
	9–14	The starship encounters space debris, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Huge piece of debris; the DC increases by 1 for each round between the alarm sounding and the Pilot check.
	15–18	The starship approaches a gravity field too quickly, causing structural stress. The starship's armor bonus is reduced by 1 until all persistent conditions are removed.
	19–20	The starship passes too close to a supernova, overloading internal computer systems with solar radiation. Use Computer checks aboard the starship take a –5 penalty until all persistent conditions are removed.
9–14	MODERATE (d20 ROLL)	
	1–8	The starship passes through a dense, uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a –5 penalty for every 2 squares between starship and sensor target (instead of the usual –5 per 10 squares).
	9–14	The starship encounters an uncharted asteroid field, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Gargantuan piece of debris; the DC increases by 2 for each round between the alarm sounding and the Pilot check.
	15–18	The starship enters an area of high radiation, causing the sensors to report false contacts (and dropping the ship out of hyperspace to avoid a collision). The starship's navigator must plot a new course out of the radiation field, with a –5 penalty on the Use Computer check.
	19–20	The starship passes through an unexpected gravity field, causing structural stress. The starship's armor bonus is reduced by 2 until all persistent conditions are removed.
15–19	MAJOR (d20 ROLL)	
	1–6	The starship encounters a dense, uncharted asteroid field, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Colossal piece of debris; the DC increases by 5 for each round between the alarm sounding and the Pilot check.
	7–10	The starship passes through a superdense, uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a –5 penalty for every square between starship and sensor target (instead of the usual –5 per 10 squares).
	11–13	The starship encounters another starship's dumped cargo, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Huge piece of debris; the DC increases by 1 for each round between the alarm sounding and the Pilot check. If the pilot avoids the collision, the cargo might be salvageable; it consists of 10d10 tons of cargo, each with a value of 10d10 × 10 credits.
	14–15	The starship encounters a Colossal vessel with a disabled hyperdrive, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision; the DC increases by 5 for each round between the alarm sounding and the Pilot check. At the Gamemaster's discretion, the crew of the other vessel might be alive and in need of assistance (or helpless to prevent being boarded and plundered).
	16–17	The starship skirts the edge of a black hole, causing the intense gravity to warp the vessel's structural integrity. The starship's armor bonus is reduced by 5 until all persistent conditions are removed.
	18–19	The starship flies through a superdense cluster of stars, the stress which causes the ship's hyperdrive to burn up. The starship's hyperdrive is disabled and requires a DC 30 Mechanics check to repair to ×15.
	20	The starship nearly collides with a massive gas giant, corroding the ship's hull plating and causing the ship to take an additional 10% of its total hit points in damage.
20	Reroll on the table above twice.	

Space Hazards

Traveling in space is a dangerous proposition under the best circumstances, and travel through hyperspace carries its own set of perils. Ordinarily, the Gamemaster chooses where in a starship's journey a mishap occurs, and, thus, just how far away the ship is from any hope of rescue or assistance.

Space travel hazards can arise when a starship is disabled because of a poorly plotted hyperspace course (see page 237 of the Saga Edition core rulebook). The Gamemaster can use the table below to determine exactly what mishap befalls the vessel. The Gamemaster should roll a d20 to determine the severity of the hazard, then another d20 to determine a specific mishap.

Dealing with Hazards

When the heroes have a space encounter, the effects should be dealt with in one of several ways. Under the rules for hyperspace hazards in the Saga Edition core rulebook, the ship takes damage and moves down the condition track with a persistent condition. Under normal rules, the hit points can be restored and the condition can be removed with an hour's work and a Mechanics check. Some of the hazards listed on Table 3-13 also have their own skill checks associated with them. Alternately, the Gamemaster can require that the effects of hazards cannot be dealt with except by a more challenging skill check or series of skill checks, and Gamemasters should feel free to use the sample skill DCs (found on page 78) to determine the difficulty of clearing the effects of the hazard. As a general rule, minor hazards should use the medium DCs, moderate hazards should use the moderate DCs, and major hazards should use the hard DCs. For example, when a ship passes through an uncharted dust cloud, the GM can call for a Use Computer check to recalibrate the ship's sensors; alternately, the GM could require a hero to physically leave the ship and clean the sensors manually, which could involve Acrobatics or Climb checks to perform the task in zero gravity.

What Law There Is

On the surface, it might seem as though a life of crime is the life of choice for the average hero. However, it is the job of the authorities—the police, planetary security, customs, and so forth—to discourage this sort of thinking by enforcing laws, catching violators, and meting out punishments according to the severity of the offense. In the broadest sense, the severity of a crime is classified as a citation, a misdemeanor, or a felony (although the specific terminology and distinctions of severity vary widely in different jurisdictions and eras).

Law enforcement is tasked with preserving the peace, responding to emergencies, investigating crimes, and apprehending suspects. Once in custody, the suspect moves through the justice system, which holds trials for the accused, sentences the guilty, and incarcerates or otherwise punishes convicts.

Citations

Citations (also called petty offenses, summary offenses, or infractions) are minor violations that rarely involve anything but a fine. Citations include traffic, parking, and safety violations, disorderly conduct, unauthorized possession of licensed goods, and unauthorized sale/transport of legal goods. ("Sale" includes possession of quantities too large for personal use, and "transport" applies to any quantity that is carried from planet to planet without proof of ownership, customs records, and so forth.)

Misdemeanors

Misdemeanors are the least offenses that might involve incarceration, but courts tend to suspect or defer such sentences, especially for first-time offenders. Minor misdemeanors include theft/criminal mischief (such as fraud, slicing, or destruction of property) with less than 100 credits in damages, harassment, brawling, unauthorized possession of restricted goods (including most controlled substances), and unauthorized sale/transport of licensed goods. Major misdemeanors include assault, theft/criminal mischief with less than 1,000 credits in damages, stalking, trespassing, resisting arrest, obstruction of justice (including interfering with or making false statements to peace officers), unauthorized possession of military goods, and unauthorized sale/transport of restricted goods.

Felonies

Felonies are serious crimes that result in incarceration barring a substantial mitigating factor, and law enforcement officers pursue felony suspects aggressively. Minor felonies include aggravated assault, theft/criminal mischief with less than 10,000 credits in damages, burglary, robbery, kidnapping, causing an accidental death, unauthorized possession of illegal goods, and unauthorized sale/transport of military goods. Major felonies include theft/criminal mischief of 10,000 credits or more, racketeering, murder, sexual assault, arson, and unauthorized sale/transport of illegal goods. Capital felonies include treason, piracy, terrorism, armed rebellion, and aggravated murder involving multiple victims or a government official.

Law Enforcement

The role of law enforcement depends on the circumstances under which they learn of a crime. If a law enforcement officer directly observes a crime in progress, of course, the officer intervenes quickly to preserve the peace and apprehend the suspect—or to call for backup.

Calls for Help

From the point of view of the criminal, the best way to avoid trouble is be far away before law officers reach the scene. As a swift action, any comlink can use a short emergency code to contact local dispatchers that can send one or two patrolling security officers to investigate (see page 122).

Although response times vary considerably from planet to planet, patrol officers usually appear 1d4 × 10 rounds after dispatch reports a crime in progress. Multiply these times by 5 for areas with no regular security presence (such as frontier or wilderness areas), multiply by 2 for lightly patrolled areas, multiply by 1/2 for heavily patrolled areas, and multiply by 1/5 for areas with a constant security presence (such as near major government facilities).

If a major crime is in progress (such as a bank robbery, hostage situation, or open blaster fire) or if the first officer on the scene calls for backup, multiple units are dispatched, increasing the chances of an early response. Roll 1d4+1 to determine the number of units deployed, then determine the response time for each unit separately.

In a serious emergency, officers can call for a crisis response team of security experts (see page 122) with heavier armor, better weapons, armored vehicles, and so forth. Because these teams don't patrol the area regularly, they have a typical response time of 2d10+10 minutes, modified as above.

Reasonable Use of Force

If a law enforcement officer catches a criminal in the act of committing the crime, the officer's job comes down to one primary task: arresting the perpetrator and any accomplices.

Although willing to chase a criminal as far as equipment and endurance allow, the officer prefers not to endanger the lives of civilians in the process (a limitation of that criminals are certain to exploit). If the crime is particularly severe, though, the officer might feel compelled to bring the suspect down by whatever means available.

Even so, law enforcement officers are not interested in killing the suspect. Instead, they utilize the stun settings on their blasters, or, if they are close enough, employ stun batons to subdue subjects long enough to put them in binder cuffs. Nevertheless, the intent to use minimal force might be cast aside within the first few seconds of an arrest procedure. In encounters with law enforcement, officers start with their weapons set to deal normal damage, but they switch to stun immediately unless a suspect is visibly threatening with deadly force. Particularly peaceful worlds might only use nonlethal weapons, but corrupt or tyrannical regimes rarely use stun weapons unless rounding up dissidents for "questioning."

Investigation

If the suspect is no longer on the scene when the officers arrive, the officers begin an investigation by interviewing the victims (assuming they are still able to communicate), interviewing any witnesses, and collecting any other available evidence. A successful DC 15 Gather Information check provides a reasonably accurate description of the perpetrators (or, at least, how they appeared when they were seen), and a successful DC 20 Perception check reveals clues that the perpetrators might have left behind. If the area is monitored, the officer can access local camera records with a DC 15 Use Computer check (or at least request those records from the cameras' owners).

Armed with this information, the investigating officer files a report with his superiors, and together they determine the case's priority. Citations and minor misdemeanors are the lowest: The officer might take no further action for a few days while he addresses other cases, and he will devote at most one day out of a work week to following up on the case. (Of course, if the descriptions and clues lead to an obvious conclusion, the officer might try to wrap up the case as quickly as possible.)

In the case of larger crimes—major misdemeanors and minor felonies—the officer might spend a little time juggling his workload to follow up on the case within the next day or so. The officer pursues the case as much as possible during working hours, and might make a few "off the record" inquiries when he is off duty, and continues to do so until a more important case comes up.

When the crime is particularly serious—major felonies or capital crimes—the case is assigned to an inspector (see page 123) who drops everything to try to catch the perpetrators as soon as possible, perhaps even calling in assistance from other officers or agencies. The inspector distributes descriptions of the suspects to patrol officers, security checkpoints, and starports. Other officers monitor known hangouts and question the suspect's family and friends. The lead investigating officer and his subordinates spend every waking hour working on the case until they capture the suspect or have exhausted all leads . . . or until an even bigger crime occurs.

Arrest

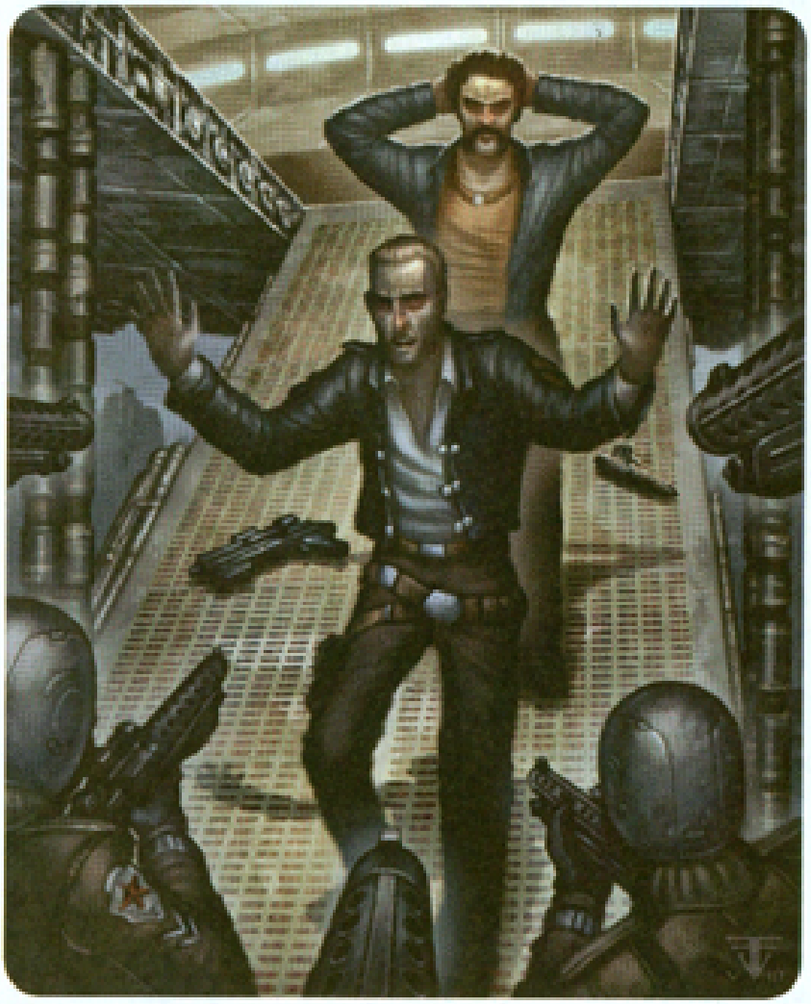
The presumption of innocence until proven otherwise is a fine concept for advanced societies (such as that of the Old Republic). However, on less civilized worlds (such as on the Outer Rim), the policy is often to arrest any potential suspect and sort out the guilty from the innocent later. In most cases, though, the job of law enforcement is to bring a suspect into custody, while the justice system builds a case against the suspect. Those who resist arrest might need medical attention, but unless the suspect is dying, such attention might not be given until after the suspect is searched, processed, and locked up.

Processing an arrested suspect begins with searching the suspect for hidden weapons or evidence, followed by establishing the suspect's identity by comparing his or her image and description (including fingerprints, voice

prints, and retinal scans, where available) to any computer records to which the arresting officer has access. This also establishes whether the suspect is wanted for other crimes elsewhere; many high-profile cases are solved when the prime suspect is arrested on a lesser charge somewhere else.

While the criminal is examined for signs of infectious disease, showered—or maybe just hosed down—and issued prison clothing, his personal belongings are inspected, logged, and divided into two categories. Potentially dangerous items are placed in a secure locker or otherwise put out of the suspect's easy reach, while anything that could be evidence is tagged and put into a separate locker. Anything left over—clothing, small personal items like jewelry or keepsakes, and so forth—are placed in a labeled storage bin, to be kept until such time as the suspect is released.

Law enforcement officers avoid leaving prisoners unattended until they are locked in a cell, and never remove binder cuffs without first securing the prisoner in some fashion.



SOMETIMES THE LAW CATCHES UP WITH YOU

The Justice System

The accused has two options. If you plead guilty in exchange for a shortened sentence or reduced fine, skip to "Sentencing," below. Otherwise, the accused might try to convince the judge or jury of his or her innocence during a trial. During a trial, the prosecution and the defense (either the accused character or his advocate) make opposed Persuasion checks. Each check represents 1 hour until the end of the first day (8 hours), then each check represents one day until the end of the first week (5 days), and then each additional check represents one week in court.

The prosecution has a Persuasion skill of +10, adding 5 for every step of the crime's severity above minor misdemeanor. (High-profile cases are assigned to the most experienced prosecutors.) The Gamemaster should apply appropriate modifiers on each Persuasion check based on the quality of evidence available. For example, the defense might gain a +2 bonus if it has an alibi verified by several witnesses, and the prosecution might gain a +2 bonus for finding trace evidence (such as DNA or fingerprints) linking the defendant to the scene.

If the defense wins the opposed Persuasion check by 5 or more, the attitude of the court moves one step toward helpful. If the prosecution wins by 5 or more, the attitude of the court moves one step toward hostile. The court normally starts with an indifferent attitude; the courts of a tyrannical government (such as the Empire) might start as unfriendly, and the courts in a corrupt system (such as on Nar Shaddaa) might start as friendly—assuming that the accused has bribed the right people behind the scenes. (The court's starting attitude is adjudicated by the Gamemaster.)

The outcome is determined by the court's final attitude:

Helpful: If the court's attitude ever becomes helpful, the defendant is acquitted of all charges.

Friendly: If the court's attitude is friendly for three consecutive checks, the defendant is acquitted of the most serious charge or charges; if there are multiple charges, the defendant is convicted on the least serious, automatically receiving the minimum punishment possible.

Indifferent: If the court's attitude is indifferent for three consecutive checks, the result is a hung jury or mistrial. The defendant might be tried again on the same charges, but the skill of the prosecution is reduced by 5 points with each retrial, if the matter is pursued at all.

Unfriendly: If the court's attitude is unfriendly for three consecutive checks, the defendant is convicted on all lesser charges; if there is only a single charge, the defendant is convicted but receives the minimum punishment possible.

Hostile: If the court's attitude ever becomes hostile, the defendant is convicted on all charges.

TABLE 3-14 SENTENCING

SEVERITY OF CRIME	1ST OFFENSE	2ND OFFENSE	3RD OFFENSE
Citation	200 credit fine	500 credit fine	1,000 credit fine
Misdemeanor, minor	500 credit fine	1,000 credit fine	2,000 credit fine
	1 week incarceration	1 month incarceration	2 months incarceration
Misdemeanor, major	1,000 credit fine	2,000 credit fine	5,000 credit fine
	2 months incarceration	5 months incarceration	1 year incarceration
Felony, minor	2,000 credit fine	5,000 credit fine	10,000 credit fine
	1 year incarceration	2 years incarceration	5 years incarceration
Felony, major	5,000 credit fine	10,000 credit fine	20,000 credit fine
	5 years incarceration	10 years incarceration	20 years incarceration
Felony, capital	20,000 credit fine	n/a	n/a
	Lifetime incarceration or execution		

SENTENCING

The penalties for committing crimes vary, depending on the severity of the crime and the defendant's prior record.

During sentencing, the convicted criminal (or his representative) can attempt to convince the judge or jury to reduce the sentence by making a Persuasion check (DC 10 for citations, plus 5 per additional step of severity and per each prior conviction), a DC 25 Knowledge (bureaucracy) check, or both. If either check succeeds, reduce the penalty by 50%. (In the case of misdemeanors with fines and mandatory incarceration, the judge can remove the mandatory incarceration.) If both checks succeed, or if either check succeeds by 10 or more, reduce the penalty by 75% (or remove the mandatory incarceration and half of the fine for a misdemeanor).

If the defendant pleaded guilty (thereby skipping the trial), the sentence is automatically reduced by 50%, and it is reduced by 75% if either the Persuasion check or the Knowledge (bureaucracy) check succeeds. If the result of a trial yields the minimum punishment possible for a given charge, the punishment is automatically reduced by 75%.

INCARCERATION

Once someone is found guilty of a crime, that character can expect to be sent off to a prison facility at the earliest convenience of the authorities. Prisons in *Star Wars* are highly secure, with mechanical and electronic locks on the cells and doors, one guard for every twenty prisoners, and full medical and recreational facilities to keep the inmates healthy and manageable. They are often located on the same planet on which the trial was conducted, though some planets abhor prisons and instead have "rehabilitation centers" where criminals are taught to become productive members of society. At least, this is the case in Republic prisons.

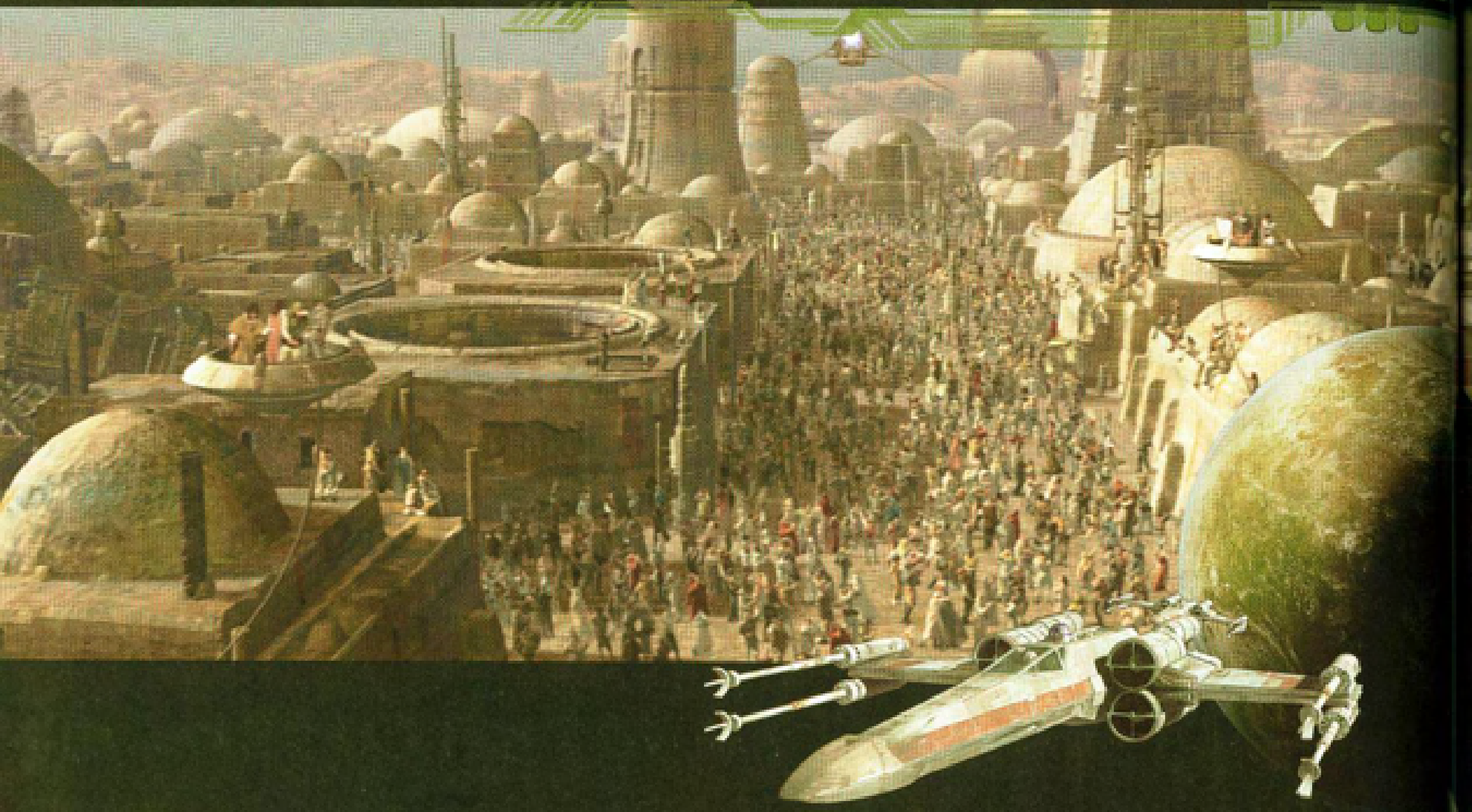
During the reign of Emperor Palpatine, prisons are dirty, overcrowded, understaffed, undersupplied, and isolated. Imperial prisons are sometimes entire planets, which serve as dumping grounds for convicted criminals. Virtually no guards remain, and the prisoners are left to fend for themselves in impossibly harsh conditions. The only way to escape the prison planet is to hijack a supply starship or sneak aboard as a stowaway. Incarceration in an Imperial prison is commonly viewed as a death sentence; many convicts perish at the hands of other inmates or succumb to the harsh conditions of the environment.

Forced Labor: Worse even than Imperial prison planets are the labor camps set up by the Empire, such as the infamous spice mines on Kessel. A character remanded to any sort of forced labor camp works until he dies or somehow escapes.

Conditions are often barely tolerable, with high gravity, extreme temperatures, toxic atmospheres, or even mild radiation being an everyday fact of life. Prisoners who succumb to these environmental hazards might be beaten until they return to work, or executed in the most expedient way possible.

For more details on the conditions in a forced labor prison, see the Prison Break scenario in Chapter 6: Fringe Encounters.

Chapter IV
Fringe Elements





Although many crooks take to a life of crime looking for an easy way to make a credit or escape the consequences of a bad decision, in truth, life on the edge isn't easy. Once you move away from the safety of government—laws and its guardians—you're on your own if someone crosses you. Even worse, if you anger the wrong shadowy figure, you might find bounty hunters or assassins looking to even the score.

Even so, some prefer to live by their own wits even if it means they have to keep their eyes open and a blaster handy. Some can't abide life under society's rules (be those fair or foul). Others already stand accused, rightly or wrongly, and prefer any free existence to life in the spice mines of Kessel. Finally, a few can't keep away from the forbidden, preferring life in the underbelly of the galaxy exactly because others shun it.

Eras of Play

In every era, in every region, there are noteworthy characters—outlaws, if you will—who choose to rebuke the law and live in the shadows. Some do so for heroic reasons, boldly throwing off the shackles of tyranny and unjust rule, but most are either looking for a quick credit or have succumbed to greed, hate, or fear.

The following are some of the most notorious, successful, infamous, and noteworthy assassins, crime lords, bounty hunters, and smugglers the galaxy has ever seen. Some of the characters described in this chapter might not appear in your campaign or even in the era during which your campaign is set. No problem! Feel free to use these game statistics for new characters of your own devising, changing names and backgrounds as needed. You can also switch equipment, talents, and feats to create custom characters for your players to interact with.

BoShek

If a "typical" Corellian ace from the years of the Galactic Civil War exists, BoShek is it.

Driven by a desire for excitement and a dislike of rules, BoShek left his homeworld to make his fortune in the ranks of underworld pilots. He shied away from the roles of enforcer or bounty hunter and focused on smuggling and espionage missions. He also took jobs that looked to increase his overall fame and reputation. He holds the record for completing the Kessel Run in the fastest time, even beating out his friend and rival Han Solo.

BoShek took a regular job ferrying clients to and from an outlaw slicer workshop concealed within a monastery on Tatooine, so he spent a lot of time there. While visiting Chalmun's Cantina in Mos Eisley, he was approached by Obi-Wan Kenobi, seeking passage to Alderaan. BoShek couldn't take the job because his ship had been shot down, but he directed the old Jedi to Chewbacca and Han Solo.

After that brief touch with history, BoShek went his own way. He tried to study the Force further but found his talent wasn't strong enough to grow (or his own attitudes prevented it from doing so). Shortly thereafter, he found a woman on the run from a Rebel cell that sought to kill her. His noble side getting the better of him, he helped her cross the planet only to discover she was an Imperial agent. Though she suggested he join the Empire, BoShek refused and was incarcerated. Although his known history ends there, the odds are slim that the Empire left such a talented, neutral pilot to rot in a cell.

BoShek excels when behind the controls of a starfighter, space transport, or armed speeder. He believes his best chance at victory is to face foes head-on. As a result, he prefers craft with powerful weapons and strong armor over sleeker, more maneuverable designs.

"MOST OF THE BEST FREIGHTER PILOTS CAN BE FOUND HERE. ONLY WATCH YOUR STEP. THIS PLACE CAN BE A LITTLE ROUGH."

-OBI-WAN KENOBI

BoShek **CL 8**
Medium Human soldier 7/ace pilot 1
Destiny 1; **Force** 4
Init +12; **Senses** Perception +4
Languages Basic, Shyriiwook

Defenses Ref 25 (flat-footed 22), Fort 22, Will 18
hp 83; **Threshold** 22

Speed 6 squares
Melee unarmed +8 (1d4+5) or
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +10
Atk Options Burst Fire, Devastating Attack, Penetrating Attack
Special Actions Full Throttle, Point Blank Shot, Vehicular Combat

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 10
Talents Devastating Attack (heavy weapons), Draw Fire, Full Throttle, Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Force Sensitivity, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Knowledge (tactics) +10, Mechanics +10, Pilot +17, Use Computer +10
Possessions blaster pistol, comlink, thermal detonator

Booster Terrik

Booster Terrik began life as a Corellian seeking his fortune and adventure, having little luck finding the former and trouble every time he found the latter. His luck flipped repeatedly in the early years of his career, eventually taking a turn toward the profitable when he found a rich, bored Borlovian patron named Llollulion, who was more than willing to pay the way if Terrik would take him on as a copilot. Terrik happily agreed, and the two began a modest business as smugglers. Because of their lack of experience, they were caught more than once, but they always escaped with a good dose of blind luck. Their luck would eventually have run out if the Clone Wars hadn't started; by then, the Republic had more serious concerns than two mid-level smugglers and their gray-market cargoes.

Although Terrik was mostly concerned with making a profit, Llollulion was a strong philosophical supporter of the Separatists (or at least those who were genuinely fighting for the right to be free). Terrik went along and was soon a supplier of fringe Separatist groups. When the Clone Wars ended, Terrik continued doing business with those groups that escaped detention. He later fell in love with a woman named Jysella, and the two had a daughter, Mirax. As a result, Terrik tried to settle down to spend more time with his family. He and Llollulion parted ways on good terms.

Aboard the star yacht *Pulsar Skate*, Terrik struggled to make ends meet—either legally or illegally—but luck continued to turn against him. When his wife died, he was forced to turn to friends, the Antilles family, to help raise Mirax. Terrik left his daughter with them whenever he had to make a long run, and he took both Mirax and the Antilles boy, Wedge, with him on shorter runs. He came to think of Wedge as his own blood; when Wedge's parents were killed by pirates, Terrik loaned the young man a Z-95 Headhunter, well aware that he would use it to get revenge.

That casual disregard for the law caught up with Terrik eventually, and he was captured and sentenced to 5 years on Kessel. Five years of hard labor destroyed men with more obvious determination than Booster Terrik, and many CorSec officers assumed the freedom-loving smuggler would make a bid for escape (and be killed) long before his time was served. Terrik certainly considered possible escape routes, but he never saw one that looked promising enough to risk his life. Instead, he did his hard labor, building his already considerable muscles to Gamorrean proportions, and fought the deadly boredom of an unchanging daily routine.

When Booster Terrik was released shortly after the Battle of Hoth, he found a galaxy in full rebellion, his daughter a competent smuggler in her own right, and young Wedge a combat pilot for the Rebel Alliance. He spent years keeping a low profile, but eventually found himself drawn back into Mirax and Wedge's battle with the Empire. Terrik joined forces with them to fight Ysanne Isard, Director of Imperial Intelligence. He took over operation of their base of operations, Yag'Dhul Station, and turned the station into a successful shadowport business. Terrik's small and thinly spread organization was still powerful enough for him to deal on nearly even terms with Hutts and Talon Karrde when the situation called for it. In that capacity, he ended up being involved in the capture of the Star Destroyer *Virulence*, which he managed to persuade the Alliance to hand over to him. Renaming the ship *Errant Venture*, he turned it into a mobile shadowport to rival any in the galaxy. (For more on the *Errant Venture*, see "Locations," below).

Although it took more than a decade for Terrik to get the *Errant Venture* on financially stable footing, he managed to do so when most of the galaxy assumed he couldn't. His operation remained small, but even a stripped-down Star Destroyer acting as its mobile base of operations gave it a considerable advantage. Terrik continued to aid those he saw as family, primarily Mirax and Wedge, and to a lesser degree Corran Horn and the current or former members of the Rogue Squadron.

Terrik is a proud, blunt man. He is willing to rough up senators, talk back to warlords, make demands of galactic governments, and refuse to show any sign of shame for doing so. Terrik considers himself a self-made man, and doesn't accept dominion from anyone—especially not now that he owns the *Errant Venture*. If he can fix a problem by knocking heads together, he does so. However, he is capable to resorting to bravado when true force fails, and even subterfuge if pushed to it. Although he accepts no national loyalties, those he considers friends can count on him to back them against any threat, no matter how overwhelming.

Booster Terrik **CL 12**
Medium Human scoundrel 5/soldier 5/crime lord 2
Destiny 2; **Force** 6; **Dark Side** 3
Init +6 (Pick a Fight); **Senses** Perception +12
Languages Basic, Bothese, Huttese

Defenses Ref 26 (flat-footed 24), Fort 26, Will 27; command cover +1, Inspire Fear I
hp 96; **Threshold** 31

Speed 6 squares
Melee unarmed +12 (1d8+9) or
Melee unarmed +12 (2d8+9) with Mighty Swing or
Ranged blaster pistol +9 (3d6+6)
Base Atk +9; **Grp** +12
Atk Options Cantina Brawler, Crush, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Sucker Punch, Trip
Special Actions Better Lucky than Dead, Fool's Luck, Uncanny Luck, Vehicular Combat

Abilities Str 17, Dex 10, Con 14, Int 14, Wis 12, Cha 10
Special Qualities command cover +1
Talents Better Lucky than Dead, Cantina Brawler, Fool's Luck, Inspire Fear I, Notorious, Pick a Fight, Sucker Punch, Uncanny Luck
Feats Crush, Improved Damage Threshold, Improved Defenses, Martial Arts I, Martial Arts II, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Trip, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Perception +12, Persuasion +11 (can reroll when intimidating and take better result), Pilot +11
Possessions blaster pistol, comlink, credit chip, datapad, *Errant Venture*

Boushh

Boushh was an Ubese bounty hunter best known for being impersonated by Leia Organa at Jabba's Palace shortly after his death. He also had a reputation for being extremely calm, a useful quality in a profession filled with trigger-happy blaster jockeys. This is not to suggest Boushh was incapable of emotion. Indeed, he hated all non-Ubese with a passion. Nevertheless, Boushh was in complete control of his emotions, and he prided himself on always being able to make a clam, reasoned decision even in the heat of combat.

Boushh was slender, even for an Ubese. This made it more difficult for the bounty hunter to achieve the level of physical intimidation critical to bringing in targets without constantly fighting every two-credit hired blaster with an attitude and a desire to prove they could take a bounty hunter. As a result, Boushh preferred to use powerful explosives to make an impression. Boushh wore a bandoleer of grenades chosen for the needs of a particular mission. Since he was known for being somewhat suicidal, his foes were willing to

believe he would happily blow himself up as long as he took them along. (Leia used this reputation to good effect when she faced off against Jabba.)

Armed with numerous ranged explosives, Boushh treated blasters as secondary weapons. Instead, he trained himself to be a master in melee combat, especially with the force pike. This also allowed him to take advantage of his slender frame to move through tight terrain and ambush a target in melee. Although a force pike is primarily used as a defensive or ceremonial weapon, Boushh used the fact that it was an unusual offensive choice to maximize the element of surprise, seeking to fight in circumstances that put blasters at a disadvantage.

Because Boushh trusted no one, he always worked to gather information he could use to blackmail employers, allies, and foes alike. In the end, this overly cautious approach caused him to come to a bad end when he tried to use his information to force a Black Sun Vigo to pay more for an agreed-upon contract. Boushh hadn't allowed for the possibility that Prince Xizor would send his personal assassin, Guri, to eliminate him and take his armor and gear as trophies for the Underlord. Guri later gave those trophies to Princess Leia, who eventually used them in her mission to save Han Solo. Even after the death of Jabba, her impersonation of Boushh is not well known, and many underworld data traders believe he is retired rather than dead.



Boushh

Boushh **CL 10**
Medium Ubese scout 5/soldier 2/bounty hunter 3
Destiny 2; **Force** 5; **Dark Side** 3
Init +14 (can reroll); **Senses** Perception +17 (can reroll)
Languages Basic, Dosh, Rodese, Ubeninal, Ubese

Defenses Ref 28 (flat-footed 24), Fort 24, Will 22; Dodge, Mobility, Uncanny Dodge I
hp 69; **Threshold** 24

Speed 6 squares
Melee force pike +8 (2d8+4) or
Melee force pike +6 (3d8+4) with Rapid Strike or
Ranged blaster pistol +12 (3d6+5) or
Ranged thermal detonator +12 (8d6+5, 4-square burst)
Base Atk +8; **Grp** +12
Atk Options aggressive, Hunter's Mark, Improved Disarm, Melee Defense, Point Blank Shot
Special Actions familiar foe +1, Hunter's Target, Shake It Off

Abilities Str 8, Dex 18, Con 10, Int 14, Wis 14, Cha 11
Special Qualities special equipment
Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Initiative, Uncanny Dodge I
Feats Armor Proficiency (light), Dodge, Improved Disarm, Melee Defense, Mobility, Rapid Strike, Shake It Off, Skill Focus (Perception), Weapon Focus (force pike), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Initiative +14 (can reroll), Knowledge (tactics) +12, Mechanics +12, Perception +17 (can reroll), Stealth +14, Survival +12 (can reroll)
Possessions force pike, combat gloves, blaster pistol, 2 thermal detonators, comlink, Ubese breath mask, environmental suit (+3 armor, +2 equipment bonus to Fortitude Defense) with voice modulator and rangefinder, bandolier

Jodo Kast

The mercenary Jodo Kast began his career as a commando working for the Rebel Alliance. On a mission to Goratak III, Kast's force ran into a bounty hunter in Mandalorian battle armor. The Rebel forces mistook this bounty hunter, named Feskitt Bobb, for the feared Boba Fett. During the fighting, Kast managed to kill Feskitt and discovered the armor wasn't Boba Fett's after all. Kast also realized that Boba Fett's reputation was so great that anyone mistaken for the legendary bounty hunter would have an advantage in the world of freelance blasters-for-hire. More interested in credits than galactic freedom, Kast took the armor and defected from the Rebel Alliance.

Jodo Kast impersonated Boba Fett and began taking contracts and making contacts. He modified his gear to look as much like Fett's as possible, rigging a heavy blaster to appear to be a carbine and repainting his own armor to match Fett's. Once he knew the ins and outs of the criminal underworld, Kast realized it might not be wise to take the name of the best tracker and fighter in the bounty hunting business, so he repainted his armor to a new, unique pattern. He began taking contracts under his own name; remaining mysterious about his armor and any assumed connection to the Mandalorian Supercommandos.

During this period of the Galactic Civil War, Jodo Kast was a more successful scout and mercenary than bounty hunter. He could find and bring in low-level targets, and he was an effective combatant in a stand-up fight—but Kast lacked the true bounty hunter skill in tracking down elusive targets or extracting them without triggering a larger battle. He worked for a time with two other bounty hunters, Zardra and Puggles Trodd, allowing them to do the legwork while he acted as the backup. During this time, he acquired a *Lambda*-class shuttle, which became his base of operations. He had the shuttle massively up-gunned and renamed it the *Foxcatch*, and for a time Zardra and Trodd traveled in it with him.

The partnership didn't last, and Kast found himself on his own again. When word got out that Boba Fett had died in the belly of the Sarlacc, Jodo Kast decided the time was again right to begin impersonating the more famous hunter—and charging the higher prices that Fett's name commanded. Ironically, Jodo Kast spent considerable time proving to people that Boba Fett was still alive. Thus, when the true Boba Fett began operations again (after the Sarlacc found him to be somewhat "indigestible"), no one questioned it. Fett was not amused to discover he was being impersonated, so he tracked down Kast. On Nal Hutta, five years after the Battle of Yavin, Fett captured Jodo Kast and placed him in a death trap. Fett explained that if Kast could escape the trap, Fett would have no further quarrel with him—but Fett added that Kast wouldn't survive because he was just an imposter. Fett was right.

Jodo Kast **CL 10**
Medium Human soldier 3/scout 4/gunslinger 3
Destiny 2; **Force** 5; **Dark Side** 2
Init +8 (Improved Quick Draw); **Senses** Perception +11
Languages Basic, Huttese, Rodese

Defenses Ref 32 (28 flat-footed), Fort 26, Will 23; Evasion
hp 92; **Threshold** 26

Speed 4 squares, Surefooted; fly 6 squares
Melee unarmed +11 (1d6+7) or
Ranged heavy blaster +13 (4d8+6) with Rapid Shot or
Ranged thermal detonator +12 (8d8+5, 4-square burst)
Base Atk +9; **Grp** +12
Atk Options Collateral Damage, Point Blank Shot, Precise Shot
Special Actions Improved Quick Draw, Shake It Off

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8
Special Qualities trusty sidearm +1
Talents Armored Defense, Evasion, Improved Armored Defense, Improved Quick Draw, Surefooted, Trigger Work
Feats Armor Proficiency (light, medium), Collateral Damage, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +12, Endurance +12, Knowledge (galactic lore) +11, Mechanics +11, Perception +11
Possessions battle armor, heavy blaster pistol, thermal detonator, code cylinder, comlink, jet pack (10 charges), pocket scrambler

Jorj Car'das

Though few people know his name, Jorj Car'das has touched many of the most important events in the galaxy. Beginning his career as a Corellian navigator on a smuggling ship, he and his allies were captured by the Chiss commander Thrawn on the Outer Rim. Despite the protests of his fellow prisoners, Car'das was entirely open and honest with Thrawn. He was held long enough to learn the Chiss language and learn something of their ways. When Thrawn finally released him, the two parted as friends. However, Car'das was also the first Corellian that Thrawn ever met, and the insight Thrawn gained about the Galactic Republic would serve him well when he later became an Imperial officer.

While a Chiss prisoner, Car'das made the acquaintance of Kinman Doriana, who had been sent by Darth Sidious to destroy the Republic's Outbound Flight before both it and Doriana crossed Chiss space. When Doriana and Car'das returned to the Republic, Doriana helped Car'das establish a smuggling operation that was also to serve as a spy ring for Darth Sidious (although Doriana kept his ultimate benefactor secret from Car'das).

By the time of the Clone Wars, Car'das was a powerful smuggler and a rising crime lord. Though he did not yet have the power of the Hutts, he was

in a position to take over Booster Terrik's organization when Terrik was sent to Kessel. After the Clone Wars, Car'das was captured and badly injured by a Dark Jedi, and he survived only after finding Yoda on Dagobah and receiving healing from the exiled Jedi Master. The experience gave Car'das renewed drive, and he began diversifying his criminal empire so it was involved in a wide range of activities but dominant in none. With this tactic, as well as an increasing interest in information, he built an organization that rivaled that of even the Hutts.

In the same year as the Battle of Yavin, Car'das's health once again began to fail him. He flew off in a private yacht to seek further healing from Yoda, but the Jedi Master chided him for wasting the second chance he had already received. Car'das never returned to his criminal empire, leaving it to be taken over by Talon Karrde.

Car'das went instead to Exocron, hoping to find aid from the Aing-Tii monks. He required regular treatments from them, but he eventually managed to recover. He was, however, stuck on Exocron (so he could stay close to the monks), so he built a fortress and a vast library of datacards. When Talon Karrde later sought Car'das, hoping for a copy of a document to end a brewing political war, Car'das was able to turn events to his favor once more. He allowed Karrde's agents to find him while at the same time luring an enemy of the Aing-Tii, the crime lord Rei'kas, to his destruction. Although Car'das either couldn't or wouldn't give Karrde the exact information he sought, he did have enough other information to give Karrde an edge in the following negotiations.

After that, Car'das once again faded into the background, apparently recovered enough to leave Exocron for prolonged periods. He made at least one known trip to Chiss space after the death of Thrawn, apparently to fulfill a promise he made decades before, but the details of his later actions are sparse at best. Still, he is a cunning and canny smuggler who once ruled an organization that could even threaten planetary governments, so it would be unwise to assume Car'das is done affecting events in the galaxy.

The following stat block represents Jorj Car'das at the height of his criminal empire, after his encounter with the Dark Jedi and subsequent healing by Yoda but before his renewed health began to fail. This is appropriate for use in any Dark Times campaign, set between the end of the Clone Wars and the Battle of Yavin.

Jorj Car'das **CL 12**
Medium Human noble 7/crime lord 5
Destiny 2; **Force** 6; **Dark Side** 5
Init +12; **Senses** Perception +11
Languages Basic, Bothese, Cheunh, Durese, Huttese, Rodese

Defenses Ref 26 (flat-footed 25), Fort 23, Will 27; command cover +2, Inspire Fear II
hp 61; **Threshold** 23

Speed 6 squares
Melee unarmed +9 (1d4+7) or
Ranged blaster pistol +9 (3d6+6)
Base Atk +8; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Ambush, Born Leader, Dirty Tactics, Impel Ally, Vehicular Combat

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 11, Cha 18
Talents Ambush, Attract Minion x2, Born Leader, Connections, Dirty Tactics, Impel Ally I, Inspire Fear I, Inspire Fear II
Feats Force Sensitivity, Friends in Low Places, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Knowledge [galactic lore], Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +15, Gather Information +20, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Perception +11, Persuasion +20, Pilot +12, Use Computer +13
Possessions blaster pistol, code cylinder, comlink (encrypted, long-range), credit chip, datapad

Mirax Terrik Horn

Mirax Terrik, without doubt, took after her father. Raised on Corellia, Mirax spent much of her youth with childhood friend Wedge Antilles. When her father was apprehended by CorSec and sentenced to hard labor on Kessel, the underage Mirax took control of the small part of his smuggling operation not seized by Jorj Car'das. She personally flew the *Baudo*-class star yacht *Pulsar Skate*, managing to keep the organization together in part by shifting to mostly legal jobs. Until his defection to the Rebellion, Wedge aided her when he could, mostly with free ship repairs.

Eventually her path and that of Wedge Antilles would cross again, as Wedge and his squadmate Corran Horn rescued her from the Imperial vessel *Black Asp*. Corran Horn was the son of Hal Horn, who had captured and imprisoned Mirax's father. Despite her instinctive dislike of anyone related to Hal Horn, Mirax's friendship with Wedge convinced her to work for the Rebellion, and this in turn put her in more regular contact with Corran.

As she smuggled critical supplies to the Rebellion and later the New Republic, Mirax came to appreciate Corran Horn. The two eventually fell in love and were married. Never content to allow her husband to have all the adventure, Mirax was active in blockade running, hunting Imperial criminals, and operating a smuggling empire even after being married and having children. She became good friends with Mara Jade and eventually began to learn the operation of her father's ship, the *Errant Venture*.

Mirax often succeeds by acting erratically. She catches her foes off-guard with sudden maneuvers (in both the tactical and strategic sense). She fiercely defends of her family, friends, and allies. Those who would see this as a weakness discover the hard way that Mirax doesn't take threats well.

Mirax Terrik Horn CL 10

Medium Human scoundrel 7/master privateer 3

Destiny 2; **Force** 5

Init +4; **Senses** Perception +5

Languages Basic

Defenses Ref 24 (flat-footed 22), Fort 21, Will 26

hp 65; **Threshold** 21

Speed 6 squares; Fleet-Footed, Running Attack

Melee vibroblade +10 (2d6+4) or

Ranged blaster pistol +10 (3d6+5)

Base Atk +8; **Grp** +10

Atk Options Crippling Shot, Dirty Fighting, Point Blank Shot, Precise Shot

Special Actions Cunning Strategist, Disruptive, Raider's Frenzy, Take Them Alive, Vehicular Combat, Veteran Privateer 1/encounter, Walk the Line

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Abilities Str 8, Dex 15, Con 12, Int 10, Wis 14, Cha 17

Talents Cunning Strategist, Disruptive, Raider's Frenzy, Spacehound, Take Them Alive, Walk the Line

Feats Fleet-Footed, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Persuasion, Pilot), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee, pistols, simple weapons)

Skills Deception +13, Knowledge (galactic lore) +10, Mechanics +10, Persuasion +18, Pilot +17

Possessions blaster pistol, vibroblade, code cylinder, comlink (long-range), tool kit, utility belt, medpac, space transport

Moxin Tark

Moxin Tark is a notorious bounty hunter respected for his cruelty and viciousness. Active during the Galactic Civil War and the days of the New Republic, Tark cares little for the sanctity of life or the trails of blood he leaves in his wake. Tark's father was a career military commander and served the Empire faithfully, but Moxin elected not to follow in his father's footsteps. At a young age, he abandoned a privileged life on Bandonia and sought a career to spite his father's honorable legacy.

Moxin Tark wears the armor of the Sun Guards of Thyrsus, which is said to have inspired the armor of the Imperial Royal Guard (and, likely, the Senate Guards that preceded them). Tark's armor has been modified to suit his needs, and he takes great care in upgrading and maintaining its systems, allowing him to function alone, without the need for partners. Tark believes that fear is an extremely powerful weapon, and he goes out of his way to terrorize a mark before taking it into custody.

Moxin Tark CL 11

Medium Human soldier 3/scout 3/scoundrel 1/bounty hunter 4

Destiny 1; **Force** 5; **Dark Side** 15

Init +12; **Senses** low-light vision, **Perception** +14

Languages Basic, Huttese

Defenses Ref 31 (flat-footed 29), Fort 24, Will 24

hp 85; **Threshold** 24

Speed 6 squares

Melee force pike +8 (2d8+7)

Ranged heavy blaster pistol +11 (3d8+5) or

Ranged blaster rifle +11 (3d8+5)

Base Atk +8; **Grp** +10

Atk Options autofire (blaster rifle), Hunter's Mark, Keen Shot, Point Blank Shot

Special Actions Fool's Luck, Hunter's Target, Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8

Special Qualities familiar foe +2

Talents Acute Senses, Armored Defense, Fool's Luck, Hunter's Mark, Hunter's Target, Improved Armored Defense, Keen Shot

Feats Armor Proficiency (light, medium), Point Blank Shot, Shake It Off, Skill Focus (Persuasion), Skill Training (Persuasion), Skill Training (Survival), Skill Training (Use Computer), Tech Specialist (see page 21 of *Starships of the Galaxy*), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Mechanics +12, Perception +14, Persuasion +14, Pilot +12, Survival +12, Use Computer +11

Possessions blaster rifle with improved accuracy modification, force pike with improved damage modification, heavy blaster pistol with improved accuracy modification, ceremonial armor (+8 armor) with helmet package and protective modification, binders, medpac [ts]4, comlink, macrobinoculars, various personal belongings

Prince Xizor

The enigmatic leader of the Black Sun crime syndicate leading up to and during the Galactic Civil War, Prince Xizor is a dangerous Falleen whose physical prowess it outmatched only by his brilliance and cunning. Xizor rose to lead the Black Sun crime syndicate thanks to his ruthlessness and his ability to outthink his opponents, and Xizor prides himself on his ability to read people. Xizor believes (perhaps too much) that there is no one in the galaxy that he cannot read and manipulate, including Darth Vader and the Emperor. In addition to his vicious cunning, Prince Xizor also keeps himself in peak physical condition, and is skilled in a variety of martial arts and marksmanship. Unlike many of his fellow crime lords, Xizor does not leave his safety up to his minions and followers, although he does have an expensive and well-trained human replica droid bodyguard, Guri.

Xizor is a tall, muscular Falleen with green, scaly skin and long black hair pulled back in a topknot. Xizor owns a skyhook that floats in the space above Coruscant, and has a personal StarViper-class attack platform he uses for transportation.

Prince Xizor **CL 16**

Medium Falleen noble 7/crime lord 9
Destiny 2, **Force** 6; **Dark Side** 14
Init +14; **Senses Perception** +20
Languages Basic, Bocce, Bothese, Falleen, High Galactic, Huttese, Rodese, Ryl, Sullustese

Defenses Ref 32 (flat-footed 28), Fort 26, Will 32
hp 80; **Threshold** 26
Immune +5 to Fortitude Defense against Falleen pheromones

Speed 6 squares
Melee unarmed +13 (1d10+9)
Ranged blaster pistol +13 (3d6+8)
Base Atk +12; **Grp** +13
Atk Options Point Blank Shot, Precise Shot, Sniper
Special Actions Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear II, pheromones, Presence

Abilities Str 13, Dex 12, Con 10, Int 17, Wis 14, Cha 16
Special Qualities command cover, hold breath, pheromones, pheromone acclimation
Talents Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear I, Inspire Fear II, Notorious, Presence, Terrify, Unsavory Reputation, Weaken Resolve, Wealth
Feats Linguist, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Sniper, Weapon Proficiency (pistols, simple weapons)
Skills Deception +21, Gather Information +16, Initiative +14, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +20, Persuasion +21 (may reroll, keeping the better result), Pilot +14
Possessions blaster pistol, comlink, fine robes, human replica droid (Guri; see page 152 of *Threats of the Galaxy*), the *Virago* (see page 134 of *Starships of the Galaxy*), various personal belongings

SNOOVA

Snoova is a Wookiee bounty hunter active during the time of the Galactic Civil War. Exiled from Kashyyyk for using his claws in combat (a taboo that the Wookiees take very seriously), Snoova turned to a life on the fringe to avoid slavery at the hands of the Empire. Though not much is known about Snoova, he is said to be a member of a mercenary group known as the Aurodium Sword, and Black Sun has been known to employ his services from time to time. Snoova also takes Imperial bounties and is well known as a brutal, bloodthirsty bounty hunter.

Snoova is recognizable among the other Wookiees thanks to his fur, which is mottled with black spots, and the way he shaves the top of his head so that his fur comes to a flat top. Snoova lost an eye in pursuit of a bounty and wears an eyepatch that connects to cybernetics lodged in his eye socket, giving him enhanced vision (replicating the helmet package found on many armors).

Snoova **CL 10**

Medium Wookiee soldier 4/scout 3/bounty hunter 3
Destiny 1, **Force** 5; **Dark Side** 10
Init +11; **Senses** low-light vision, **Perception** +12
Languages Basic (cannot speak), Shyriiwook

Defenses Ref 25 (flat-footed 24), Fort 25, Will 20
hp 115; **Threshold** 25

Speed 6 squares
Melee vibro-ax +15 (2d10+10) or
Melee vibro-ax +10* (2d10+20)
Ranged heavy blaster rifle +11 (3d10+5)
Base Atk +9; **Grp** +14
Atk Options autofire (heavy blaster rifle), Devastating Attack (advanced melee weapons), Hunter's Mark, Point Blank Shot, Power Attack, Sucker Punch
Special Actions Hunter's Target, Shake It Off, rage

Abilities Str 20, Dex 12, Con 16, Int 10, Wis 10, Cha 8
Special Qualities extraordinary recuperation, familiar foe +1, rage, weapon familiarity
Talents Acute Senses, Devastating Attack (advanced melee weapons), Hunter's Mark, Hunter's Target, Improved Initiative, Sucker Punch
Feats Armor Proficiency (light, medium), Point Blank Shot, Power Attack, Shake It Off, Skill Training (Survival), Weapon Focus (advanced melee weapons), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +10 (may take 10 even when threatened or distracted), Endurance +13, Initiative +11 (may reroll, must keep second result), Perception +12 (may reroll, must keep second result), Persuasion +4 (may reroll to intimidate, must keep second result), Survival +10
Possessions blaster rifle, vibro-ax, binders, comlink, cybernetic eyepatch, datapad, various personal belongings

**Includes 5-point Power Attack*

Tyber Zann

A powerful and cruel crime lord, Tyber Zann is the leader of the Zann Consortium, a criminal syndicate that operates around the time of the Galactic Civil War. Born on Anaxes, Zann studied at the Imperial Academy at Carida until his expulsion at the hands of Grand Admiral Thrawn. Zann, who had been running a number of criminal schemes on Carida ranging from crooked sabacc games to smuggling ventures, grew to resent the Empire and positioned the Zann Consortium as an enemy of both the Empire and the Rebel Alliance. Zann and his crime syndicate have many enemies, ranging from the Desilijic Hutt clan to the Emperor himself, yet the Zann Consortium flourishes and grows despite adversity. So powerful is the Zann Consortium that, like the Tenloss Syndicate, Zann can manufacture his own weapons, ships, and other material needed to maintain his criminal empire.

Tyber Zann is a handsome man with white hair and a scarred face. A hard man, Zann has done time in the spice mines of Kessel (from which he managed to escape) and has cultivated a reputation for being cold, calculating, and merciless. Zann's ambitions are great, and he lets no one stand in his way, leveraging the significant amounts of power he has obtained against any obstacles.

Tyber Zann **CL 13**
Medium human scoundrel 5/soldier 4/crime lord 4
Destiny 2; **Force** 6; **Dark Side** 16
Init +13; **Senses Perception** +14
Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 28 (flat-footed 26), Fort 27, Will 31
hp 85; **Threshold** 27

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster carbine +13 (3d8+6) or
Ranged blaster carbine +8 (3d8+6) and
blaster carbine +8 (3d8+6) with Double Attack or
Ranged blaster pistol +13 (3d6+6) or
Ranged hold-out blaster pistol +13 (3d4+6)
Base Atk +10; **Grp** +12
Atk Options Double Attack (rifles), Point Blank Shot, Precise Shot
Special Actions Battle Analysis, Disruptive, Indomitable, Inspire Fear III, Quick Draw, Walk the Line

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 10
Special Qualities command cover
Talents Battle Analysis, Disruptive, Gambler, Indomitable, Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious, Walk the Line
Feats Double Attack (rifles), Friends in Low Places, Improved Defenses, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +13, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +16, Stealth +13, Use Computer +14
Possessions blaster carbine, blaster pistol, hold-out blaster pistol, comlink, datapad, various personal belongings

Zam Wesell

Unlike most Clawdites, Zam Wesell didn't grow up in a ghetto or slum. She was raised by the Mabari, an order of warrior-knights that developed from the teachings of the Jal Shey monks. However, Zam still suffered as a second-class citizen in an oppressive society that mistrusted her for what she was, not what she'd done or believed. This drove Zam to seek credits to escape her homeworld, which conflicted with the more selfless teachings of the Mabari. After reaching the third degree of Mabari warrior training, Zam left the order to try her hand as a freelance mercenary.

She was first hired on the planet Denon, a city-world similar to Coruscant (though a distant second to that planet in terms of galactic importance). Zam worked her way up through corporate security positions, eventually becoming an executive bodyguard. She also found another Clawdite working on Devon and tried to enjoy a free family life for a time, bearing a daughter named Sone (who disappeared shortly after her mother's eventual death). However, living on a single world was still too restrictive for Zam, and she left corporate life to hire herself out as a bounty hunter and assassin.

Early in her career, Zam found herself working to capture the same target as Jango Fett. The two ruined one another's plans and ended up having to work together to escape from the fiasco that followed. The two began an on-again, off-again partnership that included such events as Zam betraying Fett to Gardulla the Elder, being left in a dungeon by him, and later escaping to rescue him from the fallen Jedi (and leader of the Bando Gora cult) Komari Vosa. Shortly afterward, Jango Fett was hired by Count Dooku to be the template for a clone army, with Jango receiving Boba Fett as part of the deal. Zam liked Jango Fett and considered a romance with the Mandalorian, but events never seemed to allow for such a relationship; still, Zam did take a liking to young Boba Fett, who regarded her as a mother figure.

Zam continued to work with Jango but also took missions on her own. Able to infiltrate nearly any organization thanks to her shapechanging, Zam tended to take assassination contracts rather than bring-them-back-alive contracts, and she was straightforward in her plans. Zam would wait until a target was vulnerable and then shoot him. However, such missions were just business for Zam: She took no particular pleasure in killing or death. Indeed, when Jango Fett brought a powerful artifact to a rogue general who intended to use it to destroy Coruscant, Zam convinced Jango to steal it back and help prevent the destruction of the planet.

Zam's final mission was a contract to kill Senator Padmé Amidala, under the guidance of Jango Fett. Her first effort was to pose as a reporter and, though a combination of seduction and promises of future payments,

convince a Naboo security guard to plant a "listening device" on the royal cruiser. The device was, of course, a bomb, and while the blast destroyed the cruiser and the security guard who planted it, it failed to kill Senator Amidala. Jango Fett insisted her next effort be more subtle and provided Zam with poisonous kouhuns.

Zam managed to sneak the creatures into the Senator's room using a courier droid, but Anakin Skywalker and Obi-Wan Kenobi prevented them from killing Amidala. In the ensuing chase, Anakin forced Zam to crash her speeder into the Outlander Club. The Jedi captured her and pressured her to reveal who had hired her, but Jango Fett silenced her with a Kamino saberdart. Zam knew who had shot her and cursed at Jango in Huttese as she died, but there was little enough true anger in her voice. It was, after all, just business.

Zam Wesell **CL 10**
Medium Clawdite soldier 4/scoundrel 3/assassin 3
Destiny 2; **Force** 4; **Dark Side** 10
Init +11; **Senses** Perception +16
Languages Basic, Clawdite, High Galactic, Huttese

Defenses Ref 29 (flat-footed 26), Fort 23, Will 22
hp 73; **Threshold** 23

Speed 6 squares
Melee unarmed +8 (1d4+5) or
Ranged sniper blaster rifle +11 (3d10+5) or
Ranged sniper blaster rifle +12 (4d10+5) with Careful Shot and Deadeye or
Ranged blaster pistol +11 (3d6+5)
Base Atk +8; **Grp** +8
Atk Options Dastardly Strike, Deadly Sniper, Murderous Arts I, Point Blank Shot, Precise Shot, Sneak Attack +1d6, Sniper, Sniping Assassin
Special Actions mark +1, shapeshift, startle

Abilities Str 10, Dex 17, Con 10, Int 14, Wis 15, Cha 12
Talents Armored Defense, Dastardly Strike, Improved Armored Defense, Murderous Arts I, Sneak Attack +1d6, Sniping Assassin
Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Deadly Sniper, Point Blank Shot, Precise Shot, Skill Focus (Perception), Skill Training (Stealth), Sniper, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +10, Deception +6 (can take 20 as full-round action to disguise self), Initiative +13, Perception +12, Pilot +13, Stealth +13, Use Computer +12
Possessions Mabari armorweave (treat as greater masterwork combat jumpsuit), sniper blaster rifle with targeting scope, blaster pistol, medpac, comlink, credit chip, electrobinoculars, medpac, field kit, utility belt

ZAM WESSEL



ZARDRA

Zardra is a classic example of a "typical" bounty hunter—successful at her chosen trade, but neither widely famous nor particularly feared. A tall Human female, Zardra is a skilled tracker and competent in a fight, but not in the same class as more infamous bounty hunters. However, she is more than a match for the common riffraff that makes the mistake of angering powerful senators, connected crime lords, and wealthy merchants. For bounties beneath the notice of Boba Fett or Bossk, Zardra is your woman.

Zardra is active before and during the Galactic Civil War, but little is known about her background or early work. Whenever possible, Zardra prefers to work with a partner. For a time she worked with Jodo Kast. Zardra did the legwork, tracking down targets and forming plans to bring them in, and left the heavier combat tasks to Kast. The partnership worked well for months, though their biggest targets continued to elude them. When Kast decided he preferred to work alone, Zardra felt no remorse: Kast was too brash and trigger-happy for her tastes (and in fact got himself killed not long after leaving her).

Zardra is cautious, spending time to understand a target before she moves in to apprehend. She looks for weaknesses, or at least strengths to avoid, and makes meticulous plans for each capture. Zardra is sure to consider how locals might react to any bounty she tries to bring in, what allies her target might have hidden, and alternate escape routes to use if her plan falls apart. This caution means her targets occasionally escape before she's ready to confront them, but Zardra is satisfied to be alive long enough to hunt them down again. She has every intention of retiring someday and isn't going to allow pride to get her killed over a job.

When all else fails, Zardra is happy to lob a thermal detonator into a fray, using the confusion to escape.

Zardra **CL 8**
Medium Human scout 5/scoundrel 2/bounty hunter 1
Destiny 1; **Force** 4; **Dark Side** 8
Init +16 (can reroll); **Senses** Perception +11
Languages Basic, Huttese, Rodian

Defenses Ref 25 (flat-footed 22), Fort 20, Will 21; Dodge, Mobility
hp 54; **Threshold** 20

Speed 6 squares; Running Attack
Melee force pike +7 (2d8+10) or
Ranged blaster pistol +8 (3d6+4) or
Ranged thermal detonator +8 (8d6+4, 4-square burst radius)
Base Atk +5; **Grp** +8
Atk Options Dastardly Strike, Hunter's Mark
Special Actions Expert Tracker, Shake It Off

Abilities Str 14, Dex 16, Con 10, Int 14, Wis 14, Cha 14
Talents Acute Senses, Dastardly Strike, Expert Tracker, Improved Initiative, Nowhere to Hide
Feats Armor Proficiency (light), Dodge, Mobility, Running Attack, Shake It Off, Skill Focus (Initiative), Skill Training (Mechanics), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +17 (can reroll), Gather Information +11 (can reroll), Knowledge (galactic lore) +11, Mechanics +11, Perception +11, Pilot +12, Stealth +12, Survival +11
Possessions blaster pistol, force pike, 4 thermal detonators, datapad, comlink

Zuckuss

Zuckuss is one of the most enigmatic bounty hunters to emerge during the Galactic Civil War. Although the Gand was not as feared as Boba Fett or as well known as Dengar or Bossk, Zuckuss nevertheless built a reputation in shadowports and underworld sanctuaries as one of the best trackers in the galaxy. Indeed, his intuition was so great that he became known as "The Uncanny One."

The truth of Zuckuss's amazing tracking ability goes back to his origin on Gand, a mist-covered world with poor visibility. There arose the Force-using tradition of the Findsmen, trackers able to use the Force (which they saw as trained intuition) to locate missing people or items. Zuckuss comes from a long line of Findsmen, and he decided to take his skills offworld to become a bounty hunter.

Zuckuss (right) and 4-LOM



Zuckuss quickly proved able to track down quarry no other bounty hunter could locate. He was soon in the employ of the Crimson Nova chapter of the Bounty Hunter's Guild, building a reputation as the best possible partner for combat-oriented mercenaries who could fight but needed help tracking down targets. Over the course of his career, Zuckuss collaborated with many other bounty hunters, though his longest and best known association was with the droid criminal 4-LOM.

Zuckuss's career was full of highs and lows. He worked with (and without) the aid of guilds, served the Hutts, the Empire, and even the Alliance, and found numerous targets that had remained hidden from all other hunters. Despite this, he could never maintain a high level of success or satisfaction. Indeed, the stress of his lifestyle caused him to suffer a split personality—one a humble, proper Gand with a strong moral streak, the other a bold braggart and cruel mercenary willing to take any job if the pay was right. As if his mental illness weren't enough, he suffered severe lung damage for years, and he was often in poor health.

One bounty hunter Zuckuss never managed to get along with was Boba Fett. The famous Mandalorian managed to steal bounties Zuckuss was after, defeat him (and his partners) in combat, or otherwise humiliate the Gand. Fett was also responsible for the destruction of 4-LOM, which had begun to develop a set of morals Zuckuss could agree with. Zuckuss had the droid rebuilt, but the droid's mental state was never the same.

After failing to capture Han Solo, Zuckuss began to show increasing Rebel sympathies. After the Empire's defeat, he took New Republic bounties, tracking down wanted war criminals from the Empire. Still, his glory days were behind him, and his questionable health continued to deteriorate. He ended up in detention on Coruscant, under the scrutiny of New Republic psychiatrists, too valued as a one-time ally of the Alliance to throw into a common prison, and too dangerous to be let free. However, Zuckuss became a legend on his homeworld, inspiring a new generation of Gand bounty hunters to follow his example.

Zuckuss **CL 11**
Medium Gand scout 7/bounty hunter 4
Destiny 2; **Force** 6
Init +11; **Senses** darkvision, Force Perception; Use the Force +12
Languages Basic, Binary, Gand, Huttese

Defenses Ref 25 (flat-footed 24), Fort 26, Will 26
hp 62; **Threshold** 26; hardy

Speed 4 squares
Melee unarmed +11 (1d4+5) or
Ranged blaster rifle +10 (3d8+5) or
Ranged snare rifle +10 (2d8+5 stun and net)
Base Atk +9; **Grp** +9
Atk Options autofire (blaster rifle), Hunter's Mark, Point Blank Shot
Special Actions Expert Tracker, familiar foe +2, Nowhere to Hide, Shake It Off
Force Powers Known (Use the Force +12): *forseeing* x6

Abilities Str 10, Dex 12, Con 8, Int 14, Wis 20, Cha 15
Special Qualities limb regeneration, special equipment
Talents Acute Senses, Expert Tracker, Force Perception, Hunter's Mark, Nowhere to Hide, Visions
Feats Armor Proficiency (heavy, light, medium), Force Sensitivity, Force Training, Point Blank Shot, Shake It Off, Skill Training (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +11, Knowledge (Galactic Lore) +12, Mechanics +12, Pilot +11, Stealth +11, Survival +15, Use the Force +12
Possessions heavy battle armor, heavy blaster pistol, snare rifle, 2 snare rifle cartridges, comlink, portable computer, breathing apparatus, vocoder

"I WANT THEM ALIVE. NO DISINTEGRATIONS!"
—DARTH VADER

ARCHETYPES

The following characters are examples of the scoundrels, thugs, miscreants, and opportunists common in the shadier parts of the galaxy as well as the security and law enforcement officers who cross paths with them every day. Adventures focusing on the scum of the galaxy take unexpected turns as characters run afoul of local enforcers or decide they need help from a fixer or slicer. Rather than come up with game statistics for such characters from scratch, a GM can use one of these NPCs, adding background, personality quirks, and local color as necessary.

The statistics presented here use the Human species as the baseline. If you wish to change a character's species, remove the character's bonus feat and trained skill (indicated with an H in the statistics), and apply the relevant species traits for the selected species.

Additional archetypes can be found in the Saga Edition core rulebook and in the *Threats of the Galaxy* supplement (abbreviated as *Threats* below). The archetypes and their page numbers can be found on Table 4-1: Other Archetypes.

TABLE 4-1: OTHER ARCHETYPES

Assassin	Core rulebook page 282, *Threats* page 12
Bodyguard	*Threats* page 14
Bounty hunter	Core rulebook page 283, *Threats* page 16
Brute	*Threats* page 20
Con artist	*Threats* page 24
Crime lord	Core rulebook page 283, *Threats* page 25
Gambler	*Threats* page 39
Information broker	*Threats* page 41
Outlaw tech	*Threats* page 62
Pirates	*Threats* page 66-68
Police officer	*Threats* page 69
Sector ranger	*Threats* page 74
Slicer	*Threats* page 86
Smuggler	*Threats* page 88
Swoop gangs	*Threats* page 98-99
Thug	Core rulebook page 284

Blockade Runner/Privateer

Space battles don't necessarily end when one side manages to disable the enemy's ship. Instead, one might hear the sounds of docking clamps and breaching charges that signal the beginning of next stage—the boarding action. Characters experienced in boarding actions might be blockade runners, brave souls who pilot space transports through enemy lines to bring news or supplies or to get word out of a desperate situation. They might be pirates or privateers, two words that both refer to someone hoping to take a ship, or at least its cargo, intact. Some do it for profit, others to bolster a political cause, but all train to disable a ship and then prepare to fight those within to secure it.

Regardless of their motives or tactics, all privateers have a few traits in common. Most importantly, they plan to see combat on the inside of a ship they want in good condition, be it their own (if they expect to be boarded) or a prize ship they want to capture and sell or use to expand a privateer fleet. As a result, they focus on three details: convincing foes to surrender; using the smallest, most precise blaster that they can trust to complete the job; and learning to use melee weapons for close-quarters fighting around a hyperdrive or concussion missile magazine.

Convincing a crew that they're better off surrendering than fighting takes a bold personality. Though they might have soldiers, ace pilots, and elite warriors working with them, the best shipjackers are flamboyant, larger-than-life figures able to make outrageous claims and threats believably. As a result, they don't work well together; even when serving a larger cause, they prefer to operate in separate units.

Blockade Runner **CL 8**
Medium Human scoundrel 7/master privateer 1
Force 5; **Dark Side** 2
Init +4; **Senses** Perception +5
Languages Basic

Defenses Ref 22, Fort 19, Will 24
hp 52; **Threshold** 19

Speed 6 squares
Melee vibroblade +8 (2d6+3) or
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +8
Atk Options Combat Reflexes[B], Cornered Rat, Point Blank Shot, Precise Shot
Special Actions Cunning Strategist, Disruptive, Raider's Frenzy, Weapon Finesse
Combat Gear medpac

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 16
Talents Cunning Strategist, Disruptive, Raider's Frenzy, Spacehound, Walk the Line
Feats Combat Reflexes[B], Cornered Rat, Point Blank Shot, Precise Shot, Skill Focus (Deception), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +17, Knowledge (galactic lore) +9[B], Persuasion +12, Pilot +11, Use Computer +9
Possessions blaster pistol, vibroblade, code cylinder, comlink (long-range), tool kit, utility belt, space transport

Brawler

A brawler focuses on unarmed combat. Inexperienced brawlers might be little more than local toughs found in cantinas and back allies, but more experienced brawlers are often fighters in illegal (or at least shadowy) fighting sports or enforcers for mid-level criminals. Professional sport fighters are less common, and such brawlers might learn ancient forms of unarmed combat, developed by mysterious orders that have left behind little more than a few datacards and the occasional abandoned temple ruin.

Many people discount brawlers as irrelevant in a world of vibroweapons and blasters, but it's worth noting that a brawler doesn't need to draw, or even carry, a weapon to be dangerous. This makes them popular bodyguards in worlds with strong weapon regulations.

Brawler **CL 5**
Medium Human soldier 5
Force 4
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 20 (flat-footed 16), Fort 19, Will 16
hp 62; **Threshold** 19

Speed 6 squares
Melee unarmed +9 (1d8+7) or
Melee unarmed +9 (2d8+7) with Mighty Swing or
Ranged hold-out blaster +7 (3d4+2)
Base Atk +5; **Grp** +8
Atk Options Desperate Gambit[B], Mighty Swing, Stunning Strike
Special Actions Experienced Brawler

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10
Talents Experienced Brawler, Melee Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Desperate Gambit[B], Martial Arts I, Martial Arts II, Mighty Swing, Weapon Focus (simple), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +9, Jump +10[B]
Possessions combat gloves, hold-out blaster, comlink

Charlatan

A charlatan is a master of deception, misdirection, graft, and persuasion. When a charlatan does things right, you never realize he isn't your best friend or even acting in your best interest. A charlatan must survive on wits and charm; once the situation turns violent, the charlatan has missed the best chance of success. However, it is common for a charlatan to talk around a foe even once shooting has started or to have friends (or paid thugs) act as backup when plans go down the garbage chute.

Charlatans might be simple con artists or cheats, but they can also be spies, investigative reporters, counterintelligence agents, or freedom fighters using misdirection over violence. Regardless of their motives, they have learned that it's easier to talk people out of their credits than to threaten them. These charlatans are crooks even though they might be subtle about their crimes (leaving their victims happy, at least until they realize what happened).

Charlatan **CL 8**
Medium Human noble 7/charlatan 1
Force 4; **Dark Side** 4
Init +11; **Senses** Perception +11
Languages Basic, Bothese, High Galactic, Huttese, Ryl, Sullustese

Defenses Ref 22 (flat-footed 20), Fort 18, Will 24; Dodge, Slippery Maneuver, Unreadable
hp 49; **Threshold** 18

Speed 6 squares; Slippery Maneuver
Melee unarmed +4 (1d4+3) or
Ranged hold-out blaster +7 (3d4+4)
Base Atk +5; **Grp** +7
Atk Options Combat Reflexes, Melee Defense[B]
Special Actions Dirty Tactics, Innocuous, Misplaced Loyalty, Opportunistic Retreat, Two-Faced

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 16
Talents Dirty Tactics, Innocuous, Misplaced Loyalty, Two-Faced, Unreadable
Feats Combat Reflexes, Dodge, Linguist, Melee Defense[B], Opportunistic Retreat, Skill Focus (Deception, Persuasion), Slippery Maneuver, Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +12, Initiative +11, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Perception +11, Persuasion +17, Pilot +11[R], Use Computer +11
Possessions hold-out blaster, comlink (long-range), credit chip, datapad (cheater), holorecorder, pocket scrambler

Data Slicer

A data slicer is an expert at manipulating computers and the information they handle. Although a few data slicers are upstanding citizens working for a large company or government agency (overseeing the security of their computer systems), most are engaged in at least some criminal activity. Data slicers normally work to support other fringe personalities, being involved on the periphery of the action rather than being in the thick of it. They demand a high price, but as long as the credits are available, they don't care about your cause. If you need someone to decrypt information on a datapad, falsify computer records, or reprogram your foe's droid to act as an assassin, a data slicer is the one to call.

Data Slicer **CL 7**
Medium Human scoundrel 7
Force 3
Init +4; **Senses** Perception +5
Languages Basic, Bocce, Binary, Bothese, Durese, Huttese, Ryl, Sullustese

Defenses Ref 20 (flat-footed 19), Fort 18, Will 20; Dodge[B]
hp 46; **Threshold** 18

Speed 6 squares
Melee unarmed +5 (1d4+3) or
Ranged blaster pistol +6 (3d6+3) or
Ranged blaster pistol +7 (4d6+3) with Careful Shot and Deadeye
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Electronic Sabotage, Gimmick

Abilities Str 10, Dex 13, Con 12, Int 16, Wis 14, Cha 9
Talents Electronic Sabotage, Gimmick, Master Slicer, Trace
Feats Careful Shot, Deadeye, Dodge[B], Linguist, Point Blank Shot, Precise Shot, Skill Focus (Mechanics, Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +7, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Knowledge (physical sciences) +11[R], Knowledge (technology) +11, Mechanics +16, Stealth +9, Use Computer +16 (can reroll when improving attitude, can substitute for Gather Information)
Possessions blaster pistol, code cylinder, comlink (long-range), credit chip, datacards (10 blank), datapad (memory upgrade, Int 14), medpac, energy cell, power pack, holorecorder, pocket scrambler, portable computer (advanced memory upgrade, Int 18), security kit, tool kit, utility belt

Enforcer

Enforcers exist somewhere between government authority figures (such as soldiers or law officers) and the common thugs used by crime lords and pirates. Enforcers have a legal right to be armed, but they lack the kind of legitimacy of major military and paramilitary organizations. Enforcers might work for major corporations (such as the Corporate Alliance), independent merchants, wide-scale criminal organizations with internal rules and regulations (such as the Smuggler's Alliance), or fringe quasi-governments like shadowports (such as security forces on the *Errant Venture*). Others have official power but lack the training and jurisdiction of law officers, such as prison guards or a Moff's private security force.

Enforcers have a bad reputation across the galaxy. Lacking the skills needed to carefully track down potential troublemakers or to sift through evidence to determine guilt, enforcers might react to trouble with quick and overwhelming violence. This prevents any wrongdoer from getting away—and dead men don't complain about their innocence. Enforcers don't usually distinguish between the guilty and the innocent; they let the blaster bolts sort out who lives and who dies.



Lando Calrissian, escorted by Cloud City enforcers

Enforcer **CL 5**
Medium Human soldier 5
Force 3
Init +9; **Senses** Perception +8
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 16
hp 62; **Threshold** 21

Speed 6 squares
Melee bayonet +8 (1d6+8) or
Melee bayonet +3 (1d6+5) and
gun club +3 (1d6+5) or
Ranged heavy blaster rifle +8 (3d10+2) or
Ranged heavy blaster rifle +3 (5d10+2) with Burst Fire
Base Atk +5; **Grp** +8
Atk Options autofire (heavy blaster rifle), Combat Reflexes, Counterpunch, Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10
Talents Counterpunch, Gun Club, Tough as Nails
Feats Armor Proficiency (light, medium), Burst Fire, Combat Reflexes, Point Blank Shot, Precise Shot[B], Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Knowledge (bureaucracy) +6[R], Initiative +9, Perception +8
Possessions battle armor, heavy blaster rifle with bayonet, blaster pistol, comlink

Expert Assassin

Expert assassins are more than simple killers-for-hire. They are experienced, trained masters of dealing death outside normal combat. An expert assassin doesn't need to master the arts of mass battle, instead learning to kill at a time and place that removes as many variables as possible. Although dangerous in a stand-up fight, the expert assassin prefers to strike when the target is alone and vulnerable. Likely tactics include taking out targets at extreme range, setting explosives to eliminate them in their homes or vehicles, or finding an isolated venue in which to stab them in the darkness.

Most expert assassins belong to a guild or order, and they must abide by its rules. Some happily kill anyone if paid to do so, while others slay only for religious or philosophical reasons. Even governments might employ assassins as a means of eliminating foes too public to arrest or kill in combat.

Expert Assassin **CL 8**
Medium Human soldier 4/scoundrel 3/assassin 1
Force 4; **Dark Side** 14
Init +12; **Senses** Perception +11
Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 20, Will 21
hp 62; **Threshold** 20

Speed 6 squares
Melee vibroblade +9 (2d6+6) or
Ranged sniper blaster rifle +10 (3d10+6, Devastating Attack) or
Ranged sniper blaster rifle +11 (4d10+6, Devastating Attack) with Deadeye
Base Atk +7; **Grp** +10
Atk Options Dastardly Strike, Deadly Sniper[H], Point Blank Shot, Precise Shot, Sneak Attack +1d6
Special Actions Ruthless
Combat Gear 2 medpacs

Abilities Str 14, Dex 16, Con 10, Int 10, Wis 14, Cha 12
Talents Dastardly Strike, Devastating Attack (rifles), Ruthless, Sneak Attack +1d6, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Deadeye, Deadly Sniper[H], Point Blank Shot, Precise Shot, Skill Training (Stealth), Sniper, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +11[H], Initiative +12, Perception +11, Stealth +12
Possessions sniper blaster rifle with targeting scope (enhanced low-light), hold-out blaster, vibroblade, comlink, credit chip, electrobinoculars, field kit, utility belt

Fixer

Sometimes you need something that isn't available. You might be on the run, unable to buy anything openly. You might need something the law doesn't want you to have, ranging from slaves to military-grade weapons to illegal drugs. Your need might be more service-oriented, such as wanting to hire a smuggler or needing a medic to patch up a friend without any questions. Sometimes it's just information you need, but you need to get it without leaving a calling card at an official archive, and without others knowing you asked for it. In short, you need a fixer.

At one time, fixers were mechanics or data slicers who could find goods on the black market, off the grid. As the Old Republic grew increasingly corrupt, however, the term came to mean a contact who could find other contacts. In fact, few fixers know how to "fix" anything but the problem of finding what others want. A few work as procurement officers for front line forces (who are often out of supplies during battle) or Rebel forces (who are often out of supplies, period). Most work for criminal syndicates or as freelance mercenaries, putting together people, goods, and services for a fee, making sure no one is the wiser. Fixers are common in cantinas and starports, but they require either an introduction (from someone they know and trust) or a hefty bribe (to make the risk of a new contact worthwhile) before they'll arrange anything more shadowy than a drink.

Fixer **CL 7**
Medium Human scoundrel 4/noble 3
Force 3
Init +7; **Senses** Perception +10
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese, Ryl, Sullustese

Defenses Ref 18 (flat-footed 18), Fort 18, Will 21; Dodge[H]
hp 46; **Threshold** 18

Speed 6 squares
Melee unarmed +5 (1d4+3) or
Ranged blaster pistol +4 (3d6+3) or
Ranged blaster pistol +5 (4d6+3) with Careful Shot and Deadeye
Base Atk +5; **Grp** +5
Atk Options Point Blank Shot, Precise Shot
Special Actions Hesitate, Fool's Luck

Abilities Str 10, Dex 9, Con 12, Int 16, Wis 14, Cha 13
Talents Blackmail, Connections, Hesitate, Fool's Luck
Feats Careful Shot, Deadeye, Dodge[H], Friends in Low Places, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +14, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Knowledge (technology) +11, Perception +10, Persuasion +9, Stealth +7[H], Use Computer +11
Possessions blaster pistol, code cylinder, comlink (long-range), credit chip, 10 datacards, datapad, holorecorder, pocket scrambler

Notorious Outlaw

Criminals are everywhere, but some crooks are a cut above the common riffraff. The notorious outlaw is someone known in multiple systems, hunted by law enforcement or bounty hunters, and whispered about in dark corners of cantinas in shadowports across the galaxy. A notorious outlaw has done something particularly impressive (or is at least credited with such a crime). Mass murderers, people who betray positions of trust, anyone who was famous before turning to crime, and particularly successful thieves and spies can all become notorious criminals. A few are champions of some cause oppressing local tyranny, but most are the worst scum you'll find anywhere.

A NOTORIOUS OUTLAW



Notorious Outlaw **CL 8**
Medium Human scoundrel 3/scout 4/gunslinger 1
Force 4; **Dark Side** 4
Init +11; **Senses** Perception +7
Languages Basic, Rodese, Ryl

Defenses Ref 25 (flat-footed 22), Fort 21, Will 19; Evasion
hp 55; **Threshold** 21

Speed 6 squares
Melee vibroblade +9 (2d6+6) or
Melee vibroblade +7 (3d6+6) with Rapid Strike or
Ranged blaster pistol +9 (3d6+4) or
Ranged blaster pistol +7 (4d6+4) with Rapid Shot
Base Atk +6; **Grp** +9
Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Skirmisher
Special Actions Fringe Savant, Quick Draw

Abilities Str 14, Dex 17, Con 13, Int 14, Wis 8, Cha 10
Talents Dastardly Strike, Evasion, Fringe Savant, Skirmisher, Trigger Work
Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Skill Training (Survival)[H], Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Acrobatics +11[H], Deception +8, Initiative +11, Gather Information +8, Knowledge (galactic lore) +10, Perception +7, Stealth +11, Survival +7
Possessions blaster pistol, vibroblade, medpac, comlink, credit chip, utility belt

Space Transport Pilot

Ranging from smugglers to honest merchants to gunboat captains, space transport pilots are a rare breed. They fly the least combat effective of all starships—ships too small to carry heavy turbolasers and massive shield generators but too big to fly through a hail of capital-ship weapons without being hit. They are proud of their ships, in part because they have little reason to be. They are also extremely rugged and self-reliant individuals, able to fly a starship, fix its quirks and damage, and defend its honor in a cantina brawl. An expert space transport pilot is a valued asset in bounty hunter guilds, merchant corporations, small star navies, pirate gangs, and criminal empires alike.

Space Transport Pilot **CL 7**
Medium Human scoundrel 7
Force 3
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 21 (flat-footed 18), Fort 19, Will 21
hp 46; **Threshold** 19

Speed 6 squares
Melee knife +5 (1d4+3) or
Ranged heavy blaster pistol +9 (3d8+3)
Base Atk +5; **Grp** +8
Atk Options Hyperdriven, Point Blank Shot, Precise Shot, Spacehound, Starship Raider, Stellar Warrior
Special Actions Vehicular Combat

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 14
Talents Hyperdriven, Spacehound, Starship Raider, Stellar Warrior
Feats Friends in Low Places[H], Improved Defenses, Point Blank Shot, Precise Shot, Skill Focus (Pilot), Tech Specialist (see page 21 of *Starships of the Galaxy*), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (galactic lore) +8[H], Mechanics +8, Perception +10, Pilot +16, Use Computer +8
Possessions heavy blaster pistol, comlink, tool kit, various personal belongings

Security and Law Enforcement Officers

Every level of government has at least one law enforcement agency, and virtually all private organizations or individuals with sufficient resources have an independent security force on call. Starports and space stations, due to their importance in interstellar commerce, always have a substantial security presence; similarly, all but the smallest private starships have shipboard security to deter pirates, shipjackers, and mutineers.

Low-risk locations (such as small businesses) might have no security presence at all, and those that do might use minimally trained (and armed) guards. Treat such security guards as thugs (see page 286 of the Saga Edition core rulebook), replacing the vibro-ax with a stun baton, binder cuffs, and a comlink.

Security officers represent the professional backbone of the security or law enforcement unit, and they respond first to any call for help. Any secured area (such as a starport or government facility) will have a minimum of one officer at each entrance, and a detail of two to four (perhaps including a security specialist, below) is common for high-risk locations. When patrolling, these officers might operate speeder bikes, landspeeders, or airspeeders (see Chapter 10: Vehicles in the Saga Edition core rulebook).

Security specialists act as bodyguards for VIPs and crisis response teams for cities and starports. Starports, in particular, are dangerous assignments due to the large crowds, constant movement, and intermingling species, maximizing the chances of a terrible misunderstanding due to a language barrier or differences in local customs. Worse, starports might have to deal with a hostile starship if a smuggler, pirate, or outlaw decides to blast his or her way off the planet. As a result, security specialists tend to be heavily armed (often using heavier vehicles, such as gunships) and paired with sharpshooters (treat as expert assassins, page 119).

Inspectors, including customs inspectors and detectives, represent the top tier of law enforcement. Unlike security specialists (who take care of heavy fighting) or security officers (whose presence provides a deterrent to criminals), an inspector has to think like a criminal—be it a smuggler, slaver, pirate, or assassin—to uncover their deceptions and find clues to that lead to their capture. In fact, many customs officers have a shady past, taking inspection positions as a way of maintaining a relatively safe and quiet retirement from more dangerous exploits.

Although honest customs officers certainly exist (particularly those working in larger starports, with coworkers and supervisors working nearby), it hasn't escaped smugglers' attentions that it's often cheaper to bribe a customs officer than to pay the legitimate tax or fine. Similarly, crime syndicates routinely have at least one inspector "on the take," often a result of blackmail if not simple greed.

Security Officer **CL 1**

Medium Human nonheroic 4
Init +8; **Senses** Perception +7
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 10, Will 10; armor +3
hp 10; **Threshold** 10

Speed 6 squares
Melee stun baton +4 (2d6+1 stun) or
Ranged blaster pistol +4 (3d6)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 8
Feats Armor Proficiency (light), Point Blank Shot[H], Skill Training (Perception, Pilot), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +8, Knowledge (bureaucracy) +7[H], Perception +7, Pilot +8
Possessions combat jumpsuit, blaster pistol, stun baton, binder cuffs, comlink, datapad

Security Specialist **CL 5**

Medium Human soldier 5
Force 3
Init +9; **Senses** Perception +8
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 21, Will 16; armor +5
hp 62; **Threshold** 21

Speed 6 squares; Tactical Advantage
Melee stun baton +8 (2d6+5 stun) or
Ranged blaster carbine +7 (3d8+2) or
Ranged blaster carbine +5 (4d8+2) with Rapid Shot or
Ranged stun grenade +7 (4d6 stun, 2-square blast radius)
Base Atk +5; **Grp** +8
Atk Options autofire (blaster carbine), Combat Reflexes
Special Actions Battle Analysis, Cover Fire, Harm's Way, Hitch a Ride

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10
Talents Battle Analysis, Cover Fire, Harm's Way
Feats Armor Proficiency (light, medium), Combat Reflexes, Hitch a Ride[H], Point Blank Shot, Rapid Shot, Tactical Advantage, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +8, Treat Injury +8[H]
Possessions armored flight suit, blaster carbine, 3 stun grenades, bandolier, medpac, binder cuffs, encrypted comlink, utility belt

Inspector **CL 7**
Medium Human scoundrel 3/scout 4
Force 4
Init +10 (can reroll); **Senses** Perception +16
Languages Basic, Bocce, Huttese

Defenses Ref 21 (flat-footed 19), Fort 20, Will 20; Dodge, Mobility
hp 50; **Threshold** 20

Speed 6 squares
Melee unarmed +4 (1d4+2) or
Ranged heavy blaster pistol +7 (3d8+3)
Base Atk +5; **Grp** +7
Atk **Options** Cornered Rat[H], Point Blank Shot, Precise Shot, Skirmisher
Special **Actions** Quick Draw
Combat Gear medpac

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 16, Cha 10
Talents Acute Senses, Cramped Quarters Fighting, Improved Initiative, Skirmisher
Feats Cornered Rat[H], Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Gather Information, Perception), Weapon Proficiency (pistols, rifles, simple weapons),
Skills Deception +8, Initiative +10 (can reroll), Gather Information +13, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +16, Stealth +10[H]
Possessions heavy blaster pistol, comlink, credit chip, utility belt

Organizations

Though the chaotic nature of crime makes it seem unlikely that criminals would ever work together, several criminal organizations have risen to prominence throughout the galaxy. The following section describes six powerful criminal organizations for use as enemies or allies in any *Scum and Villainy* campaign.

Black Sun

The Black Sun crime syndicate is one of the foremost criminal organizations in the galaxy. Black Sun has its hands in nearly every possible criminal venture, from petty theft to assassination, all arranged to bring more power and wealth to the crime syndicate. Black Sun is one of the most iconic criminal organizations in the *Star Wars* saga, and the organization reached such heights of power that its leader, Prince Xizor, was nearly powerful enough to challenge Darth Vader himself.

Black Sun is found in nearly every corner of the galaxy, though typically it is headquartered on Coruscant. Black Sun agents operate from the Deep Core to the Outer Rim, and significant Black Sun cells operate on every Core world. Black Sun operates under the leadership of a single Underlord, who controls the Vigos. The Vigos are the chief crime bosses of Black Sun, and they wield nearly as much power (and sometimes more) as the head of a Hutt kajidic. Black Sun's influence is so great that its leaders are able to clandestinely commission a fleet of starships from companies like TransGalMeg and Joraan Drive Systems, giving the organization the military might to challenge and overwhelm planetary and even sector defense forces.

Working for Black Sun certainly has its advantages. With the power to challenge local governments, Black Sun agents have a great deal of clout, and many weaker worlds think twice before bringing charges against a Black Sun agent. Joining Black Sun requires that the interested person prove their value, which typically needs to be more than just an extra bit of hired muscle. Once a member of Black Sun, an individual is required to follow the orders of their superiors strictly, and work above all else for the betterment of the crime syndicate.

Most people who are aware of the crime syndicate learned long ago to avoid any entanglements with Black Sun. The organization can be a powerful enemy, rivaling even the Empire for ruthlessness and resources. Angering a Vigo means making an enemy for life, and a conflict with Black Sun can be messy. With its own space fleet, Black Sun is able of to send ships to wipe out smuggling operations, destroy pirate fleets, and bomb the homes of those that oppose them.

More information on the Black Sun crime syndicate can be found in the *Force Unleashed Campaign Guide*, including more advanced rules for joining the organization. Additionally, *Threats of the Galaxy* features statistics for Black Sun Vigos.

GenoHaradan

The GenoHaradan is a mysterious organization of assassins that has been active for over 4,000 years by the time of the Galactic Empire. More than just a guild of assassins for hire, the GenoHaradan has a greater agenda that usually remains largely unknown, even to other crime syndicates. Every assassination performed by the GenoHaradan has some purpose, and serves to move their enemies and allies into positions like pieces on a dejarik board. The GenoHaradan's motives are its own, and every execution it performs serves some political purpose.

GenoHaradan operatives appear on worlds throughout the galaxy, though they seem to operate primarily anywhere that power is being tossed around. The GenoHaradan surfaces briefly during the Jedi Civil War, hoping to capitalize on Darth Revan's rise to power, on worlds as far out in the Outer Rim as Tatooine. The hierarchy of the GenoHaradan includes a single Guildmaster and four Overseers, who control the assassinations performed by the guild. The GenoHaradan has few members, but its power is far greater than its numbers would seem to indicate.

Joining the GenoHaradan is by invitation only. Typically, a member of the organization approaches a potential recruit with several missions that test the prospect's skill, resolve, and discretion. GenoHaradan operatives are far more subtle than most assassins or bounty hunters, and anyone striving for

fame, fortune, or notoriety is likely to be passed over by the GenoHaradan. The organization is not interested in flashy fame-seekers.

If one makes enemies of the GenoHaradan, trouble is bound to follow. The GenoHaradan is extremely subtle, and its targets rarely see the assassins coming. When a person is targeted by the GenoHaradan, he or she can be sure that the most skilled and deadly assassins and bounty hunters will be on their tail. For heroes who make enemies of the GenoHaradan, the guild may not show up in every adventure, but the heroes can be sure that assassins will show up at the most inopportune times to make trouble and perform their task.

More information on the GenoHaradan can be found in the *Knights of the Old Republic Compoign Guide*. Additionally, any of the material dealing with assassins and bounty hunters in this book is relevant to the GenoHaradan, as the organization uses much of the included technology and resources.

Hutt Kajidics

The Hutts are among the most notorious gangsters in the galaxy. Hailing from the swampy world of Nal Hutta, the Hutt kajidics (as their clans are known) have their slimy hands in all kinds of criminal ventures. Unlike other crime syndicates that tend to operate behind the scenes, the Hutt kajidics operate out in the open and claim rightful dominion over dozens of worlds. The Hutt kajidics are the classic gangsters who not only seek wealth and power but also plunge themselves into excess and gluttony. Few pleasures are too depraved for the Hutts, and they have little care for who or what gets in their way.

The Hutts rule directly over a number of worlds in a territory commonly referred to as Hutt Space. Dozens of civilized worlds in Hutt Space fall under the rulership of one or more kajidics, and some worlds outside of Hutt Space are practically, if not officially, ruled by the Hutts. When a Hutt kajidic sets up an operation on a planet, the balance of power inevitably shifts. On worlds where there is almost no government in the first place, such as on the Outer Rim, this often means the Hutts become the true power on that world. Each kajidic is organized like a family, with superiors and inferiors usually determined by age and power.

The Hutt kajidics employ members of all species as underlings and are willing to hire anyone that can bring them more money or facilitate their hedonism. The Hutts make extensive use of less developed species, such as the Nikto and the Gamorreans, but hire anyone wishing to pledge allegiance. Though the Hutt kajidics are greedy, they are not stupid, and though many a Hutt has been undone by gluttony, most keep a watchful eye on any underlings that might show signs of too much ambition. Hutts kajidics can be placated with bribes and flattery, and the quickest way to join a Hutt crime syndicate is to ingratiate oneself with the local Hutt crime lord.

The Hutts can be allies, but they also make terrible enemies. Hutts have been known to hold a grudge and spare no expense in chasing down those who cross them. Typically they exact their revenge indirectly, by hiring bounty hunters, assassins, or mercenaries to do the dirty work. Most Hutts take great pleasure in tormenting their enemies, and more than a few follow Jabba's example in finding new "sport" in torturing a nemesis. If a Hutt kajidic sets its sights on a target, that target is sure to encounter thugs, lowlifes, assassins, and all manner of seedy individuals as the Hutt exacts its revenge.

Swoop Gangs

Swoop gangs can be found throughout the galaxy, on civilized worlds and on worlds barely capable of calling themselves colonies. Typically regarded as a nuisance by local authorities, swoop gangs are groups of rabble-rousers, malcontents, and other criminals that have rallied around one another for strength. Typically too disorganized to grow to any real level of power, swoop gangs spend almost as much time working on their (often illegally) modified swoop bikes as they do squabbling amongst themselves. Though swoop gangs are found almost everywhere, most of the time they are content to stir up trouble for fun, intimidate the locals, and engage in dangerous, high-speed races for bragging rights.

Swoop gangs spring up on any world where racing can be found. Though they tend to stick to the edges of big cities, they have been seen on worlds as backwater as Tatooine and as urban as Taris. Swoop gangs typically have a single leader, though leadership of a gang is usually determined by who has the fastest bike and the fastest fists. Challenges to the leader's authority are common, and changes in leadership nearly so. All of the other members of the swoop gang follow their leader, and typically a swoop gang member can only belong to one gang at any time.

Swoop gangs are typically defensive of one another, but it would be stretching the truth to call it any sort of loyalty. Swoop gangs are typically a good place to find skilled outlaw techs, just the kinds of people who can install illegal modifications on a space transport or repair contraband weapons. Given the right leadership and motivation, swoop gangs can sometimes be organized to serve a higher purpose; for example, the Hidden Beks of Taris assisted in the resistance against invaders during the Mandalorian Wars.

Unfortunately, most swoop gang members really care only about two things: racing, and fighting their enemies. Brawls between rival swoop gangs often spread throughout entire settlements on Outer Rim worlds, and gang rivalry is one of the chief motivating factors that keeps swoop gangs together. Most swoop gang members know better than to go anywhere alone, as the worst nightmare of a swoop rider is to find oneself surrounded by three or four members of a rival gang. Most swoop gangs vent their frustrations and establish bragging rights through races, but violence between gangs is common and local authorities work hard to keep rival gangs away from one another. A few swoop gangs work for organized criminal syndicates as roving thugs.

Tenloss Criminal Syndicate

The Tenloss criminal syndicate is unlike most other criminal organizations in that it actually has a relatively legitimate arm to its organization. The Tenloss Corporation—another name for the corporate front of the crime syndicate—owns many smaller companies. Though these smaller companies have varying degrees of legitimacy and legality, they all feed funds, weapons, starships, and other resources back to the Tenloss crime syndicate. The Tenloss syndicate is responsible for the mass production of a number of popular weapons, including disruptors, as well as starships and space stations. It deals in high technology and uses its legal activities to fund illicit trade. The Tenloss syndicate makes vast sums of money through illegal arms sales, and many would classify the organization primarily as an arms dealer and purveyor of contraband.

Based in the Bajic sector, the Tenloss syndicate has a central governing council that oversees the operation of Tenloss's primary interests. Sub-councils control the various companies under the Tenloss banner, and each of those corporations has their own hierarchy. Though the Tenloss syndicate itself is not widespread (Tenloss representatives and interests are relatively few in number, compared to other interstellar criminal organizations like Black Sun), Tenloss weapons and ships can be found almost anywhere. It is not unusual to run into a gang of Trandoshan slavers with Tenloss disruptor weapons, or find a Tenloss XQ space platform orbiting a highly civilized world.

The Tenloss syndicate provides weapons, armor, and other materiel to anyone willing to pay the price and risk being caught. Since most of the weapons and starships manufactured by Tenloss are illegal, Tenloss production facilities are disguised as something more mundane. The best way to join the Tenloss syndicate is to join forces with one of the smaller front companies operated by Tenloss, then work one's way up through the hierarchy. Additionally, the Tenloss Corporation deals directly with other crime syndicates and gangs of decent size, brokering arms deals for large quantities directly through the governing council; in times of great need, even the Rebel Alliance turns to Tenloss for weapons with which to fight the Empire.

Like most unscrupulous corporations, the Tenloss syndicate is not to be trifled with. Though far less overt in their methods, Tenloss leaders always make sure that any threat to their operation is silenced quickly and efficiently. However, the Tenloss leadership seems mostly content to simply make a profit off of its various businesses. As long as you stay out of its way, the Tenloss syndicate has no honor to defend and typically does not rise to the bait when goaded by opponents. Only when its operations are threatened does Tenloss act, and when it does it brings the full weight of its illegal weapons and starships to bear on its enemies.

For more information on Tenloss weapons, see the *Force Unleashed Campaign Guide*.

Hornet-class Interceptor

Manufactured for distribution to crime lords and the defense forces of shadowports, the insectlike *Hornet*-class interceptor is a lightweight starfighter that boasts impressive (if experimental) weapons. Though its frame is quite fragile, the *Hornet*-class interceptor boasts shields that are unheard of on a starfighter of its size, and weapons systems that far exceed those of comparable craft manufactured by legitimate organizations. The *Hornet*-class interceptor ships with advanced heavy laser cannons that produce extremely potent bolts of energy, but the cannons are unstable and have been known to explode under the stress of firing. They are incredibly nimble and are favored by pilots for their maneuverability, making up for their relatively weak hulls.

Tenloss Corporation *Hornet*-class Interceptor **CL 12**
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 21; +6 armor
hp 50; **DR** 10; **SR** 35; **Threshold** 41

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged advanced heavy laser cannons* +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +28
Atk Options autofire (advanced heavy laser cannons), fire-link (advanced heavy laser cannons)

Abilities Str 32, Dex 24, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1; **Passengers** none
Cargo 80 kg; **Consumables** 5 days; **Carried Craft** none
Availability Illegal; **Cost** 75,000 (32,000 used)
**On a natural 1 on an attack roll, the advanced heavy laser cannons explode, dealing 6d10×2 damage to the Hornet-class interceptor, ignoring SR and destroying the cannons.*

Advanced heavy laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 10d10×2

Alternate Configuration:
Ranged medium laser cannons +6 (see below)
Atk Options autofire (medium laser cannons), fire-link (medium laser cannons)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Thalassian Slavers

Among the most feared criminals in the galaxy, the Thalassian slavers steal that which is most precious: one's freedom. Independent slavers hailing from the Outer Rim, the Thalassians are ruthless, relentless criminals that attack and capture starships, enslaving their crews and passengers and selling them to the highest bidder. Most passenger vessels in the Outer Rim know to flee as fast as they can when confronted by Thalassian vessels, as capture can mean being placed on the auction block and ending up enslaved to Hutts—or worse.

The Thalassian slavers typically limit their activities to the Outer Rim, though they have been known to stray Coreward from time to time if the money is right. Sometimes serving as mercenaries and pirates, the Thalassian slavers always follow the flow of credits and have no sympathy for the plight of those they capture. The Thalassian slavers are loosely organized into small battle groups, each one consisting of a *Kaloth*-style battlecruiser and several Y164 slave transports, along with a handful of starfighters and small support ships. Thalassian slavers are ostensibly allies with each other, though some small skirmishes have broken out from time to time between two battle groups.

Thalassian slavers are absolutely reprehensible by most standards. Even other members of the fringe tend to steer clear of the Thalassian slavers, as they have no compunctions about capturing other pirates or smugglers and turning them into slaves. Thalassian slavers are not welcome at most ports outside of their home star systems, and shadowports go to nearly as many pains to hide their existence from these slavers as they do from the authorities. Even distant association with the Thalassian slavers can be a virtual death mark, as several Senators of the Old Republic found out when they were connected to the slaving ring.

Encounters with the Thalassian slavers are usually not pretty. The Thalassians throw everything they have at their prey, and they would rather blow up a target than let it escape. Ruthless to the core, Thalassian slavers don't mind accidentally killing half or more of the passengers they attempt to enslave. Thalassian slavers operate almost exclusively in space, and almost never raid settlements on planets. However, there have been many reports of Thalassian slavers attacking space platforms orbiting worlds without much defensive capability.

Kaloth-style Battlecruiser

A favored starship of the Thalassian slavers, the *Kaloth*-style battlecruiser is a large and deadly capital ship that is frequently used to capture ships with the intent of enslaving the crew. However, unlike most pirate ships, the *Kaloth*-style battlecruiser boasts no ion weapons; though the Thalassian slavers hope their targets survive their turbolasers, they prefer to cripple the enemy first and worry about the spoils later. A *Kaloth*-style battlecruiser's turbolaser complement is the heavy hammer that smashes enemy ships, softening a target up so that it can be captured by the ship's tractor beam prongs. One of the most feared ships in the Thalassian fleet, the *Hormzuoy*, is a *Kaloth*-style battlecruiser.

***Kaloth*-style Battlecruiser** **CL 17**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 36; +13 armor
hp 920; **DR** 15; **SR** 150; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged 4 double light turbolaser batteries +15* (see below) and 4 point-defense medium laser cannon batteries +9 (see below) and 2 tractor beams +15* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1,464; **Passengers** 75 (troops)
Cargo 6,540 tons; **Consumables** 6 months; **Carried Craft** 12 starfighters (typically uglies)
Hyperdrive ×2 (backup ×18), navicomputer
Availability Illegal; **Cost** not available for sale (estimated value 1.3 million)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Double light turbolaser battery (6 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 4d10×5

Point-defense medium laser cannon battery (3 gunners)
Atk +9, **Dmg** 4d10×2

Tractor beam (6 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** – (grapple +48)

Y164 Slave Transport

After slaves are captured by the Thalassian slavers, they must be transported to their new owners, and the Y164 transport is the primary vessel used for this task. Bulky but durable, the Y164 is lightly armed, relying on *Kaloth*-style battlecruisers for their defense. The ship boasts quad laser cannons that pack a decent punch for weapons of their size. Slave accommodations aboard a Y164 transport are squalid, as most of the 12,400 slaves are actually living in poorly converted cargo space.

Y164 Thalassian Slave Transport **CL 13**
Colossal (frigate) space transport
Init −3; **Senses** Perception +6

Defenses Ref 12 (flat-footed 11), Fort 34; +11 armor
hp 600; **DR** 15; **SR** 100; **Threshold** 134

Speed fly 1 square (starship scale)
Ranged 2 quad light laser cannons +3 (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +46
Atk Options autofire (quad light laser cannons)

Abilities Str 58, Dex 12, Con —, Int 13
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 15 (skilled); **Passengers** 12,400 (slaves)
Cargo 10 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3 (backup ×25), navicomputer
Availability Illegal; **Cost** 245,000 (122,000 used)

Quad light laser cannon (gunner)
Atk +3 (−2 autofire), **Dmg** 5d10×2

Locales

Hives of scum and villainy vary in size, function, and safety just as much as more respectable places. Sometimes the only difference is who has final say over what happens to transgressors—a Hutt doesn't take any more kindly to thieves stealing from him than CorSec officers do. The locales listed below are all places where law is rare—or at least takes a form not recognized in most of the galaxy. These hives of lowlifes and criminals are excellent places to buy black market goods, hire mercenaries, and buy information. They're also good places to get a vibroblade stuck between your ribs in a dark alley.

The Errant Venture

The *Errant Venture* has the distinction of being the only Star Destroyer ever owned by entirely private interests, with no affiliation to any government. Originally commissioned as the *Virulence*, an *Imperial II*-class Star Destroyer, the ship saw service at the Battle of Endor and the Battle of Thyferra. There the ship was surrendered, undamaged, to Booster Terrik. Terrik, never a timid man, decided the price of his help in capturing the vessel was the ship itself. Although the New Republic was uneasy with the idea, in the end a deal was struck that removed most of the ship's armament (netting Terrik a cool 18 million credits), and the hull was painted red to make it distinctively different from other Star Destroyers.

From that point on, the *Errant Venture* was a mobile shadowport and one of the best-defended places to acquire a bit of data or gear without legal complications. Terrik enjoyed the prestige that came with the ship, and he played on the fact that it was once an Imperial warship. For example, the *Errant Venture*'s crew wears variants of Imperial uniforms, in Corellian green-and-gold colors. Although many feel this is in poor taste, others suspect Terrik did it because the manufacturing plant in the ship already had the patterns for those uniforms programmed into it, and changing the color of cloth fed into it was cheaper than having new uniforms designed or imported.

Indeed, money quickly became an issue for Terrik. His smuggling organization was never the size of Black Sun or Talon Karrde's operation, which might have been able to maintain a full-size space cruiser. Terrik was strained to the limit of his resources to maintain even a down-gunned Star Destroyer, and he was always looking for ways to make it profitable. This ranged from highly secure smuggling runs to renting out space on the hull for advertisements. Although many New Republic officials assumed the ship would be an embarrassment for only a few years before Terrik had to have it scrapped or sold, in truth he managed to keep it running through the end of the Civil War, the "return" of Thrawn, the Yuuzhan Vong invasions, and the Second Corellian Insurrection. It even became the home of the Jedi Academy, due in large part to personal connections between Terrik and his son-in-law, Corran Horn.

Although the ship was "officially" limited to just a few heavy weapons for most of this time (represented by the stat block below), Booster Terrik likely had weapons either reinstalled or replaced on more than one occasion. Although Terrik isn't talking, some observers have noticed that every time the New Republic decided it needed the ship to be rearmed for an operation, it took surprisingly little time to accomplish. (Even when only a few weapons were active, the *Errant Venture* always tracked all its targeting sensors on any potential enemy.)

Though its core layout remains that of an *Imperial II*-class Star Destroyer, the *Errant Venture* is constantly being refurbished and redesigned. It turns out that if you don't try to maintain bays for 20 AT-AT walkers, the barges to land them, and the ground forces to support them, you have considerable room for remodeling. Booster Terrik claims to have a fore-to-aft refit

planned for the ship "in his head," but observers assume he does whatever he can afford to, whenever he has the time; even so, the change of the ship from purely military to largely mercantile is noticeable.

The lowest levels of the *Errant Venture* are referred to as The Mines, and are restricted to passengers coming and going on large ships and the ship's crew. It includes the docking bays designed to capture enemy ships, all of which still function well enough. The largest of these, Docking Bay 15, is the central docking area and can house multiple ships in excess of 150 meters. This is the normal home of Terrik's freighter, the *Pulsar Skate*, when it isn't on independent missions. Docking Bay 15 is also sometimes used as a mobile repair base, able to fix major damage to ships as large as Corellian gunships, no questions asked—if the captain has the credits, of course.

Black Level is just above The Mines, and is the lowest of the three passenger areas of the ship (as well as being the least interesting or comfortable). It's largely holds, stripped passenger cabins (with little more than a light and a bunk), and empty spaces that can, with effort, be turned into workshops or similar industrial spaces. The Black Level is for those who want to hop safe passage aboard the *Errant Venture* (which is, after all, unlikely to fall prey to pirates or bounty hunters) but can't afford better accommodations. Sales of anything but food are forbidden on Black Level without Terrik's special permission, and the area is regularly patrolled by the ship's security forces (who have their own—much nicer—room block in the center of Black Level, Block 1138 Sable). Of course, some shadow shops are set up with Terrik's clandestine permission, places where business is done that even Terrik isn't willing to have out in the open. Terrik keeps claiming he's going to remodel Black Level, but never finds the time or credits to do so.

Above Black Level is the Blue Level, which hosts mildly respectable guests and acts as a base of operations for a number of up-and-coming smugglers, bounty hunters, pilots, traders, and mercenaries. It is also the location of the majority of the ship's docking slots, smaller docking areas for shuttles and small freighters to enter or clamp to the ship. Although Blue Level can become a bit rowdy (the ship's security forces don't intervene in fist fights, but anything involving a blaster, vibroweapon, or lightsaber is stopped quickly and with little regard for who started it), it also includes two particularly interesting sections.

The first is a massive six-deck courtyard (linking Blue Level to the Diamond Level above) that includes a three-deck high holodiorama of the Battle of Thyferra (focusing on the attack on the *Errant Venture*, still named the *Virulence*, under the command of Booster Terrik). Although the massive holopicture might be of questionable historical accuracy, it is accepted as one of the greatest pieces of wartime art in the post-Civil War galaxy.

Errant Venture **CL 19**
Colossal (cruiser) capital ship
Init +0; **Senses** Perception +8

Defenses Ref 18 (flat-footed 16), Fort 56; +16 armor, Vehicular Combat
hp 2,000; **DR** 20; **SR** 120; **Threshold** 256

Speed fly 3 squares (starship scale)
Ranged 1 heavy turbolaser battery +13* (see below) and
1 turbolaser battery +13* (see below) and
2 point-defense laser batteries +17 (see below) and
2 heavy ion cannon batteries +13* (see below) and
2 tractor beams +9* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +5; **Grp** +71

Abilities Str 103, Dex 14, Con—, Int 18
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 12,000 (expert); **Passengers** 30,000
Cargo 50,000 tons; **Consumables** 3 years; **Carried Craft** up to 144 starfighters, 30 light freighters or similar craft, 2 capital ships up to Colossal (frigate) size
Hyperdrive ×2 (backup ×12), nav computer
Availability Military; **Cost** not available for sale (black market value 50 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (3 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 11d10×5

Turbolaser battery (3 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser battery (5 gunners)
Atk +17, **Dmg** 3d10×2

Heavy ion cannon battery (3 gunners)
Atk +13 (–7 against targets smaller than Colossal), Dmg 3d10×5 ion

Tractor beam (1 gunner)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** —
(grapple +71)

Also on Blue Level is Trader's Alley, a massive cash-or-barter-only gray market bazaar. Few permanent stores are in Trader's Alley, and most of those are secretly owned by Terrik or his friends and allies. The constantly changing collection—broken-down war droids, captured Imperial weapons, illegal drugs and spices, semilegal shipping contracts, unique examples of planetary art from a hundred systems, and rewired datapads that can act as anything from explosives to cheaters—provides one of the greatest free markets in the galaxy. In part this is because Booster knows how to keep trade hopping, and in part it's because even the most paranoid trader feels safe in the belly of a Star Destroyer, no matter how stripped down.

All items in Trader's Alley are treated as one step less restricted than normal when determining black market cost: Illegal items are military, military items are restricted, and so on. Additionally, it never takes more than one day to find if such items are available in Trader's Alley, no matter how restricted they are.

From the Blue Level courtyard, it is easy to access Diamond Level, where ships' officers, valued guests, friends and family, and the wealthiest travelers stay. Diamond Level has been completely ripped out and reappointed in luxury styling. (Booster originally planned such an upgrade for the whole ship, but it proved prohibitively expensive). This area is where extended family and close friends stay (although immediate family stay in officer's quarters in the command section). It is replete with dining halls, entertainment venues, conference rooms, and recreational facilities. Some extremely rich civilians—and a few minor crime bosses posing as such—pay a hefty rent to live safely in the Diamond Level full time. When the Jedi Academy was moved onboard, it was also placed in this area. Diamond Level is never more than a quarter full, and Terrik continues to advertise it as a unique travel and living opportunity.

StarForge Station

StarForge Station is a famous shadowport, a place where any ship can find repairs if enough credits are presented and where no questions are asked about cargoes, battle damage, or questionable documentation. Located in the StarForge Nebula in the Ado sector of the Mid Rim, the massive, mobile base has survived through three governments using a combination of careful planning, lax local officials, and strict neutrality. It provides a useful outlet for rogues and scoundrels as well as clandestine government operations.

Originally constructed as a theoretically legal (if fringe-oriented) base several decades before the Clone Wars, StarForge was intended to serve as a base of operations for smuggler Muo Glandish. Glandish sought to save on costs by building the starport on an existing planetoid, using mostly junked starships from old battles within the nebula. While the port was still in its infancy, Glandish was killed, and administration of the port fell to his friends and business partners. However, no transfer fee was ever paid on the station, causing it to slip from "technically legal" to "barely illegal," though no one in the waning Old Republic seemed to care. StarForge Station might well have remained a minor, obscure illegal port for small craft if not for the Clone Wars.

No, Not That Star Forge ...

StarForge Station takes its name from its home, a nebula packed with a high number of young stars in the process of forming. Early explorers of the Ado sector called it the StarForge Nebula. There is no relation between this name and the Star Forge, a massive automated shipyard powered by a nearby star (thus, a "star-powered forge") and used by Darth Revan and Darth Malak. The Republic destroyed the Star Forge at the end of the Jedi Civil War (four millennia before the Galactic Civil War). The Republic covered up all information about the Star Forge and its creators, the Rakatan Infinite Empire ("the Builders"), quarantining the Lehon system where the wreckage of the Star Forge and the remnants of Rakatan civilization remained. By the time the StarForge Nebula was named, this knowledge was all but forgotten.

When the Separatists began their war with the Old Republic, conditions across the galaxy changed. Suddenly, any ship could be attacked at any time: One of the two sides might seek to cut off enemy supplies, or pirates might take advantage of the increased chaos to strike bigger targets than they dared seek in peacetime. Any port with repair facilities, no matter how minor, saw increased business, and StarForge was no exception. What was unique about StarForge was that it declared neutrality early on, and both sides respected that decision. This was not for any idealistic reason, but simply the fact that both the Republic and the Separatists needed access to its facilities from time to time, and neither was willing to spare the forces needed to capture and hold the small station.

By the time the Clone Wars ended, StarForge was a common meeting place for the forces on the run from the Empire, and the Empire couldn't be bothered to commit many forces to track them all down. The Ado sector was a peaceful region, so the garrison there was light and few forces were available for such a mission. Although Moff Irnst Stavveld was tasked with capturing it, others in the sector were less concerned. Indeed, some Imperial agents found it useful as a neutral zone for meeting with fringe (and even Rebel) contacts.

With everyone from the Bothan SpyNet to the various Hutt kajidics keeping a sharp lookout and warning StarForge when it needed to move, it's little wonder the Empire never managed anything but a few brief raids before the station entered hyperspace and escaped. After the Emperor's death, even Imperial Remnant forces used the station to arrange for supplies and repairs no longer available from their home fleets. The Yuuzhan Vong never came across the station, which they saw as an abomination to be destroyed once more important targets were captured.

Administration of StarForge station changes frequently—perhaps on a hand of sabacc, or perhaps when the previous administrators decide they don't want Hutts to know where to find them anymore. When the

administrator's office is vacant, the station's enforcers and other employees allow anyone who shows interest to move in, and then see whether their paychecks make it worth keeping that person around. If someone demonstrates an aptitude for running the station and treats its personnel well, the personnel in turn reward that individual with their loyalty. It's rare for an administrator to be kicked out by the merchants, fixers, and enforcers on the station, but it's not unknown.

The station allows the sale of nearly anything on the station itself, and absolutely anything if it goes from ship-to-ship without ever coming stationside. The cost of doing business on StarForge can be high (raise prices by 25%), but deals aren't hampered by legal issues (ignore all costs and penalties for restricted items). Since the station has to be self-sufficient, its own needs vary from month to month. A smuggler with the right shipment can make a small fortune overnight. (Any cargo has a 10% chance of being in high demand when it arrives, resulting in payment offers 50% higher than normal. A DC 20 Gather Information check can increase the odds of bringing a valuable cargo to 20%.)

StarForge Station is also a fully functional shipyard, able to build ships of up to Colossal (frigate) size. Though it does occasionally build a custom ship from scratch, the vast majority of its operations are used to repair and modify existing starships. All the starship modifications listed in Chapter 2 (and anything the GM permits from *Starships of the Galaxy*) can be performed at StarForge.

StarForge Station **CL 20**
Colossal (station) space station
Init –4; **Senses** Perception +6

Defenses Ref 16 (flat-footed 16), Fort 74; +16 armor
hp 3,000; **DR** 20; **SR** 200; **Threshold** 574

Speed fly 1 square (starship scale)
Ranged 5 turbolaser batteries +12* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +99

Abilities Str 138, Dex 10, Con—, Int 18
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 1,850 (normal); **Passengers** 10,000
Cargo 25,000,000 tons; **Consumables** unlimited; **Carried Craft** 600 starfighters, 60 space transports, up to a dozen ships of Colossal (frigate) size
Hyperdrive x6, nav computer
Availability unique; **Cost** not available for sale (sometimes lost in sabacc games to cover bets of 1,000,000 credits or more)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 7d10×5



A SHOOTOUT ON STARFORGE STATION

Nar Shaddaa

Basic information about Nar Shaddaa, the Smuggler's Moon, can be found on page 233 of the Saga Edition core rulebook. However, lists of Knowledge checks and basic astrophysical data do little to highlight the true feel of the biggest nest of scum and villainy in the galaxy. The vast, sprawling city-planet is like a dark twin of Coruscant, an urban crawl of vice, crime, and violence. The upper levels of the Vertical City of Nar Shaddaa are similar to the lower levels of the galactic capital, and both opportunity and danger can be found a few steps from any dock.

No central government exists on Nar Shaddaa, with each "sector" controlled by a crime lord, business cartel, or local warlord. Spice is openly processed on the surface, and everything from slave-fitting pits to Sith academies have been successfully set up on the world. However, its lack of government makes the planet amazingly resilient; even after being ravaged by the Yuuzhan Vong, after a few decades, it was once more a home for smugglers and criminals from all over the galaxy.

Throughout the Smuggler's Moon, the different factions operate in a similar manner. Although there are Corellian sectors and Twi'lek Quarters, the crime lords and smugglers who truly run things all have a hands-off policy until trouble begins to cost them credits, and then they slap a bounty on any offenders. There's little real law in Nar Shaddaa, just local enforcers and mid-level bounty hunters trawling for troublemakers with prices on their heads.

Shady deals are made in the back rooms of casinos and cantinas, dimly lit chambers thick with t'bac smoke and surrounded by guards. Low-grade thugs and bounty hunters conduct steady business in such places—and so do the information brokers who watch them come and go. When a crime lord contracts real talent, he arranges to meet in a place that's heavily guarded and fortified—not only to ensure privacy, but his own safety as well.

A typical Nar Shaddaa crime lord is Kurka, a minor Hutt in the Desilijic class. Forced out of smuggling operations farther out in the galaxy, Kurka sank the last of his finances into a small sector of Nar Shaddaa, from which he plans to grow the roots of a larger, more powerful organization. Currently, Kurka mostly deals in information and setting up meetings between other factions, using a series of fixer go-betweens. Kurka has numerous apartments he rents to up-and-coming smugglers and bounty hunters, and he hopes to make enough contacts to be able to pick one to sell out for a deal big enough to make him a major player on Nar Shaddaa. Many of his schemes involve setting rivals against each other for his own profit; thus, his section's living quarters and docking bays are designed to keep his guests separated while he lies to them about the motives of others, charging both for false information (and for hired muscle to punish factions for these false crimes).

Although Kurka has made advances in the databroker business, he doesn't reinvest his money wisely. The Hutt is far more interested in an adding additional pleasure chambers, internal security systems, and insidious deathtraps than investing in more ships, enforcers, and spies. It is only a matter of time until someone hires a band of mercenaries to disable the security systems or blow up his entire command tower.

The crown jewel of Kurka's shaky organization is the Falleen Lady, a casino and pleasure house that caters to those who enjoy pheromone-enhanced hostesses. The casino ferries in its customers through regular shuttles, to prevent larger starships from coming within weapons range. Its life support systems are rigorous enough to house thousands of sentients. Accommodations include staterooms for high rollers, living quarters for the staff, and barracks for security personnel. With so many credits changing hands, the casino insists on searching its guests for weapons, and the vault at the subterranean building's core is far more secure than a typical planetary bank.

In addition to bringing in credits from rigged gambling tables, the Falleen Lady is a popular meeting place. Since everyone present is supposed to be unarmed, factions with violent disagreements might try arranging negotiations here. There are certainly worse places to go when looking for an assassin, slicer, bounty hunter, or fixer for hire. Of course, when trouble does break out, the enforcers and casino security are present to break things up quickly—and violently.

Chapter V
Point Nadir





Point Nadir is a shadowport situated in the bowels of a comet. Though ruled by the Anjiliac Hutts and their representatives, Point Nadir is far enough from the beaten path that its governance is largely independent of direct Huttese intervention. In fact, a number of criminal organizations hold sway in Point Nadir, each with different specialties and goals.

Its location varies, so Point Nadir can be inserted into a campaign set during any era. Because multiple organizations claim various degrees of control within the shadowport, it is possible for different play groups to impose themselves upon it in their own inimitable fashions. In effect, Point Nadir is a complete location—a hive of scum and villainy, if you will—that is well suited for use in any campaign, at any time, in any place you see fit.

Resh 9376

Resh 9376 is a comet that has been logged with the Republic's Bureau of Astronomy for nearly as long as there has been a Republic. Its elliptical course stretches for several light years, and it has been assigned a threat category of 1, defining it as benign. Though it comes close to several inhabited star systems during its orbit, Resh 9376 does not enter any of them. It exhibits few remarkable characteristics, and has thus far been largely ignored by the galactic community.

The primary composition of Resh 9376 is a mixture of gypsum, granite, base ores (such as tin, iron, and lead), and ice. The comet is oblong in shape, roughly 30 kilometers long by 10 kilometers wide. Spectrographic sensor readings indicate that the rear-most portion of Resh 9376 is composed of a large, cavernous interior, accessed by a raised, craterlike opening. Though unconfirmed, it has been postulated that the comet was, at one time, home to a space slug or some other heretofore unknown vacuum-adapted organism.

Resh 9376 appears visually identical to other comets. Jets of vapor from within the comet's body form a thin atmosphere, or "coma," around it. These vapor jets become more volatile the closer that Resh 9376 comes to nearby stars due to the increased solar radiation, thereby making the coma more distinct to the naked eye. In some cases, vapor and dust released by the comet form a "tail," which makes Resh 9376 even more visible.

What the Republic's astronomers—and, indeed, astronomers throughout the galaxy—fail to realize is that Resh 9376 is known colloquially as Point Nadir by a small percentage of the galaxy's criminal element. Point Nadir is a shadowport: an illicit harbor for some of the galaxy's most notorious criminals and infamous villains. The streets of this wandering cesspit are beholden to no laws, except for those that Point Nadir's crime lords are willing to enforce.

History

Although Point Nadir has been an established shadowport for centuries, the comet Resh 9376 was discovered over 25,000 years prior to the founding of the colony. The comet was paid little attention by astronomers, explorers, and prospectors alike, and continued its slow ellipse through the galaxy largely undisturbed. With the number of comets moving through galactic space, Resh 9376 was only another stellar body for astrogators to avoid.

Resh 9376 was eventually surveyed by an automated Corellian exploration vessel, the *Saving Grace*. Comet Resh 9376 was scanned, holomapped, and dozens of material samples were taken. Little was remarked in the *Saving Grace*'s files, other than what the vessel's computer referred to as a "cavernous anomaly in the comet's anterior quadrant, possibly the result of prior habitation." Following nearly twenty-two minutes of close observation, the *Saving Grace* broadcast its findings back to Corellia in a burst transmission before heading to its next destination. The data was briefly analyzed by Corellian astronomers, then filed away and forgotten.

Two hundred years later, a Corellian pirate captain named Salovan Fische came across references to Resh 9376. Intrigued by the *Saving Grace*'s survey, Fische and his band traveled to the comet's current location as detailed in the astrogation charts of the day. The comet was right where it was supposed to be, and appeared exactly as the *Saving Grace* had reported. The pirates made a complete exploration of the comet, including several forays into the anterior caverns. It was just what Fische was looking for: a mobile base, hidden from prying eyes in an insignificant comet that few individuals consciously knew existed.

For the next decade, Fische and his crew used the comet as a base. Initially the accommodations were sparse. Captured ships were lashed to the cavernous interior of the comet and used to store booty. In time, the pirates fashioned several of the smaller caverns into sealed chambers. With their growing wealth, no expense was spared in making Resh 9376 a more comfortable place to lay low. Ever more ambitious, Fische secured a number of mining droids, as well as other mining equipment, from a prospecting vessel his crew had claimed as a prize. He began to hollow out the comet more, seeking to create an elaborate port to call his own.

Unfortunately for Fische, his luck did not last. Following a series of failed raids against risky merchant convoys, his crew mutinied. Tired of the living conditions on Resh 9376, and demoralized by the current rash of defeats, Fische's crew left him marooned within the comet that had become his obsession. Fische eventually died a hermit, but not before several of his crew sold information concerning the comet to the Anjiliac clan of Hutts. The Anjiliacs saw potential in Resh 9376, especially since it had already been used as an established headquarters for Fische's band of scalawags. Though the comet was not fully furnished and only partially explored, the pirates told the Hutts tales of Fische's propensity for living the high life and how their captain made his living spaces lavish and decadent.

SALOVAN FISCHE



Despite these stories, following up the pirates' claims was low on the Anjiliac clan's list of priorities. It would be almost a century before the Hutts took an active interest in Resh 9376. Salovan Fische had long since died, but his legacy within the comet remained. Respectable amounts of mining equipment were immediately available, as well as a dozen semifunctional mining droids, which had continued to work after Fische's death, prior to shutting down due to lack of maintenance. With their extensive resources and capital, the Anjiliacs were able to take Fische's rudimentary cavern complex and turn it into the focal point of a number of criminal enterprises.

The Legacy of Salovan Fische

Salovan Fische was marooned on Resh 9376 for nearly six years before he died of unknown causes. In that time, and with the assistance of his droids, he continued to chip away at the comet's interior, delving deeper and deeper into its core. Because his mining was so extensive, a number of caverns still remain unexplored. Stories are told of Fische's Legacy—a treasure trove of goods and riches secreted away within some unknown cave.

The tale is slightly different every time it is told. In one instance, Fische's Legacy consists of booty taken from captured freighters. In another, Fische supposedly uncovered a cavern of priceless gems and ores during the course of his excavations. No one has managed to confirm any of the tales surrounding Fische's Legacy. The leadership of Point Nadir actively discourages what it considers to be trespassing, but this does little to stop enterprising beings from conducting impromptu treasure hunts into the comet's core.

Finding Point Nadir

For the denizens of Point Nadir, the shadowport's existence is all too real. Once outside the confines of the roaming comet, however, it becomes a more nebulous location, made all the more difficult to locate due to a combination of secrecy and ignorance. Spacers tell tales of asteroids and rogue comets that hide both mystery and fortune, but these stories are as numerous as the millions of drifting bodies that float aimlessly throughout the galaxy. Without specific coordinates to lend them credence, such locations remain little more than anecdotes told by grizzled veterans over mugs of Corellian ale. Yet someone obviously knows about Point Nadir, despite the intense secrecy that surrounds it.

Since they are the de facto rulers of Point Nadir, the Anjiliac Hutts are the primary source for information concerning its location. Such information is never given away for free, nor is it likely to filter out into the public sector without the Anjiliacs knowing about it. Through their affiliation with the Anjiliac kajidic, other Hutt clans possess varying degrees of information about Point Nadir. Such information is valuable to opposing Hutt clans, allowing them to position agents within the shadowport's infrastructure in an attempt to get a piece of their competitor's action.

Were the Anjiliac Hutts the only power in Point Nadir, their secret haven might very well remain hidden. As it is, two other criminal organizations—Epsis and the Sable Dawn—exert varying degrees of control over Point Nadir. Even though neither of these organizations wishes to see the secret of Point Nadir blown wide open, they provide additional avenues of approach to heroes who are looking for a way inside. The Sable Dawn might do so by recruiting new agents into its ranks, while Epsis might contract with heroes for delivery of stolen high-tech machinery or gear directly to their docks.

Outside the powers that keep the proverbial gears turning in Point Nadir, the shadowport also has regular denizens. Unless they have been flagged as rogue by one of the shadowport's syndicates, Point Nadir's population come and go as they please. As it is, only a scant few have the financial or transportation means to leave when they wish, and it is in their best interests to stay mum when it comes to the topic of Point Nadir. This does not stop word from trickling out, of course, and anyone might overhear a hushed conversation or stumble upon a mysterious set of coordinates.



Resh 9376

The Call of Point Nadir

So here you have it laid out before you: a complete hive of scum and villainy for your players to explore. The question remains, though: How do you get them there?

It might not be as simple as it sounds, given the secrecy surrounding Point Nadir. Your best bet is to take a look at the player characters. Who are they, and what do they want to accomplish? What are their current affiliations? What is the most logical route for them to take?

If you don't have the time to spare, such as during a short series of games, or during a one-shot scenario, you might let them discover Point Nadir right away, with little fanfare. This is perfectly acceptable, and it allows you to get the most bang for your buck right away. Be sure to let them experience the culture of the place, and to perceive the contrasts between a lawless shadowport and an Imperial-controlled core world.

If you are running a campaign, you might even start the players in Point Nadir from the beginning. Be sure to explain the sensitive nature of the shadowport's organization, though. Stress that the beings that control Point Nadir are a vindictive lot who stop at nothing to punish anyone that tells the wrong people of its existence. Most of all, don't be afraid to follow up on such threats. If the heroes go indiscriminately blabbing about Point Nadir, they deserve whatever ill fortune comes their way.

If you have the time, though, you might be best served by slowly revealing Point Nadir to the players over the course of several sessions. Provide small clues and hints as they advance. Tempt them with the mystery before you so much as utter the name of the place to their waiting ears. Allow Point Nadir to be the light at the end of the tunnel. To wit, it should be a part of the pay-off for exceptional play. Given the sorts of services that are available in Point Nadir, anything less would be akin to giving it away for free.

On Approach

Once the players know where Point Nadir is, and assuming they have the means to travel there, all that remains is the journey. The location of Resh 9376, the comet that Point Nadir is nestled within, is catalogued and available with all current astrogation data. Public databanks feature little information about Resh 9376, other than it being comet with a galaxy-spanning elliptical orbit. To the casual observer, the comet is not impressive, and no obvious reason for anyone to want to pay it a visit. Since the location of the comet is well documented, getting there is no more difficult than navigating to any other area in the Outer Rim territories.

After leaving hyperspace, the vast expanse of deep space greets the heroes. Sensors reveal Resh 9376 exactly where it is supposed to be, a dim corona of vapor giving it an eerie illumination against the dark backdrop of space. Sensor readings prove inconclusive, for Point Nadir's interior is screened by a number of cloaking fields. Even though these fields are not true cloaking devices—after all, they do not make the comet invisible—they do block the prying eyes of most sensor systems, including life and composition scanners. This, in and of itself, proves curious to the uninitiated.

Meanwhile, Point Nadir's own traffic controllers monitor any craft that emerge from hyperspace near the comet. All ships are catalogued by Point Nadir Traffic Control, and their individual profiles are added to an extensive database. Craft that are not listed within the database are classified according to type. Specific flight patterns are expected of all craft before Traffic Control gives docking clearance, and anyone who has been invited to Point Nadir, or who has been there before, knows the required flight etiquette.

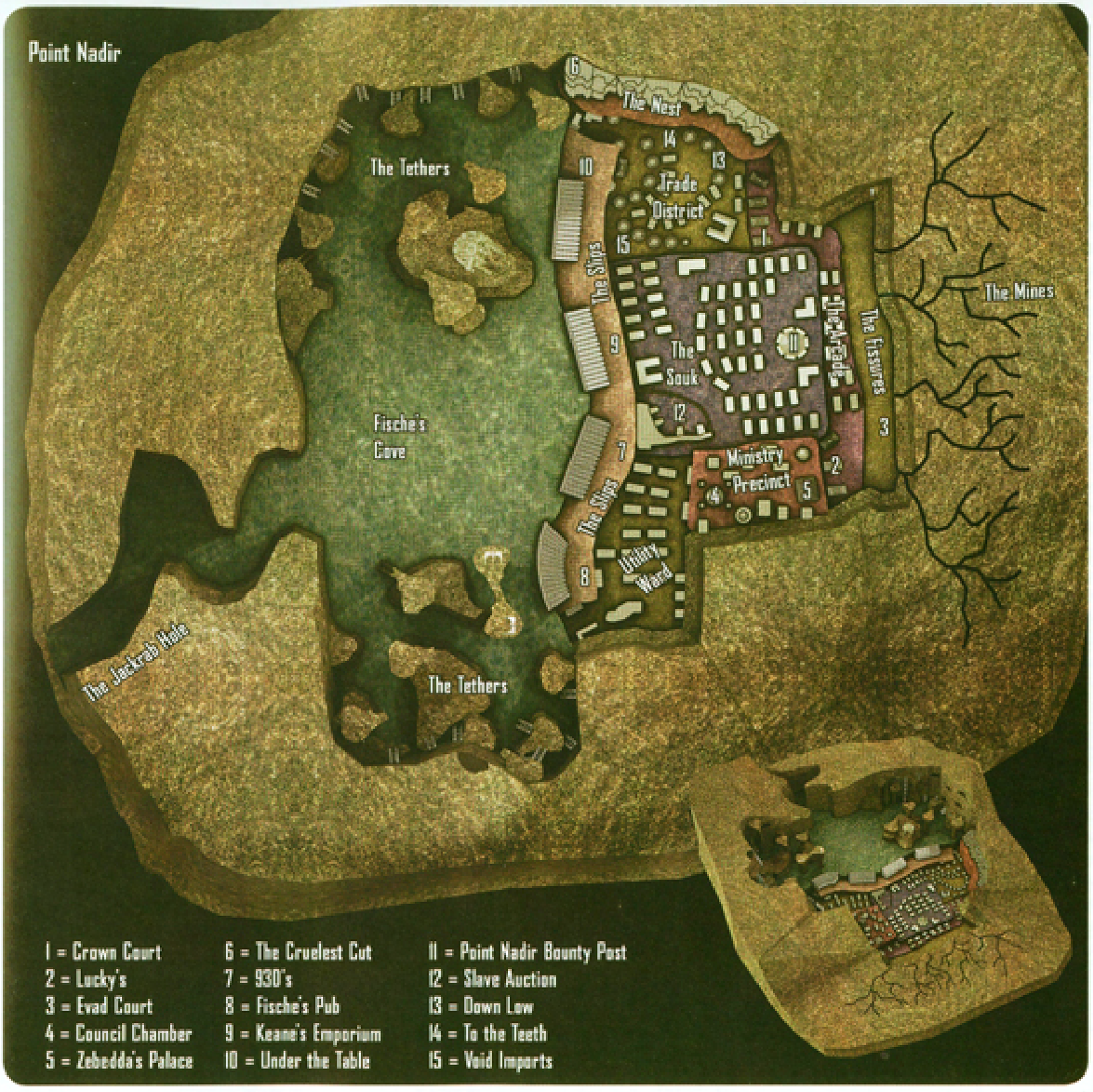
Ships that fail to follow the established flight pattern, but continue to advance upon the comet, are actively scanned and subsequently challenged by Traffic Control. Typically, such craft are ordered to stand down and adopt a parallel course to the comet. Those that comply are either questioned at length prior to being authorized, or (in severe cases) are boarded by a group of Anjiliac thugs so that they can be scrutinized at length, not to mention at gunpoint. Ships that fail to comply with Traffic Control are warned only once before fighters (a mixture of modified Z-95 Headhunters, CloakShape fighters, and R-41 Starchasers) are scrambled to intercept them. Once scrambled, the fighters rarely return to their berths without drawing blood.

Point Nadir

Region: Outer Rim
Climate: Temperate/Controlled
Gravity: 13% Standard (surface), Standard (artificial interior)
Moons: None
Length of Day: 24 standard hours
Length of Year: 7,241 local years
Population: Approximately 4,000
Sapient Species: 40% Human, 8% Twi'lek, 6% Toydarian, 4% Rodian, 2% Houk, 40% other species
Government: Point Nadir Council (criminal syndicates)
Capital: Point Nadir
Major Exports: Illegal goods, information, narcotics, slaves, weapons
Major Imports: Foodstuffs, illegal goods, information, medicines, technology

Knowledge (galactic lore)

DC	Result
20	Point Nadir is rumored to be a shadowport somewhere in the Outer Rim territories, but the location is not well known.
25	Control of the port is attributed to the Anjiliac clan, a Huttese criminal family. They maintain strict silence concerning the specific location of Point Nadir, and people have died for merely speaking about it.
30	Point Nadir is situated within a comet that orbits the Outer Rim. Though the Hutts maintain control over the shadowport, other groups also claim jurisdiction inside the port.


Point Nadir
The West
The Tethers
Trade District
The Slips
The Souk
Checkpoint
The Fissures
The Mines
Fische's Cove
Ministry Precinct
The Slips
Utility Ward
The Jackrab Hole
The Tethers
1 = Crown Court
2 = Lucky's
3 = Evad Court
4 = Council Chamber
5 = Zebedda's Palace
6 = The Cruelest Cut
7 = 930's
8 = Fische's Pub
9 = Keane's Emporium
10 = Under the Table
11 = Point Nadir Bounty Post
12 = Slave Auction
13 = Down Low
14 = To the Teeth
15 = Void Imports

Docking and Accommodations

Vessels that pass scrutiny are given clearance to dock, and a landing beacon is activated. The beacon is a simple arrangement of transmitters and lights that directs visitors' ships into what is colloquially known as the Jackrab Hole—a large, cavernous opening in the comet's anterior. The Jackrab Hole is more than five hundred meters in diameter, and equipped with atmospheric shielding that holds back the harsh vacuum of open space. Once a ship has passed through the opening, the external beacon is deactivated, leaving the location of the Jackrab Hole hidden once again.

Pilots are expected to navigate the length of the cavern with their own sensors, and little direction is provided by Traffic Control. For pilots unfamiliar with the Jackrab Hole, a DC 15 Pilot check is required to avoid colliding with the tunnel walls. The cavern is littered with old wrecks, debris, and scrap, each piece telling the story of another freighter pilot that didn't pay close enough attention to his instruments. The passage winds ever so slightly, cork-screwing gently toward the comet's heart, until finally it opens up into a massive cavern. Known as Fische's Cove, the cavern seems to encompass the entirety of the comet's interior, although it is much smaller. Leads, umbilical cables, and thick durasteel chains float lazily in the null gravity of the Cove, some attached to vessels, others unoccupied.

Small ferries and skiffs flit among the docked vessels like insects, carting crews, maintenance technicians, cargo, and curiosity seekers from the relative safety of the Slips to the more hazardous anchorages nearest the Jackrab Hole. The costs of docking facilities increase the farther from the Jackrab Hole they are. Berths (if you can call them that) closest to the hole, as well as those in the region known as the Tethers, are the cheapest. The Anjilliacs occasionally send parties of thugs to collect fees from captains and crews who persist in mooring at the far end of the Cove in an attempt to get a free ride. Transporting cargo from such distant anchorages can be an expensive, so smugglers, pirates, and merchants wishing to move significant cargos make an effort to dock closer to the Slips.

The Slips are a series of well-accommodated docks that offer more comforts than might reasonably be expected in any shadowport. Epsis maintains control of the Slips, offering excellent support services and replenishment assistance to captains who require it. Costs are exorbitant, compared to equivalent services offered in more legitimate environs, but in Point Nadir you truly get what you pay for. Depending on the circumstances surrounding a vessel's entrance into the shadowport, it is likely that a gang of "shadowport security operatives" pays it a visit, both to collect fees and inspect crew and cargo. In the case of newcomers, such treatment is virtually guaranteed.

Docking Services and Expenses in Point Nadir

Table 5–1: Services lists the sorts of prices a ship captain can expect to pay in Point Nadir. (This table can also be used for other shadowports across the galaxy, at the GM's discretion.) Mooring prices vary based on the size of the ship being berthed, as indicated.

Table 5-1: Services

SERVICE	COST
Maintenance (standard)	100 (Large)
	200 (Huge)
	400 (Gargantuan)
	800 (Colossal)
	1,600 (Colossal [frigate])
Mooring (Jackrab Hole Tethers)	100/day (Large, Huge)
	200/day (Gargantuan)
Mooring (The Tethers)	200/day (Large)
	400/day (Huge)
	600/day (Gargantuan)
	800/day (Colossal)
Mooring (Central Cove)	300/day (Large)
	600/day (Huge)
	900/day (Gargantuan)
	1,200/day (Colossal)
	1,500/day (Colossal [frigate])
Mooring (The Slips; includes maintenance)	500/day (Large)
	1,000/day (Huge)
	1,500/day (Gargantuan)
	2,000/day (Colossal)
	2,500/day (Colossal [frigate])
Ship Replenishment	300 (Large)
	500 (Huge)
	700 (Gargantuan)
	1,000 (Colossal)
	2,000 (Colossal [frigate])
Skiff Rental	500/day



Government

Point Nadir is controlled by a loose triumvirate of criminal factions. Though ostensibly allied, these three groups are constantly vying with one another for greater control of Point Nadir. Publicly, they enforce the shadowport's laws, collect tariffs and associated fees, and keep the economy running smoothly. Behind the scenes, they compete with one another for business and influence.

The Anjiliac Clan

The most powerful of Point Nadir's syndicates is a group of spice-dealers and flesh merchants led by Zietta the Hutt. Zietta the Hutt's organization, which is affiliated with the Anjiliac kajidic, specializes in the spread of vice throughout Point Nadir and beyond. The clan's primary sources of illicit income are slaves, spice, extortion, and gambling.

Zietta is the public face of her organization, but she is actually a puppet princess. Few of Point Nadir's residents are aware that Zietta relies heavily on the guidance of her confidant, Tis Dolan, nor do they know of the Hutt's troubled past. Back on Nal Hutta, Zietta was a disgrace in the face of her kajidic. Unable to create a criminal empire of her own, she was sent to Point Nadir to serve their previous representative on behalf of her clan.

The majority of Zietta the Hutt's criminal endeavors are directed by an unassuming Wroonian female named Tis Dolan. Tis is a prominent figure in Zietta's network, and is considered to be Zietta's right hand. What most citizens fail to realize is that Zietta leans heavily upon Tis and refuses to make any decisions of consequence without her say-so. In turn, Tis Dolan uses Zietta's indecisive nature to her own advantage, subtly manipulating the Hutt in nearly every conceivable way.

Heroes and the Anjiliac Clan

Given that the Anjiliac kajidic controls the most territory in Point Nadir, player characters might see obvious benefit in allying themselves with them. Zietta's organization is always looking for capable smugglers, thugs, and mercenaries to fill its ranks. The Hutts pay freelance employees well, and attempt to recruit promising candidates to fill permanent positions within the organization.

A large part of the Hutts' operations in Point Nadir revolve around slave trade. Consequently, players might eventually become involved with this appalling aspect of the Anjiliac kajidic's business. A good portion of the galaxy views the enslavement of sentient beings as the most reprehensible of crimes, and anyone caught trafficking in forced labor can expect to be severely punished for their transgressions. To complicate matters, the Anjiliacs compensate their employees well for the risks they take, despite the ironic fact that they consider anyone in their employ to be no better than slaves, anyway.

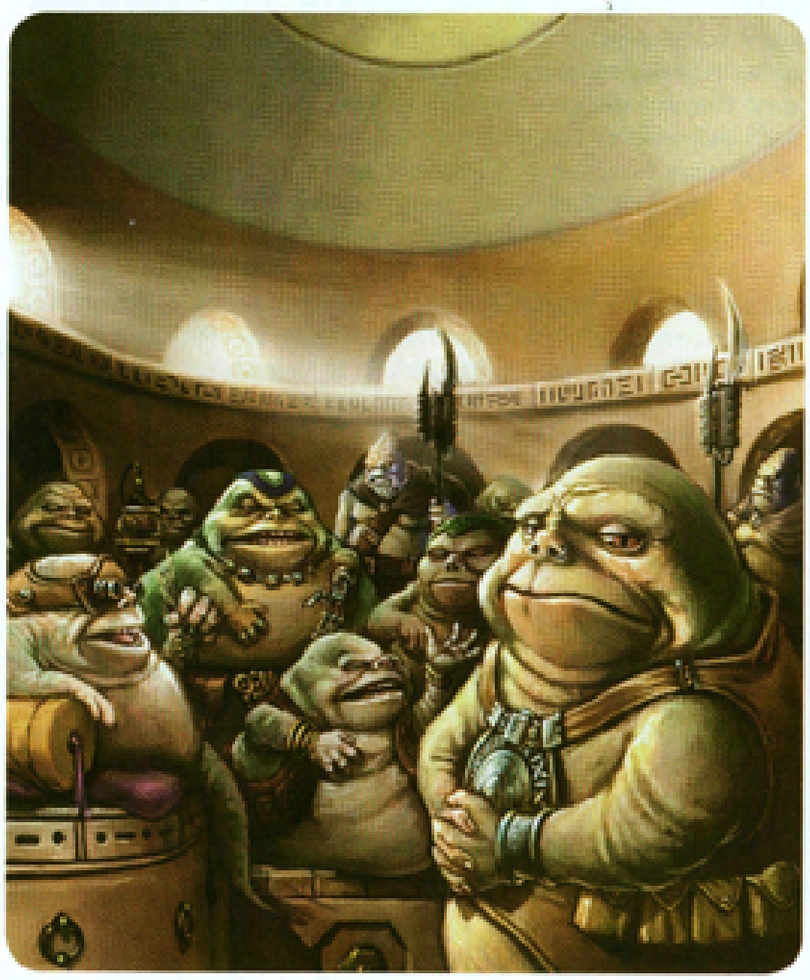
It is likely that player characters who throw their lot in with the Anjiliacs start out performing low-risk, low-pay jobs, thereafter working their way up to larger and more profitable heists. Transporting small quantities of spice (or other contraband) to and from Point Nadir is one way that the Hutts test potential employees for reliability and resourcefulness. They prefer lackeys with more greed than morality.

Players who find themselves on the wrong side of the Anjiliac kajidic can expect to be hounded relentlessly throughout Point Nadir. Depending on the reasons behind the Hutts' enmity toward the player characters, they might face punishment ranging from exorbitant "fines," to outright execution in the street by a group of bloodthirsty Houks. Such unlucky players might find shelter with either Epsis or the Sable Dawn, but this is likely only if they are incredibly valuable in some way.

Zietta the Hutt

Born into a wealthy criminal family on Nal Hutta, Zietta always seemed to be last in line. Never as conniving as her competitors, she remained the butt of jokes for decades. Even though she was just as ambitious as any self-respecting Hutt, Zietta lacked the means to achieve what she wanted. Embarrassed by her apparent lack of skill, the clan elders sent her to Point Nadir to serve as an adjutant to her cousin, Tirello.

Tirello had been overseeing Point Nadir for almost a century when Zietta came to the shadowport. He assigned menial tasks to Zietta, never bothering to hide his distaste for her. She grew to resent him, but remained helpless. Any other Hutt would have arranged for Tirello's violent retirement, but Zietta lacked the allies necessary to engineer such a contract. It was then that Zietta met Tis Dolan, a Wroonian expatriate. Dolan treated Zietta with the respect that the Hutt had craved, quickly becoming her right hand and close confidant. Zietta spoke to her of ending Tirello's reign, and Dolan listened intently.



THE ANJILIAC CLAN OF POINT NADIR

When Tirello was assassinated, it came as a complete surprise to Zietta. Dolan urged her to step up and fill the leadership vacuum. Though skeptical, Zietta did as Dolan suggested. With Dolan's support, everything fell snugly into place. Within a month, Zietta had secured her position as the Anjiliac boss of Point Nadir. With Tis Dolan by her side, Zietta has brought new prosperity to her clan and earned the respect of the other criminal factions that are active within the shadowport.

Zietta is a Hutt in her middle years, with a moist, dusky gray hide, and yellow-red eyes. Her most distinctive affectation is a ruby-studded gold hoop that adorns her left nostril. Though Zietta is secretly unsure of herself and lacking in self-confidence, she makes a good show of typical Huttese pomp and arrogance, especially when Tis Dolan is by her side.

Zietta the Hutt **CL 9**

Large Hutt noble 3/scoundrel 4/crime lord 2
Force 5; **Dark Side** 4
Init +3; **Senses** Perception +5
Languages Basic, Dosh, Gamorrean, Houk, Huttese, Rodese, Ryl

Defenses Ref 19 (flat-footed 19), Fort 21, Will 24
hp 66; **Threshold** 31
Immune +5 species bonus to Will Defense against any Use the Force check

Speed 2 squares
Melee unarmed +8 (1d6+6)
Ranged blaster pistol +5 (3d6+4)
Base Atk +6; **Grp** +12
Atk Options Bantha Rush, Crush, Pin, Point Blank Shot
Special Actions Knack, Melee Defense, Impel Ally I

Abilities Str 15, Dex 8, Con 14, Int 14, Wis 13, Cha 11
Special Qualities command cover +1
Talents Connections, Gambler, Impel Ally I, Inspire Fear I, Knack, Wealth
Feats Bantha Rush, Crush, Improved Damage Threshold, Linguist, Melee Defense, Pin, Point Blank Shot, Skill Focus (Knowledge [galactic lore]), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +16, Knowledge (social sciences) +11, Persuasion +9, Pilot +8, Use Computer +11
Possessions blaster pistol

Tis Dolan

Though her origins are a mystery, Tis Dolan claims to be the last remaining heir of a once-powerful Wroonian crime family. Fleeing enemies on Wroona, Tis set out to make a name for herself. Although she succeeded in pulling off several modest heists with a group of Twi'lek criminals, Dolan desired more. Her opportunity arose shortly after she immigrated to Point Nadir and met Zietta the Hutt.

Dolan could immediately see that Zietta was incompetent in comparison to other Hutts, and all she had going for her was her species. Hutts were, as a rule, favorites only to themselves. To make a place for herself in Point Nadir's hierarchy, Tis decided to gain Zietta's confidence, and thereafter engineer the failed Hutt's rise to power. Dolan found it surprisingly easy to ingratiate herself to Zietta, and in a short time the two were inseparable.

Using the last of her fortune, Dolan contracted a trio of assassins to kill Point Nadir's Anjiliac boss, Tirello the Hutt. With Tirello out of the way, Zietta had only to step up and hold her ground while the rest of Point Nadir's Hutt population squabbled over who would fill the void. After a few decisive power plays, Zietta was firmly in control of Tirello's organization, if only in name. Tis ensured that she, not Zietta, was the true power behind the throne, and this is a position she will fight to maintain.

Tis Dolan is a petite Wroonian female, with her species' trademark blue skin and blue-black hair. Her violet eyes are often set in a stern glare. She wears sharp business attire, and ties her long, braided hair up in a queue. Dolan is terse and to the point, and vindictive to a fault. She despises Zietta the Hutt but maintains their relationship to retain her status in Point Nadir.

Tis Dolan **CL 13**
Medium Wroonian noble 2/scoundrel 7/crime lord 4
Force 6; **Dark Side** 9
Init +13; **Senses** Perception +13
Languages Basic, Bothese, Cerean, Durese, Houk, Huttese, Ryl, Sullustese

Defenses Ref 28 (flat-footed 26), Fort 23, Will 32
hp 64; **Threshold** 23

Speed 6 squares
Melee vibroblade +9 (2d6+6)
Ranged hold-out blaster +11 (3d4+6)
Base Atk +9; **Grp** +9
Atk Options Careful Shot, Dastardly Strike, Lucky Shot, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack, Disruptive, Impel Ally I, Quick Draw, Walk the Line, Weaken Resolve

Abilities Str 10, Dex 14, Con 9, Int 16, Wis 15, Cha 17
Special Qualities command cover +2
Talents Dastardly Strike, Disruptive, Impel Ally I, Inspire Fear I, Inspire Fear II, Lucky Shot, Presence, Walk the Line, Weaken Resolve
Feats Careful Shot, Coordinated Attack, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception, Persuasion), Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +19, Gather Information +14, Initiative +13, Knowledge (bureaucracy) +14, Knowledge (social sciences) +14, Perception +13, Persuasion +19 (can reroll, but must keep second result), Pilot +13, Use Computer +14
Possessions hold-out blaster, vibroblade

Anjiliac Clan Thugs

Hutt clans, including the Desilijic kajidic, employ Gamorreans as thugs, but the Anjiliac clan has a preference for using Houks. Given the Houks' sinister reputation for foul tempers and raw physical strength, their presence on behalf of Zietta the Hutt in Point Nadir often ends a confrontation before it can begin. This suits the Anjiliacs just fine, but it has an undesirable effect on the Houks, who take out their aggressions on less-deserving targets in their spare time.

Houks can be found nearly everywhere in Point Nadir, with at least eighty of them on the Anjiliac payroll. They wander the shadowport in groups of two to five, looking for trouble. If they are unable to find conflict, they are always willing to generate some of their own.

The typical Anjiliac Houk wears a pair of well-worn combat gloves, and carries a vibro-ax and a blaster carbine, as well as a blaster pistol "just in case."

Anjiliac Clan Thugs **CL 3**
Medium Houk nonheroic 3/soldier 2
Force 2; **Dark Side** 2
Init +8; **Senses** Perception +2
Languages Basic, Houk

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12
hp 33; **Threshold** 17

Speed 6 squares
Melee unarmed +9 (1d4+8) or
Melee unarmed +9 (2d4+8) with Mighty Swing or
Melee vibro-ax +9 (2d10+7) or
Melee vibro-ax +9 (3d10+7) with Mighty Swing
Ranged blaster pistol +5 (3d6+1) or
Ranged blaster carbine +5 (3d8+1)
Base Atk +4; **Grp** +9
Atk Options Cleave, Mighty Swing, Power Attack

Abilities Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 4
Special Qualities physical intimidation
Talents Melee Smash
Feats Cleave, Mighty Swing, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Persuasion –1 (Persuasion +7 when intimidating)
Possessions vibro-ax, blaster carbine, blaster pistol, combat gloves

Epsis

The most technologically adept of the syndicates in Point Nadir is controlled by an Ubese technocrat named Liash Keane. Keane's expertise includes high-tech black marketeering, money laundering, and slicing. Keane's organization is known as Epsis, named for a now-extinct species of predatory bird that was originally native to Uba III. The epsis was a migratory species, moving alone or in mated pairs, and never staying one place for long.

Epsis is considered the second-largest of Point Nadir's governing bodies. This has nothing to do with the organization's size and everything to do with the amount of power that it holds. Epsis is solely responsible for maintaining Point Nadir's tap into the HoloNet, a feat that would be impossible for any of the shadowport's other entities to perform. Though never specifically acknowledged by Keane, Epsis agents are believed to have made modifications to the disparate networks and computer systems that keep the shadowport running on a daily basis. If so, Keane would be able to shut the entire shadowport down at her whim.

In addition to buying and selling high-tech wares, Epsis provides other valuable services to discerning scoundrels. From slicing, to forgery of official documents, to starship upgrades and "reallocations of ownership," Epsis does it all. The most luxurious docking facilities in Point Nadir are also administered by Epsis, and their use is far from cheap.

Heroes and Epsis

Players with a penchant for technical skills can expect to find work with Epsis if they prove themselves to be both reliable and skilled. Like other Ubese, Liash Keane is suspicious of outsiders to the point of paranoia, and she doesn't put anyone on the payroll unless they've paid their dues. Freelancers are employed only if they are referred to Keane by a trusted affiliate.

One thing that can be said about Epsis is that Keane maintains a comfortable pay scale for her employees. With such high pay comes risk, so few of the duties assigned to full-time Epsis employees can be considered "milk runs." Simple and mildly dangerous assignments are reserved for freelance help. Once they have been accepted into the organization, characters can expect to receive competitive pay and tangible benefits, such as discounts on ship or equipment modifications or repairs. Every employee is also provided an alternate identity for use only in the course of duties to Epsis.

Characters who get on Liash Keane's bad side can expect a horrible time. Keane and her network of techs, slicers, and high-tech con artists stop at nothing to gain payback for whatever transgression they have been subjected to. Death, as a punishment, is reserved for former employees who know too much, and who are at risk of using the information to harm Epsis and its activities. The rest of the organization's enemies are punished according to the severity of their sins, preferably in a suitably poetic fashion.

Liash Keane

Liash Keane has a typical Ubese penchant for technology. This thirst took her to the stars, away from the barren landscape of Uba IV. To fund her interests, Keane pursued work that other civilized beings would shy away from. For the most part, these odd jobs consisted of mercenary actions, assassination contracts, and other black operations. Though she was a reliable agent, Keane had little love for her employers—corporate and criminal alike. They were a means to an end, nothing more, and she would die before she would bend her knee to any of them.

With one exceptionally profitable job, Keane became wealthy enough to go into business for herself. She started on Nar Shaddaa, the Smuggler's Moon, specializing in procuring hard-to-get technological items for her clients. In time, her expertise grew, and she became something of an icon in her chosen field. She had formed a network of like-minded affiliates, technophiles, and thieves, and she gained the attention of some of the most powerful Hutt kajidics in Nar Shaddaa. Given the choice between assimilation into the Huttese criminal empire or destruction, Keane chose neither.

She disappeared from sight for several years, continuing her business on the run under a number of assumed identities. She finally settled in Point Nadir, carving out a niche for herself near the Slips. A large number of outlaw techs, slicers, and forgers, not to mention thieves and con artists, are members of Keane's organization, Epsis, and this has allowed her to force her way into Point Nadir's criminal government.

Liash Keane is a thin, gangly Ubese female, though one would never know it to see her in her environmental suit. Her face is a mystery, as is her voice, and she prefers to keep it that way. As with the rest of her species, she is xenophobic and deals with members of other species, especially Humans, only out of necessity.

Liash Keane **CL 10**
Medium Ubese scoundrel 4/scout 3/soldier 1/crime lord 2
Force 5; **Dark Side** 5
Init +8; **Senses** Perception +17
Languages Barabel, Basic, Binary (understand only), Huttese, Ubeninal, Ubese

Defenses Ref 25 (flat-footed 22), Fort 25, Will 26
hp 66; **Threshold** 25

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged blaster pistol +10 (3d6+5)
Base Atk +7; **Grp** +7
Atk Options Combat Reflexes, Double Attack (blaster pistol), Far Shot, Point Blank Shot, Running Attack
Special Actions Jury-Rigger, Knack

Abilities Str 11, Dex 17, Con 12, Int 17, Wis 15, Cha 13
Special Qualities command cover +1
Talents Armored Defense, Barter, Gimmick, Inspire Fear I, Jury-Rigger, Knack, Notorious
Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack (blaster pistol), Far Shot, Point Blank Shot, Running Attack, Skill Focus (Knowledge [technology], Mechanics, Perception), Weapon Proficiency (simple weapons, pistols, rifle)
Skills Deception +11, Gather Information +11, Knowledge (technology) +18, Mechanics +18, Perception +17, Persuasion +11, Use Computer +13
Possessions blaster carbine, blaster pistol, environmental suit with voice modulator



LIASH KEANE

Yissk

Liash Keane found Yissk in a gladiatorial pit twelve years before she set up shop in Point Nadir. Yissk was little better than an animal, enslaved by his masters and forced to fight for scraps of meat. The normally pensive Ubese took an interest in Yissk and tried to buy him from his captors. When they snubbed her offer, she quietly left, only to return later with half a dozen Epsis affiliates. Keane made a final offer for Yissk, one that his owners found difficult to refuse.

Yissk was initially suspicious of his new master, but Keane took her time to helping him to become acclimatized to his new-found freedom, and even went so far as to learn his language. Speaking to Yissk in his own tongue, Keane offered him a choice: serve as her personal bodyguard, or return to his home on Barab I. Though Yissk might have chosen to return home, he felt obligated to repay his debt to the strange female in the environmental suit.

Large even for a Barabel, Yissk is nearly 2.3 meters tall. His bulk, composed of solid muscle beneath thick gray-green scales, is substantial. He wears a tunic and loose trousers, and rarely carries any obvious weapons. When he does use a weapon, he prefers a power hammer that has been customized with Barabel motifs.

Yissk **CL 8**
Medium Barabel soldier 8
Force 5; **Dark Side** 9
Init +10; **Senses** darkvision; Perception +7
Languages Barabel

Defenses Ref 24 (flat-footed 21), Fort 23, Will 16
hp 92; **Threshold** 23
Immune +2 species bonus to Fortitude Defense when resisting radiation

Speed 6 squares
Melee natural weapons +13 (1d10+11) or
Melee natural weapons +13 (2d10+11) with Mighty Swing or
Melee power hammer +12 (2d12+9)
Melee power hammer +12 (3d12+9) with Mighty Swing
Base Atk +8; **Grp** +12
Atk Options Devastating Attack (simple weapons), Mighty Swing, Power Attack, Rapid Strike (simple weapons), Stunning Attack

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 6, Cha 12
Talents Devastating Attack (simple weapons), Melee Smash, Stunning Attack, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Mighty Swing, Power Attack, Rapid Strike (simple weapons), Weapon Focus (simple weapons), Weapon Proficiency (advanced melee weapons, simple weapons)
Skills Endurance +12, Initiative +10, Perception +7, Persuasion +5 (can reroll when intimidating, must keep second result)
Possessions power hammer

The Sable Dawn

The smallest, yet perhaps most dangerous, of Point Nadir's criminal groups is known as the Sable Dawn. Though the Sable Dawn supports fewer than one hundred members, they maintain a toehold in Point Nadir's bureaucracy through secrecy. Of their membership, only a small number are known to the public at large. The rest are shadowy agents posing as typical citizens, holding down regular jobs on any number of planets throughout the Mid Rim and the Outer Rim.

The Sable Dawn's stock in trade is murder—plain and simple. Whether assassination, collecting high-stakes bounties, or supporting terrorist operations, the Sable Dawn has done it all. They also have a sideline on information and hands-on espionage. Given the anonymity of their membership, the organization has access to a large number of credible intelligence sources across the galaxy.

Most Sable Dawn members are unaware of another secret of the Sable Dawn. Concealed in the organization's core is a small group of Force adepts—each a born killer. Their philosophy is independent of other Force-using traditions throughout the galaxy, focusing on the acquisition of temporal wealth and power. The Sable Dawn's Force adepts see one another as accomplices rather than enemies, and though divisions occasionally arise between them, they rarely lead to direct violence.

Heroes and the Sable Dawn

Outwardly, the Sable Dawn is no different from any other organization that deals in wholesale murder. The syndicate employs anyone after a thorough background check and a semiformal interview are conducted. In most cases, characters hired by the Sable Dawn for nefarious purposes are unaware of their true employer. Once several jobs have been successfully completed, the Sable Dawn might extend an official invitation.

Though most of the Sable Dawn's employees are unaware of the Force and not sensitive to its ebb and flow, the organization is most interested in individuals who exhibit talent in its manipulation. The Force is a powerful tool, and the Sable Dawn's most successful assassins use it to great effect in the course of pursuing contracts. Characters with Force sensitivity can expect to be courted by the Sable Dawn, which also offers training and instruction in several effective powers.

Of all the organizations in Point Nadir, the Sable Dawn is the smallest. Despite this disparity, the Sable Dawn is also the power that players should be the least willing to antagonize. Given that the Sable Dawn sells murder at reasonable prices, the syndicate has no compunctions about neutralizing its own enemies for free. Characters who deserve such attention from the Sable Dawn can expect to be pursued for the rest of their lives, unless they can somehow negotiate a truce.



The organization's interest in Point Nadir is one of pure convenience. Virec Xan, the Sable Dawn's administrator in the shadowport, has skillfully maneuvered his cartel into a position of power in Point Nadir. In fact, the Sable Dawn's current standing in Point Nadir is a direct result of Xan's successful assassination of Tirello the Hutt on behalf of Tis Dolan. Since then, he has worked publicly with both the Anjilliac clan, as well as Epsis, to maintain the status quo.

Virec Xan

Virec Xan is the Sable Dawn's administrator in Point Nadir. He has spent much of his life working for the Sable Dawn, and his loyalty to the shadowy members of its inner circle is without question. Virec has always been a specialist in the acquisition of information, rather than cold-blooded killing. His ability to take lives has never been in question, though, and he has personally ended the careers of several failed agents with little more than a wave of his hand.

In Point Nadir, Virec maintains a discreet profile. On the rare occasion that Point Nadir's council is convened, Virec attends. Everyone knows who he is, even though he rarely ventures out in public without a disguise. At Virec's urging, the Sable Dawn performs charity work within the slums and ghettos of the shadowport's Fissure District. Not only does such charity elevate the average citizen's opinion of the Sable Dawn, but it allows the cartel to keep an eye out for potential talent.

In appearance, Virec Xan is a distinguished-looking Human male with gray hair, brown eyes, and pale skin that appears to be powdered. He wears fine suits imported from the Core Worlds, and carries a platinum engraved sporting blaster pistol that he has never, to anyone's knowledge, used.

Virec Xan **CL 14**
Medium Human noble 5/Force adept 5/crime lord 4
Force 9, Strong in the Force; **Dark Side** 11
Init +17; **Senses** Perception +16
Languages Basic, High Galactic, Huttese, Rodian

Defenses Ref 26 (flat-footed 26), Fort 28, Will 32
hp 100; **Threshold** 28

Speed 6 squares
Melee unarmed +9 (1d4+7)
Ranged sporting blaster pistol +9 (3d4+7)
Base Atk +9; **Grp** +9
Special Actions Force Focus, Telekinetic Savant, Weaken Resolve
Force Powers Known (Use the Force +20): *battle strike, forseeing, Force grip, mind trick* (2), *move object* (2), *negate energy, rebuke, surge*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 10, Dex 11, Con 14, Int 13, Wis 18, Cha 16
Special Qualities command cover +2
Talents Attract Minion, Educated, Force Focus, Force Power Adept (Mind Trick), Inspire Fear I, Inspire Fear II, Presence, Telekinetic Savant, Weaken Resolve, Wealth
Feats Force Boon, Force Sensitivity, Force Training, Linguist, Skill Focus (Deception, Initiative, Use the Force), Strong in the Force, Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Gather Information +15, Initiative +17, Knowledge (galactic lore) +13, Perception +16, Persuasion +15, Use Computer +13, Use the Force +20
Possessions sporting blaster pistol, fine clothes

Sable Dawn Assassins

The assassins of the Sable Dawn come from all walks of life. The majority of the organization's rank and file membership lacks sensitivity to the Force. That said, the most prized of the Sable Dawn's operatives are aware of the Force and skilled in its use. Using a mixture of conventional and unconventional methods, these assassins pose a grave threat to anyone that has a Sable Dawn contract placed on their heads.

The Sable Dawn teaches its Force-using members that perfection is not attained easily or quickly. Therefore, they must constantly strive to test themselves, both to improve their skills as well as their pride and sense of self. With this self-realization comes the strength to take whatever they want, regardless of the moral trappings that might otherwise hold them at bay.

No single description applies to the Sable Dawn's assassins. They come from all walks of life and can be members of any of a number of species.

Sable Dawn Assassin **CL 9**
Medium Human soldier 4/scoundrel 3/assassin 2
Force 5; **Dark Side** 9
Init +12; **Senses** Perception +11
Languages Basic, Rodese

Defenses Ref 28 (flat-footed 23), Fort 21, Will 22
hp 62; **Threshold** 21

Speed 6 squares
Melee unarmed +7 (1d8+4)
Ranged blaster rifle +10 (3d8+4)
Base Atk +7; **Grp** +7
Atk Options Dastardly Strike, Devastating Attack (rifles), Far Shot, Point Blank Shot, Running Attack, Ruthless, Sneak Attack +1d6
Force Powers Known (Use the Force +16): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 15, Cha 14
Special Qualities mark +1
Talents Dastardly Strike, Demolitionist, Devastating Attack (rifles), Ruthless, Sneak Attack +1d6
Feats Armor Proficiency (light, medium), Far Shot, Force Sensitivity, Force Training, Martial Arts I, Martial Arts II, Point Blank Shot, Running Attack, Skill Focus (Use the Force), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +12, Mechanics +10, Perception +11, Stealth +12, Use the Force +16
Possessions blaster pistol, blaster rifle

Geography

Point Nadir has been carved from the interior of Resh 9376. The portions of the shadowport situated nearest to Fische's Cove consist of winding rock passages that empty into huge stone-walled galleries. The galleries—large areas, open-aired and lit by an abundance of flickering lamps—are packed with all manner of temporary and semipermanent structures. Prefabricated colonial structures have been erected next to hand-built edifices constructed of local stone and salvaged alloy. The streets of Point Nadir are winding and cramped, each akin to an alley. The largest avenues course through the Souk, where merchants of every species tirelessly hawk their wares to passersby.

Thanks to Point Nadir's life support systems, which are supplemented with numerous atmospheric processors, the air within the sealed areas of the comet is breathable, if a bit stale. Artificial gravity is likewise maintained by a massive network of inertial generators, though standard gravity fluctuates widely the farther one moves away from the city center. Trash and other waste are a constant problem within Point Nadir, despite a grassroots campaign to keep the shadowport's thoroughfares clear of refuse. Liquid waste and sewage slowly filter down into the naturally occurring cisterns beneath the streets, and tales tell of massive dianogas that live within these noxious caverns.

Transportation between different parts of Point Nadir is primarily by foot. Rarely, the occasional speeder can be seen winding its way through the streets or soaring overhead. Given the narrow, alleylike nature of Point Nadir's roads, they are crowded at the best of times. Most of the shadowport's citizens are organic in nature, though several hundred droids also roam the streets on a daily basis. Petty crime is rampant, often perpetrated by members of street gangs. The sounds of blaster shots, especially in the Fissure District, are commonplace.

The Arcade

Point Nadir's entertainment and red-light district is best known as the Arcade. A large number of cantinas flourish within the Arcade's narrow expanse. Columns, carved from the comet's solid interior by Salovan Fische's mining droids, decorate the Arcade's streets and byways. Taverns, casinos, and Anjiliac-funded "social clubs" sit within spitting distance of one another. Spice dealers camp on street corners, barking a constant litany of prices, products, and promises. Pirates on shore leave are commonly found looking for a diversion in the Arcade. Duels and brawls are hourly occurrences here on especially busy nights.

Much of the business in the Arcade is overseen by the Anjiliac Hutts and their lackeys. Neither Epsis nor the Sable Dawn has much interest in the Arcade, though their agents keep tabs on the district's goings-on.

Plot Hook: A character or group of characters is mistaken for someone else by a less-than-sober Arcade dweller. They might be perceived as enemies, or as old friends that have not been seen in years. Whichever the case, the mistaken individual believes that they owe him money, and he is either unwilling or unable to let the debt slip.

Fische's Cove

Fische's Cove is a massive cavern encompassing much of the comet's rear quarter. Though gifted with a thin atmosphere (thanks to the port's life support systems), no gravitational pull of any consequence is maintained within the cavern. Ships, sloops, ferries, and skiffs fly about in every direction, none oriented toward any horizon in particular.

Mynocks infest Fische's Cove, and large flocks of the vermin are a constant concern of pilots and technicians alike. When they are not chewing on starship cables and conduits, the creatures seek sustenance from Point Nadir's power grid. Seventy-percent of power disruptions in Point Nadir are directly attributed to the mynock infestation.

Plot Hook: Point Nadir's council has recently enacted an initiative that awards hunters 10 credits for every mynock they kill. With thousands of mynocks living throughout the comet, the city's poor see the potential for an easy pay-off. To make matters worse, groups have used mynock hunting as an excuse to target enemies. Random shots have been discharged throughout Fische's Cove, leading to several firefights between residents and visiting smugglers.

The Fissure District

Point Nadir's slums are known as the Fissure District, in large part because they encompass a winding series of cavelike fissures between the Arcade and the mines. Folk with no place else to go eke out an existence in the Fissure District, spending their time sorting through garbage in the hopes of living for one more day. The poorest of Point Nadir's residents constitute the majority of the Fissure's population, but more affluent individuals occasionally spend days or weeks hiding from enemies in the district.

The Fissures are technically part of the mines, and given that the mines are a prohibited area by Anjiliac decree, violent encounters between Anjiliac thugs and the impoverished residents of the Fissure District are becoming more common.

Plot Hook: While wandering through the Fissures, the PCs might notice a group of youths of varying species shadowing them. The youths are members of a slum gang, and they have been tailing the group and waiting for an opening. The gang members are interested only in getting their hands on money, or onto a piece of equipment or gear that might fetch a few credits in the Souk. Though desperate, they won't stick around if the PCs put up a concerted fight.

The Jackrab Hole

The large cavern that allows access to the comet's interior is referred to somewhat comically as the Jackrab Hole, after a species of long-eared mammals native to Tatooine. The tunnel is nearly two kilometers long, and five hundred meters at its widest point. The Jackrab Hole narrows to less than two hundred meters at several points, restricting the maximum size of the ships that are able to traverse its length.

Plot Hook: Rumor has it that a transport loaded with valuable cargo recently crashed mid-way through the Jackrab Hole. Though the specific cargo remains a mystery, some say that it consisted of bacta, precious metals, or heavy weapons. Small parties of treasure-hunters have attempted to explore the Jackrab Hole against the Ministry's orders, but nothing of value has been found as of yet.

The Mines

The sprawling caverns that snake out from Point Nadir's Fissure District are known collectively as the mines. Though off-limits by Ministry decree, the mines continue to see a large number of visitors and residents. The Anjiliac kajidic occasionally sends large groups of Houks into the mines to clear them of squatters, but this does little to quell the population.

Fische's Legacy is rumored to be located within the deepest recesses of the mines, and the majority of the tunnels remain unmapped. Along with mynocks, an undocumented predatory species supposedly infests the mines. Over a dozen deaths have been attributed to the mysterious predator, which is similar to spice spiders in description.

Plot Hook: A shop owner in the Trade District asks the players if they would be willing to explore the mines on his behalf. His brother (or a close companion) vanished after venturing into the mines in an attempt to find Fische's Legacy. The shopkeeper is happy to pay up if the PCs agree to help him.

The Ministry Precinct

Spoken of in hushed, sarcastic tones, the Ministry Precinct is where Point Nadir's government, such as it is, convenes to discuss important developments and plans. In addition to the Council Chamber, the cavernous area also consists of several estates, each owned by one of the shadowport's well-to-do criminal masterminds. Zietta's Palace, which is modeled after a sprawling subterranean rock garden, is the most prominent and exorbitant residence in the Ministry Precinct.

Of all the shadowport's regions, the Ministry Precinct has the best life support. Air quality is pristine, carrying none of the aromas from Point Nadir's poorer regions. Gravity is maintained at a pleasant 0.98 of standard. Security is also tight, and only visitors with the proper passes or escorts can freely enter or leave the district. Anyone who isn't authorized to be within the Ministry Precinct there risks being shot if caught there.

Plot Hook: One or more of the PCs overhear a conversation between two shady individuals who seem to be planning to assassinate one of Point Nadir's criminal overlords. If followed, the would-be assassins manage to make their way easily past the Ministry's security, and they look to be headed toward the shadowport's Council Chambers. If the assassination is genuine, this could be a good chance for the players to make an in-road with one of Point Nadir's leaders.

A TYPICAL NIGHT AT THE NEST



The Nest

The Nest (sometimes called the K'lor' Nest) is the mercenary district of Point Nadir. The majority of the armed violence that takes place in the shadowport occurs in the Nest. Unlike the large, open galleries of other parts of Point Nadir, the Nest is made up of narrow, twisting corridors. Mercenaries, assassins, and outlaws frequent the Nest's winding corridors, as do pirates and thugs. The dark and cramped nature of the Nest makes it the most dangerous part of Point Nadir. Only the foolhardy and ignorant venture into the Nest alone.

Plot Hook: Word on the street is that a small-time crime lord is looking to hire a handful of mercenaries and thugs for a short-term contract in an Outer Rim system. The hiring individual is hosting "auditions" at the Cruelest Cut, one of Point Nadir's most infamous cantinas. Individuals who are interested in the job must prove their skill by sparring with other candidates.

The Slips

The Slips abut Fische's Cove and extend inward for two hundred yards before they give way to other districts (namely, the Souk, the Trade District, and the Utility Ward). The most luxurious starship moorings and docking facilities are located within the Slips; they feature actual landing platforms furnished with inertial generators, rather than umbilical links and extended boarding corridors. A few small cantinas are sprinkled throughout the Slips, with easy access for pilots and crew who do not wish to venture too far from their ships. Visitors who rarely, if ever, venture away from the Slips are referred to disparagingly as "tourists" by the rest of Point Nadir's population.

The Slips are under the undisputed control of Epsis. As long as Epsis continues to keep the shadowport's utilities running at full capacity, the Anjiliac kajidic is content to let the high-tech syndicate do as it pleases within the Slips.

Plot Hook: The PCs are offered an afternoon of work helping a merchant unload his cargo in the Slips and transport it to a warehouse in the Trade District. The apparently simple job turns complicated when the merchant and the PCs are ambushed by a crew of thugs looking to claim the cargo for themselves.

Salovan's Souk

Named after Point Nadir's unofficial founder, Salovan Fische, Salovan's Souk (or merely "the Souk") is the central marketplace and, therefore, the heart of the shadowport. The majority of the business transactions that occur within Point Nadir take place in the Souk. Unlike the Trade District, which caters to permanent business establishments, the Souk is a true interstellar open-air market. Everything from food to exotic beasts to spice can be purchased in the Souk, though the prices are on the higher end.

Slaves are also traded within the Souk, lending the area an odor that can be attributed only to sentient creatures living together in less than sanitary conditions. Auctions occur at least three times daily, and they are typically well attended. The Anjiliac Clan oversees the auctions, and a good percentage of auction profits go directly into the Anjiliac coffers.

Plot Hook: A gang of pickpockets attempts to relieve one of the PCs of a valuable item—a weapon, a credit chip, or something else of value. The item is covertly swapped between four or five of the pickpockets, making it difficult to reliably track the item. If he is not in possession of the item, the original pickpocket makes a fuss when confronted, drawing the attention of the rest of the Souk's denizens and causing further distraction so that his friends can more easily make off with the item.

The Tethers

The lowest price in docking facilities in Point Nadir can be found in the Tethers. The Tethers are a series of cables and umbilical connectors that are employed as ad hoc docking facilities by visitors who aren't willing to pay for a more comfortable dock in the Slips. Unlike the Slips, the Tethers are controlled entirely by the Anjiliac kajidic, which takes great pleasure in collecting docking fees from customers on a regular basis. Transport to and from the Tethers must be done by skiff or ferry, because they offer no direct connection to the port, only a semi-stable hook-up for transient shipping.



Plot Hook: The heroes' vessel is involved in a minor accident when its moorings snap and it drifts into a nearby freighter that is also moored in the Tethers. Depending on the damage, which is mostly cosmetic, the other ship's owner might demand that the heroes provide compensation.

The Trade District

The Trade District is distinct from the Souk in that businesses here are mostly permanent. The streets in the Trade District are straight and wide, easily accessible to speeder traffic and cargo transports coming in from the Slips. The buildings in the Trade District that aren't used for commercial endeavors have been converted into warehouses, and a large amount of the bulk shipping that enters and leaves Point Nadir is typically stored here. Though security here is not as lax as in neighboring areas, such as the Nest or the Arcade, it is hardly all-encompassing. Most warehouses have at least one guard, depending on their contents, and particularly important storehouses have as many as half a dozen thugs or mercenaries acting as security.

Plot Hook: As the PCs pass a small droid repair shop, they notice several large aliens attempting to strong-arm the owner. The Houk thugs are

working for the Anjiliac kajidic, and they are obviously looking to make a mess if the shop owner does not pay the hush money they demand. If the players intervene, either to alleviate the shop owner's debt, or to dissuade the thugs by force, they might end up making a valuable friend, as well as powerful enemies.

Utility Ward

Massive power generators, gravity controls, and life support systems are kept and maintained within Point Nadir's Utility Ward. Though ostensibly controlled by the Anjiliac kajidic, the Utility Ward employs a number of Epsis technicians to care for critical systems. In effect, this gives Epsis direct control over which portions of the Shadowport receive power, life support, and artificial gravity.

Next to the Ministry District, the Utility Ward is the most highly defended district in Point Nadir. A mixture of Epsis hired guns and the Anjiliac Clan's Houk thugs populate the district. The two groups rarely work together, and it is a rare day when the Houks do no instigate a fight with Epsis mercenaries.

Plot Hook: An explosion in the Utility Ward causes the loss of power and life support within the Fissures and parts of the Arcade. The parts needed to repair the damage are not available in the port, and hundreds of lives might be lost if the life-support systems cannot be brought back online. The players are approached by an Epsis supervisor and asked to procure the parts from a nearby star system. What might appear to be a cut-and-dried assignment is complicated when the agents behind the explosion—a trio of Togorian mercenaries—attempt to stop the PCs from leaving the shadowport alive.

Services

Many services can be accessed by heroes who visit Point Nadir. The majority of the businesses in Point Nadir cater to intergalactic traders and smugglers, providing crews with entertainment while they are on shore leave, as well as places to sell ill-gotten goods.

Cantinas

Like any other port, Point Nadir has dozens, perhaps scores, of cantinas. Cantinas are not just places to drink; they are also locations where work can be found, deals can be made, and information can be bought. The number of drinking spots in Point Nadir are too numerous to list, but several of them have gained a certain amount of notoriety.

The Cruelest Cut

The Cruelest Cut is arguably the most notorious drinking house in Point Nadir. Located within the Nest, it caters to the shadowport's more violent clientele and is an especially good place to hire assassins, muscle, or thugs. Live blood sports and gladiatorial events are the cantina's big draws. The owner of the Cruelest Cut, a Hutt known only as Yuelo, is a frequent customer at Point Nadir's daily slave auctions. Especially strong slaves are used as fodder in his cantina's events, while the weakest are put to work in menial roles.

Anyone can compete in the Cruelest Cut's events, and one night a week the Floor (as the arena is known) is opened up to amateur gladiators from across the galaxy.

Fische's Pub

This unassuming cantina in the Slips takes its name from Point Nadir's founder, Salovan Fische. It is a den for pirates and their ilk, but it is also frequented by smugglers and black marketers. Anyone looking for a good spacer's tale can find one in Fische's pub; several of the regulars are old hands with checkered pasts. Information about any subject can be had, if the correct individuals are questioned. Many of the sector's most notorious pirates make it a point to visit Fische's Pub when they're in port, including criminals such as Zan Dane.

Live music is one of the Pub's most well-known attractions, and several popular bands are scheduled to play on any given night. Though the music gives Fische's Pub a lighter atmosphere than most of the shadowport's other cantinas, it is no less dangerous.

Zan Dane, Pirate

Zan Dane is a prominent pirate in Point Nadir. He has boarded ships of all allegiances at one time or another, and his only loyalty is to his crew. Dane's past is a mystery, but given his tactics and command presence, he clearly has naval command experience. His unique dialect suggests that he probably comes from somewhere in the Tapani Sector. Dane is flamboyant and revels in the trappings of storybook pirates. He is an honorable man, and though he has cut his share of throats as a pirate, he is hardly bloodthirsty.

Dane's current flotilla consists of two capital ships—the *Amber Star*, a Corellian Corvette, and the *Sweet Victory*, a recently captured Marauder Corvette—a half dozen space transports, and a handful of capable starfighters with hyperdrives. Until he took *Sweet Victory* as a prize, Dane was using the *Amber Star* as his flagship. He has since taken a liking to the Marauder, and has spent a large number of credits in an attempt to bring her up to his exacting specifications. In total, his band of interstellar pirates includes more than 400 crew members, plus droids.

Point Nadir is a resting spot for Dane and his pirates, a place for them to relax and recoup between raids. Spoils are divided among the crew, and they descend upon the shadowport like Dathomiri locusts. Point Nadir is never livelier than when a pirate crew such as Dane's is in town. For as much trouble as they cause, they also bring much-needed business to the shadowport's establishments.

Zan Dane is a middle-aged Human with mischievous gray eyes and long black hair kept tied back with a silver band. He wears brightly colored clothing, favoring reds and blues. He is rarely seen without a finely made silk cloak and a sheathed vibrorapier.

Zan Dane, Pirate **CL 8**
Medium Human scoundrel 5/soldier 3
Force 4; **Dark Side** 3
Init +11; **Senses** Perception +9
Languages Basic, Durese, Rodian

Defenses Ref 22 (flat-footed 20), Fort 21, Will 19; Cramped Quarters Fighting, Dodge
hp 56; **Threshold** 21

Speed 6 squares
Melee vibrorapier +10 (2d6+10) or
Melee vibrorapier +8 (3d6+10) with Rapid Strike
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +9
Atk Options Cramped Quarters Fighting, Rapid Strike (vibrorapier), Spacehound, Starship Raider, Whirlwind Attack
Special Actions Melee Defense

Abilities Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 10
Talents Cramped Quarters Fighting, Melee Smash, Spacehound, Starship Raider, Weapon Specialization (vibrorapier)
Feats Armor Proficiency (light), Dodge, Melee Defense, Rapid Strike (vibrorapier), Skill Training (Use Computer), Weapon Focus (vibrorapier), Weapon Proficiency (advanced melee weapons, pistols, simple weapons), Whirlwind Attack
Skills Deception +9, Gather Information +9, Initiative +11, Knowledge (galactic lore) +11, Perception +9, Persuasion +9, Pilot +9, Use Computer +11
Possessions vibrorapier, blaster pistol

Under the Table

Though hardly as infamous as the Cruelest Cut, Under the Table is just as dangerous. The cantina's name can be construed as a triple entendre of sorts. For one, it can be taken to heart as a description of drinking oneself (or one's comrades) under the table. Secondly, most of the shady deals that take place in the dark recesses of the bar are paid for "under the table" (that is to say, illicitly). Finally, it is a common tactic for smugglers and their benefactors to secretly pull a weapon during negotiations, training it on their target beneath the thick duraplast of the cantina's tables, just in case their parley turns sour.

Under the Table is frequented by smugglers, shipjackers, and shady merchants. It is located near the border of the Slips and the Trade District. Individuals who need a quick way out of Point Nadir can sometimes find passage on a vessel by searching for a pilot at Under the Table, but such overtures are made at considerable risk. Most of the time, smugglers come to the cantina in an attempt to locate cargo for their next haul while their vessels are being maintained in one of the port's docking bays.

Taarna Renay, Smuggler

Though she is only one of many smugglers in Point Nadir, Taarna Renay is the most prolific. She frequents the Under the Table cantina, and takes jobs from anyone if she can expect a percentage of the payment up front. She does not ask for details about her cargo, preferring to remain ignorant of potentially life-threatening information. Though independent, Taarna doesn't work alone: She keeps the company of a conscientious Sullustan pilot (and occasional shipjacker) named Polein Frue.

Taarna is rarely seen without a blaster worn prominently on her hip, and she is not shy about using it when extreme measures are needed. She is fast and not known for fighting fair.

A young Human female in her early twenties, Taarna has mid-length curly brown hair, brown eyes, and a few freckles across her cheeks. She smiles easily but dons a grim, dour expression when circumstances are not going her way. She dresses in the fashion of a Corellian ne'er-do-well, with tight-fitting black pants, knee-high boots, a collared shirt, and a black leather vest.

Taarna Renay **CL 8**
Medium Human scoundrel 8
Force 6; **Dark Side** 1
Init +13; **Senses** Perception +9
Languages Basic, Huttese, Sullustese

Defenses Ref 25 (flat-footed 21), Fort 20, Will 20; Dodge
hp 50; **Threshold** 19

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +11 (3d6+4)
Base Atk +6; **Grp** +5
Atk Options Hyperdriven, Lucky Shot, Point Blank Shot, Running Attack
Special Actions Fool's Luck, Knack, Quick Draw

Abilities Str 8, Dex 18, Con 12, Int 15, Wis 10, Cha 14
Talents Fool's Luck, Hyperdriven, Knack, Lucky Shot
Feats Dodge, Improved Defenses, Mobility, Point Blank Shot, Quick Draw, Running Attack, Skill Focus (Acrobatics), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +18, Deception +11, Initiative +13, Knowledge (bureaucracy) +11, Mechanics +11, Perception +9, Pilot +13
Possessions blaster pistol, flight suit, freighter

Fights are common at Under the Table



Casinos

Gambling is a time-honored tradition, and Point Nadir is host to several casinos. The majority of these gambling dens are controlled by Zietta the Hutt and the Anjiliac clan. The rest are owned by individuals who pay a handsome cut of their profits to one of Point Nadir's three ruling parties.

Crown Court

Unlike other casinos in the Arcade, Crown Court profits from sporting events throughout the galaxy. From Podracing to shock-boxing and everything in between, Crown Court is the place to go. Bets are handled, and sporting events are broadcast on large-screen monitors throughout the day. A good number of these events are carried as live broadcasts, since the Hutts installed a HoloNet transceiver within Point Nadir.

Lucky's

Lucky's—a casino and gambling hall in the Arcade—is owned by an Ortolan with the unlikely nickname of Lucky. It focuses more on cards and dice than other modes of gambling. Lucky is not specifically affiliated with any single syndicate, but he pays protection money to the Hutts. High stakes sabacc games are one of Lucky's most profitable rackets, and skilled gamblers are drawn to the casino in the hopes of making a name for themselves.

Next to the sabacc tables, Lucky's is known throughout Point Nadir as a place where good food is easy to come by. Being something of a gourmand, Lucky settles for nothing less than the best ingredients. The Ortolan has discovered that the wealthiest of Point Nadir's citizens, despite their criminal motivations, pay for good food, so he maintains a well-appointed dining room with an excellent view of the casino's sabacc arena.

Chop Shops

In centuries past, the term "chop shop" referred to any underground business that modified stolen vehicles for resale. The chop shops of Point Nadir are not much different, except that their scope is somewhat broader. Most of the chop shops in Point Nadir deal in stolen spacecraft, while others have diversified into stolen droids, as well. Chop shops are also prime locations to find spare parts and able mechanics. Given the isolated location of Point Nadir, skillful chop shop owners can charge as much as they please for their services.

93D's

Point Nadir's best chop shop is known by the designation of its owner, 93D. A droid of indeterminate manufacture or origin, 93D is a silver biped with at least two extra arms and a scathing sense of humor. 93D employs a number of other droids, as well as a handful of organic beings, in his "reconfiguration" business. Though the shop, which is located in the Slips, is able to strip small vehicles and spacecraft on the premises, for an additional fee the entire work gang can be mobilized and transported to any vessel docked in the Slips or suspended in the Tethers.

Specializing in the stripping and retrofit of starships, 93D's is one of the fastest of Point Nadir's chop shops, because of the large number of droids employed there and their willingness to work nonstop to complete high-priority jobs. The costs for 93D's services are correspondingly high given the speed and skill with which they are performed.

Information Services

"Information services" is an oblique reference to businesses that sell information. Through networks of contacts, spies, and informants, information brokers buy, sell, and trade data. Nothing is given away for free. Information brokers typically raise false fronts in legitimate environments, but such formalities are not necessary in Point Nadir. Data dealers that set up shop in the shadowport advertise as plainly as any merchant on the street. Some go so far as to offer luxurious waiting areas where potential customers can sample fine appetizers prior to their appointments, but this sort of treatment is the exception to the rule. Most information brokers live hand to mouth, waiting with their ear to the ground for their next big break. Their largest customers are the criminal syndicates within Point Nadir, but they trade with nearly anyone.

Fetwin Porlo, Information Broker

One of Point Nadir's most influential information brokers is Fetwin Porlo, a Toydarian who boasts of humble beginnings on his home planet. He started his life as a librarian, shuffling data and cataloguing documents for scholars at a preeminent university. In the course of his duties, he stumbled upon information that incriminated university officers in a variety of crimes. Given his low pay and nearly invisible status at the university, Porlo did not think twice about using the information to make a profit for himself.

Though his attempts at blackmail were initially successful, Porlo cultivated a large number of enemies. They grew tired of his constant chiseling, eventually finding it more convenient to neutralize him rather than meet his demands. Within hours Porlo was on the run, fleeing for his life and eventually coming to Point Nadir.

Porlo is a portly Toydarian with blue-green skin and bulbous green eyes. He flutters about nervously, never staying in one spot for long. Fetwin's wardrobe consists mostly of baggy, single-piece lounge suits that he rarely finds time to launder. He speaks in a quick, albeit distracted, manner, and he makes little sense to people who don't know him well.

Fetwin Porlo **CL 6**
Small Toydarian nonheroic 2/scoundrel 6
Force 3; **Dark Side** 1
Init +6; **Senses** Perception +11 Languages Basic, Bothese, Huttese, Ryl, Toydarian

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Defenses Ref 21 (flat-footed 19), Fort 15, Will 19; Dodge
hp 28; **Threshold** 15
Immune +5 species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor

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Speed 4 squares, fly 12 squares
Melee unarmed +3 (1d3+1)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** –2
Atk Options Point Blank Shot
Special Actions Fool's Luck, Knack

Abilities Str 6, Dex 14, Con 8, Int 16, Wis 14, Cha 12
Talents Fool's Luck, Knack, Trace
Feats Dodge, Friends in Low Places, Point Blank Shot, Skill Focus (Deception, Gather Information, Use Computer), Skill Training (Knowledge [galactic lore], Knowledge [bureaucracy], Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +15, Gather Information +15 (can substitute for Knowledge [bureaucracy] check when acquiring a license), Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +11, Stealth +11, Use Computer +17 (can substitute for Gather Information checks)
Possessions blaster pistol

Down Low

The information service known as Down Low is the brainchild of Fetwin Porlo, a Toydarian with a thirst for knowledge. Unfortunately, Porlo's thirst for wealth far outstrips his craving for knowledge. A consummate supporter of blackmail, Porlo is famous for saying, "If they respire, then there's something they don't want someone else to know." Though Porlo is the mastermind behind the business, he has several employees that see to the needs of casual customers. He becomes involved with a client only when that client's needs are especially high profile. Down Low is located within Point Nadir's Trade District.

The Bounty Post

One of Point Nadir's big attractions—especially for bounty hunters—is its Bounty Post. Located within the Souk's central gallery, the Bounty Post is that district's only permanent structure. There, individuals can post or look for bounties—for a modest fee, of course. Individuals are issued unique identification numbers, and in addition to monthly fees, the Bounty Post takes a small percentage of any bounties paid as a finder's fee.

The Bounty Post allows individuals interested in posting bounties to avoid dealing directly with the hunters who take the jobs. In addition, the Point Nadir Bounty Post is fully networked, pulling in job information from other properly equipped bounty posts in other shadowports. Individual bounty entries can be as simple as providing a target's name and last known whereabouts. Most are somewhat more complicated, and can include a wide variety of information, such as holographic depictions of the target, maps, and specific biological information so that any remains can be positively identified.

Safe Houses

Several safe houses are in Point Nadir. These locations allow individuals to lie low for extended periods in an attempt to avoid the authorities. Safe houses are similar to hotels, but their residents favor anonymity. Payments are in trade goods or laundered credits, and lengths of stay run the gamut from a single hour to as long as a year or more.

Evad Court

Within Point Nadir, Evad Court is the preeminent safe house. Nestled within the Fissure District, its outward appearance belies its interior accommodations. The building has excellent security, including active and passive detection systems, as well as several Human guards who are loyal only to the owners. Power and life support are generated on the premises, and all manner of diversions and entertainment are provided. Guards are conspicuously uniformed, wearing suits of fine black silk. Each client is assigned a pair of guards, who take turns caring for their charge.

Only a select few know the precise location of Evad Court. Clients are blindfolded prior to being taken to Evad Court, and once there they are not allowed to leave until their stay is complete. Durations of stay are determined

ahead of time, and payment in full is expected prior to client check-in. Clients are allowed to retain weapons for self-defense during the course of their stay, but the management frowns upon such weapons being carried within the Court's public areas because this can make other clients nervous.

Evad Court is rumored to be owned by, or at least related to, the Sable Dawn. This rumor hasn't seen much circulation in Point Nadir; anyone caught speaking about it in public has ended up dead or missing. These strange deaths and disappearances only lend credibility to the rumor, and ensure that anyone on the receiving end of the gossip keeps it to himself.

Shops

Anything can be bought or sold in Point Nadir. Some shops present a veneer of legitimacy, going so far as to provide a civilized atmosphere, complete with armed guards and entertainment for clients. Others are decrepit and seemingly disorganized. The rule of thumb when dealing with any establishment, regardless of its appearance, is "buyer beware."

Keane's Emporium

Point Nadir's shops sell high-tech items, but none compare to Keane's Emporium. The Emporium is administered by Liash Keane, leader of the Epsis Syndicate. However, Keane is rarely seen, since she prefers to let her subordinates deal with customers. Word on the street is that any technology can be bought from Keane's Emporium, if the buyer is willing to pay the price. Among the least-advertised services provided by Keane's Emporium are slicing, forgery, and buying and selling identities. Though expensive to the extreme, Keane's services are lauded as the best available within Point Nadir.

Keane's Emporium is immaculately clean and patrolled by a series of hovering security droids. The droids provide an active deterrent to thieves, as well as to those who might wish to cause trouble for Keane or her clients.

To the Teeth

Of all the weapon shops in Point Nadir, To the Teeth is the most respected. It is said that anything short of a capital-scale turbolaser can be purchased through To the Teeth, and seeing the store's stock makes anyone a believer. Nearly anything is available for sale, regardless of legality. Explosives, blasters, slugthrowers, and heavy weapons are available in less than an hour. Less common items, such as exotic weapons and disruptors, can take up to a day to procure.

Owned and operated by Yalpor Waar, a Quarren who has forgotten more about weapons than most experienced mercenaries will ever know, To the Teeth is open for a few scant hours each morning. The client list is long, and Waar sees after-hours customers only if they make an appointment ahead of time. The shop is messy and disorganized and is located in a large warehouse in the Trade District near the Nest.

Yalpor Waar has forgotten more about weapons than most people will ever know



Void Imports

One of the largest black-market dealers in Point Nadir is Void Imports. Though independently operated by an enterprising young Balosar named Ferrika Lazerra (see page 155 for information), Void Imports pays a sizeable kickback to both the Anjiliac Clan and Epsis. Due to Ferrika's wide network of smuggler and black-market contacts, just about anything can be purchased through Void Imports, given enough time and money. Standard equipment can be purchased here, but at a slight increase above normal market value (see Table 8-2: Restricted Objects on page 119 of the Saga Edition core rulebook).

Void Imports is located in the Trade District, in a run-down duraplast habitation unit, similar to those used in first-contact colonies. Ferrika maintains a pair of Rodian gunslingers as guards, just in case a deal goes sour.

Yalpor Waar, Arms Dealer

A shifty Quarren from an influential clan on Mon Calamari, Yalpor Waar has seen his share of conflict throughout the galaxy. Civilized species prefer peace to warfare, but Yalpor insists that such actions are mere pretense. "Someone is always fighting," he says. "And who am I to stay their hands? Why not profit from the bloodshed, instead?"

And profit Yalpor has. Of the arms dealers in Point Nadir, Yalpor is one of the most successful. He prides himself on his available stock and allows customers to test weapons prior to buying them. Not only does Yalpor sell weapons, he is also intimately familiar with them. He makes a point to learn the peculiarities of the items he purveys; the knowledge makes him a more effective salesman.

While he works, Yalpor dresses in the flowing robes of a Quarren merchant. Several weapons are concealed within the folds of these robes, a fact that has startled more than one potential assailant. He has dark brown skin, a gruff voice, and one of his facial tentacles is missing, having been severed by a lucky blaster bolt at some point in his checkered past.

Yalpor Waar **CL 5**
Medium Quarren nonheroic 3/noble 1/scout 3
Force 1; **Dark Side** 2
Init +2; **Senses** low-light vision; Perception +3
Languages Basic, Dosh, Mon Calamarian, Gamorrean, Houk, Huttese, Quarrenese

Defenses Ref 15 (flat-footed 15), Fort 18, Will 16
hp 45; **Threshold** 18

Speed 6 squares
Melee vibroblade +4 (2d6+2)
Ranged heavy blaster pistol +3 (3d8+2)
Base Atk +4; **Grp** +4
Atk Options Careful Shot, Point Blank Shot, Precise Shot

Abilities Str 10, Dex 9, Con 16, Int 14, Wis 10, Cha 14
Talents Barter, Connections, Fringe Savant
Feats Careful Shot, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Knowledge (technology) +10, Mechanics +10, Persuasion +15 (can reroll when bartering, must take second result)
Possessions vibroblade, heavy blaster pistol

Other Species

As a shadowport, Point Nadir is home to scores of non-Human species. Though nearly any species might be found walking its streets, a few species are more common than others.

Balosar

The Balosar have a well-deserved reputation for crime and skullduggery. They come from the planet Balosar, a polluted and inhospitable Core World that has suffered mightily at the hands of intergalactic corporate exploitation. Balosar who remain on their species' homeworld either end up in one of a thousand menial, degrading, and low-paying jobs, or they resort to lives of crime, eking out a shady criminal existence. Occasionally, Balosars find their way off-world. Instead of bettering themselves, they typically revert to petty crime to make a living. Balosar appear to be baseline Humans while their antennapalps are retracted.

Balosar Species Traits

Ability Modifiers: +2 Dexterity, –2 Constitution, –2 Wisdom, +2 Charisma.

Size: Medium.

Speed: 6 squares.

Antennapalps: While his antennapalps are extended, a Balosar can reroll a Perception check involving sound but must keep the second result. A Balosar may choose to retract his antennapalps as a free action (extending them is likewise a free action) to pass as human (no Deception check required).

Poison Resistance: +5 species bonus to Fortitude Defense against poisons.

Moral Ambiguity: A Balosar gains a +2 species bonus to Will Defense against Deception and Persuasion checks, as they are extremely savvy in a variety of illicit fields.

Languages: Balosar, Basic.

Barabel

Barabel are a lizardlike race of bipeds from the inhospitable planet of Barab I. They evolved from nocturnal predators and have retained much of their original ferocity. Barabel history is punctuated by clan warfare, which was eventually put to an end by a Jedi explorer who managed to negotiate a settlement between two embittered Barabel clans. In the millennia since, the Barabel have developed a detailed mythology about the Jedi and continue to venerate them.

Barabel are large bipedal reptilians with thick black or purple scales. They possess sharp teeth and claws, as well as heavy tails, and are one of the most intimidating species in the galaxy.

Ferrika Lazerra, Black Market Agent

Of her eight brothers and sisters, Ferrika is the only one left alive. The majority of them died because of the horrid environmental conditions of her homeworld, succumbing to illness and cancers before Ferrika came of age. The others were casualties of street crime and gang warfare, a constant threat in Balosar's polluted urban regions. Ferrika considers herself a survivor and cares only for her own well-being. Everyone else is either a potential tool or a potential enemy.

Ferrika came to Point Nadir on a refugee ship that had been taken as a prize by a pirate band. Hidden within the bowels of the ship's cargo hold, she was never discovered, and she managed to slip out of the ship and into the shadowport without being noticed. She felt at home in an instant, moving among the city's scum as if she belonged there, and she did.

In time, Ferrika imposed herself into the seedy underbelly. Starting as one of Point Nadir's free-wheeling street dealers, she specialized in fencing stolen items, dealing in spice as a sideline. Eventually, spice dominated her business, which she had dubbed Void Imports. She was so successful that Tirello the Hutt took notice of her acumen and offered her a deal: join the Anjiliac kajidic, or die. Being a survivor, Ferrika chose the latter.

Ferrika is a shapely Balosar female in her mid-twenties with long red-blond hair, black eyes, and a wry smile. She rarely extends her antennapalps, surmising that they make her non-Balosar associates uncomfortable. She dresses in fine clothes, letting the circumstance dictate the style she chooses.

Ferrika Lazerra **CL 6**
Medium Balosar nonheroic 3/noble 1/scoundrel 4
Force 2; **Dark Side** 4
Init +5; **Senses** Perception +10
Languages Balosar, Basic, Bocce, Durese, Huttese, Quarrenese, Ryl, Sullustese, Ubese

Defenses Ref 18 (flat-footed 17), Fort 14, Will 18; Dodge, moral ambiguity, poison resistance, Unreadable
hp 17; **Threshold** 14
Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares
Melee unarmed +6 (1d4+3)
Ranged hold-out blaster +6 (3d4+2)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Disruptive, Quick Draw, Walk the Line

Abilities Str 12, Dex 13, Con 8, Int 16, Wis 12, Cha 16
Special Qualities moral ambiguity
Talents Disruptive, Walk the Line, Unreadable
Feats Dodge, Friends in Low Places, Linguist, Point Blank Shot, Quick Draw, Skill Focus (Deception, Knowledge [technology]), Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Knowledge (technology) +17, Perception +10 (while antennapalps are extended, can reroll Perception checks for sounds, but must keep second result), Persuasion +12, Use Computer +12
Possessions hold-out blaster, fine clothes, datapad

Barabel Species Traits

Ability Modifiers: +2 Strength, –2 Dexterity, –2 Wisdom.

Size: Medium.

Speed: 6 squares.

Natural Armor: A Barabel's scaly hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Barabel has natural weapons in the form of sharp claws, teeth, and a thick tail. When a Barabel makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage (claws), piercing damage (teeth), or bludgeoning damage (tail) with that attack instead of normal unarmed damage. Barabel are always considered armed with their natural weapons.

Radiation Resistance: +2 to Fortitude Defense to resist the effects of radiation.

Darkvision: Barabel ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Primitive: Barabel do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Skills: A Barabel can reroll a Persuasion check made to intimidate others, but must keep the second result.

Languages: Barabel.

Houk

Known throughout the galaxy as ill-tempered bullies and ruffians, the Houk have a reputation for solving problems with violence. Houk that travel to the stars easily gain employment in criminal occupations. A few distinguished Houks rise above their sinister reputations, but the majority happily use it to their advantage.

Houk are hulking bipeds with thick skin that ranges in color from dark blue to violet. They have no hair, prominent jowls, and beady yellow eyes. They are one of the strongest species in the galaxy, with brawn that is comparable to that of a Wookiee.

Houk Species Traits

Ability Modifiers: +2 Strength, +2 Constitution, –2 Wisdom, –2 Charisma.

Size: Medium.

Speed: 6 squares.

Natural Armor: Houk are thick-boned and thick-skinned. They gain a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Physically Intimidating: Houk use their Strength modifier instead of their Charisma modifier for Persuasion checks made to intimidate others.

Languages: Basic, Houk.

Wroonian

The Inner Rim planet Wroona is home to a near-Human species known as Wroonians. Wroonian society is based upon the desire for personal wealth and material possessions. Despite this, they are a carefree and mellow species that enjoy taking risks and living for the moment. Wroonians distrust all types of authority, thanks in part to their planetary government's near-constant instability. To a Wroonian, life is worth living only if you are having fun while getting rich.

Though identical to Humans in most respects, Wroonians are set apart by their blue skin and dark blue hair.

Wroonian Species Traits

Ability Modifiers: +2 Dexterity, –2 Constitution.

Size: Medium.

Speed: 6 squares.

Free Spirit: Wroonians gain a +2 species bonus to their Will Defense.

Skills: A Wroonian can reroll a Persuasion check but must keep the second result.

Languages: Basic, Wroonian.

Droids

Droids are a common sight throughout the galaxy. Point Nadir is no exception; droids are as populous within the shadowport as anywhere else. Most droids serve masters who are either visiting or living in Point Nadir, though a small percentage are autonomous. These rogue droids are treated with care and respect in most cases; the shadowport's organic denizens harbor the same fears and prejudices toward independent droids as their counterparts in more civilized areas. A droid functioning free of an organic master in a lawless city such as Point Nadir speaks volumes about its ability to survive.

The most common droids in Point Nadir have been there since just after Salovan Fische chose the comet as his base of operations. The vast majority of the droids that dwell within the comet were manufactured by Roche, and were taken as spoils when Fische and his crew captured a small flotilla of prospecting vessels. When the Anjiliac Hutts took possession of Resh 9376, they found the droids shut down and scattered throughout the comet's interior. Once recharged, maintained, and in some cases, wiped, the droids were put back to work in the employ of the Anjiliacs.

Roche 11-17 Series Mining Droid

Designed by Roche as a mining and tunneling droid, the 11-17 series is a staple of miners and prospectors across the galaxy. Despite its small size, it is capable of performing work that a unit twice its size would find daunting. The droids are not fitted with vocabulators and communicate by means of dedicated comlinks. In situations where mine geography disrupts a direct signal, the 11-17 Series can "bounce" a signal in a chain from droid to droid.

The 11-17 is equipped with a heavy plasma jet for digging. The plasma jet fires a blast four squares long by two squares wide. A target hit by the droid's plasma jet takes 3d10 damage and moves –2 steps along the condition track. In the event that the plasma jet misses, it deals only half damage and does not move the target along the condition track. The 11-17 also features a saw and a blowtorch for precision cutting and clearing obstacles. The blowtorch counts as a ranged attack with a range of 1 square.

The droids enjoy their work, intentionally working longer hours than normal to complete a job. They sometimes overwork themselves, occasionally putting off recharge and maintenance to their detriment.

11-17 Series Mining Droid **CL 1**

Small droid (5th-degree) nonheroic 3

Init +3; **Senses** darkvision, low-light vision; Perception +7

Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 14), Fort 10, Will 9

hp 7; **Threshold** 10

Immune droid traits

Speed 4 squares (tracked)

Melee saw +5 (1d4+3)

Ranged blowtorch +6 (2d6) or

Ranged heavy plasma jet +7 (3d10)

Fighting Space 1 square; **Reach** 1 square

Base Atk +2; **Grp** +1

Abilities Str 16, Dex 18, Con —, Int 12, Wis 8, Cha 12

Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (pistols, simple weapons)

Skills Climb +7, Knowledge (physical sciences) +7, Perception +6, Use Computer +7

Systems tracked locomotion, basic processor, magnetic feet, 2 tool appendages, telescoping appendage, improved sensor package, darkvision, internal comlink, quadanium shell

Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns

Availability licensed; **Cost** 3,500 credits (2,650 used)

Roche 8D8 Smelting Operator Droid

Designed by Roche for use in the extreme environment of an industrial smelter, the 8D8 Smelting Operator is an efficient design. Though it lacks advanced processors, the 8D8 is incredibly strong. Its white kevlex coating allows it to easily withstand temperatures of up to 1,650 degrees Celsius. This special coating provides the 8D8 with a +20 equipment bonus to Fortitude Defense against extreme heat.

Following the commercial failure of the J9 Worker Drone, the 8D8 Series was designed with a more Human appearance in mind. The results are a mixed bag, with the 8D8's appearance being more skeletal than Human. In addition, the white finish of the kevlex coating does little to set Humans at ease.

8D8 Series droids have simple personalities. They often develop an inferiority complex, resenting droids with more advanced processors. Older 8D8 models often resort to bullying their more advanced and socially adept kin.

8D8 Smelting Operator Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init –2; **Senses** darkvision; Perception +0
Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 10, Will 9
hp 2; **Threshold** 10
Immune droid traits, +20 equipment bonus to Fortitude Defense against extreme heat and fire

Speed 4 squares (walking)
Melee claw +4 (1d4+4) or
Melee claw +4 (2d4+4) with Mighty Swing
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +4
Atk Options Mighty Swing

Abilities Str 18, Dex 10, Con —, Int 8, Wis 10, Cha 8
Feats Mighty Swing, Skill Focus (Endurance), Skill Training (Endurance), Weapon Proficiency (simple weapons)
Skills Endurance +8, Knowledge (physical sciences) +4
Systems walking locomotion, basic processor, 2 claws, vocabulator, darkvision, durasteel shell, heat-resistant kevlex coating
Availability licensed; **Cost** 2,500 credits (1,800 used)

Roche J9 Worker Drone

When the Roche Hive introduced its J9 Worker Drone onto the open market, the droid was an instant failure. Though designed as a protocol droid, the J9's insectoid appearance and bland moniker were disliked by the majority of the mammalian species in the galaxy. Only after failing to market the droid to other insectoid species did the Verpine slash the price of new J9s in an attempt to sell the model. J9s purchased at such prices were often put to work as laborers, given that the typical customer's need for a protocol droid was low to nonexistent.

Despite the J9's advanced processor and potential effectiveness in a diplomatic role, most purchasers assumed that "worker drone" was a literal indication of the unit's intended use. Their personalities are unexciting, albeit stable.

J9 Worker Drone **CL 0**
Medium droid (3rd-Degree) nonheroic 1
Init +1; **Senses** Perception +0
Languages Basic, Binary, 3 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10
hp 2; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +0 (1d3)
Base Atk +0; **Grp** +1

Abilities Str 10, Dex 12, Con —, Int 16, Wis 10, Cha 12
Feats Skill Focus (Knowledge [bureaucracy], Persuasion), Skill Training (Persuasion), Weapon Proficiency (simple weapons)
Skills Knowledge (bureaucracy) +13, Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Persuasion +11, Use Computer +8
Systems walking locomotion, basic processor, translator unit (DC 5), vocabulator
Possessions audio recorder
Availability licensed; **Cost** 1,200 credits (900 used)

Chapter VI
Mini-Adventures





This chapter is intended for Gamemasters and contains several mini-adventures ideally suited for outlaw heroes. If you're a player, you should probably skip over this chapter and wait for your GM to spring these adventures on you and the other players in your group.

Using Mini-Adventures

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the Gamemaster needs to fill a few hours' play with an entertaining diversion from the main plot. A Gamemaster can improvise something—but, when the Gamemaster is at a loss for a scenario (or is just pressed for time), a mini-adventure might just fit the bill.

The mini-adventures presented here cover a range of themes and Challenge Levels, from salvaging derelict starships to escaping a forced-labor camp. Each mini-adventure includes an outline of the events and challenges presented by the scenario, which the Gamemaster can use to construct a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure also features a fully developed tactical encounter designed to serve as the climax of the scenario. The Gamemaster can use these as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The Gamemaster can also reference these encounters when designing her own mini-adventures and scenarios.

These mini-adventures are also designed to cater to different heroes' abilities, as well as the players' interests. For example, combat-oriented heroes should appreciate "Boarding Party," while stealthy heroes will like "Breaking and Entering." Heroes hoping to show off their piloting skills should enjoy "Wanted Alive." Similarly, "Smuggler's Rendezvous" is designed with smuggler heroes in mind, while "The Big Hit" is aimed at bounty hunter heroes. The group's fast-talking con artist should find that "Snow Job" makes good use of the Persuasion skill. That said, each mini-adventure presented in this chapter gives heroes of all classes a chance to shine, even if the scenario is not aimed at their competencies.

Each mini-adventure opens with a two-page spread that outlines the plot and various encounters. This is followed by another two-page spread detailing the climactic encounter of the mini-adventure.

Even though these mini-adventures are designed to be completely independent of one another, common threads run through all of them, allowing them to be strung together and run as a sort of "sub-campaign" within the main campaign. It is purely up to the Gamemaster's discretion how to use them.

Mini-Adventure #1: Wreck and Ruin

"Wreck and Ruin" is a mini-adventure designed for 2nd-level heroes. It gives the heroes an opportunity to salvage the blasted hulk of a Trade Federation battleship destroyed in one of the engagements of the Clone Wars.

Adventure Background

During the Clone Wars, countless ships on both sides of the struggle were blown to pieces and left adrift in space. Larger ones were towed out of spacelanes to minimize danger to hyperspace travel, but every so often, an explorer or smuggler comes upon the wreckage. Often, the drifting hulk is too damaged to be useful as anything other than scrap, but sometimes the derelict proves to be a veritable treasure trove of salvageable goods.

One such derelict, a large chunk of the *Starworm* (a Trade Federation *Lucrehulk*-class battleship), was recently discovered by a smuggler named Vordell, who then sold the coordinates of his find to his old friend Sude Raalo, a Neimoidian gunrunner and veteran of the Clone Wars. Based on the scans that Vordell showed him, Raalo guessed that at least one hangar bay was more or less intact, and that, amid the wreckage, he might find a remote processor—which could be worth as much as one million credits.

Adventure Outline

The heroes hear of a salvage job being offered by a Neimoidian arms merchant named Sude Raalo. Raalo operates out of Mos Eisley spaceport on Tatooine, sometimes as a supplier for the Hutts, sometimes as a go-between for smugglers. Despite being an "untrustworthy" Neimoidian, Raalo is considered to be as honest a trader as anyone operating in Mos Eisley can be.

If the heroes inquire about the job, Raalo meets them in the Mos Eisley cantina, where he tells them about the *Starworm*. Raalo offers the heroes 2,500 credits to enter the hulk of the *Starworm* and bring back any intact cargo crates and other reclaimable items they can safely salvage. He wants them to be especially watchful for any remote processors they might chance across; Raalo has a buyer who is interested in them, and if the heroes bring him any, they can keep anything else they find. (Otherwise, he is willing to pay them a cut of only 15% off the sale price for the salvage.)

If the heroes accept, Raalo is willing to do whatever it takes to get the heroes to the site of the wreckage, including renting them a beat-up YT-1300 transport (for 3,500 credits). He suggests they depart as soon as they can. It is possible that the smuggler who sold him the coordinates of the derelict might have sold it to someone else, as well.

Bargaining with Raalo

With a successful opposed Persuasion check (against Raalo's skill modifier of +15), the heroes can negotiate Raalo's base pay up to 4,000 credits. If they beat his check by 5 or more, they can negotiate him up to 5,000 credits.

Similarly, a second opposed Persuasion check lets them increase their cut to 25% of the sale price for the salvage. If they beat his check by 5 or more, Raalo increases their cut to 30%.

If the heroes have to rent the YT-1300 transport from Raalo, a successful opposed Persuasion check gets him to lower the rental price to 3,000 credits; beating his result by 5 or more drops the price to 2,500 credits. A DC 20 Mechanics check to inspect the ship reveals its flaws (see below) and grants a +2 circumstance bonus to the heroes' Persuasion check.

If the heroes restock or otherwise repair Raalo's ship, they can reasonably charge him for the service (much to his chagrin), offsetting the cost of renting the ship from him in the first place. If the heroes win an opposed Persuasion check with Raalo, he agrees to pay for 50% of the work. (He offers only 50% because he did not authorize the work.) If Raalo's check beats theirs, however, he pays them only for provisioning (not repairs). The heroes are free, of course, to take back any provisions they purchased.

The YT-1300

Sude Raalo's YT-1300 transport is not in the best of shape. He long ago sold the primary hyperdrive, and has made do ever since with the backup hyperdrive. The ship's communication array is also badly damaged (from a hull breach incident) and requires a DC 25 Mechanics check to repair before subspace communication is possible (though the standard transmitter still allows transmissions to and from nearby ships and planets).

Making matters worse, the ship's laser cannon is faulty and requires 3 full rounds to recharge after every shot. And to cap things off, Raalo uses the ship as a sort of mobile apartment. He has been living off the ship's provisions; less than three days' worth of consumables are left aboard.

On the plus side, however, the YT-1300's sublight engines are in good shape, so its speed is unaffected by Raalo's poor maintenance habits.

Finding the Starworm

Even with the coordinates that Vordell supplied Sude Raalo, locating the *Starworm* requires a bit of work. The *Starworm* is drifting and is some distance from where Vordell originally charted it. Once the heroes arrive at the given coordinates, they still need to make a DC 25 Use Computer check to detect the faint trail of debris the derelict left behind. Once they do, however, it is an easy matter to follow the trail to the *Starworm*'s current position.

Healthy Competition (CL 7)

While the heroes follow the trail, they encounter what appears to be a patrol of two TIE fighters. These are actually junker TIEs owned by Geelo, a local shipjacker who also bought the location of the Trade Federation battleship from Vordell. Geelo has dispatched these two starfighters to the coordinates to conduct a search. If they find the *Starworm*, they are to report back so that Geelo can send a space tug to tow the whole ship back to Tatooine.

When these starfighters arrive, the heroes might initially mistake them for Imperial ships; nothing about the starfighters suggests that they are not a legitimate patrol—except, of course, their communications with Geelo. The heroes can tap into their communications with a DC 20 Use Computer check to determine that these are also salvagers looking for the *Starworm*, and that the salvagers have not noticed the heroes. They are focused on the debris trail and do not suspect that Vordell told anyone else about the derelict.

If the heroes wait a few rounds, the two TIE fighters break off their conversation with Geelo and carry on with their search. This is a perfect time for the heroes to attack because it catches the TIE pilots off guard, and Geelo does not immediately know that his pilots were attacked.

Boarding the Starworm (CL 2)

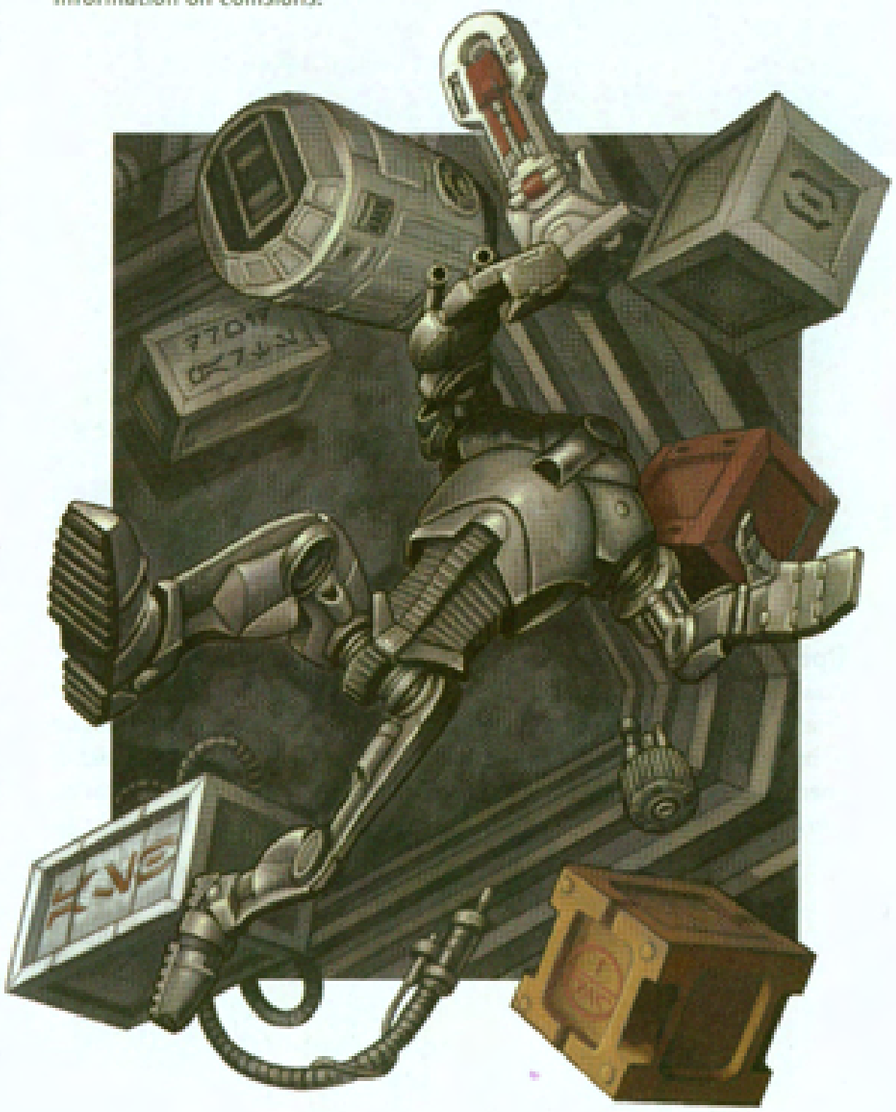
The wreckage of the *Starworm* is drifting toward the Geonosis system, surrounded by a "cloud" of debris: the shattered husks of starfighters, a few battle droids, and pieces of the battleship. The *Starworm* is also slowly spinning, requiring a DC 30 Pilot check to line up the airlock of the heroes' ship with one of the two airlocks in the aft section of the derelict. (Of course, the heroes can choose to take up a relatively stationary position and space-walk over in space suits.)

Amid all this wreckage are a handful of battle droids that were retrofitted with independent programming after the disastrous incident at the Battle of Naboo. They are still active after all this time, and if the heroes attempt to space-walk to the derelict, some of these battle droids spot them and take a few shots (at a –5 penalty for operating in zero gravity). For each round the heroes are moving between their ship and the *Starworm* (including on their way back), roll 1d20: On a result of 1–8, a battle droid has drifted within line of sight and takes a shot at a randomly determined hero.

Further, while the heroes' ship is within the debris field, the ship is continually pelted by chunks of debris—some large enough to cause problems. Roll on the following table once per round to see how large an object, if any, collides with the heroes' ship.

ROLL	OBJECT SIZE	ATTACK BONUS	DAMAGE
1–8	Medium of smaller	–	–
9–14	Large	+1	2d6
15–19	Huge	+2	4d6
20	Gargantuan	+4	6d6

See Chapter 10: Vehicles in the Saga Edition core rulebook for more information on collisions.



Encounter: Wreck of the Starworm

Challenge Level 2

This encounter serves as the climax of "Wreck and Ruin," the mini-adventure introduced on the previous two pages.

The heroes can enter the wreckage of the Trade Federation battleship *Starworm* by digging through the piles of debris aft of the hangar (see "Shifting Wreckage") or forcing one of the forward airlocks open (see "Opening Airlocks"). Because the wrecked ship has no atmosphere, the heroes need space suits, or at least flight suits, to survive. This encounter includes 4 battle droids and 2 super battle droids (see page 199 of the Saga Edition core rulebook for statistics).

Shifting Wreckage

When the Trade Federation battleship was destroyed, punctures in the hull caused the atmosphere inside to pour out like a hurricane-force wind. This rapid decompression picked up every available bit of rubble and debris in its path and blew it out through the openings, eventually plugging the holes.

This debris is wedged so tightly that it must either be cut away with a fusion cutter (included in a standard tool kit), demolished with explosive charges, or otherwise destroyed for the heroes to move past it.

Using a fusion cutter requires a DC 20 Mechanics check per square of wreckage; each check requires one minute of work.

Destroying the wreckage with explosives requires placing the explosive device using the Mechanics skill (see page 69 of the Saga Edition core rulebook). Each square of wreckage has DR 2 and 4d6 hit points (or the Gamemaster can use an average of 14 hp per square of wreckage).

Opening Airlocks (H3)

Starship airlocks include a manual override, which can be operated from a small, recessed panel adjacent to the airlock door. It takes a move action to open the panel and a full-round action (and a DC 15 Strength check) to operate the mechanism. Because of the cramped opening, only one character can attempt the Strength check; other characters cannot assist.

Read-Aloud Text

When the heroes enter the derelict's interior—provided they have brought light sources with them or can otherwise see inside the powerless vessel—read the following text aloud:

> *The interior of the ship is an eerie sight. The power is out—including the artificial gravity—and a thin glaze of frost shows that what little atmosphere might have remained has long since frozen. In the light from your fusion torches, frayed cables hang loosely from the ceilings and walls, looking like jungle vines. Wreckage is scattered everywhere, with larger piles near the doors and airlocks. Amid the debris you can make out parts of battle droids, starfighter parts, assorted cargo containers, and pieces of the ship's superstructure. Here and there, small bits of wreckage float aimlessly; otherwise, nothing is moving.*

Once the heroes begin moving debris around inside the hangar, read the following text aloud:

> *From the darkness, little points of lights appear—and begin moving. Battle droids—some with pieces missing—began climbing over the debris, working their way toward you. Apparently, this derelict is not entirely powerless.*

Droid Tactics

The battle droids are all buried in debris (except the one in fire control), and take a round to extricate themselves before attacking or moving. They are also slightly damaged (–1 step on the condition track) from the destruction of the Trade Federation battleship.

If the heroes have not restored gravity and some are floating, the battle droids fire at them, moving only if they cannot draw line of sight to at least one hero.

The doors to the hangar were jammed open when the Trade Federation battleship lost power, sealing in two super battle droids by activating emergency locks on the doors to the chambers housing the battle droids. If the doors are closed again (by means of the control panel on the starboard bulkhead), the doors unlock and the super battle droids emerge and move to the cargo bay. The super battle droids move to attack the heroes only if they have line of sight to them; otherwise, they stay put.

All the droids fight until destroyed.

Features of the Area

This area has the following features.

Illumination: The interior of the battleship is lit only by whatever light sources the heroes bring with them.

Zero Power: This section of the Trade Federation battleship is without power. The heroes can restore some of the ship's power if they have a power droid.

Zero Gravity: The Trade Federation battleship is also without gravity (see pages 256-257 of the Saga Edition core rulebook). If the heroes restore power, artificial gravity is restored as well.

Vacuum: Without power, the wreckage has no atmosphere (see page 253 of the Saga Edition core rulebook).

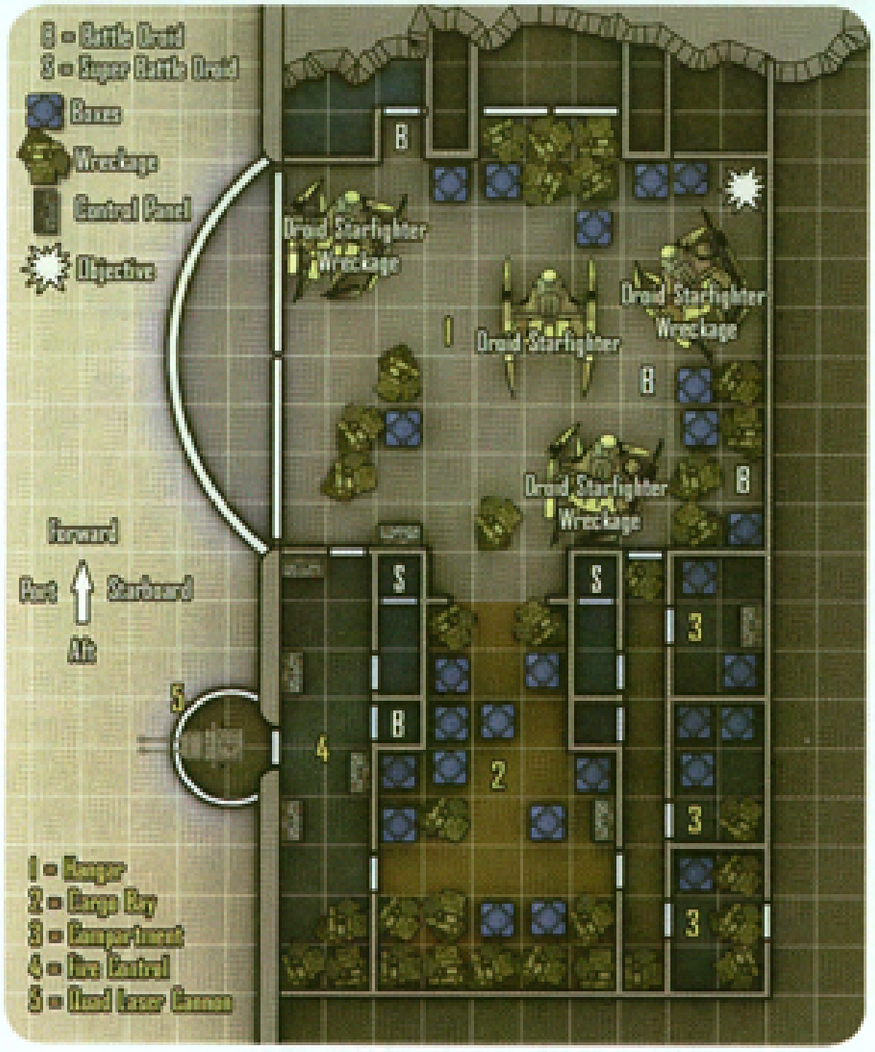
Hangar: The hangar once hosted a squadron of "vulture" droid starfighters, a few of which lie here in tangled ruins. One is still operational, but requires a complete recharge of its internal batteries before it can be reactivated.

The control panel in the aft of the hangar deck operates the hangar doors. If the heroes restore power, even temporarily, they can use this control panel to open and close the hangar doors.

Cargo Bay: Several crates here still contain useful equipment (see "Conclusion").

Supply Lockers: Each compartment contains one or more crates that might contain something still useful (see "Conclusion").

Fire Control: The control panels in here were designed to assist with targeting for the quad laser cannon (see "Conclusion").



Conclusion

If the super battle droids became involved in the fight, award the heroes experience as if this was a CL 2 encounter.

Crates: Hidden among the piles of wreckage are a small number of cargo crates full of droid parts and starfighter components. Each crate contains goods with a total value of 2d10×10 credits; each crate weighs 5 kg per credit of value, and only about 10 crates are salvageable. The heroes can open a crate to inspect its contents with either a DC 10 Mechanics check or a DC 15 Strength check. Either requires a full-round action. The heroes can also obtain a listing of the contents of a crate by connecting a datapad to the crate and making a DC 12 Use Computer check (as a full-round action). One crate (marked on the map) contains the 50-km range remote processor the heroes came to find (see "Wreck and Ruin," page 160).

Laser Cannon: Also salvageable from the Trade Federation derelict is this fully functional quad laser cannon, which miraculously survived the battleship's destruction. Removing it from its mountings requires an hour's work and a DC 20 Mechanics check. It is worth 11,500 credits.

Droid Starfighter: The one droid starfighter still intact in the hangar can be salvaged and sold for around 12,000 credits (more if its empty concussion missile racks are refilled).

Mini-Adventure #2: Smugglers' Rendezvous

"Smugglers' Rendezvous" is a mini-adventure designed for 4th-level heroes. It gives smuggler heroes an opportunity to do what they do best: move illegal goods from one place to another without paying the usual trade tariff.

Adventure Outline

The heroes hear that a smuggler has come into some "nonmanifest" cargo that he needs to unload, and he's looking for a buyer. The smuggler, Vordell, has a dozen crates of assorted detection and surveillance gear—150 units in all, worth approximately 58,000 credits—and he is looking to trade for weapons. Conveniently, the heroes know of a shipment of Imperial blaster rifles that got routed to Barab I by mistake.

Unknown to the heroes, the Empire has been tracking Vordell, and shortly after the heroes make arrangements to meet him, Imperial customs officers arrest him on a separate charge. Desperate, Vordell convinces the officers to drop the charges against him if he helps them recover a shipment of stolen blaster rifles. Intrigued, the customs officers agree and escort Vordell to his rendezvous on a small moon known as Phinel's Folly. There, a number of customs agents hide around the rendezvous site, and wait for a signal from Vordell to pounce.

Bargain on Barab I

Even though the heroes are aware of the lost shipment of blaster rifles on Barab I, they have never had an opportunity—or the spare funds—to pick them up. Now, though, they should make enough from the sale to afford some needed repairs on their ship—maybe even some upgrades.

When the heroes arrive on Barab I, they can locate the warehouse and speak to the foreman, a Barabel named Tolkar. Tolkar knows that the cargo container holds 65 blaster rifles, each worth 1,000 credits, but because they are taking up valuable space in his already overflowing warehouse, Tolkar is willing to sell them for 75% of cost: 48,750 credits for the lot.

The heroes can bargain with Tolkar, but his price does not drop much. With a successful opposed Persuasion check (against Tolkar's skill modifier of +20), the heroes can convince Tolkar to let the blaster rifles go for 70% of cost: a total of 45,500 credits. If they beat his check by 5 or more, he drops the price down to 65%, for a total of 42,250 credits. Tolkar goes no lower than 650 credits per blaster rifle.

Journey to Phinel's Folly

After the heroes depart Barab I, they have a short trip to Phinel's Folly in the Auril Sector. Unfortunately for the heroes, an Imperial *Interdictor*-class cruiser, *Chokehold*, has recently been stationed near Mon Calamari in an effort to capture Rebel ships that have been helping the Mon Calamari escape the Imperial occupation of their watery world. As the heroes' ship passes by, it gets caught in the *Chokehold*'s gravity field and drops out of hyperspace. A message from the *Chokehold* orders the heroes to cut their engines and allow their ship to be tractored into the Interdictor's main hangar, boarded, and searched. If the heroes have valid travel permits—and are not carrying any contraband—the entire process should amount to no more than a minor inconvenience, and the heroes can be on their way inside the hour.

Surrendering (CL 8)

The best option—provided the heroes feel that their cache of misappropriated Imperial blaster rifles is safely stowed where it cannot be found—is surrender. The *Chokehold* is not actually looking for the blaster rifles (though the heroes do not necessarily know that).

If the heroes comply with the orders from the *Chokehold*, the Interdictor pulls the heroes' ship into its main hangar, where docking clamps lock onto the ship (DC 30 Use Computer check to remotely detach them). A platoon of 36 stormtroopers, led by a lieutenant and a sergeant-major, approach the primary airlock, and, if the heroes have not yet emerged, the lieutenant orders the heroes to exit their ship for the inspection. He waits only one minute before ordering the stormtroopers to open the hatch (with explosives, if necessary).

Assuming the heroes exit their ship peaceably, the lieutenant has them disarmed and confiscates any weapons that they do not have licenses for, then escorts them to a waiting area about 100 meters away in the hangar. A squad of 9 stormtroopers accompanied by the lieutenant surrounds and detains the heroes for the duration of the inspection. Meanwhile, two more squads search the heroes' ship for crew members who might be hiding (opposed Perception and Stealth checks). Once these squads are satisfied that no one is waiting in ambush aboard the ship, they exit, and a scanning team rolls their equipment aboard.

The scanning team uses a sensor pack to search the ship for hidden lifeforms. Assuming they find none and nothing else is overtly suspicious about the heroes' ship (such as an excessive number of small arms), the scanning team emerges after roughly an hour and informs the lieutenant that the ship is clear. The lieutenant thanks the heroes for their patience, fines them for any permit violations (such as unlicensed weapons), and allows them to return to their ship and depart. A squadron of four TIE fighters escorts them until they reenter hyperspace.

Escape! (CL 17)

If the heroes at any point attempt to flee the *Chokehold*, they quickly find themselves outmatched.

The *Chokehold* focuses its gravity well on the heroes' ship throughout the encounter, preventing them from jumping to hyperspace (see page 45 of *Starships of the Galaxy* for details on gravity well projectors). Meanwhile, two squadrons of TIE fighters (eight starfighters) are dispatched to disable the ship.

If the heroes are captured (or allowed themselves to be tractored into the *Chokehold*'s main hangar), they have to escape the docking clamps (see above) before they can get away. If the heroes exit their ship and are detained, they also have to fight their way through as many as 36 stormtroopers. Obviously, this is not their best option.

Trying to escape, and subsequently failing, earns the heroes an automatic arrest and conviction for resisting arrest, along with any other violations they might have incurred in the attempt.



ARRIVAL

When the heroes arrive at Phinel's Folly, they detect Vordell's ship, the *Lost Opportunity*, in a small canyon—though its crew is being held aboard the *Auditor*, which is hidden in a particularly large gorge several kilometers away.

Vordell signals the heroes and gives them the coordinates of the drop site—a warren of ravines a few kilometers from his ship. He tells the heroes of a good-sized canyon to land in, about 500 meters west of the rendezvous site, and suggests that they leave their engines running, in case any Imperial ships show up.

Ambush! (CL 4)

When the heroes reach the rendezvous site, Vordell is waiting with two of his crew, Kollu and Trom, in the small gorge where he has stashed the twelve crates of surveillance gear.

Vordell shows the heroes the crates and asks to see the blaster rifles, while the heroes examine the goods he brought. He asks to operate one of the blaster rifles to prove that it works, and, if the heroes agree, he fires four shots into the wall of the gorge—the signal for the Imperial customs agents to move in.

It takes the nine stormtroopers and their lieutenant 6 rounds to get into position. Meanwhile, Vordell tries to distract the heroes with his haggling—while, at the same time, trying to keep the "test" blaster rifle close at hand.

Encounter: Betrayal on Phinel's Folly

Challenge Level 4

This encounter serves as the climax of "Smugglers' Rendezvous," the mini-adventure introduced on the previous two pages.

The stormtroopers and their lieutenant appear only after Vordell gives the signal, moving quickly to take up positions that block the passages out of the gorge. The lieutenant stays out of sight at first, waiting in the cave to the south. If any of the heroes have taken up positions that would otherwise prevent the stormtroopers or the lieutenant from occupying the indicated positions (without being immediately spotted), use your best judgment to place them where they can still block the exits.

If the heroes brought along the cargo crate containing the blaster rifles, allow them to place it anywhere in the gorge (but not in the cave or blocking the ravines).

Read-Aloud Text

As Vordell attempts to distract the heroes, allow any heroes with line of sight to the stormtroopers' starting locations to make Perception checks to notice the Imperial troops moving into position. If they get a result of 15 or higher, they spot at least one stormtrooper.

While Vordell is talking, you hear a sound where there shouldn't be one. Glancing over, you see the familiar bone-white armor of an Imperial stormtrooper moving through the ravine toward the rendezvous spot. It's a trap!

If the heroes get a result of 14 or lower, the stormtroopers get the drop on them.

While Vordell is talking, you hear the flat, modulated tones of an Imperial stormtrooper call out "Drop your weapons and put your hands over your heads! You're under arrest!"

Vordell shrugs and says, "Sorry—it was you or me," and dives for the nearest cover.

Vordell, Turncoat Smuggler

Vordell is a Corellian with too many strikes against him and no conscience to speak of. After avoiding arrest for years, he finally falls afoul of the Imperial customs corvette *Auditor*, and rather than be convicted, he does what he always does in these sorts of situations—he betrays his allies.

This is not the first time Vordell has been in trouble, but it is the first time he has had to face the Empire. Vordell has an intense fear of dying in the spice mines—having seen the prisoners there on his few smuggling runs to Kessel—and is willing to do anything to avoid that fate.

If Vordell survives this encounter and escapes, he could make a good ongoing foe for the heroes. He becomes more evil with each betrayal and might soon find himself teetering on the edge of the dark side.

Vordell's most obvious feature is his expansive belly—the product of too many ales in too many seedy cantinas over the years. He wears oversized shirts to hide his girth, but his clothing budget clearly can't keep up with his expanding waistline. Vordell sports a thick goatee the same dark brown as his wavy hair, with the same streaks of gray. He has a blaster pistol on his hip, and when he's nervous, he flicks the holster flap open and shut.

Vordell (V) **CL 6**
Medium Human scoundrel 6
Force 4; **Dark Side** 4
Init +10; **Senses** Perception +8
Languages Basic, Huttese

Defenses Ref 20 (flat-footed 18), Fort 18, Will 17; Dodge
hp 35; **Threshold** 8

Speed 6 squares
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +6 (3d6+3) or
Ranged blaster rifle +6 (3d8+3)
Base Atk +4; **Grp** +5
Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Sneak Attack (+2d6)
Special Actions Quick Draw

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 11, Cha 8
Talents Dastardly Strike, Sneak Attack (+2d6)
Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Initiative +10, Knowledge (bureaucracy) +9, Perception +8, Persuasion +7, Pilot +10
Possessions blaster pistol, blaster rifle, electrobinoculars, utility belt, *Lost Opportunity* (junker Ghtroc 720 freighter)

Vordell's Tactics

As soon as the stormtroopers arrive, Vordell and his crew dive for cover and do their best to get to the relative safety of the cave, where they can hide behind the crates of surveillance gear. If anyone fires at them, they fire back, but as soon as it is clear that one side is winning, Vordell and his crew start firing exclusively at the losing side.

Treat Kollu and Trom as thugs (see page 284 of the Saga Edition core rulebook) armed with blaster pistols. The Imperial lieutenant confiscated their blaster rifles, though Vordell might have been able to hang onto the one he tested.

Features of the Area

The rendezvous site has the following features.

Illumination: This depends entirely on what time of day the heroes want to arrive. (If they do not care, it is daytime.) During most of the day (the exception being high noon), shadows fill the ravines (shadowy illumination). Between dusk and dawn, the ravines are pitch black, except for any light sources the heroes brought with them. Vordell has a fusion lantern set up in the center of the gorge if the encounter takes place at night.

Cover: Characters in the ravines gain a +5 cover bonus; in some cases (such as shooting from one ravine opening to another across the gorge), the Gamemaster can rule that the target has improved cover. Characters hiding behind cargo crates also gain cover.

Walls: The walls of the gorge and ravines are a uniform 8 meters tall and composed of natural rock. Climbing the walls requires a DC 25 Climb check.

Mesas: If a character climbs the walls, he can move about on the mesa above, perhaps negating the cover bonus of targets below. Characters atop the walls can also attempt to jump from mesa to mesa as a long jump.

Caves: Three caves are at the rendezvous site. Characters inside a cave have total cover from attacks from above, as well as concealment (from shadowy illumination).

Conclusion

If Vordell survives the battle and the heroes defeat the stormtroopers, he begs the heroes' forgiveness and says that the Imperials tortured him. "They were looking for these blaster rifles," he lies. "They caught me right after I talked to you, and threatened to torture my crew, too, if I didn't help them capture you." If the heroes believe him, Vordell thanks them for rescuing him, finishes the negotiations as expeditiously as possible, and sets out for his ship, along with Kollu and Trom (if they also survived), planning to get far away before the heroes realize that he betrayed them.

If the lieutenant survives the battle, he makes threats about reprisals and warns the heroes that his ship, the *Auditor*, is nearby, with orders to fire on any ship attempting to leave the moon's surface unless he gives them the "all clear" code. He refuses to do so, however, insisting that the heroes are his prisoners, saying, "It will be easier for you if you drop your weapons and surrender to me now."

If the heroes try to leave the surface without the lieutenant giving the all clear, they find that he was not lying. However, by the time the *Auditor* gets out of its hiding place, the heroes can break atmosphere and jump to hyperspace.

If the heroes are captured, the lieutenant arrests them—and Vordell, if he survived—on charges of smuggling, resisting arrest, and if it seems even remotely plausible, treason (for stealing Imperial materiel with the intent of supplying the Rebellion).



Mini-Adventure #3: Boarding Party

"Boarding Party" is a mini-adventure designed for 6th-level heroes. In this scenario, the crew of a Corellian corvette tries to defend their ship against an incursion by the heroes—or, at the GM's option, puts the heroes on the defensive and lets them repel unwanted boarders on their ship.

Adventure Outline

The heroes are contacted by Imperial Governor Zerex of Ord Adinorr, a snow-bound planet in the Meridian Sector. Zerex tells the heroes that he needs their help in a confidential matter involving a traitor to the Empire, a Flight Academy instructor who might be funneling information to the Rebellion. This instructor, Captain Bythen Forral, has had more students defect to the Rebellion than any other instructor, and if Zerex can bring him to justice, it will help Zerex's forthcoming bid to become an Imperial Moff. Anyone who helps him in this endeavor would not only be richly rewarded but also would have a Moff indebted to them.

Captain Forral will soon travel from the Vensenor Flight Academy on Arkanis to Bakura to speak at a recruitment drive for new flight cadets. Because it will skirt the Unknown Regions, Forral's Corellian corvette—the *Gallant*—must make several stops to check astrogational data; each stop should take a little less than 10 minutes. Governor Zerex wants the heroes to obtain a copy of the *Gallant*'s flight plan, determine where the ship will stop, and board it. Once on board, the heroes are to capture the ship, destroy its astrogation computers, and send it on a one-way course into the Unknown Regions, to be forever lost.

Rebel Heroes

Obviously, heroes loyal to the Rebel Alliance might balk at the idea of working for an Imperial Governor—let alone helping him dispose of someone actively recruiting for the Rebellion! At the GM's discretion, reverse the roles: Bythen Forral hires the heroes to do away with Governor Zerex. Alternatively, Forral can just be an inconvenient political enemy of the governor's, and Zerex is just using the Rebel Alliance story to make the job more palatable.

A Visit to Arkanis

The best way for the heroes to learn Captain Forral's flight plan is to talk to the crew of the *Gallant*. Through bribery, threats, or guile, the heroes can convince one of the ship's junior officers to download a copy of the flight plan to a datacard and then deliver it to the heroes just prior to the ship's departure.

The *Gallant* is currently docked at the Vensenor Flight Academy spaceport. The heroes cannot gain access to the *Gallant* without the proper clearance: either a Flight Academy pass (a moderate deception), or a suitably high-ranking Imperial identification (a difficult deception). The spaceport sentries are trained to watch for possible saboteurs, so they have Perception modifiers of +10, and they gain a +2 circumstance bonus on Perception checks against attempts to enter the spaceport without authorization (see pages 64–66 and pages 72–73 of the Saga Edition core rulebook for details on Deception and Stealth).

Alternatively, if the heroes make a successful DC 15 Gather Information check in or around the Flight Academy, they learn that many of the *Gallant*'s senior staff spend much of their shore leaves in a nightclub near (but outside) the spaceport, called the Full Burn.

The Art of Persuasion

If the heroes gain access to one of the *Gallant*'s junior officers aboard the ship or at the Full Burn, they can try any of the following tactics. Assume that these officers have Perception modifiers of +15.

Deception: The heroes can try to fool an officer into thinking that they have sufficient clearance (and cause) to obtain a copy of the flight plan. The heroes gain a +2 circumstance bonus to their Deception check if they specifically target an officer who has imbibed too much.

Persuasion: If the heroes can change an officer's attitude from unfriendly to helpful, the officer provides the heroes with a copy of the flight plan.

Coercion: If the heroes can get an officer alone (perhaps by abducting him), they can intimidate him into giving up the flight plan. Their check gets a –10 modifier if they try this tactic while the officer is still in the Full Burn (where he is surrounded by other Imperial officers).

Ambushing the Gallant

Once the heroes have the *Gallant*'s flight plan, they can study it to devise an effective ambush. Their best bet is when the starship exits hyperspace midway between Moorja and the Ison Corridor—a particularly empty area of space. According to the flight plan, the *Gallant* is going to take extra time here to conduct an evacuation drill with the cadet crew members. If the heroes lie in wait at the proper coordinates, they should have ample time to catch the ship when most of the crew members are away from their stations.

Lying in Wait

Although this part of the Corellian Trade Spine is somewhat deserted, it is also lacks the usual debris that could hide the heroes' ship—meaning they have to power down to almost nothing, long enough for the *Gallant* to conduct a routine sensor sweep and satisfy themselves that they are alone before they drop their guard.

To get close to the *Gallant* without being detected, the pilot of the heroes' ship must use maneuvering thrusters (not their main engines), and only in short bursts, letting momentum carry their ship up to the *Gallant*'s airlock. Performing this tricky maneuver requires a DC 25 Pilot check. If the check fails, the maneuver succeeds, but the crew of the *Gallant* can make a Perception check to notice the heroes' ship approaching. If the heroes' check fails by 5 or more, the crew members of the *Gallant* get a +2 circumstance bonus on their Perception check.

If the *Gallant* detects the heroes' ship approaching, the *Gallant*'s crew cancels the evacuation drill and prepares for combat (though they make several attempts to contact the heroes' ship first, in case it is merely a derelict). If the heroes do not respond, the *Gallant* maneuvers out of its way. If the heroes adjust their course—or attack—the *Gallant* fights them off until it can enter hyperspace.

The Gallant Crew

Because the *Gallant* is mainly crewed by a group of Vensenor Flight Academy cadets, apply a –4 penalty to all attack rolls and skill checks the ship makes.

Boarding the Gallant

Because so many of the *Gallant*'s crew will be assembled in the escape-pod access tunnels during the evacuation drill, the heroes' best point of entry is the forward airlock. Entering at this point puts them one deck below the bridge, enabling them to get aboard and reach the flight deck in less than a minute.

The heroes can best access this airlock by coming up from beneath the *Gallant* while it is stationary, and docking with the Imperial ship. Their only real obstacle is the *Gallant*'s lower turbolaser, manned by a pair of gunners (even during evacuation drills). On the round that the heroes' ship approaches the airlock, these gunners get one additional Perception check to notice the starship flying past them. If they notice, they panic and immediately fire at the heroes' ship.

Assuming that the heroes maneuver their ship to the forward airlock, the pilot needs to make a DC 20 Pilot check to dock with the *Gallant*. Opening the airlock then requires a DC 20 Mechanics check. Alternatively, the heroes can cut through the hatch, or use explosives to blow it open. The hatch has DR 15 and 80 hit points.



Encounter: Storming the Bridge

Challenge Level 6

This encounter serves as the climax of "Boarding Party," the mini-adventure introduced on the previous two pages.

If the heroes enter the *Gallant* from the forward airlock, they can take the turbolift up one deck to the flight deck. Captain Forral, who is on the bridge when the heroes arrive, takes command of the crew in the forward part of the *Gallant*, stationing them around the flight deck at the positions indicated on the map.

Read-Aloud Text

When the heroes emerge from the turbolift, the *Gallant*'s crew are already in place.

Despite a red alert klaxon sounding, the flight deck seems strangely quiet. Forward from the turbolift doors, you can see that the doors to the bridge have been sealed. As you step out of the turbolift, however, Imperial officers lean around the walls to the aft and begin firing at you!

Captain Forral, Flight Instructor

Bythen Forral is a veteran of the Clone Wars who climbed out of the cockpit and took up teaching after Emperor Palpatine brought order to the troubled galaxy. After years of instructing the Empire's best new pilots, Captain Forral is granted use of one of the Vensenor Flight Academy's Corellian corvettes for personal purposes, provided he spends at least three months of every year using it to tour the Empire and recruit new cadets. Forral is not a Rebel recruiter, as Governor Zerex suggests, however; he merely encourages his students to consider nonstandard solutions to difficult strategic and tactical situations—a philosophy that leads a great many cadets to support the Rebellion.

Bythen Forral (F) **CL 8**
Medium Human soldier 4/noble 3/officer 1
Force 6
Init +17; **Senses** Perception +11
Languages Basic, Bothese, Durese, Huttese, Kel Dor, Shyriiwook (understand only)

Defenses Ref 22 (flat-footed 19), Fort 21, Will 24
hp 69; **Threshold** 21

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +7
Atk Options Devastating Attack (pistols)
Special Actions Battle Analysis, Coordinate +1, Deployment Tactics, Inspire Confidence

Abilities Str 11, Dex 17, Con 13, Int 15, Wis 14, Cha 16
Talents Battle Analysis, Coordinate +1, Deployment Tactics, Devastating Attack (pistols), Inspire Confidence
Feats Armor Proficiency (light), Armor Proficiency (medium), Linguist, Skill Focus (Initiative, Knowledge [tactics], Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +17, Knowledge (tactics) +16, Perception +11, Pilot +17, Treat Injury +11, Use Computer +11
Possessions blaster pistol, three code cylinders, datapad, Imperial uniform

Forral's Tactics

Captain Forral knows that the boarders will take the *Gallant* if they control the bridge, the engine room, or the ship's computer, so when the heroes begin boarding, he has the doors leading to the bridge and the aft portion of the ship sealed. He then stations the bulk of his available crew members to guard the computer room, and sends an astromech droid with them to download the ship's astrogational data, so that they can find their way home even if the ship's computer is destroyed.

Forral fights from the safety of the bridge, directing the crew and other officers to repel the heroes while watching the action on monitors (giving him line of sight for purposes of Battle Analysis, Coordinate, and Inspire Confidence). He uses Inspire Confidence to grant the crew a +1 morale bonus on attack rolls and skill checks until the end of the fight, then uses Coordinate every round to grant the crew an additional +1 bonus when they aid each other's attack rolls (for a total of +3). If the heroes split up, Forral uses Battle Analysis to determine which group is weaker (in terms of remaining hit points), and sends available crew to attack them.

The crew, meanwhile, trust the blast doors to keep the intruders off the bridge and out of the engine room, and instead defend the computer room to the death. To keep the intruders off balance, the crew on the port side use aid another to help the crew on the starboard side by shooting at the heroes from behind (possibly aided by Forral's Coordinate ability).

Treat junior officers as Imperial officers (see page 280 of the Saga Edition core rulebook) with a –4 penalty on their attack rolls and skill checks. Treat the rest of the crew as thugs (see page 284 of the Saga Edition core rulebook). All are armed with blaster pistols.

Features of the Area

The flight deck of the *Gallant* has the following features.

Illumination: The interior of the *Gallant* is brightly lit.

Cameras: The flight deck has cameras set up in all the gangways of the ship; these cameras can be monitored from the bridge or the computer room. The heroes can destroy these cameras (DR 1; hp 5) to prevent Captain Forral from using Battle Analysis, Coordinate, and Inspire Confidence for crew members who are not on the bridge.

Turbolift: If the heroes do not lock down the turbolift (DC 15 Use Computer check or DC 20 Mechanics check), reinforcements arrive from the turbolift at the rate of 4 crewmen every 4 rounds.

Bridge: The blast doors leading to the bridge have DR 15 and 80 hit points. The astromech droid here is waiting for a transmission from the astromech droid in the computer room.

Officers' Quarters: Each of these rooms is shared by two officers. The starboard-most cabin contains a medpac.

Captain's Quarters: These are Captain Forral's quarters. The officer in here carries a frag grenade and has strict orders to use it to destroy the computer room if it looks like the heroes are trying to steal data from the ship's computers.

Computer Room: The crew members here fight to the death to buy time for the astromech droid to download the astrogational data from the computers. It takes 10 rounds for the droid to complete this task, after which it attempts to take the data to the next deck down (even in the midst of a firefight) and relay it to the astromech droid on the bridge.

Officers' Galley: The galley contains a medpac, as well as 50 kg of quality food.

Refresher: Each refresher contains a medpac.

Conclusion

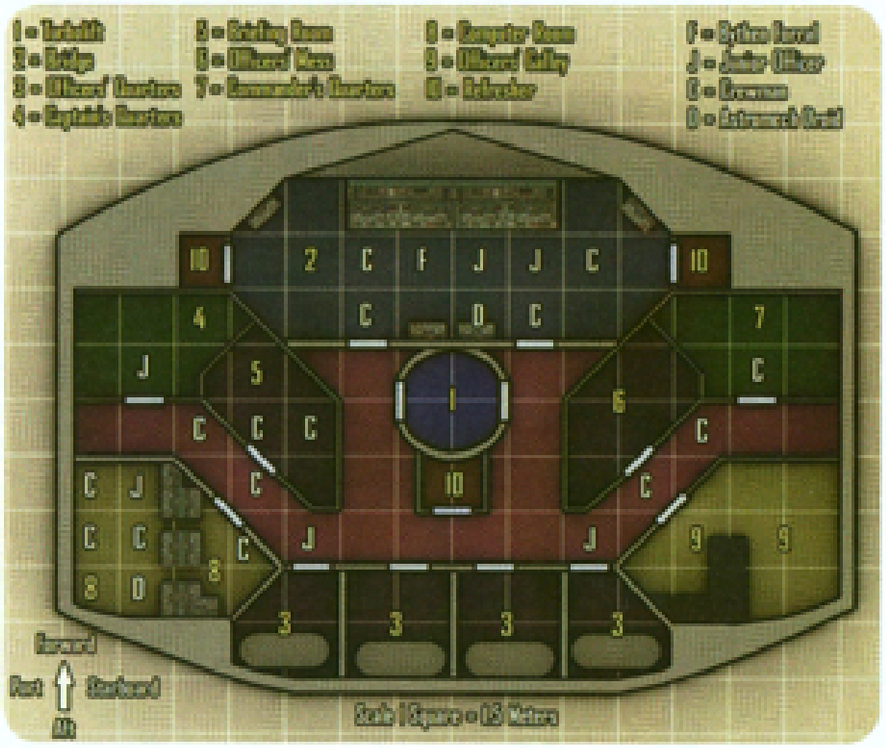
Once the heroes control either the bridge or the computer room, they can disable the *Gallant* with either a Use Computer check (adjusting the computer's attitude from hostile to helpful) or by severing the communication linkages (DC 10 Mechanics check; DR 1, hp 12).

Both of these methods can be undone by repairs, however, so the heroes' best strategy is to destroy the main computer entirely (DR 3, hp 80). However, even if they accomplish this, they must make certain that the astromech droid from the computer room does not survive.

If the heroes pull this off, they must then return to their ship and set the *Gallant* on a course deep into the uncharted areas of space between the Tapani Sector and the Ssi-ruuk Star Cluster (in whatever order they prefer).

If they use the *Gallant*'s computer to set the course before they destroy it, they can then return to their ship, detach from the *Gallant*, and fly away (though they might still have to dodge attacks from the *Gallant*'s turbolasers).

Alternatively, they can destroy the *Gallant*'s computer, then use their own ship to "piggyback" the *Gallant* through hyperspace to a new destination, detach, then jump back into hyperspace to escape.



Mini-Adventure #4: Snow Job

"Snow Job" is a mini-adventure designed for 6th-level heroes. It provides the heroes with an opportunity to run a confidence scheme against an ambitious Imperial Moff.

Adventure Outline

In the wake of the exposure of Bythen Forral as a Rebel sympathizer, Governor Zerex is able to take credit and parlay his sudden popularity into an appointment to the post of Imperial Moff of the Meridian Sector. To celebrate, Zerex invites several of his closest supporters—including the heroes—to a farewell dinner at his home on Ord Adinorr.

However, Zerex leaves one supporter off his list: Draba, the Hutt crime lord who had introduced Zerex to so many of his contacts in the criminal underworld. Zerex feels it would be inappropriate to be seen socializing with a known gangster, so he cuts off all relations with the powerful Hutt. Draba, however, has invested a great deal of money and resources into getting an Imperial Moff in her debt and she is not pleased at Zerex's sudden—but hardly unexpected—betrayal.

Knowing that the heroes are attending the party, Draba requests that they help her exact vengeance on the newly appointed Moff. Draba specifies that the heroes cannot harm Zerex or expose her connection to the Moff. In fact, if possible, the heroes should try to get leverage to use against Zerex, in case Zerex should ever again forget his obligation to Draba.

Ord Adinorr

Ord Adinorr is a world covered in snow and ice; snow falls on a daily basis, evaporating in the noonday sun only to condense and fall again overnight. The Humans who have settled there build their homes deep in the thick snow banks that blanket the planet, reinforcing them with plasteel. Most such homes are accessible only by tunnels connecting covered central courtyards, though a few of the wealthier inhabitants have built covered landing pads and docking bays through which they can come and go as they please.

The Moff's Estate

Moff Zerex's estate on Ord Adinorr is expansive, but he mainly stays in his mansion near the northern glacier fields. The upper level of his mansion extends twenty feet above the snowline, while the lower level is entirely covered in snow (with the exception of his private landing bay to the east). Aside from transparisteel windows on the upper level, the landing bay is the only entrance to the Moff's home.

Formulating the Plan

The heroes have just over two weeks to prepare for Moff Zerex's party at his home on Ord Adinorr. As invited guests, they do not need to use stealth or a ruse to get in, but if they are to get the better of the Moff without resorting to violence, they must plan ahead. Draba suggests that the heroes pull a confidence scam, playing to the Moff's ambitious and greedy nature.

This part of the adventure requires that the heroes formulate a plan to entrap Moff Zerex, and let him "buy" his way out by agreeing to honor his agreements with Draba the Hutt. Rather than putting together a plan for the heroes to follow, though, this section merely provides parameters for, and examples of, what might work best on Zerex.

The Hook

To truly pique Moff Zerex's interest, the heroes need a hook—something that Zerex would pay dearly for. This can be an item of value, or information that Zerex could use, but what Zerex values most is his career. If the heroes can convince him that they know of something that could further his career, he would be especially eager to discuss it with them.

For example, the heroes could claim to know of an exploitable weakness on the part of a rival official, or of a political blunder about to be made by another Moff. Either of these ideas, or something along those lines, would intrigue Zerex enough to make him willing to hear what the heroes have to say.

To accomplish this, the heroes must make a Deception check opposed by the Moff's Will Defense (see page 182 for Zerex's statistics). If they can convince him that their information is accurate and that no one else is in a position to exploit it, Zerex takes a few minutes of his time to hear them out.

The Pull

Once the heroes have Zerex's interest and attention, they must make him feel as though their information is worth virtually any price. However, they cannot say so themselves; Zerex must arrive at that conclusion himself. Therefore, the heroes must give Zerex the impression that the opportunity they present will not last forever because others who might be in a position to exploit the information will become aware of it.

The best way for the heroes to do this is to spread rumors among the guests at Zerex's party—and as ingenuously as possible, so that no one feels that they have been fed false information. The heroes can make a Deception check against any party guest, opposed by the target's Will Defense, to both convey the rumor and to convince the target that he or she had previously heard the rumor from another source. A successful use of an appropriate Knowledge skill (such as bureaucracy, social sciences, or perhaps technology, depending on the rumor) adds a +2 circumstance bonus to the heroes' Deception checks.



Convincing Moff Zerex that he needs this information as soon as possible requires a Deception check against his Will Defense. For each successful Deception check the heroes make to spread the rumor, they gain a +1 bonus on their Deception check against Zerex.

The Sting

Assuming Zerex takes the bait and offers the heroes money or some other commodity (such as using his position as Moff to grant them a favor), the heroes must see to it that the details of the Moff's offer are recorded somehow. A hidden audio, video, or holo recorder is sufficient, though hiding it in the Moff's house, in the location where the Moff makes the offer, might be tricky. To successfully plant such an item in any given room, the heroes must make a successful Stealth check, opposed by both Zerex's Perception and Meren Siefel's. They gain a +5 bonus on their skill check due to the recorder's size.

Once they have a recording of Zerex offering a bribe, they merely have to deliver it to Draba.

Getting Caught

Moff Zerex is no fool. He knows his guests well, and, if they suspect something is amiss, so does he. For every Deception check against the guests that the heroes fail by 5 or more, Zerex's Will Defense against Deception checks increases by 2. If the heroes then fail a Deception check against Zerex by 11 or more, he guesses that they are trying to swindle him somehow.

If the heroes slip up, Zerex sends his head of security, Meren Siefel, to find out what they are up to, and on whose behalf. Siefel is a slight female and not good at intimidating others, so if a hero does not immediately confess, she takes him to the landing pad, ties him to a stanchion, and opens the landing pad doors to the freezing cold. She returns in 2 hours to see if the hero is any more cooperative, and every 2 hours thereafter, until hero confesses. If the hero does not confess by the end of the party, she sends for Imperial troops stationed on Ord Adinorr to come and arrest the hero on a trumped-up charge.

If the situation gets out of hand—such as a fight breaking out—the heroes might have to flee Zerex's home.

Encounter: When All Else Fails

Challenge Level 6

This encounter serves as the climax of "Snow Job," the mini-adventure introduced on the previous two pages.

Although "Snow Job" revolves around social interactions, the heroes might plan for a little violence—instigated by themselves or by Moff Zerex—or they might just find that their blackmail scam does not work, and the Moff takes umbrage. In either case, if the party turns ugly, the Gamemaster can use the accompanying map and strategy information to run the encounter.

Alternatively, if the heroes' plot hinges on talking to various party guests privately, the Gamemaster can use the map and the schedule to keep track of where various supporting characters are at any given point.

Read-Aloud Text

If the heroes' confidence scam escalates to an altercation, Moff Zerex wastes no time ejecting them from his party. If he cannot do it alone, he summons Meren Siefel, his security specialist, to deal with the problem.

Because this scene can occur anywhere, and the heroes' actions beforehand can drastically change the setup, the Gamemaster should be prepared to adjust the read-aloud text below.

Moff Zerex's eyes narrow, and he bellows, "Siefel! What am I paying you for?" Then he dives behind his heavy desk.

The Guest List

In addition to the heroes, the Moff's guest list includes:

Greddin Zel (GZ): Owner of ZelFlight, a starship engineering firm with an Imperial contract secured by Moff Zerex (Human nonheroic 4).

Brult Kiais (BK): A banker (Muun nonheroic 3) with whom the Moff has heavily invested.

Admiral Bornet Lorax (BL): An Imperial officer and supporter of the Moff since he was governor of Ord Adinorr. (See page 280 of the Saga Edition core rulebook for statistics.)

Meren Siefel (MS): An assassin who has performed a few killings for Zerex, and is serving as security for the party. (See page 282 of the Saga Edition core rulebook for statistics.)

Klorma Draill (KD): A young Holo-starlet and Zerex's mistress (Human nonheroic 1).

Captain Piedell (P): An Imperial officer assigned to Moff Zerex as an administrative assistant. (See page 280 of the Saga Edition core rulebook for statistics.)

The Vortices (V): A trio of musicians (Bith nonheroic 2) hired to play at the party. (See page 26 of *Threats of the Galaxy* for Bith statistics.)

Snowtroopers (S): There are 10 snowtroopers assigned by Captain Piedell to patrol the grounds and to guard sensitive areas of the Moff's home. Of those not indicated on the map, two stand guard in the landing pad, and the rest walk the perimeter of the estate. (Use the stormtrooper statistics on page 279 of the Saga Edition core rulebook for the snowtroopers.)

Servants (C,D): The mansion servants include two Humans (nonheroic 1) and a quartet of protocol droids. (See page 198 of the Saga Edition core rulebook for protocol droid statistics.) The humans are marked "C" on the map, and the droids are marked "D" on the map.

Zerex's Tactics

Zerex most likely begins in the library, in the space marked "Z" on the map. Once a fight starts, Zerex's primary goal is to stay alive. He takes cover behind the most solid object available and draws his hold-out blaster, though he uses it only if he is obviously being threatened.

If at all possible, Zerex heads for the master suite and locks the door. If he is cut off, however, he makes for his the landing pad, where he boards his private shuttle.

Siefel's Tactics

Siefel uses Rapid Strike and Sneak Attack to deal as much damage as possible with his vibroblade. If the heroes use ranged weapons, he happily pulls his hold-out blaster and fires back, taking advantage of the close quarters to use Point Blank Shot at every opportunity. If he has time, he moves to the Bedroom on the top floor, where he has stashed his blaster rifle, vibrodagger, and utility belt in the closet, then returns to the fight.

Captain Piedell's Tactics

Captain Piedell largely spends the fight directing the snowtroopers using Born Leader and Coordinate. If he is present when a snowtrooper could take good advantage of an extra standard action, he gives up his own to use Trust. He can also grant this ability to Meren Siefel.

Snowtrooper's Tactics

The snowtroopers attempt to stun anyone who is threatening Moff Zerex, Admiral Lorax, or Captain Piedell—though they have no compunctions about using lethal force if the situation warrants. The snowtroopers are armed only with blaster pistols (already set on stun).

Admiral Lorax's Tactics

Admiral Lorax is getting on in years. He would like to die in his bed, and he is not armed, so he mainly takes cover during the fight. However, if any snowtroopers in his line of sight are not gaining the benefit of Captain Piedell's Born Leader or Coordinate talents, Lorax uses his own talents to help those snowtroopers.

If Captain Piedell is in Lorax's line of sight, Lorax uses his own Trust ability to grant the captain an extra standard action (assuming it would not be more efficient to just use Trust on one of the snowtroopers).

The Guests' Tactics

The other guests are not interested in fighting. They look for cover or exit the room as quickly as possible. Any protocol droids in the room during a fight attempt to restore calm—at least, until they are attacked, at which point they leave as well.

Features of the Area

Moff Zerex's home has the following features.

Illumination: Any area occupied by a character is well lit, unless otherwise noted. The entry is also well lit.

Doors: The doors to the bedroom and the master suite also have strong locks (DC 25 Mechanics check; DR 5, hp 30). The doors from the laundry to the study, from the laundry to the landing pad, and from the entry to the landing pad, are somewhat more secure (DC 30 Mechanics check; DR 6, hp 50).

Windows: The only windows in Moff Zerex's home are on the upper level, in the bedroom and the drawing room. Both of these large windows are made of extremely strong transparisteel (DR 5, 30 hp).

Study: Captain Piedell is using the study as a command center for the party, assisting Siefel with the security by monitoring the areas that lead to the outside of the house (the entry, the laundry, and the landing pad).

Dining Room: The dining room is lit by candles, giving it only shadowy illumination.

Library: Moff Zerex uses the library for private conversations during the party, during which he dismisses the snowtrooper. (The snowtrooper stands in the doorway in the dining room at these times.)

Drawing Room: The drawing room is dimly lit, giving it only shadowy illumination.

Bedroom: The bedroom is dimly lit, giving it only shadowy illumination. When Klorma Draill is not present, however, the room is unlit.

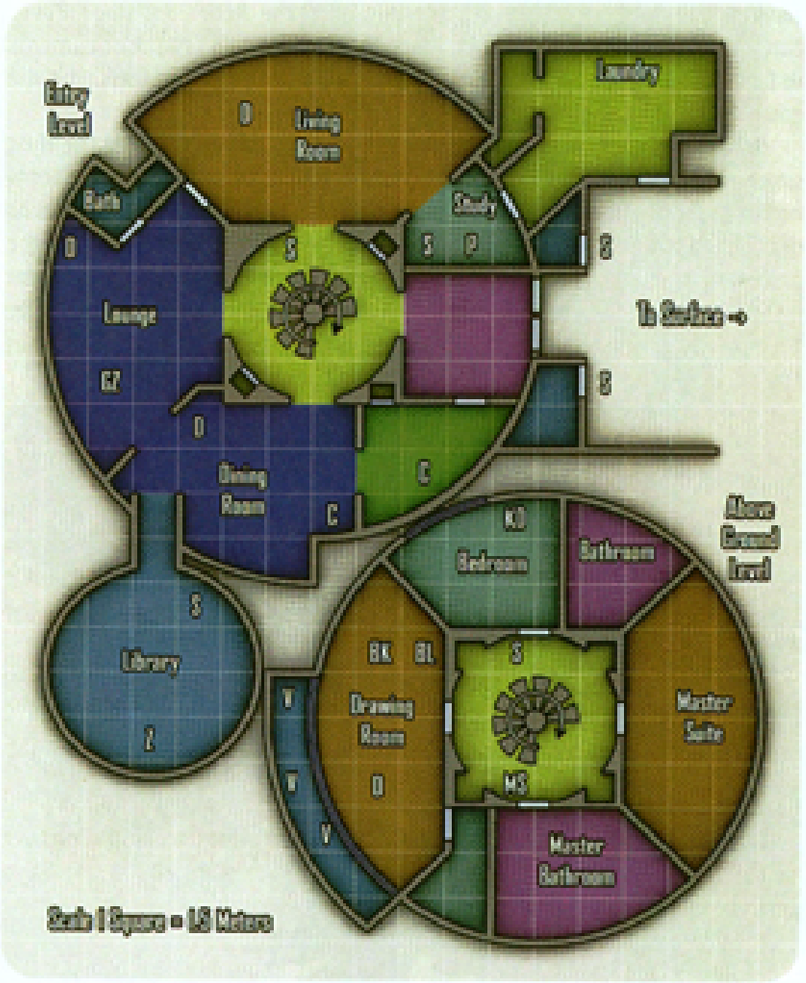
Master Suite: Moff Zerex's bedroom is not lit during the party.

Laundry: If the heroes want to cut the power to the Moff's home for any reason, they can do it from here with a successful DC 20 Mechanics check (or just by destroying the conduit panel, if they do not feel the need to be subtle).

Conclusion

If the heroes get into a battle in the Moff's home, their plan likely fails—particularly if they battle with Zerex. They must make a Persuasion check against Zerex's Will Defense to be allowed to remain at the party. Zerex begins at unfriendly (or hostile if they fought with him), and if the heroes cannot restore his attitude to friendly or better, he demands that they leave.

If the heroes catch Zerex in a compromising position and successfully deliver the recording to Draba, Zerex is most displeased. He sees to it that the heroes are exposed for any past crimes he knows about (for example, any he hired them to do but which cannot be directly traced back to him) and arranges for them to be declared wanted criminals. His ultimate goal is to have them sent to the spice mines of Kessel, where he hopes they suffer long and hard before finally expiring.



Mini-Adventure #5: Breaking and Entering

"Breaking and Entering" is a mini-adventure designed for 8th-level heroes. It presents the heroes with a classic burglary scenario in which they have to get past alarms, security guards, and a locked safe—and then get back out again.

Adventure Outline

A Hutt crime lord named Draba contacts the heroes about some valuable documents that she would like stolen from an Imperial bureaucrat named Narp Pilyev, who himself "appropriated" them from the Imperial Navy. These confidential documents are worth millions to the Rebellion; since Pilyev cannot contact the Rebel Alliance himself, he is trying to sell the documents to Draba. His asking price is a bit steep, though, so Draba just feels that she could acquire them more cheaply through burglary.

Draba tells the heroes that Narp Pilyev lives on Coruscant, and the Hutt suspects that Pilyev is keeping the documents hidden somewhere in his penthouse apartment, in a part of Coruscant popular with middle-level Imperial officials. Unfortunately, she does not know this for sure, and she needs the heroes to locate the documents—and quickly. Pilyev has stated plainly that if Draba is not willing to meet his price within five days, he is going to offer them to another buyer. Draba can keep Pilyev on the hook for a while, but she needs the heroes to complete the job before that deadline.

Pilyev's penthouse has a high level of security, including alarms, droids, and private security guards. Although the heroes can probably just storm the place, blow open the safe, grab the documents, and disappear into the depths of Coruscant before the police arrive, Draba needs them to be more subtle. Draba does not want Pilyev to discover the theft until he opens his safe to remove the documents. She is so adamant that the heroes handle this burglary delicately, in fact, that she says that if Pilyev ever connects the theft to her, she will put a high price indeed on the heroes' heads.

If the heroes can pull off this job in the next five days, Draba agrees to pay them 250,000 credits.

Researching the Job

To successfully steal the documents, the heroes need to know everything possible about Pilyev and his penthouse—particularly, exactly when the place is least occupied, and exactly where the safe is—and so they have to do a little research. The specific elements of the job are detailed below.

Surveilling the Penthouse

To determine the best time to enter the penthouse, the heroes need to watch it for a few days, until they have a solid idea of Narp Pilyev's schedule and habits. The heroes can rent an apartment with a view of Pilyev's home for 1,000 credits per day (it is a well-off neighborhood, after all), allowing them to make two DC 20 Perception checks for each day of surveillance. (They gain a +2 circumstance bonus on their Perception checks if they rent an additional apartment with a view of the other side of the penthouse.) After five successful checks, the heroes can determine the optimal time to enter the penthouse, when Pilyev should be gone for 2 hours. (However, see "Conclusion" on page 179 for more information.)

Alternatively, the heroes can arrange an emergency that gets Pilyev out of his penthouse long enough for them to steal the documents. However, if this emergency threatens the penthouse itself (such as a false fire alarm), Pilyev takes the documents with him. If this isn't possible, he checks on them as soon as he returns.

The Floor Plan

Obtaining a floor plan is not crucial, but it can help. If the heroes make a successful Gather Information check (DC 25, plus 5,000 credits in bribes) or if they make a successful DC 25 Perception check while surveilling the house (see above), draw the floor plan for the heroes well before the encounter begins.

If the heroes succeed on either of these checks by 5 or more, tell them about the alarms on the external doors (but not the one on the safe).

Security Systems

Pilyev has been a bit more paranoid about home security since he pilfered the confidential document, so he has installed more complex locks throughout his home. All external doors and the door to the master bedroom require a DC 25 Mechanics check to disable; all other internal doors require a DC 20 Mechanics check to open. (Remember that attempting to leave no trace increases the DC by 5.)

Additionally, all the external doors are equipped with alarms. If the heroes fail a Mechanics check to open a door, a silent alarm alerts the guards in the security center, who notify the police before responding themselves. Pilyev's safe is likewise equipped with an alarm.

The heroes can detect and disable these alarms before attempting to open the door. The heroes can find an alarm mechanism with a DC 25 Perception check and disarm it with a DC 25 Mechanics check.

Guards

Pilyev has hired two full-time private security guards since he approached Draba. These two monitor the penthouse from the security center, primarily watching the front door (and part of the garden) and the veranda outside the master bedroom. One of the guards patrols the house—moving clockwise through the rooms—every fifteen minutes. The guard moves at half speed, entering each room except the master bedroom (where he checks the lock on the door).

Treat the two security guards as security officers (page 122) armed with subrepeating blasters (page 50).

Droids

Pilyev also has two IG-100 series MagnaGuard droids walking continuous clockwise patrols along the paths indicated on the map (at a speed of 3 squares per round). They pause for one round to scan their surroundings at the points indicated on the paths. If a droid detects an intruder, it alerts the guards and attacks.

The heroes can learn the routes and schedules of the guards and the droids with a successful Gather Information check (DC 25, plus 5,000 credits in bribes), or if they make a successful DC 25 Perception check while surveilling the house (see above).

The Safe

The heroes can learn the rough location of the safe (in the master bedroom) with a successful Gather Information check (DC 30, plus 5,000 credits in bribes), or if they make a successful DC 30 Perception check while surveilling the house (see above). If the heroes succeed on the Gather Information check by 5 or more, or succeed in entering the house while Pilyev is accessing the safe, they can learn the safe's exact location: behind a false section of wall in the master bedroom.

Pilyev changes the safe's combination whenever the mood strikes him, so the heroes must either break the safe open or figure out the passcode based on the hint he left himself (see the description of the sitting room in "Features of the Area" on page 179).

The Get-Away

The hardest part of any burglary is getting away with the goods. The heroes have two obvious options, though the Gamemaster should be prepared for any other option the heroes devise.

Exfiltration: The heroes can try to avoid the security measures and exit the way they came in. This has the advantage of allowing them to reset any disabled alarms as they depart.

Dust-Off: The heroes can arrange to have someone in an airspeeder pick them up, either on the landing pad, or off the veranda. In either case, they need to avoid the MagnaGuards as well as sneak past the security cameras (see "Guards" above).



Encounter: The House of Pilyev

Challenge Level 8

This encounter serves as the climax of "Breaking and Entering," the mini-adventure introduced on the previous two pages.

When the heroes arrive at Narp Pilyev's penthouse, one security guard is in the security center, and the other is in the living room (watching a Podrace telecast). The IG-100 Series MagnaGuard outside is at the position indicated on the map, moving toward the landing pad; the MagnaGuard inside is just leaving the sitting room.

The heroes might begin anywhere on the map, provided it is outside the actual penthouse (on the veranda or landing pad), unless they have arranged to get inside the penthouse somehow (by using disguises, for example).

Read-Aloud Text

When the heroes arrive at the penthouse, but before they enter, give them a quick overview of the current positions of the guards and droids.

Outside the penthouse, one of the IG-100 MagnaGuard droids is slowly walking from the veranda toward the empty landing pad. Light is coming from the inside of the building: Someone is in a small, well-lit room at the back of the house, and a large viewscreen appears to be displaying rapidly moving images in a large room opposite the garden.

If the heroes have a floor plan of the penthouse, they can identify these rooms as the security center and living room, respectively. Further, if they have line of sight to the sitting room or dining room, they can make a DC 25 Perception check to notice the MagnaGuard passing between the two rooms, en route to the front hallway. Another Perception check at the same DC reveals the security guard in the living room.

Statistics for the IG-100 Series MagnaGuard appear on pages 201–202 of the Saga Edition core rulebook. For the security guards, use the security officer statistics on page 122.

Features of the Area

Pilyev's penthouse has the following features.

Illumination: If the heroes enter the penthouse at night, only the security center is well lit. Every other room is dark, but some light filters in from the city outside (providing shadowy illumination). The living room is also well lit while the security guard is inside watching the podrace; otherwise, it has shadowy illumination as well.

Windows: The windows of Pilyev's home are made of durable transparisteel. They have DR 5 and 30 hit points.

Cameras: The cameras in the penthouse are mounted 2 meters high on the walls and cover a 90-degree arc, radiating out from the point indicated on the map. For example, the camera outside the living room scans the hallway leading to the front door; the one outside the master bedroom scans the veranda, but the area outside bedroom 2 and bedroom 3 is out of its line of sight. All the cameras have lenses that provide them with low-light vision.

Sitting Room: Narp Pilyev uses this room as his study (having few guests to entertain). The walls are lined with shelves of old-fashioned flimsiplast books. On a small lectern is a book of Imperial trade regulations (Pilyev's field of expertise), open to a rule regarding the disposition of animals other than livestock transported from inside Hutt Space without a license. This is not negligence on Pilyev's part; the reference number of this regulation (Section 919.88.101) is the current combination to Pilyev's safe. Allow the heroes to make a DC 30 Perception check to notice that there is something unusual about this one page being so prominently displayed. If the heroes do not think to note the reference number and cannot return to this room to check, allow the heroes to make a DC 30 Knowledge (bureaucracy) check to recall the number.

Security Center: One of the two security guards sits in here, monitoring the security cameras. A transceiver on the desk allows the security guards to contact the Coruscant police as two swift actions. Every 15 minutes, this guard goes to the living room to scold the other guard for not conducting his patrol on schedule. For 1d4+1 minutes during this time, he is not paying attention to the monitors.

Living Room: The other security guard is here watching a Podrace telecast. As a result, this guard patrols the house every 1d6+15 minutes (rather than every 15 minutes).

Garden: The garden provides abundant hiding places, though the camera in the corner still has a good view of the fountain and the front hallway. Between the foliage and the noise the fountain makes, Stealth checks here gain a +2 circumstance bonus. Entering the penthouse through the garden, however, leaves footprints on the carpets inside.

Features of the Area Con'd

Master Bedroom: Locating the false wall that conceals the safe requires a DC 20 Perception check. A successful DC 15 Mechanics check reveals the safe and its passcode entry pad.

Safe: Opening the safe without the passcode requires a DC 40 Mechanics check, or the heroes can destroy the safe door (DR 10, hp 120)—though the latter act also destroys the document inside. If the heroes have not disarmed the alarm, opening the safe without the passcode sets it off, alerting the security guards and the MagnaGuard droid inside the penthouse.



Conclusion

The heroes have no way of knowing this when they go in, but Narp Pilyev has altered his schedule tonight, and returns home in 90 minutes instead of two hours. For each success fewer than 5 the heroes achieved on their surveillance (see "Surveilling the Penthouse" on page 176), deduct 10 minutes from this time. So, for example, if they achieved only two successes, Pilyev returns after 60 minutes; even if they got at least five successes, Pilyev still arrives at his penthouse after only 90 minutes.

Should Pilyev return while the heroes are still in his home, he checks in with the security guards. Discovering that one is watching sports instead of guarding his house, Pilyev spends one minute berating the negligent guard, after which he goes to check his safe. The heroes have about two minutes, all told, before Pilyev reaches the master bedroom. If Pilyev catches the heroes anywhere in the house, he alerts the guards (though he makes a grab for the documents, if the heroes plainly have them). Treat Narp Pilyev as an unarmed Imperial officer (see page 284 of the Saga Edition core rulebook for statistics).

If the security guards or the droids catch the heroes in the house at any point, they attack. One guard runs to the security center as soon as possible to summon the Coruscant police (treat as security officers, page 122), who arrive thirty rounds later.

To avoid alerting Narp Pilyev that he has been robbed, the heroes need to erase the evidence of their presence. Allow them to make Stealth checks, opposed by the Perception checks of the security guards and droids, to hide any signs of their presence. The Gamemaster should determine how many such signs exist, and where they are located. Examples might include footprints on the carpet, disabled security cameras, carbon scoring on the walls, and so forth.

Things are substantially more difficult if the heroes get into a fight with either the droids or the guards. Assuming they do not stun the guards or use ion weapons on the MagnaGuards, they might have bodies to dispose of—which definitely tips off Pilyev that he should check his safe right away. If the heroes stun the guards and avoid the droids, they can make a Deception check against the guards' Will Defense, to convince the guards that they dozed off. This is a moderate deception, or a major deception if the heroes do not move the guards in such a way as to suggest this possibility.

Mini-Adventure #6: The Big Hit

"The Big Hit" is a mini-adventure designed for 8th-level heroes. It makes killers of the heroes as they strive to assassinate an ambitious Imperial Moff before he becomes a Grand Moff.

Adventure Outline

Draba the Hutt has had numerous mutually lucrative business arrangements with Moff Zerex, but she has learned that the Moff has plans to "crack down" on racketeering once he becomes a Grand Moff. This could be just a politician's empty promise, except for the fact that Draba knows that Zerex himself is a racketeer, hiding behind a "law and order" political image while simultaneously using his political connections to conduct his illegal business. As a Grand Moff, he will be able to threaten Draba—if not have her arrested—and the Hutt cannot allow that to happen. She offers the heroes 50,000 credits to assassinate Zerex before he can become a Grand Moff.

Setting Up the Hit

To pull off the assassination of an Imperial Moff, the heroes must learn where Zerex is going to be, at what time, and what kind of protection he is likely to have. They are also going to need an exit strategy whether they succeed or fail.

Zerex is an elderly, if still mostly vital, Human male, with a thin mustache and a receding hairline that leaves him with a widow's peak. He wears an Imperial uniform, the left breast resplendent with rank insignia.

Tracking the Moff

Locating Moff Zerex is never difficult—he is a public figure, after all—but knowing in advance where he's going to be is a bit trickier. The heroes can make a DC 25 Gather Information check (with 5,000 credits worth of bribes per check) to learn what his schedule is leading up to the inauguration.

Once they have this data, the heroes can make a DC 15 Knowledge (tactics) check to determine that, between now and the inauguration, the Moff is going to be deep inside highly secure Imperial military installations for the next several days. Then, Zerex flies to Borleias for the ceremony. He arrives the day before and stays overnight at the luxurious Royal Hotel.

Casing the Royal Hotel

The Royal Hotel caters to the ultra-rich—Imperial luminaries in particular. The owners of the Royal pride themselves on two facts: the hotel's picturesque location on a beautiful, sunset-facing beach, and the hotel's tight security.

The climate on Borleias being what it is, the hotel does not bother with external doors; anyone can walk right into the lobby. The interior has doors on offices, closets, and, of course, guest rooms, all of which require a code cylinder to open (DC 25 Mechanics check; DR 5, hp 20).

The heroes can make a DC 20 Gather Information check (plus 2,000 credits in bribes) to get a copy of the hotel's floor plan, including the areas that are normally restricted to employees only. Alternatively, the heroes can physically reconnoiter the hotel; a successful DC 15 Perception check gives them a good idea of where the entrances and exits are. In either case, if the heroes have obtained a floor plan, draw the map for the heroes well before the encounter begins. If the heroes have a copy of the floor plan that includes the employees-only sections, they gain a +2 circumstance bonus on Knowledge (tactics) and Stealth checks that involve using those sections.

Should the heroes fail the Gather Information check by 5 or more, or if they attempt to enter restricted areas during their physical reconnaissance, they are approached by hotel security (two officers for each hero involved), who attempt to take them into custody in a windowless conference room in the bowels of the hotel. The security chief questions the heroes on who they are, whether they are natives of Borleias, the reasons for their interest in the hotel, and so on—all while his subordinates verify the heroes' identities (and check for criminal or anti-Empire histories) on the HoloNet. The heroes must defeat the security chief with a Deception check against the chief's Will Defense to avoid arrest by Imperial authorities. If the heroes succeed but do not beat the chief's Will Defense by 5 or more, he has them banned from the Royal Hotel instead of having them arrested. If the heroes were carrying no suspicious equipment (such as unlicensed equipment or any weapons) and did not resist, this is a simple deception (+5 on Deception checks); otherwise, it is at least a moderate deception, or difficult (–5 on Deception checks) if carrying any unlicensed or illegal equipment.

Treat hotel security guards as security officers (page 122) and the security chief as an inspector (page 123).

Getting On Site

Although the heroes can easily get onto the grounds of the Royal Hotel at nearly any time before the arrival of Moff Zerex, if they try to get into the hotel (or even within 500 meters of it) on the day of the Moff's arrival, they must avoid a platoon of stormtroopers. If the heroes try to enter the hotel by any entrance other than the lobby, they must bypass (or overcome) two stormtroopers. Should they try to enter through the lobby, they have at least twenty stormtroopers outside the hotel, and another twenty stationed around the lobby (see the map on page 183).

Registered Guests

The heroes can book rooms at the Royal Hotel, but if their stay includes either of the two days Zerex will be visiting, they will be quietly investigated by the Imperial officer leading the platoon assigned to Moff Zerex. If this background check turns up any irregularities, the heroes are allowed to stay right up until the morning of the Moff's arrival—at which point they are awakened before sunrise and informed by hotel security that they are no longer welcome at the Royal Hotel. They are allowed to dress and gather their belongings (under the watchful eye of the security guards), but, while the hotel staff apologizes perfunctorily for the inconvenience, under no circumstances does the Royal Hotel allow the heroes to stay longer than another half an hour.

Hired Help

Another option is for the heroes to take jobs at the Royal Hotel. Employment there also requires a background check—particularly with the Moff's impending visit—and, if the heroes do not pass, the heroes are neither hired nor allowed on hotel premises again.

Getting Out Again

If the heroes perform the actual assassination from inside the Royal Hotel, they might have to fight their way out—though a good Deception or Stealth check can get them outside without striking a single blow. The heroes have a few options, though the Gamemaster should be prepared for any other plan the heroes devise.

Diversion: The heroes can activate a fire alarm to create panic and confusion and provide them with cover for escaping the building. If the Moff is alive at this time, he will be rushed to a waiting landspeeder—an excellent opportunity to take him out.

Hiding: If the heroes have successfully cased the Royal Hotel, they gain a +2 circumstance bonus on Stealth checks to avoid the inevitable search for the Moff's assassin. If the heroes were able to access the restricted access areas, the circumstance bonus increases to +4.

Flight: The heroes can also stage a rapid "hit-and-run" tactic on the Moff, killing him as quickly as possible and then running. If the heroes have successfully cased the hotel, they gain a +2 circumstance bonus on any Initiative checks they must make when confronted by stormtroopers guarding the exits.

Sniping: If the heroes decide the hotel is too secure, they might decide to attack the Moff when he first arrives and exits his landspeeder. A DC 25 Stealth check gets the heroes within 200 squares (long range for a rifle), and a DC 25 Perception check is needed to identify the Moff at that range (assuming they use electrobinoculars or a targeting scope). The Moff will have cover and concealment due to the stormtroopers around him, and the heroes will have only two full rounds before the Moff is rushed to safety.



Encounter: Killing Time

Challenge Level 8

This encounter serves as the climax of "The Big Hit," the mini-adventure introduced on the previous two pages.

This encounter assumes that the heroes stage their attack on Moff Zerex in the lobby of the Royal Hotel—when he is at his most vulnerable. If the heroes set up their attack anywhere else, the Gamemaster will have to improvise the map and the setup, though the majority of the particulars remain the same.

The heroes can arrange to be anywhere in the lobby or outside the lobby (allowing them to come in by one of the entrances). Moff Zerex (Z) begins in the position indicated, along with his Imperial officer aide (I), stormtrooper bodyguards (S), and the manager of the Royal Hotel (M). Hotel staff (C) and hotel security officers (O) are also indicated on the map.

Read-Aloud Text

After Moff Zerex exits his landspeeder and walks to the hotel—between two rows of stormtroopers standing at attention—he stops at the head of the stairs, where the Royal Hotel's manager is waiting to greet him.

Moff Zerex comes to a halt at the head of the steps leading up from the beachfront road to the hotel's main entrance. A distinguished-looking man—the hotel's manager—extends his hand in a warm greeting, and the two men pause to chat. The manager gestures, clearly pointing out the Royal Hotel's features and amenities, and Zerex smiles as though he's interested.

Assuming the heroes do not act immediately, the manager accompanies Zerex inside.

After a few minutes of admiring the view and making small talk, Moff Zerex and the hotel manager turn and enter the hotel lobby, heading for the central rotunda.

Moff Zerex

Zerex began his career as an Imperial supply officer and parlayed that into a career of crime, including spice-smuggling, gambling, and numerous other vices. He realized that he could make much more money—legally, at that—pursuing a career in politics instead, and, after a few years, found himself appointed governor of Ord Adinorr. However, it was not long before he decided that he could make even more money, and work less, if he were a Moff, and so began using his contacts—both criminal and legitimate—to put himself in a position to be appointed to the post when the Meridian Sector's previous Moff "decided" to retire early. Never satisfied with power, Zerex soon set his sights on the rank of Grand Moff, and, after only a few months, his dream is coming true.

Moff Zerex (Z) **CL 7**
Medium Human nonheroic 4/noble 4/crime lord 2
Destiny 1; **Force** 4; **Dark Side** 11; Strong in the Force
Init +5; **Senses** Perception +12
Languages Basic, Bothese, High Galactic, Huttese

Defenses Reflex 19 (flat-footed 19), Fortitude 17, Will 23; command cover +1, Inspire Fear II
hp 33; **Threshold** 22

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged sporting blaster +7 (3d4+3)
Base Atk +7; Grp +7
Special Actions Impulsive Flight

Abilities Str 8, Dex 11, Con 10, Int 17, Wis 15, Cha 18
Talents Connections, Inspire Fear I, Inspire Fear II, Wealth
Feats Improved Defenses, Improved Damage Threshold, Impulsive Flight, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [social sciences], Persuasion), Skill Training (Knowledge [social sciences]), Strong in the Force, Weapon Proficiency (pistols)
Skills Deception +19, Gather Information +19, Knowledge (bureaucracy) +18, Knowledge (social sciences) +18, Perception +12, Persuasion +19
Possessions sporting blaster, comlink (encrypted), code cylinders, credit chip

Zerex's Tactics

Zerex lets his stormtroopers coordinate his escape from the assassination attempt, though, if given an opportunity, he draws his sporting blaster and puts up a fight.

Stormtrooper Tactics

Once anything out of the ordinary occurs, the stormtroopers try to accomplish two goals. First, every stormtrooper within 6 squares of Moff Zerex rushes to his side, to get in the way of attacks (and allowing him to take advantage of his Command Cover ability). They then rush him away from the scene as quickly as possible (see "Conclusion"). Second, at least two stormtroopers cover each exit, allowing no one in or out.

If the stormtroopers see anyone armed with a weapon, either before or after the assassination attempt, they open fire.

Conclusion

If the heroes attempt to assassinate Moff Zerex and fail, his Imperial stormtrooper bodyguards rush him out of the Royal Hotel in a landspeeder, into a heavily guarded Imperial research facility about 80 kilometers away, then off Borleias aboard an Imperial Assault Shuttle, and from there to Coruscant, where he is inaugurated the next day.

Should the heroes succeed in killing Moff Zerex, however, and escape of the Royal Hotel without being arrested or killed by the stormtroopers, they still have to flee Borleias before the investigation into the Moff's death leads the Empire to their doorstep. Leaving immediately attracts attention, and two TIE fighter squadrons lift off and pursue the heroes until they enter hyperspace. Even though their main job is to bring the heroes back to the planet surface (and into custody), they are content to blow the heroes out of the sky—or, failing that, to at least transmit the transponder codes from the heroes' ship back to their base, so that the Empire knows who to look for later.

On the other hand, the heroes can lay low on Borleias for a few days until the heat is off, then depart as normal, without attracting too much suspicion. When the heroes do attempt to leave, they are questioned by customs officers (treat as inspectors, page 123) stationed at every spaceport and docking bay (along with a squad of 10 stormtroopers). The heroes' Deception check must beat the officer's Will Defense; if the check fails, the stormtroopers attempt to arrest the heroes—using lethal force, if necessary. The heroes gain a +2 circumstance bonus on their Deception check if they were not physically nearby during the Moff's assassination (for example, if they shot him with a sniper rifle, or if they planted a bomb in the hotel lobby); this bonus increases to +4 if the heroes assassinated Moff Zerex using a subtle method (such as poison).

However, for each day that the heroes tarry on Borleias, make a Gather Information check for the inspectors investigating the Moff's death. The base skill modifier for this check is +13, but the inspector takes a –2 penalty on his check if the heroes were not on site for the assassination, or a –4 penalty if the heroes used a subtle method.

With a Gather Information check result of 20 or more, the inspectors decide that the heroes are suspects. With a second Gather Information check against DC 25, the inspectors locate the heroes on Borleias and swoop in with three squads of stormtroopers to arrest them.

Features of the Area

The lobby of the Royal Hotel has the following features.

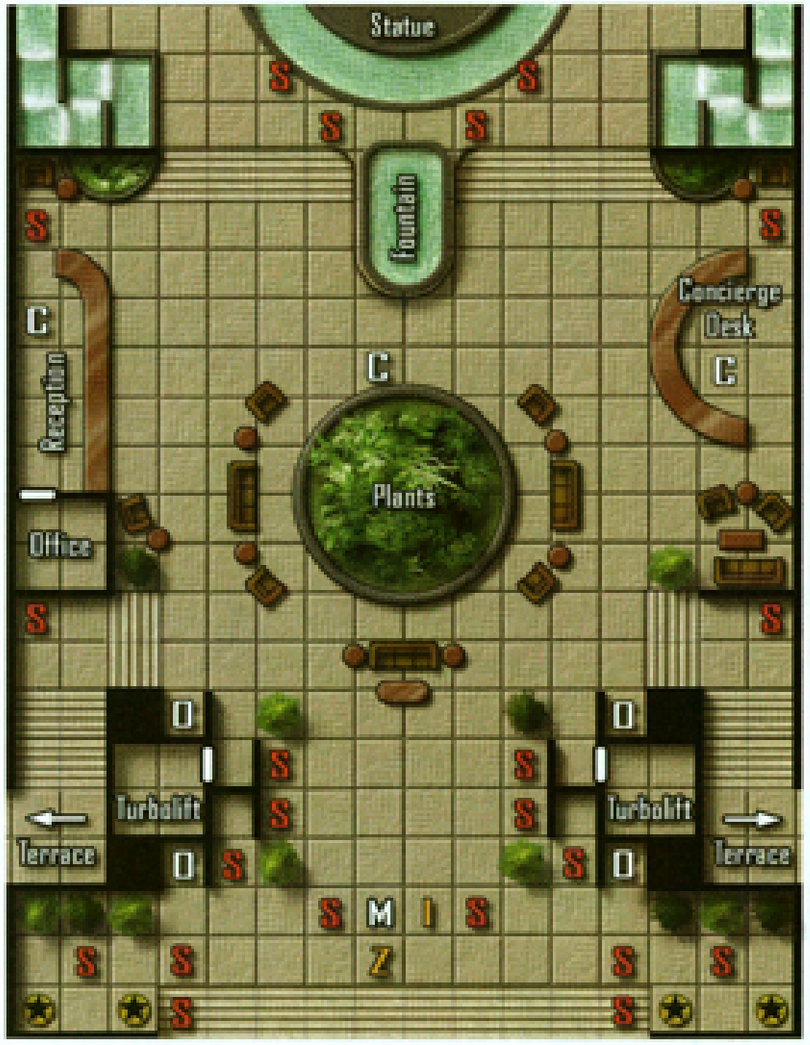
Illumination: The lobby is brightly lit, even at night.

Reception/Concierge Desk: Both provide cover to characters behind them. If the stormtroopers cannot get Zerex out of the building for some reason, they move him into the office behind Reception.

Turbolifts: Calling a turbolift requires 2d6+2 rounds, unless a character is holding the elevator.

Plants: Plants in the lobby provide concealment.

1 square = 1.5 meters



Mini-Adventure #7: Escape or Die

"Escape or Die" is a mini-adventure designed for 10th-level heroes. It details what happens when the heroes are convicted and sent to the spice mines of Kessel—and gives them a slim chance to get out.

Adventure Outline

The law has finally caught up to the heroes, and they have been sentenced to years of hard labor in the spice mines of Kessel. The work is grueling, and the conditions intense—and things are not improved by the fact that one of the other prisoners, an Ubese bounty hunter named Solvek, has a history with the heroes, and does his best to make their lives miserable . . . if not get them killed.

This adventure begins with the heroes already on Kessel, though the Gamemaster might wish to set up the events that led to their incarceration.

Conditions on Kessel

Kessel is a harsh world with little breathable air aside from that provided by the atmosphere factories on the surface; a breath mask is required to travel anywhere on the surface. Ancient ruins and tombs—believed to be of Sith origin—dot the landscape, though most have long since been looted of anything valuable. The planetoid has virtually no indigenous lifeforms, the major exceptions being a species of skeletal, avian beasts that occasionally attack prisoners who stay out in the open for too long—and the spice spiders that live in the mines, creating glitterstim spice.

In the Cells

The unfortunate criminals who are sent Kessel spend most of their time in the mines, but when they are off shift, they eat and sleep in barracks located about 10 meters below the surface. Each cell block houses up to 200 inmates, gathered together into one large room. The only separation between prisoners is along species lines: the Humans stay out of the Gands' part of the barracks, the Gands stay out of the Devaronians' area, the Devaronians stay out of the Wookiees' turf, and so on. Crossing into another species' territory is asking for a brutal beating, at the very least.

Prisoners on Kessel are not supposed to be armed, but most prisoners have at least a makeshift knife kept in or near their bunk (and definitely within reach while sleeping). These weapons appear when a prisoner has been marked for death by other prisoners, disappearing again with the help of the attacker's comrades.

Treat other inmates as thugs, Rebel troopers, elite Rebel troopers, and assassins (see Chapter 17 of the Saga Edition core rulebook for statistics). These inmates are armed only with knives.

Inside the Mines

Kessel's glitterstim mines consist of a network of small, dark, and stifling tunnels that extend for miles beneath the surface, including several sublevels, connected by grimy industrial turbolifts. The tunnels are only about 2 squares wide, extending to 4 squares at intersections. The atmosphere is slightly toxic: Every hour that a character without a breath mask is exposed to it (which includes virtually all the miners), make an attack roll (1d20+1) against that character's Fortitude Defense. If the attack succeeds, the character takes 1d6 damage and moves –1 persistent step on the condition track. If the attack misses, the miner takes no damage. The persistent condition is removed by breathing a normal atmosphere for one full hour (such as using a breath mask or returning to the prisoner barracks).

Energy Spiders

Even though glitterstim is created from their sticky webs, energy spiders, also known as spice spiders, are a constant threat to the miners on Kessel. They infest subterranean areas and are attracted by light and energy. They attack by means of hurling loops of sticky webbing at their victims, then reeling them in to deliver a sting that slowly drains the life energy out of the hapless victim. They are usually encountered in groups of 1 to 3.

Energy Spider **CL 5**
Medium subterranean beast 6
Init +12; **Senses** darkvision; Perception +4

Defenses Ref 19 (flat-footed 15), Fort 12, Will 11; natural +5
hp 39; **DR** 5; **Threshold** 12

Speed 6 squares, climb 6 squares
Melee sting +6 (1d4+2 plus life drain)
Ranged web snare +8 (grapple +8)
Fighting Space 1 square; **Reach** 2 squares
Base Atk +4; **Grp** +8
Atk Options Pin, Trip
Special Actions life drain

Abilities Str 15, Dex 18, Con 14, Int 3, Wis 13, Cha 7
Feats Pin, Skill Training (Initiative), Trip
Skills Climb +5 (can reroll, can take 10 when threatened), Initiative +12, Stealth +12

Web Snare—An energy spider can shoot a bundle of webbing up to 6 squares as a ranged grapple attack. If it succeeds, the energy spider pulls the target into its square as a standard action by succeeding on an opposed grapple check. The target can free itself with a successful opposed grapple check (as with any other grapple), or it can attempt to destroy the webbing. The webbing has 5 hp, DR 15/slashing, and break DC 25.

Life Drain—Any living creature damaged by the energy spider's sting attack also moves –1 persistent step on the condition track. A living creature reduced to 0 hp by this attack is killed automatically, but that creature may spend a Force Point to instead be unconscious.

The prisoners use industrial mining drills to break up the ore and get at the raw glitterstim spice. These bulky tools require a heavy battery backpack to operate and are kept in the mines at all times. A mining drill wielded as an improvised weapon deals 2d10 damage (piercing and slashing); any prisoner caught using a mining drill as a weapon is immediately shot.

The Guards

The guards at the prison have statistics comparable to heavy stormtroopers (see page 279 of the Saga Edition core rulebook) except that they carry 3 stun grenades instead of explosive charges. They stun prisoners who get out of line, but they don't hesitate to switch to normal damage if the stun setting seems ineffective.

If the guards have any doubt as to which prisoner committed a given offense, they execute the suspects on the spot and put the rest of their work gangs on half rations for a week or so, to send the message that resistance is not tolerated.

Getting Off Kessel

The Gamemaster can use the following encounters to detail all the steps necessary in escaping from Kessel, or use them as a basis for making up his own procedures.

Making Friends

A successful Persuasion check can improve the attitude of other prisoners (Will Defense 20), roping them into the heroes' escape plans. Inmates of the same species start as indifferent; inmates of other species start as unfriendly. If the heroes promise to help the inmates escape, they gain a +2 circumstance bonus on their Persuasion checks.

Bribes

Although the stormtrooper guards are immune to bribery, the prison doctor and the supply shuttle pilots are not. If the heroes can slip some glitterstim past the guards (Stealth check opposed by the guards' Perception check), they can use it to bribe the support staff into providing small favors, such as providing the heroes with medpacs or even smuggling messages or goods to and from the outside.

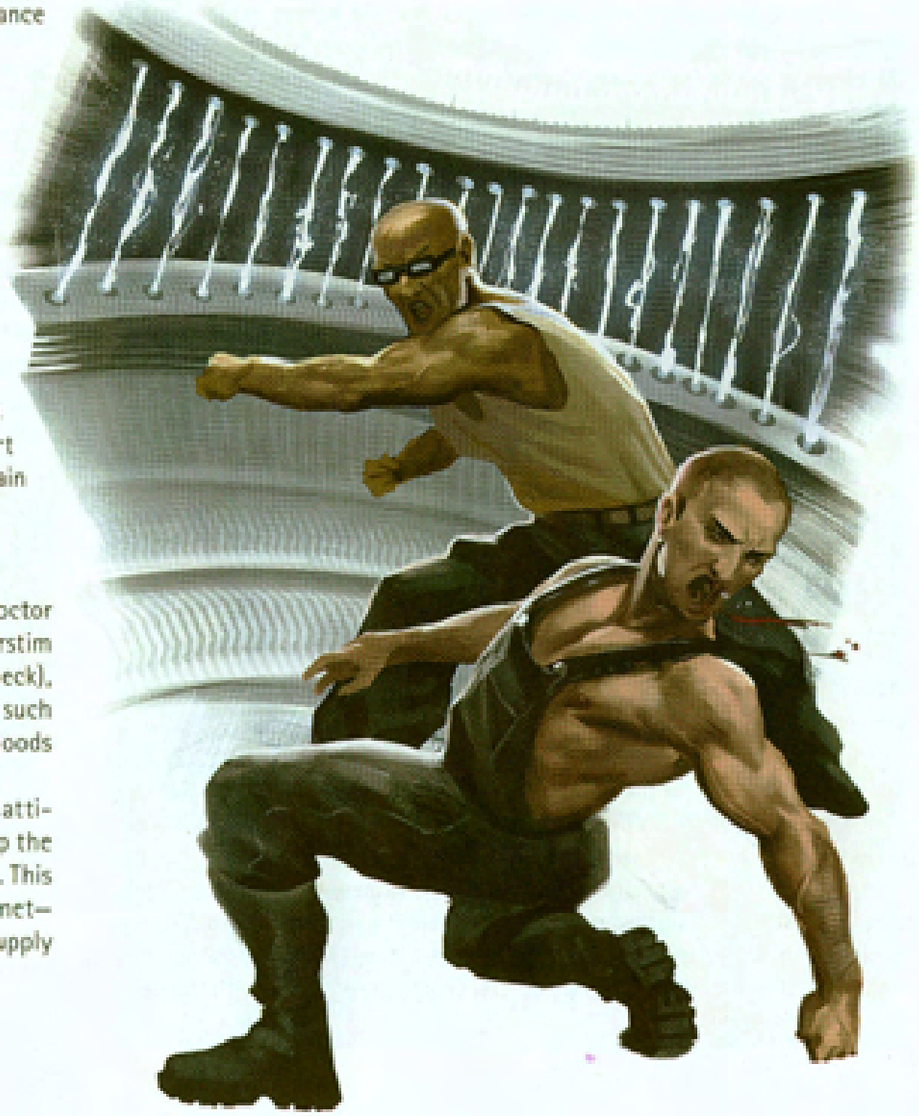
Support staff start as unfriendly, but if the heroes change their attitude from unfriendly to helpful, the doctor or a pilot might even help the heroes escape (provided the act does not put them in mortal danger). This includes a pilot using his supply ship to carry the heroes off the planet—though the heroes still need to reach the landing field when the supply ship touches down.

Establishing Dominance

The heroes can seize control of one of the prison's gangs by intimidating, beating, or killing the existing leadership. Treat a gang leader as a crime lord with a bounty hunter lieutenant (see page 283 of the Saga Edition core rulebook for statistics). Both are armed with hold-out blasters smuggled to them from outside.

Solvek

Eventually, the bounty hunter Solvek sends two of his lieutenants and half a dozen of his low-level "soldiers" (treat as Rebel troopers) to take out the heroes. Solvek's "troops" attack the heroes during one of their rare rest periods, in the landing field outside the mine entrance (see the map, below). Solvek himself waits in the infirmary, feigning illness, so that he can have one last chance to murder the heroes if they come in incapacitated.



Encounter: Chaos on Kessel

Challenge Level 10

This encounter serves as the climax of "Escape or Die," the mini-adventure introduced on the previous two pages.

Once the heroes have bribed a supply shuttle pilot into being helpful, he agrees to land his shuttle on the landing pad during the heroes' next rest period, load as many inmates as he can aboard, and fly them all to Nar Shaddaa. Because landing without authorization will draw fire from the guards in the towers, though, he insists that the heroes stage a riot to distract the guards. Unfortunately, Solvek and his gang take advantage of the chaos to settle the bounty hunter's score with the heroes.

Set up the map as indicated. The heroes can set up anywhere in the landing pad, inside the fences.

Read-Aloud Text

The action begins when the landing pad controller notices an inbound shuttle and relays this information to the guards.

Your rest period on the landing pad is interrupted by a strident alarm, accompanied by a guard's voice on the loudspeaker. "All inmates exit the landing pad immediately!" That's the signal—the prisoners nearest the guards rush the gates, trying to batter their way through.

Across the landing pad, you see the bounty hunter, Solvek, motion to his cronies. They begin moving toward you.

Solvek, Imprisoned Bounty Hunter

Solvek once worked for Draba the Hutt, but when Draba started using the heroes to pull the more lucrative jobs, Solvek had a falling-out with Draba—in which Draba tried to feed Solvek to a nexu. After escaping Draba's clutches, Solvek tried working for the Empire but made the mistake of taking a job with Governor Zerex. Learning of Solvek's grudge against Draba and the heroes, Zerex decided he no longer needed the bounty hunter's services and had him arrested on trumped-up charges and sent to rot in the spice mines on Kessel. Once he learned what prompted his arrest and incarceration, Solvek added Zerex to his hate list.

Solvek (S) **CL 10**
Medium Ubese soldier 4/scout 3/bounty hunter 3
Destiny 2; **Force** 5; **Dark Side** 5
Init +14; **Senses** Perception +16
Languages Basic, Huttese, Ubeninal, Ubese

Defenses Ref 28 (flat-footed 24), Fort 25, Will 21
hp 107; **Threshold** 25

Speed 6 squares
Melee knife +10 (1d4+5, Devastating Attack)
Ranged hold-out blaster +13 (3d4+5, Devastating Attack) or
Ranged hold-out blaster +13 (4d4+5, Devastating Attack) with Deadeye
Base Atk +9; Grp +13
Atk Options Aggressive, Deadeye, Hunter's Mark, Point Blank Shot, Precise Shot
Special Actions familiar foe +1, Shake It Off

Abilities Str 10, Dex 18, Con 16, Int 12, Wis 13, Cha 14
Special Qualities special equipment
Talents Acute Senses, Devastating Attack (pistols), Devastating Attack (simple weapons), Hunter's Mark, Improved Initiative, Notorious
Feats Armor Proficiency (light, medium), Deadeye, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Pilot, Survival), Weapon Focus (pistols, simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +14 (can reroll), Perception +16 (can reroll), Persuasion +7 (can reroll when intimidating and take better result), Stealth +14, Survival +11 (can reroll)
Possessions hold-out blaster, knife, breath mask

Solvek's Tactics

Solvek does not have time to be tricky. He sends his troops (Rebel troopers) to grapple the heroes and waits for an opportunity to aim (so he gets the benefit of his Deadeye feat). If the combat comes to him, Solvek tries to keep his opponents flanked between him and his troops.

Guard Tactics

Once the rioting starts, the heavy stormtrooper guards immediately recognize that a prison break might be occurring and make sure that all the doors are locked. The guards on the ground (in the fenced-off areas, or inside the building) hold their stations unless someone gets through the gates, in which case they use deadly force.

The guards in the towers, meanwhile, open fire on any prisoner who is actively engaged in fighting a guard; if no prisoners are in line of sight, the tower guards open fire on any prisoners who do not lie flat on the ground.

Features of the Area

The area around the landing pad has the following features.

Illumination: The landing pad and the interior of the building are well lit, but the tunnels into the mines are not lit at all.

Fences: Most of the fences are electrified, except for at the various gates. Each round a character touches an electrified fence, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 2d6 stun damage and is pushed 1 square directly away from the fence. If the attack fails, the target takes half damage.

Doors: All doors in the facility are locked (DC 25 Mechanics check; DR 5, hp 15).

Gates: Each gate is locked (DC 25 Mechanics check; DR 5, hp 15). A character can attack through the gate at a –2 penalty, or batter down the gate (DR 3, hp 25).

Guard Towers: Once inside, it takes 10 squares of movement to reach the guard platform at the top of the tower.

Assembly Area: The guard stations in the infirmary and processing center look into the assembly area. Anyone in a guard station can remotely unlock the door from this area to the landing pad as a move action.

Processing Center: This area is used for searching prisoners. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Holding Cell: The guards use the holding cell to detain prisoners who have been caught with contraband or who otherwise are in need of disciplinary action. (They keep prisoners here until they establish control over any other prisoners who might still be in the landing pad area.)

Infirmary: This area is used to treat minor injuries (which means applying a medpac and sending the inmate back to work). Inside a locked cabinet (DC 20 Mechanics check; DR 3, hp 10) are a total of eight medpacs. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Surgery: This area is used to treat major injuries and, occasionally, to conduct lifesaving surgery. The prison doctor—treat as a Rebel trooper (see page 280 of the Saga Edition core rulebook) but substitute Treat Injury for Initiative—is normally in here. Unless the heroes have made previous arrangements with him, he leaves as soon as the alarm sounds.

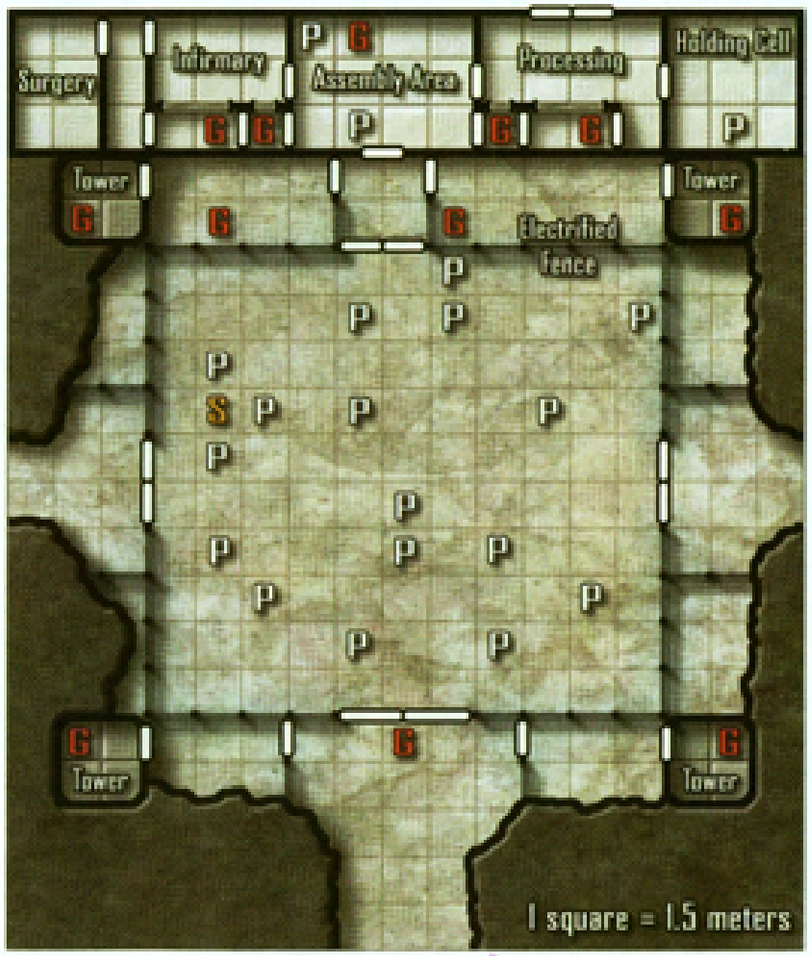
Conclusion

If the heroes can hold out for 15 rounds, the supply shuttle sets down in the center of the landing pad. Treat the shuttle as a LAAT/i gunship, armed only with anti-personnel laser cannons, and with a crew of only one person (leaving room for 35 passengers). The shuttle is equipped with a class 4 hyperdrive.

If Solvek is still alive when the shuttle lands, he tries to board and kill the pilot (treat as a security officer, page 122). Should he succeed, he immediately lifts off and heads for space, even if none of his troops are aboard (or if some of the heroes are). If some of the heroes got aboard, he quickly sets a course for space before dealing with the heroes.

Once the shuttle leaves Kessel—no matter who is piloting—it still has to escape through the Maw Cluster and evade pursuit from Kessel's small fleet of patrol craft. For more information on navigating the Maw, see The Kessel Run (page 92).

G = Guard S = Solvek P = Prisoner



Mini-Adventure #8: Wanted Alive

"Wanted Alive" is a mini-adventure designed for 12th-level heroes. It puts the heroes in the role of bounty hunters tracking down a thief on Nar Shaddaa. Unfortunately, this thief is a shapeshifting Clawdite who fancies himself a Sith Lord.

Adventure Outline

The heroes receive word that Draba the Hutt is offering a 100,000-credit reward for the capture of a thief named Pol Virten, who stole ancient artifacts from the Hutt gangster. Unknown to either the heroes or Draba, however, Virten is not a Human, as he appears, but a Clawdite shapeshifter—and a Sith. Virten wants the artifacts to strengthen his dark side powers, and he hopes that Draba sends bounty hunters after him so that he can try out his new abilities. To that end, he has seen to it that word has spread that he is on Nar Shaddaa, "hiding out" in a casino known as The Kessel Club.

Locating Pol Virten

Although Virten has spread the word of his whereabouts, he has not made it too easy; he is not entirely sure of his new dark side powers, and he worries that bounty hunters will attack him en masse, overwhelming him before he has a chance to strike back. Thus, he has spread rumors that he is on a dozen other worlds, to throw off the scent.

A successful DC 25 Gather Information check (and 500 credits in bribes) puts the heroes on the right track. For each 5 points by which the heroes fail their check, it takes the heroes a few days to track down false leads, and, in the meantime, Virten unlocks another Sith ability (see below). The more the heroes fail, therefore, the more powerful Virten gets—and the harder it is to take him down without killing him (a pleasure Draba wants for herself).

The Sith Artifacts

Pol Virten might be a Sith apprentice, but his powers are still comparatively weak. Most of his abilities come from the Sith artifacts that he stole from Draba: a broken double-bladed lightsaber and a fragment of a Sith holocron. With time, Virten could learn a great deal from these items; for now, however, he is merely channeling dark side energy through them—though he believes the power is coming from him.

Double-Bladed Lightsaber: Only one blade of Virten's double-bladed lightsaber works, making it essentially a lightsaber with an extra-long handle. Virten has been practicing with it and has become proficient in its use. He has also learned that by holding it in his hand and concentrating, he can move larger objects than he ever could before (using *move object*).

If the heroes fail their Gather Information check by 5 or more, Virten also learns to use the lightsaber to jump great distances (using *surge*).

If the heroes fail their Gather Information check by 15 or more, Virten gains greater control over his telekinetic ability (Improved Move Light Object).

Holocron Fragment: The holocron fragment is an odd-shaped shard of crystal with writing on it in the Sith alphabet. When Virten sleeps with the holocron nearby, he dreams of the Sith, and, when he awakes, he remembers scraps of what he dreamed. Virten has begun to believe that these dreams are signs that he is a reincarnated Sith Lord, learning to focus the Force on multiple targets (using Multitarget Power).

If the heroes fail their Gather Information check by 10 or more, Virten learns to use the Sith holocron to restore his hit points (using Improved Force Trance).

If the heroes fail their Gather Information check by 20 or more, Virten learns to use the Sith holocron to restore his Force Points (using Force Point Recovery).

On the Trail of Virten

In addition to his scheme of using multiple false leads to throw off Draba's agents, Virten has made friends on countless worlds, and he has warned them that bounty hunters might come looking for him. Since many of these friends also have prices on their heads, they are more than willing to try to take down the heroes as a favor to Virten (and as a way of avoiding capture).

Below are three encounter seeds for the heroes to handle. The Gamemaster can present these in any order, and even omit one or two of them. The final encounter (see page 190) has the heroes confronting Virten at The Kessel Club.

Mistaken Identity

The heroes arrive at one of the false locations for Pol Virten and find that he has been arrested by the local authorities for smuggling. The authorities are immediately suspicious of the heroes' interest in their prisoner, and, while they do not arrest (or even detain) the heroes, they do everything they can to delay the heroes until they can determine whether the heroes have any outstanding warrants of their own.

Should the heroes use their real names and identification when they approach the authorities—and they do have warrants out for their arrest—the authorities attempt to arrest them within 1d6+6 hours. Treat the authorities as security officers (see page 122) led by security specialist (see page 122); all are armed with blaster pistols, set to stun. (They want prisoners, after all.)

If the heroes are arrested, or if they convince the authorities to let them see Pol Virten, they discover that "Pol Virten" is actually a Devaronian smuggler with whom they have dealt in the past. He bought Pol Virten's identification cheaply on the black market, not knowing that Draba had put a bounty on Virten.

Navigating the Ugly Field

While the heroes are en route to a planet where they believe Pol Virten is hiding out, they are attacked by a squadron of "uglies"—junker starfighters constructed from parts of X-wings, Y-wings, and TIE fighters—piloted by a few of Virten's friends.

The four uglies (treat as X-TIE uglies, page 67) are waiting for the heroes near the planet. When the heroes drop out of hyperspace, the uglies hail them, claiming to be working for Draba (Deception +8), in hopes that the heroes admit that they are after Virten. If the heroes fall for this ruse, or if they seem evasive, the uglies attack. They fight until at least two of them are destroyed, at which point the remaining pilots choose discretion over valor and flee.



Obstacle Course

After the heroes learn that Pol Virten is definitely at the Kessel Club on Nar Shaddaa, more of his supporters try to ambush the heroes. Airspace around the club is tight, so the heroes are forced to either walk a few kilometers from the nearest landing bay or catch an air taxi.

If they take a taxi, they get halfway to the club when a half dozen airspeeders roar out of the sky, firing at the heroes' air taxi. The pilot of the air taxi panics (trying to land somewhere and jump out), so the heroes can easily wrest control of the vehicle away from him. If they chose to walk, the airspeeders instead strafe them.

The heroes can try to lose their opponents by taking advantage of Nar Shaddaa's collection of tangled buildings, walkways, and traffic. Every round, the pilot of the air taxi can designate one opponent and make a Pilot check to fly close to an obstacle. The pilot sets the DC of this check, adding in a modifier for the size of the object: Large +1; Huge +2; Gargantuan +5; Colossal or bigger +10. Both the pilot and the opponent must succeed on a Pilot check against the chosen DC or suffer a collision (see Chapter 10: Vehicles in the Saga Edition core rulebook).

The opponents continue to attack until they are all destroyed.

Treat the enemy airspeeders as Incom T-47s, but without the harpoon guns. The air taxi has no weaponry.

Encounter: Shootout on Nar Shaddaa

Challenge Level 12

This encounter serves as the climax of "Wanted Alive," the mini-adventure introduced on the previous two pages.

The heroes track Pol Virten to the Kessel Club on Nar Shaddaa, but must approach the club from the far side of a deep canyon between two buildings. They cannot enter the club directly without getting into a fight with the bodyguards outside, which would alert Virten and allow him to escape through another exit. Instead, they must wait on the opposite walkway until Virten is out in the open.

The heroes can set up anywhere on the eastern walkway (not including the bridge).

Read-Aloud Text

The heroes arrive a few rounds before Virten emerges from the club, intending to return to his apartment in a better part of the city. He is flanked by bodyguards, and six more are stationed around the walkways on the club side. Civilians move about on the walkways as well, providing additional obstacles.

You are barely in position when the doors of the club open and a pair of tough-looking thugs wielding vibro-axes emerge, casting wary eyes around the walkways. A moment later, Pol Virten strides out, dressed in flowing robes and sporting a sinister smile. After pausing to let the bystanders get a good look at him, Virten and his entourage move toward an air taxi station, just to the south of the club entrance. In the distance, an airspeeder drops out of the sky and begins moving toward the club—apparently to pick Virten up.

Pol Virten, Self-Styled Sith Lord

Pol Virten made his fortune through burglary, using his Clawdite shapeshifting abilities to infiltrate secure locations and walk away with whatever he could get his hands on. Virten knew he was special, and when he discovered that he could move objects just by concentrating on them, he knew that he had a special destiny—as a Sith.

Recently, he took a job for Draba the Hutt, liberating a handful of Sith artifacts from a museum in the Hapes Consortium. Before he could deliver them to his employer, however, Virten began to have dreams in which he was a Sith Lord, ruling an empire where Hutts feared and respected him—not the other way around.

Virten quickly realized that these dreams came from one of the artifacts he had stolen: a fragment of an ancient Sith holocron. Seizing his opportunity for greatness, Virten betrayed Draba and sold all but two of the artifacts—the holocron and a malfunctioning double-bladed lightsaber—to finance his new empire.

Pol Virten (P) **CL 9**

Medium Clawdite scoundrel 7/Sith apprentice 1
Destiny 1; **Force** 5; **Dark Side** 9
Init +12; **Senses** Use the Force +10
Languages Basic, Clawdite, Huttese

Defenses Ref 23 (flat-footed 20), Fort 21, Will 19; Dodge, Mobility
hp 52; **Threshold** 21

Speed 6 squares
Melee lightsaber +9 (2d8+6)
Ranged blaster pistol +9 (3d6+4)
Base Atk +6; **Grp** +9
Atk Options Point Blank Shot, Sneak Attack +2d6
Special Actions Knack, shapeshift, startle
Force Powers Known (Use the Force +10): *dark rage, move object*[1], *surge*[1]
Force Secrets Multitarget Power[2]
Force Techniques Force Point Recovery[2], Improved Force Trance[2], Improved Move Light Object[1]

1 *Virten gains this power from physical contact with the double-bladed lightsaber.*
2 *Virten gains this power from physical contact with the Sith holocron fragment.*

Abilities Str 12, Dex 17, Con 12, Int 13, Wis 9, Cha 13
Talents Force Deception, Force Perception, Knack, Sneak Attack +2d6
Feats Dodge, Force Sensitivity, Force Training, Mobility, Point Blank Shot, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +10 (can take 20 when disguising self), Gather Information +10, Initiative +12, Stealth +12, Use the Force +10
Possessions malfunctioning double-bladed lightsaber (treat as lightsaber), blaster pistol, Sith holocron fragment, comlink, credit chip

Virten's Tactics

Pol Virten knows better than to waste his strength in open battle, especially when he can blend in with any crowd and quietly escape. As soon as the fighting starts, Virten throws off his robes and changes his appearance to look like an Aqualish. He then takes cover (like all the other civilians), letting his bodyguards deal with the bounty hunters—until he sees an opening. Then he pounces, using his lightsaber to make a sneak attack, or pushing opponents off the walkways using *move object*.

Pol fights only until his airspeeder arrives, however, at which point he runs for the airspeeder and tries to escape.

Bodyguard Tactics

As soon as fighting starts and Virten assumes the appearance of an Aqualish, two of Virten's bodyguards grab the nearest civilian and rush him toward the western air taxi station (attempting to deceive the heroes into thinking they are whisking Virten away, while the Clawdite escapes in his Aqualish disguise). The rest move to secure the air taxi station and the bridge between the two walkways.

Treat Virten's bodyguards as enforcers (page 119) armed only with heavy blaster pistols.

Features of the Area

The area around the Kessel Club has the following features.

Illumination: Each lamp post provides illumination out to 30 feet, and shadowy illumination for another 30 feet.

Canyon: A fall off a walkway is pretty well fatal: The drop is over 600 meters (20d6 damage).

Crate: The crates scattered about on the eastern walkway are all large cargo containers that provide cover to anyone hiding behind them.

Civilians: The civilians take cover immediately as soon as any fighting begins. Each round, at the end of the round, they crawl 1 square toward the edges of the map; once they approach within 6 squares of an edge—provided no combatants are in the way—they stand up and run the rest of the way.

Air Taxi: The air taxi at the eastern taxi station stays until the nearest civilians board (the end of the first round after fighting begins) and flies away at the end of the second round. While it is still at the taxi station, however, a hero can use it to shorten the jump between the eastern and western walkways.

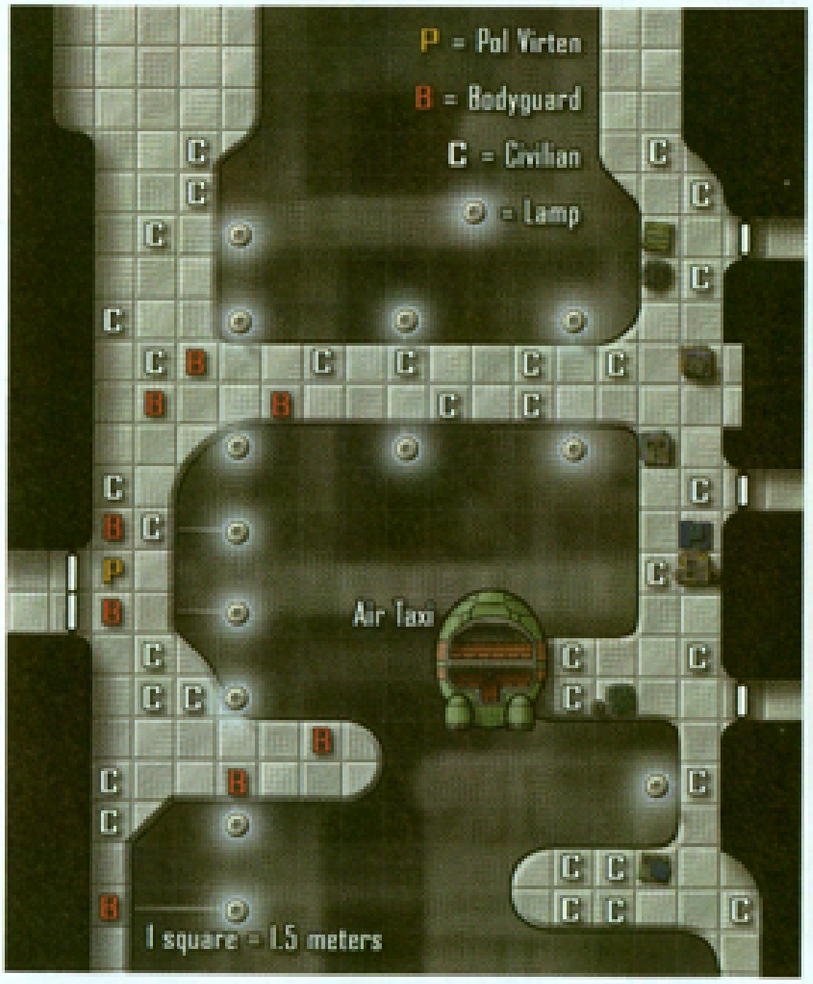
Airspeeder: Virten's airspeeder is an open-topped air shuttle (use the statistics for an Incom T-47, removing all weapons and reducing cover to one-half), with room for eight persons. It arrives 10 rounds after Virten exits the Kessel Club.

Conclusion

If the heroes capture Pol Virten, they can easily collect the two Sith artifacts in his possession, which causes him to immediately lose the powers he has gained from them, making him somewhat more tractable. For as long as possible, Virten maintains the deception that he is just an Aqualish who got caught in the wrong place at the wrong time, and swears that someone shoved the artifacts into his hands when the shooting started. Even though it is unlikely that the heroes buy this story, he is hoping that neither they nor Draba realize that he is actually a Clawdite.

If Virten escapes to his shuttle, he takes the controls and flees as quickly as possible. If the heroes have a means of giving chase, Virten takes wild chances to try to throw off the heroes (see "Obstacle Course," page 189).

On the other hand, if one or more of the heroes get aboard the shuttle with him, Virten tries to get airborne (and away from the rest of the heroes) before dealing with those aboard his airspeeder.



Chapter VII
The Fell Star







"The Fell Star" is a complete adventure that can be used as a launching pad for a *Scum and Villainy* campaign. Ideally, this adventure will involve a group of four starting heroes, and it focuses primarily on the seedy side of life in the *Star Wars* universe. Heroes can come from any background, though characters with connection to the Fringe—especially scoundrels—should feel right at home. This adventure can be set during any era.

If you are a player, you should stop reading now so that you do not spoil any surprises for yourself. If you are the Gamemaster, please feel free to continue on. As the GM, you should also review Chapter 5: Point Nadir before running this adventure.

Adventure Summary

The heroes, whether part of an established group of starstruck adventurers or individuals with no prior connections to one another, are contacted for potential employment by an Anjiliac Hutt named Prello. The action begins on the desert planet of Tatooine, in the seedy underbelly of Mos Eisley spaceport.

Prello has lost one of her prized employees—a Balosar thief named Barin Trevina. Besides being a skilled crook, Barin also possessed valuable information. Despite her best efforts, Prello cannot locate Barin. She does not know whether Barin has gone into hiding, been kidnapped, or killed. She is willing to pay good money to see him returned to her unharmed.

The heroes' investigations of Barin's disappearance takes them to several locations in Mos Eisley and eventually leads them off-world to the mysterious shadowport of Point Nadir. Can they find Barin before it is too late and recover the artifact known as the Fell Star from the bowels of Point Nadir?

Opening Crawl

For Gamemasters who wish to have an opening crawl before their first adventure, consider using the read-aloud text below.

Star Wars: The Fell Star

It is a time of adventure. Heroes and villains alike seek their fortunes across the galaxy. Nowhere is this more apparent than in Mos Eisley spaceport, a wretched hive of scum and villainy situated on the desert planet of Tatooine.

The Hutts command a strong presence in Mos Eisley, but they are not the only criminals. Rival syndicates and cabals prowl the dusty streets, making profits at the expense of one another, as well as society at large. Inevitably these disparate groups collide, their conflicting interests leading to open strife.

As unrest grips Mos Eisley's underworld, Prello the Hutt contacts a group of mysterious heroes, requesting their aid in locating one of her most valued retainers. Can they find him before his enemies do?

Part 1: Lost and Found

Mos Eisley is a large starport with a long history of criminal activity. Even when under the firm control of the Galactic Empire, the criminal elements of Mos Eisley thrive, seemingly unhindered by the might of the galactic superpower. In fact, the war of the Rebellion does more to expand the black market on Tatooine than any efforts made by the Hutts in the centuries before or since.

During the starport's high points, Mos Eisley is primarily controlled by the Desilijic Hutts, but other contenders work on the sidelines. One such contender is Prello the Hutt, a self-described small-timer from the Anjiliac kajidic. Prello's areas of expertise include burglary, stolen art, and obscure artifacts. Though she keeps none of these items for herself, Prello takes a personal interest in their acquisition and dispersal to interested parties. She is a fence—someone who can find a buyer for nearly anything of value that crosses her path.

In her line of work, Prello maintains a group of employees to perform specific duties on her behalf. Her retinue contains everything from con artists to spies to thugs for times when violence is the only alternative. One of her most valued employees, however, is a Balosar rogue by the name of Barin Trevina.

Trevina left the polluted filth of his homeworld and came to Tatooine in search of a better life. His cousin Olev secured legitimate employment, but Barin preferred to utilize his skills as a burglar for hire. He claims to be skilled enough to gain access to any building in Mos Eisley, and he has gone so far as to accept challenges from anyone willing to risk a wager. That was how he came to the attention of Prello, and he has proven a valuable asset to her ever since.

Recently, Barin has gone missing, and Prello is at a loss without her favorite thief at her beck and call. She had sent him out in search of information on a strange artifact known only as the Fell Star. Barin's last communication with Prello indicated that had found the location of the Fell Star, but he was not specific about where it was. He mentioned that he had attracted unwanted attention, but he assured her that could take care of himself.

That was over a week ago, and Prello has grown increasingly agitated as the time has passed.



A Job That Needs Doing

The heroes are introduced to Prello, either through a secondary contact or through previous work with the Hutt. Prello keeps many individuals on call, so it is likely that one or more of the players have worked for her in the past. Prello is not the typical megalomaniac Hutt. She earns the grudging respect of her contract employees even as she earns the derision and disgust of her fellow Hutts.

Prello calls the heroes to her townhouse in an upscale part of Mos Eisley. Unlike the typical Hutt, Prello meets her guests at the door and makes a point of fussing over them in person, offering aperitifs and drinks to ease their appetites and thirst. The behavior is strange and, for a Hutt, perhaps insane. Such might be the case, but Prello is nonetheless charming and accommodating.

Alternative Employers

Though this adventure centers on a group of criminally minded heroes who do not mind bending or even breaking the law, the scenario could be tailored to another group of adventurers. Some examples are given below. If none match your campaign, feel free to tweak them to fit or use them as springboards for your own ideas.

The Jedi Council

During the Rise of the Empire era, the Jedi Council is interested in artifacts relating to the Force. The Jedi might have information about the specific nature of the Fell Star, giving them impetus to seek out the artifact using someone with Barin's skills—better to steal such an item outright, than to allow it to fall into the wrong hands.

The Rebel Alliance

In the Rebellion Era, the Alliance makes inroads with several criminal organizations, including Huttese syndicates. Whether furthering their own goals or assisting their criminal allies as a show of solidarity, the Alliance sends a group of Rebel operatives to perform one or more seedy operations on their ally's behalf.

The Galactic Empire

During the Rise of the Empire, as well as the Rebellion Era, the Emperor not only makes an attempt to wipe out the Jedi but also collects Force-related relics. Heroes in the employ of the Empire might find themselves on the trail of an artifact such as the Fell Star, but first they would have to find someone who knows its whereabouts.

The townhouse is comfortably opulent without being excessive, the walls hung with tasteful pieces of art. Exotic palms in hand-crafted pots are placed throughout her home, giving it a sense of life. Fountains, too, play an important role, with nearly every room containing at least one. "The dry desert air," Prello comments, if anyone points out the multitude of fountains, "dries out my skin. Better to have the fountains for a bit of humidity."

Once everyone arrives, Prello leads them to her study. She slithers up onto a raised and padded platform after everyone else has taken a seat on one of the comfortable divans in the room. After a moment of adjustment, she begins.

Read or paraphrase the following:

"I've been in the business of sales and acquisitions for decades—centuries, if truth be told—and in that time, I've seen all kinds of objects cross my proverbial desk. These precious things never come easily, and I've always needed individuals to get them for me. I pay handsome finder's fees for unique things.

"Barin Trevina was a Balosar of humble means when he came to Tatooine. He made himself available to me, and in an instant I saw someone who truly enjoyed his work. He was an artist, as much as any painter or weaver is. He intrigued me, and I decided to hire him on full-time.

"It's been nearly three years since I brought him on board, and he's made me a lot of credits with the items he's acquired. I always knew there was risk in sending him on my little errands, but I suppose I've deluded myself into thinking he was too good to get caught. He contacted me over a week ago, and told me he'd found what I was looking for. He was still here, on Tatooine, at the time. He said he'd attracted some unwanted attention, but that he'd take care of it. I haven't heard from him since.

"What I require is a group of canny individuals, such as you, to find Barin and bring him back to me—alive and unharmed, preferably. I can provide you with a lead, and perhaps you can discover more through active investigation. Can I count on you?"

Prello is willing to pay each hero a total of 1,500 credits if they can find and return Barin to her. She'll throw in an additional 1,500 credits each if the heroes also return with the object that Barin was looking for: an artifact known only as the Fell Star.

If asked about the Fell Star, Prello shrugs. "It is something that an anonymous client of mine has expressed interest in. A charm in the shape of a seven-pointed star, studded with blue stones. Supposedly, it is an artifact of some power, insofar as the Force is concerned. Of course, I'm none too impressed with Jedi parlor tricks, but my clients' superstition is quite often a compelling selling point!"

As for leads, Prello can start the heroes off with information concerning Olev Trevina, Barin's cousin. The two were sharing an apartment at one point, but had a falling out recently over Barin's choice of occupation. It seems that Olev wasn't willing to share his domicile with a known criminal. Despite their disagreement, few people know more about Barin than Olev, which makes questioning him a good idea. Who knows? Perhaps Barin is laying low at his cousin's place.



Prello the Hutt

Prello the Hutt of the Anjiliac kajidic is an oddity among her kind in that she cares about the non-Hutts in her employ. Whether this is a weakness of character on her part or a clever ruse has yet to be determined. Regardless, she maintains a number of loyal employees on her payroll, including the missing Balosar, Barin Trevina. Prello prefers to project a motherly mien, despite the fact that she has never borne any Huttlets.

Prello is a young Hutt, not yet two-hundred years of age. She is immaculate, despite the presence of a healthy amount of Hutt secretions that cover her massive sluglike frame. Her eyes are a warm shade of orange.

Prello the Hutt **CL 6**

Large Hutt noble 3/scoundrel 3
Force 2; **Dark Side** 2
Init +7; **Senses** Perception +14
Languages Balosar, Basic, Bocce, Dosh, Houk, Huttese, Jawa Trade Language, Rodese, Ryl

Defenses Ref 16 (flat-footed 16), Fort 17, Will 19
hp 41; **Threshold** 22
Immune +5 species bonus to Will Defense against any Use the Force check

Speed 2 squares
Melee unarmed +4 (1d4+3)
Ranged blaster pistol +3 (3d6+3)
Base Atk +4; **Grp** +9
Atk Options Careful Shot, Far Shot, Point Blank Shot
Special Actions Disruptive, Inspire Confidence, Walk the Line

Abilities Str 10, Dex 8, Con 12, Int 16, Wis 12, Cha 16
Talents Disruptive, Inspire Confidence, Walk the Line, Wealth
Feats Careful Shot, Far Shot, Linguist, Point Blank Shot, Skill Focus (Perception, Persuasion), Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +7, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Mechanics +11, Perception +14, Persuasion +16, Treat Injury +11, Use Computer +11
Possessions blaster pistol, objects d'art

Olev's Apartment

Barin used to share an apartment with his cousin, Olev—a terminal operator in the spaceport. Olev lives a relatively unexciting life, even in a cesspit like Mos Eisley. He prefers to keep his life dull, wanting nothing more than to forget his childhood on the polluted streets of Balosar.

Olev's apartment is in a lower working-class part of town. The apartments are individual units, inset slightly into the ground in an attempt to deal with the heat of Tatooine's twin suns. The units are densely packed, and narrow alleys and meandering avenues have formed between them. The beings that live here stick to themselves, being suspicious of both outsiders and residents alike.

The heroes can enter the complex along one of three streets, either moving in from the west, the east, or the south. As the heroes enter the apartment block, read the following text aloud:

The heat of the suns has yet to fade completely as you venture into one of Mos Eisley's seedy apartment blocks. A few people move quickly along the winding streets, sticking to the scant shade offered by the squat, round structures that serve as homes in this part of town. Up ahead, you see the apartment specified by Prello the Hutt.

Supply Lockers: Each compartment contains one or more crates that might contain something still useful (see "Conclusion").

Fire Control: The control panels in here were designed to assist with targeting for the quad laser cannon (see "Conclusion").

The apartment is a low-lying adobe dome, the color of terra cotta. The front door is closed, as are most of the other doors in the area. Nothing moves, and the air feels tense. If the heroes approach from the south or west, they immediately notice a parked speeder idling near a street corner. The tinted glass conceals the occupants, but it is obvious after a moment's observation that the speeder has a perfect view of Olev's front door.

The heroes have a number of options at this point. Cocky heroes can confront the speeder's occupants directly. Sly heroes might decide to seek an alternate route into Olev's apartment, which leads them to a series of trash-strewn alleys behind the apartments. Olev's apartment, like all the others, has a back door that can be reached without being seen.

The speeder has one occupant: a Sable Dawn thug (for statistics see the "Olev's Apartment" encounter on page 207). The thug is maintaining a watch on the front door while his two companions shake Olev down for information on Barin. If accosted by the players, the thug contacts his companions by comlink, warning them of a potential problem.

Players who circumvent the speeder and head to Olev's apartment through the alley have an easier time. Read the following text aloud when the heroes are near Olev's back door:

As you approach the apartment's back door, you hear the unmistakable sound of breakage from within. It sounds as if someone inside is overturning pieces of furniture. As if to punctuate the damage, you hear a clubbing sound, followed by an indistinct cry of pain.

Something is obviously going on in Olev's apartment, and the heroes do not have long to act before it goes too far.

Tactical Encounter: Refer to "Olev's Apartment" on page 206 for details on running the encounter.

Development: If the heroes vanquish the Sable Dawn thugs and save Olev, they gain their first ally in the adventure. If convinced that the heroes are looking for Barin in an attempt to save him from trouble, Olev capitulates and helps them. If this is the case, read or paraphrase the following:



Olev nurses his bruised forehead, wincing at the pain, then says, "I always told Barin that it would come to this, but he never listened. If you can get him out of this trouble, you have my blessing. Maybe he'll learn his lesson."

Going to an upended end table, Olev fishes around and returns with a code cylinder. "Here, this was Barin's. It should open up a locker he's rented at Kie's Storage. You might also try to find one of his business associates, a Twi'lek named Cel N'ero." Olev's face distorts in contempt at the mention of Barin's friend. "N'ero usually spends his time at a cantina called the Woodoo Dunes, selling ryll to street kids."

On the off chance that Olev does not survive the encounter, attentive players find the code cylinder amid the ruins of his living room. The code cylinder, which appears to be well used, is marked with the words, "KIE'S STORAGE." A simple check of the local directories reveals the location of the business.

The First Lead: Kie's Storage

Kie's Storage—situated on the south side of Mos Eisley—offers storage space for rent for any length of time. Rates are relatively cheap, and can be charged by the hour, day, week, month, or even year, if a customer desires to keep a space that long.

Kie's Storage is in an industrial part of Mos Eisley, left over from the city's once-booming trade in defective ore. Bought for a pittance by a Chadra-fan businessman named Kie, the building was converted into a storage facility for discriminating customers. Even though some of the spaces at Kie's have been rented for decades, no one knows what secrets they hold. The Desilijic Hutts are rumored to use the facility to store the bodies of their slain enemies, but only the Desilijic know for sure.

The exterior of the building is nondescript, featuring a sloping roof and windowless permacrete walls covered in weatherworn adobe. A number of vagrants use the building's high walls for shade, especially during the hottest times of the day. If passed on the street, the vagrants call for alms, but none makes any overt attempt to relieve the heroes of any of their belongings—they are beggars, not thieves.

Astute characters notice a speeder, similar to the one from Olev's apartment, idling and parked in an alley just south of Kie's Storage (DC 15 Perception check to notice the speeder from the front entrance of Kie's, if the heroes are looking for trouble when they arrive). This one is occupied by another trio of Sable Dawn thugs who are keeping an eye on the building in case Barin shows up. He has not yet, but the players are liable to pique the thugs' interest.

During business hours (from dusk until dawn), Kie's Storage has an on-duty clerk—a bored teenager who is charged with renting out storage cubes and issuing code cylinders. If shown Barin's code cylinder, the clerk points the characters in the right direction. If asked about Barin, the kid shrugs and says, "Never heard of him."

Tactical Encounter: If the heroes enter Kie's without confronting the Sable Dawn thugs outside, they can make their way to the locker without incident. Once they reach the locker, refer to "Kie's Storage" on page 208 for details on running the encounter.

Development: The locker opens easily when the code cylinder is inserted into the security port. The lights blink from red to green, and the door clicks open. The interior of the locker dwarfs its only content: a datapad resting on the floor. Accessing the datapad requires a DC 10 Use Computer check. This reveals a set of coordinates and a single word: "Nadir."

The Second Lead: The Woodoo Dunes Cantina

The Woodoo Dunes is a run-down cantina in eastern Mos Eisley. Its clientele includes lower-class day laborers in from the docking bays, as well as street hooligans and small-time spice dealers. The cantina is open day and night, and features little in the way of security. The missing front window, which has been replaced by a sheet of sand-worn alloy plating, shows that this place can get a little rough.

Tactical Encounter: The cantina interior is smoky and smells of a mixture of cheap alcohol and cheaper spice. For details, see "The Woodoo Dunes" encounter on page 210.

Development: If he survives the encounter, Cel N'ero does anything he can to save his own skin, including selling Barin down the proverbial river. Read or paraphrase the following:

"Barin? Barin who?" N'ero says, a nervous smile flickering across his lips. "Hey, just kidding! Of course I know Barin. Me and him, we go way back. We're tighter than a profogg's ... well, you get the idea.

"He's gone, chum. Skipped town not twelve hours ago. Came by and told me he needed to find a freighter pilot to get him off this sandbox, so I hooked him up with a fellow named Phellip. Good pilot, reliable, not too smart. Flies a bucket of bolts called the Mad Line. And no, I don't know why it's named that."



Cel N'ero

The Woooooo Dunes



If pestered for Barin's exact whereabouts, Cel insists that he does not know anything else. If suitably intimidated, he caves in. "Point Nadir! He went to Point Nadir! It's a shadowport, but I don't know how to get there! I just heard him talk about it! Folks who talk about the place have a bad habit of waking up dead!"

Following Barin to Point Nadir

Getting to Point Nadir is the next step for the heroes. They can do this in a number of ways, but the simplest is for them to contact Prello the Hutt and give her an update. If they seem reluctant to do so, have her contact them for a status report. She is a nervous Hutt, after all, and Barin is her favorite Balosar. If Point Nadir is mentioned during the call, Prello grows quiet. She asks the heroes to come to her townhouse because the information she has for them is privileged.

Once at her townhouse, Prello tells the heroes the basics about Point Nadir: that it is a shadowport built within a rogue comet. Its location is a closely guarded secret, and the Anjiliac Hutts are careful about who finds out about it. In this particular case, Prello provides the heroes with Point Nadir's current coordinates, as well as a transponder code that should allow them free access to dock once they arrive. She backs this information with a stern warning: "Tell no one. It's not just my life on the line. Remember that." If the heroes do not have a starship, Prello hooks them up with a freighter pilot who is on her payroll.

If the heroes insist on making their own way to Point Nadir, they can do so by using the coordinates from the datapad that they found in Barin's locker. This allows them greater autonomy, but gaining access to the shadowport is difficult (see Chapter 5: Point Nadir).

Part 2: Point Nadir

Unless you have plans for the heroes that fall outside the scope of this adventure, passing time while they travel through hyperspace to Point Nadir is a simple matter. If they received the blessing of Prello the Hutt, along with a transponder code, they have no trouble docking. The amount they are willing to spend on their docking facilities determines where in Fische's Cove they end up. If they dock somewhere in the Tethers, they need to arrange for a ferry or a skiff to take them into the shadowport proper. If they decide to dock in the Slips, they have an easier time accessing Point Nadir, but they pay more for the privilege.

According to Cel N'ero, Barin had only a twelve-hour lead on the heroes. Depending on a number of factors, such as how well the pilot navigates and the ship's hyperdrive rating, they might even beat Barin to Point Nadir. For the sake of the story, however, assume that the heroes' arrival time is within 12 hours of Barin's.

Barin has one goal and one goal only: to hide from the Sable Dawn. Given that the Sable Dawn has a presence in Point Nadir, coming to the shadowport is a risky move on his part. That said, Barin suspects that the best place to hide from his enemies is right under their noses. Not only that, but once he feels the heat has cooled enough, he plans to venture into Point Nadir's mines and retrieve the Fell Star for Prello on his own.

Since Barin's departure from Mos Eisley, a number of events have taken place. Assuming he survived the encounter with the heroes, Cel N'ero eventually has a run-in with the Sable Dawn. They are none too gentle with him, so he tells them what they want to know. Whether he makes it out alive is another question entirely, depending on whether you want keep him around for your campaign. The choice is yours.

If N'ero dies in "The Woodoo Dunes" encounter or is disposed of by particularly bloodthirsty heroes during or after questioning, he obviously will not be confronted by the Sable Dawn. Nevertheless, the Sable Dawn can reliably guess that Barin is no longer on Tatooine and find out how he managed to get off the planet. With the Sable Dawn's wide net of contacts, they take only a short while to determine which ships left Mos Eisley between time they started their search and the time they ended it. They can then analyze the trajectory of each ship that left Mos Eisley within that time frame to get a general indication of where they were headed. Regardless of the method used, time is on their side.

The Sable Dawn sends a transmission to Point Nadir to warn them of Barin's impending arrival on a YT-1300 freighter called the *Mod Line*. If the heroes have been registered as a thorn in their side, the Sable Dawn might even make a concerted effort to track their ship, too.

Phellip and the Mad Line

Once docked, the heroes' only lead to finding Barin is the ship he arrived on: a freighter named the *Mad Line*, flown by a smuggler named Phellip. They can find the *Mad Line* by making a DC 15 Gather Information check to locate an individual, or by accessing Point Nadir's computer network, which requires a DC 20 Use Computer check.

Savvy heroes might attempt to locate Barin in much the same way. To his credit, Barin has taken great pains to hide his identity in Point Nadir. He is traveling under the assumed name of Ely Salphella, and he changed his appearance slightly, cutting his hair and dressing in gaudy attire. Unless the heroes are specifically looking for a Balosar named Ely Salphella, they are unlikely to get anywhere quickly. If they ignore the clues set before them (namely, Phellip and the *Mad Line*), allow them to take whatever steps they deem necessary.

The *Mad Line* is docked in the Slips, in bay 226. The security in the Slips is somewhat tighter than in other parts of Point Nadir, but no one bothers the heroes unless they are actively causing trouble. Carrying weapons openly is not illegal here; it is expected. Finding the proper docking bay is as easy as asking for directions, and the heroes can get there in no time.

Docking Bay 226 is a roomy facility, complete with cargo lifts, refresher facilities, a HoloNet hookup, and other accommodations unavailable to ships docked in the Tethers. Access to the bay is not restricted, and the players have no trouble walking in. Particularly paranoid players might insist on checking for tails, or want to know if anyone is paying them undue attention. This is right and proper, given their situation. Allow a DC 20 Perception check to any characters who wish to keep an eye out for trouble. A successful roll reveals that a small group of Humans dressed in blue combat jumpsuits (Epsis sentries) are keeping careful tabs on them, but they do not seem hostile.

The *Mad Line* sits alone in the docking bay, taking up most of the space. The ship's ramp is down, allowing access to anyone who cares to enter. The interior is sparsely furnished and smells faintly of old sweat, burned wiring, and industrial lubricants. The ship's cargo bays are empty, and nothing seems out of place ... that is, until the heroes locate Phellip.

Phellip is found in his stateroom, seemingly asleep. Heroes with the Treat Injury skill can tell at once that Phellip is dead. The pilot is a Human in his middle thirties, with close-cropped dark hair and aquiline features. He is dressed in an olive drab flight suit with dark spots on the shoulders and chest where insignia, now gone, might have once been sewn. Inspecting Phellip's corpse reveals that he died of asphyxiation and that his larynx was practically crushed. The damage is precise, and could not have been caused by a Human-sized hand.

Little else can be done on the *Mad Line*. Inspecting the cockpit reveals that critical flight systems have been disconnected and removed from the ship. Likewise, the weapon systems have also been disconnected. The efficiency with which these tasks were done indicates that whoever did the damage wanted to keep the *Mad Line* from leaving Point Nadir, and knew precisely what needed to be done to accomplish that.

Stopped by Epsis

When the heroes finally decide to leave the *Mad Line*, they are faced with a group of Epsis sentries who have been sent to detain them.

Tactical Encounter: Refer to "Stopped by Epsis" on page 212 for information on running this encounter. The Epsis sentries are not looking for a fight, but they are capable of such. Their goal is to take the heroes alive, by whatever means necessary.

Development: Depending on how this encounter plays out, the heroes might be in a tight spot. If they play their cards correctly, they might walk away with a new ally, not to mention contacts within one of Point Nadir's most powerful syndicates. If they resist violently, and their actions result in the deaths of several Epsis sentries, they might very well be hunted down and killed within the shadowport before they ever manage to reach Barin.

Questioned by Epsis

Whether they capitulate to Epsis's demands or are captured by force, the heroes are taken to an Epsis command center to meet a syndicate representative named Puzell. Puzell is a no-nonsense Duros who has been with Epsis for almost a decade. He has attained an underboss position, and he means to keep it.

Once the heroes have been tended to, if they need such care, Puzell interviews them. Puzell is not a law officer, and neither are the Epsis sentries, for that matter. Still, they are the closest thing to the law in the Slips, and murders (especially those of paying customers) that take place in their territory are bound to cause a fuss.

Puzell's primary interest is to determine why the heroes are in Point Nadir. Who sent them? Who or what are they looking for? Why was Phellip killed? The Duros already knows that the heroes are not responsible for Phellip's death, though he does not necessarily need to tell them that. He uses what little leverage he has in questioning them before he gives up.

Just as the encounter starts to become tedious, Puzell reveals the ace up his sleeve: a series of data tapes that show the events in Docking Bay 226 prior to Phellip's death. The first tape shows a short-haired Balosar male in gaudy green and blue clothing leaving the *Mad Line*. The cameras track him until he leaves the Slips and show that he is headed, presumably to Point Nadir's Trade District.

The second recording shows the arrival and departure of a group of men. The men are dressed in simple earth-tone suits. Their leader, a Human of similar posture who wears earth-tone robes, enters the *Mad Line* while the other three wait behind. He emerges later, and the group departs. Phellip's body was subsequently discovered by an Epsis 3PO unit that was sent to collect Phellip's docking fees.

By this time, the heroes know that Barin is somewhere in the shadowport, and they know that Phellip was more than likely murdered by agents associated with those who gave them trouble on Tatooine. If the heroes do not know that they are agents of the Sable Dawn, Puzell might tell them, given his knowledge of Point Nadir's denizens.



Puzell, Epsis Underboss

If and when the heroes are brought in for questioning, Puzell is the Epsis underboss on duty. Puzell was recently promoted because of his technical aptitude and thoughtful nature. He is not entirely comfortable with the limited powers he has been granted by his superiors, but they are slowly but surely growing on him. He has no love for the Sable Dawn, and considers the syndicate to be no better than a clique of lowly murderers.

Puzell is a middle-aged Duros with blue-gray skin and large, red eyes. He wears a rumpled suit-jacket over a matching vest, shirt, and trousers.

Puzell CL 5
Medium Duros scout 5
Force 2; **Dark Side** 1
Init +7; **Senses** Perception +10
Languages Basic, Dosh, Durese, Sullustese, Ubese

Defenses Ref 17 (flat-footed 17), Fort 16, Will 18
hp 34; **Threshold** 16

Speed 6 squares
Melee unarmed +5 (1d3+4)
Ranged blaster pistol +3 (3d6+2) or
Ranged blaster pistol +1 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +5
Atk Options Point Blank Shot, Rapid Shot

Abilities Str 14, Dex 10, Con 10, Int 16, Wis 16, Cha 10
Talents Acute Senses, Barter, Fringe Savant
Feats Point Blank Shot, Rapid Shot, Skill Focus (Mechanics), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Initiative +7, Knowledge (bureaucracy) +10, Knowledge (technology) +10, Mechanics +15, Perception +10, Pilot +7, Stealth +7
Possessions blaster pistol, datapad, tool kit

Determining Barin's Whereabouts

If the heroes are cooperative, more or less, Puzell leaves them to their own devices after he questions them. Depending on how the heroes have treated him, he might even help them. If they ask for assistance, he provides information, but little else.

Finding Barin is the current dilemma, especially because the only person who might know his whereabouts is dead, killed by the very people that are looking for the Balosar. Puzell has no love for the Sable Dawn, and he sees helping the heroes as a way to cause the assassins trouble without directly lifting a finger.

Read or paraphrase the following:

Puzell purses his lips and stares at you with his big, red eyes. "If I were coming to Point Nadir to hide from someone who wanted me dead, I'd probably find a nice cozy safe house and wait them out." At that, he leans forward, still fixing you with that unblinking, red-eyed stare. "Evad Court's the best one hereabouts, though I doubt your little friend could afford more than a couple weeks in one of their smaller safe houses. The only trouble is—and this ain't common knowledge, either—Evad's a part of the Sable Dawn, the same blokes what killed Phellip. If they find out your friend's in one of their safe houses, well . . . I don't expect he'll be alive long enough to pay the bill, if you get my meaning."

Puzell provides the heroes with the name of an information broker in the Trade District: Fetwin Porlo. Porlo runs a shop called the Down Low (see page 152). Puzell suggests that the heroes pay Porlo a visit and see if he knows anything about a Balosar in gaudy clothes looking for a hook-up with Evad Court. With nothing more to do, Puzell sends them on their way.

Information Is Not Free

Fetwin Porlo knows precisely what the heroes want as soon as they open their mouths to ask. Only one individual has come to him in the past 12 to 15 hours looking for a way into one of Evad Court's safe houses. He can even provide directions to the safe house in question, but he takes some time and costs the heroes a good number of credits. Being a Toydarian, Porlo knows all about money, and he is not willing to settle for less, especially when it means that someone might die. For all he knows, the heroes are out to kill the Balosar, not save him from his would-be guards.

All told, the fee for uncovering the information is 1,500 credits. Porlo can be talked down, and even capitulates to a lower fee if it is presented to him in a tangible form, such as precious stones or metals. If the heroes cannot raise enough money to satisfy Porlo, they can call Prello the Hutt for help. She fronts them the money, though she is not necessarily happy about it. The heroes can also listen to Porlo, who laughs as he suggests, "Head over to the Arcade. Put what little money you got on a winner. Maybe you'll win, maybe you'll lose. The chance is something you'll have to take, I think."

Regardless of how the heroes choose to pay Porlo, he can provide them with the information they seek within two hours. The alternative to using Porlo's contacts is for the heroes to hit the streets themselves, trying their own hand at gathering information. Knowing Barin's description and his likely destination—Evad Court—means that the heroes need to succeed on a DC 25 Gather Information check and spend 500 credits in bribes to determine where he has gone.

The answer is simple. As told by Fetwin Porlo, read or paraphrase the following:

> *"Evad's got a whole lotta safe houses in the Fissures. It ain't just one. They've got good ones, and then they've got not-so-good ones. Your friend? He's in one of the not-so-good ones."*
>
> *The Toydarian scratches his prodigious nose before continuing. "I got the directions here, but you might wanna buy some extra firepower. Maybe some explosives, eh? These places, I hear they're tough nuts to crack! I can show you to a good weapons dealer, and I'll even do it for free! Ha!"*

The safe house is in the Fissure District, close to Point Nadir's Arcade district. The information also reveals that Barin is traveling under the assumed name of Ely Salphella.

Part 3: Barin's Rescue

The heroes know where Barin is, and they have learned that he is traveling under an assumed name. They also know that he is staying in a safe house in Point Nadir's Fissure district, and that the safe house is not necessarily all that safe. They have a short time to find the safe house, make a plan, and break Barin out. Given the Sable Dawn's resources, they probably take only twelve more hours, at most, before they start checking their own safe houses for signs of Barin.

Evad Court Safe House

Anyone who hits rock bottom in Point Nadir eventually ends up living in the Fissures, if they do not lose their lives first. For a few credits, a meal, or a bottle of cheap liquor, one of the denizens of the Fissures happily tells the heroes everything he or she knows about the safe house in question.

The safe house appears to be nothing more than a run-down casino from the outside. It is a single-story permacrete structure in the middle of a large, empty cavern in the southern part of the Fissures District. There seems to be no external security, and no one is seen leaving or entering the building. A quick walk around the area reveals three entrances: two airlock-quality doors in the rear of the building, and a single metal door in the front.

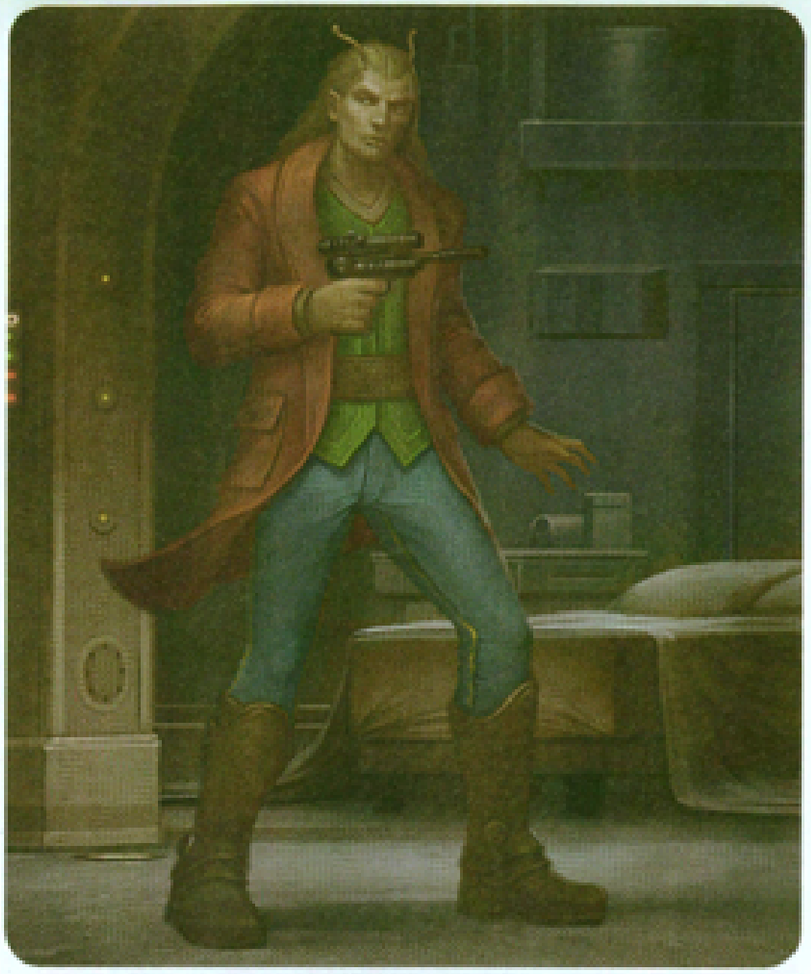
Simple observation reveals the following facts: the guards work in 12 hour shifts; four guards leave and are subsequently replaced by fresh guards every 12 hours; apart from the guards, who wear nondescript black suits, no one else enters or leaves the premises; if any computer systems are inside the safe house, they are not accessible from the outside.

The heroes can gain access to the safe house by several methods. They can pose as guards, which requires them to ambush a group of guards entering or leaving the safe house. They can also fight their way in, either by going through the front door or blasting their way in through one of the two rear entrances. They can even buy a week or two in the safe house for one or more party members, but this could be expensive—2,000 credits per week per individual—and they must use Fetwin Porlo as a go-between.

Tactical Encounter: Once the heroes have made their plans and have entered the safe house, refer to "Evad Court Rescue" on page 214 for details on running the encounter.

Development: Barin is not aware that Evad Court is affiliated with the Sable Dawn. Had he known, he would have never gotten a suite at one of Evad's safe houses in the first place. As far as he knows, he is in a perfectly safe place—until the blaster bolts start flying. If a firefight erupts between the heroes and the Evad Court guards, Barin hides in his room and awaits his would-be assassins. When the players show up to rescue him, he thanks them for their trouble with a few well-placed shots from his hold-out blaster.

Barin Trevina



The heroes must convince Barin that they were sent by Prello the Hutt to find him. They also must convince him that going with them is in his best interests—all before additional guards arrive from another Evad Court facility. This requires intense roleplaying on the parts of the players, not to mention a Persuasion check or two.

After they have gone a safe distance from the safe house, Barin questions the heroes about their mission. He is ultimately interested in recovering the Fell Star for Prello, and he tries to persuade the heroes that it is in their best interests to help him do so because Prello might give them extra compensation if they return with both Barin and the Fell Star. Given Prello's offer to the heroes, his assumption is truer than he knows.

Part 4: Into the Mines

Barin has spent a long time working out the location of Fische's Legacy. He first learned of the legendary treasure while on an acquisition assignment for Prello. Being in Prello's employ, he is no stranger to Point Nadir and has traveled to the shadowport on a couple of occasions to sell particularly hot items on his boss' behalf.

Barin learned that Fische's Legacy is not a single treasure trove. Instead, it is a series of bolt-holes spread throughout the most distant portions of the comet's unexplored areas. Some of the caches might even be on the comet's surface, but none have been discovered there yet. Some of Fische's caches have already been found, either by Anjiliac lackeys or lucky explorers; more remain undiscovered, waiting for the day when a fortunate thief like Barin Trevina might come along and plunder them.

One of Barin's contacts, a crippled old pirate by the name of Ghorus Mel, swore that he and his companions had uncovered one of Fische's caches. All manner of wealth was hidden there; the most stunning piece was a pendant in the shape of a seven-pointed star, studded with blue stones that seemed to glow with an inner light. The pirate and his friends, drunk on their impending fortune, fell to fighting over the most desirable of the trove's treasures. Severely wounded and driven off by his former allies, Ghorus managed to return to Point Nadir, but he was never able to return to claim his portion of the treasure.

Perhaps the pirate had taken Barin for a fool, but it was Mel's description of the seven-pointed star that drew his attention the most. The description matched that of the Fell Star, and artifact that Prello had been contracted to find on behalf of an anonymous client. Unfortunately, no sooner had Barin learned of the Fell Star's potential location that he was set upon by assassins from the Sable Dawn. Fearing for his life, Barin left Mos Eisley and come to the one place where he hoped he would be safe.

If the heroes agree to accompany Barin into the depths of the comet, they are in for an adventure. Barin has only his memories of Ghorus Mel's story to guide him, but he does not let the players know this. The way he sees it, Barin might need them before this heist is done, and they are more likely to stick with him if they think that he knows exactly where he is going.

Mining Droid Mishap

Barin leads the heroes through the Fissures and toward Point Nadir's mines. He explains that the mines are off-limits, and the penalty for entering them without authorization is summary execution. On the plus side, he adds, the mines are rarely, if ever, patrolled. The only thing he feels apprehensive about is indigenous life. The people of the Fissures tell whispered tales of spiderlike beasts that emerge from the depths of the mines in search of victims.

After some time, the heroes and Barin come to a wide cavern that seems to have been expanded recently. The tell-tale signs of plasma diggers on the shaped walls indicate recent excavation, as does a large amount of fresh rubble piled in the corners. The sounds of small mechanic treads turning and whirring, accompanied by a glowing pair of droid photoreceptors, approaches from the dark cavern ahead.

Tactical Encounter: The approaching droid, identifiable as a 11-17 Series mining droid, sizes up the heroes and Barin for a few moments—as if it is waiting for something. After several seconds, the droid rumbles forward and shoots a blast of plasma at the heroes. Please refer to "Mining Droid Mishap" on page 216 for details on how to run this encounter.

Development: If the mining droids are dispatched, the heroes and Barin can continue onward. An examination of the droids, along with a DC 15 Mechanics check, reveals that the units had been tampered with and reprogrammed to act as ad hoc guards.

Step into My Parlor...

Within an hour of encountering the reprogrammed mining droids, the heroes and Barin emerge into a large cavern. Though the atmosphere is breathable this far from the dubious comforts of the shadowport, the temperature is near-freezing, and the gravitational pull of the comet is low. Footing along the path, which meanders between two black chasms, is treacherous. Combined with the low gravity, the presence of two spindly predators and a small flock of comet mynocks pose a real danger to the heroes and their mission.

Tactical Encounter: Refer to "Step into my Parlor . . ." on page 218 for details on how to run this encounter.

"I'VE GOT A BAD FEELING ABOUT THIS."

-HAN SOLO

A NADIR SPIDER



Fische's Legacy

If the heroes and Barin survive the threats of Point Nadir's mines, they are eventually rewarded with a jackpot: Fische's Legacy, just as Barin was told by Ghorus Mel. Though the trove is not nearly as large as Mel made it out to be, it is still a substantial haul. A single durasteel cargo crate sits in a vaulted cavern. The mummified remains of two Humans, seemingly locked in eternal battle, are the only other occupants of the tomblike chamber.

The crate is filled with a number of hermetically sealed casks, each one filled with several liters of premium Corellian whiskey, made all the more valuable by its age. In addition, 20,000 credits worth of gold and silver bullion (marked with Old Republic seals) are stacked within the crate. Though too heavy to take back in total, even with the reduced gravity, the heroes can easily take one or two bars each without trouble. The bullion can easily fetch 1,000 credits per bar, while the whiskey might be worth 500 credits to drinkers with discerning pallets.

The real treasure, as evidenced by Barin's awe, is the Fell Star. It exists, just as the tales have told, though it is currently clutched in the hand of one of the dead Humans. Anyone with Force Sensitivity can make a DC 15 Use the Force check to determine that the Fell Star is no ordinary trinket. Only experimentation and research reveal the Fell Star's full potential. Unless convinced to do otherwise, Barin places the Fell Star in his vest pocket. Anyone who wants to examine the Fell Star must negotiate with Barin for the opportunity to do so.

With the treasure found and partially plundered, the heroes can retrace their steps back to Point Nadir's Fissure District.

Ambush in the Fissures

Overall, returning to the Fissures is uneventful. The heroes notice Barin casting furtive glances in their direction, as if he is worried about what they might do. Having found the Fell Star, the object of his desire, Barin is not so sure that he wants to turn it over to Prello the Hutt and her anonymous client. Barin has time to figure out what to do. For now, though, he is worried that the heroes might try to steal the Fell Star from him.

Emerging from the mines and entering the outskirts of the Fissures, the heroes notice a distinct lack of life. When they left, the Fissures were filled with Point Nadir's destitute denizens. The smell of cooking fires hangs on the air, but the heroes hear no one talking, no children crying, and no footfalls other than their own. If the characters think their chore was all too easy, perhaps they are correct.

Tactical Encounter: Refer to "Fissures Ambush" on page 220 for details on running this encounter.

The Fell Star

The origin of the Fell Star is a mystery that has been lost to time. The artifact dates to pre-Republic times. Some legends, if uncovered by studious heroes, reveal that the Fell Star was a Sith talisman, but even these tales cannot be verified.

The Fell Star is a powerful Force artifact. If worn by a Force-user, it allows the user to regain a spent Force power of his choice as a standard action; for each Force power so regained, the user gains one Dark Side point. In addition, a Force-user who wears the Fell Star gains a +2 Force bonus to Use the Force checks made to activate Force powers with the Dark Side descriptor.

Epilogue

What happens now? This depends a great deal on whether the heroes survived their foray into Point Nadir. Those who did manage to pull through have several choices; the most obvious is to take Barin and the Fell Star back to Prello the Hutt on Tatooine so that they can get paid. Barin might have thoughts about this course of action. In fact, he might attempt to escape, sending the heroes off on another adventure entirely. If the players were reluctant to allow Barin to have the Fell Star, perhaps intending to keep it for themselves, they can expect Barin to attempt to abscond with it while they sleep.

As to the powers of Point Nadir, the heroes might feel that they are in an unfavorable position with the Sable Dawn. This might be true, but the Sable Dawn also understands that business is business, and its leaders hold no grudges against individuals who are just doing their job to the best of their ability. Besides, it is possible that Prello the Hutt's anonymous client is, in fact, a member of the Sable Dawn. This point is left deliberately ambiguous, allowing you as the Gamemaster to make your own decisions.

The heroes have potentially made a valuable inroad with Epsis, Point Nadir's technological crime syndicate. They know Puzell, which can lead to all sorts of future adventures. They have also been to Point Nadir and lived to tell the tale, which means they can return to the shadowport as their duties require. With the minimal wealth they have no doubt accumulated, they might find that a shopping spree is in order before they return to Mos Eisley.

If they successfully return to Tatooine with Barin and the Fell Star in tow, Prello the Hutt pays the heroes as agreed. If either Barin and/or the Fell Star have been lost, Prello is not pleased. Being an understanding matriarch, she gives each character a token fee of 500 credits each merely for trying, regardless of whether Barin or the Fell Star were returned.

As it is, the seedier side of galactic life is now open to the heroes, for better or for worse. Only time will tell what other adventures await them in the space between Tatooine and Point Nadir, or within Point Nadir. In fact, a crate filled with bullion still needs to be claimed.

Encounter: Olev's Apartment

Challenge Level 2

This encounter begins when the PCs enter Olev's apartment, either from the front door on the main street, or through the back door from the alleyway. Olev is in the living room, being confronted by one of the Sable Dawn thugs. Another thug, having performed a rudimentary search of the apartment, stands in front of the closet door, maintaining a watch on the front door.

Read-Aloud Text

Heroes entering Olev's apartment through the front door alert the driver of the speeder idling down the street, unless he has been dealt with prior to the event. If he is still active, the driver of the speeder uses his comlink to warn the Sable Dawn thugs inside that they have company. If the heroes approach from the rear door, they first need to make a DC 15 Mechanics check to disable the locked door, and they must make Stealth checks to avoid being heard by the Sable Dawn thugs in the living area.

If the heroes enter Olev's apartment through the back door, perhaps to avoid being seen by the occupants of the idling speeder outside, read the following text aloud:

The back door opens into a small kitchenette. Shelves and cupboards line the adobe walls, and an unused stove occupies the northern wall. A messy living area is visible through an open doorway in the eastern wall. Sounds of a struggle come from that direction.

When the heroes arrive in Olev's apartment's living room, either through the front door or from the kitchen, read the following text aloud:

As the door swishes open, you see a sparsely furnished living area in complete disarray. Furniture has been overturned in the center of the room, and a viewscreen along the eastern wall buzzes with static. Three men occupy the room: two are dressed in nondescript earth-tone suits, while the third is on his knees, nursing a bruised jaw, as if he'd just been struck.

Olev Trevina

Olev Trevina is Barin Trevina's cousin. The two emigrated from the Balosar system to Tatooine together, hoping to make their fortunes. While Olev attempted to turn his life around, Barin continued to dabble in petty criminal endeavors. The two eventually had a falling out, and Barin took his leave. Olev still cares for Barin, and he wishes that his cousin would rise above the racial stereotypes of the Balosar species, just as he has, and attempt to make an honest living.

What at first appears to be a slight Human male is revealed to be a male Balosar with curly red-brown hair, brown eyes, and a perpetually worried expression. His left eye is surrounded by a quickly darkening bruise, and his antennapalps dangle dejectedly. He is dressed in a pair of comfortable-looking pants and a loose-fitting white tunic spotted with fresh blood.

Olev Trevina (OL) **CL 1**

Medium Balosar nonheroic 3
Init +4; **Senses** Perception +1
Languages Balosar, Basic, Huttese, Ryl

Defenses Ref 13 (flat-footed 10), Fort 9, Will 10
hp 4; **Threshold** 9
Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares
Melee unarmed +1 (1d3)
Base Atk +2; **Grp** +1

Abilities Str 8, Dex 17, Con 8, Int 14, Wis 10, Cha 15
Feats Skill Focus (Use Computer), Skill Training (Knowledge [technology], Persuasion, Use Computer), Weapon Proficiency (simple weapons)
Skills Deception +8, Knowledge (bureaucracy) +8, Knowledge (technology) +8, Mechanics +8, Persuasion +8, Use Computer +13
Possessions datapad

Olev Trevina's Tactics

Olev prefers to take the path of least resistance. He is not a fighter by any means, but he is not willing to give his cousin's enemies information that could lead to Barin's death. If the heroes intervene on Olev's behalf, he takes cover until the dust settles.

Sable Dawn Thugs (2)

Though their clothing does not give away their affiliation, these Human thugs are enforcers for the Sable Dawn, an intergalactic assassin's guild. Both wear earth-tone suits with single-breasted jackets. They've been sent to find Barin, and their first stop is his cousin's apartment. If Olev is difficult to persuade, the two thugs have instructions to kill him and search his apartment for clues to Barin's whereabouts.

These Human males are nondescript and dressed in earth-tone suits. Their expressions are serene, and they betray no emotion whatsoever. Each is armed with a blaster pistol. When they see you, they spring into action.

Sable Dawn Thug (SD) CL 3
Medium Human scoundrel 1/soldier 2
Force 1; **Dark Side** 3
Init +7; **Senses** Perception +8
Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16
hp 36; **Threshold** 14

Speed 6 squares
Melee unarmed +2 (1d6+1)
Ranged blaster pistol +3 (3d6+1)
Base Atk +2; **Grp** +2
Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6
Force Powers Known (Use the Force +13): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14
Talents Devastating Attack (rifles), Sneak Attack +1d6
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13
Possessions blaster pistol, comlink

Sable Dawn Thug Tactics

The agents of the Sable Dawn are taught to use their Force powers only when absolutely necessary. They prefer to use conventional methods to subdue their targets, such as their blaster pistols or hand-to-hand attacks. If they are outnumbered, they attempt to kill Olev and then use their Force powers—particularly *Force lightning* and *surge*—to incapacitate their foes and make a quick escape.

Conclusion

If the heroes kill or disable both Sable Dawn thugs, they can search the bodies for clues. Each thug carries a blaster pistol, a spare power pack, and a comlink. One of the thugs carries a basic datapad with information on Barin Trevina, including a physical description and a rough holographic picture.

If the struggle involved blaster fire, the driver of the speeder parked on the street outside hears and attempts to contact the thugs by comlink. If he does not get an answer, he drives off. If the driver has already been dealt with by the players, ignore this information.

Features of the Area

Olev's living area contains only simple furniture, spread across the floor where it has been tossed by the Sable Dawn thugs. The scattered remains of the furniture make the living area somewhat treacherous in the dim light. Both bedrooms are nearly identical—each contains a bed and a simple desk built into the wall. The beds have been overturned, and the drawers of the desks have been upended onto the floor. The only room that seems unharmed is the kitchen, which is relatively clear of obstacles.



Encounter: Kie's Storage

Challenge Level 3

When the heroes arrive at Kie's Storage, which is on the south side of Mos Eisley in a somewhat seedy part of town, they immediately notice a number of vagrants (V on the map) of various species huddled in the shade against the wall facing the street. If the heroes arrive after dark, some of the vagrants are dozing off or unconscious. During business hours, a clerk (C on the map) sits at the front desk. The clerk and the vagrants are all 1st-level nonheroic characters of their species.

When the PCs gain access to Barin's locker, have them make Perception checks opposed to the Stealth checks of the Sable Dawn thugs (S on the map). Anyone who fails must place themselves on the map within 2 squares of Barin's locker. After those heroes who failed their Perception checks are in position, place the Sable Dawn thugs as shown. Anyone who succeeds on their Perception checks can position themselves within 2 squares of Barin's locker after the Sable Dawn thugs are in position.

Only characters that succeeded on their Perception checks, along with the Sable Dawn thugs, can roll Initiative for the initial surprise round of combat.

Read-Aloud Text

After Perception checks are made, read the following text. This specifically applies to heroes who succeeded on their Perception checks.

Barin's locker is a battered metal closet marred with old graffiti. A red light on the magnetic lock plate blinks lazily in unison with the other lock plates along the wall. As you reach out to insert the code cylinder, you hear the sounds of muffled talking and boots on tile. Figures lean around the corners to your left and right, blasters in their hands. It's an ambush!

Sable Dawn Thugs (3)

This group of Sable Dawn thugs has been keeping an eye on Kie's Storage, waiting for Barin to show up. Their vigilance is all for naught—Barin never came here. If descriptions of the heroes have previously been reported (by the driver at Olev's apartment, for example), the thugs gain entry to the building and attack the heroes. If the Sable Dawn has no information on the heroes yet, the thugs instead use their comlinks to describe the heroes to their superiors, then wait for orders. The orders, of course, are to investigate.

Like their counterparts at Olev's apartment, these Human males are non-descript and dressed in earth-tone suits. Their expressions are serene, and they betray no emotion whatsoever. Each is armed with a blaster pistol and a blaster carbine.

Sable Dawn Thug (S) **CL 3**

Medium Human scoundrel 1/soldier 2
Force 1; **Dark Side** 3
Init +7; **Senses** Perception +8
Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16
hp 36; **Threshold** 14

Speed 6 squares
Melee unarmed +2 (1d6+1)
Ranged blaster pistol +3 (3d6+1)
Base Atk +2; **Grp** +2
Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6
Force Powers Known (Use the Force +13): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14
Talents Devastating Attack (rifles), Sneak Attack +1d6
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13
Possessions blaster pistol, comlink

Sable Dawn Thugs Tactics

This group of Sable Dawn thugs is not here to take prisoners. The heroes are an obstacle, and they are treated as such. The thugs' goal is to neutralize the heroes and gain access to Barin's storage locker, if possible.

If two of the thugs go down, the remaining thug attempts to escape, heading for the landspeeder parked in a nearby alley to the south.

Conclusion

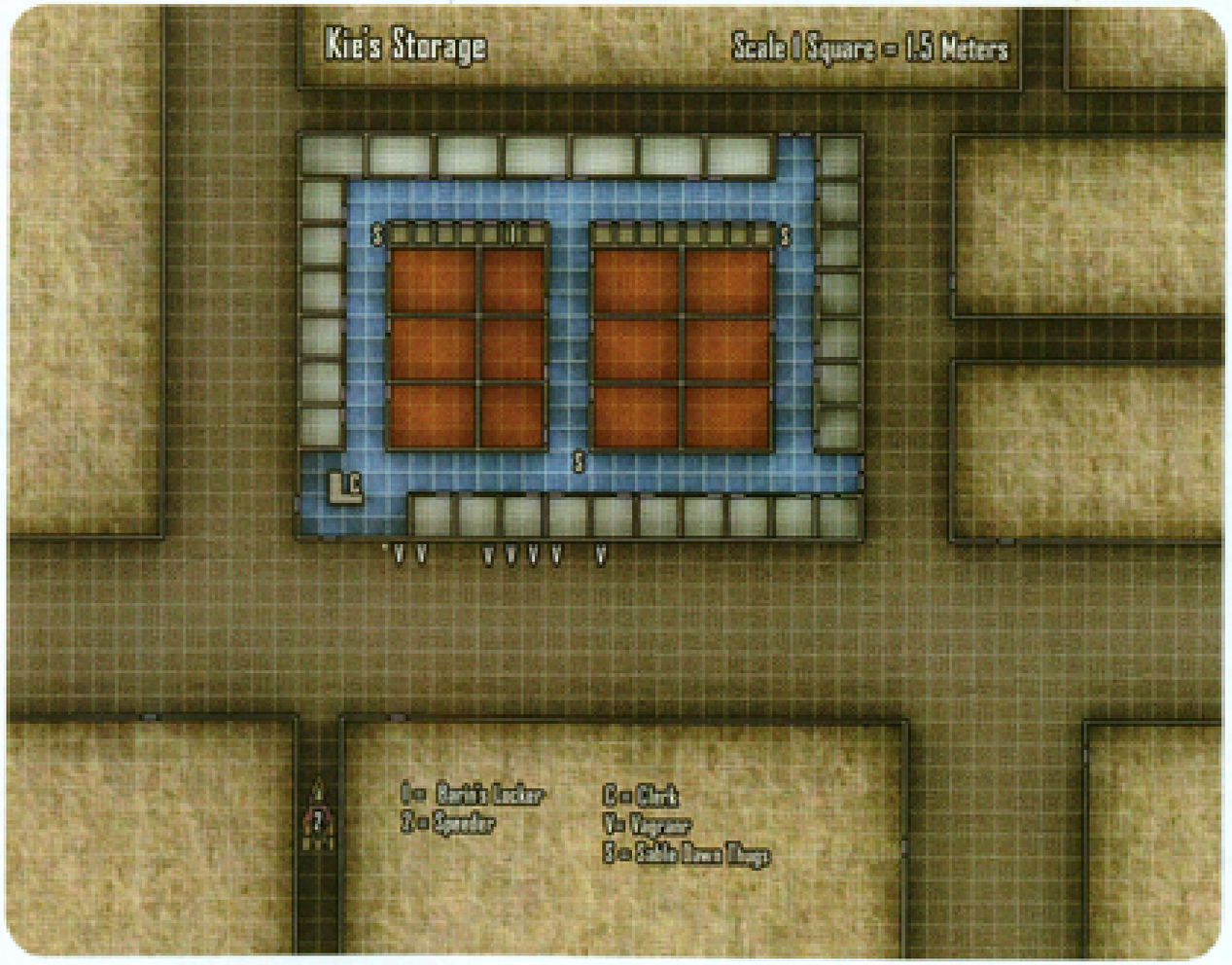
Any instances of blaster fire causes the vagrants out front to flee the area in a panic. If present, the clerk has been subdued by the Sable Dawn thugs and is lying dead or unconscious behind the counter.

The locker's contents are detailed earlier in the adventure ("The First Lead: Kie's Storage," page 198).

Features of the Area

Two doors at the southwestern corner allow access to the lobby. Two pairs of double doors, one at the northeast corner and the other at the southeast corner, are locked (equal to 5 cm thick metal doors, Mechanics check DC 25 to open), and allow for larger loads to be brought into the building as need requires. All doors within Kie's Storage have similar properties, except those on the lockers, which have DR 10, hp 30, threshold 25, and break DC 30.

Each of the storage cubes is fitted with a locked metal door and a good-quality lock. The doors on the lockers are less sturdy, but each possesses a intimidating lock plate with blinking red lights. During business hours, the halls are well lit, but these lights are shut down when Kie's closes at dusk. The floor is hard permacrete, and though it is dusty, it is clear of debris.



Encounter: The Woodoo Dunes

Challenge Level 3

The heroes arrive at The Woodoo Dunes, a lower-class cantina in east Mos Eisley. Position the hooligans as shown around a table near the middle of the bar. Place the four regulars and the bartender (all 1st-level nonheroic characters) around the bar as shown. Cel N'ero is seated in plain sight in the booth farthest from the cantina's entrance.

When the action starts, the heroes should position themselves based on their intended actions when they entered the cantina. Any who approached N'ero are near his booth, perhaps even seated in it, while others might have held back, staying outside or standing near the cantina's entrance.

Read-Aloud Text

Read the following text aloud when the heroes enter the Woodoo Dunes cantina:

The Woodoo Dunes is one of many seedy cantinas sprinkled liberally throughout Mos Eisley. The furniture has been cobbled together from several different sources, and even the bar looks to be made from thin sheets of scrap metal that have been painted with industrial-quality starship paint. The clientele consists of lower-class laborers scattered around the bar. Four street gangsters huddle around a table, and a single Twi'lek sits in one of the three booths. The Twi'lek appears to be waiting for someone, but by the look on his face, you can tell it isn't you.

Cel N'ero

Cel N'ero is an associate of Barin Trevina. Though the two might call one another friends, neither is above hanging the other out to dry under the right circumstances. N'ero is a small-time dealer in black-market items and fraud. He fancies himself a high roller, but he is no better than most of the gorg-bait that wanders the streets of Mos Eisley.

This Twi'lek's face is a bit too ashen and a bit too thin to seem wholly healthy. His yellow eyes are dilated slightly, and he licks his lips nervously. He's dressed in fine robes that haven't seen a washing in some time. He drums his overly long fingernails on the booth tabletop impatiently.

Cel N'ero (C) **CL 3**
Medium Twi'lek scoundrel 3
Force 1; **Dark Side** 3
Init +8; **Senses** low-light vision; Perception +4
Languages Basic, Huttese, Ryl

Defenses Ref 17 (flat-footed 15), Fort 17, Will 12
hp 31; **Threshold** 17

Speed 6 squares
Melee vibrodagger +3 (2d4+2)
Ranged blaster pistol +4 (3d6+1)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot
Special Actions Fool's Luck, Melee Defense, Quick Draw

Abilities Str 12, Dex 14, Con 15, Int 13, Wis 6, Cha 12
Talents Fool's Luck, Fortune's Favor
Feats Melee Defense, Point Blank Shot, Quick Draw, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +7, Gather Information +7, Initiative +8, Knowledge (bureaucracy) +7, Perception +4
Possessions blaster pistol, concealed holster, vibrodagger, datapad, 3 doses of ryll, 325 credits

Cel N'ero's Tactics

Cel N'ero is no fighter, and he would prefer to escape rather than deal with anyone who wants to harm him or Barin. Given a choice, he spills the beans on Barin but only if it looks as if he will not be able to leave unharmed. He plays every card in his book, and has no compunctions about getting someone else, such as the four hooligans, to do his dirty work for him.

Hooligans (4)

These four hooligans are typical Mos Eisley street trash. They have come to The Woodoo Dunes for a few cheap drinks and maybe a little bit of action. They are all coming down from a ryll high, and none of them is in the mood for idle chatter. If they see an opportunity to score free spice, they side with Cel N'ero, who is a known dealer, regardless of how much the odds are stacked against them.

These four Human youths are huddled around a small table, each one nursing a tall blue cup filled with some type of alcoholic drink. Their clothes are rumpled, and they appear to be scruffy. They talk a little too loudly, trying to look tough.

Hooligan (H) **CL 2**

Medium Human nonheroic 3/scoundrel 1
Force 1; **Dark Side** 3
Init +3; **Senses** Perception +2
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 12
hp 15; **Threshold** 17

Speed 6 squares
Melee unarmed +3 (1d3+1) or
Melee vibrodagger +3 (2d4+1)
Ranged blaster pistol +3 (3d6)
Base Atk +2; **Grp** +3
Atk Options Bantha Rush, Dastardly Strike, Power Attack

Abilities Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10
Talents Dastardly Strike
Feats Armor Proficiency (light), Bantha Rush, Improved Damage Threshold, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Persuasion +7, Survival +7
Possessions vibrodagger, blaster pistol

Features of the Area

At one time, there was a window three squares wide in the southern wall of The Woodoo Dunes, but it has since been broken out (perhaps by a thrown body) and replaced with a sheet of sand-chewed alloy plating that is bolted in place. Therefore, the only way to see in or out of the cantina is to open the door and take a look. The alley behind the cantina is littered with refuse; it should be treated as difficult terrain.

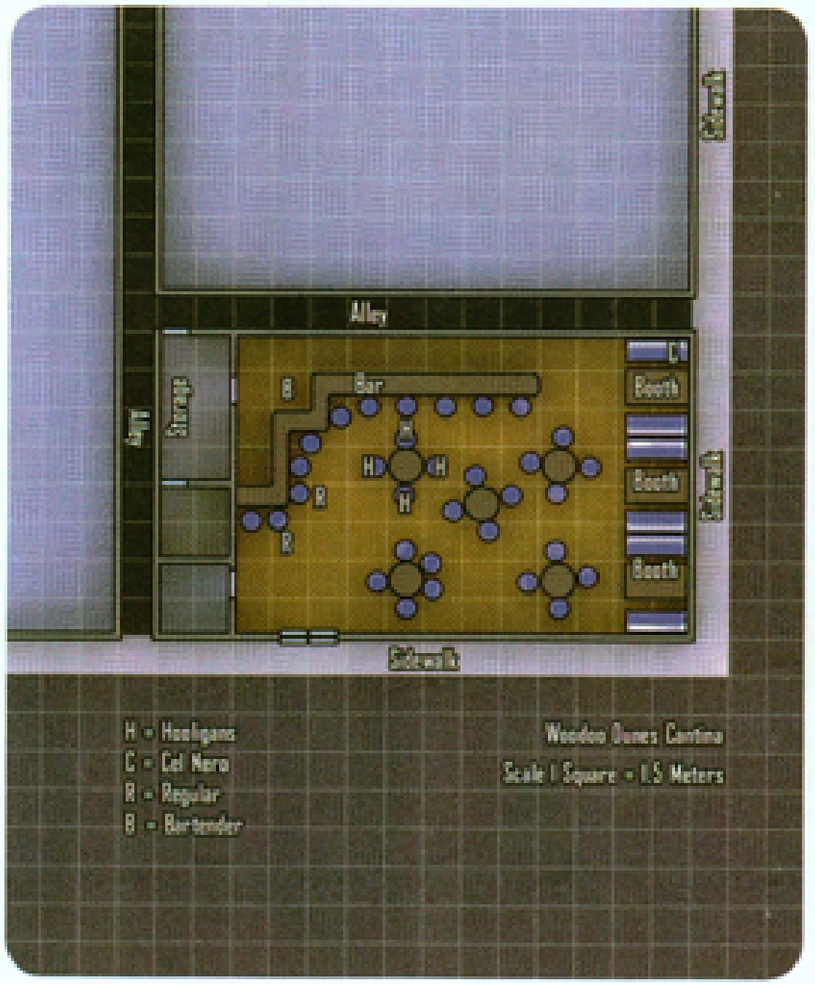
Hooligan Tactics

The hooligans shoot at random targets. They do not coordinate their attacks, and they are not concerned with collateral damage they might cause. If more than half their number are killed or incapacitated, the survivors attempt to flee, shooting as they go.

Conclusion

When the smoke clears, any surviving regulars head toward the door in a panic. The bartender peeks over the bar, surveying the damage. N'ero, if alive and lacking support from his hooligan chums, gladly surrenders and sells out Barin, no questions asked.

Local law enforcement shows up to investigate the ruckus within 3d10 minutes.



Encounter: Stopped by Epsis

Challenge Level 4

This encounter takes place in a docking bay within the Slips, a district of the Point Nadir shadowport. After the heroes leave their ship, they have an opportunity to locate Barin's pilot, a Human smuggler named Phellip. Unfortunately, when they explore Phellip's YT-1300 freighter, they find the pilot dead, his throat crushed. Any heroes investigating the cockpit see that the controls have been disabled. A successful DC 15 Perception check allows heroes in the cockpit to notice a couple of figures moving outside the ship.

As the heroes leave Phellip's ship, they are confronted by a group of 8 Epsis sentries. The sentries know that Phellip is dead (see adventure text), and they want to take the heroes in for questioning. This encounter is presented on the off chance that the heroes try to fight their way out of the situation.

When the heroes emerge from Phellip's YT-1300 freighter, the Epsis sentries tell them to stand down and surrender. Place the Epsis sentries as indicated on the map, and allow the heroes to place themselves near the freighter's entry ramp.

Read-Aloud Text

Read the following text aloud when the players emerge from Phellip's YT-1300 freighter:

As you make your way down the boarding ramp and into the docking bay, you barely have time to notice a number of armed individuals in combat jumpsuits, wielding blaster carbines, scattered throughout the area. A loud voice booms out in Basic, "Halt! Throw down your weapons, and you will not be harmed!"

Epsis Sentries (8)

The sentries are a common sight in Epsis-controlled portions of Point Nadir. They possess no distinct uniform but regularly wear blue combat jumpsuits. Humans are the most common species in Epsis' Sentry Corps, but other species are also represented.

This Human soldier is dressed in a blue combat jumpsuit that features no distinctive badges or marks. He carries a force pike in one hand, a slung blaster carbine, and a blaster pistol in a holster on his hip.

Epsis Sentry (E) **CL 2**
Medium Human scout 1/soldier 1
Force 1
Init +7; **Senses** Perception +8
Languages Basic, one unassigned

Defenses Ref 17 (flat-footed 16), Fort 14, Will 14
hp 34; **Threshold** 14

Speed 6 squares
Melee unarmed +3 (1d3+3) or
Melee force pike +4 (2d8+3)
Ranged blaster pistol +2 (3d6+1) or
Ranged blaster carbine +2 (3d8+1) or
Ranged stun grenade +2 (4d6 stun, 2-square burst radius)
Base Atk +1; **Grp** +3

Abilities Str 15, Dex 12, Con 10, Int 13, Wis 14, Cha 8
Talents Armored Defense, Evasion
Feats Armor Proficiency (light, medium), Weapon Focus (force pike), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +7, Mechanics +7, Perception +8, Treat Injury +7, Use Computer +7
Possessions blaster carbine, blaster pistol, force pike, stun grenade, combat jumpsuit, comlink, binder cuffs

Epsis Sentry Tactics

The sentries have been sent to round up the heroes for questioning. If the heroes resist, the sentries employ nonlethal damage, including stun grenades if necessary. They take cover behind doorways, bulkheads, and cargo crates, gaining a +5 cover bonus to Reflex Defense.

If more than half of their number are killed or incapacitated by the heroes, the sentries retreat down the southern corridor and use comlinks to call for reinforcements, which arrive in 10 rounds.

Conclusion

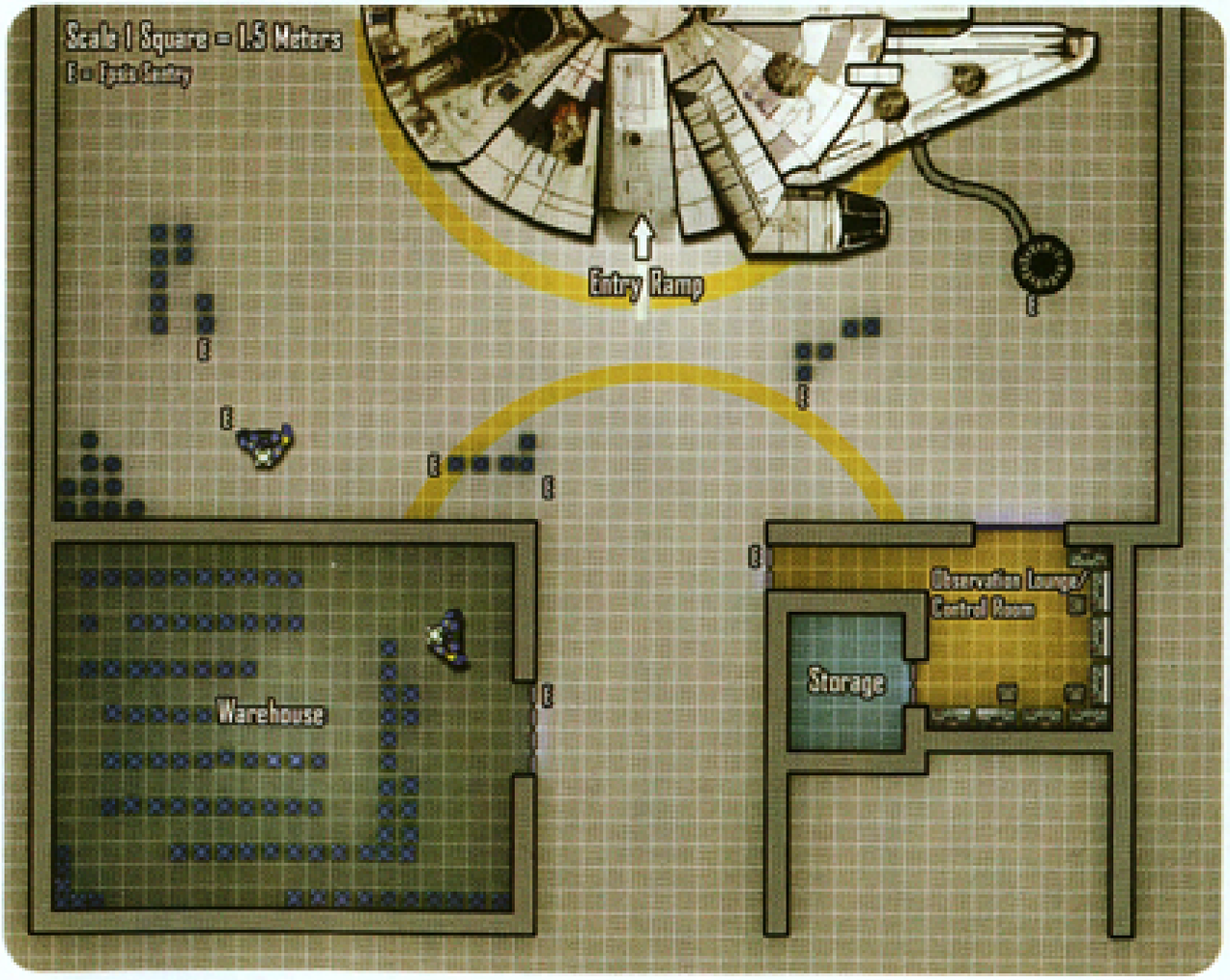
If the heroes surrender peacefully, the sentries disarm them and escort them to a command center in the Slips. If the heroes choose to fight, the sentries do their best to subdue them. If subdued, the heroes are restrained and taken to an Epsis command center where they are provided with enough medical care to get them on their feet again prior to questioning.

If the heroes violently resist the sentries and emerge victorious, they encounter additional sentries as they make their way through the Slips district of Point Nadir. Subsequent sentries are not as gentle—especially if several of their comrades have been killed by the heroes—and forgo the use of stun damage for the raw killing power of their blaster carbines.

The Sentries carry nothing more than the equipment listed in their stat block, and the cargo crates in the hangar yield all manner of legal trade goods (specifically textiles, preserved foods, and purified water).

Features of the Area

The docking bay is a large, open space. Aside from Phellip's YT-1300 freighter, the docking bay contains cargo crates, stacked barrels, a driving loader, and a power generator with an attached cable. An observation lounge/control room can be accessed through a pair of doors in the eastern wall of the exit corridor, and a warehouse can be entered through a large bay door in the corridor's west wall. The northern edge of the docking bay is shielded, and open to the zero gravity of Point Nadir's "cove" as far as the eye can see.



Encounter: Evad Court Rescue

Challenge Level 3

Place the Evad Court security guards throughout the facility, as indicated on the map. One guard is in each of the security rooms, two more in the lobby, and three patrolling the halls. Two off-duty guards are in the building's lounge. Barin is hiding in his own room, which is at the southwestern corner of the building.

Other occupants are in the safe house, but they are sequestered in their own rooms if trouble starts.

Read-Aloud Text

Read the following text when the heroes enter the safe house foyer:

The simple 10 meter by 10 meter room is capped to the north by a pair of sealed airlock doors. Two armored transparisteel windows, one on either side, reveal two well-dressed guards seated at consoles. The guard to the left looks up from his monitors and asks through the speaker, "Can I help you?"

Barin Trevina

Barin Trevina is Prello the Hutt's favorite burglar. He is an accomplished thief with a knack for getting into and out of tight spots. He has also ferreted out sensitive information on the Anjiliac kajidic and its doings in several sectors of space. Barin also claims to know where a portion of Fische's Legacy is hidden, but he has yet to spill this information to anyone.

Fearing for his life, Barin made his way to Point Nadir, thinking that it would be the last place that the Sable Dawn would look for him. Unfortunately, he is wrong. Secured within Evad Court under the assumed name of Ely Salphella, he plans to wait out his enemies as long as his money lasts.

Barin is a short and slender Balosar. His curly brown hair is short enough that his antennapalps are plainly visible, and he wears a pair of blue leather pants and a green leather vest over an off-white collarless shirt.

This Balosar seems small, even for a member of his species. He is dressed in a gaudy suit of dyed leather that includes a green vest and bright blue pants tucked into black boots that rise to his mid-calf. His brown eyes dart back and forth like those of a hunted animal.

Barin Trevina (B) **CL 3**
Medium Balosar scoundrel 3
Force 2; **Dark Side** 2
Init +1; **Senses** Perception +6
Languages Balosar, Basic, Huttese, Ryl

Defenses Ref 15 (flat-footed 15), Fort 14, Will 14
hp 31; **Threshold** 14
Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares
Melee unarmed +2 (1d3+1)
Ranged hold-out blaster +3 (3d4+1)
Base Atk +2; **Grp** +2
Atk Options Point Blank Shot, Precise Shot
Special Actions Fool's Luck, Knack

Abilities Str 10, Dex 10, Con 12, Int 15, Wis 10, Cha 15
Talents Fool's Luck, Knack
Feats Point Blank Shot, Precise Shot, Toughness, Weapon Focus (hold-out blaster), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Knowledge (galactic lore) +8, Mechanics +8, Perception +6, Stealth +6
Possessions hold-out blaster, datapad

Barin Trevina's Tactics

Barin assumes that someone is coming to kill him as soon as the alarm goes off. He hides in his bedroom and waits for the assassins to find him, if they get past Evad Court's security. Unless talked down by the heroes, he fires on them as soon as they breach the safety of his bedroom.

Security Guards (9)

Evad Court employs some of the best security personnel within Point Nadir. The nine who patrol this safe house are Evad's entry-level security guards. Although competent, they lack the extensive experience of Evad's higher-priced employees. Nevertheless, they are an adequate obstacle. They wear the latest armored clothing, which provides a professional appearance while granting protection from attacks.

This Human wears a sharp black suit of Corellian cotton, accented with a red square of silk that emerges flawlessly from the breast pocket of his short coat.

Evad Court Security Guard (G) CL 1
Medium Human soldier 1
Init +7; **Senses** Perception +7
Languages Basic, Huttese

Defenses Ref 15 (flat-footed 13), Fort 13, Will 13
hp 30; **Threshold** 13

Speed 6 squares
Melee unarmed +2 (1d3+1) or
Melee stun baton +2 (1d6+1)
Ranged blaster pistol +3 (3d6) or
Ranged blaster pistol +1 (4d6) with Rapid Shot
Base Atk +1; **Grp** +2
Atk Options Rapid Shot, Running Attack
Special Actions Harm's Way

Abilities Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8
Talents Harm's Way
Feats Armor Proficiency (light, medium), Rapid Shot (pistols), Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Mechanics +6, Perception +7, Treat Injury +6, Use Computer +6
Possessions blaster pistol, armored suit, comlink

Evad Court Security Guard Tactics

Evad Court security guards shoot to kill. They take no prisoners. In addition, they are expected to give their lives for their clients, if need be, and they do not hesitate to interpose themselves between a client and an assassin. They use cover when they can and work as a team to isolate and destroy intruders.

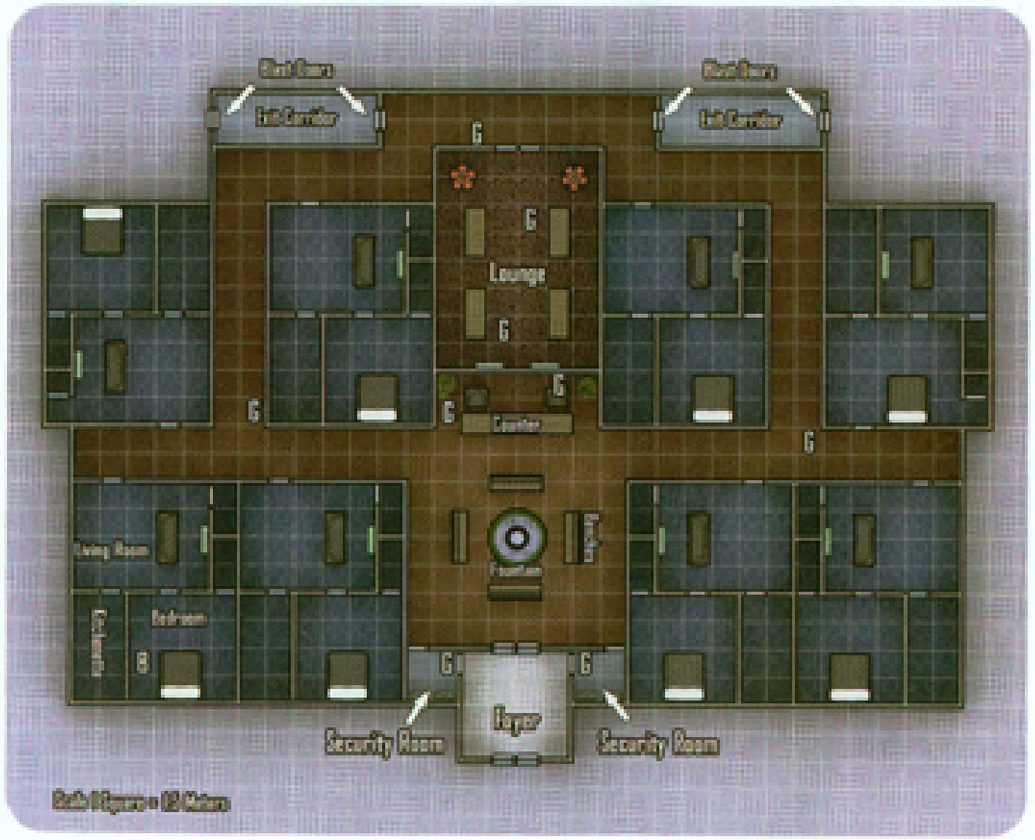
The guards at the desk in the lobby report their situation to central command within 2 rounds, if they are able. If they manage to call for help, an additional group of similar guards wearing battle armor and wielding blaster carbines arrive within five minutes of their call.

Conclusion

The heroes should concentrate on getting Barin out of the safe house as quickly as possible. If they tarry for any reason, they encounter additional security guards who are better equipped than the guards they have just defeated. If they get in and out of the safe house within five minutes, they can easily disappear into the winding streets, alleyways, and passages of the Fissure District without attracting attention.

Features of the Area

Evad Court is a high-security outpost nestled in the relative anarchy and chaos of Point Nadir's Fissure District. The front door is a standard alloy door that is meant to seem more or less innocuous (DR 10, hp 30, threshold 25, break DC 30), while the internal foyer door, as well as the two rear exits, are metal airlock-quality doors (DR 10, hp 50, threshold 30, break DC 35). The security room glass is resistant to damage, but not invulnerable (DR 10, hp 15, threshold 10, break DC 25). The interior doors leading into the suites are standard wooden doors (DR 5, hp 25, threshold 10, break DC 15).



Encounter: Mining Droid Mishap

Challenge Level 3

This encounter begins as the players enter an opening in the mines where several 11-17 Series mining droids are clearing rubble and excavating on behalf of the Anjiliac Hutts. Although normally docile, these droids have been programmed to attack intruders to discourage Fissure District squatters from venturing too far into the tunnels of the mines.

Place any visible mining droids as indicated, then allow the heroes to place themselves anywhere within 5 squares of the western corridor, heading east. Additional mining droids are out of the heroes' sight, but within visual contact of at least one mining droid on the map and thus aware of what is transpiring through their internal comlinks.

Read-Aloud Text

When the heroes encounter the first droid, read the following text aloud:

Up ahead, in the darkness, you can make out two glowing photoreceptors, moving closer. A small droid moving on a pair of noisy treads emerges from the shadows, stopping to examine you for a few moments, before raising a weaponlike protuberance from its chassis and firing a blast of plasma in your direction.

Encounter Adjustments

This encounter can be deadly for the heroes or particularly easy depending on the initiative order. Since the mining droids have so few hit points, a party of heroes with high Initiative rolls could take out several of these droids before they get to act. There are a number of ways that Gamemasters can deal with this potential issue. First, the GM can divide the droids into groups of 3 to 4 droids, rolling each group's Initiative separately; this increases the likelihood of at least some of the droids acting before the heroes, and also leads to a more exciting and dynamic encounter as the droids act on different turns. If the encounter seems to be ending too quickly, the GM should feel free to add one or two Anjiliac clan thugs (page 141) who are controlling the droids during the attack.

Mining Droids (10)

These droids have been modified by Epsis on behalf of the Anjiliac kajidic. They are programmed to attack intruders who do not initiate the proper passcode within ten seconds. Though they understand spoken Basic, they are not equipped with vocabulators and cannot give verbal warning before attacking.

The small droid is low to the ground, and moves confidently on a pair of noisy treads. A single plasma jet projector emerges from a mount on the unit's back.

11-17 Series Mining Droid (M) **CL 1**

Small droid (5th-degree) nonheroic 3
Init +3; **Senses** darkvision, low-light vision; Perception +7
Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 14), Fort 10, Will 9
hp 7; **Threshold** 10
Immune droid traits

Speed 4 squares (tracked)
Melee saw +5 (1d4+3)
Ranged blowtorch +6 (2d6) or
Ranged heavy plasma jet +7 (3d10)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +0

Abilities Str 16, Dex 18, Con —, Int 12, Wis 8, Cha 12
Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (pistols, simple weapons)
Skills Climb +7, Knowledge (physical sciences) +7, Perception +6, Use Computer +7
Systems tracked locomotion, basic processor, magnetic feet, 2 tool appendages, telescoping appendage, improved sensor package, darkvision, internal comlink, quadanium shell
Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns
Availability licensed; **Cost** 3,500 credits (2,650 used)

11-17 Series Mining Droid Tactics

The 11-17 droids are not combat models, and they are programmed to kill intruders only if they are unable to scare them away. The initial plasma blast from each droid is just for show and is fired from a far enough distance so as to not actually engage any targets. Once the initial blast has been fired, the droids move closer to any remaining targets. The droids do not surrender or retreat.

Each 11-17 is equipped with a heavy plasma jet for digging. The plasma jet fires a stream 4 squares long by 2 squares wide. A target hit by the droid's plasma jet takes 3d10 damage. If the plasma jet misses, it deals only half damage. Each droid also features a saw and a blowtorch for precision cutting and clearance of obstacles. The blowtorch counts as a ranged attack with a range of 1 square.

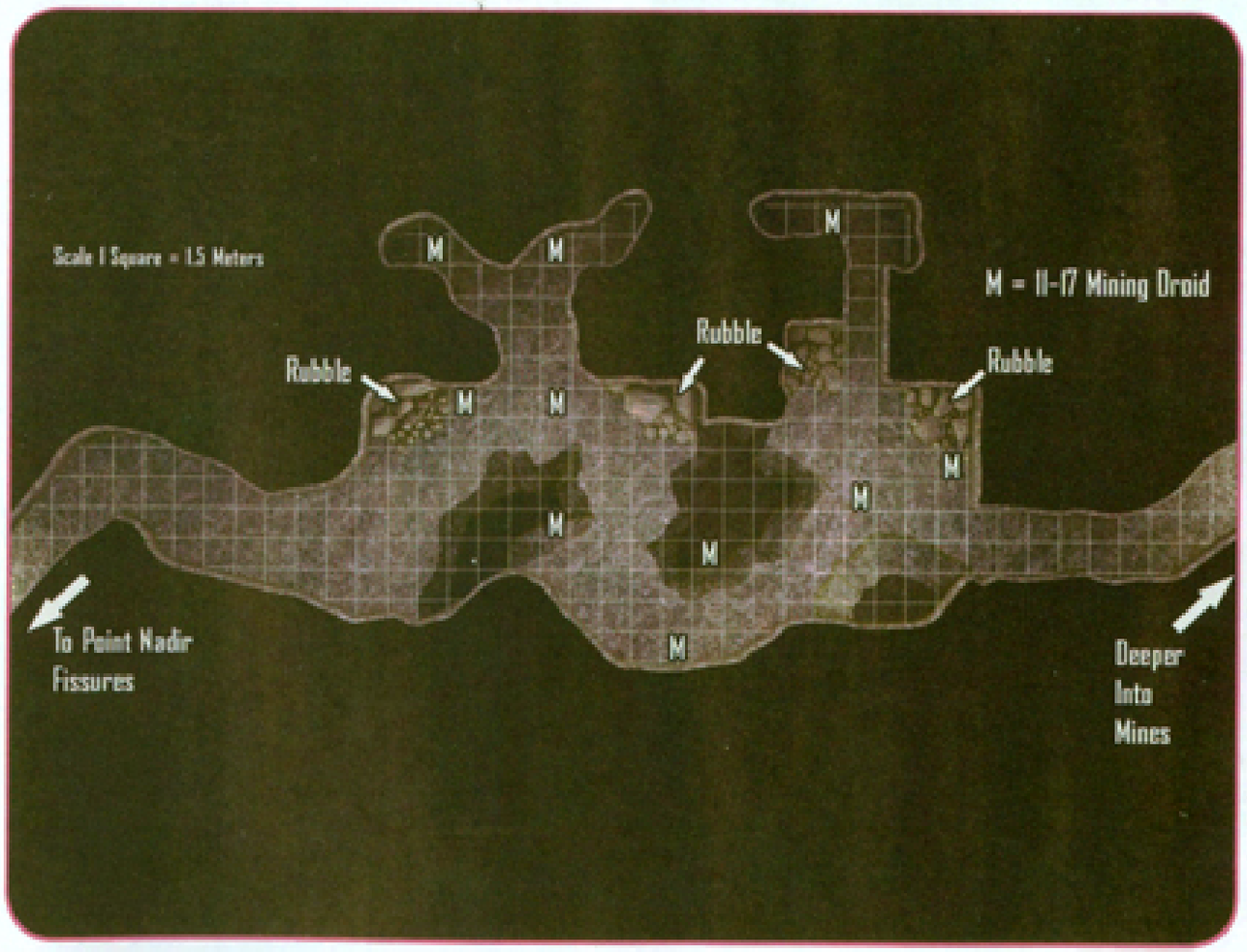
Features of the Area

This cavern is filled with rubble and loose rocks, making footing treacherous. When moving through rubble or depressions, or over rises in terrain, movement costs are doubled to reflect the uneven footing. Due to their tracked locomotion and squat build, the 11-17 Series mining droids are not affected by these adverse conditions.

Though the cavern has a relatively high ceiling (3 meters high in most areas), the tunnels leading to the north are smaller and more confining, with only 1 meter of clearance.

Conclusion

Once the heroes have dealt with the mining droids, the way is clear for them to proceed deeper into the mines. Little of value is in the cavern other than some raw tin ore.



Encounter: Step into My Parlor . . .

Challenge Level 4

The players enter this cavern from the south. The tunnel opens up into a larger cavern, which appears to have formed naturally. Two Nadir spiders have built nests within the darkness of the 30-foot chasms on either side of the northward path. In addition, a flock of comet mynocks are at rest near the rear section of the cavern, hanging like bats from the ceiling of the chamber.

Have the heroes place themselves at the southern end of the chamber, and allow them to move north. The Nadir spiders are hidden in the dark confines of their chasm. A hero can notice them with a successful Perception check (opposed by the spiders' Stealth check), but only if the examining hero peers over the ledge into the chasm. The Nadir spiders allow the heroes to pass their position, attacking only after the last hero has moved past their positions.

The comet mynocks remain where they are until weapons are discharged. At that point, they launch themselves from their positions, shrieking as they fly around the chamber.

Read-Aloud Text

Read the following text when the players enter the cavern:

The passage opens up into a natural cavern, and extends off into the darkness. The air here is still, and motes of dust float lazily through the air in front of you. A series of dark chasms abut the path, one to each side, their depths lost in darkness. The ceiling here is high above your heads, and cracks and crevices give it the appearance of a rocky moonscape.

Nadir Spiders (2)

Nadir spiders are native to Resh 9376. Similar species have been reported in other comets and asteroids. Like mynocks, the Nadir spider is a silicon-based lifeform. Five spindly limbs that extend at even intervals from its bulbous central body. A large maw with five interlocking mouthparts, surrounded by five black eyes, dominates the spider's central body.

Though they typically subsist on comet mynocks, Nadir spiders are hostile, and occasionally venture into the shadowport looking for other food.

A bulbous creature the size of a man emerges from the shadows. Five spindly limbs sprout from its body, and a single mouth surrounded by five jagged beaks and five black spots flexes open and closed menacingly.

Nadir Spider (S) **CL 4**

Medium subterranean beast 4

Init +10; **Senses** darkvision, low-light vision, Perception +9

Defenses Ref 17 (flat-footed 14), Fort 12, Will 12

hp 26; **Threshold** 12

Speed 12 squares, climb 12 squares

Melee bite +5 (1d6+4)

Ranged acid spray +6 (2d4 plus special)

Base Atk +3; **Grp** +5

Atk Options acid spray, Pin

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 14, Cha 6

Feats Improved Initiative, Pin, Skill Training (Stealth)

Skills Perception +9, Stealth +10

Acid Spray—Once per day, a Nadir spider can spew a jet of highly corrosive acid. The acid spray affects a single target within 5 squares of the Nadir spider. If the Nadir spider hits with its acid spray, the target takes 2d4 acid damage plus an additional 2d4 acid damage at the start of the target's turn every round until the acid is washed off or treated (requiring a DC 15 Treat Injury check and a medical kit).

Nadir Spider Tactics

The Nadir spiders are interested only in food. They target stragglers with their acid spray. If a Nadir spider succeeds in taking down an enemy, it drags its prey down into the pits below where it can be devoured at the spider's leisure.

Comet Mynocks (5)

Like common mynocks, the comet mynock is a silicon-based lifeform native to outer space. Unlike their cousins, comet mynocks can live in an atmosphere without suffering ill effects. They fight only if starved or scared and rarely initiate combat unless provoked.

This mynock is blue-gray in color and flaps about on leathery wings.

Comet Mynock (M) **CL 1**

Small vacuum beast 2
Init +6; **Senses** darkvision; Perception +8 (may reroll)

Defenses Ref 18 (flat-footed 13), Fort 15, Will 12
hp 21; **Threshold** 15

Speed fly 10 squares
Melee wing slam +0 (1d4)
Base Atk +1; **Grp** –5
Atk Options Running Attack

Abilities Str 8, Dex 20, Con 20, Int 2, Wis 14, Cha 10
Special Qualities survive in vacuum, fly through space
Feats Running Attack
Skills Perception +8

Survive in Vacuum—Comet mynocks are silicon-based lifeforms that take no damage from exposure to vacuum.

Fly through Space—Mynocks can fly in the vacuum of space, and they can maneuver without any hindrance or penalty in vacuum.

Comet Mynock Tactics

The comet mynocks are disturbed from their resting places only when blasters or other loud weapons are discharged. They swoop about menacingly, swatting nearby characters with their wings. They tend to avoid the Nadir spiders.

Features of the Area

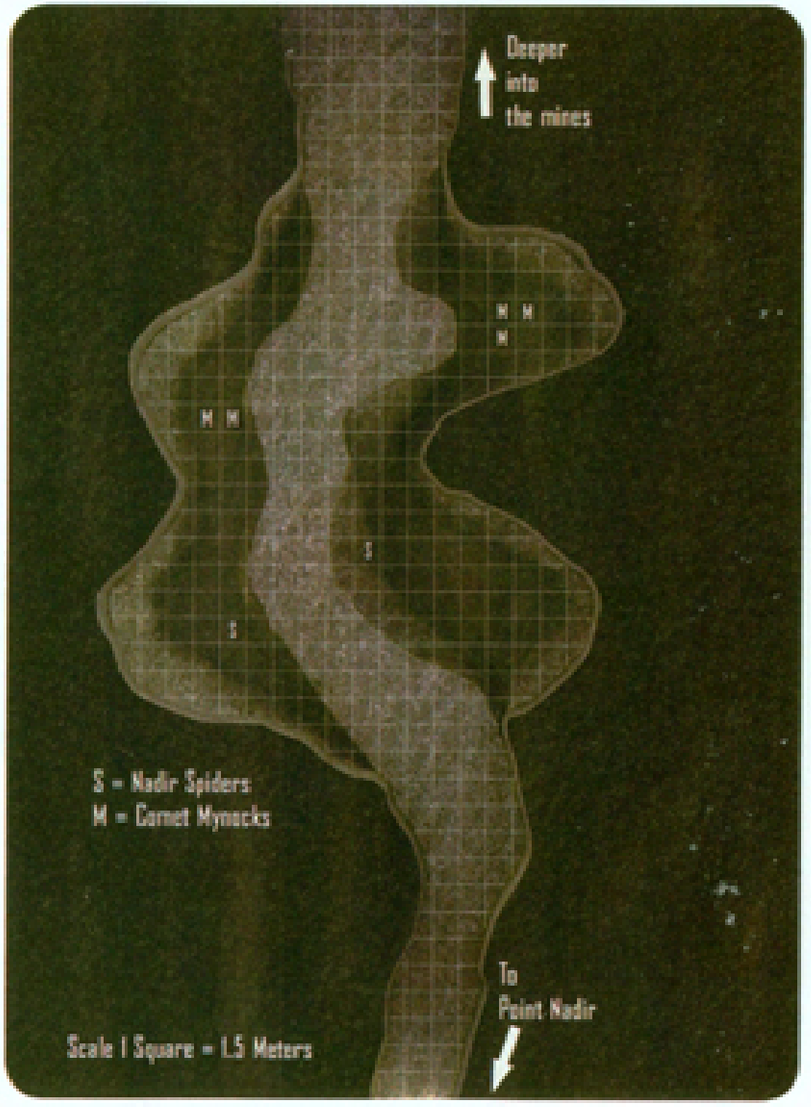
The path that meanders through the center of the cavern is smooth and dusty. The edges that border the chasms on either side are easily crumbled, and anyone approaching the edge must succeed on a DC 10 Acrobatics check or tumble into the pit below. Each pit is 10 squares deep (see the "Falling Damage" sidebar on page 255 of the Saga Edition core rulebook).

Given that the life support and gravity generators of Point Nadir are not effective this far from the shadowport, the quality of gravity is reduced in the mines, creating a low-gravity environment (see page 256 of the Saga Edition core rulebook). The mines are also cold but not cripplingly so. The inherent darkness of the caverns reduces visibility unless artificial lighting is employed.

Conclusion

If the Nadir spiders are defeated, the heroes can explore their nests in the crevasses below. The nests consist of pits that have been excavated with the spiders' acidic secretions. The remains of mynocks and bones of long-dead Humans (and other creatures) litter the floor of the chasm. The remains of a relatively fresh kill is entombed in one of the spider nests.

Amid the detritus at the bottom of the eastern chasm, curious heroes find a partially dissolved blast helmet, a crusty blaster pistol with a half-charged power pack, a vibroblade with a dead power pack, a glow rod, two medpacs, and a liquid cable dispenser.



Encounter: Fissures Ambush

Challenge Level 4

As the heroes return from the mines and enter the outward areas of Point Nadir's Fissure District, they are set upon by a group of Sable Dawn operatives. By default, the heroes return through the northernmost passage, heading south. Have them place themselves within 5 squares of the map edge before allowing them to make Perception checks against the Stealth checks of the Sable Dawn thugs and the Sable Dawn lieutenant. Place any attackers who are noticed by the heroes on the map, and roll for initiative as normal.

Read-Aloud Text

Read the following text aloud when the heroes enter this area of the Fissures:

The strange silence here seems out of place. The air smells of the cooking fires of the Fissure District's residents, but you hear no signs of life from the darkness. It is as if the area ahead has been cleared of all indigenous persons. Either that, or they're hiding.

Sable Dawn Lieutenant

Like the Sable Dawn thugs, the Sable Dawn lieutenant is a trained killer. Unlike his thug companions, he is more experienced and has come along to ensure that this time around the job gets done.

Wearing an earth-tone robe over a simple tunic and trousers, this Human male carries himself with a certain measure of pride and confidence. He carries a blaster rifle and moves with the grace of a trained killer.

Sable Dawn Lieutenant (L) **CL 5**
Medium Human scoundrel 2/soldier 3
Force 2; **Dark Side** 5
Init +9; **Senses** Perception +9
Languages Basic, Rodese

Defenses Ref 20 (flat-footed 17), Fort 16, Will 18
hp 43; **Threshold** 16

Speed 6 squares
Melee unarmed +4 (1d6+2)
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster rifle +6 (3d8+2)
Base Atk +4; **Grp** +4
Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6
Force Powers Known (Use the Force +14): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 14, Con 9, Int 12, Wis 15, Cha 14
Talents Demolitionist, Devastating Attack (rifles), Sneak Attack +1d6
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +6, Initiative +9, Mechanics +8, Perception +9, Stealth +9, Use the Force +14
Possessions blaster pistol, blaster rifle, comlink

Sable Dawn Lieutenant Tactics

The Sable Dawn lieutenant shoots to kill, though he tries to preserve Barin's life (if Barin is with the heroes) so that the Balosar can be questioned prior to termination. Like his companions, the lieutenant uses cover to his advantage, and he shows no compunctions about using his Force powers when necessary. Retreat is not an option.

Sable Dawn Thugs (3)

These thugs are identical to the those listed in earlier encounters, except for their uniform and kit. Each wears a hooded loose-fitting outfit of black cloth, tied at the waist with a belt, and each is armed with a blaster rifle and a blaster pistol.

These men are dressed in loose black outfits, each with a hood that is pulled up to hide his features. They kneel, their blaster rifles at the ready, taking aim at their enemies in a calm and efficient manner.

Sable Dawn Thugs (T) **CL 3**
Medium Human scoundrel 1/soldier 2
Force 1; **Dark Side** 3
Init +7; **Senses** Perception +8
Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16
hp 36; **Threshold** 14

Speed 6 squares
Melee unarmed +2 (1d6+1)
Ranged blaster pistol +3 (3d6+1)
Base Atk +2; **Grp** +2
Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6
Force Powers Known (Use the Force +13): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14
Talents Devastating Attack (rifles), Sneak Attack +1d6
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13
Possessions blaster pistol, comlink

Sable Dawn Thug Tactics

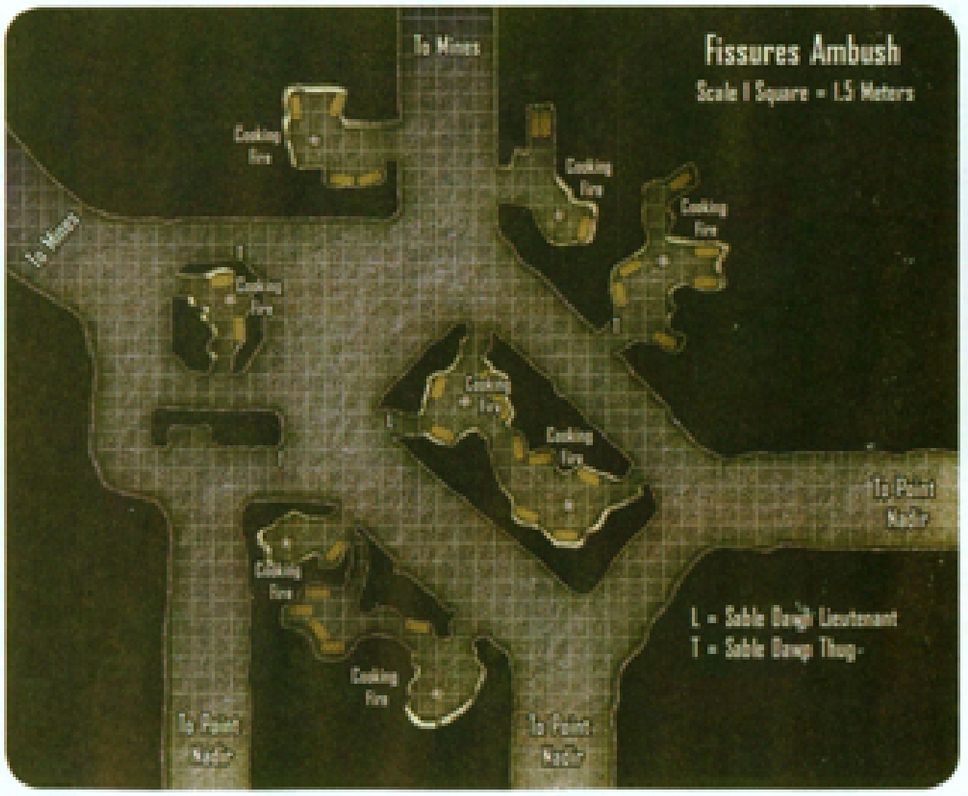
The thugs remain behind cover, picking off enemies as they come into view. If circumstances warrant the use of Force powers, they do so without hesitation. Given that their lieutenant is present, they are hesitant to flee, even if the battle goes against them.

Conclusion

If the Sable Dawn operatives are disabled, the heroes can flee from the fissures without interruption. The lieutenant possesses a datapad. Like the datapad(s) found earlier, this one contains extensive information on Barin. In addition, it also contains an entry describing a "Force Focus"—a charm in the shape of a six-pointed star that enhances a Force-user's power.

Features of the Area

This area of the Fissures is sparsely populated, but now it is completely empty of life, likely because the Sable Dawn scared everyone away prior to the heroes' arrival. Cooking fires still smolder within caves, providing scant illumination. Otherwise, the area is dark, given the lack of ambient or artificial light. Gravity is normal here, and though the temperature is low, it is nowhere near as low as it was in the mines.



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Star Wars Roleplaying Game: Scum & Villainy Errata and Official Clarifications
Updated - January 2009

Scum & Villainy Errata

p. 17 – Swift Strider
Remove the phrase “as a standard action” from the end of the first paragraph.

p. 21 – Misplaced Loyalty
Add the following sentence before the last sentence of the talent’s description: “You may not gain the benefit this talent if another character within 6 squares of you has used this talent since the end of your last turn.”

p. 21 – Collateral Damage
Add the phrase “once per turn on your turn” before the phrase “you can make a second attack…”

p. 23 – Knife Trick
Add the following sentence to the beginning of the Benefit paragraph: “If you have a concealed weapon, you threaten squares as though armed with a melee weapon.”

Add the following sentence to the end of the Benefit paragraph: “If you choose not to draw your concealed weapon and attack with it, you cannot make the attack of opportunity unless you would otherwise normally be able to do so.”

p. 24 – Superior Tech
Change the Superior Protective Armor trait benefit to say, “Increases the armor’s armor bonus to Reflex defense by 2.”

p. 25 – Wicked Strike
Add the phrase “once per turn on your turn” before the phrase “you can immediately make a second attack…”

p. 27 – Shelter
Change the text of the talent to say, “Whenever you are adjacent to a minion, you increase any cover bonus to your Reflex Defense by +2.”

p. 31 – Damaging Deception
Change the last sentence of the talent to say, “If successful, the next attack made before the start of your next by one of your allies turn that hits your target deals an additional +2 dice of damage.”

p. 35 – Uncanny Instincts
Change “once per encounter” to “once per round.”

p. 37 – Upgrade Slots
In the second paragraph, replace the second sentence with “Unlike most armor, powered armor has two free upgrade slots. Armor is defined as powered armor if it is specifically described as such, of the word power (or some variant thereof) appears in the armor’s name.”

p. 56 – Table 2-11: Cost Modifiers
Change the cost modifier for Colossal (station) to x5,000; change Colossal (cruiser) to x500; change Colossal (frigate) to x50.

Scum & Villainy Clarifications

p. 21 – Bonus Feats
Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class may add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Burst of Speed, Close Combat Escape, Impetuous Move, Impulsive Flight, Lightning Draw, Opportunistic Retreat, Resurgence, Slippery Maneuver, Stay Up, Tactical Advantage, Wicked Strike
Noble	Cornered, Friends in Low Places, Hasty Modification, Impulsive Flight, Opportunistic Retreat, Signature Device, Superior Tech, Tactical Advantage, Wicked Strike
Scoundrel	Burst of Speed, Close Combat Escape, Collateral Damage, Cornered, Deceptive Drop, Desperate Gambit, Duck and Cover, Fleet Footed, Friends in Low Places, Hasty Modification, Impulsive Flight, Knife Trick, Lightning Draw, Signature Device, Superior Tech
Scout	Burst of Speed, Cornered, Deadly Sniper, Duck and Cover, Fleet Footed, Resurgence, Slippery Maneuver, Stay Up
Soldier	Burst of Speed, Collateral Damage, Deadly Sniper, Impetuous Move, Lightning Draw, Resurgence, Slippery Maneuver, Stay Up

p. 41 – Dual Gear
Add the following sentence to the end of the description of Dual Gear: “If either piece of equipment requires a power pack or other energy source, it must have its own (items combined with this modification cannot share power packs or other energy sources).”

p. 42 – Silverplate and Spring Loaded
Move the last sentence from the Silverplate description to the end of the Spring Loaded description.

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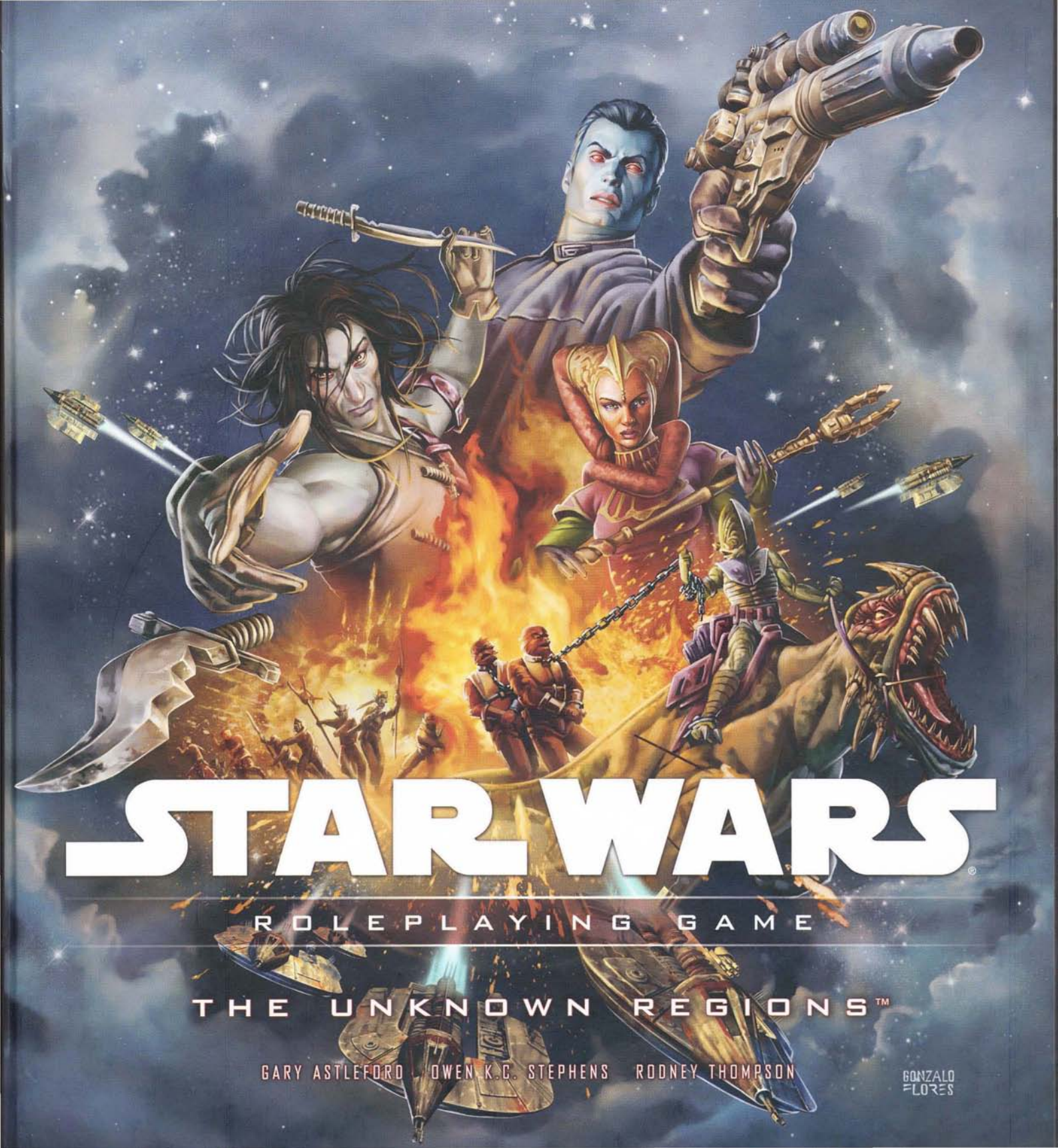
STAR WARS
ROLEPLAYING GAME
THE UNKNOWN REGIONS™
GARY ASTLEFORD · OWEN K.C. STEPHENS · RODNEY THOMPSON
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STAR WARS®

ROLEPLAYING GAME

The Unknown Regions

RODNEY THOMPSON, STERLING HERSHEY, DANIEL WALLACE

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INTRODUCTION





Beyond known civilized space lie the vast, mysterious Unknown Regions. These officially unexplored areas lie beyond the galaxy's core, beyond the Outer Rim territories, and beyond the galactic disk. The term also applies to a massive area of space within the western galactic disk, isolated by dangerous and complex hyperspace hazards. Cut off by the lack of known hyperspace lanes and the dangers of mapping new routes, the Unknown Regions remain largely unexplored throughout all eras of galactic history.

A *Star Wars Roleplaying Game* campaign in the Unknown Regions allows players to venture into distant, mysterious, and unpredictable realms where the normal balance of galactic power is vastly diminished or nonexistent. It provides a place for Gamemasters to create their own worlds and stories without having to account for established continuity and storylines. Traveling into these reaches requires exploration, making the journey as much a part of the story as the destination.

Although the Unknown Regions are the least defined areas in the *Star Wars* galaxy, they are not without recognizable characters, species, and threats. Depending on the location and the era, heroes might interact with the Chiss Ascendancy, the Ssi-ruuvi Imperium, the insectoid Killiks, or the remnants of the ancient Infinite Empire of the Rakata. Heroes might even battle the Imperial forces of Grand Admiral Thrawn as he attempts to establish the Empire of the Hand.

The Unknown Regions provide a safe haven for the survivors of long forgotten civilizations and belief systems. Ancient Sith use the area to hide, recover, and rebuild their forces for their ongoing battles with the Old Republic and the Jedi. Mandalorians and mysterious Force users also make the region their home, whether permanently or temporarily. Any of these groups might hold information, material goods, or knowledge that heroes could find valuable enough to justify the dangers of unreliable hyperspace routes and of operating without immediate aid or material support.

The Unknown Regions

Galactic citizens know little about the strange worlds and isolated civilizations beyond the reach of the official galactic government of their time. Even the frontier worlds on the edges of known space know little of the nearby systems of the Unknown Regions. These areas are regarded as isolated and dangerous, and only the desperate, brave, or foolhardy venture into them on a regular basis. However, over the course of galactic history, new political entities and armed invaders emerge from the Unknown Regions to threaten isolated worlds or even the greater galactic government of the time. Some of these events, such as the one involving the Ssi-ruuk at Bakura, have a political impact far beyond the scope of a local conflict.

The mysterious Unknown Regions provide great opportunities for those willing to accept substantial risks and dangers. Every year, scouts and explorers painstakingly map new hyperspace routes and catalog new star systems. Some go in search of valuable natural resources or new civilizations to trade with. Colonists enter hoping to establish new homeworlds far from the reach of the galactic government. Criminals go in search of secret hyperspace routes to hidden strongholds, taking substantial risks to locate those routes. Even influential corporate entities occasionally use the unregulated regions for their own purposes.

Official scouting expeditions are regularly commissioned, although their scale and level of support vary greatly by era and government. Most galactic governments have official scouting agencies, as do regional and corporate authorities. The Republic's Outbound Flight expedition is a well-known example of a large-scale, officially sanctioned expedition that proves to be a complete failure. Less well known, but of greater galactic impact, is the Emperor's decree that Grand Admiral Thrawn establish an Empire of the Handto extend Imperial control into a region known as Wild Space.

Exploration by Era

Most of the themes and material in this volume can be used in any *Star Wars* era. Although some starships, some technology, and the history of specific species appear in known *Star Wars* stories, Gamemasters are free to adapt these ideas to the eras in which their games takes place. Below are general guidelines for material that is appropriate for a specific era.

The Old Republic

As a percentage, the Unknown Regions take up a larger area of the galaxy during this era, since exploration is just beginning. Although many of the worlds that will be influential in the course of galactic history are already known, many other planets remain isolated or undiscovered for centuries to come. Some species that will be well known in later eras are unheard-of at this time. In this era, the galactic disk has large, isolated pockets of unknown regions, which remain unexplored until they draw the attention of an exploitive corporation, a governmental agency, or another group. In the Unknown Regions, explorers are more likely to run across Sith settlements and isolated remnants of the Infinite Empire of the Rakata than in any other era. Scouting expeditions are regularly commissioned by the Republic and by companies—such as the Czerka Corporation—in search of worlds rich in raw materials. The need for hyperspace route mapping is greatest in this era.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the material in this volume. This book also uses material from other supplements, including the *Knights of the Old Republic Campaign Guide* and the *Legacy Era Campaign Guide*, but these supplements are not essential in order to run a campaign in the Unknown Regions. Visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

The Republic and the Clone Wars

In this era, the major worlds of the Republic and of the future Empire have been located. Isolated unknown regions remain within civilized space, but few hold any real surprises. Scout services mainly probe the outer boundaries of the Republic until the start of the Clone Wars, when they focus on the war effort. However, exploration occurs even during the war, because both the Separatists and the Republic search for new staging areas and keep a watchful eye out for the other's hidden bases. The doomed Outbound Flight project is commissioned in this era.

The Empire

Imperial scouts efficiently map large portions of the galaxy, cataloging and verifying the existence of a vast array of star systems in order to consolidate Imperial control and exploit new resources. Remaining pockets of unexplored space within the bounds of the Empire are scouted and officially mapped. These scouts also serve as Imperial spies and observers, always on the lookout for Rebels, illegal activities, and anything that might threaten Imperial power. An Imperial scout ship might turn up in any star system unannounced. Corporate exploration is much reduced, even by companies allied directly with the Empire. Freelance scouting is restricted and discouraged by the government. Under the Emperor's orders, Grand Admiral Thrawn enters the unknown region called Wild Space to establish the Empire of the Hand. The Emperor also orders greater exploration of the Deep Core, where he seeks out isolated worlds for his own purposes.

The New Republic and the Galactic Alliance

After the establishment of the New Republic, the Unknown Regions become a greater source of threats to the stability of the galaxy, including the return of Grand Admiral Thrawn and the Killik-instigated Swarm War. Some explorers find new knowledge within the Unknown Regions, including clues to galactic

history and lesser-known aspects of the Force. Jacen Solo is rumored to have entered the Unknown Regions for this purpose. The New Republic scout service is established to identify new threats from the Unknown Regions, and the service is continued and expanded by the Galactic Alliance.

The Legacy Era

With the fall of the Galactic Alliance and reestablishment of Imperial rule, organized scout services decline dramatically. Although officially sanctioned exploration diminishes, the scouts themselves are in high demand from competing military forces, as each strives to locate the other's locations and weaknesses. In particular, scouts with little concern about their employer find lucrative work seeking new healing technologies for Darth Krayt and his New Sith Order. Other scouts seek out the Galactic Alliance fleet and offer their services as spies.

New Worlds, New Hazards

While traveling the Unknown Regions, heroes are likely to face new dangers from never-before-seen species, creatures, and space and environmental hazards. Throughout this book, Gamemasters can find numerous tools for creating new worlds, creatures, and civilizations. Suggestions for creating near-Human variants can be found on page 17. Expanded creature-creation guidelines, including a variety of creature abilities, begin on page 89. A new planet-creation system and iconic planet-creation advice is presented in Chapter 3, "Exploration Campaigns." A variety of planetary and space-based hazards, ready-made for immediate play, can be found in Chapter 4, "Hazards." Additionally, eight new worlds are presented in detail in Chapter 6, "Planets," each with a mini-adventure of its own in Chapter 7, "Deep Space Encounters." Gamemasters can also use these systems to modify existing worlds and creatures for use outside the Unknown Regions.

Hyperspace Navigation Challenges

Few hyperspace routes have been charted in the Unknown Regions, so traveling through hyperspace into and within the Unknown Regions requires skill and bravery. Unknown Regions routes that exist are not kept up-to-date in the galactic charts, and information about these routes is not widely available. Entering the Unknown Regions from within the galactic disk requires a trip through a chaotic web of hyperspace interference, referred to as the tangle. The irregularly shaped tangle extends many light years into the western region of the galactic disk. Common modifiers to hyperspace navigation in the Unknown Regions are shown in Table I-1: Common Unknown Regions Astrogation DC Modifiers. Once within the Unknown Regions, some astrogation data might be obtained from local spacefaring sources, but this information is are normally of limited quality and scope.

Mapping the Unknown Regions

Scouts mapping their own forays into the Unknown Regions must spend time and effort to accumulate accurate navigation and environmental data. A simple hyperspace jump log contains useful data for future jumps, but a true charting expedition requires the recording of as much sensor data as possible during a jump. Prior to making a hyperspace jump, the mapper must make a single DC 20 Use Computer check to initiate sensor sweeps before, during, and after the flight. Mapping adds 1d4 hours to the hyperspace flight and requires 30 minutes' worth of scanning before and after the jump for verification purposes. After a route has been mapped, it can be transmitted by datapad to another navigation system.

Origins of the Unknown

Although much of the information in this book is presented here for the first time, the material here builds upon stories that came before. Most characters, civilizations, and stories of the Unknown Regions come from the novels, graphic novels, and games of the Expanded Universe, rather than from the *Star Wars* movies. Although this book provides the essential information needed to use these related themes in your game, the original stories provide additional information and flavor. Among these are the *Heir to the Empire* trilogy, *Outbound Flight*, *Truce at Bakura*, *The Swarm War* trilogy, portions of the *New Jedi Order* novels, and the *Knights of the Old Republic* games and comics.

Table I-1: Common Unknown Regions Astrogation DC Modifiers

SITUATION	DC OR MODIFIER	TIME OR MODIFIER
No astrogation data available	DC 30	1 hour to make Use Computer check
Locally obtained astrogation data	DC 20 or 25*	1 minute to make Use Computer check
No HoloNet access	–5	–
Traversing the tangle	+15	+1 hour to make Use Computer check , +1d10 days of flight time

* *Dependent on age of data (see page 12 of Starships of the Galaxy).*



Chapter 1
Character Options



Explorers are curious by nature, driven by complex needs and desires. Some love the thrill of discovery. Others enjoy freedom and isolation from the complicated, dangerous, and often war-torn galaxy at large. Many are driven by profit, working for interstellar conglomerates or private enterprises, in search of new resources or planets to exploit. Some seek refuge from a hostile government, a vengeful syndicate, or their own troubled past. However, no matter what drives beings to the wildest and least understood areas of the galaxy, they must rely on their own abilities and skills to survive.

When exploring the Unknown Regions, adaptable and diversely trained heroes perform best. Those trained in survival techniques or adjustable styles of combat do well when physically exploring new worlds. Heroes who have insightful communications abilities might negotiate successfully with a newly encountered species, perhaps deciphering the basics of its culture. Clever mechanics might adapt or jury-rig broken machinery in the field, far from a store or a machinist's shop. These are useful tools anywhere in the galaxy, but they are vital to heroes operating without support in a strange environment.

This chapter presents several new species playable as heroes in *Star Wars* campaigns. Many of these species are commonly encountered throughout the galaxy and are not restricted to the Unknown Regions. However, their nature or history often ties them to the lesser-known regions of space. Gamemasters can use the information in Chapter 5 for species and threats native to the Unknown Regions.

Although heroes of the scout class are best suited for standard exploration duties, heroes of all classes have skills and abilities useful to an exploration team. In this section, all standard classes and core prestige classes will find new talents and feats suitable for expanding their exploration options. Two new non-Jedi Force traditions presented at the end of this chapter will interest those who want to search out new non-Jedi Force traditions and abilities unique to the Unknown Regions.

New Species

Some species are drawn to travel to distant regions of the galaxy, and others are native to the isolated pockets. Some are seen in the galaxy only rarely, in numbers too small to make a lasting impression. Yet despite the typical characteristics of a given species, an isolated individual might end up virtually anywhere in the galaxy.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments to your character's ability scores. Use the next two tables to help determine age, height, and weight.

Table 1-1: Species Ability Adjustments

SPECIES	ABILITY ADJUSTMENTS
Anzati	None
Chadra-Fan	+2 Dexterity, -2 Wisdom
Ishi Tib	+2 Intelligence
Krevaaki	+2 Wisdom, -2 Charisma
Nikto	+2 Strength, -2 Intelligence, -2 Charisma
Shistavanen	+2 Dexterity, -2 Intelligence, -2 Charisma
Sluissi	-2 Dexterity, +2 Intelligence
Squib	-2 Strength, +2 Dexterity
Verpine	None

Table 1-2: Age by Species

SPECIES	CHILD	ADULT	YOUNG ADULT	MIDDLE AGE	OLD	VENERABLE
Anzati	1-12	13-99	100-649	650-799	800- 950	951+
Chadra-Fan	1-11	12-15	16-40	41-59	60-79	80+
Ishi Tib	1-6	7-11	12-39	40-59	60-79	80+
Krevaaki	1-12	13-17	18-62	63-94	95-129	130+
Nikto	1-10	11-15	16-35	36-54	55-64	65+
Shistavanen	1-9	10-13	14-40	41-60	61-95	96+
Sluissi	1-8	9-14	15-39	40-59	60-75	76+
Squib	1-8	9-12	13-38	39-53	54-64	65+
Verpine	1-4	5-9	10-40	41-60	61-80	81+

Table 1-3: Average Height and Weight

SPECIES	HEIGHT	WEIGHT
Anzati	1.7 m	60 kg
Chadra-Fan	1.0 m	20 kg
Ishi Tib	1.8 m	60 kg
Krevaaki	2.0 m	65 kg
Nikto	1.8 m	60 kg
Shistavanen	1.6 m	60 kg
Sluissi	1.7 m	60 kg
Squib	1.0 m	22 kg
Verpine	1.9 m	60 kg

Anzati

Almost every culture in the galaxy has a legend about immortal creatures that lurk in the shadows, existing only to feed upon the unwary. And in most cases, the Anzati are the monsters of those legends. They have roamed the galaxy for eons, cunning predators hidden amid the crowd, capable of invisibly and efficiently tracking, killing, and feeding on their prey, taking nourishment from their victims' life energy contained within the gelid substance they call soup. Despite their long life span, few Anzati are expert scholars, and although they indulge in different pastimes throughout their lives, Anzati rarely pursue skills that do not directly relate to the hunt.

Personality: For Anzati, the hunt for soup is their primary goal, and they pursue it with the devotion of an addict craving the next fix. The common belief is that Anzati view all others as mere livestock, but only the most decadent Anzati subscribe to this view. However, Anzati do enjoy the perverse joke that forming friendships with other species is akin to playing with their food.

Physical Description: Although their appearance is similar to that of Humans, the Anzati are an unusual species, and are most noted for their lack of a readily detectible pulse and for their low body temperature. An Anzat's other distinguishing physical trait is a pair of cheek pouches, each of which conceals a proboscis that extends for feeding.

Homeworld: Anzati are native to Anzat, a mountainous world located in the Mid Rim. The planet's sky is covered in an omnipresent aurora that has deep religious significance for the Anzati.

Languages: Anzati speak Anzat, an ancient language known only to them.

Example Names: Akku Seii, Dannik Jerriko, Nikkos Tyris, Rath Kelkko, Saljé Tasha, Volfe Karkko.

Adventurers: Due to their predatory nature, Anzati find themselves drawn to the professions of assassin and bounty hunter, which better enable them to hunt for nourishment. It is the rare Anzat that does not shun the morality of the Jedi Knights, although Force adepts are not uncommon among the Anzati.

ANZATI SPECIES TRAITS



Anzati share the following species traits:

Ability Modifiers: None.

Size: As Medium creatures, Anzati have no special bonuses or penalties due to their size.

Speed: Anzati base speed is 6 squares.

Presence Sense: The Anzati's acute senses enable them to sense a person's Luck. When making a Survival check to track a living creature, an Anzat gains a species bonus equal to the quarry's Force Point total.

Mesmerize: As a standard action, an Anzat can make a special attack against the Will Defense of a single target within 6 squares of the Anzat. The attack modifier is equal to the Anzat's character level plus his or her Charisma modifier. If the attack is successful, the target loses its standard action for its next turn. If the attack fails, the target is immune to this effect for 24 hours. This is a mind-affecting effect.

Soup Drinking: As a swift action once per round, an Anzat can use its proboscis to drain energy from a grabbed target, moving the target –1 step on the condition track as a persistent condition and granting the Anzat bonus hit points equal to 5 + half the Anzat's level. The Anzat can repeat this action each round until the target escapes the grab or until the target is rendered unconscious. If the target survives the feeding attempt, the persistent condition is removed after the target rests for 8 hours.

Hunter's Instincts: Stealth and Survival are class skills for Anzati.

Low-Light Vision: Anzati ignore concealment (but not total concealment) from darkness.

Automatic Languages: Anzat and Basic.

CHADRA-FAN

Known for being among the most cheerful and friendliest beings of the galaxy, the Chadra-Fan are found in many places. On their native world, hurricanes and tsunamis frequently wipe out their homes, so the Chadra-Fan have developed an intense fear of water and choose new homes on arid planets. This experience with frequent destruction also leads them to regard few things as being truly permanent. Chadra-Fan embrace the moment and enjoy themselves as much as they can, living with a contagious zest for life.

Chadra-Fan are notorious for their love of tinkering, frequently disassembling and reassembling unattended devices into something different. Chadra-Fan find work in industrial research, and conventionally trained engineers attempt to duplicate Chadra-Fan creations.

Personality: Gregarious, exuberant, and outgoing to a fault, Chadra-Fan are not picky when it comes to friends and frequently suffer from depression if left alone for extended periods of time. They are inquisitive, particularly about machinery, and are hard pressed to restrain the urge to tinker with any device within reach.

Physical Description: No more than a meter tall, with flat noses and round, dark eyes, Chadra-Fan are covered in fur everywhere except for their fingers, toes, and large ears.

Homeworld: The Chadra-Fan are native to Chad, a world located in the region of the Outer Rim known as the Slice. Covered with extensive marshes and bayous, the planet has nine moons, which give the world a complex tidal cycle.

Languages: The Chadra-Fan language sounds substantially different from Basic, so those Chadra-Fan who speak Basic do so with a very squeaky tone.

Example Names: Fandar, Gudb, Kabe, T'achak T'andar, Tekli, Tutti Snibit.

Adventurers: Chadra-Fan prefer the scoundrel and scout classes, which better enable them to indulge their boundless curiosity. At least one Chadra-Fan is known to have joined the ranks of the New Jedi Order.

CHADRA-FAN SPECIES TRAITS

Chadra-Fan share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom.

Size: As Small creatures, Chadra-Fan gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of Medium characters.

Speed: Chadra-Fan base speed is 4 squares.

Heightened Awareness: A Chadra-Fan may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.



CHADRA-FAN

Tinkerer: When a Chadra-Fan repairs or jury-rigs a droid or a device using a Mechanics check, the droid or device regains an additional 1d8 hit points.

Darkvision: Chadra-Fan ignore concealment (including total concealment) from darkness.

Automatic Languages: Basic and Chadra-Fan.

Ishi Tib

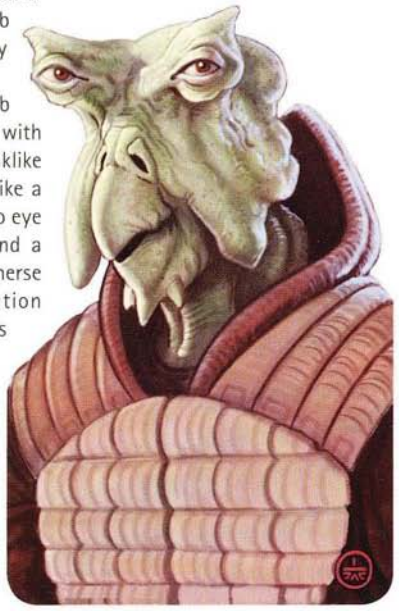
Ishi Tib live in schools—communal groups of thousands of individuals, governed by elected representatives who hold office for one-year terms. An Ishi Tib does not know the identity of his or her birth parents, because each Ishi Tib school assumes responsibility for the welfare of its hatchlings, creating a strong sense of community and promoting the needs of the group over those of an individual. Unlike species that have wreaked environmental havoc upon their homeworlds, Ishi Tib protect their planet, Tibrin, with extensive laws legislating ecological preservation.

During the Clone Wars, the Ishi Tib side with the Confederacy of Independent Systems after Count Dooku liberates their world from the Suribran Tu, although Tibrin is still represented in the Galactic Senate. During the Galactic Civil War, Ishi Tib who join the Rebel Alliance plan raids against the Empire, and several Ishi Tib tactical experts are present at the briefing prior to the Battle of Endor.

Personality: The Ishi Tib are meticulous and exacting, but they are also known for their strong reverence for nature. Despite these peaceful traits, a primal undercurrent colors their moods, and in combat Ishi Tib do not hesitate to tear an enemy apart with their sharp beaks.

Physical Description: Ishi Tib are green-skinned amphibians with protruding eye stalks and beaklike mouths. An Ishi Tib's head is like a five-pointed star, featuring two eye stalks, two cheek pouches, and a beak. Ishi Tib must routinely immerse themselves in a brine solution similar to the water of Tibrin's oceans to prevent death from dehydration.

Homeworld: Tibrin—located in the Mid Rim—is covered by shallow oceans dotted with coral reefs and sandbars, which serve the Ishi Tib as communal centers and hubs of commerce.



Ishi Tib

Languages: Ishi Tib read, speak, and write in Tibranese, which employs honks, squeals, and beak-clacking in its spoken form. The written language uses hieroglyphs.

Example Names: Gume Saam, Suribran Tu, Thilis-Brin, Waks Trode, Vek Drow.

Adventurers: Ishi Tib encountered away from their oceanic homeworld are most often ecologists and oceanographers, although a substantial number of them find work as corporate accountants or corporate overseers.

Ishi Tib Species Traits

Ishi Tib share the following species traits:

Ability Modifiers: +2 Intelligence.

Size: As Medium creatures, Ishi Tib have no special bonuses or penalties due to their size.

Speed: Ishi Tib base speed is 6 squares. They have a swim speed of 4 squares.

Breath Underwater: As amphibious creatures, Ishi Tib cannot drown in water.

Ecological Awareness: Due to their conscientiousness and drive to protect the natural environment of their homeworld, Ishi Tib can roll twice when making a Knowledge (life sciences) check, keeping the better result.

Expert Swimmer: An Ishi Tib can reroll any Swim check. In addition, an Ishi Tib can take 10 on Swim checks even when distracted or threatened.

Natural Weapons: An Ishi Tib has a natural weapon, in the form of a sharp beak. An Ishi Tib can choose to use its natural weapon, dealing 1d6 points of piercing damage with that attack instead of normal unarmed damage. Ishi Tib are always considered armed with their natural weapons.

Low-Light Vision: Ishi Tib ignore concealment (but not total concealment) from darkness.

Automatic Languages: Basic and Tibranese.

Krevaaki

Krevaaki are a peaceful, spiritual species. With minimal interest in acquiring wealth, power, or fame, they seek wisdom through exploration and meditation. Although they are an ancient spacefaring species, Krevaaki are rarely encountered in the galaxy at large. Even during the Old Republic era—their most active period—groups of more than a few Krevaaki are seldom seen at any one location.

In response to other species' xenophobia, the Krevaaki cloak their tentacled bodies with heavy robes or similar garments, leaving only their two dominant tentacles exposed like humanoid arms. More than a few beings have been caught unaware by the sudden appearance of additional tentacles from beneath the folds of a Krevaaki's garments.

Personality: Krevaaki prefer not to draw attention to themselves, and they are thoughtful, wise, and spiritual, refocusing their negative emotions

KREVAAKI



through meditation and seeking to resolve conflicts peacefully. Force-sensitive Krevaaki develop a particularly deep understanding of the Force. Krevaaki travelers seek greater understanding of others or of the Force.

Physical Description: Evolved from shallow-water crustaceans, a Krevaaki has a red protective shell and glassy black eyes. A Krevaaki lacks a nose, but compensates by detecting scents with six feelers around its mouth. Krevaaki use their eight segmented tentacles for increasingly specialized tasks as they grow older. A Krevaaki child uses all its tentacles, but adults stand upright on six of them, using the other two the way other beings use their hands. Some tentacles develop protrusions similar to opposable thumbs. Tentacles used as legs become stronger but less able to dexterously grasp and manipulate smaller objects.

Homeworld: Krevas.

Example Names: Chal-Vosa, Craasadi, Jol Kion-Tas, Visto Skaasad, Vodo-Siosk Baas.

Adventurers: Krevaaki adventurers are usually scouts and nobles. Force-sensitives become Jedi or follow nonviolent Force traditions. It is unusual for the meditative Krevaaki to be drawn to the Dark Side, although not impossible.

Krevaaki Species Traits

Krevaaki share the following species traits:

Ability Modifiers: +2 Wisdom, –2 Charisma.

Size: As Medium creatures, Krevaaki have no special bonuses or penalties due to their size.

Speed: Krevaaki base speed is 6 squares.

Conditional Bonus Feat: A Krevaaki's tentacles give it an advantage in climbing. A Krevaaki who has Climb as a trained skill gains Skill Focus (Climb) as a bonus feat.

Carapace: Krevaaki gain a +1 natural armor bonus to Reflex Defense and a +1 natural armor bonus to Fortitude Defense. A natural armor bonus stacks with an armor bonus.

Stoic: Krevaaki physiology and their limited ability to use facial expressions make them difficult for other species to read accurately. Any creature attempting to use the Sense Motive application of the Perception skill on a Krevaaki takes a –5 penalty to the skill check.

Tentacles: Krevaaki use their two dominant tentacles like the arms and hands of a humanoid. Krevaaki gain a +2 species bonus to Climb checks and a +2 species bonus to grapple checks.

Automatic Languages: Basic and Dromnyr.

Nikto

Widely recognized as a slave species of the Hutts, the Nikto have served their masters since before the founding of the Old Republic, proving to be cunning warriors in the Hutts' battle with the legendary conqueror Xim the Despot. Wherever the Hutts are, the Nikto are never far behind. Because of their homeworld's radioactive atmosphere, the Nikto have five distinct subspecies, each adapted to a specific type of terrain (see page 28).

Personality: Although lacking in personal charisma, Nikto possess a single-minded tenacity that makes them excellent followers. Eons of enslavement by the Hutts have left them more comfortable with taking orders from their masters than with thinking on their feet.

Physical Description: Tough, leathery skin and a lack of extensive facial muscles limit the range of Nikto facial expression. Their deep black eyes further enhance their reptilian appearance. A Nikto's subspecies can be determined by his or her skin tone and the presence of small spikes or horns.

Homeworld: Kintan, a radioactive planet located within Hutt space in the Outer Rim Territories.

Languages: All Nikto learn to read, speak, and write their own Nikto language along with either Basic or Huttese.

Example Names: Bok, Fi-Ek Sirch, Giran, Klaatu, Ma'kis'shaalas, Nysad, Wooof.

Adventurers: Nikto have the tenacity to pursue any career, but their status as a slave species to the Hutts forces them into roles as guards and soldiers.



NIKTO

Nikto Species Traits

Nikto share the following species traits:

Ability Modifiers: +2 Strength, –2 Intelligence, –2 Charisma.

Size: As Medium creatures, Nikto have no special bonuses or penalties due to their size.

Speed: Nikto base speed is 6 squares.

Great Fortitude: Nikto gain a +2 species bonus to Fortitude Defense, having evolved to survive the harsh environment of their homeworld.

Natural Armor: A Nikto's tough hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Survival Instincts: A Nikto can reroll any Survival check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Nikto and either Basic or Huttese.

Shistavanen

More commonly known to the galactic populace by the nickname Wolfmen, the Shistavanen are an isolationist species that originates in the Uvena system. Having evolved from predators, Shistavanens excel at hunting and can track prey through crowded urban streets and across desolate plains with equal ease.

Although the vast majority of Shistavanens prefer to remain within their home system, a growing minority choose to travel the galaxy's hyperlanes. Even during the height of the First Galactic Empire's discrimination against non-Humans, Imperial Intelligence made frequent use of those Shistavanens it could recruit; other Shistavanens joined the Rebel Alliance.

Personality: Shistavanens are aggressive and forthright to the point of rudeness, and they prefer the company of their own kind over that of other species. Known and feared for their surly temperament, some Shistavanens overcome their natural tendencies and are more sociable and outgoing, but only a rare few fully overcome their cultural prejudices.

Physical Description: Shistavanens have large, slightly glowing eyes, pointed ears, and pronounced muzzles lined with sharp teeth. Their bodies are covered with thick brown or black fur, and their fingers and toes are tipped with the sharp claws of their predatory ancestors.



Shistavanen

Homeworld: Shistavanens come from Uvena Prime, one of several habitable planets in the Uvena System in the Outer Rim Territories. The Shistavanens were quick to colonize the remaining worlds of their system in an effort to keep outsiders from getting too involved in their affairs.

Languages: Shistavanens read, speak, and write Shistavanen, which is composed mostly of barks and growls of varying volume and pitch.

Example Names: Hovrak, Lak Sivrak, Riv Shiel, Severian, Voolvif Monn.

Adventurers: Those Shistavanens who overcome their species' xenophobic tendencies and head out into the galaxy engage in a wide array of occupations, but most rely on their quick reflexes and keen senses and become bounty hunters, explorers, mercenaries, pilots, or sport hunters. Shistavanens have also served in both the Old and New Jedi Orders.

Shistavanen Species Traits

Shistavanens share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Intelligence, –2 Charisma.

Size: As Medium creatures, Shistavanens have no special bonuses or penalties due to their size.

Speed: Shistavanen base speed is 6 squares.

Natural Weapons: A Shistavanen has natural weapons in the form of sharp claws. When making an unarmed attack, a Shistavanen can use his or her natural weapons, dealing 1d6 points of slashing damage instead of normal unarmed damage. Shistavanens are always considered armed with their natural weapons.

Quick Reflexes: A Shistavanen can reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Conditional Bonus Feat: A Shistavanen who has Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Uncanny Tracker: Survival is a class skill for Shistavanens.

Low-Light Vision: Shistavanens ignore concealment (but not total concealment) from darkness.

Automatic Languages: Shistavanen.

Sluissi

Sluissi are pioneers of faster-than-light propulsion, having developed space travel before their first contact with Duros and Human explorers and the Old Republic. Their home planet of Sluis Van is known for centuries as an excellent shipyard. The Sluissi use their shipyards to reinforce and expand their contact with other species and to maintain and improve their position within the Republic.

Sluissi technicians are renowned for starship construction and modification. Although Sluissi methods are slower than others, customers are willing to wait to own the best starship technology available. The Sluissi consider starship construction to be an art form. So respected are Sluissi shipyards that

Sluissi



the slow pace of construction is tolerated by even the Empire, albeit impatiently.

Personality: Sluissi are tinkerers at heart. Even those who do not pursue mechanical arts professionally dabble in them regularly. Most Sluissi encountered away from their homeworld and colonies are apprentice mechanics or skilled technicians. They have an unhurried style that tries the patience of even the most tolerant travelers and clients. Sluissi are sociable, even among other species.

Physical Description: Sluissi have long, legless, and distinctly serpentine bodies that are covered in fine scales, typically ranging in color from light brown to dark green. A Sluissi's eyes are round and totally black. A forked tongue aids a Sluissi's sense of smell.

Homeworld: Sluis Van.

Example Names: Hass Sonax, Mektiss Risohr, Secles Uslopos, Sekae N'sehnor, Sirlahn Alsek, Ten Dorne, Usahn L'sehl, Vsil Ejahsa.

Adventurers: Sluissi travel individually or in small groups. They easily find work as technicians and starship mechanics throughout the galaxy.

Sluissi Species Traits

Sluissi share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Intelligence.

Size: As Medium creatures, Sluissi have no special bonuses or penalties due to their size.

Speed: Sluissi base speed is 6 squares.

Careful Worker: A Sluissi who takes twice the normal amount of time required to use the Mechanics skill gains a +10 circumstance bonus to the Mechanics check.

Conditional Bonus Feat: Sluissi quickly learn to tinker with technology. A Sluissi who has Mechanics as a trained skill gains the Tech Specialist feat (*Starships of the Galaxy*, page 21) as a bonus feat.

Serpentine: By coiling their serpentine bodies, Sluissi are able to make long jumps without getting a running start. Sluissi are always considered to have a running start for Jump checks. They also gain a +5 stability bonus when making grapple checks against the Trip feat.

Automatic Languages: Basic and Sluissese.

Squib

Squibs are known throughout the galaxy for their talents at collecting, trading, and haggling. The uneven distribution of natural resources on their homeworld led early Squibs to compulsively collect and stockpile goods and to develop a maddeningly complex system of barter. But in spite of their penchant for needless complexities when negotiating, Squibs are surprisingly honest in their dealings, following a specific set of rules whenever they bargain with someone. For Squibs, the process of haggling is more important than the end result.

Personality: Squibs are cheerful, curious, and overconfident to the point of egotism. Although these traits make them likable at first, long-term associates eventually view Squibs as either mildly annoying or downright obnoxious. To a Squib, no art form is greater than bargaining, which Squibs view as the highest form of communication, so saying that a Squib bargained well is grand praise indeed.

Physical Description: Squibs are small, rodentlike humanoids with pink skin covered in fur of almost any color, including red, blue, violet, white, and brown. Their eyes are large in relation to their skulls, and this—combined with their large, tufted ears—gives the Squib a comical appearance.

Homeworld: Skor II, a pleasant world located in the Outer Rim, is the Squibs' planet of origin. Its varied climate and planetary composition causes the planet to have a wide range of natural resources that are each found only in particular regions of the world.

Languages: Squibs speak, read, and write Squibbian, a language evolved from Old High Squibbian, which remains in use as a secret form of communication, frequently to convey the location of trash dumps or other such important resource finds.

Example Names: Ebareebaveebeedee, Emala, Grees, Macemillian-winduarté, Sligh, Slythor, Smileredon-Verdont.

Adventurers: Squibs who venture out into the galaxy are typically scoundrels or scouts or, less commonly, nobles. Although Squib Jedi do exist, they are exceedingly rare.



Squib

Squib Species Traits

Squibs share the following species traits:

Ability Modifiers: –2 Strength, +2 Dexterity.

Size: As Small creatures, Squibs gain a +1 size bonus to Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of Medium characters.

Speed: Squib base speed is 6 squares.

Natural Diplomat: A Squib gains a +5 species bonus to Persuasion checks made to Haggle (see page 71 of the Saga Edition core rulebook). Additionally, Persuasion is always a class skill for Squibs.

Tech Savvy: A Squib can reroll any Knowledge (technology) check, but the result of the reroll must be accepted even if it is worse. A Squib is not limited to common knowledge when making an untrained Knowledge (technology) check.

Weapon Familiarity: Squibs who have the Weapon Proficiency (rifle) feat are proficient with the Squib tensor rifle.

Automatic Languages: Basic and Squibbian.

Verpine

The Verpine have been spacefarers for all their recorded history, long before they had contact with other species. Verpine have traveled for so long that the name and location of their homeworld have been lost to antiquity. They are fascinated with technology in all its forms, and consider themselves to be experts in all technological fields. Any device that falls into Verpine hands is prone to being taken apart, reassembled, and improved with astonishing speed and skill. The asteroid field that the Verpine have transformed into a thriving colony is a testament to their mastery of technology.

Verpine society is guided by an absolute majority rule. Their natural communication ability enables the Verpine of a community to easily poll every individual Verpine within it. Each Verpine has an equal say in any governmental process, and the final decision is binding. This approach to government enables a single Verpine to speak with certainty about his or her community's stance on any given issue.



Verpine

Personality: Deeply fascinated by technology, a Verpine will risk his or her life to protect valuable equipment. Verpine consider technology to be the best means for resolving a dilemma and are willing to improve existing equipment when necessary. Other species find Verpine to be personable and enthusiastic.

Physical Description: Their height and sticklike limbs give Verpine a gangly appearance. Their bodies are covered in green plates of chitin. Each Verpine has two large black eyes and dual antennae. Verpine have three digits on each hand and foot.

Homeworld: The Verpine's largest settlement is the Roche asteroid field, located in the Mid Rim. Verpine rely extensively on technology to make the asteroids habitable.

Languages: Verpine read, speak, and write Verpine, which they transmit to each other through organically generated radio waves.

Example Names: Garginoolaara, Jurfel, Kyli Ned'Ix, Suskafoo, Zix, Zraii.

Adventurers: Verpine are frequently scoundrels and scouts, with a focus on creating and repairing technology.

Verpine Species Traits

Verpine share the following species traits:

Ability Modifiers: None.

Size: As Medium creatures, Verpine have no special bonuses or penalties due to their size.

Speed: Verpine base speed is 6 squares.

Natural Armor: A Verpine's carapace provides a +1 natural armor bonus to his or her Reflex Defense. A natural armor bonus stacks with an armor bonus.

Heightened Awareness: A Verpine can reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Verpine Communication: A Verpine can mentally communicate with any Verpine within a 1-kilometer range.

Conditional Bonus Feat: A Verpine who has Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.

Automatic Languages: Basic and Verpine.

Smaller Characters

Species come in a great variety of sizes and heights. Usually these differences are not great enough to affect game mechanics. However, it is possible that a character is naturally small enough to qualify for a smaller size modifier. With the Gamemaster's approval, a player can create a character one size category smaller than the one noted in its species description, gaining all the benefits and penalties of that size.

Near-Humans

Throughout much of the galaxy, Humans are the most commonly encountered species. Not surprisingly, after a millennium of interstellar travel and colonization, an enormous number of humanoids share a common genetic code. Commonly called near-Humans, these humanoids are substantially the same as Humans in look and physiology, but exhibit one or more differences significant enough to set them apart.

The origins of most near-Humans are not known, but the common assumption is that isolated groups naturally adapt to the specific environmental conditions of their current world. These conditions occasionally cause genetic mutations, improving the near-Humans' likelihood of survival. However, genetic engineering and cloning technology are other possible explanations for near-Humans' variation from Human norms. Classification efforts are further complicated by the many bipedal humanoid species that are unrelated to Humans. Looks can be deceiving.

Unknown Region Languages

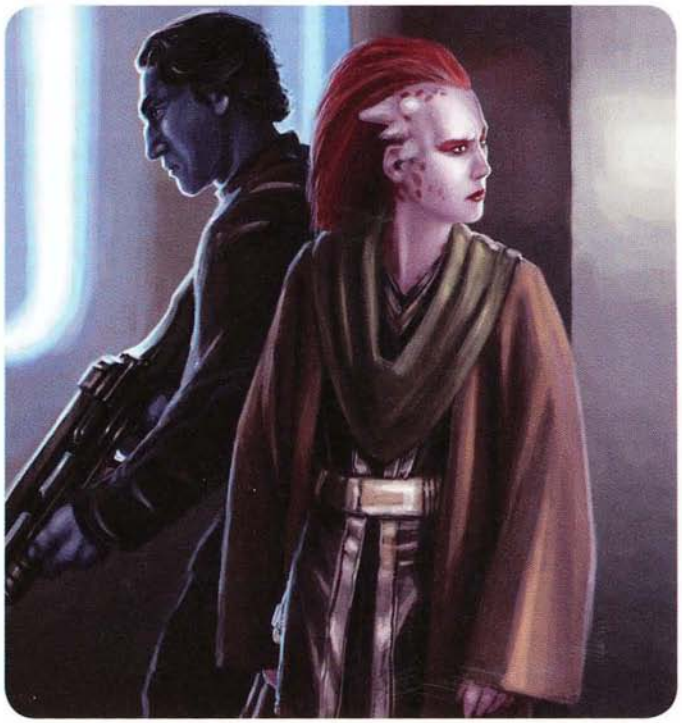
Although the Unknown Regions have no widespread common language such as Basic, several languages are regularly used among specific nomadic groups and within some systems and regions. Trade languages are commonly used to bridge the formidable language gap. When creating a character native to the Unknown Regions, you can select a language from the following list, with your Gamemaster's approval. When selecting a new language for an existing character from known space, your character might be able to learn one of these languages, with Gamemaster approval.

- Altirish*
- Anzat*
- Anarrese*
- Dromnyr*
- Chadra-Fan*
- Cheunh*
- Ebruchese*
- Killik*
- Kreva
- Minnisiat (trade language)
- Nikto
- Rakata**
- Rammocate (trade language)
- Shistavanen*
- Sluissese*
- Squibbian*
- Ssi-ruuvi*
- Sy Bisti (trade language)
- Tibranese*
- Tof*
- Vagaari*
- Verpine*

* Local language not widely spoken except on its planet or in its nomadic group of origin.

** Widely spoken before the Old Republic era, locally spoken in all other eras.

A Wroonian (left) and a Theelin (right), two near-Humans



In the *Star Wars Roleplaying Game* Saga Edition, near-Humans have only small differences from Humans. These differences might be cosmetic, physiological, or, most commonly, both. Players and Gamemasters wanting to create their own near-Human characters should use the following near-Human generation system.

Creating Near-Humans

To create a near-Human, start with the Human species in the Saga Edition core rulebook. Next, select one of the traits from Table 1-4: Near-Human Traits, replacing either the bonus trained skill or the bonus feat that Humans normally receive. Finally, select one, two, or three minor physiological variations from Table 1-5: Near-Human Variants. These variants are typically cosmetic, but Gamemasters might allow a variant to have a minor mechanical or roleplaying effect. Variants normally should not cause a near-Human character to incur a penalty to attack rolls or skill checks, but it might occasionally do so at the Gamemaster's discretion. As always, the Gamemaster has the final say in trait and variant combinations allowed in his or her game.

Table 1-4: Near-Human Traits

TRAIT	DESCRIPTION
Ability adjustment	Increase one ability score by 2 and reduce another by 2 to account for emphasis in certain attributes (such as strength or intelligence).
Additional arms	Up to 2 additional arms. When making multiple attacks, the character can reduce the penalty to the attack roll by 2.
Biotech augmentation	Augmented with biotechnology. Select one bio-implant (see pages 67–68 of the *Legacy Era Campaign Guide*).
Breathe underwater	Amphibious and cannot drown in water. Can have gill slits or similar external features.
Climate adaptation	Resistant to a specific climate. Select one: freezing, rarefied atmosphere, searing, smoky, tropical, or watery. When challenged by an environmental factor in that climate (chosen from those listed, or others at the Gamemaster's discretion), can reroll an Endurance or a Survival check, taking the better result.
Conductive	Naturally generate a small amount of electrical energy and use as a natural weapon in an unarmed attack, dealing 1d6 points of energy damage. Character is always considered armed with a natural weapon.
Cultural cybernetics	Culture commonly augments members with cybernetics from birth. Select one cybernetic enhancement.
Darkvision	Gain natural darkvision (see page 257 of the Saga Edition core rulebook).
Empath	Can use the telepathy application of the Use the Force skill untrained, and without having the Force Sensitivity feat. Additionally, can sense the emotions of a target if the Use the Force check equals or exceeds the target's Will Defense.
Expert swimmer	Can reroll a Swim check. Can take 10 on Swim checks when distracted or threatened.
Heightened awareness	Can reroll a Perception check.
Low-light vision	Ignore concealment (but not total concealment) from darkness.
Natural armor	Thickened skin or natural armor plates grant a natural armor bonus of +1 to Reflex Defense.
Natural weapon	Can use natural claws in an unarmed attack, dealing 1d6 points of slashing damage instead of normal unarmed damage. Character is always considered armed with the natural weapons.
Naturally acrobatic	Considered trained in the Acrobatics skill, even if it is not normally a class skill for the character.
Persistent	Can reroll an Endurance check.
Quick	Gain +1 to speed.
Quick healing	At the end of an encounter, regain hit points equal to 1d4 + Constitution modifier (minimum 1).
Resistant	Naturally resistant to poisons, disease, radiation, or other hazards, gaining a +2 species bonus to Fortitude Defense. Gamemaster can restrict resistance to a single, specific hazard.
Scent	At close range (within 10 squares), ignore concealment and cover for purposes of Perception checks, and take no penalty from poor visibility when using the Track application of the Survival skill.
Spring step	When using the High Jump or Long Jump applications of the Jump skill, reduce the number of squares required for a running start by 2.
Strength surge	Once per encounter, can reroll one Strength-based ability or skill check, doubling the character's Strength modifier (minimum +1), or can add 2 to a single damage roll on a successful melee attack, when Strength normally adds to the roll. This does not apply when Weapon Finesse is used.
Visually striking	Character's appearance is visually surprising or stunning. The character's Charisma bonus is doubled when using the Persuasion skill on Humans, near-Humans, and similar humanoids (such as Twi'leks).
Weapon familiarity	Character selects a single exotic weapon and treats it as a simple weapon instead. Must be commonly used by character's native culture.

Table 1-5: Near-Human Variants

Variation	Description
Eye variation	Eyes are of an unusual color and/or pupils are of an unusual shape.
Digit variation	Number of digits on each hand or foot is greater or fewer than 5, but without affecting skill use in terms of game mechanics.
Fins	Character has small fins that have no effect on swimming.
Hair variation	Character's hair is naturally an unusual color, length, texture, or size.
Shaped	Character has been biologically altered by the Yuuzhan Vong shaping process. This can account for the character's near-Human trait, or the trait might be cosmetic or for roleplaying purposes. Shaped characters typically gain Yuuzhan Vong physical features or are otherwise physically altered.
Skin color	Skin is naturally a color (or a combination of colors) not normally associated with Humans.
Skin texture	Obviously unusual skin texture, such as leathery, especially smooth, overly wrinkled, or scaly.
Teeth variation	Teeth are noticeably differently colored, sharper, larger, or smaller than those of typical Humans.
Towering	Over 2 meters tall, although the additional height does not change the character's Size.
Webbed digits	Flaps of skin span the character's fingers or toes.

Heroic Classes

Beyond the boundaries of known space lie adventure, risk, and deadly threats. Exploration and trailblazing can change from a great discovery into a deadly nightmare in seconds. Heroes must be self-reliant and able to operate far from medical or technical aid. Heroes must also be able to quickly adapt to bewildering cultures and species, although they might find the environment more challenging than many foes they encounter. This section provides new talents and abilities for heroes who specialize in exploration and operating in deep space.

Jedi

As they pursue their duties or follow the will of the Force, Jedi often find themselves in little-known areas. Though few engage in exploration for its own sake, some follow its path to discover new aspects of the Force. They might seek a long-lost or hidden Force tradition or attempt to discover the fate of a fellow Jedi or a Sith on the run.

New Jedi Sentinel Talent

This new talent expands the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook). Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Sense Primal Force: Jedi who spend time in a diverse wilderness learn the nuances of the living Force at work within a wild ecosystem. When within a natural wilderness area, such as a jungle, a forest, a steppe, a swamp, or plains, you tap into the vibrant living Force of the area and can use Sense Surroundings to detect targets out to a 30-square radius, regardless of line of sight.

Noble

Nobles who seek out the wilds of the Unknown Regions are usually part of a greater exploration team. They might operate as corporate negotiators or governmental representatives. Noble families occasionally subsidize their own exploration teams to expand their sphere of influence. Political dissidents flee to the Unknown Regions in an effort to escape political persecution when even fringe worlds cannot sufficiently hide them. The more criminally minded also use the Unknown Regions as a convenient base of operations or to hide wealth outside the legal boundaries of the dominant galactic government.

Exile Talent Tree

You have broken with your family, world, or organization and cannot rely on its aid or support. Whether forced or self-imposed, your exile allows you to adapt in new ways to the galaxy at large.

Arrogant Bluster: You take on an air of arrogance, allowing you to distract and sway others with your apparent knowledge and experience. When you make a successful Persuasion check to change an enemy's attitude, the enemy takes a –5 penalty to its Will Defense until the end of your next turn. If you spend a Force Point, the duration is extended to the end of the encounter. This is a mind-affecting effect.

Prerequisite: Trained in the Persuasion skill.

Band Together: You can inspire disparate beings to temporarily ally for a common cause. You can use each of the following actions once per encounter:

- *Directed Attack:* As a swift action, designate one enemy character or vehicle as the target of this talent. Until the end of your next turn, whenever an ally within 12 squares of you hits the target, add 1d6 points of damage to each hit.

- *Strength in Numbers:* Your allies gain confidence in numbers. As a swift action, you grant all allies within 12 squares of you and within your line of sight a +5 bonus to Will Defense until the end of your next turn. You must have a minimum of two allies to use this action.
- *Temporary Allies:* With a successful Persuasion check, you can turn a Gamemaster character with an attitude toward you of unfriendly or indifferent into an ally willing to aid you and follow your direction for the remainder of the encounter. As a swift action, you direct the Gamemaster character to attack a target, aid another character, or use a skill to aid you or your allies. This is a mind-affecting effect.

Prerequisites: Galactic Guidance, Self-Reliant, trained in the Persuasion and Knowledge (galactic lore) skills.

Galactic Guidance: You share your considerable galactic knowledge to inform others' actions and decisions. Once per encounter, as a reaction, if you succeed on a DC 25 Knowledge (galactic lore) check, you enable one ally within 6 squares of you and within your line of sight to reroll a failed Intelligence- or Wisdom-based skill check (other than Perception).

Prerequisite: Trained in the Knowledge (galactic lore) skill.

Rant: You are a master of voicing your opinion loudly, continuously, and distractingly. If you succeed in making a Persuasion check to intimidate an enemy that is within 6 squares of you and that can hear, see, and understand you, you deny that enemy the use of a move action on its next turn, instead of gaining the normal intimidation results. You grant one ally a move action to use immediately (the ally uses the move action as a reaction).

Prerequisite: Trained in the Persuasion skill.

Self-Reliant: You need not rely on others when the going gets tough. Once per encounter, you can use one talent that you possess from the Inspiration talent tree on yourself, although you are not normally allowed to do so.



AN EXILED NOBLE REPAIRS HIS JUMPMASTER 5000.

New Leadership Talent

The following new talent expands the Leadership talent tree (see page 44 of the Saga Edition core rulebook). Any character who can normally choose talents from the Leadership talent tree can choose the following talent as well.

Coordinated Leadership: You coordinate your actions with other leaders. Choose one talent you possess from the Leadership talent tree. The bonuses you provide with this talent are now considered to be untyped bonuses, allowing them to stack with the bonuses granted by your allies.

Prerequisites: Born Leader, Coordinate.

SCOUNDREL

Scoundrels thrive in any region that lacks sufficient law and order to restrain their activities, making the Unknown Regions prime operating territory. Scoundrels might seek out unknown areas for use as hideouts, or they might find isolated settlements to con and exploit. Some scoundrels provide critical transportation services between far-flung outposts or civilizations that lack interstellar flight capability. Scoundrels are also the most likely class to use the Unknown Regions for their own hideouts or as bases from which to raid border worlds on the edges of known space.

Outsider Talent Tree

By their nature, scoundrels are outsiders. By blurring the line between lawful and lawless, scoundrels operate outside social and cultural norms. Eventually, they learn to make the most of their positions.

Oafish: Whether you come by oafishness naturally or it is all an act, you use your lack of sophistication and finesse as an excuse to bluff your way into or out of delicate situations. Once per encounter, when you fail either a Deception or a Persuasion check, you can add a bonus equal to 1d6 + your Wisdom modifier to your Deception or Persuasion check result.

Outsider's Eye: Your status as an outsider gives you an objective view of enemies and acquaintances. Once per encounter, you can make a DC 20 Perception check as a standard action. If the check is successful, you gain your choice of one of the following pieces of information: one Defense score of one character or vehicle within your line of sight, or the identity of the character or the vehicle within your line of sight that has either the lowest or highest current hit points or the lowest or highest position on the condition track.

Prerequisite: Trained in the Perception skill.

Outsider's Query: You use your outsider status as an excuse for mistakes, missteps, and social offenses. If you fail a Persuasion check to change a target's attitude, the target's attitude toward you does not change. You can also attempt to change the target's attitude one additional time per encounter (see page 71 of the Saga Edition core rulebook).

Prerequisite: Trained in the Persuasion skill.

Wary: Your outsider status makes you cautious, observant, and ready for action. If an enemy fails a Stealth or a Deception check opposed by your Perception check, you can take one move action as a reaction. If multiple enemies fail on the same turn (such as when you detect several enemies sneaking up on you), the number of move actions you take cannot exceed your Dexterity modifier.

Prerequisites: Outsider's Eye, trained in the Perception skill.

New Spacer Talents

The following new talent expands the Spacer talent tree (see page 47 of the Saga Edition core rulebook). Any character who can normally choose talents from the Spacer talent tree can choose this talent as well.

Deep Space Raider: Whether you are taking on military targets on behalf of a resistance movement or you are out for personal gain, you are experienced at raiding starships and similar targets. You can use each of the following actions once per encounter:

- *Clear a Path:* Your attack forces an enemy to alter course or move out of your way. You must be fighting aboard a starship to use this action. As a standard action, make a ranged attack. If the attack hits, on its next turn your target must move its speed to a square that is not adjacent to you. If the target is an enemy starfighter engaged in a dogfight, the target instead must attempt to disengage from the dogfight.
- *Covering Fire:* You squeeze off several shots as you escape pursuing enemies. As a full round action, if you are the pilot of a vehicle, you may move the vehicle up to twice its speed and make a single ranged attack with one of the pilot-controlled weapons at any point during that movement. If you hit and deal damage to a vehicle with this attack, the target vehicle takes a -2 penalty to attack rolls against your vehicle until the end of your next turn.
- *Disabling Fire:* Make a ranged attack with a vehicle weapon. If you make this attack against a vehicle and hit and deal damage, you can choose one of the following to take effect until the end of your next turn: one of the target's weapons ceases to function, the target's SR is reduced to 0, the target's hyperdrive is disabled, or the target's speed is reduced to 2 squares.

Prerequisites: Spacehound, Starship Raider.

Scout

The Unknown Regions present the scout with the greatest opportunities for exploration and discovery. Scouts might explore for their own pleasure or in the employ of others, for the right amount of credits. Scouts can guide others seeking specific individuals or locations. Scouts might serve as trailblazers or as stealthy reconnaissance agents observing newly discovered civilizations. A scout can also search for new systems that meet the specific requirements of an employer, such as a corporation, the Empire, the Rebel Alliance, a criminal mastermind, or a despotic warlord.

New Camouflage Talents

The following new talent expands the Camouflage talent tree (see page 49 of the Saga Edition core rulebook). Any character who can normally choose talents from the Camouflage talent tree can choose this talent as well.

Extended Ambush: During a surprise round, if you make a ranged attack against a target that is surprised, you can aim at that target as a free action.

Prerequisite: Improved Stealth.

New Hyperspace Explorer Talents

The following new talent expands the Hyperspace Explorer talent tree (see page 28 of the *Knights of the Old Republic Campaign Guide*). Any character who can normally choose talents from the Hyperspace Explorer talent tree can choose this talent as well.

Silent Movement: You know how to move silently in almost any environment. You never suffer from unfavorable circumstances from environmental effects associated with noise when you sneak using the Stealth skill. Once per round, when you make a Stealth check, you can automatically use the aid another action on one ally's Stealth check.

Prerequisite: Trained in the Stealth skill.

Master Scout Talent Tree

You are more experienced and talented than the average scout. You draw upon your diverse abilities to gain advantages others cannot match. Several of these talents draw upon talents from multiple talent trees available to the scout class.

Piercing Hit: You are skilled at fighting armored characters, taking advantage of their weaknesses. You can use each of the following actions once per encounter:

- *Binding Hit:* You dislodge an enemy's armor, causing it to hinder the wearer's defenses. Make a melee or ranged attack as a standard action. If you hit and damage your target, the target loses its armor bonus to Reflex Defense and is flat-footed. This effect remains until the target spends a standard action to adjust its armor.

- *Blinding Fire:* Make a melee or ranged attack as a standard action. If the attack hits and damages the target, the target takes a -2 penalty to all attacks until the end of your next turn. Additionally, all other creatures, droids, and vehicles have concealment from the target until the end of your next turn.
- *Slowing Shot:* Your hit damages your target's armor so that the target's movement is hindered. Make a melee or ranged attack as a standard action. If you hit and damage the target, the target's speed is reduced to 2 squares until the end of your next turn.

Prerequisites: Acute Senses, Keen Shot.

Quicktrap: You can use Tripwire as a move action instead of a standard action.

Prerequisites: Jury-Rigger, Tripwire, trained in the Mechanics skill.

Speedclimber: You do not take the penalty when using the Accelerated Climbing application of the Climb skill.

Prerequisites: Long Stride, Surefooted, trained in the Climb skill.

Surprisingly Quick: In a surprise round, if you are not surprised, you can take a swift action in addition to the one other action normally allowed. If you are surprised, you can take a single swift action (instead of no actions).

Prerequisites: Skill Focus (Initiative), trained in the Initiative skill.

Tripwire: As a standard action, you can set up a simple snare or trap across an opening up to 3 squares wide. You must have the required item to set the trap. Make a successful DC 20 Mechanics check to set the trap. Make a Deception check to conceal the wire. Compare the result of the Deception check to the Perception check of the next creature that passes through that square (–10 if it observes you setting the trap). If the creature fails the Perception check, it takes the result indicated for the trap. If the creature succeeds, it can make a DC 10 Acrobatics check to avoid the wire. Select one of the following options:

- *Clothesline:* Requires thin wire, set at neck height. Success results in the target falling prone in the trapped square, ending its actions for the turn and taking 1d6 points of damage.
- *Electronic tripwire:* Success results in mine damage (treat as frag grenade, 2-square blast radius centered on one end of the wire). Target is automatically hit; roll 1d20+10 against the Reflex Defense of adjacent targets.
- *Tripwire:* Requires thin wire, set at ankle height. Add 2 to the Deception check result. Success results in the target immediately falling prone in the trapped square and ending its actions for the turn.

Prerequisites: Jury-Rigger, trained in the Mechanics skill.

Mobile Scout Talent Tree

Always mobile, scouts have developed ways to ride and drive over all types of terrain. The following talents enable a scout to become a more effective rider and pilot.

Battle Mount: You know how to fight from a living mount. You can use each of the following actions once per encounter:

- *Covered Attack:* Once per encounter, when you use Use Mount as Cover (but not improved cover) with the Ride skill (see page 72 of the Saga Edition core rulebook), you can make an attack as a standard action, but you must have a free hand to do so.
- *Reduce Profile:* You gain additional cover from your mount. When you succeed in using the Use Mount as Cover application of the Ride skill (see page 72 of the Saga Edition core rulebook), you gain improved cover. If you fail by less than 10, you still gain the benefit of normal cover. You gain no benefit if you fail by 10 or more.
- *Swift Attack Mount:* Once per encounter, the mount you are riding can make an attack as a swift action instead of as a standard action.

Prerequisites: Expert Rider, Terrain Guidance, trained in the Ride skill.



A Shistavanen scout rides a Maru.

Expert Rider: You can reroll any Ride check, but the result of the reroll must be accepted even if it is worse.

Prerequisite: Trained in the Ride skill.

Terrain Guidance: You effectively guide your mount through rough terrain. When in control of your mount, you can make a DC 20 Ride check as a swift action to negate the effect of difficult terrain on your mount's speed.

Prerequisite: Trained in the Ride skill.

Mechanized Rider: You use your riding experience to improve your skills on a speeder bike or a swoop. When riding a speeder bike or a swoop (or similar vehicle), you can use the following applications of the Ride skill (see page 72 of the Saga Edition core rulebook): Fast Mount or Dismount, Soft Fall, Stay in Saddle, and Use Mount as Cover.

Prerequisites: Trained in the Pilot and Ride skills.

SOLDIER

Military might is useful for a great range of operations within the Unknown Regions. Soldiers might hire themselves out as bodyguards for expeditionary teams. Mercenary teams might find regular employment from less advanced cultures, gaining great wealth through the deployment of high-tech weapons systems against their employers' relatively primitive enemies. Deserters might take refuge far from their abandoned stations and organizations. Pirates and outlaws of every sort could always use an extra gun, and even the least able soldier can find some paying job.

New Commando Talent

The following new talent expands the Commando talent tree (see page 52 of the Saga Edition core rulebook). Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Out of Harm's Way: As a reaction, when you use Harm's Way (which still requires a swift action to activate), you can move into the square of the ally you are protecting, and move the ally to any legal square adjacent to you. This movement does not provoke an attack of opportunity.

Prerequisites: Harm's Way, trained in the Initiative skill.

Warrior Talent Tree

Warriors draw upon their natural aggressiveness, powerful bodies, and fighting abilities to defeat their enemies. Whether they fight with primitive or advanced weaponry, they are fearsome combatants.

Champion: You fight for protection, honor, or glory for yourself and others. You can use each of the following actions once per encounter:

- *Champion's Pride:* Your pride and dedication drives you on in the most difficult moments. When you use your second wind, you move +1 step on the condition track and remove one fear effect or mind-affecting effect in addition to the normal benefit of second wind.
- *Disarming Hit:* When you hit and damage a creature and that damage equals or exceeds the target's damage threshold, you can make a Disarm Attack (see page 152 of the Saga Edition core rulebook) against that target as a free action. If using a ranged weapon, you must also have the Ranged Disarm feat.
- *Masterful Strike:* You land an impressive blow against your enemy. When making a successful unarmed or melee attack (except when using a lightsaber), increase your damage by 2 for every 5 points by which your attack roll exceeds your target's Reflex Defense.

Prerequisites: Warrior's Awareness, Warrior's Determination.

Quick Study: You excel at turning an enemy's tricks against it. Once per encounter, if an enemy attacks you using a non-Force-related talent, you can use the same talent against it on your next turn. You must use an appropriate weapon or item, if required by the talent, although you do not have to have the prerequisites. You can take this action even if your enemy's attack misses you.

Prerequisite: Warrior's Awareness.

Simple Opportunity: You can make attacks of opportunity when using a ranged or thrown simple weapon against a single target. Area attack weapons cannot be used with this talent.

Prerequisite: Weapon Proficiency (simple weapons).

Warrior's Awareness: You learn your enemy's preferred tactics quickly. When an enemy character makes an unarmed or a melee attack against you for at least the second time in an encounter, make a Perception check as a reaction. If the check is successful, you gain a +1 bonus to your Reflex and Fortitude Defenses against that character until the end of the encounter. You can use this against only one character at a time, until that character is incapacitated or killed, or until you voluntarily switch targets by dropping the use of this talent for one full round (you can take other actions normally).

Warrior's Determination: Your natural determination carries you through tough battles. Once per encounter, as a reaction, you can ignore one non-Force-related effect, talent, skill, or ability that exceeds your Will Defense. If you spend a Force Point, you can ignore one mind-affecting effect, even if it is the result of a Force power, technique, or secret.

Feats

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. Although these feats are designed with an emphasis on self-reliance in exploration, any character who qualifies can select them.

Acrobatic Ally

You move an ally around with ease and accuracy by giving him or her a leg up or a helpful toss.

Prerequisites: Dexterity 13, Strength 13, trained in the Acrobatics skill.

Benefit: You can hoist or toss an ally of your size or smaller up to 2 squares. You and your ally must act on the same initiative number and start in adjacent squares. If you succeed on a DC 20 Acrobatics check as a standard action, your ally ends up in a square of your choosing up to 2 squares above or away from you. This counts as a free action for your ally and ends your turn. Your ally can then continue his or her turn. If you fail your check, both you and your ally immediately become prone in your square. Your turn is ended, but your ally can take his or her turn normally.

Special: This feat can provoke attacks of opportunity against either character.

Acrobatic Dodge

When you react to an attack, your acrobatics training improves your mobility.

Prerequisites: Dexterity 13, Dodge, Mobility, Skill Focus (Acrobatics), trained in the Acrobatics skill.

Benefit: Once per encounter, as a reaction, if a melee attack misses you, you can immediately move into an adjacent square without provoking an attack of opportunity.

Special: You must be aware of the attacker to benefit from this feat. You can use this feat a second time during the encounter by spending a Force Point.

Combat Trickery

You excel at deceiving others with your tricks and masterful feints in combat.

Prerequisite: Trained in the Deception skill.

Benefit: You can spend two successive swift actions on the same turn to make a Deception check against a target's Will Defense. If the check is successful, the target is flat-footed against your next attack made before the end of your next turn. Additionally, you can spend a Force Point to extend your target's penalties until the end of the encounter.

Elder's Knowledge

You have gained the wisdom of elders, whether through your own experiences or by learning from their instruction.

Prerequisite: Skill Focus (Knowledge [social sciences]) or (Knowledge [galactic lore]).

Benefit: Once per encounter, you can substitute a Knowledge (social sciences) or Knowledge (galactic lore) check for a Wisdom or Wisdom-related check.

Frightening Cleave

Enemies that see you successfully use the Cleave feat become fearful.

Prerequisites: Strength 13, Cleave, Power Attack, base attack bonus +4.

Benefit: Immediately after you use the Cleave feat, each enemy within 6 squares of you and within your line of sight takes a –1 penalty to its Reflex Defense, attack rolls, and skill checks against you until the end of the encounter. This penalty stacks to a maximum of –5. This is a mind-affecting effect.

Grab Back

You are able to counter grab and grapple attacks, redirecting them back on your attacker.

Prerequisite: Dexterity 13.

Benefit: You gain a +2 bonus to your Reflex Defense against grab and grapple attacks. If an enemy misses you when making a grab or grapple attack, you can immediately make your own grab attack against the same enemy as a reaction. If you have a feat that enables you to make a grapple attack (such as Pin or Trip), you can make a grapple attack instead.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class can add the following feats to its relevant bonus feats list.

Class	Bonus Feats
Jedi	Elder's Knowledge, Instinctive Attack, Instinctive Defense
Noble	Combat Trickery, Elder's Knowledge, Intimidator, Mounted Combat
Scoundrel	Acrobatic Ally, Acrobatic Dodge, Combat Trickery, Hold Together, Improved Sleight of Hand
Scout	Hold Together, Hyperblazer, Improvised Weapon Mastery, Maniacal Charge, Mounted Combat, Targeted Area, Trample, Wilderness First Aid
Soldier	Frightening Cleave, Grab Back, Halt, Heavy Hitter, Improvised Weapon Mastery, Maniacal Charge, Targeted Area

TABLE 1-6: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Acrobatic Ally	Dex 13, Str 13, trained in the Acrobatics skill	Hoist or toss an ally of your size or smaller up to 2 squares.
Acrobatic Dodge	Dex 13, Dodge, Mobility, Skill Focus (Acrobatics), trained in the Acrobatics skill	When a melee attack misses you, move into an adjacent square without provoking an attack of opportunity.
Combat Trickery	Trained in the Deception skill	Spend two swift actions to make Deception check to make enemy flat-footed.
Elder's Knowledge	Skill Focus (Knowledge [social sciences]) or (Knowledge [galactic lore])	Substitute a Knowledge (social sciences) or (galactic lore) skill check for a Wisdom-related skill check.
Frightening Cleave	Str 13, Cleave, Power Attack, base attack bonus +4	When you use the cleave feat, each enemy within 6 squares and line of sight takes a penalty to Reflex Defense, skill checks, and attack rolls against you.
Grab Back	Dex 13	As a reaction, make a grab or grapple attack following a failed grab or grapple attack made against you.
Halt	Trip, Weapon Focus in selected weapon, Weapon Proficiency in selected weapon, base attack bonus +8	Knock an enemy prone after a successful attack of opportunity, immediately end target's remaining actions when also exceeding its damage threshold.
Heavy Hitter	Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)	Add 1 point of damage for every 5 points rolled above the target's Reflex Defense, plus additional benefits when you exceed the target's damage threshold.
Hold Together	Trained in the Mechanics skill	Delay the damage caused to a vehicle until the end of the round.
Hyperblazer	Trained in the Use Computer skill	Cut all calculation time and Use Computer penalties by half when making Use Computer checks for astrogation in the hyperspace tangle. Reduce hyperspace mapping time by half.
Improved Sleight of Hand	Dex 15, Skill Focus (Deception), trained in the Deception and Stealth skills	Use Deception to aid your Stealth check to use Sleight of Hand; use Stealth to draw and palm a weapon simultaneously.
Improvised Weapon Mastery	Weapon Proficiency (simple weapons)	Treat improvised weapons as simple weapons, deal +1d6 points of damage.
Instinctive Attack	Proficient in weapon used, living character (not a droid)	Spend a Force Point to reroll an attack and take the better result.
Instinctive Defense	Living character (not a droid)	Spend a Force Point to increase all defenses by 2 for 1 round.
Intimidator	Trained in the Persuasion skill	When you successfully intimidate, enemy takes –5 to skill checks and –2 to attacks for one round.
Maniacal Charge	–	Intimidate your enemies when charging, preventing adjacent characters from making attacks of opportunity and denying your target its Dexterity bonus.
Mounted Combat	Trained in the Ride skill	Increase speed and avoid attacks when riding a mount.
Nikto Survival	Member of Nikto subspecies	Reroll Survival checks in native environment.
Targeted Area	Weapon Proficiency in selected weapon, base attack bonus +5	Deal an additional 5 points of damage against one target within a successful area attack.
Trample	Trained in the Ride skill	When using the mounted charge action, attack enemies between you and your target.
Wilderness First Aid	Trained in the Survival skill	Use Basic Survival skill as if you have a medpac for Treat Injury checks.

A NIKTO SOLDIER HALTS A CHARGING SCOUT.



Halt

When making an attack of opportunity, you can stop an enemy in its tracks.

Prerequisites: Trip, Weapon Focus in selected weapon, Weapon Proficiency in selected weapon, base attack bonus +8.

Benefit: If you hit with an attack of opportunity against an enemy of up to one size larger than you, compare the same die roll result against the target's grapple check (see page 154 of the Saga Edition core rulebook). If the die roll succeeds against the grapple check, the target immediately halts all movement and falls prone in its current square. The target can spend any remaining actions normally. If your attack exceed the target's damage threshold, the target loses any remaining actions and ends its turn immediately. Apply damage normally to the target regardless of the results of this feat.

Special: If the target is using the charge action when moving past you, its charge is ended if you successfully knock it prone, and the target cannot charge again on this turn.

Heavy Hitter

You know how to pound targets when firing heavy-weapons emplacements and vehicle weaponry.

Prerequisites: Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons).

Benefit: When making an attack roll using a weapons emplacement or a vehicle weapon, you add an additional 1 point of damage for every 5 points you roll above the target's Reflex Defense. If you exceed the target's damage threshold, then on its next turn the target cannot attack and its speed is reduced by 2 squares (1 square starship scale).

Hold Together

Sometimes vehicles seem to hold together by your force of will.

Prerequisite: Trained in the Mechanics skill.

Benefit: As a reaction, you can spend a Force Point to delay the effect of damage dealt to a vehicle you are riding in or piloting until the end of the round. The vehicle must be of Colossal size or smaller.

Hyperblazer

You are familiar with blazing new routes and navigating the tangled web of hyperspace in the Unknown Regions.

Prerequisite: Trained in the Use Computer skill.

Benefit: When traversing the hyperspace tangle, you reduce by half the calculation time and penalties on Use Computer checks for astrogation (see page 237 of the Saga Edition core rulebook). You also reduce hyperspace mapping time by half when mapping new hyperspace routes.

Improved Sleight of Hand

You manipulate small objects quickly, and they seemingly disappear with a flick of your wrist. You excel at hiding objects when observed, even at close range.

Prerequisites: Dexterity 15, Skill Focus (Deception), trained in the Deception and Stealth skills.

Benefit: When using the Sleight of Hand application of the Stealth skill (see page 73 of the Saga Edition core rulebook), you can use your Deception skill to improve your chance of success. Prior to making the Stealth check, you can make a Deception check as a swift action. The opposed Perception check of anyone attempting to notice your action must exceed both your Deception check and your Stealth check.

Additionally, you can, as a single action, use Improved Sleight of Hand to simultaneously draw and palm a weapon two sizes smaller than you. Make a Stealth check as a free action when drawing your weapon to successfully conceal it in a position in your hand (or similar appendage), where you can use it on a following action. Once the weapon is used, you can attempt to palm it again as a swift action.

Improvised Weapon Mastery

You use improvised weapons with true skill.

Prerequisite: Weapon Proficiency (simple weapons).

Benefit: You treat all improvised weapons as simple weapons, and you can use them without penalty and with talents and feats designed for use with simple weapons. You also deal an additional 1d6 points of damage on a successful hit.

Instinctive Attack

Your accuracy improves when you act on instinct. Though you might call it luck, the Force is with you.

Prerequisite: Proficient in weapon used, living character (not a droid).

Benefit: When you use a Force Point when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the Force Point to the better result.

Instinctive Defense

You naturally know how to avoid attacks and defend your mind and body when the Force is with you.

Prerequisite: Living character (not a droid).

Benefit: On your turn, as a free action, you can spend a Force Point to increase all your defenses by 2 until the start of your next turn.

Intimidator

When you intimidate others, either physically or verbally, you shake their confidence so severely that it affects their performance.

Prerequisite: Trained in the Persuasion skill.

Benefit: When you successfully use the Intimidate application of the Persuasion skill against a creature, instead of the normal results, the creature takes a –5 penalty to all skill checks (including Use the Force) and a –2 penalty to all attacks when you are within its line of sight, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle.

Special: You cannot use this feat with the Maniacal Charge feat.

Maniacal Charge

You charge your enemies like a battle-crazed berserker.

Benefit: When using the charge action, you can make a Persuasion check as a free action to intimidate your target and each enemy you pass within 1 square of. When your check succeeds against an enemy you pass, it cannot make an attack of opportunity against you. When your check succeeds against your target, it loses its Dexterity bonus and is considered flat-footed until the start of your next turn.

Mounted Combat

You know how to get the most from a mount in combat and in other dangerous situations.

Prerequisite: Trained in the Ride skill.

Benefit: You can make a DC 20 Ride check as a swift action to spur your living mount to move faster than its normal speed. If the check fails, your mount's speed does not increase and it moves –1 step on the condition track. If the check succeeds, your mount's speed increases by 2 squares until the start of your next turn. You cannot take 10 on this check. Your mount must succeed on a DC 20 Endurance check prior to each subsequent attempt to use this feat in the same encounter.

Additionally, once per round, as a reaction, when you are riding a mount, you can negate a weapon hit against either you or the mount by making a successful Ride check. The DC of the skill check is equal to the result of the attack roll you want to negate.



A Sluissi scout creates a targeted area to pin down a Rakatan warrior.

Nikto Survival

You gain an additional boost to your Survival checks, based on your Nikto subspecies.

Prerequisite: Must be a member of the Nikto species (see Nikto, page 13).

Benefit: Select a Nikto subspecies: Kajain'sa'Nikto (desert), Kadas'sa'Nikto (forest), Esral'sa'Nikto (mountains), Gluss'sa'Nikto (ocean), or M'shento'su'Nikto (arctic). In addition to the usual Nikto species traits, when you are operating in an environment advantageous to your native subspecies, you can reroll any Survival check, taking the better result.

Targeted Area

Your area attacks deal more damage to one target within the area of effect.

Prerequisite: Weapon Proficiency in selected weapon, base attack bonus +5.

Benefit: When you make a successful area attack, select a single target hit by the attack. That target takes an additional 5 points of damage from the attack, before applying the effect of the Evasion talent.

Trample

When charging, your living mount can flatten smaller targets between you and your target.

Prerequisite: Trained in the Ride skill.

Benefit: When you use the mounted charge action, your mount can make a single melee attack as a free action. While charging, compare the result to the Reflex Defense of each enemy whose square you charge through. Each enemy hit by the attack takes claw, gore, or slam damage from the mount's natural weapons plus the mount's Strength modifier. You or your mount still can make a regular attack at the end of the charge.

Special: You can use this feat if either you or your mount has taken it. Mounts with this feat do not require the prerequisite.

Wilderness First Aid

You know how to treat wounds in the wilderness, using only the natural materials around you.

Prerequisite: Trained in the Survival skill.

Benefit: Once per day, you can make a DC 20 Survival check. If the check is successful, when you use the Basic Survival application of the Survival skill, you are considered to have a medpac for any Treat Injury checks made until the end of the day.

Special: The Gamemaster can adjust the DC for the current environment, raising it for harsh or desert climates or lowering it for more diverse locales.

Fighting from Mounts

The Ride skill (see page 72 of the Saga Edition core rulebook), along with associated feats and talents found in this and other *Star Wars Roleplaying Game* Saga Edition supplements, covers fighting from a living mount. The following combat actions can also be used with mounts, by characters trained in the Ride skill.

Attacks of Opportunity

When an enemy provokes an attack of opportunity, both you and your mount can each make a single attack once per round. You can elect for both you and your mount to take the attack of opportunity simultaneously in response to the same provoking action, or you can save one or both attacks for a future attack of opportunity in the same round. Having the Combat Reflexes feat allows you or your mount to make additional attacks, but you cannot share extra attacks with your mount, or vice versa.

Catch a Second Wind

A mount that has a heroic class or the Extra Second Wind feat can catch a second wind once per day as a swift action.

Fall Prone

A mount voluntarily falling into a prone position requires a swift action. If the mount is trained in the Acrobatics skill, it can fall prone as a free action with a successful DC 15 Acrobatics check.

Mounted Charge

You can charge while riding a mount. As a standard action, you can move your mount's speed (minimum 4 squares) in a straight line, and then you or your mount can make a melee attack at the end of movement. You or your mount gain a +2 competence bonus to the attack roll and take a –2 penalty to Reflex Defense until the start of your next turn. You can charge through squares containing low objects and difficult terrain, but doing so costs twice as much per square as normal. You can charge through squares occupied by enemies smaller than the size of your mount, but not squares occupied by enemies of the same size as or larger than your mount. After you resolve a charge attack, you can take no further actions this turn. You can use feats that modify the charge action when making a mounted charge attack.

Stand Up

Standing a mount up from a prone position requires a move action. A mount trained in the Acrobatics skill can stand up as a swift action with a successful DC 15 Acrobatics check.

Prestige Class Talents

The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

Ace Pilot Talents

Scouts, warriors, and criminals depend on their starships in the unpredictable Unknown Regions. With so much time devoted to the complexities of travel in the region, many become excellent pilots, anticipating and avoiding even the most difficult deep-space hazards.

New Expert Pilot Talents

The following new talents expand the Expert Pilot talent tree (see page 207 of the Saga Edition core rulebook). Any character who can normally choose talents from the Expert Pilot talent tree can choose these talents as well.

Roll Out: You are an expert at escaping dogfights. When making an opposed check to disengage from a dogfight, you can reroll your Pilot check, taking the better result. If you fail, you remain in the dogfight, but the gunners on your vehicle do not take penalties to their attack rolls (see page 171 of the Saga Edition core rulebook).

Prerequisite: Elusive Dogfighter.

New Gunner Talents

The following new talents expand the Gunner talent tree (see page 207 of the Saga Edition core rulebook). Any character who can normally choose talents from the Gunner talent tree can choose these talents as well.

Fast Attack Specialist: Once per encounter, when piloting a vehicle of Gargantuan size or smaller, you can make a full attack as a standard action. You can spend a Force Point to use this action one additional time in an encounter.

Prerequisites: Expert Gunner, Quick Trigger.

Overcharged Shot: You know how to overcharge your vehicle's weapon to produce additional damage. As a swift action, you can overcharge your vehicle's energy weapon and deal 1 die of damage on your next attack in the same turn. However, your weapon loses 1 die of damage on its subsequent attacks and cannot be overcharged again, until a full round passes without the weapon firing.

Prerequisites: Expert Gunner.

Bounty Hunter Talents

Bounty hunters seeking targets in the Unknown Regions can expect to earn a premium for their specialized services. They must know their territory well, relying on their own knowledge and detective work, since they will receive little aid from scattered witnesses and informants. However, bounty hunters are able to operate with much greater freedom in the Unknown Regions, with no rules or regulations on their activities beyond local restrictions that can be easily ignored.

New Bounty Hunter Talents

The following new talents expand the Bounty Hunter talent tree (see page 208 of the Saga Edition core rulebook). Any character who can normally choose talents from the Bounty Hunter talent tree can choose these talents as well.

Familiar Enemies: You can apply your familiar foe bonus against a second enemy. If you can see both enemies simultaneously in the same round, you need to spend only a single full-round action observing them. Otherwise, you must spend a separate full-round action on each enemy.

Prerequisite: Familiar foe special quality.

Familiar Situation: You can apply your familiar foe bonus to your Fortitude and Will Defenses against attacks and actions taken against you by the target of your familiar foe special quality.

Prerequisite: Familiar foe special quality.

Quick Cuffs: You are fast with the binders. As a swift action, when you successfully use the grab action against a target, you can use binder cuffs or similar restraints to bind one of the target's arms to one of your arms or to an adjacent object. You cannot use improvised materials, such as mesh tape, for this talent, and the binders must be in your hands or readily available. You and the target both take a –2 penalty to attack rolls and Reflex Defense while bound together.

Prerequisite: Quick Draw feat.

Crime Lord Talents

Crime lords operating outside civilized space can become virtual warlords or minor governments in their own right. A crime lord might control an entire planet or star system with thousands or tens of thousands of beings under his or her control. Although they operate beyond all legal jurisdictions, crime lords must still fear attacks by rivals as well as by governmental organizations determined to pursue criminals no matter where they hide.

New Infamy Talents

The following new talents expand the Infamy talent tree (see page 210 of the Saga Edition core rulebook). Any character who can normally choose talents from the Infamy talent tree can choose these talents as well.

Master Manipulator: When you make a successful Persuasion check, you can immediately make a second Persuasion check against the same target, even if it is not normally allowed. The second Persuasion check need not be for the same use of the Persuasion skill as the first. For example, if you successfully change the attitude of the target, you can immediately attempt to change it a second time, or you can attempt to intimidate the target instead.

Prerequisites: Notorious, Skill Focus (Persuasion), trained in the Persuasion skill.

Small Favor: You can call in a small favor from someone who owes you. Once per day, make a DC 25 Persuasion check. If the check is successful, an informant gives you information, granting you a +10 competence bonus to one Gather Information or Knowledge check made within the next 24 hours.

Prerequisites: Notorious, Trained in the Persuasion skill.

New Mastermind Talent

The following new talents expand the Mastermind talent tree (see page 210 of the Saga Edition core rulebook). Any character who can normally choose talents from the Mastermind talent tree can choose these talents as well.

Master's Orders: When an ally uses an action granted to him or her by you, the ally can reroll any attack or check made during that action, taking the better result.

Prerequisites: Impel Ally I, Impel Ally II.

Elite Trooper Talents

The Unknown Regions create skilled, tough combatants who can survive the areas' unexpected perils. Elite troopers from known space are often protectors or mercenaries. On primitive worlds, superior clan warriors or tribal champions are frequently elite troopers.

New Critical Master Talent

The following new talents expand the Critical Master talent tree (see page 42 of the *Force Unleashed Campaign Guide*). Any character who can normally choose talents from the Critical Master talent tree can choose these talents as well.

Extended Critical Range (simple weapons): When you attack with a simple weapon, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Weapon Proficiency (simple weapons), base attack bonus +10.

New Weapon Master Talents

The following new talents expand the Weapon Master talent tree (see page 211 of the Saga Edition core rulebook). Any character who can normally choose talents from the Weapon Master talent tree can choose these talents as well.

Extended Threat: When using a ranged weapon eligible to make attacks of opportunity, you threaten all squares within a 2-square radius.

Prerequisites: Weapon Focus and Weapon Proficiency with weapon used.

Multiattack Proficiency (simple weapons): When you make multiple attacks with any type of simple weapon as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty to your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty to your attack rolls by an additional 2.

Two-For-One Throw: As a standard action, you can throw two weapons simultaneously. Both weapons target the same enemy or target square and are thrown with one hand. Make separate attack rolls for each weapon, each at a –10 penalty. The weapons must be similar, such as two grenadelike objects or two knives, and they must be no larger than one size category smaller than you. The attack cannot exceed short range (typically 8 squares).

Prerequisites: Weapon Focus (simple weapons), Weapon Proficiency (simple weapons).

Force Adept Talents

The Force adepts of the Unknown Regions have knowledge and abilities that are undiscovered or long forgotten by the Force-users of known space. Characters from known space should learn these talents from an Unknown Regions native, instead of learning them on their own.

New Force Adept Talents

The following new talents expand the Force Adept talent tree (see page 214 of the Saga Edition core rulebook). Any character who can normally choose talents from the Force Adept talent tree can choose these talents as well.

Instrument of the Force: You are particularly in tune with the living Force. When you successfully use Search Your Feelings, you gain a Force Point that must be used before the end of the encounter. If you use this Force Point in a manner that would end in unfavorable results (per Search Your Feelings), you raise your Dark Side Score by 1. If you use the Force Point in an action that would normally raise your Dark Side Score, you raise your Dark Side Score by 2 instead.

Long Call: When using the telepathy ability of Use the Force, you reduce the DC of the Use the Force check by half, as do those Force-users for whom you are a willing telepathic recipient. When attempting to contact an unwilling target, you can reroll and take the better result. By spending a Force Point, you can simultaneously contact a number of targets equal to your Charisma modifier (minimum two) with a single Use the Force check.

Prerequisite: Mystical Link.

Mystical Link: The Force guides you in unexpected ways. As a standard action, make a DC 30 Use the Force check. If the check is successful, you gain one of the following benefits, as selected by the Gamemaster: one Force power is returned to your Force suite; one Force Point that is lost if it is not spent before the end of the encounter; an additional use of a Force-related talent or feat normally restricted to once per encounter; or roll an additional die when making a Force check and select the highest die rolled.

Gunslinger Talents

When operating in areas far beyond the reach of the law or other aid, gunslingers are among the heroes best able to protect themselves.

New Gunslinger Talents

The following new talents expand the Gunslinger talent tree (see page 216 of the Saga Edition core rulebook). Any character who can normally choose talents from the Gunslinger talent tree can choose these talents as well.

Lingering Debilitation: Once per encounter, when you successfully use Debilitating Shot to move a target character –1 step on the condition track, the target suffers a persistent condition requiring 4 hours of rest or a DC 25 Treat Injury check to remove.

Prerequisite: Debilitating Shot.

Retreating Fire: When moving away from a pursuing target, if you either run or use two move actions during this turn, you can make a single ranged attack with a –5 penalty as part of your move action. You can spend a Force Point to avoid the penalty.

Slowing Shot: If you successfully use Debilitating Shot, until the target moves to the normal state on the condition track or until the end of the encounter, the target's speed is reduced by 2 squares, and it loses its Dexterity bonus to its Reflex Defense and is considered flat-footed. These effects occur in addition to the effect of Debilitating Shot (see page 216 of the Saga Edition core rulebook). If you spend a Force Point, the target's speed is reduced by 4 squares or half of its normal speed, whichever is the greater reduction.

Prerequisite: Debilitating Shot.

Swift Shot: Once per encounter, you can make a single ranged attack with a handheld weapon as a swift action instead of a standard action. However, you cannot use your remaining actions for an attack.



A HUMAN GUNSLINGER USES RETREATING FIRE TO ESCAPE A SSI-RUUK SOLDIER.

Officer Talents

An officer on an extended mission into the Unknown Regions operates with great autonomy from his or her host organization and might develop unusual tactics. Such an officer might also be specialized in guerrilla tactics or command irregular forces within the military or paramilitary organization.

New Military Tactics Talents

The following new talents expand the Military Tactics talent tree (see page 221 of the Saga Edition core rulebook). Any character who can normally choose talents from the Officer talent tree can choose these talents as well.

Commander's Prerogative: During the first round of combat in an encounter (after the surprise round, if any), you can take your turn before any of your allies, but you must use either the share talent prestige class ability or a talent from one of the following talent trees as part of your turn: Commando, Leadership, or Military Tactics. On the subsequent round, you return to your normal place in the initiative order.

Prerequisite: Trained in the Initiative skill.

Irregular Tactics: Your tactics confuse enemy commanders and tacticians that can see or otherwise observe your forces in action, such as when using sensors. After using the share talent special quality, make a Knowledge (tactics) check as a free action. The result replaces the DC of any talents that use Knowledge (tactics) from the Military Tactics talent tree used against your or your allies.

Prerequisite: Share talent special quality.

Lead by Example: If you have already used a talent in an encounter before granting the same talent to an ally with your share talent special quality in the same encounter, any character who benefits from share talent gains one of the following bonuses when using that talent: Reduce the talent's DC by 5; gain an additional +2 bonus to any bonus to attack, Defense, or damage used by the talent; or reduce the amount of damage taken by the character through the use of the talent by 10 points. If the talent can be affected by more than one effect, the character using the talent selects the desired effect.

Prerequisite: Share talent special quality.

Turn the Tide: Once per encounter, after the first round of combat, you can make a Knowledge (tactics) check as a full-round action and compare the result to the Will Defense of all enemies within 12 squares of you and within your line of sight. If your check is successful, affected enemies must reroll their Initiative checks at the start of the next round. Allies within your line of sight can choose whether to reroll their check. Rerolls and other modifiers to the Initiative skill apply normally to this check for all affected targets.

Prerequisites: Command Decision, Commander's Prerogative, trained in the Initiative skill.

Force-Using Traditions

What new secrets of the Force lurk within the vast and mysterious Unknown Regions? Throughout the millennia, Force-users of all types seek refuge in wild, uncharted space, including ancient Sith fleeing Jedi shadows and sentinels, Order 66 survivors fleeing the Empire, and lesser-known traditions seeking their own way in the galaxy. In addition, Force-using natives of the Unknown Regions naturally develop their own traditions and ideas regarding the power of the light and dark sides. Over the millennia, Jedi, Sith, and other followers of the Force have journeyed into the Unknown Regions, following rumors of experts and sages as they search for greater understanding or new and mysterious techniques.

The following non-Jedi Force tradition is specifically for use in the Unknown Regions. However, Gamemasters should feel free to incorporate elements of traditions from other *Star Wars Roleplaying Game* supplements and campaign guides with these or other traditions of their own creation. With such diverse influences, virtually any tradition might have made its way to the Unknown Regions, but it might have been so adapted, warped, or corrupted that its original source is no longer recognizable.

The Blazing Chain

The Blazing Chain is a group of nomadic raiders who ply their way through the Unknown Regions in search of poorly defended settlements and starships from which they can plunder whatever they need. Blazing Chain ships are painted with variations of a fiery chain wrapping across the vessel, an intimidating and fearsome symbol. Though many call them pirates, the members of the Blazing Chain prefer quick raids, living on the spoils for long periods of time. Unlike typical raider groups, however, the Blazing Chain uses the Force to gain the upper hand. The Blazing Chain does not adhere to a single philosophy of Force use. Members add powers and techniques to their Force repertoires through trial and error, through the admission of outside Force-users to their ranks, and through teaching the techniques commonly used in raids. Members of the Blazing Chain cannot build lightsabers and rarely use them. Those who manage to obtain lightsabers lack the training to use them effectively.

History

In the time of the Old Republic, the Blazing Chain starts deep within the Unknown Regions as a group of talented pirates and raiders, bolstered by members who have rudimentary Force abilities. After the Great Sith War, the Blazing Chain encounters Sith ships fleeing into the Unknown Regions. Although a few of the less powerful Sith join Blazing Chain crews, most encounters between the Sith and the Blazing Chain are violent and deadly. However, the Chain learns new techniques from the Sith, even though the group rejects the Sith's established philosophy.

Gradually, the Force-users in the Blazing Chain outnumber those without Force abilities. By the time of the Dark Wars, 90 percent of Blazing Chain members are Force-sensitive. The Blazing Chain operates as a dozen small autonomous fleets, scattered throughout the Unknown Regions. The fleets are made up of a wide variety of ships captured over the years. Each fleet is lead by an Adacap, a strong-willed, charismatic, and intelligent captain, able to keep his or her followers in line through threat, bribery, or genuine respect. Rarely does a single leader emerge to head the entire Blazing Chain. However, the fleets regard each other as brethren and rarely combat each other directly. United raids are carried out on an ad hoc basis.

One year prior to the Battle of Naboo, members of the Blazing Chain Blackshackle fleet fall to the dark side while under the command of Adacap Zonsoe. Inspired by tales of Sith power, Zonsoe exchanges the role of raider for that of conqueror and begins to take permanent control of some of the Blazing Chain's favorite targets and havens. Zonsoe defeats the rival Blazing Chain Arcblade fleet, absorbing half of its members into his ranks. Over the next five years, the remaining Blazing Chain fleets fight both alone and in concert against Zonsoe's forces, finally shattering the Blackshackle fleet in a massive space battle that leaves the surviving Blazing Chain fleets significantly weakened until after the Battle of Yavin.

Over the next few years, the Blazing Chain slowly rebuilds its strength, and its fleets establish strongholds on isolated worlds. The Blazing Chain expands its knowledge of the Force, paying greater heed to the difference between the light and dark sides. Although not shunning the dark side completely, the Blazing Chain is more aware of its influence and pitfalls. By the fall of the Galactic Alliance, the Blazing Chain is once again a formidable threat, operating widely in the Unknown Regions.

Location

The far-ranging and splintered Blazing Chain can be found in any part of the Unknown Regions, although it is commonly encountered within the galactic disk and surrounding cloud. A long-isolated fleet might emerge in an unexplored pocket of known space, but this is rare.

Most members of the Blazing Chain live aboard their vessels. The largest fleets use colony ships as self-contained cities operating far from any civilized world. However, a fleet typically operates in a particular sector or collection of systems, using deep space or planetary shadowports for resupply and socializing. Later Blazing Chain fleets establish well defended strongholds on isolated worlds, kept secret from outsiders and other fleets. Most strongholds are not homeworlds, but they serve as rallying points, supply caches, fortifications, and meeting locations.

Philosophy

The Blazing Chain adheres to no single Force philosophy, other than using the Force in any way that benefits its members and makes raiding easier. Although some adhere loosely to light-side principles, Blazing Chain raiders

freely use their anger and aggression to call upon the dark side. Although some fall to the dark side, the vast majority of Blazing Chain members do not. To the Blazing Chain, members falling to the dark side is only a problem if it endangers the fleet, ship, or crews. Some ships and fleets run for years under a fallen commander. Force training is treated like gunnery or pilot or any other training. Skillful Force-users lead classes grounded in practical use, rather than theory or philosophy.

Membership: About 80 percent of the Blazing Chain's members are born into the fleet. However, the Blazing Chain accepts nearly any roguish Force user into its ranks, as long as the fleet can be persuaded that the candidate adds to the group's power and will not betray the fleet to opposing forces or rival Blazing Chain fleets. Non-Force-users are also admitted, although most find themselves at a distinct disadvantage and unable to rise through the ranks. A Force user who has clearly turned to the dark side is considered risky and is closely watched, especially after the fall of the Blackshackle fleet.

Playing a Member of the Blazing Chain

Blazing Chain members begin as scoundrels, scouts, or soldiers. Some who have command abilities begin with the noble class, but few start with the Jedi class. Those of the Jedi class normally concentrate on talents from the Jedi Guardian and Jedi Sentinel talent trees, and virtually none has experience with the Lightsaber Combat talent tree. Members select talents that make them difficult to see or hit, such as Force Haze and Elusive Target. They also prefer talents from the Alter and Control talent trees and their own talent tree, below. Those who have a Dark Side Score greater than 0 often have one or more talents from the Dark Side tree.

Powerful Force-wielding Blazing Chain members eventually take levels in the Force adept prestige class. Members can take levels in Sith- or Jedi-related prestige classes only if they have access to holocrons or to members of those traditions. They might also learn talents of other traditions they encounter, if someone is available to instruct them.

BLAZING CHAIN TALENT TREE

Blazing Chain members develop abilities that aid them in raids and starship combat. They do not rely on lightsabers, so they apply the Force to blasters and other weapons in ways that other traditions have not attempted.

Force Directed Shot: You use the Force to alter the flight of your blaster bolt, projectile, or similar missile from a thrown or ranged weapon. As a swift action, select one square within 12 squares of you and within your line of sight. You treat that square as the origin square for your next ranged attack with an energy weapon made before the end of your next turn, and determine cover and concealment as though you were firing from that square. You must have line of sight to the target of the attack from the square you occupy.

Prerequisites: Force Sensitivity, trained in the Use the Force skill.

Negate and Redirect: When you successfully use the negate energy power (see page 99 of the Saga Edition core rulebook) against a ranged energy weapon (such as a blaster), you can redirect some of the shot's energy at an enemy target, in addition to the power's usual benefit. As a free action immediately following your successful use of the negate energy power, choose one enemy you can see within 6 squares of you, and make a Use the Force check against the target's Fortitude Defense. If you hit, the target takes energy damage equal to one-half of the damage you negated.

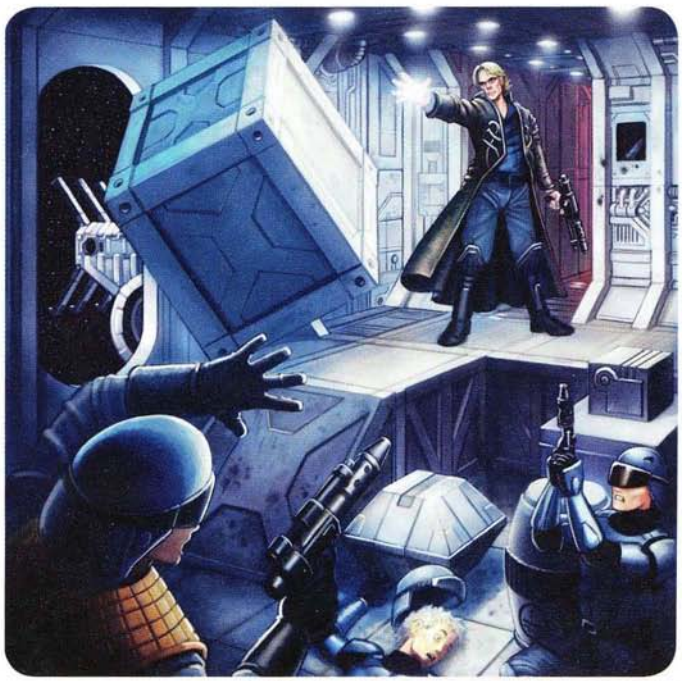
Prerequisite: Negate energy, Force Sensitivity, trained in Use the Force.

Rising Anger: You tap directly into your anger to increase the effectiveness of your attacks. Once per round as a reaction to an ally taking damage or being moved down the condition track by an enemy, you gain a +1 morale bonus to your next attack roll. If you use this talent again before you make an attack, the bonus increases by 1, up to a maximum of +5.

Prerequisite: Force Sensitivity, Dark Side Score of 1 or higher.

Rising Panic: You start a rising panic in an enemy who observes your attacks and actions, inhibiting the enemy's ability to respond. Once per round as a reaction to an enemy damaging one of your allies or moving one of your allies down the condition track, you can make a Use the Force check against the target's Will Defense. If the check is successful, you move the target –1 step on the condition track. An enemy moved to the bottom of the condition track by this talent does not fall unconscious, but instead must spend its actions fleeing combat for one minute or until it moves up the condition track. This is a mind-affecting fear effect.

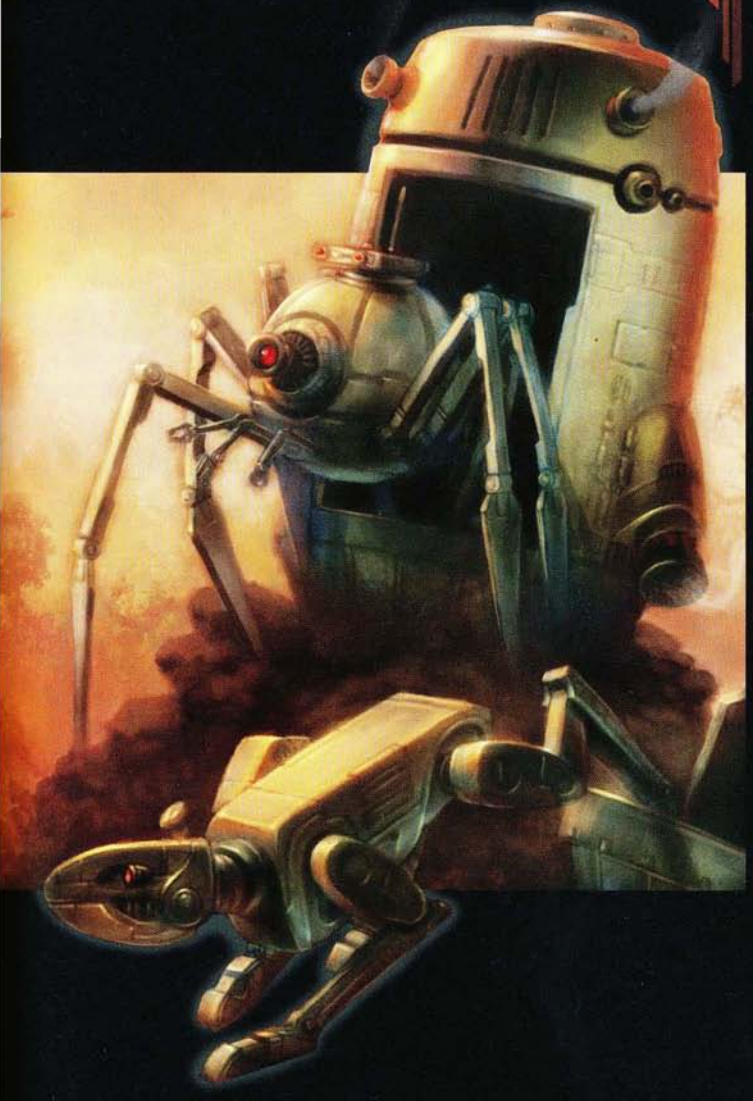
Prerequisite: Force Sensitivity, Dark Side Score of 1 or higher.



A Blazing Chain adept hurls crates at Galactic Alliance troopers.

Chapter II
Explorer's Equipment





An explorer is only as good as his or her equipment. Although the best explorers can get by with the bare necessities of a breather and a blaster, only the reckless and the foolhardy venture out into the unknown expanses of the galaxy without the equipment necessary to ensure both success and survival. Any veteran scout can tell you that when you're a million light-years away from civilization, your wits and your gear make the difference between accomplishing your mission and death. Explorers prize durability and functionality over aesthetics, because their lives require equipment that works over equipment that looks good. Despite what the holos show, an explorer's life isn't glamorous.

Anyone can recognize the need for a reliable weapon when venturing into unknown and potentially hostile territory, but those who take up the scouting life often need far more, because there are as many potential hazards waiting for the unwary as there are stars in the galaxy. A scout soon learns how to determine the right tool for the environment he or she is heading into. An Aquata breather is of little use on a world that has no moisture and a toxic atmosphere. And while a bulky space suit is a lifesaver in the cold darkness of space, it can be a liability on a world that has thick vegetation. Those whose explorations consist mainly of scouting enemy encampments know that being detected by the people you are spying on frequently leads to a bad end. Every explorer comes to rely on a core set of equipment, including weapons, armor, and transportation.

Although a good scout can find a use for almost any piece of equipment, some pieces have become mainstays in the explorer's arsenal, varying little even when the political landscape changes drastically. Some equipment can prove just as useful in civilized space as it can on some unknown chunk of dirt.

MELEE WEAPONS

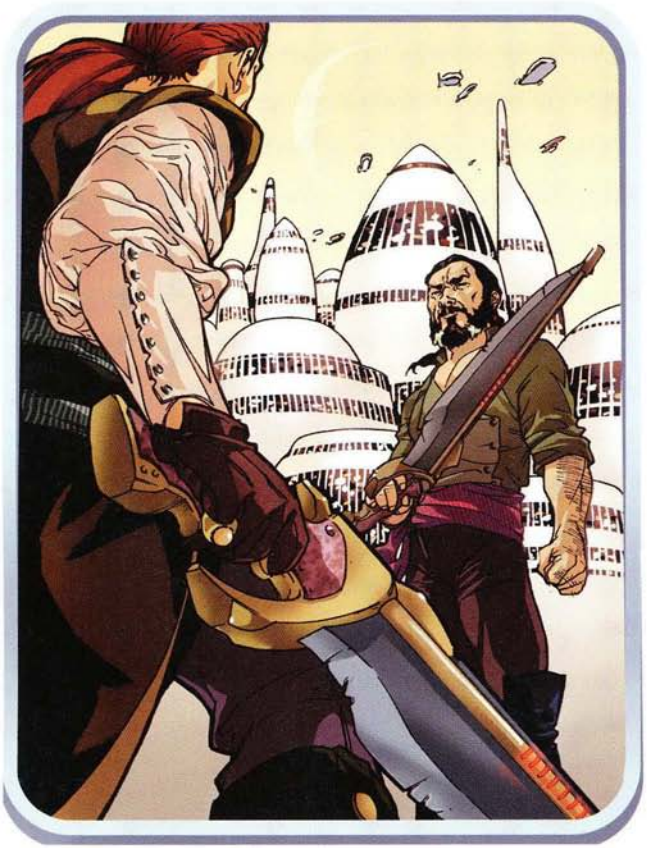
Although a reliable melee weapon is frequently a secondary concern, many an explorer has faced a situation in which a melee weapon would have been far more useful than a blaster.

Blastsword

Exotic Weapon

The favored weapon of duelists from the remote world of Adumar, the blastsword is an odd combination of a standard vibroblade and the inner workings more commonly found in blaster weapons. At the tip of the blade sits a small metal nozzle, which emits a slight glow and an audible hum when activated. When the user successfully stabs a target, the blaster energy discharges.

A blastsword is well balanced, and its wielder can consider it to be a light weapon for the purpose of using the Weapon Finesse feat. A blastsword requires a power pack to operate.



HUMAN DUELISTS PREPARE TO FIGHT WITH BLASTSWORDS.

Contact Stunner

Simple Weapon

Frequently sold as a personal protection device, the contact stunner is a small, inconspicuous weapon, the forward end of which is covered with over a dozen contact disks, enabling it to deliver a concentrated and, therefore, effective discharge when it contacts a target. However, the weapon's lack of mass makes it less useful for anything other than rendering a target unconscious.

Because of its slender and compact design, a contact stunner grants a +5 equipment bonus to Stealth checks made to conceal the weapon. A contact stunner requires an energy cell to operate.

Electropole

Advanced Melee Weapon

Similar to the more common electrostaff, the electropole or static pike is an electrified melee weapon used primarily by the Gungans of Naboo and the picadors on Geonosis. Both cultures use the weapon for herding beasts as well as in battle. Unlike the standard electrostaff and the force pike, the electropole can be thrown like a javelin. Experienced users often keep two or three electropoles within reach when expecting trouble, one for close combat and the rest to be thrown at the enemy.

Gungans are considered proficient with the electropole if they have the Weapon Proficiency (simple weapons) feat. An electropole requires two energy cells to operate.

Survival Knife

Simple Weapon

A small hand-held weapon with a sturdy blade, the survival knife can be used as both a tool and a weapon, making it popular with explorers and survivalists alike. It is frequently issued to pilots in military units in the event they are shot down and survive their vehicles' destruction. The handle is hollowed out to allow storage of very small items, typically rudimentary survival tools such as a fire rod (see page 40), a short length of binding wire, or an energy cell.

A character who has a survival knife can always determine which way is north thanks to the built-in digital compass.

Vibro-Saw

Exotic Weapon

A large and cumbersome variation of the vibro-ax, a vibro-saw is typically used to cut down large vegetation such as trees and exceptionally thick vine clusters. However, its impressive cutting power has led the vibro-saw to be used to cut through bulkheads in boarding actions by military units and pirates alike. The vibro-saw also has the distinct advantage of being legal in areas where the possession of any other type of vibro weapon is a criminal offense.

A vibro-saw ignores a target's Damage Reduction. A vibro-saw requires two energy cells to operate.

Table 2-1: Melee Weapons

Advanced Melee Weapons	Cost	Damage	Stun Damage	Weight	Type	Availability
Medium						
Electropole[1]	1,500	2d8	Y	1.3 kg	Bludgeoning and Energy	Licensed
Exotic Weapons	**Cost**	**Damage**	**Stun Damage**	**Weight**	**Type**	**Availability**
Medium						
Blastsword	600	3d6	–	2.1 kg	Energy	Rare
Large						
Vibro-saw	400	2d10	–	10 kg	Slashing	Licensed
Simple Weapons	**Cost**	**Damage**	**Stun Damage**	**Weight**	**Type**	**Availability**
Small						
Contact stunner	700	1d4	Y (2d8)	1.1 kg	Bludgeoning or Energy	Licensed
Survival knife[2]	100	1d6	–	1.4 kg	Slashing	–

1 Can be thrown

2 Can be thrown, inaccurate weapon

Ranged Weapons

As explorers travel from world to world, they can encounter a diverse array of ranged weapon designs, including variations on standard blasters and primitive bows and arrows. The types of sidearms that explorers need can vary as much as the environments in which they find themselves.

Black-Powder Pistol

Pistol

The black-powder pistol's usage or possession is rarely regulated, because it is considered antique on most worlds. Although reloading the weapon is slow and the weapon has a limited range, its main benefit is that knowledgeable explorers can usually scrounge together the materials to produce ammunition no matter where in the galaxy they might be. Black-powder pistols are notoriously finicky and require frequent maintenance. Many a spacer forced to use an ill-kept pistol has had it literally fizzle on him or her.

A black-powder pistol must be reloaded after each shot and requires a full-round action to reload, preventing the use of any feats or talents that allow multiple shots. Ammunition can be purchased in sets of 50 shots and costs 5 credits per set.

A character trained in Mechanics can attempt to forage for supplies to make his or her own ammunition, requiring a DC 20 Perception check to search the area for the necessary materials. One hour and a DC 15 Mechanics check can produce enough ammunition for 5 shots, and an extra 5 shots are produced for every 5 points by which the check result exceeds the DC.

Concussion Rifle

Rifle

A powerful if uncommon weapon, the concussion rifle operates by firing a concussive energy charge, creating a powerful shock wave that can knock down a full-grown Human. The technology required for these weapons is more complex than that used in blaster weapons, so few companies except Arakyd Industries and BlasTech produce them. In spite of their rarity, concussion rifles are popular with Trandoshan mercenaries and slavers and are used by several bounty hunters and some unconventional military units.

A character using this weapon makes an attack roll against the target's Fortitude Defense. If the attack is successful, the target is knocked prone in addition to the damage dealt by the weapon. A concussion rifle requires a power pack to operate. After 25 shots, the power pack must be replaced.

Crossbow

Simple Weapon

A primitive weapon used by cultures lacking access to blaster or black-powder weaponry, the crossbow requires more time to reload than a bow, and it exchanges range for greater stopping power. In spite of these drawbacks, professional assassins use modified crossbows because they are quiet and do not show up on weapon scanners. As a further benefit to explorers, crossbow bolts can be manufactured by hand with a little time and effort, although the quality of such makeshift ammunition might be questionable.

A crossbow holds only a single bolt at a time, and it requires a move action to reload. A case of 10 crossbow bolts costs 20 credits and weighs 0.6 kg.

TABLE 2-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Magna caster[1]	2,000	3d8	–	S	4 kg	Piercing	Restricted
Squib tensor rifle	10,000	3d8	–	S	7.2 kg	Energy	Restricted, Rare
Verpine shatter gun[1]	15,000	3d10	–	S	1 kg	Energy	Illegal, Rare
PISTOLS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Black-powder pistol[2]	200	2d4	–	S	1.4 kg	Piercing	Rare
Stun pistol	550	–	Y (3d6)	S	1 kg	Energy	Licensed
Medium							
Heavy slugthrower pistol	400	2d8	–	S	2.1 kg	Piercing	Restricted
RIFLES	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Targeting blaster rifle[1]	1,000	3d6	Y	S	4 kg	Energy	Restricted
Large							
Concussion rifle	1,800	2d10	–	S	2.1 kg	Energy (sonic)	Restricted, Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Crossbow[2]	300	1d8	–	S	1.8 kg	Piercing	–

1 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

2 Inaccurate weapon: This weapon cannot attack targets at long range.

Heavy Slugthrower Pistol

Pistol

The projectile equivalent of a heavy blaster pistol, the heavy slugthrower pistol uses a larger round than a slugthrower pistol, creating greater stopping power at the cost of increased recoil, which makes accurate firing of several shots in rapid succession a difficult prospect. In spite of this lack of accuracy, the heavy slugthrower pistol does provide a psychological advantage, both because of its large size as well as the loud report it makes when fired, something to be considered when dealing with a skittish group of unfriendly natives.

If you use the Double Attack, Triple Attack, or Rapid Shot feat with a heavy slugthrower pistol, you take an additional –1 penalty to attack rolls.

A heavy slugthrower pistol uses an ammo clip instead of a power pack. After 8 shots, the clip must be replaced. A clip costs 15 credits and weighs 0.1 kg.

Magna Caster

Exotic Weapon

Initially an attempt to duplicate both the lethality and simplicity of the Wookiee bowcaster, the magna caster is unable to replicate the penetration or power of the bowcaster. However, its use of a magnetic field generator makes the weapon substantially quieter than other ranged weapons, making it ideal for game hunters who track prey easily spooked by the sudden bursts of light and loud noises of blasters.

Its lack of noise gives a magna caster a +5 equipment bonus to Stealth checks made to snipe. A magna caster uses a case of bolts instead of a power pack. After 10 shots, the case must be replaced. A case of 10 bolts costs 50 credits and weighs 1 kg.

Squib Tensor Rifle
Exotic Weapon

Squibs are among the galaxy's foremost experts on tractor-beam technology, having adapted tractor beams to function as effective weapons. The tensor rifle, which fires invisible bursts of compressed tractor beams at the target, inflicts extensive cell disruption upon living targets hit with successive blasts. The weapon is also noted for being incredibly loud, and more than a few Squibs have used tensor rifles to get the undivided attention of beings who would otherwise dismiss them.

A character using this weapon makes an attack roll against the target's Fortitude Defense. If the attack is successful, the target moves –1 step on the condition track, regardless of the actual damage roll. Squibs treat Squib tensor rifles as rifles, rather than as exotic weapons.

A Squib tensor rifle is treated as a rifle for the purpose of determining range, and it requires a power pack to operate. After 15 shots, the power pack must be replaced.

Stun Pistol
Pistol

Although most blaster sidearms come with a stun setting as a standard feature, the stun pistol is designed to be used exclusively as a nonlethal weapon, often for crowd control or for subduing enemies without causing extensive injury. The weapon proves a popular option with law enforcers as well as with bounty hunters who prefer to bring their targets in alive for a higher payout.

Unlike other weapons set on stun, a stun pistol can be used to attack targets up to 20 squares away, instead of the usual range of 6 squares.

A stun pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Targeting Blaster Rifle
Rifle

Although technically a sporting blaster, the targeting blaster rifle generates nearly as much firepower as a military-grade blaster rifle. Considered a cynical attempt by blaster manufacturers to circumvent restrictions on military-grade rifles, this weapon retains the legal status of a sporting blaster rifle and relies on overfocusing the blaster beam to significantly increase its punch. However, to gain the full benefit of the overfocused beam, the shooter must be precise. Targeting blaster rifles can be quickly disassembled for ease of storage and just as quickly reassembled when the weapon is needed. Assembling or disassembling the weapon requires a full-round action. Although the weapon is ostensibly designed for the sport hunter who wants something with a bit more kick, the targeting blaster rifle is popular with assassins, and only extensive lobbying by the manufacturers has prevented these weapons from being recategorized as military-grade hardware.

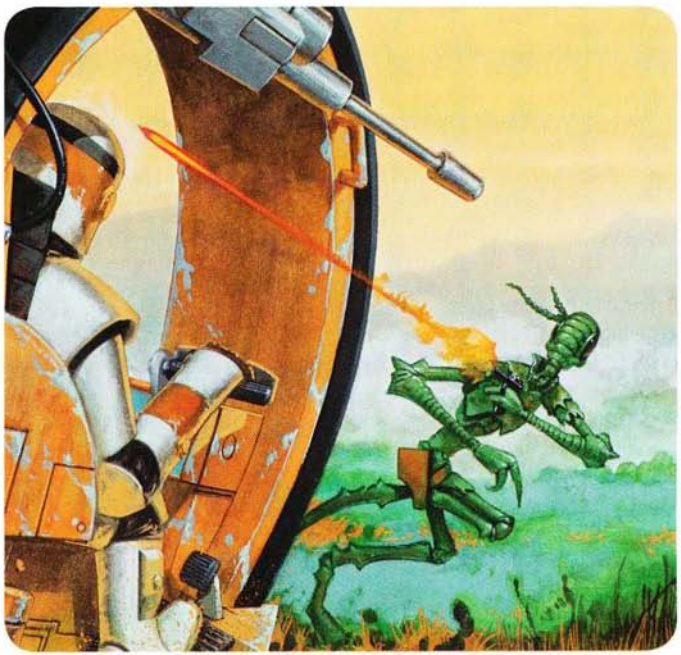
If you aim prior to making an attack roll, the targeting blaster rifle's damage dice change from d6s to d8s. A targeting blaster rifle does not have a folding stock. A targeting blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Verpine Shatter Gun
Exotic Weapon

Created and produced by the Verpine, the shatter gun is an extremely powerful but deceptively fragile handgun. Utilizing a magnetic coil, the shatter gun is nearly silent when fired, but it causes tremendous kinetic damage with small metallic projectiles that are accelerated to just under the speed of sound. The Verpine could increase the velocity of the projectiles, but the resulting sonic boom would be far more detrimental to the shooter than the benefit provided.

On a successful critical hit, a Verpine shatter gun deals an additional 1d10 points of damage (after multiplying for the critical hit). Verpine shatter guns are extremely fragile, so if the weapon takes any damage, it is considered disabled until repaired with a Mechanics check (see page 70 of the Saga Edition core rulebook). Verpines treat Verpine shatter guns as pistols, rather than as exotic weapons.

A Verpine shatter gun is treated as a pistol for the purpose of determining range, and it uses a special ammunition clip, which costs 1,000 credits for 50 shots. After 50 shots, the ammunition clip must be replaced.



A VERPINE USES A SHATTER GUN TO FIRE AT A 48

Equipment

Table 2-4: Equipment presents common equipment used by explorers. Refer to the descriptions below for other pertinent information.

Table 2-3: Equipment

Item	Cost	Weight
Antidote synthesizer	2,500	0.8 kg
Climbing harness	45	0.7 kg
Emergency vacuum seal	750	0.9 kg
Fire paste	15	0.1 kg
Fire rod	25	0.1 kg
Hypoinjector wristband	350	0.1 kg
Microlab	1,800	0.8 kg
Personal multitool	100	0.2 kg
Personal translator	2,000	0.1 kg
Plastent	300	2.7 kg
Portable beacon	1,500	6.8 kg
Repulsor boots	200	2 kg
Repulsor hitch	100	3 kg
Saddle, riding	125	4 kg
Saddle, war	250	6 kg
Shipsuit	200	1 kg
Signal wand	300	0.2 kg
Sonar mapper	400	1 kg
Subsonic field emitter	120	0.2 kg
Water extractor	400	3.2 kg

Antidote Synthesizer

An antidote synthesizer is a small, portable device that takes the portability of a microlab one step farther. If an antidote to a poison or a toxin is needed and proper medical attention is not immediately available, an antidote synthesizer can be used to help the victim survive. The synthesizer can analyze a small amount of poison or toxin inserted into the machine's sample tube, and within 1d6 rounds it can create 1d4 doses of antivenom or antitoxin that each grant a +2 bonus to a Treat Injury check made to treat the poison or toxin. To reproduce an antidote after the doses are expended, however, requires a new sample of the poison or toxin.

Climbing Harness

Providing a measure of safety for a wide array of climbing activities, the climbing harness secures the wearer to a climb line, reducing the chances of falling by providing several attachment points for anchor lines, as well as additional options for securing equipment. A character using a climbing harness when making a Climb check falls only when he or she fails the check by 10 or more.

Emergency Vacuum Seal

Designed to quickly seal a starship's interior compartments during a hull breach, the disk-shaped emergency vacuum seal is a biomechanical device that has proven useful in such a crisis. When the seal has been placed at the site of the breach, a series of micromolecular grips keep it lodged firmly in place while a mild electrical current stimulates the colony of microorganisms, causing them to quickly multiply and seal the breach. A neutralizing current is applied once the seal's sensors determine the breach has been sealed. The result is a temporary but durable hull patch that allows a badly damaged starship to make its way back to port for repairs.

When a character makes a Mechanics check to jury-rig a starship that has suffered a hull breach, the use of an emergency vacuum seal allows the ship to move +1 additional step on the condition track.

Fire Paste

Fire paste is a thick beige substance that can act as a fuel for starting a fire. The paste, once squeezed from its tube, can be placed on virtually any surface, including ice and wet wood. With a single spark, the paste ignites, burning for 3d4 minutes. If applied to a living creature or an object, the burning paste causes 1d6 points of damage as long as it burns and remains in contact with the creature or object. A single squeeze tube contains 5 applications of fire paste.

Fire Rod

When a fire is needed and nothing is around to create a one, many people turn to a fire rod—a 10-cm hollow plastic tube that has two chambers, each filled with a chemical that is inert on its own. When the two chemicals are mixed, they combine to become a highly volatile substance that ignites within seconds. A fire rod burns for 2d8 minutes without any additional fuel. Adding wood or other combustible material keeps the fire burning longer.

Hypoinjector Wristband

An inconspicuous metal band, the hypoinjector wristband can help a wearer avoid succumbing to the effects of poisons and other harmful chemicals. The refillable wristband stores up to 8 doses of vaccines, antidotes, or other medication. In addition to the hypoinjector, the wristband also houses a bioscanner that continually scans the wearer for any foreign chemicals

that the device can counteract. When a harmful substance is detected, the hypoinjector administers the appropriate drug. Refilling the wristband requires a standard action per dose or 4 rounds for the entire set. The device runs on two energy cells that must be replaced after 5 days of constant use.

Microlab

A microlab is a handheld portable laboratory for analyzing substances. When you need quick identification of a material and you cannot wait for the results of a full analysis from another location, the microlab works well enough to answer most questions. In some cases, the microlab's analysis is just as good as a full examination. A sample of the substance in question is placed in a small tube that is then slid into the microlab. A DC 15 Knowledge (physical sciences) check is necessary to complete the examination, and the results are then displayed on the device's small screen.

Personal Multitool

People who explore the untamed wilderness need many tools. In most cases, full-sized tools can be unwieldy, especially when cargo space is a limited commodity. The personal multitool is a low-tech device that holds miniature versions of several simple tools that can be useful in the wilderness. Although the arrangement of the implements can vary, the standard personal-multitool configuration for beings of Medium size includes a 5-cm vibroblade, a low-power hydrospanner, a small hydrogrip, a toothpick, and a miniature set of eating utensils. These tools are stored within the 6-cm handle and each fold out on a hinge. The vibroblade, hydrospanner, and hydrogrip are all powered by a single energy cell that must be replaced after 50 hours of constant use. The vibroblade can be used as a melee weapon that deals 1d4 points of damage.

Personal Translator

Drawing from the successes of many protocol droids, the designers at Cybot Galactica condense the translating abilities of a 3PO unit into a tiny shell that can be worn around a person's neck or carried in a pocket. Thus, a person can carry a personal translator unit anywhere without having to rely on a protocol droid. The universal translator can translate verbal communications in the owner's language and up to three other languages of the owner's choosing. The device operates at the level of a DC 10 droid translator unit. The translator has no photoreceptors or appendages, so it is not able to interpret nonverbal forms of communication such as sign language.

Plastent

A plastent is a prefabricated high-grade polymer shelter that can be easily transported from place to place. Fully inflated, a plastent forms a triangular structure about 2 meters tall, providing enough room for four beings of Medium size. The temporary structure is light enough to be moved easily and sturdy enough to withstand most weather conditions. In addition to providing shelter, the plastent can have small pieces of equipment, such as a sensor array, mounted onto it. Most models come equipped with an inflation unit that can fully inflate the plastent within a few minutes.

Portable Beacon

Portable beacons do nothing more than transmit signals that can be received only by sensors. A single beacon is about 1 meter long. One end is pointed, making the beacon easy to embed in the ground, but a beacon also features a built-in tripod, enabling the beacon up be set up on a hard, flat surface. Able to transmit a signal to a range of 10,000 km from a planet's surface, a portable beacon is commonly used to mark the location of a safe landing zone. However, a beacon can be reprogrammed to broadcast a warning or a distress signal by connecting it to a datapad and succeeding on a DC 10 Use Computer check.

Repulsor Boots

This footwear allows the wearer to float a short distance above the ground. Repulsor boots use a tiny repulsorlift unit in the sole of each boot to elevate the wearer up to 0.5 meters above the ground. With careful manipulation and positioning of one's feet, the boots can be used to move, but users cannot exceed a movement rate of 2 squares per round with this method. Although they are not an optimal method of travel, repulsor boots are a great aid in climbing, granting the wearer a +10 equipment bonus to Climb checks.

Repulsor Hitch

When a large or heavy object needs to be moved and a speeder is not available, a repulsor hitch can be used instead. The hitch is a small repulsorlift encased in a durasteel shell that can be attached to a cable or another extension. When activated, a repulsor hitch can lift items weighing up to 200 kg, enabling them to be moved. Explorers find that the hitch is especially useful for transporting large creatures. Objects weighing more than 200 kg are not affected by the hitch, since the repulsor field is not strong enough to lift the entire mass. Some droid models, such as the MULE droid (page 45), are designed to allow a hitch to be attached to their chassis, allowing the droids to move heavy objects.

Saddle, Riding

Although the styles vary from one corner of the galaxy to another, the basic function of a riding saddle remains unchanged: to provide a rider with a supportive structure that is fastened to a mount and that often incorporates a means of directing the creature. Saddles must be made to conform to the type of creature for which they are used. Most vendors who sell riding mounts include the cost of a riding saddle with the purchase of the creature.

Saddle, War

A variant of the standard riding saddle is the war saddle, which offers a sturdier platform for the rider, reducing the chances of being knocked off the mount and better enabling the rider to guide the beast in combat while still fighting effectively. Use of a war saddle on a mount provides the rider a +2 equipment bonus to Ride checks made to control the mount in battle, to guide the mount with his or her knees, and to stay in the saddle.

Shipsuit

Manufactured by Ayelixe/Krongbing Textiles, the shipsuit is a multipocketed coverall made of a tough synthmesh fabric, which has been known to last through years of regular use. A fitted coverall can also be used as a envirosuit in an emergency, although a separate life support system such as a breath mask is required.

A shipsuit provides enough pockets and pouches to carry up to 24 objects of Small size and weighing no more than 1 kg each. The cumulative weight of the objects is halved for the purpose of calculating the wearer's total carried weight. A character wearing a shipsuit receives a +1 equipment bonus to his or her Fortitude Defense when resisting extreme temperatures.

Signal Wand

The signal wand is a 0.25-meter–long stick that has multiple functions. One of its most popular features is its orbital-range broadband comlink, which can transmit a tight-beam signal well beyond a planet's gravity well. If the wand is connected to a more powerful energy source, the tight-beam signal can travel through subspace to reach interstellar distances. However, the user must know exactly where to point the wand to ensure the beam is on target. The wand also has a red external light that can be used to transmit signals, such as Mon Calamari blink code.

Sonar Mapper

Modern sensor systems are reliable and can be used in many circumstances. However, in some situations a standard sensor pack does not work. In those instances, a sonar mapper can be used instead. A sonar mapper is a specialized sensor system that emits sonar pulses at regular intervals, mapping an area through echolocation. The sonar mapper does not provide the detail that a sensor pack can, because its dedicated screen displays only the echolocation. Also, the sonar mapper does not have as great a range as a sensor pack, because it reads the pulses only up to a range of 100 meters with any degree of accuracy. The sonar mapper can internally record up to 12 hours of readings, making a good backup map if the user becomes lost.

Subsonic Field Emitter

More of a convenience than a necessity for wilderness scouts, the subsonic field emitter generates a subsonic pulse attuned to the nervous systems of nonsentient insects and other vermin, discouraging them from entering the emitter's 6-meter broadcast radius and allowing beings within the radius to relax without being disturbed by natural pests. Tiny or smaller creatures with an Intelligence of 2 or less cannot willfully enter the radius of a subsonic emitter.

Water Extractor

For organic beings, water is a necessity of life. Some worlds have abundant water, but others lack this vital liquid. The water extractor can help beings who find themselves on a dry world. Working like a condensing canteen found in a field kit, the water extractor is a cone-shaped apparatus that attracts water vapor from the air, collecting it in specialized bins at the broad end of the cone. As the water accumulates, contaminants and toxins are filtered out, rendering the water potable. Although the amount of water collected varies depending on the moisture content of the atmosphere, field tests conducted on Tatooine yielded enough water in a period of 16 hours to sustain a humanoid for a full day.

Ancient and Advanced Technology

With the countless number of worlds in the galaxy, heroes can come across a wide range of technology, including outdated steam-powered groundcars and unusual vessels that employ a bizarre fusion of organic and inorganic materials. Instead of trying to devise entirely new equipment, a Gamemaster can instead use the Advanced and Archaic Ship templates from *Starships of the Galaxy* (see pages 59 and 62) as well as the Antiquated Weapon and Antiquated Vehicle templates from the *Legacy Era Campaign Guide* (see page 100). Advanced tech weapons, droids, vehicles, and other items are perhaps best handled by providing an appropriate bonus from either the Tech Specialist feat in *Starships of the Galaxy* (see page 21) or the Rakatan weapon template from *Knights of the Old Republic Campaign Guide* (see page 79).

Heroes who encounter such antiquated or advanced technology should be allowed to make Knowledge (technology) checks to puzzle out what a device does and how it works. The DC of these checks is determined by how different the item is compared to those the heroes are used to. Such technology can be an interesting adventure hook, as the heroes rush to learn what some incredible new piece of technology does, or try to ensure that an archaic relic of a long-gone civilization finds its proper place in a museum.

Droids

The following new droid models are among the most common models used by explorers throughout the galaxy. Each droid entry also includes a statistics block in the protocol format, introduced in the *Scavenger's Guide to Droids* supplement, for explorer heroes using these droids.

AS23 Aerial Survey Droid

Many scouting droids are geared toward exploring territory on the ground, but the AS23 aerial survey droid from Arakyd Industries accomplishes its task from the air. The triangular AS23 aerial survey droid is streamlined to cut down on wind resistance, letting it easily fly through a planet's atmosphere with speed and maneuverability. The droid's silhouette also resembles that of avian predators found throughout the galaxy, encouraging local wildlife to give the AS23 a wide berth as it performs its duties.

Since the primary function of the AS23 aerial survey droid is to gather geographical data, its onboard equipment is tailored to achieve that goal. The automap installed within its chassis records topographical information, and the droid's darkvision is routed directly to the automap to allow the droid to gather information on the darkest nights. The information it gathers can be stored within its memory banks for later access, or it can be transmitted by comlink to its master for immediate review.

AS23 aerial survey droids cannot be played as droid heroes.

AS23 Aerial Survey Droid — CL 0

Small droid (3rd-degree) nonheroic 1
Init +4; **Senses** darkvision, low-light vision; Perception +14
Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 15 (flat-footed 11), Fort 9, Will 12
hp 3; **Threshold** 9
Immune droid traits

Speed 9 squares (flying)
Base Atk +0; **Grp** -1

Abilities Str 8, Dex 18, Con —, Int 12, Wis 14, Cha 7
Special Qualities droid traits, spotter
Feats Skill Focus (Perception, Pilot, Survival), Skill Training (Pilot)
Skills Perception +14, Pilot +14, Survival +12
Systems basic processor, flying locomotion, automap, darkvision, improved sensor package, internal comlink
Availability Licensed; **Cost** 23,500 credits

Spotter—When in flight, the AS23 aerial survey droid can use its observation skills to locate enemy targets and relay their locations back to its master to assist in targeting for long-range and artillery weapons. Any attacks against targets spotted by the droid ignore all concealment and reduce cover by 1 step; for example, total cover becomes improved cover.

AS23 Aerial Survey Droid

Small droid (3rd-degree)
hp 3
Threshold 9

Move (1 swift action, 2/turn)
The AS23 aerial survey droid moves 9 squares (flying).
Engage the Enemy (1 free action)
The AS23 aerial survey droid makes a Pilot check instead of an Initiative check at the start of a battle.
Know Direction (3 swift actions, 1/turn)
After making a successful Survival check, the AS23 aerial survey droid can determine which direction is north while planetside.
Spotter (swift 2 actions, 1/turn)
The AS23 aerial survey droid can locate targets and relay their locations to its master, reducing the targets' cover by 1 step and ignoring concealment.

Skills Perception +14, Pilot +14, Survival +12
Vital Systems flying locomotion, automap, darkvision, internal comlink

DSH-3 Probe Droid

The DSH-3 probe droid is a compact droid capable of traversing a large area of unexplored territory in a short time, recording every detail of its trip.

After seeing the success of its DRK-1 probe droid series with spies and covert scouts, Arakyd Industries expands the line, providing an alternative version of the droid called the DSH-3. This droid model looks similar to its black cousin, although it has green-gray shell because of Arakyd's failure to gain authorization from the Republic to make new droids with the stealth shell used by the DRK-1. The DSH-3 employs many of the same systems and equipment, but it does not carry weaponry or defensive systems. The droid has a high stealth rating and can to hide itself when directly threatened. Coupled with the droid's ability to maneuver where other probe droids cannot, this makes the DSH-3 a good choice for galactic explorers.

DSH-3 probe droids cannot be played as droid heroes.

DSH-3 Probe Droid CL 1

Small droid (4th-degree) nonheroic 3
Init +5; **Senses** darkvision, low-light vision; Perception +15
Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 15 (flat-footed 11), Fort 8, Will 12; Dodge
hp 8; **Threshold** 8
Immune droid traits

Speed 6 squares (hovering)
Base Atk +2; **Grp** +1

Abilities Str 6, Dex 18, Con —, Int 12, Wis 14, Cha 9
Special Qualities droid traits, easily hidden
Feats Dodge, Skill Focus (Perception, Stealth, Survival), Skill Training (Stealth)
Skills Perception +15, Stealth +20, Survival +13
Systems heuristic processor, hovering locomotion, darkvision, improved sensor package, internal comlink, locked access, secondary battery
Possessions audio recorder, video recorder
Availability Licensed; **Cost** 13,000 credits

Easily Hidden—The DSH-3 probe droid can hide more easily than other droids of similar size and function. It can take 10 on a Stealth check even when distracted or threatened.

DSH-3 Probe Droid

Small droid (4th-degree)
hp 8
Threshold 8

Move (1 swift action, 2/turn)
The DSH-3 probe droid moves 6 squares (hovering).
Avoid Surprise (1 free action, 1/turn)
The DSH-3 probe droid can make a Perception check at the start of a battle. If the check is successful, its master avoids surprise.
Create a Diversion to Hide (2 swift actions, 1/turn)
The DSH-3 probe droid can make a Deception check (–1) to divert an enemy's attention, giving its master time to hide.
Easily Hidden (2 swift actions, 1/turn)
The DSH-3 probe droid can take 10 on its Stealth check to sneak even when distracted or threatened.
Sneak (1 swift action, 1/turn)
The DSH-3 probe droid can slip past an enemy without being noticed with a successful Stealth check opposed by the enemy's Perception check.
Track (2 swift actions, 1/turn)
The DSH-3 probe droid can locate tracks with a successful Survival check.

Skills Perception +15, Stealth +20, Survival +13
Vital Systems audio recorder, darkvision, internal comlink, video recorder

F1 Exploration Droid

Designed to be a companion and a protector for those venturing to the edge of known space and beyond, the F1 exploration droid packs a lot of functionality within a small frame. As a four-legged droid, the F1 uses its low profile to its advantage as it attempts to remain hidden. Its sensor array allows the droid to survey its environment through audio, visual, and olfactory sensors, much like a natural creature. The F1 also has a motion sensor suite to detect nearby anomalies. An internal comlink enables the droid to remain in contact when traveling far from its master's camp.

The F1's features enable the droid to perform well as a security droid, even though its core programming does not emphasize that function. Although the F1 exploration droid's defense capabilities are not as sophisticated as other droids, it can deliver a vicious bite with its mechanical jaw. However, the droid has enough fine control over its mandible to grasp an organic creature without causing damage. This ability is particularly useful if its master is wounded; the droid has enough strength to return its master to camp for medical attention.

F1 exploration droids can be played as droid heroes.

F1 Exploration Droid CL 3

Small droid (5th-degree) scout 3
Force 3
Init +7; **Senses** darkvision, low-light vision; Perception +15 (can reroll, keeping better result)
Languages Basic (cannot speak), Binary

Defenses Ref 17 (flat-footed 16), Fort 15, Will 15
hp 33; **Threshold** 15
Immune droid traits

Speed 4 squares (walking)
Melee bite +3 (1d3+2)
Base Atk +2; **Grp** –2
Atk Options Running Attack
Special Actions Improved Stealth

Abilities Str 13, Dex 13, Con —, Int 8, Wis 14, Cha 10
Special Qualities droid traits, motion sensors
Talents Acute Senses, Improved Stealth
Feats Running Attack, Skill Focus (Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Jump +7, Perception +15 (can reroll, keeping better result), Stealth +17 (can reroll), Survival +8
Systems basic processor, walking locomotion (2 extra legs), 1 claw appendage (jaw), darkvision, improved sensor package, internal comlink
Availability Licensed; **Cost** 12,500 credits

Motion Sensors—The motion sensor suite installed in the F1 exploration droid allows it to reroll its Perception check and keep the better of the two results. In addition, this carries over to its master's Perception check when trying to locate the same target, allowing the master to reroll his or her Perception check and keep the better result.

F1 Exploration Droid

Small droid (5th-degree)
hp 33
Threshold 15
Move (1 swift action, 2/turn)
The F1 exploration droid moves 4 squares (walking).
Create a Diversion to Hide (2 swift actions, 1/turn)
The F1 exploration droid can make a Deception check (+0) to divert an enemy's attention, giving its master time to hide.
Motion Sensors (2 swift actions, 1/turn)
When its master uses the Notice Targets application of the Perception skill, the F1 exploration droid enables its master to reroll the Perception check, keeping the better result.
Search (1 swift action, 1/turn)
Using its improved sensors, the F1 exploration droid can help locate a specific person or object by granting a +2 bonus to its master's Perception check.



AN F1 EXPLORATION DROID (BOTTOM) AND A SCOUT SURVEYOR DROID (TOP) EMERGE FROM DROP PODS ON AN UNEXPLORED WORLD.

Track (2 swift actions, 1/turn)
The F1 exploration droid can locate tracks with a successful Survival check.

Skills Initiative +7, Jump +7, Perception +15 (can reroll, keeping better result), Stealth +17 (can reroll), Survival +8
Vital Systems claw appendage (jaw), darkvision, internal comlink

MULE Droid

The mechanical universal labor eliminating droid, more commonly known as the MULE droid, is primarily used as a beast of burden, carrying supplies and personal equipment needed by its master.

The MULE droid uses a powerful repulsorlift engine to move a large amount of cargo—up to 10 kg internally and another 40 kg externally. The repulsorlift allows the droid to travel smoothly over the roughest terrain. However, the droid moves slowly and can attain a maximum altitude of only 1 meter.

The MULE droid's self-diagnostic system is particularly useful. The system is a highly sensitive diagnostic network that allows the droid to assess any damage it sustains, reporting it to its master or mechanic. This information cuts down on repair times. The droid's findings can be accessed by attaching a datapad to a socket located behind the droid's head.

MULE droids can be played as droid heroes.

MULE Droid CL 0

Medium droid (5th-degree) nonheroic 2
Init +1; **Senses** Perception +12
Languages Basic (cannot speak), Binary

Defenses Ref 10 (flat-footed 10), Fort 15, Will 11
hp 9; **Threshold** 15
Immune droid traits

Speed 4 squares (hovering)
Melee claw +6 (1d4+5)
Base Atk +1; **Grp** +6

Abilities Str 20, Dex 10, Con —, Int 7, Wis 12, Cha 6
Special Qualities droid traits, self-diagnostic
Feats Skill Focus (Mechanics, Perception), Skill Training (Mechanics), Toughness
Skills Mechanics +9, Perception +12
Systems basic processor, hovering locomotion, 1 claw appendage, diagnostics package, internal storage (10 kg)
Availability Licensed; **Cost** 9,000 credits

Self-Diagnostic—The MULE droid can make a Mechanics check (+11) to determine what repairs it needs. By communicating this information to its master, the droid grants a +4 bonus to its master's Mechanics check to make the repairs.

MULE Droid

Medium droid (5th-degree)
hp 9
Threshold 15

Move (1 swift action, 2/turn)
The MULE droid moves 4 squares (hovering).
Avoid Surprise (1 free action, 1/turn)
The MULE droid can make a Perception check (+12) at the start of a battle. If the check is successful, its master avoids surprise.
Eavesdrop (3 swift actions, 1/turn)
The MULE droid can make a Perception check to listen in on conversations and learn information.
Notice Targets (reaction)
As a reaction, with a successful Perception check, the MULE droid can notice targets that come within its line of sight. Actively searching for hidden enemies is a standard action.
Self-Diagnostic (1 swift action, 1/turn)
With a successful Mechanics check (+11), the MULE droid grants a +4 bonus to its master's Mechanics check on repairs to the droid.

Skills Mechanics +9, Perception +12
Vital Systems 1 claw appendage, diagnostics package, internal storage (10 kg)

Wanderer Scout Surveyor Droid

Emphasizing tasks such as investigating a specific area chosen by its master, a scout surveyor droid can explore and report its findings with a precision not seen in other droids of its class.

Built to resemble an arachnid, the SoroSuub Wanderer scout surveyor droid is a spherical body supported by eight legs. Fixed atop its body is a photoreceptor eye on a swivel mount, enabling the droid to see in virtually any direction. Not only does this allow the droid to better view its surroundings, but it also helps prevent an adversary from sneaking up on the droid. In addition to the photoreceptor eye, the droid's stun blaster maximizes the droid's defense and specimen-capturing capabilities. At the droid's front, below its primary sensor array, are four fine manipulator arms, each with a grasping claw and surgical tools for dissecting specimens in the field.

Despite the scout surveyor's success at scouting frontier worlds, owners can become frustrated with the droid's lack of personality. The extensive scouting and medical protocols programmed into the droid leave no room for a personality matrix. Even if an owner adds a personality matrix to it, the droid ignores it, continuing to perform its primary function without interacting with its master or others.

Scout surveyor droids cannot be played as droid heroes.

Wanderer Scout Surveyor Droid CL 1

Medium droid (5th-degree) scout 1
Force 2
Init +3; **Senses** Perception +6
Languages Basic (cannot speak), Binary

Defenses Ref 16 (flat-footed 16), Fort 14, Will 12
hp 26; **Threshold** 14
Immune droid traits

Speed 6 squares (walking)
Melee claw +2 (1d4)
Ranged stun blaster +3 (3d6 stun)
Base Atk +0; **Grp** +3

Abilities Str 14, Dex 16, Con —, Int 8, Wis 13, Cha 3
Special Qualities 360-degree vision, droid traits
Talents Expert Tracker
Feats Surgical Expertise, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7, Jump +7, Perception +6, Survival +6, Treat Injury +6
Systems basic processor, walking locomotion (extra legs), 4 tool appendages, 1 claw appendage
Possessions stun blaster (treat as blaster pistol set on stun), sensor pack, surgery kit
Availability Licensed; **Cost** 9,400 credits

360-Degree Vision—Although it is not able to constantly see everything around it, the scout surveyor droid can turn the photoreceptor mounted on top of the droid in any direction, allowing the droid to retain its Dexterity bonus to its Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. The droid also cannot be flanked.

Wanderer Scout Surveyor Droid

Medium droid (5th-degree)
hp 26
Threshold 14

Move (1 swift action, 2/turn)
The scout surveyor droid moves 6 squares (walking).
Accelerated Climbing (1 swift action, 2/turn)
With a successful Climb check (+7), the scout surveyor droid can climb at half its full speed.
Notice Targets (reaction)
As a reaction, with a successful Perception check (+12), the scout surveyor droid can notice targets that come within its line of sight. Actively searching for hidden enemies is a standard action.
Sensor Sweep (2 swift actions, 1/turn)
The scout surveyor droid can detect lifeforms within a 24-square range with a successful Perception check.

Stun Blast (2 swift actions, 1/turn)
With its stun blaster, the scout surveyor droid can make a ranged attack at +3. If the attack is successful, it deals 3d6 points of stun damage.
Track (2 swift actions, 1/turn)
The scout surveyor droid can locate tracks with a successful Survival check.

Skills Climb +7, Jump +7, Perception +6, Survival +6, Treat Injury +6
Vital Systems stun blaster, sensor pack, surgery kit

WED-20 Treadwell

Following in the footsteps of the successful WED-15 Treadwell, Cybot Galactica's WED-20 Treadwell resembles the older repair droid model. However, it performs an entirely different function. The WED-20 Treadwell acts as a first-contact planetary-analysis droid.

When an explorer lands on a newly discovered planet, one of his or her first objectives is to collect and record information about the planet. The WED-20 Treadwell ventures away from its ship and collects soil and local flora samples and video footage of any local fauna. Like the WED-15 Treadwell, the WED-20 is equipped with seven arms fitted with tools to collect samples. To complete its survey more quickly, the droid can feed a sample into the microlab in its base, analyzing the sample as it continues to collect.

WED-20 Treadwell droids can be played as droid heroes.

WED-20 Treadwell CL 0

Small droid (1st-degree) nonheroic 2
Init +3; **Senses** Perception +13
Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12
hp 5; **Threshold** 9
Immune droid traits

Speed 4 squares (tracked)
Melee 2 claws +0 (1d6 –1)
Base Atk +1; **Grp** –2
Special Actions Melee Defense

Abilities Str 8, Dex 14, Con —, Int 16, Wis 15, Cha 10
Special Qualities droid traits, scientific focus
Feats Melee Defense, Skill Focus (Knowledge [life sciences, physical sciences], Perception)
Skills Knowledge (life sciences) +14, Knowledge (physical sciences) +14, Perception +13, Survival +8
Systems basic processor, tracked locomotion, 2 claw appendages, 5 tool appendages, diagnostics package, internal comlink, vocabulator
Possessions field research kit, microlab, video recorder
Availability Licensed; **Cost** 8,300 credits

Scientific Focus—By adapting its diagnostics package, the WED-20 Treadwell droid gains a +2 equipment bonus to any Knowledge (life sciences) or Knowledge (physical sciences) checks.

WED-20 Treadwell

Small droid (1st-degree)
hp 5
Threshold 9

Move (1 swift action, 2/turn)
The WED-20 Treadwell droid moves 4 squares (tracked).
Know Direction (swift 3, 1/turn)
After making a successful Survival check, the WED-20 Treadwell droid can determine which direction is north while planetside.
Patrol Duty (1 swift action, 1/turn)
The WED-20 Treadwell droid makes a Perception check opposed by the target's Stealth check. If its check is successful, the droid detects the enemy.
Scientific Focus (1 swift action, 1/turn)
The WED-20 Treadwell droid can offer its scientific knowledge to assist its master, granting a +2 bonus to a single Knowledge (life sciences) or Knowledge (physical sciences) check.
Telemetry (2 swift actions, 1/turn)
The WED-20 Treadwell droid can transmit what it sees and hears to its master.

Skills Knowledge (life sciences) +14, Knowledge (physical sciences) +14, Perception +13, Survival +8
Vital Systems 2 claw appendages, diagnostics package, field research kit, internal comlink, microlab, video recorder

Vehicles

The following vehicles are used by explorers to investigate newly discovered worlds.

48 Roller Wheel Bike

A single large tire propelled by jet engines on the rear base, the Gallis-Tech 48 Roller is used for reconnaissance, as a racing vehicle, and as a utilitarian transport on remote mining worlds such as Tyne's Horky. Unlike with conventional wheeled vehicles, the wheel bike's pilot sits within the wheel, using a combination of handlebars and leaning to control the vehicle. Although the wheel bike operates best on flat surfaces, its wide base makes it stable on harsh terrain. Resistance groups have outfitted wheel bikes with low-grade blasters for hit-and-run attacks.

Gallis-Tech 48 Roller Wheel Bike **CL 1**
Large ground vehicle (wheeled)
Init +8; **Senses** Perception +5

Defense Ref 15 (flat-footed 11), Fort 14; +2 armor
hp 40; **DR** 5; **Threshold** 19

Speed 10 squares (max. velocity 330 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8

Crew 1 (normal); **Passengers** 1
Cargo 20 kg; **Consumables** 1 day
Availability Licensed; **Cost** 8,000 credits (1,500 used)

Aerosled

Tangan Industries designs the aerosled for use as a company vehicle and to sell on the civilian market. At only slightly longer than 4 meters, the one-person aerosled is one of the smallest airspeeders in production. The vehicle's size, which makes it easy to store and transport in starships, is one of its major selling points. The cockpit is located at the front of the speeder and dominates the forward section. All the aerosled's vital systems are tightly packed behind the cockpit. With this compact design, the speeder's body is streamlined and highly aerodynamic.

Aerosleds sold on the open market are unarmed. However, Tangan Industries sells armed versions to certain clients and maintains a fleet of armed aerosleds for use by its internal security force. Typically, at least one pair of armed airspeeders patrol each of its installations.

Tangan Industries Aerosled Mark III **CL 5**
Large air vehicle (airspeeder)
Init +11; **Senses** Perception +6

Defense Ref 16 (flat-footed 10), Fort 14; +1 armor
hp 32; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 780 km/h), fly 3 squares (starship scale)
Ranged laser cannon +7 (see below)
Fighting Space 2×2 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +13
Atk Options autofire (laser cannon)

Abilities Str 18, Dex 22, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11

Crew 1 (skilled); **Passengers** none
Cargo 24 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 22,000 credits (12,000 used)

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

All-Terrain Roller

The all-terrain roller, which includes a wide variety of designs, uses three or four wheels for movement, resulting in a slower land speed but greater safety than other one-person utility vehicles. Intended to handle a wide variety of terrain, and with maintenance and repairs easier to make than for repulsorlift vehicles, the all-terrain roller is popular on remote worlds where repulsorlift replacement parts are difficult to obtain.

All-Terrain Roller **CL 1**
Medium ground vehicle (wheeled)
Init +10; **Senses** Perception +5

Defense Ref 16 (flat-footed 11), Fort 12; +1 armor
hp 20; **DR** 5; **Threshold** 12

Speed 10 squares (max. velocity 120 km/h)
Fighting Space 1 square; **Cover** none
Base Atk +0; **Grp** +5

Abilities Str 14, Dex 20, Con —, Int 12
Skills Initiative +10, Mechanics +5, Perception +5, Pilot +10

Crew 1 (normal); **Passengers** 1
Cargo none; **Consumables** 1 day
Availability Licensed; **Cost** 3,500 credits (500 used)

Compact Assault Vehicle/Wheeled PX-10

First used by the Imperial army, the CAV PX-10 is a one-person land-based surveillance vehicle for use on worlds that are too remote to warrant full occupation but are too valuable to neglect, especially during the Galactic Civil War when the Empire seeks to deny the Rebel Alliance every resource it can. Rebel forces soon learn that a lone CAV indicates that a particular world lacks a significant Imperial presence.

The PX-10 is small for a military vehicle, and it relies on agility more than armor plating to survive combat. The vehicle's susceptibility to sensor jamming and its light armament keep it from gaining widespread acceptance outside the ranks of the Imperial military. However, its utility and its ability to easily traverse a wide variety of terrain makes it a popular choice with scouts who expect to travel into territory occupied by hostile natives.

Compact Assault Vehicle/Wheeled PX-10 CL 7
Large ground vehicle (tracked)
Init +9; **Senses** Perception +8

Defense Ref 16 (flat-footed 14), Fort 21; +5 armor
hp 110; **DR** 5; **Threshold** 26

Speed 8 squares (max. velocity 260 km/h)
Ranged medium blaster cannon +9 (see below)
Fighting Space 2×2; **Cover** total
Base Atk +5; **Grp** +21

Abilities Str 32, Dex 14, Con —, Int 14
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9

Crew 1 (expert); **Passengers** none
Cargo 100 kg; **Consumables** 2 weeks
Availability Military; **Cost** Not available for sale (25,000 credits on the black market)

Medium blaster cannon (pilot)
Atk +9, **Dmg** 5d10



SCOUTS UNLOAD CARGO FROM A CAV PX-10.

Groundcar

Groundcars are similar to landspeeders, but they move on four or six wheels instead of with repulsorlifts. Although this design is considerably slower and far more prone to mechanical failure than that of more common speeders, groundcars are a cheap substitute on remote worlds. The standard models are intended for paved roads, but a common modification to the suspension and tires enables a groundcar to be driven off-road.

Groundcar CL 0
Huge ground vehicle (wheeled)
Init +5; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 15; +3 armor
hp 50; **DR** 5; **Threshold** 25

Speed 8 squares (max. velocity 160 km/h)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +15

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5

Crew 1 (normal); **Passengers** 4
Cargo 300 kg; **Consumables** 1 week
Availability Licensed; **Cost** 4,000 credits (1,000 used)

Land Crawler

A land crawler is a groundcar specially equipped for harsh terrain, with a heavy-treaded rear-wheel assembly. Although land crawlers are considered extremely primitive, their large cargo capacity makes them popular with salvagers, and their durability helps them withstand the punishing environments of backwater worlds. However, land crawlers' lumbering speed makes their use for anything beyond hauling cargo highly impractical.

Land Crawler CL 1
Huge ground vehicle (tracked)
Init +3; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 20; +4 armor
hp 100; **DR** 5; **Threshold** 30

Speed 6 squares (max. velocity 95 km/h)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +20

Abilities Str 30, Dex 10, Con —, Int 12
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3

Crew 1 (normal); **Passengers** 6
Cargo 5 tons; **Consumables** 1 week
Availability Licensed; **Cost** 7,500 credits (3,000 used)

Landmaster

A wheeled, amphibious all-terrain vehicle constructed by Jaffryes Universal Automotive, the ARK-II series Landmaster proves to be a surprising success for the company. Using four sets of tri-wheels, the Landmaster can handle any terrain just as ably as a tracked vehicle, and it also operates while completely submerged, retaining buoyancy even when the interior is half filled with water. Because the ARK-II is designed to be utterly practical, its detractors refer to it as a big metal box. However, the triple layered duranium plating and redundant engine array make the Landmaster a perennial favorite with explorers who expect to travel through long stretches of dangerous territory, particularly as the spacious interior lends itself to easy customization for mission-specific requirements. Another factor in the Landmaster's favor is the ease of using third-party replacement parts when extensive repairs are necessary.

Jaffryes Universal Automotive ARK-II Series Landmaster **CL 8**
Gargantuan ground vehicle (tracked)
Init +2; **Senses** Perception +5

Defense Ref 16 (flat-footed 14), Fort 26; +9 armor
hp 240; **DR** 10; **Threshold** 46

Speed 8 squares (max. velocity 240 km/h)
Ranged medium blaster cannons +2 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +0; **Grp** +31

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2

Crew 3 (normal); **Passengers** 10
Cargo 800 kg; **Consumables** 1 month
Availability Restricted; **Cost** 120,000 credits (30,000 used)

Medium blaster cannons (gunner)
Atk +2, **Dmg** 5d10

Mobile Recon/Research Vehicle

Although most exploration missions use a starship as a central base of operations, during the later years of the Old Republic the Science and Culture Administration puts out an open contract for the design of a land-based mobile research center capable of operating for extended periods without support. The Hyrotii Corporation's Mobile Recon/Research Vehicle wins the final bid. Although sluggish, the MR/RV fulfills the necessary requirements: It is remarkably durable, and its variable repulsorlift array enables the craft to successfully negotiate a broad array of terrain. The MR/RV can store two speeder bikes, enabling the crew to perform long-range preliminary patrols. As the Republic gives way to the Empire, MR/RVs fall out of favor because of their civilian-grade armament, particularly in light of the speed and firepower of the AT-ST, but independent scout teams still find the MR/RV worth the cost of purchase.

Hyrotii Corporation Mobile Recon/Research Vehicle **CL 0**
Colossal ground vehicle (speeder)
Init −2; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 24; +13 armor
hp 200; **DR** 15; **Threshold** 74

Speed 8 squares (max. velocity 200 km/h)
Ranged light quad blaster cannon +5 (see below)
Fighting Space 12×12; **Cover** total
Base Atk +2; **Grp** +36

Abilities Str 38, Dex 14, Con —, Int 16
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2

Crew 6 (skilled); **Passengers** 4
Cargo 2 tons; **Consumables** 2 months; **Carried Craft** 2 speeder bikes (or equivalent)
Availability Licensed; **Cost** 220,000 credits (90,000 used)

Light quad blaster cannon (gunner)
Atk +5, **Dmg** 5d10

Nightfalcon Speeder Bike

Appealing to civilians, racers, and the military, one of Ikas-Adno's most popular vehicles is the 22-B Nightfalcon speeder bike. Marketed as a fast and sturdy bike, the Nightfalcon can be seen throughout the galaxy in a wide variety of roles, including personal transport, racing bike, and scouting speeder. Although not faster or stronger than Aratech's 74-Y or 74-Z speeder bikes, the 22-B Nightfalcon offers a combination of speed and strength that attracts the attention of both civilians and the military.

Ikas-Adno 22-B Nightfalcon Speeder Bike **CL 2**
Large ground vehicle (speeder)
Init +15; **Senses** Perception +5

Defense Ref 16 (flat-footed 10), Fort 13; +1 armor
hp 32; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 400 km/h)
Ranged laser cannon +2 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +11
Atk Options autofire (laser cannon)

Abilities Str 16, Dex 23, Con —, Int 14
Skills Initiative +15, Mechanics +5, Perception +5, Pilot +15

Crew 1 (normal); **Passengers** 1
Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 6,250 credits (1,000 used)

Laser cannon (pilot)
Atk +2 (−3 autofire), **Dmg** 4d10

A WOOKIEE EXPLORER RIDES A NIGHTFALCON SPEEDER BIKE OUT OF THE BED OF AN SRV-1.



Scout and Retrieval Vehicle

Used extensively by the fledgling New Republic in the years following the Battle of Endor, the SRV-1 is a rugged yet inexpensive vehicle that can transport troops and supplies to and from the battlefield and can perform reconnaissance duties. The civilian version is unarmed, but the military model sports a pair of medium blaster cannons in matching turrets on top of the cockpit.

SRV-1 Scout and Retrieval Vehicle **CL 6**
Huge ground vehicle (tracked)
Init +6; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 24; +4 armor
hp 140; **DR** 5; **Threshold** 34

Speed 8 squares (max. velocity 275 km/h)
Ranged 2 medium blaster cannons +3 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26

Abilities Str 38, Dex 14, Con —, Int 12
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6

Crew 3 (skilled); **Passengers** 8
Cargo 3 tons; **Consumables** 1 week
Availability Restricted; **Cost** 7,500 credits (3,000 used)

Medium blaster cannon (gunner)
Atk +3, **Dmg** 4d10

STARSHIPS

The following starships are examples of vessels used to explore the Unknown Regions and the outer reaches of the known galaxy.

Deep-X Explorer

Many ships that are not designed as exploration vessels are converted into scouting ships. The Deep-X Explorer is among the most successful and enduring of such conversions. Originally designed and built by Uulshos Manufacturing, the DPx yacht is a top-of-the-line personal transport, featuring dual engines and a delta-wing body to provide exemplary speed and handling for a civilian leisure craft. In the Explorer variant, the engine compartments are redesigned to provide maximum performance, incorporating a dual hyperdrive system to grant the vessel impressive speed without sacrificing reliability. A pair of low-yield blaster cannons protect the Explorer. The ship design requires two gunners if the weapons are to be used.

Uulshos Manufacturing Deep-X Explorer **CL 5**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Ref 15 (flat-footed 11), Fort 22; +6 armor
hp 60; **DR** 10; **Threshold** 42

Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged 2 light blaster cannons +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +27

Abilities Str 34, Dex 18, Con —, Int 16
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 3 (normal); **Passengers** 3
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×1 (backup ×8), navicomputer
Availability Licensed; **Cost** 135,000 credits (55,000 used)

Light blaster cannon (gunner)
Atk +3, **Dmg** 2d10×2

Drexl-class Starfighter

Designed by SoroSuub Corporation, the *Drexl*-class starfighter is a two-person fighter. Its strengths in planetary and short-range defense make it better suited for use by customs agencies than by military forces.

The *Drexl*-class starfighter, named for a winged predator indigenous to the moon of Dxun, can be flown by a single pilot, but optimal operation requires a copilot and an astromech droid. The large cockpit allows room for the copilot to perform maintenance and emergency repairs during flight, working in tandem with an astromech droid. If no copilot is aboard, the cockpit is spacious enough to allow 50 kg of cargo space in addition to the fighter's dedicated cargo compartment.

The *Drexl*-class was originally a prototype for the ship that would eventually become the *Preybird*-class starfighter. However, when design decisions led engineers away from the *Drexl*-class fighter's design, these plans were shelved. Some years later, SoroSuub engineers would return to these plans for a new model of starfighter, and the *Drexl*-class starfighter was born.

SoroSuub *Drexl*-class "Planetary Defender" Starfighter **CL 10**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 10; **SR** 10; **Threshold** 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged dual laser cannons +6 (see below) or
Ranged concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +35
Atk Options autofire (dual laser cannons)

Abilities Str 46, Dex 20, Con —, Int 14
Skills Initiative +6, Mechanics +6 (+13*), Perception +6, Pilot +6, Use Computer +6 (+13*)

Crew 2 plus astromech droid (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 2 days; **Carried Craft** none
Payload 12 missiles
Availability Military; **Cost** 165,000 credits (100,000 used)
**If the ship has an astromech droid, use these skill modifiers instead.*

Dual laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2, 4-square splash

JumpMaster 5000

Designed during the waning years of the Galactic Republic, the JumpMaster 5000, also known as the JM-5K, performs lengthy reconnaissance and exploration missions, such as scouting new hyperspace routes and mapping newly discovered systems. It is also specifically designed to allow a single crew member to travel across the galaxy for extended periods in relative comfort, although it has limited room for additional passengers. The JM-5K performs admirably in most regards, but the design is plagued by a hyperdrive system both prone to breakdowns and incredibly slow. The first modification owners make is replacing the stock hyperdrive system with a faster, more reliable engine. Bounty hunters find the ship well suited to their needs, the most infamous example being the hunter Dengar and his substantially modified JM-5K, the *Punishing One*, which features vastly improved shields and a significant increase in firepower.

JumpMaster 5000 Scout Ship **CL 8**
Colossal space transport
Init –1; **Senses** Perception +6

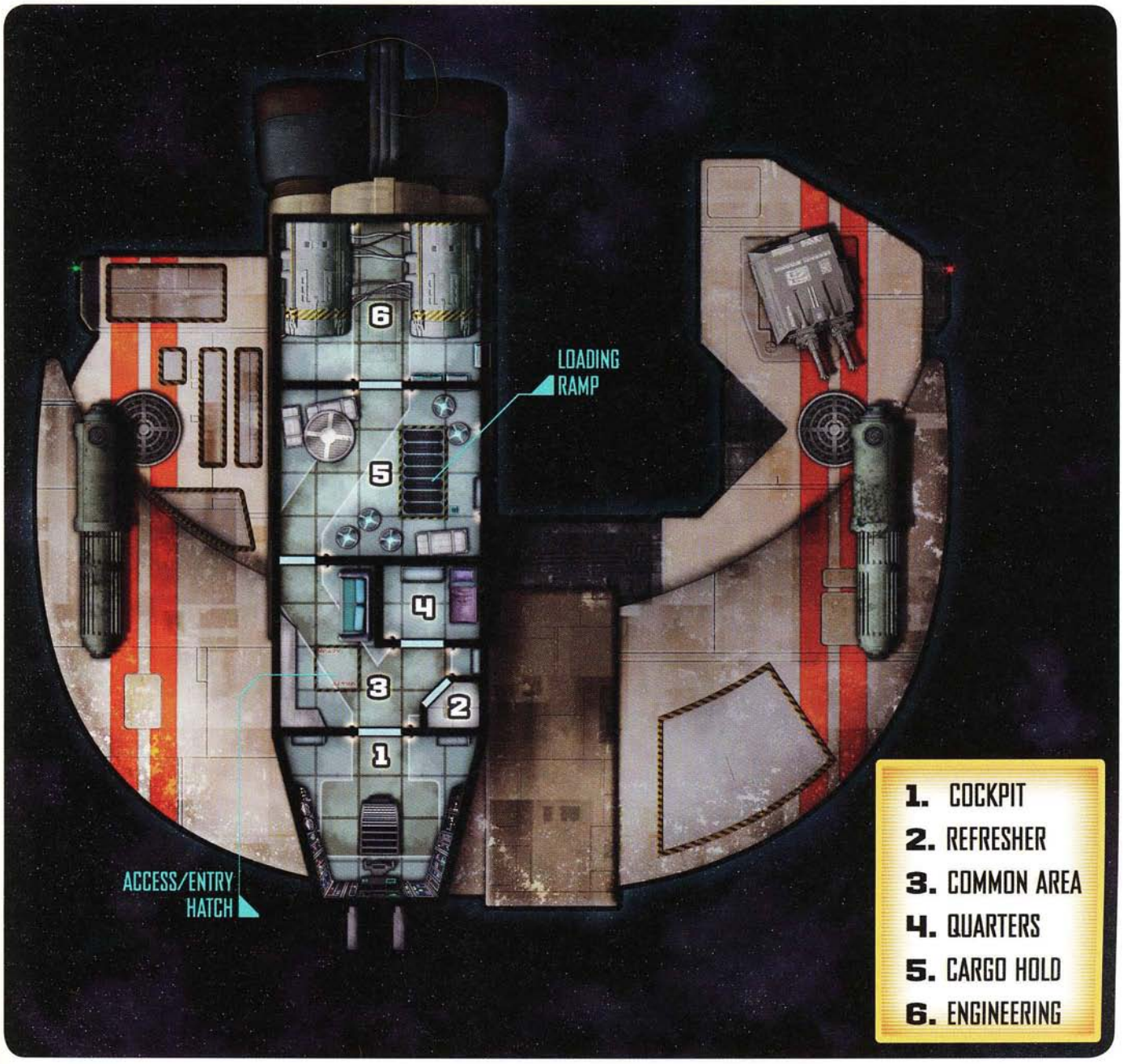
Defense Ref 15 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)
Ranged laser cannons +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38

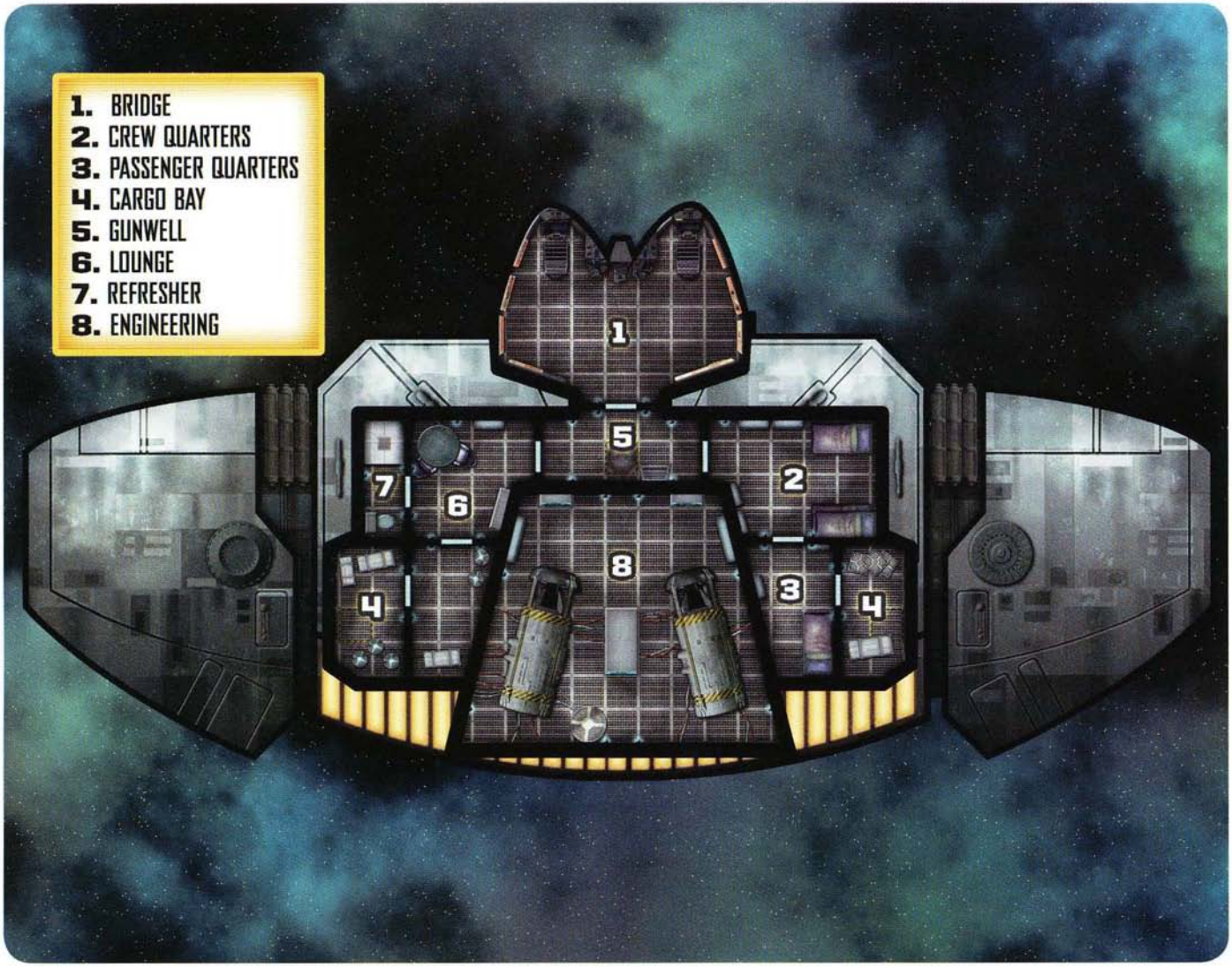
Abilities Str 42, Dex 16, Con —, Int 14
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 50 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive ×3 (backup ×15), navicomputer
Availability Restricted; **Cost** 110,000 credits (40,000 used)

Laser cannons (pilot)
Atk +6, **Dmg** 4d10×2



A JUMPMASTER 5000 INTERIOR



MRX-BR Pacifier

In the early years of the Empire, members of the Imperial Scout Corps take an aggressive stance when visiting new worlds and making first contact with indigenous lifeforms. For those explorers, the MRX-BR Pacifier designed by Sydon Vehicle Works is an excellent fit.

The Pacifier can serve two different functions: first contact starship or attack vessel. For those using it for first contact, the MRX-BR features onboard system arrays that are among the most powerful of the time. Those owners using the MRX-BR for more aggressive negotiations find the weapons systems more than capable of eliminating opposing forces.

MRX-BR Pacifier Combat/Contact Vessel CL 9

Colossal space transport
Init –2; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 22; +11 armor
hp 60; **DR** 15; **SR** 30; **Threshold** 72

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +5 (see below) or
Ranged proton torpedoes +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +34
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 2 (skilled); **Passengers** 3
Cargo 25 tons; **Consumables** 1 year; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×1 (backup ×8)
Availability Licensed; **Cost** 170,000 credits (100,000 used)

Laser cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Proton torpedoes (gunner)
Atk +5, **Dmg** 9d10×2, 4-square splash

"SHE MAY NOT LOOK LIKE MUCH, BUT SHE'S GOT IT WHERE IT COUNTS, KID."
—HAN SOLO

Mu-2 Shuttle

Based upon the success of the *Lambda*- and *Theta*-class shuttles, Sienar Fleet Systems designs the *Mu*-class shuttle for long-range applications, particularly scouting and espionage. The Galactic Empire uses the *Mu*-class shuttle extensively as a scouting vessel searching for the remote, uncharted worlds where the Rebel Alliance establishes its bases. The exterior design of the *Mu*-class shuttle owes a great deal to its forebears, using two fold-out lower stabilizer wings for maneuverability, although the central fin is replaced by a series of sensor arrays to allow the crew to better perform reconnaissance duties. The cockpit is significantly redesigned to allow for a smaller crew.

The *Mu*-class comes in two models. Model 1 has limited sleeping space for crew but provides seating for up to 24 passengers, making it best suited to short-range journeys. Model 2 better fulfills the needs of a scouting mission, including enclosed cabins and space for food stores. Because of its versatility, the *Mu*-class shuttle is used by the New Republic for years after the Battle of Endor. Its ability to ferry large groups to distant points makes it an ideal choice for outpost duty as well as exploration.

The *Mu*-class shuttle's sensors provide the system operator a +5 equipment bonus to Perception and Use Computer checks made to operate the ship's sensors.

Sienar Fleet Systems *Mu*-2 Model 2 Shuttle CL 8

Colossal space transport
Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 25; **Threshold** 76

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 2 (skilled); **Passengers** 14
Cargo 100 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×2 (backup ×20), navicomputer
Availability Restricted; **Cost** 160,000 credits (110,000 used)

Laser cannons (copilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Preybird-class Starfighter

Designed several years prior to the Battle of Endor by the SoroSuub Corporation, the *Preybird*-class starfighter is intended to be sold on the open market rather than used in Sullust's own defense forces, to placate Imperial overseers and retain a small measure of independence for the planet. However, protracted disputes over weapons systems cause significant cost overruns, so only a few small production runs are finished before the project is cancelled. Despite the small number of Preybirds to make it off the assembly lines, a large proportion of them find their way into the hands of criminal factions, specifically pirate groups such as the Hurrim and the Cavrilhu Pirates. The smuggler Mazzic acquires two Preybirds from the initial production run at a substantial discount, integrating them into his burgeoning fleet. Toward the end of the Galactic Civil War, the Imperial Remnant is forced to supplement its dwindling TIE fighter stores by using Preybirds as front-line fighters, giving the design a second life and belated fame as a sign of the Remnant's weakening position against the New Republic.

SoroSuub *Preybird*-class Starfighter **CL 10**
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 18 (flat-footed 11), Fort 23; +6 armor
hp 75; **DR** 10; **SR** 20; **Threshold** 43

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged laser cannons +6 (see below) or
Ranged concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +30
Atk Options autofire (laser cannons)

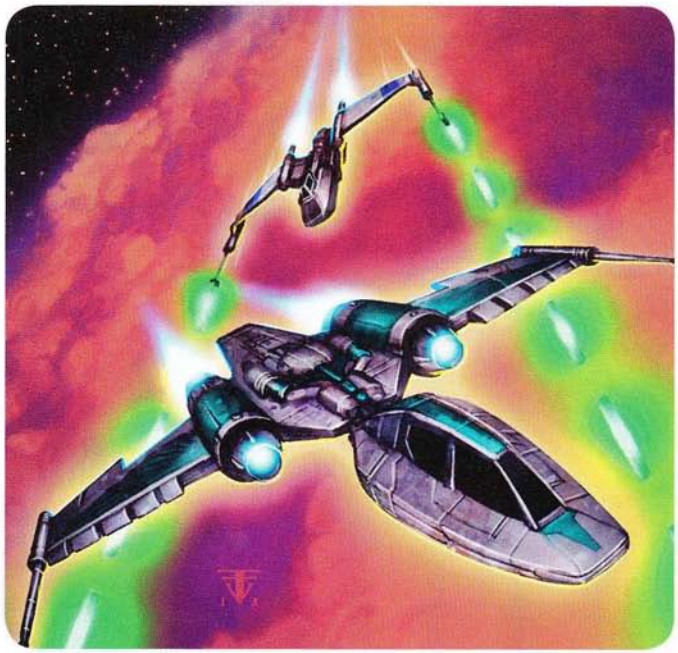
Abilities Str 36, Dex 24, Con —, Int 18
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 15 kg; **Consumables** 4 days; **Carried Craft** none
Payload 10 concussion missiles
Hyperdrive ×3, navicomputer (5 jumps)
Availability Rare, Military; **Cost** 84,000 credits (50,000 used)

Laser cannons (gunner)
Atk +6, **Dmg** 5d10×2

Concussion missiles (gunner)
Atk +6, **Dmg** 8d10×2

A *Preybird* starfighter fires upon a *Drexl*-class fighter.



SCT Scout Craft

From its primary shipyards orbiting the Mid Rim world of Ganzik near the Perlemian Trade Route, Mesens Corporation designs and builds the SCT scout craft shortly before the Battle of Yavin. One of its best-known starship models, the SCT is marketed by Mesens as a long-range exploration vessel, drawing interest from governmental agencies and criminal organizations alike. The starship's heavy defense systems and superior sensor arrays catch the attention of customers, but its low fuel efficiency and limited consumables capacity discourage many potential buyers. Some customers use the ship's cargo space for additional fuel tanks and as storage for extra consumables.

Mesens Corporation SCT Scout Craft **CL 12**
Colossal (frigate) space transport
Init −5; **Senses** Perception +5

Defense Ref 11 (flat-footed 11), Fort 34; +11 armor
hp 660; **DR** 15; **SR** 60; **Threshold** 134

Speed fly 12 squares (max. velocity 820 km/h), fly 3 squares (starship scale)
Ranged dual turbolaser turret +4* (see below)
Ranged point-defense dual laser cannon +4 (see below)

Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +44
Atk Options autofire (dual laser cannon)

Abilities Str 58, Dex 10, Con —, Int 18
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 2 (normal); **Passengers** 8
Cargo 275 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×3 (backup ×12)
Availability Licensed; **Cost** 1.2 million credits (720,000 used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Dual turbolaser turret (gunner)
Atk +4 (–16 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense dual laser cannon (gunner)
Atk +4 (–1 autofire), **Dmg** 5d10×2



A MU-2 SHUTTLE FLIES OVER THE WRECKAGE OF AN SCT SCOUT SHIP.

SkyBlind

When scouts encounter a potentially hostile new world, stealth is the key to staying alive and avoiding capture. To help achieve these objectives, Loronar Corporation designs the SkyBlind reconnaissance ship.

The SkyBlind's unusual spherical hull naturally enhances a primary feature of the ship: sensor baffling. The absence of flat surfaces on the SkyBlind's outer hull means that sensor waves and other electronic detection systems have no clear means of reflecting back to the source, making the ship difficult to detect. Additional sensor baffling along the hull makes the SkyBlind virtually invisible to sensors.

If the ship's crew decides to chance visiting a hostile planet, they can use the SkyBlind's landing sphere to descend to the surface. The landing sphere, also designed by Loronar, is available exclusively as an auxiliary craft for the SkyBlind. It can take off and land within the ship's cargo bay. Without the landing sphere, the SkyBlind's cargo capacity doubles.

Loronar Corporation SkyBlind Recon Ship **CL 8**
Colossal space transport
Init –5; **Senses** Perception +5

Defense Ref 13 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 45; **Threshold** 80

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Ranged proton torpedoes +2 (see below)
Fighting Space 10×10 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40

Abilities Str 50, Dex 10, Con —, Int 10
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 1 (normal); **Passengers** 7
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 1 landing sphere
Payload 6 proton torpedoes
Hyperdrive ×3 (backup ×20)
Availability Licensed **Cost** 650,000 credits (400,000 used)

Proton torpedoes (pilot)
Atk +2, **Dmg** 9d10×2, 4-square splash

Landing Sphere **CL 2**
Huge air vehicle (airspeeder)
Init +3; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 20; +4 armor
hp 100; **DR** 5; **Threshold** 30

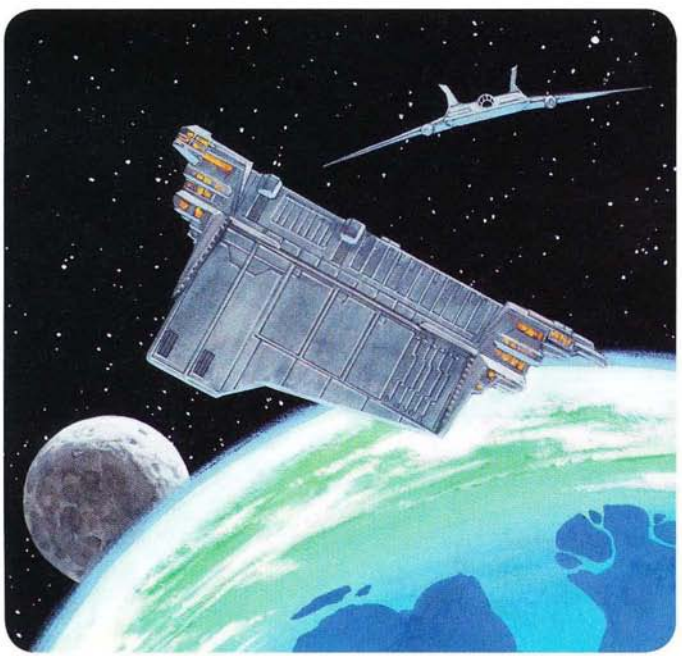
Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +20

Abilities Str 30, Dex 10, Con —, Int 10
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

Crew 1 (normal); **Passengers** 7
Cargo 5 tons; **Consumables** 1 week; **Carried Craft** none

Star Seeder-class Colony Ship

The *Star Seeder*-class is a multipurpose colony ship produced by Kuat Drive Yards. The cargo area can be quickly and easily reconfigured, allowing colonists to transport a variety of different materials, such as construction tools, supplies, and plants and wildlife. The ship's hangar has enough room for a single shuttle along with a few speeders and other ground equipment.



A Deep-X Explorer (top) flies away from a Star Seeder colony ship (bottom).

To protect the colonists on their journey, the Star Seeder is armed with six turbolaser batteries, a tractor beam projector, and substantial shields. The ship is capable of atmospheric entry and maneuvering.

Kuat Drive Yards *Star Seeder*-class Colony Ship **CL 9**
Colossal (frigate) capital ship
Init −3; **Senses** Perception +5

Defense Ref 12 (flat-footed 10), Fort 32; +10 armor
hp 400; **DR** 15; **SR** 45; **Threshold** 132

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged 6 turbolaser batteries +5* (see below) and tractor beam battery +5* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +42

Abilities Str 55, Dex 14, Con —, Int 12
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3, Use Computer +5

Crew 169 (normal); **Passengers** 800
Cargo 7,500 tons; **Consumables** 5 years; **Carried Craft** 1 shuttle
Hyperdrive ×3 (backup ×15), navicomputer
Availability Licensed; **Cost** 3 million credits (1 million used)
**Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (2 gunners)
Atk +5 (−17 against targets smaller than Capital), **Dmg** 3d10×5

Tractor beam battery (2 gunners)
Atk +5 (−17 against targets smaller than Capital), **Dmg** — (grapple +42)

Vaya-class Scout Ship

Used extensively by the Republic Astrogation Survey Team just prior to the Jedi Civil War, the *Vaya*-class scout is an excellent exploratory vessel. Although not configured for prolonged combat engagements, the ship is able to safely take Republic explorers and scientists into the uncharted regions and bring them back. The ship is also popular with independent explorers because of its low price as well as its spacious interior, which enables explorers to bring their families along on journeys that are not particularly dangerous. Some purchase the ships to be used as traveling homes as they go about the course of their business. Although Republic officials claim that the *Vaya*-class has a 3 percent failure rate, the design has one striking flaw. During the strenuous and complicated maneuvers of combat, the port ion engines have a tendency to shut down, causing the vessel to go into a dangerous spin. Any time this ship moves down the condition track as a result of taking damage from an attack, the pilot must make a Pilot check (DC 20) or the ship cannot move until the end of the pilot's next turn.

Hoersch-Kessel *Vaya*-class Scout Ship **CL 9**
Colossal space transport
Init +1; **Senses** Perception +5

Defense Ref 17 (flat-footed 11), Fort 24; +11 armor
hp 90; **DR** 15; **SR** 35; **Threshold** 74

Speed fly 12 squares (max. velocity 700 km/h), fly 3 squares (starship scale)
Ranged light laser cannon +3 (see below) and
Ranged concussion projectiles +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +34
Atk Options autofire (light laser cannon)

Abilities Str 38, Dex 22, Con —, Int 16
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 3 (normal); **Passengers** 4
Cargo 60 tons; **Consumables** 1 month; **Carried Craft** none
Payload 4 concussion projectiles
Hyperdrive ×4 (backup ×15), navicomputer
Availability Licensed; **Cost** 45,000 credits (15,000 used)

Light laser cannon (gunner)
Atk +3 (–2 autofire), **Dmg** 3d10×2

Concussion projectiles (gunner)
Atk +3, **Dmg** 5d10×2

Animal Mounts

Given the range of technology available throughout most of the galaxy, one might wonder why anyone would expend the time and effort to train a live animal to serve as transportation instead of simply acquiring a speeder or some other form of high-speed transport.

However, for a large number of scouting missions, stealth is far more important than speed. A speeder bike can easily cover a large area, but it is also loud and prone to disturbing wildlife, which can lead to disastrous results. Mechanical vehicles are also readily detectable by sensors. Vehicles can break down or become badly damaged, and when exploring beyond the confines of the known galaxy, finding replacement parts can be a tall order.

A living creature that serves as a mount is quieter than a comparable vehicle, and if an enemy's sensors pick up the creature, most operators would dismiss it as just another beast. Most beasts are keenly alert to danger and have a natural instinct to avoid it, so a living mount is another set of senses to help prevent the rider from walking into a bad situation. And when an explorer is alone in an unexplored region, a living companion can provide comfort that a machine is unable to replicate.

Aiwha

A giant flying creature that lives on watery planets such as Kamino and Naboo, the aiwha uses its large wing-fins to swim underwater and to fly through the sky. Kaminoans keep large herds of aiwhas to serve as domesticated riding beasts, since the creatures can traverse the perpetually stormy seas of Kamino with relative ease. The Gungans of Naboo train the beasts to provide airborne transportation and use them in war for reconnaissance patrols and as bombers. Given the striking similarities between the two species, the aiwhas and the thrantas of Alderaan are believed to share a common ancestor, although no relation has been conclusively proven.

Aiwha **CL 4**
Gargantuan aquatic beast 5
Init +2; **Senses** Perception +2

Defenses Ref 6 (flat-footed 6), Fort 16, Will 11
hp 47; **Threshold** 35

Speed 12 squares (flying), 12 squares (swimming)
Melee slam +10 (2d6+9)
Fighting Space 4×4; **Reach** 2 squares
Base Atk +3; **Grp** +25

Abilities Str 25, Dex 10, Con 20, Int 2, Wis 11, Cha 8
Feats Improved Defenses, Skill Training (Swim)
Skills Perception +2, Survival +7, Swim +14



AN AIWHA

Bantha

Perhaps the most adaptable herbivores in the galaxy, banthas are found on numerous worlds and are so well known that their name is used in a plethora of proverbs, sayings, and children's stories. Several fringe religions see the bantha as a divine messenger. Banthas can survive in most environmental extremes, and are able to go without food or water for several weeks. Although many subspecies have adapted to the peculiarities of their environments, most banthas have large, curving horns and long, shaggy fur.

Banthas are commonly used as transportation and as beasts of burden. Their meat and hides are highly prized, particularly by the Sand People of Tatooine, who use the beasts extensively.

Bantha **CL 2**
Huge beast 3
Init +1; **Senses** Perception +1

Defenses Ref 8 (flat-footed 8), Fort 18, Will 10
hp 37; **Threshold** 28

Speed 4 squares
Melee gore +11 (2d6+10) or
Melee trample +11 (1d8+10)
Fighting Space 3×3; **Reach** 1 square
Base Atk +2; **Grp** +21
Atk Options Bantha Rush
Special Action trample

Abilities Str 28, Dex 10, Con 26, Int 2, Wis 11, Cha 4
Feats Bantha Rush, Skill Training (Endurance)
Skills Endurance +14, Perception +1, Survival +6

Trample—As a standard action, a bantha can attempt to trample an adjacent target that is at least one size category smaller, making a melee attack roll against the target's Reflex Defense. If the attack succeeds, the target takes damage as normal. If the attack misses, the target takes half damage.

Banthas across the Galaxy

The bantha serves as an archetypical mount and pack animal anywhere in the galaxy. The bantha statistics above represent the baseline for the common bantha. Gamemasters should feel free to alter that statistics block to make the bantha better fit the environment in which it is found.

As examples, the dune banthas of Tatooine would have the desert species trait, and the white-furred banthas of Nelvaan would have the arctic species trait (see page 275 of the Saga Edition core rulebook). The Kashyyyk grayclimber subspecies would exchange the Trample attack for the expert climber special quality (see the "Sullustans" description on page 31 of the Saga Edition core rulebook). Aquatic or subterranean banthas might be waiting out there in the galaxy for your intrepid group of explorers to discover.

Bergruutfa

Best known as the mounts of the Teloc hunters, bergruutfas are enormous beasts with hides that are thick enough to stop blaster bolts and thicker plates of armor covering their heads. Although their natural habitats are the plains and jungles of their homeworld, bergruutfas are exported to other planets because they are mild-tempered and easily domesticated. However, when angered, a bergruutfa becomes dangerous and difficult to stop without causing lasting harm to the beast.

Rebel SpecForce commandos occasionally use bergruutfas as riding beasts during the Galactic Civil War, and Weequays are known to capture and sacrifice bergruutfas to Quay when away from Sriluur.

Bergruutfa **CL 5**
Huge beast 6
Init +1; **Senses** Perception +9

Defenses Ref 4 (flat-footed 4), Fort 18, Will 11
hp 81; **DR** 5; **Threshold** 33

Speed 10 squares
Melee slam +9* (1d8+14)
Fighting Space 3×3; **Reach** 1 square
Base Atk +4; **Grp** +22
Atk Options head butt, Power Attack

Abilities Str 26, Dex 6, Con 27, Int 2, Wis 12, Cha 5
Feats Improved Damage Threshold, Power Attack, Toughness
Skills Perception +9

Head Butt—When a bergruutfa makes a successful melee attack against an adjacent target, it makes an immediate opposed grapple check. If the check is successful, the target is moved back 1 square for every 5 points by which it failed the check. This movement does not provoke an attack of opportunity. A bergruutfa receives a +5 circumstance bonus to its grapple check if it charges prior to making the attack.

**Includes 3 points of Power Attack*

Eopie

Of all Tatooine's indigenous creatures, eopies are perhaps the most useful to that world's residents, providing sustenance as well as being extremely useful as pack animals and mounts. And eopies are far more affordable than banthas or dewbacks. The eopie's long snout enables it to eat the water-sucking weeds that invariably creep up around moisture vaporators, much to the pleasure of moisture farmers across Tatooine. Eopies are known for being able to survive for weeks without water, as well as for plodding along in the worst sandstorms. The eopie's noted lack of panic at a sudden threat has lead to a common spacers' expression: "as steady as an eopie."

Using Mounts in Combat

Riding a beast in combat is much like riding a speeder bike or another vehicle. The beast uses the rider's actions, such as a move action to move up to its speed, or a standard action to use its natural weapons, or 3 swift actions to allow the mount to move up the condition track with the recover action. For the most part, the mount is treated as being under the rider's control, especially if the creature has been trained for battle. Obviously, being trained in Ride helps maximize the benefit of using a live mount in battle. Typically, a mount has better speed than its rider, or it possesses a means of travel that its rider does not, such as exceptional climbing ability or flight.

Like vehicles, mounts can take advantage of certain feats that the rider possesses, such as Dodge, Mobility, Powerful Charge, and Running Attack, in addition to the Momentum Strike and Mounted Defense feats found on page 127 of *Threats of the Galaxy.*

Eopie **CL 1**
Large desert beast 2
Init +0; **Senses** Perception +0

Defenses Ref 8 (flat-footed 8), Fort 14, Will 9
hp 17; **Threshold** 19

Speed 4 squares
Melee bite +4 (1d8+4)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9

Abilities Str 17, Dex 9, Con 18, Int 1, Wis 8, Cha 4
Special Quality imperturbable
Feats Skill Training (Survival)
Skills Endurance +10, Perception +0, Survival +5

Imperturbable—Eopies gain a +5 species bonus to Will Defense to resist the effect of a mind-affecting attack. In addition, a rider does not have to make a Ride check to control an eopie mount in battle.

Fenwolf

A popular lupine riding animal, the fenwolf has been exported to as many worlds as the bantha, so determining the creature's original homeworld is a nigh-impossible task. Many planets have significant populations of wild fenwolves because the beasts escaped from their handlers, so scouts on those planets find that using fenwolves as mounts gives them a better chance of operating without detection. The Rebel Alliance uses fenwolves as often as possible, because Imperial personnel are unlikely to bother sending out a patrol to investigate a common pest.

Fenwolf **CL 3**
Large beast 4
Init +4; **Senses** scent; Perception +8

Defenses Ref 11 (flat-footed 9), Fort 13, Will 11
hp 30; **Threshold** 18

Speed 8 squares
Melee bite +7 (1d8+6)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +12
Atk Options Trip

Abilities Str 18, Dex 14, Con 17, Int 2, Wis 13, Cha 6
Special Quality scent
Feats Skill Training (Survival), Trip
Skills Perception +8, Survival +8

Scent—Fenwolves ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill, page 73 of the Saga Edition core rulebook).

Kaadu

When the Gungans migrate into the waters of Naboo, they bring kaadu with them to serve as draft animals and war mounts. An everyday sight within Gungan bubbled cities, kaadu are not found on any other planet in the galaxy. Thanks to their powerful legs, kaadu are incredibly quick, both on land and underwater, making them excellent choices for scouting missions and for making sudden charges in battle. Their particularly acute hearing enables kaadu to avoid predators lurking in Naboo's swamps.



Kaadu **CL 1**
Large aquatic beast 2
Init +3; **Senses** low-light vision; Perception +5

Defenses Ref 11 (flat-footed 9), Fort 13, Will 9
hp 15; **Threshold** 18

Speed 12 squares, 8 squares (swimming)
Melee kick +4 (1d6+4)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9
Special Action sprint

Abilities Str 16, Dex 14, Con 16, Int 2, Wis 9, Cha 10
Feats Skill Training (Perception)
Skills Perception +5, Swim +9

Sprint—Kaadu can move up to 5 times their speed when using the run action.

Kalak

One of the more plentiful species found on the Outer Rim world of Roon—a remote world located in the region of space known as the Cloak of the Sith and famed for its Roonstones—the kalak is a nimble quadruped that is capable of impressive overland speeds. Kalaks are commonly ridden by messengers delivering goods and news. Its numerous and prominent teeth enable a kalak to chew leaves from trees and to tear the flesh from anything that tries to attack it.

Kalak **CL 1**
Large beast 2
Init +2; **Senses** Perception +5

Defenses Ref 10 (flat-footed 9), Fort 14, Will 9
hp 17; **Threshold** 19

Speed 12 squares
Melee bite +4 (1d8+4)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9

Abilities Str 16, Dex 13, Con 18, Int 2, Wis 8, Cha 6
Feats Skill Training (Survival)
Skills Perception +5, Survival +5

Maru

Native to Alaris Prime in the Kashyyyk system, maru are agile reptilian riding beasts, able to cover large distances due to their muscular hind legs. Although their forearms are vestigial, maru can use their long tails to defend themselves against predators. The Wookiees who inhabit Alaris Prime use maru as pack animals and ride them as war mounts, using special harnesses each fitted with two bowcasters and a seismic pulse emitter.

Maru **CL 2**
Large beast 2
Init +9; **Senses** Perception +5

Defenses Ref 12 (flat-footed 9), Fort 12, Will 9
hp 13; **Threshold** 17

Speed 10 squares
Melee tail slam +3 (1d6+3)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9
Special Action sprint

Abilities Str 15, Dex 16, Con 14, Int 2, Wis 9, Cha 5
Feats Skill Training (Initiative)
Skills Initiative +9, Perception +5

Sprint—Maru can move up to 5 times their speed when using the run action.

Orray

Orrays are strong, leathery-skinned reptiles native to Geonosis, and they are commonly used by Geonosian picadors as riding mounts. The picadors rely on the orrays' quick gait to keep them out of reach of the various wild creatures used in the Geonosian arenas, particularly such ferocious beasts as the acklay and the nexu. To tame an orray, Geonosians remove its stinger-tipped tail, making the orray more docile. However, even a docile orray might attack its rider with little provocation. Wild orrays can devour thousands of larval Geonosians in a single meal, using their long snouts to root inside the Geonosians' delicate egg chambers.

Orray **CL 3**
Large desert beast 4
Init +8; **Senses** Perception +1

Defenses Ref 10 (flat-footed 9), Fort 12, Will 9
hp 19; **Threshold** 17

Speed 8 squares
Melee bite +4* (1d8+7)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +11
Atk Options Power Attack

Abilities Str 17, Dex 12, Con 15, Int 2, Wis 8, Cha 6
Feats Power Attack, Skill Training (Initiative)
Skills Initiative +8, Perception +1, Survival +6
**Includes 2 points of Power Attack*

Rakazzak Beast

Three-meter-tall arachnids from the Forest Moon of Endor, rakazzak beasts are commonly used by the Yuzzum as mounts. Carnivorous in the wild, rakazzak beasts spin webs to trap prey, which frequently includes Ewoks. A rakazzak beast can also actively hunt prey, rearing back on its hind legs to ensnare a meal with its forelegs. Rakazzak beasts are commonly preyed upon by condor dragons. A rakazzak beast's long legs give it exceptional ground speed and also keep its rider high above the attacks of land-based enemies, a fact that the Yuzzum use to their advantage against Ewok adversaries.

Rakazzak Beast **CL 2**
Huge beast 3
Init +11; **Senses** Perception +3

Defenses Ref 13 (flat-footed 8), Fort 12, Will 12
hp 19; **Threshold** 22

Speed 10 squares
Melee 2 claws +7 (1d8+3)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +2; **Grp** +17
Atk Options Pin

Abilities Str 14, Dex 20, Con 15, Int 1, Wis 14, Cha 4
Feats Pin, Weapon Finesse
Skills Initiative +11, Perception +3

Rockhopper

The bipedal rockhopper is believed to be a genetic cousin of the Cracian thumper, perhaps having evolved from stocks of thumpers transplanted off their homeworld. Rockhoppers lack the sharp claws of their cousins, but instead they possess strong jaws filled with sharp teeth. They are most commonly found on Roon, where they are ridden in the Roon Colonial Games, although specimens have also been found on Biitu in the Outer Rim.

Rockhopper **CL 2**
Large beast 3
Init +3; **Senses** Perception +6

Defenses Ref 11 (flat-footed 9), Fort 12, Will 10
hp 19; **Threshold** 17

Speed 8 squares
Melee bite +3 (1d8+2) and
tail slam +3 (1d6+2)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +9
Atk Options Running Attack
Special Action sprint

Abilities Str 13, Dex 15, Con 14, Int 2, Wis 10, Cha 7
Feats Running Attack, Skill Training (Endurance)
Skills Endurance +8, Perception +6

Sprint—Rockhoppers can move up to 5 times their speed when using the run action.

Ukian Torbull

As an experiment by the Ukians to breed a hardy pack animal able to survive in any environment, the Ukian torbull is only a partial success. Although the creature is capable of functioning in a diverse range of environments and is easy to domesticate, it also has the major disadvantage of having a voracious appetite, requiring feeding and watering at least four times a day. As result, the torbull is not popular as a pack beast, especially on worlds where food is scarce. Torbulls are also a popular source of food, with the most notable dish being a soup made from the creature's tail.

Ukian Torbull **CL 1**
Huge beast 1
Init −1; **Senses** Perception −1

Defenses Ref 11 (flat-footed 11), Fort 17, Will 10
hp 10; **Threshold** 27

Speed 12 squares
Melee gore +4 (2d6+4) and
tail slam +4 (1d8+4)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +0; **Grp** +14

Abilities Str 19, Dex 9, Con 22, Int 1, Wis 8, Cha 3
Special Qualities tame, thick hide, voracious
Feats Improved Defenses
Skills Perception −1, Survival +4

Tame—A Ukian torbull is exceptionally docile, providing its rider a +5 favorable circumstance bonus to Ride checks.
Thick Hide—Ukian torbulls have exceptionally tough hides, providing a +3 natural armor bonus to Reflex Defense.
Voracious—A Ukian torbull takes a −5 penalty to Endurance checks made to ignore the effects of starvation.

Ycaqt

A native creature of the isolated, wealthy world of Velmor, the ycaqt is a gigantic, hairless beast supported by a pair of massive legs and possessing an equally massive maw that enables it to scoop up more than a dozen liters of water and filter out the plankton that is its primary diet. In spite of the intimidating size of its mouth, a ycaqt instead relies on its speed and its powerful tail to defend itself from predators, because any damage to the

delicate baleen it uses to filter its food could result in the ycaqt's starvation. Early in the history of Velmor, ycaqts are used in battle and for hunting by Velmorian nobles, and the creatures retain their cultural significance, being used in ceremonial events such as precoronation festivities. Despite protests by some nobles, ycaqts are successfully exported to other worlds for use in sports.

Ycaqt **CL 1**
Large beast 2
Init +2; **Senses** Perception +1

Defenses Ref 10 (flat-footed 9), Fort 14, Will 10
hp 17; **Threshold** 19

Speed 12 squares
Melee tail slam +5 (1d6+5) or
Melee trample +5 (1d6+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +10
Special Action trample

Abilities Str 19, Dex 12, Con 18, Int 1, Wis 10, Cha 4
Feats Skill Training (Survival)
Skills Jump +10, Perception +1, Survival +6

Trample—As a standard action, a ycaqt can attempt to trample an adjacent target that is at least one size category smaller, making a melee attack roll against the target's Reflex Defense. If the attack succeeds, the target takes damage as normal. If the attack misses, the target takes half damage.

Animal Companions

Animals that have been domesticated to serve as companions can be particularly beneficial to explorers and scouts. Popular holovids show explorers with animal sidekicks, usually feral beasts that they have managed to tame. Even the notoriously fierce and battle-hardened Mandalorians are known to have a soft spot for some animals, particularly those that can handle themselves in a fight.

In many respects, having an animal companion is like including an NPC droid or a nonheroic minion as part of the group. And as with allowing too many player-controlled NPCs, the Gamemaster should be careful about allowing characters to have too many animal companions. The Gamemaster should also avoid allowing heroes to select an animal companion that has a Challenge Level significantly higher than the heroes' character level. A group of 1st-level characters who have a pet still will have an easier time overcoming combat challenges that would otherwise be balanced for a similar group of characters.

Animal Companions and Gaining Experience Points

If the Gamemaster decides to award an animal companion an equal share of the group's earned experience points, eventually the creature will gain enough experience points to advance in level. Even though it is a player-controlled NPC, the animal companion still follows the advancement rules on page 273 of the Saga Edition core rulebook. Since heroes are exceptional individuals, their animal companions would likely become similarly exceptional.

If the animal companion is under the direct control of a player and provides the group with a distinct advantage, specifically in combat encounters, the creature should receive an equal share of the experience points for that adventure. For example, a voorpak that is the animal companion of a noble in a group of five player characters would receive one-sixth of the experience points that the group earns. If the animal companion is handled as an NPC and largely operates independent of the players, or if it does not provide a significant advantage to the party, then it should not receive experience points.

Directing a player-controlled animal companion can be simple. The owner indicates what actions the creature should take. Domesticated creatures can be assumed to obey the commands of their owners, provided the commands are not too complex and do not put the creature in too much danger. An animal companion acts on its owner's initiative count.

The creatures described below frequently serve as animal companions.

Dark Wolf

Also known as raquor'daan by the Weequays of their native world, Sriluurian dark wolves are nocturnal hunters. This stealthy and deadly predator uses its poison-laden claws and stinger-tipped tail to bring down prey, and its tough, leathery hide protects it from both sandstorms and its own stinger. Dark wolves are natural enemies of the equally vicious bandigos, so they are treated with great respect by the Weequays, whose legends include stories of the fearsome dark wolves. Although they are among the more dangerous creatures of Sriluur, dark wolves can be tamed to serve as loyal hunting companions.

Dark Wolf **CL 3**
Medium desert beast 4
Init +11; **Senses** darkvision, scent; Perception +9

Defenses Ref 14 (flat-footed 10), Fort 13, Will 12
hp 30; **Threshold** 13

Speed 10 squares
Melee bite +7 (1d6+6) and
2 claws +7 (1d4+6 plus poison) and
tail attack +7 (1d3+6 plus poison)
Base Atk +3; **Grp** +7
Atk Option poison

Abilities Str 18, Dex 18, Con 16, Int 2, Wis 15, Cha 8
Special Quality scent
Feats Skill Training (Initiative, Survival)
Skills Initiative +11, Perception +9, Survival +9

Poison—When a dark wolf deals damage to a living target with its claws or its stinger, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the last step of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 10 Treat Injury check.
Scent—Dark wolves ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill, page 73 of the Saga Edition core rulebook).

Saber Cat

A large carnivorous species native to the Mid Rim world of Monastery, the saber cat is a ferocious predator. Members of the Order of the Sacred Circle are known to keep several tamed saber cats as pets and protectors. The creature's name refers to its razor-sharp claws and teeth, but a saber cat also possesses a thick horn that can be used as a weapon. Difficult to procure, saber cat whelps fetch a high price on the black market, and the unsettling appearance of saber cats makes them appealing both as pets and as status symbols for crime lords and nobles.

Saber Cat **CL 5**
Medium beast 6
Init +7; **Senses** Perception +9

Defenses Ref 14 (flat-footed 10), Fort 11, Will 11
hp 33; **Threshold** 11

Speed 8 squares
Melee bite +8 (1d6+5) and
2 claws +8 (1d4+5) or
Melee gore +8 (1d6+5) and
2 claws +8 (1d4+5)
Base Atk +4; **Grp** +8
Atk Option pounce

Abilities Str 14, Dex 18, Con 13, Int 2, Wis 12, Cha 7
Feats Skill Training (Jump, Stealth), Weapon Finesse
Skills Jump +10, Perception +9, Stealth +12

Pounce—When long jumping, a saber cat does not require a running start for jumps of 4 squares or fewer and does not double the Jump DC when doing so (see page 68 of the Saga Edition core rulebook). If the saber cat successfully jumps into or adjacent to a target enemy's square, the saber cat can make an immediate attack against the target. If the attack is successful, the saber cat can attempt to trip the target (as if using the Trip feat on page 88 of the Saga Edition core rulebook) as a free action that does not provoke attacks of opportunity.

Strill

A strill is a six-legged Mandalorian hunting animal that has a large, fang-filled mouth. Strills are considered to be highly intelligent by their owners. Slightly over a meter in length, strills are covered in loose flaps of skin, which they use to glide through the air. As it glides, a strill is capable of carrying a surprising amount of weight for a creature of its size. Strills have substantially longer life spans than Humans, so it is common for a Mandalorian to pass ownership of a strill to a younger clan member upon his or her death.

Strill **CL 4**
Small beast 5
Init +4; **Senses** Perception +13

Defenses Ref 14 (flat-footed 12), Fort 13, Will 12
hp 39; **Threshold** 13

Speed 4 squares
Melee bite +9 (1d4+8)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +4
Special Action gliding

Abilities Str 22, Dex 14, Con 14, Int 2, Wis 12, Cha 3
Special Quality carrying capacity, gliding
Feats Improved Defenses, Skill Focus (Perception)
Skills Perception +13

Carrying Capacity—Strills are treated as Medium creatures when determining their carrying capacity.
Gliding—As a move action, a strill can glide, which is treated as a Jump check with the strill being considered to have a running start. Strills gain a +10 species bonus to Jump checks to determine the distance cleared.

Chapter III
Exploration Campaigns





Every *Star Wars* film begins with the same words, which remind us that a galaxy full of adventure waits for us. Untold worlds exist beyond the many already known by name. Exotic creatures wait after the next hyperspace jump to aid or confound the heroes. Every roleplaying session with your friends is an opportunity to explore new worlds together and create classic adventure stories. The galaxy is a big place. Every world is an adventure waiting to happen.

One of the great appeals of *Star Wars* is the exotic locations where stories can take place. Every planet seems familiar, yet has a unique element that makes it memorable. From the giant forests of Endor to the endless deserts of Tatooine, the worlds of the galaxy reinforce the familiar yet fantastic tone.

No matter the era of *Star Wars*, the galaxy offers thousands of unexplored worlds. Explorers continually push beyond the frontier and expand the fringe. Some operate as part of a governmental body, looking for worlds to colonize and conquer. Some operate as employees of galaxy-spanning companies that seek new worlds to exploit for profit. And others operate on their own in small, battered ships, trying to carve out a home in the spiraling void.

This chapter includes suggestions on how to make worlds that will resonate in your stories. It has resources and advice for building new worlds, as well as a planet generator to help when time or inspiration is lacking. It also suggests different ways to bring the theme of exploration to the forefront of your *Star Wars* campaign. And, because attitudes about exploration differ throughout the eras, summaries of those attitudes are included here. Chapter 3 introduces two campaign outlines that have exploration as their central theme. Each of these campaigns offers suggestions on how to customize the campaign to best fit your play style. Also check out the tips and guidelines on how to include exploration as a theme in an ongoing campaign.

Campaign Outline: Poor Wayfaring Strangers

This campaign revolves around a group of heroes trying to find their way home from the Unknown Regions. The heroes are flung out of known space by a hyperdrive accident, and they are trapped on a ship with members of an opposing faction. The heroes must first learn to coexist with the opposing faction by either converting or eliminating its members. Then, to find medical assistance for the engineer who can repair their ship, they must bring peace to the sector of space they have been hurled into. Finally, they must locate an ancient space station that has the technology to send them home.

Part of the conflict stems from the heroes being stuck in the Unknown Regions with a group of enemies. Many natural pairings fit this idea. All the heroes need not be from one of the factions, but having at least one character directly involved in the conflict makes for excellent drama.

- Empire/Rebels
- Jedi/Sith
- Republic/Mandalorian

Act I: One-Way Ticket

The campaign begins in the middle of the action, much like the opening of *Star Wars: A New Hope*. The heroes are making the final assault on an enemy flagship. They are pursuing Dr. Xita, an eccentric hyperdrive engineer. Xita, along with members of the enemy faction, is attempting to escape in an experimental craft. The craft possesses a multiphase hyperdrive that allows the ship to travel farther and faster while in hyperspace. At the end of the encounter, after the heroes have boarded Dr. Xita's ship in order to capture him, the experimental hyperdrive is activated, either accidentally or deliberately. The multiphase hyperdrive damages itself upon its activation. The ship has a backup hyperdrive, but using it to return to civilized space is a long and arduous process.

The heroes find themselves deep in the Unknown Regions, trapped on the same ship with their enemies. They must learn to coexist, at least for now. Will they survive long enough to find their way home?

The ship has food and water for two weeks. If the heroes are to have any hope of survival, they must find new sources of these necessities. Adventures on hostile worlds gain the heroes some supplies. However, gear and replacement parts for the ship cannot be found in the wild, so the heroes must interact with the strange species of this unknown sector. Natives willing to trade are unwilling to accept credits. Most of the equipment on the ship is vital to their survival, but the heroes can offer their services in exchange for parts.

One of the best ways to highlight the differences of an Unknown Regions campaign is to use lesser-known non-Human species. The races described in Chapter 1 are a good place to start, as well as the races found in other *Star Wars Roleplaying Game* Saga Edition rulebooks and in other *Star Wars* books, comics, movies, and television series. Players accustomed to seeing Wookiees and Trandoshans in every spaceport will feel more out of place when they come into contact with species that are not immediately recognizable.

Another way to set an Unknown Regions campaign apart is to challenge players' expectations. The decades of *Star Wars* lore lead players to expect certain patterns of behavior from the inhabitants of the galaxy they know. A campaign set outside the usual galaxy offers a chance to explore those ideas and play with them. Rodians are known as bounty hunters. What if the heroes come across a Rodian who was exiled because she was unable to kill her first target? Members of other familiar races might have been lost in the sector. Perhaps Hutts are the benevolent guardians of a charitable monastery, or a planet is at war over a prized Jedi artifact that turns out to be a hydrospanner.

During their initial exploration, the heroes come across a small ship pursued by a much larger force of pirate vessels. The fleeing ship transmits a distress signal, and the heroes swoop in, sending the raiders fleeing. The rescued ship belongs to Grazdoc, a Nebalite trader in the sector. Nebalites are cephalopods of Gargantuan size who have ships constructed around their bodies like suits of clothing. When Grazdoc needs a face-to-face agent, he sends a small protocol droid, X-17-D. The droid is unable to speak, but it communicates through gestures. Grazdoc is grateful for the heroes' intervention and turns out to be a valuable ally.

The raiders make excellent recurring villains. They are a gang of low-level space thugs who have bribed local authorities to look the other way when they bully defenseless ships. Led by a pirate known as Bereliz, the raiders operate out of a hidden base that the heroes must locate. The raiders might find new allies in the enemy faction on board the heroes' ship. The enemy faction can give inside information to the raiders, revealing any weaknesses the heroes might have so the pirates can exploit them. The raiders help the enemy faction set up ambushes and attempt to take control of the ship. Alone, the raiders are not a great threat, but as the enemy faction attempts to take command of the ship away from the heroes, the raiders complement the intrigue aboard the ship with an external threat.

This act concludes when the heroes face off against the raiders and take the fight to their hidden base. The raiders have captured Grazdoc and are holding him hostage. This is an opportunity to include a classic adventure encounter as the heroes make their way into the base. They might use speed, combat, or stealth, but the heroes eventually come face to face with Bereliz. The pirate leader is a cut above the riffraff in his employ. He makes the heroes an offer: If they join him, they can become kings of the sector. If the heroes refuse Bereliz's offer, the confrontation quickly becomes violent.

Act II: The Search for a Cure

Before repairs can be made to the multiphase hyperdrive, Dr. Xita succumbs to a mysterious sickness. Years of exposure to the multiphase hyperdrive have affected his health. The heroes discover from local traders that the only cure for his disease lies in the strange technology of the Xaxax, a long-extinct race of beings who left powerful technological artifacts scattered throughout this part of the galaxy.

This act also introduces a new set of villains. The local name for the members of this organization roughly translates to the Guardians. They were brought together to watch over Xaxax technology and ensure that it is not used for evil purposes, but the Guardians have grown corrupt after thousands of years and jealously guard the advanced technology of the lost Xaxax.

A strange piece of ancient technology comes into the heroes' possession. Perhaps it is discovered in the treasure trove of Bereliz's defeated raiders, or perhaps it is given to the heroes as a token of Grazdoc's gratitude. Studying the artifact reveals two facts: The artifact is very old, possibly predating the Republic, and the small but highly advanced artifact enables the user to communicate across far distances. If the heroes ask local contacts about the artifact, they receive cryptic responses. Such technology has been seen in the region before, but no one seems to use it.

The heroes must keep Dr. Xita alive, because he is the only being capable of repairing the multiphase hyperdrive. Without constant maintenance by Dr. Xita, the ship begins to break down. The backup hyperdrive starts to malfunction, as do the weapons. Doors stick. A strange smell issues from the air vents. These inconveniences are not life-threatening, but serve to spur the heroes to find a cure for Dr. Xita before the ship deteriorates further.

Many of the adventures and encounters in this act involve the search to find a cure for Dr. Xita's illness. Grazdoc puts the heroes in contact with various healers—some who have legitimate gifts, some who sell colored water to gullible natives. A visit to a primitive Force-sensitive shaman sends the heroes on a quest for a rare healing herb on a dense jungle planet. A rumor of ancient technology puts the heroes at odds with the Guardians. Through these adventures the heroes find treatments for Dr. Xita's symptoms, but no cure for the disease that is slowly killing him.

The main villain of the act is the enemy faction on board the ship. With the heroes occupied with the search for a cure, the enemy faction decides to seize control of the ship or destroy everyone in the process. The enemy faction does its best to sabotage any objectives the heroes have by methods such as destroying the translation database, making interactions with other races more difficult. It provokes fights with hostiles to force the heroes to expend time and energy smoothing things over, and it reveals the ship's location to criminals and pirates. It wipes the memories of droids and deactivates weapons. The enemy faction has gathered together the enemies bested by the heroes, using those allies in its push to seize control of ship and destroy the heroes.

The Guardians are a minor threat in this act because, unlike the raiders, the Guardians do not make deals with the enemy faction. The threat they represent might seem distant, but the heroes should gradually become aware of the depth of the Guardians' corruption. The Guardians let criminals go. They harass the heroes in their search for medicine. They confiscate items of ancient technology, which inevitably turn up in a villain's clutches. The Guardians don't take direct action against the heroes. Even if the heroes launch an attack on a Guardian ship, the Guardians fight to disable. But they are only waiting for the right moment to act, and when they strike, the Guardians will show the heroes no mercy.

The climax of the second act comes when the heroes discover a world with technology that can cure the mysterious disease that afflicts Dr. Xita. The world is said to have been built by the Xaxax, and it appears to have been the source of the bits of advanced technology that turn up throughout the sector. The Guardians abandoned the world long ago, having looted what technology they could locate. Depending on the heroes' strengths, the climactic encounter can incorporate an assault on an ancient fortress, a battle over the Xaxax world, or a clash of lightsabers while the rest of the heroes race to save Dr. Xita's life.

Campaign Option: Keep Your Enemies Closer

The heroes must learn to live with their enemies while they are stranded in the Unknown Regions, instead of constantly battling them for control of the ship. You might allow players to make characters who are members of the enemy faction. The players can use what they know about the opposing factions in the game to find creative ways to resolve the conflict set up in the beginning of the campaign. For example, a Sith character might be turned away from the dark side by Jedi characters, or a Republic soldier might learn discipline from a Mandalorian. You should include encounters that emphasize that all the characters will have to work together to survive.

Act III: A Long Shot

The goals of this segment of the campaign are twofold. The heroes must eliminate the Guardians and find their way home. The Guardians observe the conflict between the two factions with increasing interest. The Guardians are confident that they can bargain with the enemy faction if it wins. If the heroes win, they become a threat to the Guardians that must be dealt with. During the final battle with the enemy faction, the heroes discover evidence of a hidden Xaxax station somewhere in the sector. Dr. Xita remarks on how the design of the station mirrors the design of the multiphase hyperdrive. The ancient space station is the heroes' ticket home! Now all they have to do is find it.

The power core for the station was salvaged and split up by the Guardians. The heroes must locate and recover enough pieces to power the station for one final jump. (The exact number of pieces needed is up to the Gamemaster.) One piece is located on a planet where the primitive population worships it as a god. Another is used as the power source for the Guardians' largest ship. Another might be hidden among the million fragments of an asteroid belt. Dr. Xita can cobble together the pieces into a device that will supply enough power to the station for one risky jump home.

The Guardians keep the location of the station secret, because it's the place where they decode and study the artifacts they find. But a small number of Guardians oppose their organization's corruption, and they feed information about the ancient station to the heroes. These dissenters are eventually discovered and eliminated by the Guardians, but not before having provided the heroes with enough clues to locate the station. Ultimately, the heroes sow the seeds of rebellion, intentionally or not, and the planets of the sector start to rise against the Guardians.

The heroes and their allies mount an assault on the station, where the Guardians make their last stand. The Guardians are led by General Klaxus, a shrewd commander. A member of the enemy faction might make a surprise return as Klaxus's second in command. This final act offers a great opportunity for a multilayered showdown. Run a round of space combat, then have some of the heroes lead an assault on a vital substation, and then stage a duel between one of the heroes and General Klaxus. Cutting between the battles is a classic *Star Wars* tactic, heightening the tension and keeping everyone on the edge of their seats.

Campaign Outline: The Search For Endelaan

This campaign features the crew of the ship *Spiral Dancer*. The *Spiral Dancer* has been specially built to head into the Unknown Regions for a lengthy mission. The players will have adventures along the way to fulfilling their ultimate goal of finding a lost planet known as Endelaan. You should adjust the reason the heroes need to find Endelaan to fit the era and the characters. Endelaan might be an enclave of Jedi who survive Order 66. It might be a new homeworld for a species displaced by the Empire or by the Mandalorians, or it might be the source of a strange new technology.

The *Spiral Dancer* is a large ship with a large crew complement. Select a ship appropriate for the era of play. This larger ship allows for a different play experience than the typical light freighter often used as a transport. It offers a chance to refresh resources used during the course of the campaign. Starfighters are destroyed, weapons are lost, and Gamemaster characters perish during the campaign. Replacing them is easier because of the resources available on the *Spiral Dancer*.

The Multicharacter Campaign

One challenge of a game featuring a large crew is keeping the heroes together for adventures. If, for example, the heroes consist of a protocol droid, a medical officer, a hotshot pilot, and a Jedi ambassador, writing adventures that require the skills of each character can be difficult. One way to resolve this problem is to allow players to make multiple characters with different specialties. The players can then choose to play the characters who best suit each mission.

Act I: The Outer Rim

The first few adventures take place on the known frontier of the galaxy, in the Outer Rim. These adventures allow you to use traditional *Star Wars* elements while preparing the heroes for the unique challenges to come.

Subo the Hutt is the crime lord of the sector, a minor wheel in the larger crime family. Subo is a Hutt with refined taste, and he believes himself to be a humble art collector, although he engages in the same brutal behavior that Hutt crime lords are known for. Subo is fine with his small-time role, because he has a much longer view. He, too, is interested in Endelaan, because he believes that something on the planet can extend his life indefinitely. While the other Hutts poison and kill each other through the years, the secret of Endelaan will ensure that Subo is the ultimate inheritor of the crime empire.

The first of Subo's enforcers is a Human named Jakka. Jakka is not bright and brags about his work for Subo. Subo keeps the thug around because of his resilience. For some reason, Jakka is difficult to kill, and he has the cybernetics to prove it. Jakka is a relentless foe, returning to the pursuit of the heroes time and time again after they believe him to be dead. Jakka takes pride in his cybernetic replacements and does his best to find those that are intimidating and obvious. He remembers any hero who injures him in an encounter, and he does what he can to use his new toy on that hero in the next encounter. Jakka should ultimately end his career in the final encounter of this act, after he has become more machine than Human.

Renarra is Subo's lieutenant and main advisor. This Wookiee owes a life debt to Subo, and she uses her position to her advantage to get out of trouble with the authorities. Renarra is as ruthless and cunning as her boss, and her temper is legendary. Although she does not engage in the berserker rages typical of Wookiees, she is no less deadly in anger. She has sent Jakka and other enforcers after targets who have committed only the slightest infractions. She is particularly hard on smugglers who fall behind in their debts. Subo keeps her in check, but when he wants someone eliminated, Renarra gets the job done. She is a stubborn enemy and does not tolerate failure in herself or her minions.

Subo attempts to plant an agent on the *Spiral Dancer*. He wants to learn what the heroes know about Endelaan and tries to persuade at least one of the heroes to become a double agent. Subo has studied the heroes well and knows how to tempt them. He might offer a Jedi an ancient holocron or perhaps a list with the names of all the Force-sensitives in the sector. He might offer a soldier a prototype weapon or a scoundrel a chance at a big payday. The key is to have Subo make an offer that the hero will find difficult to refuse. It should be a tough decision, and one that the hero might regret later.

The heroes themselves might be immune to Subo's temptations, but not everyone on board can resist his charms. On a ship as large as the *Spiral Dancer*, Subo will eventually get to somebody. The traitor onboard is a plot that needs to be revealed slowly. Start with a weapons malfunction. Direct suspicion onto one of the player characters, and then spread it to the others. The heroes should trust one another, but let their suspicion of the rest of the crew work its way into the story. The traitor reveals his or her identity near the end of the act, but the heroes should feel that they are close to uncovering the identity at any moment.

Most of the adventures are small clashes over artifacts that offer information about Endelaan. Subo leaves Renarra to handle these matters. Renarra uses violence as her main tool, arranging burglaries and attacking vulnerable crew members whenever she can. After the *Spiral Dancer* has been identified as a threat, Renarra throws any obstacles she can at the crew. She knows that she does not have the resources to battle a ship the size of the *Spiral Dancer*, but the crew is another matter entirely. Individual crew members can be intimidated, kidnapped, or killed, and the repercussions of these events are felt by everyone.

The conflict with Renarra comes to a head with the discovery of the *Antara Satrap*. This small scout ship visited Endelaan by accident, and vital navigation information is stored in its logs. Renarra kidnaps the last living relative of the *Satrap*'s captain and tortures the young Human for information. He claims to know nothing about the ship. The heroes come to his rescue and discover that one of his family heirlooms points to the location of the *Satrap*. The ship is intact but heavily damaged. The logs require time to repair and decipher. Renarra knows that the time to strike has arrived and calls in a last favor from the traitor on board the ship.

When the *Satrap* is repaired, the traitor makes his or her move. The ship is stolen and leads the *Spiral Dancer* on a chase through the Outer Rim. The *Satrap* jumps into a system, creates as much confusion as possible, and jumps away, leaving the heroes to resolve problems such as hostile natives, counterfeit artifacts, and red herrings designed to slow the heroes down. The *Antara Satrap* eventually leads the heroes to Subo's personal vessel, the *Codexen*.

The *Codexen* is a large luxury liner that has been converted to cater to Subo, his entourage, and his guests. Unlike other examples of Hutt excess, the ship is not filled with slave dancers, pet monsters, or other such ephemeral pleasures. Subo considers himself an art collector and a Hutt of refined tastes, and his ship is a floating museum. Subo's collection should make the heroes reluctant to destroy the ship. The heroes instead find themselves on a careful raid of the *Codexen*, trying to acquire the information that Subo has about Endelaan as well as recover the *Antara Satrap*. Throw in a mix of valuable artifacts, the final appearance of Jakka as a henchman, and the final confrontation with Renarra, and you have an excellent conclusion to the first part of your campaign.

Act II: The Danger of the Nebula

Having recovered the *Antara Satrap*, or at least its logs, the heroes now have a general idea of Endelaan's location, and the search for the planet begins in earnest. The *Spiral Dancer* leaves the Outer Rim and the machinations of Subo the Hutt behind. This act features adventures with themes of exploration and discovery. The heroes have had a good dose of classic *Star Wars* adventure on the fringes of the galaxy. This act makes the transition from a game featuring familiar *Star Wars* elements into a game with new elements but the same themes.

The Nebula is the main threat of this act. This ancient cult does not have a massive fleet of starships. It does not have the evil powers of the Sith. But it does have a prophecy that states that the discovery of Endelaan will bring about the end of the galaxy. The Nebula believes itself to be the only organization able to stop the prophecy from coming true. When the *Spiral Dancer* arrives, the members of the Nebula know they must act. The secret of Endelaan is theirs to protect, and the *Spiral Dancer* is the biggest threat they have faced.

A campaign in the Unknown Regions is an excellent chance for the heroes to make history by discovering a brand-new species. Perhaps they find one of those detailed in this book, or perhaps they discover a species you have designed. The heroes have a blank slate to work with. The newly discovered species might become essential allies. Or they might align with the Nebula and work with the secret society to defeat the *Spiral Dancer*. Give the heroes a few encounters that can influence the new species' opinion of them.

The Nebula hopes to quietly eliminate the heroes and stop them from triggering the prophecy. One of the Nebula's agents starts to spread lies about the crew of the *Spiral Dancer*. These stories are exaggerated versions of the heroes' previous exploits. A soldier's heroic defense of an outpost becomes a massacre of legendary proportions. Delicate trade negotiations by the communication officer are transformed into the fleecing of an entire planet. Distort incidents from earlier in the campaign until the actions become villainous. The heroes must work to restore their reputation, and they become aware that someone out here is sabotaging their efforts to find Endelaan.

As they search for the lost planet, the heroes begin to influence the Unknown Regions. The technology they bring is different from anything in the sector. It should subtly transform the civilizations that the heroes encounter.

How might a primitive civilization react to a speeder or a blaster? The *Spiral Dancer* develops a black market that sells equipment wherever the ship stops. Some view it as harmless, but the problems escalate when a native species uses the technology to dominate the other species on the planet. The heroes must put things right the best way they can.

As the *Spiral Dancer* gets closer to Endelaan, a member of the Nebula reveals himself to the heroes. He wants protection from the society and is willing to reveal its secrets in exchange for a small parcel to live on when Endelaan is reached. This turncoat leads to a series of adventures that include verifying his stories and dealing with crew members who are unhappy with a traitor coming on board. Ultimately, the traitor truly wants to defect and help the *Spiral Dancer*, but the heroes should face many moments of doubt before his good intentions are proven.

The *Spiral Dancer* soon comes to be seen as a source of justice in the sector. Ships seek out the *Spiral Dancer*, hoping that it can settle interplanetary conflicts. Without an Empire or a Republic to keep order, the locals of many worlds need the *Spiral Dancer* to act as an intermediary to broker treaties and prevent wars. These challenges should offer a mix of diplomacy and action. Negotiating a treaty can be difficult, but it becomes much more complicated when one of the ambassadors is kidnapped and the *Spiral Dancer* has to rescue her. Some of these challenges are the result of the Nebula's interference. The heroes' reputation is in constant fluctuation. For every planet where the *Spiral Dancer* does some good, the Nebula does evil in the heroes' names.

The positive influence that the *Spiral Dancer* creates in the sector eventually pays off. The heroes are directed to Mnemos, a planet-sized computer database that holds the secret to the location of Endelaan. The Nebula knows that this is the best opportunity to stop the heroes, and the organization arrives at the planet before the heroes do. Nebula agents sabotage the access nodes on the planet, so the heroes must restore the nodes to find the location of Endelaan. These encounters should offer multiple ways for the heroes to shine. For example, one node might hide a Nebula ambush, while another involves a cryptic puzzle that must be solved before time runs out and the node is permanently disconnected. These encounters should be tailored to your heroes' specialties, giving each one an opportunity to shine and to have a hand in locating the planet that they have been searching for since the beginning of the campaign.

Endelaan is within sight. The long journey into the unknown is almost complete, and the Nebula makes a last, desperate move. Its agents attempt a mutiny on the *Spiral Dancer* and try to destroy the ship and all on board before it reaches the final destination. The heroes begin this encounter stripped of their weapons and equipment, and they must find away to overcome the Nebula before it destroys the *Spiral Dancer*. A tense encounter on the bridge or in the engineering section either results in the heroes retaking the ship or in the destruction of the *Spiral Dancer* if the heroes fail.

Act III: Return of the Mandalorians

This act should take place after a break in the campaign. Time has passed on Endelaan—perhaps six months, perhaps longer. The heroes have had a chance to settle down but, as is always the case in the lives of heroes, something arises to thrust them back into greatness again. The heroes' peaceful life on Endelaan is shattered when a fleet of ships darkens the skies and a transmission comes from the flagship battle cruiser *Victus*. The leader wears Mandalorian armor and makes a simple statement: Surrender or die. The heroes take up arms once again to defend the lives they have built on Endelaan.

The invasion force is made up of soldiers dressed as Mandalorians. Gamemasters looking for a classic *Star Wars* enemy need look no further. Even if the era in which the game is set is not one where the Mandalorians play a role, the invaders look the part. Perhaps they are part of a resurgent movement, or perhaps they use the trappings of the Mandalorians to instill fear into their victims. They move and attack with the Mandalorians' deadly efficiency. Even if they aren't true Mandalorians, the way they march across Endelaan should demonstrate to the heroes that they mean business.

These Mandalorians are led by a being named Vipsanis. Vipsanis believes he is destined to become the new Mandalore, and he plans for his empire to begin with Endelaan. Though he might come to respect the heroes' defense of their adopted homeland, Vipsanis is convinced that his destiny cannot be denied. He has chosen to invade Endelaan because he knew he would come into conflict with the heroes, and Vipsanis knows that if he cannot defeat the heroes, his followers will consider him unworthy of the title he seeks.

The Mandalorians are tough enemies to defeat, and the heroes should find their confrontations with Vipsanis's forces challenging. If the heroes are successful in some encounters, they are defeated in others. The heroes can defend only so many places at once, and the Mandalorians stretch their resources to the breaking point. Villages are destroyed, settlements sacked, and any of the improvements the heroes made to their surroundings when they settled on Endelaan are methodically being reversed. Heroes dislike being defeated, so this is possibly the trickiest part of the campaign. Find a balance between victories and setbacks. Perhaps the heroes keep getting the best of a certain commander even as the Mandalorians move across Endelaan.

As the heroes' situation declines, highlight their successes by playing up personal victories. *Star Wars* heroics are usually broad. By this time in their careers, the heroes have probably saved the galaxy at least once as well as destroyed an evil organization or two. Even as the Mandalorians win, the heroes see reasons to keep fighting. Each small success—the valiant defense of a Jedi Padawan as she takes up her fallen master's lightsaber, or the soldier ensuring that civilians escape as the Mandalorians advance—can feel as important as a large victory.

Vipsanis has nominated Akero as his general in charge of the occupation. Akero is a good choice. He is a young warrior in search of glory, and his prowess on the battlefield is quickly becoming legendary. Akero challenges the heroes at every turn, but unlike Vipsanis, Akero also sees the honor the

MANDALORIAN SCOUTS OFTEN KEEP STRILLS AS ANIMAL COMPANIONS.



heroes bring to the battle. In his quest to become the Mandalore, Vipsanis is blind to the atrocities he is ordering Akero to commit. The heroes have a potential ally in Akero. But how can they ask him to work with them against Vipsanis without sacrificing his own honor?

Eventually, the time comes when the heroes have their backs to the wall. They retreat to where they have stored the *Spiral Dancer*. A decision must be reached. Should the heroes abandon Endelaan, or should they regroup for one last battle? Assuming that the heroes elect to stay and fight, they will have to spend time making the *Spiral Dancer* ready for battle. This might require stealing weapons from the Mandalorians, repairing the engines, and training resistance fighters. When the heroes get their force ready, they take the battle to Vipsanis.

The main Mandalorian battle cruiser is more than a match for the *Spiral Dancer*. A stand-up fight is a quick route to an airless grave. The *Spiral Dancer* can engage the battle cruiser *Victus*, but it must do so carefully. Such an engagement might involve the heroes piloting a small shuttle and trying to sneak around the Mandalorian vessel while it is engaged in battle with the *Spiral Dancer*. The heroes must capture the opposing bridge before their fellow crew members aboard the *Spiral Dancer* are killed. The final encounter of the campaign is a grand battle on the bridge of the *Victus* between Vipsanis, his personal guard, and the heroes.

Scouting Organizations

The popular image of the scout is that of a lone pilot with a trusty droid heading out into the Unknown Regions and discovering adventure and wealth beyond imagination. This is an image scouting recruiters play up in their advertisements, and while the myth has some truth, a scout rarely heads out without some support back home. The three major types of scouts are service, corporate, and independent. Each type has advantages and disadvantages to the way it explores the universe.

Service Scouts

Service scouts work for a government, such as the Old Republic or the Galactic Empire, often as part of the military. Service scouts are sent to look for locations for military bases, to monitor enemy troop movements, or to do espionage and courier work. Elite scouts work with small special forces units, guiding them into dangerous situations and retrieving them when they need to leave in a hurry. Service scout crews are loyal to one another. They know they have only each other to count on out in the Unknown Regions, so they develop a tight bond.

Service scouts are mostly concerned with exploration. The more detailed the map their government has of space, the better the armed forces can deploy for defense and to fend off threats. Scout services in time of war are trained in starship combat and hit-and-run tactics. When these scouts muster out of the service, they often find themselves in high demand from corporate scout divisions. Military service also fosters connections among the independent scouts who were once service scouts. A former service scout who encounters another might gain a free drink, information, or a steadfast ally.

The main advantage of being a service scout is stability. Even when a government is not interested in expanding its borders, service scouts are still needed to perform routine reconnaissance. The salary is constant, regardless of whether a scout discovers a mineral-rich world or a lifeless asteroid. Service scouts not on duty are decommissioned to a reserve status. Such scouts are allowed to keep and operate their ships, with the understanding that they can be called into active duty at any time. Joining a scout service is one of the few reliable ways of obtaining a ship without enlisting the aid of a crime lord. If the scout performs above and beyond the call of duty in the name of the service, the scout service can award the scout his or her ship as a reward.

The disadvantage of being a service scout is the associated bureaucracy and red tape. A service scout is sent to a specific sector with rigid mission parameters. The commanders back home might give a scout latitude in the field, but a service scout who plays too fast and loose with regulations has many questions to answer when he or she heads home to resupply. Service scouts can be heroic, but they should not expect a parade and a medal when they arrive home.

The Corporate Sector Authority has no official scout service arm, but CSA ships are often called upon to perform many of a service scout's duties. Unlike corporate scouts, CSA scouts rarely discover new planets, because the sector in which they operate is well documented. The main function of CSA scout ships is to be on the lookout for ships flying too close to one of the sector's planets, trying to acquire insider information.

The Yuuzhan Vong invasion causes a panic in the New Republic scout service. Scout ships are equipped with military-grade weaponry and attached to New Republic military units. The scouts are often first on the scene when a new Yuuzhan Vong ship appears. Scout ships are also used for Alliance SpecOps missions to gather information on a Yuuzhan Vong installation or to eliminate a Yuuzhan Vong stockpile. The bond between a unit and its scout becomes strong, and many units stay in touch after the New Republic victory.

Rumors abound regarding the Jedi shadows. Traditional Jedi serve the Council, take on Padawans, and are well publicized when they arrive on a planet. Jedi shadows typically work alone, although a few operate with small, trusted crews. These small bands keep their leader's Jedi background hidden, traveling with little to identify the Jedi if the mission goes wrong. Shadows slip onto and off a planet at the behest of the Jedi Council, with no one the wiser. When a mission is exposed, the Council typically denies any knowledge of the shadow's actions and states that the Jedi is a rogue. Shadows are often sent to unexplored planets to search for locations strong in the Force or to seek rumored Sith enclaves.

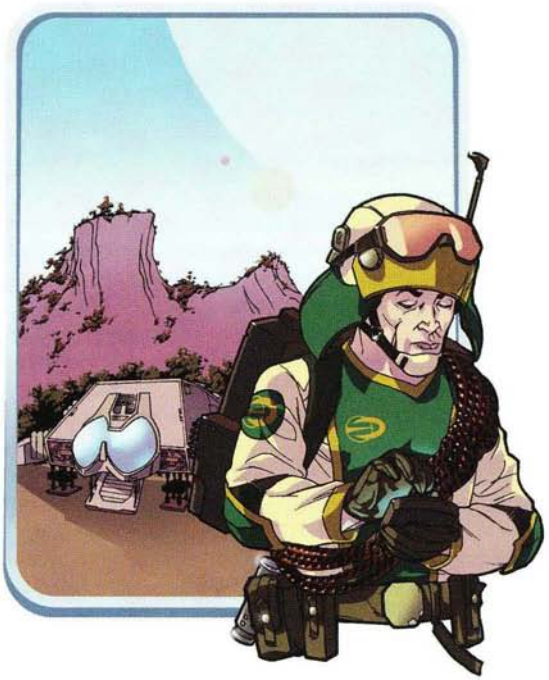
Automated droid scouts make up most of the expansion division of the Confederacy of Independent Systems. Unlike the solo droids of the Imperial era, droid scouts are small ships sent out to search for planets rich in the resources needed for the massive war machines used by the CIS. Each droid is assigned a specific function. These scout groups are efficient and find many worlds where droid factories and other industrial production can flourish. However, the scout teams are unable to adapt to conditions not covered by their programming, such as combat or accidental damage. In these situations, the scouts have a general order to jump out of the system. But droid scouts are then often at a loss about how to proceed, and they exhibit strange behaviors until memory wiped.

To expand their territory, the Mandalorians use scouts as well as soldiers. Young soldiers serve as scouts when they first join the Mandalorians. Groups of scouts are overseen by an older solider who acts as both commanding officer and drill sergeant. This position, known as the Gogi, is given to a Mandalorian who has passed his or her prime as a warrior but still has much to teach others. Most Mandalorians remember their Gogi fondly and look forward to serving as one. The Gogi determines where the scout ship goes and what it does, but the ship can be recalled by the army to be sent on a specific mission.

Corporate Scouts

Each corporate scout works for one of the millions of corporations in the galaxy. Corporations are constantly on the lookout for more resources, whether ore, elements, or cheap labor. Large corporations have exploration divisions looking to expand business opportunities, and some hire out their scout services to other companies. These scouts are paid a flat rate and sign over all their rights of discovery to the company. The benefit of working as a corporate scout is the ability to see the galaxy and go to places no being has been before. The corporate scout is one of the important components in bringing civilization to the galaxy.

The focus of a corporate scout's mission is acquisition. Corporations want planets that can make money. Whether the planet is inhabited or has ancient Sith ruins matters little. If the company wants the rights to the planet, the corporate scout must do whatever he or she can to secure the planet. A corporate scout might be asked to do nearly anything, including negotiating with an undiscovered species or destroying an ancient holy site. The scout must be willing to play dirty with other scouts to ensure that his or her company comes out on top.



A Czerka corporate scout takes a reading outside his MRX-8r Pacifier scout ship.

One of the most prolific scouting divisions is part of the Czerka Mining Corporation. Czerka owns hundreds of scout ships and contracts thousands more to search for rich mineral deposits. The reports sent back from these expeditions make the company one of the most successful in the galaxy for centuries. The scout division cares little for planets that do not fit the profile set down by the executives. Hundreds of planets discovered by Czerka ships go unexplored because they are not of the right composition. Some of these are sold to other companies for development, but the locations of many simply become lost again.

Corporate scouts attract employees by offering excellent compensation. Corporate equipment is top of the line. Scout companies know that it takes money to make money, so they foot the bill for technology upgrades. However, corporations are protective of their assets, so corporate scouts are wise to carefully review the contracts they sign. Corporations offer bonuses for finding planets that fit their desired profile. These bonuses drive scouts into the Unknown Regions to find the perfect planet that will enable them to retire. Such planets are mythical, but enough stories filter through the company to make the idea seem plausible.

There are drawbacks to working as a corporate scout. Corporations are motivated by profit, which can make for hard decisions in the field. A scout who earns a bonus for discovering uninhabited planets might be faced with a difficult decision if he or she discovers a small colony on the far side of a desirable planet. Different divisions might have different goals for a newly discovered planet. The scout can become caught up in these power struggles. And a corporation's response to a scout's misfortune can be severe. The corporation might quickly replace a scout ship destroyed in the line of duty, but it might also garnish the scout's credits from future discoveries until the cost of the ship has been repaid.

The Survey and Development arm of the Czerka Corporation is one of the best-known corporate scout divisions in the galaxy. The company is one of the first to sell colonization rights to planets that it discovers but does not want. A common motto throughout the exploration community is "Czerka trained the rest of the galaxy." Most first-generation scouts come out of Czerka's program and bring their training with them. They pioneer many of the standard protocols that are adopted by countless scouting organizations that form afterward. No matter what era a scout is a part of, Survey and Development has a hand in how that scout does business.

Bellixan Endeavors is a scouting business that is a front for the Black Sun criminal empire. The Bellixan logo is used to hide ships full of illegal cargo with falsified manifests claiming they are filled with soil samples and other such mundane items. Guns are often hidden in crates marked as survey equipment. Bellixan does have working scout ships and is attentive to its employees, but the scouting operation is tiny compared to the smuggling conducted using Bellixan ships. Bellixan flourishes in the Rebellion era and finds itself targeted by Rebels looking for supplies to fight the Empire. After the death of Black Sun leader Xizor, Bellixan scouts become a favorite target of privateers allied with the Rebels. Without the support of Black Sun, the company quickly folds.

Sienar Fleet Systems finds itself in a bad situation after the fall of the Empire. Many of its TIE factories are either dormant or destroyed. Facing a company-ending crisis, designers build the Lone Star scout ship based on existing TIE designs. The ship is remarkable because of the purchase program the marketing department devises. For every planet the owner discovers and signs over to the company during the first year, the owner receives credit back on the starship. The popularity of the ship soars as would-be explorers try their luck at getting a brand-new starship for free. In addition to the large number of ships sold, Sienar also makes lucrative deals selling the rights of the planets it acquires to other companies.

Colony companies such as Anawa are responsible for the expansion of civilization into the Unknown Regions. Their scout ships not only discover new planets, they also administer the planets for Anawa while the colonies develop. Anawa scouts are granted law-enforcement powers until a colony can provide its own. Anawa also expects its scouts to patrol nearby systems and protect colonists from pirates and undesirables ready to pounce on supply-rich colonies. The Empire might be cutting back on exploration to divert resources to military pursuits, but companies such as Anawa are there to take up the slack. Beings looking to escape the dark times are encouraged to consider becoming colonists, and there is always work for scouts with the colony companies.

Siechel Transystem's scouting division is not interested in a whole planet but rather in a specific resource. Siechel seeks out water-rich planets and sells the water to other planets that need it. Siechel scouts negotiate water contracts with planets and haul water across the galaxy. Siechel agents have a good reputation as fair merchants who treat clients on both ends with respect and integrity. Siechel is contracted by the Galactic Alliance to set up a water convoy from Mon Calamari to Tatooine. The job is not glamorous, but it is steady work for Siechel's scouts and a great way for a young pilot to rack up flight hours.

Independent Scouts

Independent scouts work as freelancers, selling their discoveries to the highest bidder. When regular citizens think about scouts, they envision an independent scout. These scouts make up single-ship operations crewed by up to ten beings. Profits from discoveries are split between the members of the crew after the costs of maintaining and repairing the ship are covered. The crew determines the command structure of the ship. Some ships are commanded solely by the captain. Some captains let the crew vote on major decisions.

Survival is the main concern of an independent scout. Discovering planets is an independent scout's primary means of making ends meet, but sometimes

lucrative discoveries dry up. At times such as those, scouts dabble in other jobs, such as transporting passengers or shipping. Desperate times push the independent scout into more questionable activities. Many options exist on the frontier, and the odds of running into the law are low. To survive, these scouts are willing to expand their roles by taking a bounty, flying escort for a crime lord, or running cargo on the Outer Rim. These odd jobs keep the ship flying and let the scout plan his or her next expedition.

The independent scout values freedom above all else. These scouts obey no orders but their own. They determine where they go and whom they keep in contact with. They can explore deep space for weeks on end. Without any backup, these scouts are willing to fight longer and harder to hold onto discoveries. The independent scout also can use his or her judgment without reprisal in dangerous situations. These scouts do not worry about rules and regulations when the chips are down and a difficult choice must be made.

Support is a challenge for any independent scout. These scouts usually work in single-ship operations, so if the hyperdrive motivator blows and strands a crew of independent scouts in the middle of nowhere, the crew is left to its own resources to get home. No recovery ship or fellow employee can be called on for help. Many independent scouts come out of the scout service or a corporate scouting division. Independent scouts who have these backgrounds have built up the contacts that are necessary for a good support network. Independent scouts might not have official support, but sometimes a good friend is the difference between life and death.

Few independent scout organizations exist, but one was born out of a large tragedy. The Tommaba Brotherhood is a loose affiliation of scouts who are natives of the destroyed planet Alderaan. Many of those who called Alderaan home settle on New Alderaan, but others wander the galaxy without a home. Many of these wanderers end up as independent scouts who band together in a loose, informal affiliation. Their name comes from a herd animal that wandered the plains of Alderaan. Despite the masculine name, both males and females can be members, as long as they are from Alderaan.

The scout known as Captain Nova is often dismissed as an old spacer's tale. Yet, when drinks are flowing at the local cantina, everyone seems to have had a friend or a friend of a friend who has encountered the captain. Captain Nova's ship, the legendary *Runner 309*, arrives in the nick of time when a spacer runs out of fuel or is attacked by pirates. Nova renders aid, offers a salute from his tinted, full-face helmet, and jumps out of the system without stopping. Stories of Captain Nova have been reported by everyone from Mandalorians to Imperial Knights, but his identity remains a mystery. No single being could live so long, could he?

Many heroes are made in the Battle of Kashyyyk. A young Wookiee named Grabathar uses his status as a war hero to begin ThrillSpace Travel. Grabathar takes travelers on trips to exotic destinations throughout the galaxy. He offers prepackaged tours but also is available for chartering. Business has been booming since the end of the Clone Wars, so Grabathar has added other captains and ships into his operation and is on the lookout for more spacers with the ability to entertain as well as protect passengers.

The Parallax Chain is a secret society of independent captains who deal in the most reviled criminal activity in the galaxy. Most are not outright slavers, but they are willing to deal with those who trade in lives for profit. The Chain uses scouts as spies and informants. Even during the Empire's peak, when slavers were able to operate almost openly, the Chain hides and keeps an eye out for opportunities to make profit. The Chain values new planets either to exploit for slaves or to use as hideaways for valuable hostages it plans to sell back to wealthy parents and corporations.

One of the longest-running independent scouting operations is the Lakhasa Caravan. Amada Lakhasa was a Twi'lek who headed out from Ryloth with little more than a beat-up freighter and a few credits for cargo. He slowly added children to his family and ships to his fleet. The fleet and the family continue to this day. Every Lakhasa ship is named for the relative that taught the owner the tricks of the spacer trade. Today, the Lakhasa name is well known in ports across the galaxy. Some beings have tried to falsely claim membership, only to be visited by the larger and more temperamental members of the family. The Lakhasa Caravan knows that all it ever has for certain is its good name, and it protects that name vigorously.

Exploration in Your Campaign

Adding exploration elements to an existing campaign is simple. *Star Wars* is about wonder, undiscovered places, and exotic elements. Once you have a solid idea that engages you, finding a way to engage the players is much easier if you know where to look. The tips and tricks that follow should help you find the right hook to bring an exploration theme into any campaign.

One of the best places to look for inspiration for exotic creatures, breathtaking locales, and interesting phenomena is the world around you. A few clicks on the Web are all you need to find an element to draw your heroes into adventure. Nature programs and magazines are other places to find ideas. The natural world is filled with conflict and danger. Increasing the scale of something such as a beehive is a simple way to create a tense encounter for explorers. Imagine your heroes creeping into a gigantic anthill to rescue an ally—or into an automated starship factory that works like a beehive. Spice up an everyday element with a bit of *Star Wars* and you are on the right track for a memorable adventure.

Earth's age of exploration is another excellent source of inspiration. Personalities such as Columbus and Byrd can be inspirations for allies and rivals of heroes exploring the unknown. Blur the myths and legends of history together to produce something unique. Everything from the discovery of the New World to the space race has dozens of stories, myths, and personalities that can fit into an adventure. Embellish, change, mix together, and modify the events to fit your storyline.

Once you have the idea, the next step is getting your players involved. Even if one player is specialized in exploration, a good adventure engages the whole group and gives everyone in a stake in the story as well as a chance

A VAYA-CLASS SCOUT SHIP DEPLOYS A HYPERSPACE NAVIGATION BEACON.



to shine. The heroes have those talents and feats for a reason. Designing scenes and encounters that utilize them makes everyone happy. Let the noble negotiate with the planet's leadership. Encourage the Jedi to explore the differences in his philosophy with the shaman. Allow the scoundrel to teach the locals how to play sabacc. Even giving a hero a small spotlight can make him or her feel good. The players are there to be the stars of the movie. Be sure they have interesting things to do.

Skill checks and dice rolls can heighten the tension of an adventure, but they should always be necessary rolls. A good exploration adventure should have a clear line from one scene to the next. Hinging a plot point on a die roll is challenging. What if the hero fails to see the ancient runes on the back of the holocron? If finding a clue is important to the adventure, then the heroes should find the clue. Failed checks should never stop the adventure, but they should make it more interesting. One way of adding tension to a check is to give the heroes an advantage in an encounter if they succeed or to make the encounter more difficult if they fail. If you ask for a roll, be prepared with something interesting to happen on a success or a failure.

Pacing is an important part of an exploration adventure. Nobody wants to spend time playing the survey team that methodically explores a grassy planet indefinitely. Add a ticking clock element to spur your heroes to action. If that grassy planet is going to be overrun by the Empire and the heroes need to usher some innocents off the planet, that sense of urgency heightens the drama and makes the situation more interesting. The heroes must act before the end of the scenario, or else something bad happens. The bad outcome can be minor or major, but put the pressure on your heroes and watch them shine.

Heroes don't have to save the galaxy every time. Personal victories are just as rewarding for heroes as long as they feel like they accomplished something. If every adventure ends with a large enemy ship exploding, the heroes will become bored. *Star Wars* is epic, but it has smaller elements as well. Was the turning point on Endor the moment when the Ewoks arrived or when Luke Skywalker refused to strike down Darth Vader? Your heroes want both of these moments in their journey. Ending a session with a Jedi completing her new lightsaber or a scoundrel paying off the last of his debts creates an important moment that will be discussed around the gaming table for years to come.

Star Wars is a space fantasy. Elements of science are involved, but the laws of physics take a backseat to fast spaceships and explosions in space. A good exploration element balances the science with the fantasy. Discovering a new rock formation is good science, but adding something exotic to that discovery makes it *Star Wars*. What if the rock formation was home to a new species? Or the marker to find a lost Jedi temple? Mixing exploration and adventure gives heroes the same thrills they got when they first saw the exotic vistas of places such as Tatooine and Hoth. Discuss with the rest of the group how flexible the laws of science should be in your game. Make sure everyone is on the same page, and the game will not become bogged down with digressions about realism.

Another element of exploration is finding new information about the familiar. You do not have to go to the Unknown Regions to find things that need to be discovered. Remember that planets from the films have much yet to be discovered, as well. Heroes could be sent to learn more about places such as Hoth, Mustafar, or any of the other planets known to *Star Wars* fans. Many resources detail the planets in the films and books, but there is still a lot to room to breathe. Even civilized worlds such as Coruscant hold secrets. The lower levels of the city are as dangerous as a canyon on a forgotten world. The dangers are just different. Use these familiar elements as touchstones for your stories, but expand them to make them your own.

Wondrous technologies exist in the Unknown Regions. The Jedi and the Sith are common origins of these strange devices. Lightsabers and holocrons are just two examples of technology that mystifies the rest of the galaxy but seems common to these masters of the Force. A lone Jedi who escaped to the Unknown Regions could spend her life mastering her Force abilities. She might craft a variety of items that have both mundane uses and special functions that can be unlocked only by those sensitive to the Force. Sith Alchemy is another technology that can harness amazing abilities. Perhaps a Sith Master finds the time, patience, and resources to build a ship made entirely of alchemical metals. The ship is almost indestructible, and the Sith Lord waits for the day he returns to Coruscant for revenge.

Although *Star Wars* has a cosmopolitan attitude toward non-Humans, space is a large canvas. Wookiees and Rodians might be familiar to fans, but they are not the only species out there. If the Empire can build the Death Star,

an undiscovered species can build something just as terrifying. Strange ruins can be set up as a classic dungeon crawl or as the main driver of an entire campaign. A drifting hulk offers an opportunity for exploration and danger. In the Unknown Regions, mystery is an important component of exploration. A new technology is a great way to inject some of that excitement from the first time you saw *Star Wars* back into your game.

Conflict is key to any *Star Wars* adventure. With "Wars" in the titles of the movies, heroes expect a lot of action. A good adventure moves fast and keeps the heroes on their toes. Battle is the most common means of resolving conflict, but other types of confrontation can be just as exciting as those involving blasters and lightsabers. A pen or a computer terminal can be as mighty as a vibrosword. Adventures in the Unknown Regions need not be about discovering a new planet and fighting with new creatures every week. Rival scouts negotiating with a tribal leader for water rights might not end in violence, but it has an impact on everyone involved. If the heroes belong to a scouting organization, be sure to feature rivals from other organizations in an adventure. Nothing hooks a hero into a game like a well-played rival. If the heroes have someone working against them, defeating that rival is satisfying. Being awarded a contract over a bitter rival can be more fun than destroying a technological terror bent on eating planets, because the rival makes it personal.

A common theme for exploration adventures is the challenge presented by the environment. The heroes must climb mountains, navigate lava pits, and survive natural disasters to make it home. Exotic undiscovered planets allow you to invent challenges that exceed the normal. Why just add whitewater rapids when you can have whitewater rapids populated by fast reptilian predators? A cavernous shootout is good, but a shootout with magnetic rocks that allow for trick shots and ricochets is better. Exotic elements make *Star Wars* unique and keep encounters more interesting than simply firing blasters in initiative order.

A complementary theme to environmental conflicts is confrontation with wildlife. Heroes faced with exotic beasts and dangerous plants have a choice: Fight them, or try to outwit them. These creatures can also serve as interesting and dynamic terrain in another encounter. Perhaps the heroes must sneak past a nest of sleeping beasts to find their way into an enemy outpost. Or perhaps the confrontation with the main villain takes place in his botanical garden, where exotic plants can influence the battlefield.

Heroes are often portrayed as having no flaws and showing no fear. But interesting conflicts arise when a hero is anxious about the coming action. A well-defined hero should have a flaw or two, which can provide excellent drama. Characters who value both credits and friendship will have a dilemma when one of their friends is threatened by a crime lord. Jedi must put away their doubts and fears, because those emotions can lead to the dark side. A character afraid of heights should be the one who must solve a problem on the outside of the airship while in flight. These difficulties can make a heroic triumph all the more satisfying.

Mix up the encounters in an adventure for maximum effect. *Star Wars* is a galaxy of breathless escapes, fast action, and thrilling chases. Heroes who find themselves always blasting stormtroopers eventually find that it is not as much fun anymore. Different types of encounters and challenges keep everyone's interest longer. If you have a big battle planned for the final encounter of the evening, start off with a chase scene or a tense negotiation. Not every hero will be suited for every battle in the same way, so having encounters that play to different strengths keeps the heroes happier overall.

How to Come Home Safely

A scout who wants to survive in the Unknown Regions needs as much help as possible. The guidelines offered here are a combination of common sense, hard experience, and the best advice from explorers who have come before. Some organizations have regulations that differ from the wisdom given below. The differences between what a scout must do for the sake of policy and what a scout must do for the sake of survival can be powerful plot hooks and springboards into adventure. Scouts go to dangerous places, so having the right information can mean the difference between coming home as a hero and not coming home at all.

Exploring a System

Jumping into a new system can be one of the most challenging parts of exploring the galaxy. The safe approach uses a series of small jumps to the edge of long-range sensors, then crawling through the system with sublight engines. This process is time-consuming and hard on the hyperdrive motivator. Veteran scouts pick a specific distance from the system star and jump the ship to that distance. The distance is a number of parsecs chosen by the scout, often for superstitious reasons.

If the system is unknown, a hyperspace navigation beacon should be released near the edge of the system. These beacons are standard equipment on most ships and automatically send data to the Hyperspace Navigator's Guild to update navicomputers. After a beacon is deployed, jumping back to the system becomes much easier. The Guild recommends deploying the beacon right away, but larger exploration organizations encourage their employees to deploy the beacon only after a cursory exploration of the system. A few suggest that if the system has nothing of value to the organization, then navigators should not waste a beacon and should move to the next unexplored sector.

Two methods are recommended for the initial flythrough of an unexplored system. The first is the median line. A straight-line course is plotted past the system's star, coming as close as possible to each planet in the system. The median line is used primarily in systems believed to be uninhabited. This method allows for a closer scan of all the planets in the system and lets the scout decide which, if any, planets should be surveyed. Corporate scouts are taught this method. Any planet in a system might be valuable, so each one should receive a cursory scan as the scout heads through the system.

The other common flythrough method is the return orbit. The scout plots a course that takes the ship in toward the system's star, orbits the star once, and then slingshots away from the sun back to the original entry point. This orbit is useful when a scout wants to slip in and out of a system without being detected. Service scouts use this method to avoid detection by enemy ships in the sector. The loop around the sun is made to confuse pursuers. The scout does not want to let in-system authorities know which planet or planets are of interest, so a quick loop and back ensures a good snapshot for a later targeted search. Looping back also gives the scout ship a route out of the system if it is discovered.

Some expeditions cover space that has been previously explored. Navigation beacons can break down and malfunction. A scout might prefer the dangerous and rewarding job of discovering new planets and making contact with new species, but this is not always the case. Sometimes scouts are sent to a system to perform maintenance on a beacon or replace it entirely. Organizations might also ask scouts to visit a system to verify survey information. These check-ups can be initiated because of a celestial event such as a supernova or because of a simple clerical error in the original scout report. Such missions are not glamorous, but they often hold the same danger as exploration missions.

The Planetary Survey

A scout should complete at least one orbit around a newly discovered planet before attempting to land. Most scout services recommend two; one equatorial orbit—around the widest part of the planet—and one meridian orbit—connecting the north and south poles. Ship sensors should be able to pick up any lifeforms or major hazards after two orbits. More orbits around the planet increase the chances that the sensors might catch anything that might endanger the scout and his or her ship, but in a system with a hostile presence, spending the time for extra orbits increases the risk of a scout's being spotted by opposing forces.

Choosing the right landing zone is the next decision a scout must make. If a scan of the area reveals no current inhabitants, a higher-altitude landing zone is the most common choice. A ship on a hill or a low mountain has a better chance of receiving transmissions from a landing party as well as making transmissions off planet if the ship becomes stranded. A high position is also more defensible if the ship is attacked by local wildlife or undetected natives.

Lower-altitude landing zones are chosen by scouts exploring inhabited planets. A scout hoping to log a planet and leave without alerting inhabitants flies in low and avoids large population areas. This technique might be used to avoid a hostile encounter, or it might be the first element of a recon or an espionage mission. Corporate scouts are often sent in to observe competitors in this way, especially if a rival corporation places facilities on an out-of-the-way planet.

Any existing guild registrations appear during the initial flyby of a system. If the planet has not been registered, the first task a scout should complete after landing is to register the planet with the Hyperspace Navigator's Guild. If a planet has already been registered, the scout will not need to further explore the planet and can instead focus on a specific planetary mission or continue on to the next planet. The registration process helps eliminate claim jumping, although the practice still exists. A scout can set down on a planet, dreaming of the fortunes the rights will fetch, only to be the victim of pirates intent on eliminating the scout and registering the planet as their own find.

Deciding if they should sample local cuisine is another dilemma scouts face. Whether accepting a dinner invitation from the local baron or cooking up something after a long day's hunt, a scout who has been living on nutrition paste looks forward to fine dining. A ship's scanners can determine whether something is edible, but scouts in the field should be cautious. Wise scouts bring a few samples of food back to the ship from the first foray and analyze them before consumption. Without advice from local guides, local foods should be eaten only if no other resources are available. Even then, scouts should exercise caution, since a local guide might take the opportunity to rob a scout blind if the scout falls ill from a meal.

A typical planetary survey takes 30 standard hours or, according to the rule most scouts use, one full day/night cycle. The longer a scout stays on a planet, the more in-depth the survey is, so scout organizations that want more information on specific planets require longer stays. Minimum camp time can vary from planet to planet within a system. A corporate scout might spend more time on planets that have resources his or her employer uses but spend little to no time on planets the company has less interest in. An independent scout stays on a planet as long he or she can, to ensure that a claim can be made and to earn a profit from the discovery.

Scout ships are primarily collectors of data, but many have small cargo bays as well. Scout organizations offer bonuses for items recovered from a new planet. Soil samples analyzed in the field are useful, but a large-scale organization would prefer to have that soil examined by its own lab technicians before authorizing any plans for the planet. Independent scouts collect local trinkets and knickknacks to sell when they land at civilized ports. Unique works of art can bring high prices, so a few scouts move out of the scouting business and into the art-dealer business.

Quarantine for at least 48 hours is recommended after a scout leaves a planet. Quarantine exists to ensure that illnesses or dangerous lifeforms are unable to spread back to the known worlds. Service scouts, upon arrival from an assignment in the Unknown Regions, might spend up to a week in quarantine, but corporate scouts have a reputation for bending the quarantine laws, because time is money to their masters.

First Contact Etiquette and Protocol

Different services have different protocols for dealing with intelligent lifeforms. First contact with a new species can make or break a scouting career. A successful first contact can project the scout into higher ranks with more autonomy and more challenging assignments. A blown contact can ruin a scout's reputation no matter why the contact went wrong. One bad encounter with a new species can have a greater effect on a scout's reputation than ten perfect encounters. Encounters with unknown species are divided into five categories.

E1: An E1 encounter occurs when a scout discovers evidence of intelligent life on a planet. Finds such as ancient ruins or constructed tools are E1 encounters. Studying this evidence provides insights into the species before contact is made. Familiarity with a culture prior to making direct contact can provide bonuses to interaction rolls if the scout decides to initiate contact. Explorers should proceed with caution, because an inhabited planet is more complicated to explore than an uninhabited one. An extremely cautious reaction would be to immediately retreat to the ship and attempt to contact the species by comlink.

E2: A scout who observes a new species in action has an E2 encounter. The encounter might be the result of careful tracking of a native to its domicile or a random encounter on the planet. The difference between an E2 encounter and an E3 encounter is the awareness of the natives. Whether natives are aware of being watched can change the outcome of any observation. E2 encounters are the most rare because scouts usually interact with a new species upon discovery. However, service scouts have a higher number of E2 encounters than other scouts because they are expected to observe and report back to let the high command decide how to handle the undocumented species.

E3: Interacting with a new species is the basis of an E3 encounter. Interaction encompasses a broad range of contacts, including a brief moment of greeting, arranging a trade, or rescuing a crewmate from a hostile tribe of natives. E3 meetings are the most unpredictable, since neither side can be fully aware of the intentions of the other. Independent scouts are the scouts most often thrust into E3 encounters, because they have no policies or protocols restricting their encounters with new species. This kind of encounter is the riskiest, but it also holds the most reward. A successful negotiation can offer information that would otherwise require weeks of careful survey and exploration, or it can result in profitable trade arrangements being made between the scout and the new species.

E4: In some cases, a scout abandons a post and completely intermingles with the new species. This behavior is classified as an E4 encounter and often requires follow-up from another scout crew. In an E4 encounter, a scout might have fallen in love with a local or might have become lost on the planet following first contact. An E4 encounter follow-up is dreaded by corporate scouts because they might be heading into a hostile environment. The company might also want a recovery of corporate assets such as the ship or the original scout. If the ship has been repurposed as a holy site, for example, or otherwise incorporated into the local culture, reacquisition can be difficult.

E5: E5 encounters are frowned upon by scouts. These encounters involve bringing a native on board the scout's vessel. Much can go wrong, such as the native carrying an exotic disease that the medical droid cannot counteract or a native attempting to seize control of the vessel. These encounters are rare and made only in specific circumstances. The company might understand that an E5 encounter is justified when the scout brings a tribal leader on board the ship to be treated by the medical droid after an assassination attempt. Then again, it might not.

Establishing Rapport

When scouts acquire items from newly discovered species, they report the items as "artifacts." Broadcasting any more information might make the scout a target of pirates or smugglers looking to make some credits from a hold full of jewels and precious metals. So a scout who reports having artifacts might have found simple spears or a one-of-a-kind hyperdrive motivator. Service scouts and corporate scouts sometimes use code words to let the home base know what to expect when the scout arrives. For example, New Republic scouts refer to new technology as "Alderaan tapestries" in their cargo manifests.



A Squib scout has first contact with two Chiss explorers.

Ten Items Every Scout Needs (Cracken's Essentials):

Backpack: A sturdy pack can keep your arms free and keep your gear in operating order. A good scout learns to take only the necessities into the field. You cannot be prepared for every situation, but you can bring equipment that prepares you for as many situations as possible. A sturdy pack can also be used for a fabric supply if an enviro-suit is damaged or if a bandage is needed.

Blaster Rifle: Blaster rifles can be used for defense, for hunting, and for other situations when having range on a potential enemy is an advantage. Even in close combat situations, the firepower available from a blaster rifle is preferable to that of a blaster pistol. The power packs are also easily adaptable to charge other items such as light sources and comlinks. And when set to overload, they can also be used as explosives.

Comlink: Any link to aid and civilization is a good idea. Even scouts heading to planets that have no long-range communication arrays should slip a comlink in with their gear. Comlinks are relatively cheap and can be easily disassembled. The small electronics parts can be used as spares for vital electronics in items such as enviro-suits and blasters. A quality comlink can be rewired to serve as a high-frequency emitter so that it broadcasts on a frequency that Humans cannot hear but that scares off wildlife and predators. Keeping predators away from a campsite allows for an essential element of a successful scouting mission—sleep.

Knife: A regular knife is preferred over a vibroknife. Vibroknives are easier to use, but a vibroknife has a tendency to break when used as a cutting tool without the power pack. The power pack on a vibroknife is also not as versatile as that on a blaster, so a good scout prefers the unpowered version. A popular choice is a scout knife or a survival knife. The hollowed hilt of each type of knife contains small tools for survival, such as a compass and fire-starting tools. The hilt can also be used as a breathing tube or as a container for liquid.

Light Source: Scouts venture into dark places, so a light source can be key to staying alive. A reliable light source can be used to barter with natives or to a signal a rescue party. Simply switching the light on and off can catch somebody's eye. Light sources can also be easily modified to function as power packs, and their components can be used to repair other equipment. Be sure that whatever you are fixing is more necessary than being able to see in the dark.

Liter of Water: Water is the most important item you can have when you go through the airlock. Even if traveling in a enviro-suit with recyclers, a good scout still finds a way to fit a liter of water into his or her pack. Recyclers can break down, especially if a trip is longer than expected. The usefulness of a watertight container in the field cannot be overstated. If necessary, a scout can pour the water into the enviro-suit recycler reservoir and use the container to catch fluid out of a leaky repulsorlift drive.

Medpac: A scout might be hurt out in the middle of nowhere. A medpac is the tool that scout needs to get into good enough condition to travel to a location where he or she can find civilized medical care. Another way to use a medpac is to get into the good graces of a tribe by curing any ailments being suffered by influential members. The medicine inside can also be valuable to trade with other scouts. A small packet of disinfectant can be worth 100 times its mass in valuable minerals to a scout in the field.

Mesh Tape: Many scouts put mesh tape at the top of the list to put in a pack, above even food and water. A good roll of mesh tape has multiple uses above and beyond repairing enviro-suits and holding up shelters. Veteran scouts are full of stories about how judiciously applied mesh tape saved lives. In addition to repairing clothing, fabrics, and containers, mesh tape can be used to construct these items. Mesh tape strengthens fabric and works as a decent substitute. Mesh tape also serves as an excellent restraint for dealing with hostile natives or a fugitive hiding out on an unexplored planet.

Multitool: These small items can be purchased anywhere, from gift shops on luxury liners to military supply catalogs. You get what you pay for, but a multitool can do wonders to keep you alive on a hostile surface. Equipment breakdowns are always a headache and manufacturers use many different kinds of fasteners, so a multitool can help with most repairs. A multitool can also be used as a last-ditch weapon and as a means to start a fire. A multitool saves wear and tear on a scout's regular knife, since a sharp edge has many uses outside combat. Many scouts would give up their blasters or blades before leaving a multitool behind.

Nutrition Paste: Having something a scout knows he or she can eat is extremely important. The compact size of a nutrition paste tube enables a scout to take along a supply without bulking up a pack. But scouts rarely eat the contents of the tubes. Paste makes for good bait. Animals are curious about new foods, so a more satisfying meal can be had with the creative use of nutrition paste near a watering hole.

Scouts barter with natives for a variety of items. Information, weapons, artifacts, and supplies are all fair game for a scout willing to give up something of value to the natives. Credits are of little use in the Unknown Regions, but weapons and food are always desirable. Technology often impresses natives, since even those who have advanced technology might be deficient in a key area. Some scouts make outrageous claims to sell items of little value. These scouts sour explorers' reputations on the frontier. Bad deals lead to hostile natives, and hostile natives create challenges for later scouts arriving at that planet.

A major challenge of first contact is avoiding disruption in the development of the species. Service scouts operate under strict interference regulations, but all scouts should be aware of the consequences of their actions. Even a single hold-out blaster can allow a tribe of natives to dominate the other tribes on a planet. By the time representatives of civilization return, the political dynamics of the planet might have shifted greatly. Scouts are also cautioned to make sure they leave little behind as evidence of their passing. A corporate scout once left a discarded energy pack on a planet, and when he returned, the tribal natives were worshiping it as a deity.

Properly concluding contact is also a valuable skill for a scout. Leaving a planet without a warning can bring suspicion on a scout, making further dealings more challenging. The scout should give a planet's natives as much warning of his or her departure as possible. Even if little chance exists for the scout or any representatives of the scout's organization to return to the planet, leaving on friendly terms is a smart move. Having friends in the Unknown Regions can make later expeditions much easier.

Sometimes proper diplomacy never makes it to the table. The natives might be hostile, attacking immediately. When a scout is attacked without any context or history with a native species, the scout's best response is to retreat. Service scouts wait for the backing of their armed forces before proceeding. Corporate scouts prefer to return to the company rather than risk losing equipment or skilled personnel in combat. Independent scouts have no backing, so going up against an unfamiliar species is a deadly proposition. A scout always has other systems to explore, and hostile natives sometimes require a solution bigger than a single scout ship.

Exploration Through the Eras

Tales from the Old Republic can be excellent inspiration for a campaign that centers on exploration and discovery. The earliest days of adventure in the *Star Wars* universe offer heroes a chance to make their mark on galactic history. For example, the heroes might discover one of the non-Human species that later is known throughout the galaxy. The era also offers a chance to play in familiar settings with a fresh spin on events familiar to all the players. What if the Ewoks revere C-3PO as a god because of the efforts of a medical droid that visited the forest moon of Endor thousands of years earlier?

During the Clone Wars, scouts find themselves drawn into the conflict one way or another. The scouting data acquired by corporate and independent scouts is used to plan troop movement and system garrisons. The terms "scout" and "spy" are sometimes interchangeable, and spies often use scout ships as cover to explain their presence in restricted and unknown systems. Some scouts engage in bidding wars for planets that both the Republic and the CIS value. Playing such large organizations against each other is a dangerous game, and some scouts who angle for a bigger payday end up dead instead.

The Empire finds exploration to be largely unnecessary. Many service scouts of this era are folded directly into the military or discharged. The shroud of secrecy that descends over the government causes many discoveries to be lost in a bureaucratic shuffle. More extreme measures are taken with those planets that Lord Vader might find useful as he purges the Jedi from the galaxy. The independent spirit that leads spacers to the scout service makes them difficult to intimidate into silence, so when intimidation fails, the next best option is elimination. Scouts who discover lost Sith temples or hidden Jedi enclaves are often rewarded with dinner with Lord Vader and an after-dinner tour of the airlock.

Scouts who become wise to Emperor Palpatine and his tactics find patrons and allies in the Rebel Alliance. The Rebels are on the lookout for places to build hidden bases, place weapons caches, and locate hideouts for operatives. Some service scouts still in the employ of the Empire secretly aid the Rebels. Scout ships are perfect places to stash weapons and supplies because the small ships can reach out-of-the-way places and keep an eye on Imperial developments in parts of the galaxy such as Endor. When the Empire falls, the first ships to spread the word are scout ships.

The New Republic makes a concerted effort to explore the galaxy once again. It knows that every world it convinces to join the New Republic is one less world for the dying Empire to coerce or intimidate. The New Republic is also in need of economically viable worlds, because many of the Core Worlds delay joining the New Republic. Exploration of new planets is a means of locating new allies and resources in the New Republic's struggle against the Empire.

This rededication to exploration pays off with the early discovery of the extragalactic threat of the Yuuzhan Vong. Explorers are the first line of defense against the invasion. Many of the early casualties of the Yuuzhan Vong invasion are among these defenders. The Yuuzhan Vong are infamous for the damage they do to the resurgent Jedi community, but the scouts killed in the Unknown Regions are as big a blow to the exploration of the galaxy.

The role of the scout falls into decline during the Legacy era. Exploration also falls out of favor with the Galactic Alliance because the Alliance must devote most of its resources to combating threats from within during the Second Galactic Civil War. Beings with the same free spirit and curiosity still roam the stars, but they no longer call themselves scouts. Most fringers do a little bit of everything—they explore, they hunt bounties, they smuggle guns. Fringers do whatever they can to get by, but they rarely become sucked in by the wonder of discovering a new planet. It's a mudball like all the others.

Creating New Worlds

Encountering new worlds is central to Unknown Regions adventures. New worlds should be only as detailed as the adventure goals require. Some planets might require superficial descriptions, but others might need significant details for an extended stay or adventure. This section includes two methods of world creation: building a planet from scratch (mainly for detailed worlds), or using the planet generator to create simpler worlds quickly or on the fly.

Creating Planets

Creating an entirely new world gives you great freedom in adventure design. Every aspect of a world's environment and history can be generated and tinkered with to enhance the storyline. Although assembling a well-thought-out world takes time, the following steps can guide you through the process. You can also use elements from the planet generator for inspiration.

Start with a Basic Idea

Each planet should start with a strong basic element, idea, or theme that makes the planet memorable and plays a central role in its use in an adventure. This element might be climatic, such as the desert world of Tatooine or icy Hoth. It might be ecological, such as the forest moon of Endor or volcanic Mustafar. It might be thematic, such as the administrative planet-city of Coruscant or the underworld planet-city of Nar Shaddaa.

A new world should support your story as much as possible. Create types of worlds you want to feature, and avoid elements you don't need in your adventure. *Star Wars* planets typically focus on a single dominant feature or environment. All planets have a variety of climates and features, but focusing your story on the world's dominant or impressive elements makes for a memorable locale.

Develop Key Themes and Features

Next, develop the overall theme of the planet. Is it harsh, lush, violent, or desolate? Is it friendly or dangerous to the heroes? Is there a society, and if so, are the heroes familiar with it? While developing the planet's theme, you should also think about memorable features for the heroes to interact with. Since *Star Wars* uses locations and items of a massive scale, bigger can be better and very impressive. Examples include climbing through the massive wroshyr trees of Kashyyyk or navigating the never-ending city of Coruscant.

Focusing on a consistent theme enhances your players' experience in the limited time that they spend on the planet. In fact, if they remember and refer to a world in shorthand such as "that blazing planet with the nasty, poisonous, killer beasts," you can be sure that the planet made an impression. Themes also help players anticipate and prepare for what they might encounter.

Populate the World

Next, add the overall environmental details, including civilization, foliage, and creatures. These items must work together to create a believable planet. If something is drastically out of place, you should have a good reason for it, to sustain your players' suspension of disbelief. Don't overlook this technique as a source of adventure ideas, however. An out-of-place creature might be a major encounter clue for the heroes to follow.

Decide if the world has a sentient population and, if so, how technologically advanced it is. Planets in *Star Wars* feature civilizations of all levels, sometimes with the most primitive and the highly advanced sharing the same world. Remember that cultural advancement and technological advancement do not necessarily occur at the same rate. A technologically advanced civilization might be primitive in its social structure, perhaps obtaining its technology from visiting traders or by force rather than developing it on its own.

Consider how widespread the civilization is. For clarity, worlds should include only a single civilization, unless you intend to feature the interaction of two or more groups in the adventure. Decide how the population lives. Are there cities, and if so, of approximately what size and distribution around the planet? What form does a city take? Is it made up of standard buildings, underground dwellings, underwater structures, or floating platforms?

Are the planet's inhabitants a new species of your own design, or a known species transplanted from elsewhere in the galaxy? One easy option is to use the information on creating near-Human species from Chapter 1 to create a species that is familiar, yet with a twist of its own. If more than one sentient species is on the world, decide how well they get along.

Most important, decide how the civilization will interact with your adventurers. Determine their basic culture and their tolerance for the actions that most heroes engage in. Where they collide with the heroes' activities, you will have ready-made situations for drama and conflict. Outline a basic government, particularly the portions the heroes might encounter. This includes local law enforcement, bureaucrats, and even influential fringe elements.

Once you determine the reach of the civilization, you will know how much wilderness is available for wild creatures and large-scale ecological systems such as forests or oceans. Decide which basic environments the heroes are likely to encounter. Doing this can help you determine the types and number of plants that grow in the area. Additionally, consider the common hazards that occur on the world, such as an active volcano, a poisonous rainfall, an unstable atmosphere, or frequent earthquakes. See Chapter 4, "Hazards," for additional details and ready-made hazards.

Creatures and beasts are common antagonists in *Star Wars* adventures. Most are hostile and dangerous, although beneficial and helpful creatures can make for an equally memorable story. Match your creatures to your environment. See the creature generator later in this chapter for suggestions and inspiration.

Name the World

You can call your new world whatever you want, but some names fit into the galaxy better than others. Most planet names in *Star Wars* are made up from scratch, although some are related to real-world names, words, or concepts. If the heroes are visiting a completely unknown world, they might have nothing more than a star chart identification number. Avoid creating a name that is too long or unpronounceable, or the players will shorten it to a nickname you probably won't appreciate.

Adventures and Campaigns

Ultimately, the planet sets the scene for the adventure. Because Unknown Regions adventures deal with mysterious locales, the planet should play a prominent role in the adventure. The heroes should sometimes face the challenge of overcoming an aspect of the planet. It might be the central focus of some adventures, such as surviving a crash on a wild and dangerous world, or it could be an interesting backdrop used for dramatic effect to introduce a new culture.

Give your new world a level of detail that is appropriate for your adventure length. For a single adventure, even over several gaming sessions, focus on the main encounter area and provide a general overview of the rest of the planet. If you plan to use this world for an extended campaign or as a base of operations for the heroes, develop specific details, but dole them out as play progresses. Each encounter or session should reveal a new facet of the planet. Worlds used for campaigns can afford to be more complex in environment, culture, or both.

Planet Generator

Need a planet in a hurry or quick inspiration for your new world? The planet generator enables you to create a quick overview of a planet featuring a few memorable elements. Roll on each table to create a completely random world, or pick and choose suitable elements. Feel free to combine the two methods as needed. The generator starts with the star system (or equivalent) and becomes more detailed with each table. If a result is inconsistent with the planet type, skip it or reroll on the same table.

Table 3-1: System Type

ROLL	TYPE
1	Binary star system
2	Black hole
3–5	Nebula/dust cloud
6–14	Single star system
15–18	Double star system
19	Triple star system
20	Quadruple (or more) star system

Table 3-2: Number of Planets in System

ROLL	NUMBER
1	None
2	1
3	2
4	3
5–6	4
7–8	5
9–10	6
11–13	7
14–16	8
17–18	9
19	10+
20	Extrasolar world (outside the system); roll again for system size and reroll if this result occurs again.

Table 3-3: Planet Type

ROLL	TYPE
1	Artificial or space station
2	Asteroid field or belt (no satellites)
3	Dwarf planet
4	Gas giant
5	Planetoid (no satellites)
6	Satellite (roll again for planet orbited; ignore asteroid, planetoid, and dwarf planet results)
7–10	Terrestrial

Table 3-4: Number of Moons*

ROLL	NUMBER
1–4	None
5–7	1
8–10	2
11	3
12	4
13	5
14	6+
15–17	Rings
18–19	Asteroid cluster
20	Artificial debris field

** For gas giants, add 20 moons and roll twice, ignoring duplicate ring results, asteroid clusters, and debris fields.*

A PLANET WITH A HAZARDOUS ATMOSPHERE REQUIRES SPECIAL EQUIPMENT TO EXPLORE.

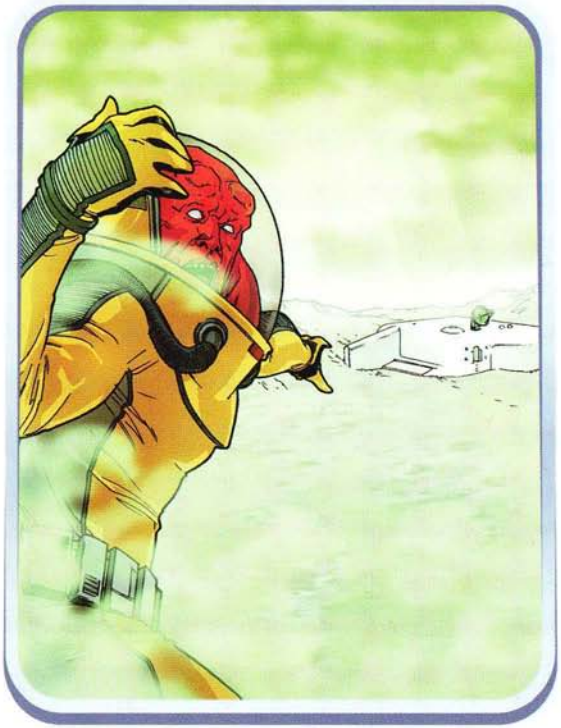


TABLE 3-5: ATMOSPHERE*

ROLL	TYPE
1–2	None
3–11	Breathable
12–15	Breath mask required
16–18	Environment suit required
19–20	Hazardous environment suit required

**Based on Human compatibility.*

TABLE 3-6: HOURS PER DAY

ROLL	NUMBER
1	4–8 hours
2–5	9–12 hours
6–8	13–20 hours
9–12	21–24 hours
13–15	25–30 hours
16–18	31–35 hours
19	36–40 hours
20	41+ hours

TABLE 3-7: LOCAL DAYS PER YEAR

ROLL	NUMBER
1–2	100–200
3–4	201–250
5–7	251–300
8–10	301–350
11–13	351–400
14–15	401–450
16–17	451–500
18	501–600
19	601–700
20	701+

TABLE 3-8: CLIMATE

ROLL	TYPE
1	Arid
2–3	Temperate
4	Tropical
5	Subarctic
6	Superheated

TABLE 3-9: DOMINANT ENVIRONMENT*

ROLL	TYPE (SELECT ONE OR MORE SUBTYPES)
1	Arctic (glacier, ice shelf, icy, slushy, snowy)
2	Atmospheric (clouds, fog, fumes, steam)
3	Barren (boulder fields, canyons, dusty, eroded badlands, rocky)
4	Craters (deep, massive, overlapping, shallow, water filled)
5–6	Desert (arid, dusty, frozen, hot, sandy, searing, rocky)
7	Forest (conifer, deciduous, temperate)
8	Island (archipelago, atoll, island chain, isolated islands)
9	Jungle (dense, rain forest, sparse, wet)
10	Mountainous (ancient and worn, jagged, massive ranges, peaks, pinnacles, spires, rocky hills)
11	Ocean (frozen/icy, impossibly deep, methane, shallow, underwater features)
12–13	Plains (grassy, salt, savanna, steppes)
14	Subterranean (cave systems, sinkholes, underground canyons)

Table 3-9: Dominant Environment* continued

Roll	Type (Select One or More Subtypes)
15	Swamp (dank, forested, open, overgrown, sprawling, wetlands)
16–17	Urban (dense urban cores surrounded by impassible terrain, planetwide city, polluted, sprawling)
18–19	Volcanic (active ranges, continuous lava flows, mega-sized, oceanic islands)
20	Vacuum

** Skip for gas giants. Reroll, adjust, or select climate as necessary.*

Table 3-10: Gravity

Roll	Strength
1	Low
2–5	Standard
6	High

Table 3-11: Sentient Population

Roll	Number
1–2	None (skip following tables)
3	A few hundred
4	A few thousand
5	Tens of thousands
6	Hundreds of thousands
7	Millions
8	Billions

Table 3-12: Technological Development

Roll	Type
1	Atomic
2	Computerized
3	Industrial
4	Middle age
5	Stone age
6	Technologically advanced

Table 3-13: Dominant Government

Roll	Type
1–2	Affiliated with/controlled by dominant galactic government
3	Anarchy/none
4	Authoritarian
5	Confederation
6	Corporatocracy
7	Democracy
8	Dictatorship
9	Federation
10	Feudal
11	Independent empire
12	Military
13	Monarchy
14	Oligarchy
15	Organized crime
16	Republic
17	Socialist
18	Technocracy
19	Theocracy
20	Tribal/clan

Table 3-14: Economic Basis

Roll	Type
1–2	None (abandoned cities/colony/station)
3	Academic
4–5	Agricultural
6–7	Colony
8	Entertainment
9–10	Exploration
11	Government center
12	Hidden base (corporate, criminal, governmental, Rebel)
13	High technology
14	Industrial
15	Leisure
16	Medical
17	Military
18	Mining
19	Outpost (recon, research)
20	Trading

Table 3-15: Significant Feature

ROLL	FEATURE
1	Planetwide aurora
2	Continent-sized volcano
3–4	Crater, hundreds of kilometers deep
5	City is a 20-km square solid structure
6	Artificially carved and sculpted mountain range
7–8	Waterfalls, many kilometers high
9	Nearly constant earthquakes
10	Constant, extreme thunderstorms
11	Force nexus (dark side or light side)
12–13	Frequent ion storms
14	Sprawling, ancient ruins the size of large cities
15–17	Battlefield, ancient or recent
18	Massive test range for weapons or machinery, abandoned or in use
19	Sith tomb
20	Marooned colony from an ancient known or unknown civilization

Table 3-16: Cultural Quirks

ROLL	QUIRK
1	Violence is forbidden and punishable by death
2	Protocol droids are believed to be evil spirits
3	Not wearing a weapon to a formal dinner is an insult to your host
4	Official, formal language, such as legal proclamations or business deals, is always sung
5	Guests thank a host for a good meal by eating messily and chewing with their mouths open
6	Droids are first-class citizens and organics are slaves
7	An item common to the heroes is valuable, such as water, glow rods, or mesh tape
8	Alliances and friendships are cemented by an exchange of hair clippings
9	Ships are treated as sentient beings
10	Passengers must remove their shoes before boarding ships
11	All technology is barred from religious sites
12	Pets are given as part of a military alliance; the alliance lasts only as long as the pet lives

Table 3-16: Cultural Quirks Continued

ROLL	QUIRK
13	There is no concept of ownership—anything anyone wants, he or she takes
14	Off-worlders are required to wear a certain piece or type of clothing at all times
15	A variation of Basic is spoken, such as speaking backward or adding a prefix to nouns/verbs
16	Looking someone in the eye is an insult
17	Any gift accepted must be refused three times first
18	Males are not allowed to speak in public
19	Off-world visitors are believed to be reincarnations of deceased relatives
20	The leader of the planet must spend the winter as the guest of a randomly selected citizen

Table 3-17: Family Customs

ROLL	CUSTOM
1	Only unmarried beings can carry weapons in public
2	Even-numbered children can hold office; odd-numbered children are expected to raise families
3	The groom and the best man fight a duel on the wedding day, and the winner marries the bride
4	The elderly are granted a small ship upon retirement but are never allowed to return to the planet again
5	Once a year, each family in a village exchanges one of its children with another family
6	The family ancestral weapon is given as a token of betrothal
7	If a wife dies, the husband must join a monastic order
8	If a husband dies, the wife must leave her family and become a spacer
9	If a both of a child's parents die, the child is taught the ways of mysticism and, possibly, the Force
10	Marriages can be performed only by off-worlders
11	The dead must be buried on the same spot where they are married, and unmarried beings are buried in space
12	Children have their earlobes removed at birth
13	At birth, every child is given a bottle of liquor that he or she must drink only before heading into battle

UNEXPLORED WORLDS MIGHT HAVE STRANGE JUXTAPOSITIONS OF TECHNOLOGY AND PRIMITIVE LIVING CONDITIONS.

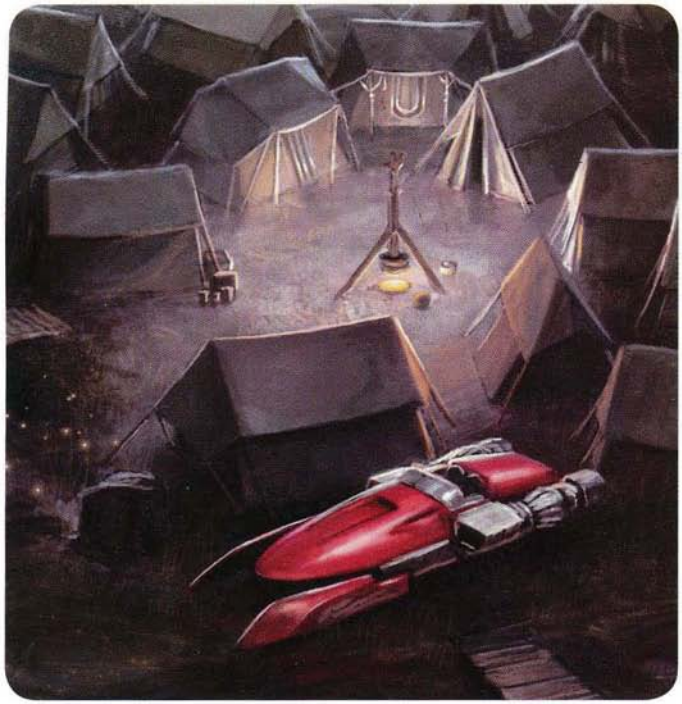


TABLE 3-17: FAMILY CUSTOMS CONTINUED

ROLL	CUSTOM
14	A deceased relative is buried with the flowers of the last family bride, and a bride wears jewelry belonging to the last deceased relative
15	The youngest sibling is raised by older brothers and sisters until he or she is replaced or reaches the age of maturity
16	The status of eldest sibling is determined by an unarmed duel that can take place at any time and at any location
17	The eldest daughter must return to her homeworld each year; if she cannot, she is not permitted to return to the planet again
18	When a feud begins, both parties abstain from food and sleep; the first to pass out from exhaustion is considered to be the guilty party
19	Starships are available only to married couples
20	When a ship jumps to hyperspace, the cockpit lights are extinguished in remembrance of family members lost in space

TABLE 3-18: CITIES AND ARCHITECTURE

ROLL	TYPE
1	Different building types are different shapes: for example, homes are squares and government buildings are spheres
2	All cities are built on the tops of large trees/plants
3	Cities are built on massive barges, and the land is untouched by civilization
4	The more important a building is, the more mirrored surfaces it has
5	All housing is built underground
6	Every building features a built-in weapon
7	Every building features a representation of a historical figure, such as a bust, a statue, or a painting
8	Junkyards and prisons serve the same purpose
9	Repulsorlifts are forbidden within city limits, and beasts of burden are used for transport
10	Every city has a large city center featuring an artificial environment completely different from the planet's natural climate
11	Buildings are built of modular materials that are easily disassembled and rebuilt
12	Each building is named for a person famous for a noteworthy deed
13	The single city on the planet exists inside a sphere surrounded by a hostile environment
14	Buildings are cultivated like gardens
15	The city is a virtual creation explored through electronic data sent to a ship in orbit
16	Residences have no furniture that touches the floor
17	All buildings are transparent
18	Restaurants are made entirely of edible substances
19	Only natives can touch the planet; off-worlders must use a series of elevated walkways
20	The city is a complex connection of airlocks, ships, and other space vehicles

Creating New Creatures

The galaxy teems with life, and most sentient beings encounter only a tiny fraction of the creatures of their own homeworld, let alone the galaxy at large. Heroes traveling the Unknown Regions should regularly discover, fight, and otherwise interact with creatures they have never seen before.

In this section, you'll find a step-by-step guide through the beast creation process. If you need a simple beast quickly, use the creature generator that follows this section. These tables focus on creating threats, rather than mounts. See Chapter 2, "Explorer's Equipment," for a selection of mounts that the heroes can use. If you want to create a new mount, consider modifying one of the existing mounts with information from this section.

Before creating a beast's statistics, decide on a theme or a concept for the beast. Start with a general physical description and a basic idea of how the beast behaves and attacks. These details can guide your choices through the rest of the process.

Creating a Beast

This section builds on the beast creation rules originally included in the Saga Edition core rulebook (see page 273). The beast creation process is presented here in sequence, to aid in expediency. Beasts are not sentient, and have levels in the nonheroic beast class.

1. Roll or select ability scores. Select an Intelligence score of 1 or 2. An advanced beast species with Intelligence of 3 or above can multiclass into heroic classes, but must begin with its first level in the beast class.
2. Increase one ability score by 1 point at every fourth level, if the beast is above 1st level.
3. Select the beast's size and apply the appropriate modifiers (see Table 16-2 on page 274 of the Saga Edition core rulebook).
4. Add hit points (1d8 + Constitution modifier per level).
5. Beasts do not have Force Points. However, if a beast has the Force Sensitivity feat, assign it a number of Force Points equal to one-half its beast level (minimum 1).
6. Select a speed for the creature (usually 6 or 8 squares). If the creature has other movement methods (such as swim or fly), select those speeds as well (usually 4 or 6 squares).
7. Determine the beast's defenses and damage threshold. Apply natural armor, if any (see below and page 274 of the Saga Edition core rulebook), adding a natural armor bonus to Reflex Defense equal to or lower than the creature's beast class level. Some natural armor grants additional effects as a special quality (and counts as one of the beast's special qualities). See Table 3-22: Natural Armor with Special Qualities on page 92.
8. Add feats at the rate for normal characters (see Table 3-1 on page 37 of the Saga Edition core rulebook). The beast class does not grant additional starting feats.
9. Select a number of trained skills equal to 1 + Intelligence modifier (minimum 1; see page 274 of the Saga Edition core rulebook). Apply the size modifier to Stealth, as well as modifiers to other skills, such as size or feat modifiers.
10. Select one to three natural weapons (see pages 274–275 of the Saga Edition core rulebook), and determine the beast's melee attack and damage with its natural weapons.
11. Determine the beast's grapple modifier: base attack bonus + Strength or Dexterity modifier (whichever is better) + grapple size modifier (see page 153 of the Saga Edition core rulebook).
12. Select any special senses, such as low-light vision or darkvision.
13. Select a species trait (see page 275 of the Saga Edition core rulebook), if desired.
14. Select from zero to three special qualities. You can create them yourself, or select from those discussed below.

Creature Generator

Start with the size and level of the beast. If you need a creature quickly and don't feel the need to create its details from scratch, select the pertinent items from the Tables 3-20 and 3-21 while following the steps above. Table 3-19: Sample Creature Ability Scores and Speeds is for convenience, and you can modify any score by several points to fit your creature concept.

Special Qualities

Special qualities give creatures abilities and features that differentiate them from other beasts. Although special qualities are not required, most creatures have at least one, and some have up to three. A beast must have the appropriate natural ability to have a special quality from one of those described below. For example, a beast must be able to make two claw attacks in the same turn if it is utilizing the rend special quality.

Combat Special Qualities

The following special qualities focus on a beast's combat abilities, and they can be applied to beasts of any compatible type. Offense special qualities include those that are triggered by making attacks or by specific circumstances in battle. Defense special qualities include those that modify defense scores, healing, and other abilities that keep a creature going during an encounter.

OFFENSE SPECIAL QUALITIES

Ambush—The beast deals an additional 2d6 points of damage with its natural weapons against an enemy that is flat-footed or that is denied its Dexterity bonus.

Table 3-19: Sample Creature Ability Scores and Speeds

Size	Ability Scores	Speed	Climb	Fly	Swim
Colossal	Str 42, Dex 10, Con 42, Int 2, Wis 10, Cha 8	4	1	6	4
Gargantuan	Str 34, Dex 10, Con 34, Int 2, Wis 10, Cha 8	4	1	6	4
Huge	Str 26, Dex 10, Con 26, Int 2, Wis 10, Cha 8	6	1	8	6
Large	Str 17, Dex 10, Con 18, Int 2, Wis 10, Cha 8	6	1	8	6
Medium	Str 14, Dex 12, Con 15, Int 2, Wis 10, Cha 8	8	2	8	8
Small	Str 10, Dex 14, Con 12, Int 2, Wis 10, Cha 8	8	2	8	8
Tiny	Str 8, Dex 16, Con 10, Int 2, Wis 11, Cha 8	6	1	6	6
Diminutive	Str 6, Dex 18, Con 8, Int 2, Wis 12, Cha 8	6	1	6	6
Fine	Str 4, Dex 20, Con 6, Int 2, Wis 12, Cha 8	4	1	6	4

Constrict—If the beast successfully grapples an enemy, it can use the Crush and Pin feats as normal. When crushing, however, the beast deals damage equal to 2d6 + its Strength modifier + half its beast class level rounded down.

Devour—If the beast hits with its bite attack against a target two size categories or more smaller than itself, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the beast can begin devouring its target, and each round the target is in the beast's mouth, the beast deals damage equal to 1d8 + its Strength modifier + half its beast class level rounded down. If the target reaches 0 hit points, it is swallowed by the beast and continues to take 1d6 points of acid damage each round.

Ferocious—The beast can reroll a failed attack with one of its natural weapons.

Additional Natural Weapons

The following attacks are considered natural weapons attacks (see page 274 of the Saga Edition core rulebook).

Tail Attack: A tail attack has reach and deals an amount of bludgeoning damage determined by the beast's size: Fine, Diminutive, or Tiny, damage 1, reach 0; Small, damage 1d2, reach 1; Medium or Large, damage 1d3, reach 1; Huge, damage 1d4, reach 1; Gargantuan, damage 1d6, reach 2; Colossal, damage 1d8, reach 3. A tail lash or tail barb attack or other tail attack types do not differ in damage or reach, but other special qualities or abilities might apply.

Tail Slam: A tail that has no special qualities associated with it can deal slam damage instead of tail attack damage (see "Slam" on page 275 of the Saga Edition core rulebook). A tail slam attack has the same reach as the beast.

Pack Hunter—The beast gives a +4 bonus instead of a +2 bonus when using the aid another action.

Poison—The beast delivers poison through a bite, a claw, or a sting natural weapon attack. If the beast deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the bottom of the condition track by the poison is immobilized but not unconscious. The poison attacks each round until cured with a successful DC 5, 10, 15, or 20 (select one) Treat Injury check.

Pounce—When long jumping, the beast does not require a running start for jumps of 4 squares or fewer and does not double the Jump DC when doing so (see page 68 of the Saga Edition core rulebook). If the beast successfully jumps into or adjacent to a target enemy's square, the beast can make an immediate attack against the target. If the attack is successful, the beast can attempt to trip the target (as if using the Trip feat on page 88 of the Saga Edition core rulebook) as a free action that does not provoke attacks of opportunity.

Rend—If the beast hits with both of its claw attacks in the same turn, it rends the enemy for an additional 2d6 points of damage.

Tremorsense—The beast automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Trip—If the beast hits with a tail attack, it can attempt to trip an enemy (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.

Defense Special Qualities

Camouflage—The beast's natural coloration changes to mimic its surroundings. The beast ignores its size modifier when it makes Stealth checks.

Fast Healing 5 or 10—The beast automatically regains 5 (or 10 if the beast is Gargantuan or larger) hit points every round at the end of its turn, up to its normal maximum, until it is killed.

Table 3-20: Sample Creature Hit Points, Defenses, and Damage Thresholds

	HIT POINTS					DEFENSES*			DAMAGE
BEAST LEVEL	1	5	10	15	20				THRESHOLD
SIZE									
Colossal	21	103	205	308	410	Ref 0	Fort 26	Will 10	76
Gargantuan	17	83	165	248	330	Ref 5	Fort 22	Will 10	42
Huge	13	63	125	188	205	Ref 8	Fort 18	Will 10	28
Large	9	43	85	128	170	Ref 9	Fort 14	Will 10	19
Medium	7	33	65	98	130	Ref 11	Fort 12	Will 10	12
Small	6	28	55	83	110	Ref 13	Fort 11	Will 10	11
Tiny	5	23	45	66	90	Ref 15	Fort 10	Will 10	10
Diminutive	4	18	35	53	70	Ref 19	Fort 9	Will 11	9
Fine	3	13	25	38	50	Ref 25	Fort 8	Will 11	8

**Reflex Defense includes size and Dexterity modifiers, but bonuses for natural armor must be added to this number. For natural armor, you can add up to the beast's level to this number.*

Table 3-21: Sample Creature Melee Attack Bonus and Grapple Check

	MELEE ATTACK BONUS					GRAPPLE CHECK				
BEAST LEVEL	1	5	10	15	20	1	5	10	15	20
SIZE										
Colossal	+16	+19	+23	+27	+31	+36	+39	+43	+47	+51
Gargantuan	+12	+15	+19	+23	+27	+27	+30	+34	+38	+42
Huge	+8	+11	+15	+19	+23	+18	+21	+25	+29	+33
Large	+3	+6	+10	+14	+18	+8	+11	+15	+19	+23
Medium	+2	+5	+9	+13	+17	+2	+5	+9	+13	+17
Small	+0	+3	+7	+11	+15	-3	+0	+4	+8	+14
Tiny	-1	+2	+6	+10	+14	-7	-4	+0	+4	+8
Diminutive	-2	+1	+5	+9	+13	-11	-8	-4	+0	+4
Fine	-3	+0	+4	+8	+12	-15	-12	-8	-4	+0

Roar—As a move action, the beast produces a terrifying, rumbling sound and makes a Persuasion check to intimidate (see page 71 of the Saga Edition core rulebook) any enemy target within 6 squares of it. If the attempt succeeds, the target must move away from the beast on the target's next turn, and the target moves -1 step on the condition track. This is a mind-affecting effect.

Scent—The beast ignores concealment and cover when making Perception checks to notice enemies within 10 squares, and takes no penalty from poor visibility when tracking (see the Survival skill on page 73 of the Saga Edition core rulebook).

TABLE 3-22: NATURAL ARMOR WITH SPECIAL QUALITITES*

TYPE	EFFECT
Bony plates	As a reaction, can apply DR 5 to mitigate one successful hit per round.
Dense, layered hair or fur	Can reroll Endurance and Survival checks to counter the effect of cold, taking the better result.
Hardened exoskeleton	DR 1 for Small and smaller creatures, DR 2 for Medium and Large creatures, DR 5 for Huge and larger creatures against simple weapons and unarmed attacks.
Leathery scales	When taking damage that exceeds its damage threshold, the beast takes half damage instead, although it still moves –1 step (or more) on the condition track.
Metallic scales	When taking damage that exceeds its damage threshold, the beast takes one-quarter damage instead, although it still moves –1 step (or more) on the condition track.
Spiked skin	Gain an additional +2 to Reflex Defense against melee and unarmed attacks. Once per turn per attacker, if an attacker misses on a melee or an unarmed attack against the beast, the beast can make a single attack as a reaction, using its spikes as a natural weapon (gore).
Thickened hide	Can use Fortitude Defense in place of Reflex Defense against unarmed and melee attacks (except lightsabers).

** Typically provides natural armor bonus equal to number of beast levels. Can be reduced, if desired.*

Screech—As a swift action, the beast produces a piercing, high-pitched sound. The beast makes an attack roll (1d20+10) against the Fortitude Defense of every character within 6 squares of it. If the attack succeeds, the target takes a –5 circumstance penalty against Perception checks and skill checks requiring concentration, and the target has difficulty hearing until the end of the beast's next turn.

Environmental Special Qualities

The following special qualities focus on abilities generated from the beast's adaptation to a specific environment. The beast in question should have the associated species trait (see page 275 of the Saga Edition core rulebook). These special qualities are not available to beasts that cannot physically perform the related action.

AIRBORNE SPECIAL QUALITIES

Aerobatics—As part of its move action, a flying beast uses the Tumble ability of the Acrobatics skill (see page 63 of the Saga Edition core rulebook) to fly through a threatened area or the fighting space of an enemy without provoking an attack of opportunity. The beast must make a successful DC 15 Acrobatics check and is considered trained in Acrobatics for the purpose of using this special quality.

Diving Attack—The flying beast dives sharply to attack an enemy at a lower altitude. When making a Charge attack (see page 152 of the Saga Edition core rulebook), in addition to the competence bonus granted by the charge attack, the beast gains a +1 circumstance bonus to its attack roll (up to a +5 total circumstance bonus) for every square the flying beast moves downward. Additionally, the beast can use a move action after resolving the charge attack. Until the end of its next turn, the beast takes a –2 penalty to its Reflex Defense because of the charge action.

AQUATIC SPECIAL QUALITIES

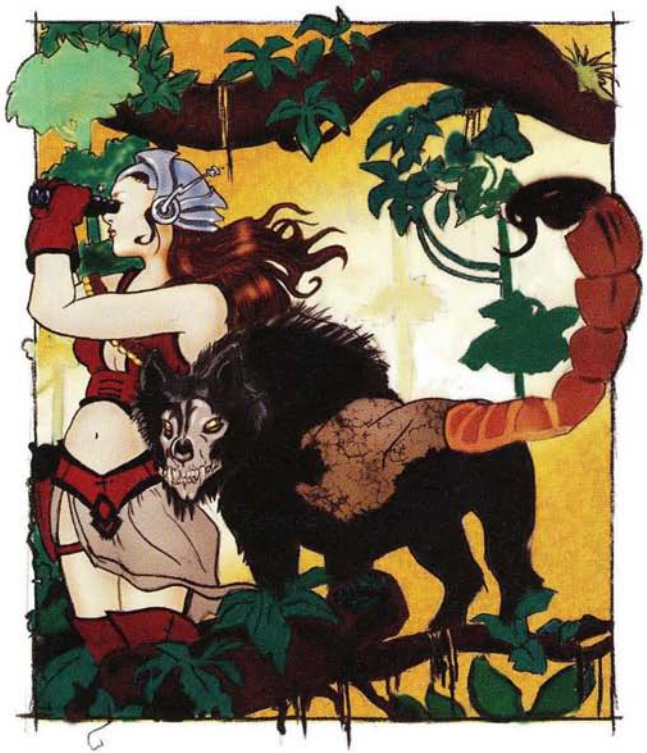
Electroshock—When in water or underwater, the beast produces a short-range electrical jolt. As a standard action, the beast makes an area attack (1d20+10) centered on one of its own squares against the Fortitude Defense of all creatures in adjacent squares. If the attack is successful, the target takes 4d6 points of energy damage. If unsuccessful, the target takes half damage.

Ink Cloud—When in water or underwater, as a swift action, the beast produces an inky substance, which expands out from the creature in all directions at a rate of 1 square per round, up to a 3-square radius. The cloud grants concealment to characters within or behind it. Additionally, the beast makes an attack roll (1d20+5) against the Fortitude Defense of water-breathing creatures within the cloud. If the attack succeeds, the target takes 1d6 points of damage and moves –1 step on the condition track. If the attack fails, the target takes half damage and does not move on the condition track.

ARCTIC SPECIAL QUALITIES

Icy Shock—When the beast succeeds with a melee attack using its natural weapon and the attack deals damage greater than the target's damage threshold, the target takes an additional 5 points of damage and moves –1 step on the condition track. Targets with the arctic species trait are immune to this special quality.

DARK WOLVES ARE JUST SOME OF THE STRANGE CREATURES SCOUTS USE AS COMPANIONS.



DESERT SPECIAL QUALITIES

Dustball—The beast can kick up a huge cloud when in dusty, dirty, or sandy terrain. Any square the beast passes through, as well as any adjacent squares, provides concealment until the end of the beast's next turn. The beast can remain stationary, but it must expend a move action to produce the effect. Make an attack roll (1d20+5) against the Fortitude Defense of all targets within the cloud. If the attack is successful, the targets are blinded for as long as they remain in the cloud (see page 254 of the Saga Edition core rulebook).

SUBTERRANEAN SPECIAL QUALITIES

Rumble—As a full-round action, the beast violently shakes the ground around it, making an attack roll (1d20+10) against the Reflex Defense of all characters on (or under) the ground within 6 squares of the beast. If the attack is successful, standing or sitting targets are knocked prone. If the attack fails, the cost of all movement on or through the ground is doubled until the end of the beast's next turn (or until it is killed or incapacitated). Underground targets caught in a successful rumble attack cannot move. Any target that is knocked prone can get up as a full-round action, but the target is subject to further rumble attacks. The rumble lasts for a number of rounds equal to the beast's Constitution bonus (minimum 2), making an attack each round. The beast can extend the duration with a successful DC 20 Endurance check.

Underground Speed—The beast can move underground, burrowing through dirt and rocky soil but not solid rock. Typically, the beast's speed is 3 squares when moving underground, although you can alter its speed due to the soil conditions.

Undertow (Subterranean)—This beast can pull its prey under the surface of the ground. As an attack action, the beast makes an attack against a target's Fortitude Defense. If the attack is successful, the target is pulled below the surface of the ground and moves –1 step on the condition track. The target is unable to take any additional actions until it succeeds on a DC 15 Climb check as a standard action.

EMPHASIZING STRANGE CREATURES

In a galaxy already full of bizarre and fantastic creatures, creating a beast that the characters perceive as unusual can be challenging. New creatures should add to the sense of strangeness of a newly discovered world in the Unknown Regions. A good combination of unusual creatures on a new world should make for a memorable adventure.

The strangeness of a creature can be expressed through its physical description, a featured ability, or a behavior. Physical strangeness includes attributes such as outlandish color or markings, unexpected hide or hair texture, and irregular or asymmetrical body shapes or limbs. Behavioral strangeness includes unexpected actions, such as working with creatures not of the same species, intelligent communications, and unexpected planning, target selection, taunting, or movement in a skirmish.

When using a new creature in an encounter, play up the fact that the heroes have no idea what the creature might be capable of. Build the suspense. The heroes could run across unusual but threatening tracks or the remains of a carcass that is a recently finished meal. They might hear howls, screeches, or other bizarre noises that suggest that a dangerous beast might be nearby. Perhaps they catch only glimpses of the creature as it stealthily approaches or escapes. When the heroes eventually see it, emphasize the creature's most bizarre or unusual traits and actions. Its fighting style or decision making might be completely unforeseen and opposed to what the heroes expect, promoting confusion in their interaction with the creature.

Chapter IV
Hazards





The galaxy is full of obstacles waiting to trip up heroes as they strive to fulfill their destinies. Every planet has its own perils—whether menacing plant life, an unsafe atmosphere, or something worse—and any explorer can confirm that the greatest danger when traveling to a new world is encountering some new hazard not yet known to the galaxy at large. Stormtroopers and Sith Lords are obvious threats to the safety of just about everyone, but it is often the unseen and unexpected hazards that bring heroes down.

Hazards, first introduced in the Saga Edition core rulebook, appear throughout *Star Wars* films, novels, comics, and other sources. Until now, hazards have been basic rules elements used to address a variety of situations that might come up during a game. This chapter's goal is to make hazards more appealing as a regular part of adventure and encounter design. When the heroes visit strange worlds in the Unknown Regions, they should feel as if every step could lead them into dangerous territory. By using hazards more frequently, you can emphasize the fact that the heroes are far from home in a place where many of the galaxy's niceties simply are not present.

This chapter introduces a new format for hazards, along with rules for designing your own hazards and suggetions for using them in your adventures. Additionally, the chapter provides many sample hazards that are ready to be used in a game; these examples also will help guide you in creating your own hazards. The samples are grouped by environment, so you can choose hazards appropriate to the setting and level of your adventure and drop them in as needed.

Hazard Basics

A hazard is an obstacle that can hurt, slow, kill, or otherwise impede your heroes, their associates, or their equipment. Usually, hazards are not living beings but are sources of potential harm that do not normally receive a full statistics block, such as an avalanche, a rockslide, a carnivorous plant, an exposed plasma conduit, or a black hole. Some hazards (such as an ice cave, an asteroid field, or a laser gate) are associated with particular locations, whereas others (such as poisons or diseases) can be mobile. Although hazards can take many forms, as a rule of thumb, anything that has a chance to harm or impede the heroes and is not a creature, a droid, or a vehicle can be classified as a hazard.

The Gamemastering chapter of the Saga Edition core rulebook introduces a number of hazards. This chapter recasts many of those hazards in a new statistics block format to make it easier for you to drop them into your encounters. In addition, if you compare the hazard statistics in this book with their descriptions in the core rulebook, you should be able to determine how to convert other previously published hazards to the new format.

Hazards in Combat

Hazards are a great way to spice up combat in your game, and they can serve as small distractions, major threats, or anything in between. You can also use them to create dynamic terrain in an encounter. For example, the droid factory sequence in *Attack of the Clones* is filled with hazards that break up the terrain of the encounter. When designing the battlefield in which your encounter takes place, consider using hazards that encourage or force movement. For example, a free-swinging girder that sweeps through the encounter area every other round forces the heroes to keep jumping out of its way, and it also might encourage them to try to bantha rush their enemies into the girder's path. This addition creates a more dynamic encounter, and treating the girder as a hazard should ensure that it presents an appropriate challenge for the heroes.



Escaping from a saber cat is made more difficult by hazards like rocky terrain.

Hazards Alone

Throughout the *Star Wars* saga, characters often deal with hazards outside combat. For example, Luke stumbles through the icy wastes of Hoth, battling a blizzard (a clear hazard) in an effort to escape from the wampa. R2-D2 navigates the droid factory on Geonosis, saving Padmé from certain death while dodging hazards the whole time. Similarly, you can use hazards as scenes unto themselves, presenting them as obstacles that the heroes must overcome before the story can progress. Hazards are great challenges to throw at the characters when the pace of the adventure begins to slow, and they can add tension to any sequence.

Designing New Hazards

Designing hazards is much like designing new terrain or other challenges that can spice up an encounter or an adventure. Unlike the process for designing an enemy character, beast, droid, or vehicle, the process for designing a new hazard is somewhat simpler, and it helps you cater directly to the needs of your particular adventure by creating elements that add diversity to encounters. You can follow a series of basic steps to design a hazard that challenges your players and makes sense in the context of the adventure.

The first step is to determine the basic concept of the hazard. It might be a natural hazard, such as a slick patch of ice or a carnivorous plant, or it might be an artificial hazard, such as an automated blaster turret or a gravity trap. Typically, you should base the hazard's form and function on the setting in which it will be used. For example, lava pits on Mustafar make sense, but lava pits on Hoth require more of an explanation, and you do not want the players to sidetrack the game by trying to find that explanation. Similarly, if you know that your heroes will spend time trudging through a network of glacial caverns on Csilla, you might design an icy cave-in that will occur during a combat sequence on the planet.

As suggested above, tailor the design of the hazard to the way in which it will be used. If you want a hazard to be a minor distraction, design one that is a nuisance to the heroes rather than a major obstacle to be overcome.

Alternatively, if you want a hazard that serves as a set piece for an entire encounter, think big and create something that interacts with many or all of the heroes on a round-by-round basis. In the Csilla example above, the icy cave-in will affect all combatants, so it is best used to create a scene full of tension.

In general, a hazard should do one or more of the following:

- Provide a flavorful background element that reinforces the details of the setting
- Add tension and danger to a scene
- Require the heroes to spend actions to deal with the hazard
- Create interesting terrain that requires the heroes to move to avoid it
- Give the heroes a chance to use skills to overcome the threat with or without combat

Challenge Levels

Each hazard has a basic Challenge Level (CL), which works like other CLs in the game. You choose the CL of the hazard, and it affects everything the hazard does. Typically, you should create a hazard with a CL that is less than or equal to the average level of the heroes, although from time to time you can use a hazard with a higher CL to increase the tension and danger of an encounter.

As a general rule, you can include one hazard of the appropriate CL in an encounter without having to take its CL into account when determining the encounter's difficulty. (The heroes still receive experience points for overcoming the hazard; this reward is added to the XP they receive for dealing with the encounter.) Any hazard beyond the first and any hazard with a CL higher than the average level of the heroes should be considered an enemy when calculating encounter difficulty. If you are including a skill challenge (introduced in *Galaxy of Intrigue*) in the encounter, take into account the CL of all hazards when determining encounter difficulty.

Continuing the Csilla example, assume that you are designing an adventure for a group of 8th-level heroes. Since you want the icy cave-in to be a significant hazard, you should give it a CL of (or near) 8. Because it is the only hazard in the encounter, it does not count when determining the encounter's difficulty.

Keywords

All hazards have one or more keywords that describe how the hazards function mechanically. Some creatures have bonuses against certain types of hazards (for example, a beast might ignore environmental hazards in certain terrain). The following keywords represent most of the existing mechanical elements of hazards, but feel free to create new ones for special conditions that are common in your campaign. When you design a hazard, be sure to select the right keyword(s) based on its nature.

CLs in the Galaxy

Most of the hazard-creation rules in this chapter assume that you are designing a new hazard to be used in an adventure. The rules also assume that you want to create a suitable challenge for your heroes, not one that is inappropriate for their level. However, not every hazard you design needs be based on the current level of the heroes. Certain locations throughout the galaxy are simply more dangerous than others, and hazards are a great way to reflect that idea. For example, it is reasonable to assume that hazards in the middle of the Emperor's citadel on Byss are more dangerous than those found in the run-down spaceport of Mos Eisley. You can base the CL of a hazard you design on the circumstances surrounding it, but keep in mind that your time in preparing the hazard is best spent on something that is an appropriate challenge for the heroes.

Acid: Hazards with the acid keyword deal acid damage. All acid hazards should have the contact keyword as well.

Area: Hazards with the area keyword make area attacks, and their damage can be halved or negated by heroes who have the Evasion talent. Not all hazards that deal damage to creatures in more than 1 square are area hazards; only those that specifically make area attacks have this keyword.

Artificial: Hazards with the artificial keyword are manufactured or produced and do not occur naturally.

Atmospheric: Atmospheric hazards are those that fill the air. They are also considered to be inhaled hazards for the purpose of being negated by a breath mask.

Contact: Hazards with the contact keyword are triggered by touch. Contact poisons and acids are good examples of these hazards.

Disease: Diseases are a special type of hazard that attack the immune systems of creatures. They always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. If a disease moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the disease is cured or until it fails an attack roll against the target twice. Some diseases require special equipment to treat.

Energy: Hazards with the energy keyword deal energy damage.

Fire: Hazards with the fire keyword deal fire damage.

Ingested: A hazard with the ingested keyword is triggered only if consumed by a creature.

Inhaled: A hazard with the inhaled keyword affects creatures that breathe within its area. Creatures that do not breathe (such as droids) and creatures wearing breath masks or environmental suits are immune to the effects of an inhaled hazard.

DANGEROUS LASER TURRET HAZARDS MAKE PRISON BREAKS MUCH TOUGHER.



Natural: Hazards with the natural keyword are created with no intervention from sentient beings.

Poison: Hazards with the poison keyword represent toxins that are harmful or fatal to creatures. They always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. If a poison moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the poison is cured or until it fails an attack roll against the target.

Sonic: A hazard with the sonic keyword deals sonic damage. Sonic damage is also considered to be energy damage.

TRIGGERS

Every hazard has a trigger—an event that causes the hazard to become active or to attack or otherwise interact with something else. Most triggers are simple and might require only that a target touch or come close to the hazard. When designing a new hazard, ask yourself what must happen to require you to use the hazard's statistics. Answering that question will help you determine the trigger. A trigger can be an event, or it might be a metagame concept; for example, one trigger might be a hero passing through a doorway, whereas another could be the party making initiative checks at the start of combat. There is no absolute rule or formula for coming up with an appropriate trigger; the sample hazards in this chapter offer examples that should help you create your own. In the hazards presented in this chapter, if the target of the hazard differs from the creature or object specified as the trigger, that information is included in the trigger line.

Continuing the Csilla example, if you want the cave-in to take place during a combat encounter to heighten the tension, you might choose "A creature in the ice cavern fires a weapon that makes noise" as the trigger for the hazard. Not only is this trigger thematically appropriate (since loud sounds setting off a cave-in is a common trope), but it also seems assured to occur once combat breaks out. Because the cave-in will include more targets that only the creature that triggered it, you should also include information about what the targets will be.

TABLE 4-1: AVERAGE DAMAGE PER DIE

DIE	AVERAGE DAMAGE
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

Table 4-2: Difficulty Classes for Hazards by CL

Adventure CL	Easy DC	Medium DC	Moderate DC	Hard DC	Heroic DC
1	13	18	23	26	31
2–3	14	19	24	27	32
4–5	16	21	26	29	34
6–7	17	22	27	30	35
8–9	18	23	28	32	37
10–11	19	24	29	33	38
12–13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16–17	23	28	33	38	43
18–19	24	29	34	39	44
20	26	31	36	41	46

Area

Every hazard has a specific area in which its attacks take place. When you include a hazard in your game, you should decide in advance the area that the hazard will affect (unless the area of effect is already included in the existing hazard). Hazards such as poisons or animal traps might affect very limited areas, perhaps as little as a single square. Other hazards, such as loose sand, avalanches, and turret blasters, affect larger but still discrete areas. Hazards such as atmospheric hazards and vacuum might affect the entire area in which an encounter takes place. When you choose a hazard to use in an encounter, choose an area of effect for the hazard that is appropriate to its type and its use in your game.

Attacks and Damage

Hazards make attack rolls as enemies do, although not always with the same focus or direction. Almost everything a hazard does to a creature, a droid, or an object is categorized as an attack roll of some kind. A hazard attacks one of the three defenses (as appropriate to the nature of the attack), and it typically makes no more than one attack per round against the target. When you design a hazard, you choose which defense it attacks. In general, attacks that can be avoided physically are made against Reflex Defense; those that affect the integrity of the body are made against Fortitude Defense; and those that attack the mind or intellectual capacity of the target are made against Will Defense. A hazard's attack bonus should be equal to its CL + 2.

Likewise, many hazards deal damage to the target, and some deal damage on a miss (representing the fact that, no matter how good the target's defenses are, the hazard eventually gets the best of them). On average, a hazard should deal damage equal to 10 + one-half its CL. Choose a dice expression (such as 3d8 or 2d4+2) that is likely to produce this average damage result. Table 4–1 shows the average damage result per die type. If the hazard deals damage of a particular type, select the type as well. Hazards that are meant to affect vehicles may have a damage multiplier (×2 for starfighters and transports, ×5 for capital ships).

Continuing the Csilla example, you know that the cave-in will be CL 8. Since its attacks (falling ice and rock) can be avoided physically, the hazard attacks Reflex Defense. Its attack bonus is approximately +10 (the hazard's CL + 2), and it deals about 14 points of damage per attack (10 + one-half its CL). Looking at Table 4–1, you see that a d12 has an average damage of 6.5, so 2d12 has an average damage of 13. Thus, you set the hazard's damage expression at 2d12+1 to meet the expected damage dealt.

Adjusting Hazard Statistics

When designing hazards, feel free to vary their statistics a bit to suit your heroes. Average damage amounts and attack bonuses can vary by 1 or 2 points above or below their expected amounts, and you can take the statistics and abilities of your heroes into account to design a hazard that is exactly as tough as it needs to be. For example, if all the heroes have low or middling Fortitude Defenses, you can provide tougher challenges by creating hazards that target Fortitude Defense without cranking up the CL too drastically.

Special Attacks

A few hazards, such as the vacuum hazard, have special attacks that occur only under certain circumstances. Typically, these attacks represent the inevitable nature of the hazard (for example, the vacuum hazard's special attack automatically deals damage to unconscious creatures). If you give your hazard a special attack, it should occur only under specific conditions. Special attacks can be a bit more deadly as long as they take place less frequently.

Cumulative Damage

Some hazards deal cumulative damage, which is damage that grows larger round by round. Cumulative damage is extremely dangerous and should be used only in situations when escaping from or eliminating the hazard's conditions is necessary for survival. For example, suffocation (drowning) uses cumulative damage because each round that you endure the suffocation hazard, the situation grows significantly worse. Usually, only special attacks deal cumulative damage, and only if they will kill or destroy a target that is exposed to the hazard, regardless of the target's level. When a target takes cumulative damage, increase the damage by the same amount each round. For example, the vacuum hazard deals 1d6 points of damage in the first round, 2d6 points in the second round, 3d6 points in the third round, and so on.

The Condition Track

You can create a hazard that has attacks that move the target down the condition track instead of dealing damage (or in addition to dealing damage). That movement should be taken into account as a part of the hazard's average damage. Moving –1 step on the condition track is worth about the same as 5 points of damage, and moving –2 steps is worth about the same as 10 points of damage. No hazard should move a target more than –2 steps on the condition track at a time. For example, if a hazard normally deals an average of 15 points of damage, you could reduce its damage to 10 points and also have the hazard move the target –1 step on the condition track.

Many hazards that move a target down the condition track also impose persistent conditions. When this occurs, the condition is assumed to have a lasting effect on the target's health and well-being. Although you do not need to reduce the damage output of a hazard that imposes a persistent condition, you should consider reducing the attack's frequency or accuracy so that an entire group of heroes are not affected by persistent conditions as the result of a single hazard.

Recurrence

Most hazards have a recurrence—a frequency with which the hazard makes its attacks. A hazard should not affect an individual target more than once per round; in some cases, the frequency of recurrence can be much lower, perhaps once a day, once a week, or even less often. Diseases and poisons in particular have infrequent recurrence. Possible recurrence options include:

- At the start or the end of an affected target's turn
- On a particular initiative count
- When the triggering condition is met
- At a specified time interval (such as daily, hourly, or weekly)

Additionally, a hazard's recurrence indicates how long it continues to attack a target. Some hazards, particularly diseases and poisons, continue to make attack rolls until successfully treated. Other hazards cannot be stopped (such as suffocation in a vacuum) and must be escaped to prevent recurrence. Be sure to specify whether a hazard's recurrence can be stopped.

Skill Difficulty Class

Heroes can use their skills to interact with many hazards. For example, a scout might use a Knowledge skill to identify the nature of a particular hazard and a different skill to avoid or disable it. Pick a few skills that can interact with your hazard, particularly skills that the heroes have and might try to use. Then assign skill Difficulty Classes (DCs) based on the hazard's CL; Table 4–2 contains sample skill DCs based on the CL of the hazard. For each CL, the table gives an easy DC, a medium DC, a moderate DC, a hard DC, and a heroic DC. Most skill DCs for hazards should be easy, medium, or moderate; hard and heroic skill DCs should be reserved for skills that have only an outside chance of affecting the hazard.

Some skills can actually be used before the hazard is encountered, allowing heroes to avoid the hazard (if possible) or prepare to minimize its effects. Whenever a hazard's skill line lists a skill that allows the hero to identify it, the Gamemaster must determine whether or not identification of the hazard is enough to avoid it, based on the current circumstances.

Continuing the Csilla example, you decide that the heroes could notice that the ice on the roof of the cave is cracked and unstable. Thus, you choose the Perception skill and assign it a medium DC of 23, since the hazard is CL 8. Particularly nimble heroes might be able to avoid the falling ice, but that could be more difficult given the size of the cave. To reflect that possibility, you assign a moderate DC of 28 to an Acrobatics check to grant a hero a +5 bonus to Reflex Defense against the falling ice.

Special Effects

Unlike beasts and enemies that are built with talents, feats, and other existing mechanics, some hazards have unique effects or rules that come into play only when the hazard does. These effects are not always negative; sometimes they provide special ways to circumvent the hazard, or they are neutral effects that neither harm nor help the targets. For example, the disease known as the Cardooine chills can affect a creature only once, and the Krytos virus is weaker against Humans. Usually, such effects and other special rules are determined by the nature of the hazard. Be careful that they do not make the hazard too hard or too easy; look at the special effects of the hazards in this chapter for inspiration. Typically, when designing your own hazard, keep the special effects to a minimum to ensure that the hazard remains balanced.

Hazard Statistics Block

Finishing the example of the icy cave-in on Csilla, after taking the preceding rules into account, you might come up with the following statistics block for the hazard.

Csilla Cave-In **CL 8**

The underground ice caverns of Csilla shake and rumble, sending heavy blocks of ice crashing to the ground.

Natural

Trigger A creature or a droid in the ice cavern fires a weapon that makes noise; targets any creature, droid, or object in the area of the cave-in

Attack +10 vs. Reflex Defense

Damage 2d12+1

Recurrence Each round at the start of the target's turn, as long as the target remains in the area of the cave-in

Skills

Acrobatics (DC 28): As a move action, a character can make an Acrobatics check to gain a +5 circumstance bonus to Reflex Defense against a falling ice attack made against the character at the start of his or her next turn.

Perception (DC 23): A character notices that the roof of the ice cavern is unstable and believes that a loud noise could cause a cave-in.

Each hazard statistics block begins with the hazard's name and CL, followed by a brief description of the hazard and its keyword(s). Next, the block describes the trigger, presents the attack value and damage value, and explains the conditions of recurrence. The block then lists the skills that interact with the hazard and concludes with special effects (if any) that come into play.

Sample Hazards

The remainder of this chapter presents sample hazards that should give you enough examples and guidelines to help you design your own hazards. The section below starts with hazards from Chapter 14 of the Saga Edition core rulebook, which have been reformatted using the rules in this chapter, then it explores new hazards based on environment. Some of the hazards from the core rulebook do not exactly conform to the suggested hazard attack and damage numbers, but have been reproduced in the new format for ease of use.

Acid **CL 2**

Acid burns through metal and skin alike, corroding them.

Acid, contact, natural

Trigger A creature, a droid, or an object comes into contact with the acid

Attack +4 vs. Fortitude Defense

Damage 2d10 acid (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, until the acid is washed off or treated

Skills

Treat Injury (DC 14; requires medical kit): The character treats the acid.

Atmosphere, Corrosive **CL 4**

The chemicals of a corrosive atmosphere eat away at clothing, objects, and flesh.

Acid, atmospheric, contact, natural

Trigger A creature, a droid, or an object begins its turn in a corrosive atmosphere

Attack +4 vs. Fortitude Defense

Damage 2d6 acid (*Miss*: Half damage)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 16): The character identifies the presence of a corrosive atmosphere.

Special

Creatures, droids, or objects that have special protection against a corrosive atmosphere, such as environmentally sealed space suits, are not affected by this hazard.

Atmosphere, Toxic **CL 6**

A toxic atmosphere is filled with chemicals that harm most creatures.

Atmospheric, contact, natural

Trigger A creature begins its turn in a toxic atmosphere

Attack +5 vs. Fortitude Defense

Damage 1d6, and the target moves –1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 17): The character identifies the presence of a toxic atmosphere.

Special

Creatures, droids, or objects that have special protection against a toxic atmosphere, such as environmentally sealed space suits, are not affected by this hazard.

Atmosphere, Vacuum — CL 8

The vacuum of space holds no air and diffuses heat, freezing anything exposed to it.

Atmospheric, contact, natural

Trigger A creature begins its turn in a vacuum
Attack +20 vs. Fortitude Defense
Damage 1d6, and the target moves –2 steps on the condition track (*Miss*: No damage, and the target moves –1 step on the condition track)
Special Attack Automatic hit on attacks against unconscious targets
Damage 1d6 cumulative; if this damage equals or exceeds the target's damage threshold, the target dies.
Recurrence On trigger

Skills

Endurance (DC 10): The character holds his or her breath for 1 round, reducing the vacuum's attack roll by 10. Each round the character holds his or her breath in this manner, the check DC increases by 2.

Special

A creature cannot move back up the condition track until it is returned to a breathable atmosphere.

Disease, Cardooine Chills — CL 2

This disease is common throughout the galaxy and is typically only an inconvenience.

Atmospheric, disease, natural

Trigger A creature is exposed to the disease
Attack +4 vs. Fortitude Defense
Damage 1d6, and the target moves –1 persistent step on the condition track
Recurrence Daily, until treated

Skills

Knowledge (life sciences) (DC 14): The character identifies the disease.

Treat Injury (DC 15; requires medical kit): The character treats the disease.

Special

Once a creature has been exposed to the Cardooine chills and the disease has been treated, that creature cannot contract the disease again.

Disease, Krytos Virus — CL 5

This genetically engineered virus was produced by the Empire to target non-Humans.

Atmospheric, disease, natural

Trigger A creature is exposed to the disease
Attack +10 vs. Fortitude Defense
Damage 2d6, and the target moves –1 persistent step on the condition track
Recurrence Daily, until treated

Skills

Knowledge (life sciences) (DC 21): The character identifies the disease.

Treat Injury (DC 21, or DC 16 with bacta tank; requires medical kit): The character treats the disease.

Special

The Krytos virus takes a –5 penalty to attack rolls against Humans. Once a creature has been exposed to the Krytos virus and the disease has been treated, that creature cannot contract the disease again.

Explosive Charge — CL 5

An explosive detonates when triggered by a timer.

Area, artificial, energy

Trigger The explosive's timer expires; targets all creatures, droids, and objects in a 1-square burst radius
Attack +10 vs. Reflex Defense
Damage 10d6 (*Miss*: Half damage)
Recurrence None

Skills

Mechanics (DC 16): The character disarms the explosive charge.

Explosive Trap, Detonite — CL 2

An explosive detonates when triggered by a timer.

Area, artificial, energy

Trigger The explosive's timer expires; targets all creatures, droids, and objects in a 1-square burst radius
Attack +10 vs. Reflex Defense
Damage 5d6 (*Miss*: Half damage)
Recurrence None

Skills

Mechanics (DC 14): The character disarms the explosive trap.

Extreme Heat or Cold — CL 4

Extreme heat or cold can punish those who are unprepared for it.

Natural

Trigger A creature is exposed to extreme heat or cold
Attack +6 vs. Fortitude Defense
Damage 2d6, and the target moves –1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Hourly

Special

A creature that has taken damage from extreme heat or cold cannot regain hit points or move up the condition track until it spends at least 1 hour in a normal environment. Heavy clothing or armor provides a +5 equipment bonus to Fortitude Defense to resist extreme cold but imposes a –5 penalty to Fortitude Defense to resist extreme heat.

Fire — CL 3

When clothing or objects catch fire, they continue to burn and take fire damage.

Artificial or natural, fire

Trigger A creature, a droid, or an object takes fire damage
Attack +5 vs. Fortitude Defense
Damage 1d6 fire (*Miss*: Half damage)
Recurrence Each round at the start of the target's turn, until the flames are extinguished (a full-round action)

Poison, Dioxis — CL 8

Dioxis is an inhaled gas often used in assassinations.

Atmospheric, natural, poison

Trigger A creature is exposed to the poison
Attack +10 vs. Fortitude Defense
Damage 4d6, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 23; requires medical kit): The character treats the poison.

Poison, Knockout Drops — CL 2

When put into food or drink, this poison renders a target unconscious.

Artificial, ingested, poison

Trigger A creature ingests the poison
Attack +4 vs. Fortitude Defense
Damage The target moves –1 step on the condition track
Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 14; requires medical kit): The character treats the poison.

Poison, Paralytic — CL 5

An injected poison renders a target immobile for a short time.

Artificial, contact, poison

Trigger A creature is injected with the poison
Attack +10 vs. Fortitude Defense
Damage The target moves –1 step on the condition track
Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 16; requires medical kit): The character treats the poison.

Special

A creature moved to the bottom of the condition track by this poison is immobilized but does not fall unconscious.

Smoke — CL 2

Smoke obscures creatures' vision, causes them to choke, and burns their eyes.

Atmospheric, natural

Trigger A creature begins its turn in smoke
Attack +4 vs. Fortitude Defense
Damage 1d6, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence On trigger

Special

Smoke grants concealment to creatures and objects within it.

Space Sickness — CL 1

In zero gravity, some creatures have a hard time maintaining their internal equilibrium.

Natural

Trigger A creature is exposed to weightlessness
Attack +0 vs. Fortitude Defense
Damage The target moves –1 persistent step on the condition track
Recurrence Once, after 8 hours

Skills

Treat Injury (DC 20): The character removes the persistent condition.

Special

The persistent condition from space sickness is removed from a creature after 8 hours of rest.

Trash Compactor — CL 10

The powerful walls of the trash compactor crush anything trapped inside.

Artificial

Trigger A creature, a droid, or an object begins its turn inside a trash compactor that has closed completely
Attack Automatic hit
Damage 10d6
Recurrence On trigger

Special

A trash compactor takes 10 rounds to close, remains closed for 5 rounds, and takes 10 rounds to open fully once more.

Turret, Blaster — CL 2

This automated turret blasts enemies that come within its range.

Artificial, energy

Trigger The turret detects a creature or a droid within its line of sight
Attack +4 vs. Reflex Defense
Damage 3d6 energy
Recurrence Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Perception check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

Turret, Blaster Rifle — CL 3

This automated turret blasts enemies who come within its range.

Area, artificial, energy

Trigger The turret detects a creature or droid within its line of sight; targets all creatures in a 2×2-square area
Attack +5 vs. Reflex Defense
Damage 3d8 energy (*Miss*: Half damage)
Recurrence Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Perception check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

AQUATIC HAZARDS

Adventures in environments such as the homeworlds of species like the Mon Calamari or underwater cities like those of the Gungans provide opportunities for exciting aquatic scenes. You can use the following hazards to add a new dimension of danger to those watery environs.

Crashing Waves — CL 1

Waves of water crash into the shore where you stand, threatening to drag you out when they recede.

Natural

Trigger A creature or a droid is within the area of the hazard on the hazard's initiative count
Attack +4 vs. Fortitude Defense
Damage The target is knocked prone and slides one square toward the source of the waves
Recurrence Each round, on initiative (Initiative +5)

Skills

Acrobatics (DC 13): The character can make an Acrobatics check as a reaction to avoid being knocked prone by the waves.

Crashing waves occur along the shore of an ocean, an inland sea, or another large body of water. When placing this hazard, the GM should choose a direction from which the waves come. This is the direction in which targets affected by the hazard are pulled.

Rough Waters — CL 3

The wind whips across the water, causing whitecaps and tumultuous conditions.

Natural

Trigger A creature begins its turn swimming in the area of the hazard, or the pilot of an aquatic vehicle starts his or her turn in the area of the hazard
Attack +5 vs. Fortitude Defense
Damage 2d8+2 (*Miss*: Half damage)
Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 14): The character identifies the presence of rough waters and recognizes the hazard's effects on swimming creatures and aquatic vehicles.
Pilot (DC 14): The pilot of an aquatic vehicle affected by rough waters can make a Pilot check as a reaction to avoid the rough waters.
Swim (DC 14): The character can make a Swim check as a reaction to avoid the effects of the rough waters.

Undertow — CL 4

Underwater currents can suck swimmers down into the depths, keeping them there until it is too late.

Natural

Trigger A creature begins its turn swimming in deep water
Attack +6 vs. Fortitude Defense
Damage The target is pulled 6 squares deeper underwater, and it is immobilized until the start of its next turn (*Miss:* The target is pulled 3 squares and is not immobilized)

Recurrence On trigger

Skills

Swim (DC 16): The character can make a Swim check as a reaction to keep from being affected by the undertow.

Special

A creature that is pulled underwater by undertow begins to drown. See the Endurance skill (page 66 of the Saga Edition core rulebook) for information on holding your breath as well as on the effects of drowning.

Whirlpool — CL 8

Tidal forces stir up a dangerous whirlpool, whipping anything caught in the whirlpool around and threatening to tear it apart.

Natural

Trigger A creature or a droid begins its turn swimming in the area of the hazard, or the pilot of an aquatic vehicle starts his or her turn in the area of the hazard

Attack +10 vs. Fortitude Defense

Damage 2d10+3, and the target is moved 2 squares in a direction of the GM's choice (*Miss*: Half damage, and the target is moved 1 square)

Recurrence On trigger

Skills

Pilot (DC 18): The pilot of an aquatic vehicle caught in a whirlpool can make a Pilot check as a reaction to avoid the whirlpool.

Swim (DC 18): The character can make a Swim check as a reaction to avoid the effects of the whirlpool.

Special

Each square within the area of the whirlpool is considered difficult terrain.

A creature, a droid, or a vehicle caught in a whirlpool is subject to its strong tidal forces. When creating this hazard, the GM should choose the direction in which the water in the area of the whirlpool is moving. This is the direction in which targets affected by the hazard are moved.

Arctic Hazards

The first scenes of *The Empire Strikes Back* show the Rebellion's remote base on the ice planet of Hoth. The heroes have to deal with plummeting temperatures, avoid wandering wampas, and keep their tauntauns alive in the untamed arctic wilderness. Along the way, the Rebels encounter a number of other hazards in their efforts to keep their presence hidden. This section presents some of the dangers that might be encountered by heroes in an arctic environment. The extreme cold hazard presented earlier is also suitable for this environment.

Avalanche — CL 10

The ground rumbles as the surface above you begins cascading down at high speed.

Natural

Trigger A creature, a droid, or an object within the area of the hazard fires a weapon that makes noise; targets any creature, droid, or object in the area of the avalanche

Attack +12 vs. Reflex Defense

Damage 2d8+1, and the target moves –1 step on the condition track

Recurrence Each round at the start of the target's turn, as long as the target remains within the area of the avalanche

Skills

Knowledge (physical sciences) (DC 24): The character identifies the weak shelf that could cause the avalanche.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target is buried under the avalanche.

Being caught in an avalanche during combat is sure to change the nature of battle, as the heroes and their foes scramble to get out of the path of the avalanche. The sound of a blaster discharge is enough to set an avalanche in motion, so this hazard is likely to be triggered by combat.

Blizzard — CL 3

A severe snowstorm blinds you and makes it difficult for you to move.

Atmospheric, natural

Trigger A creature starts its turn in a blizzard

Attack +5 vs. Fortitude Defense

Damage 2d4+1, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Hourly

Skills

Endurance (DC 24): The character forces himself or herself to move through the storm, gaining a +5 circumstance bonus to Fortitude Defense against the blizzard.

Knowledge (physical sciences) (DC 14): The character identifies the blizzard before it reaches him or her.

Special

A blizzard grants concealment to creatures, droids, and objects within it.

Traveling through a blizzard without outside aid can easily cause a group of heroes to stray off course and become lost. With the large amount of snow falling during such a storm, even sensors and radios become less effective. If the heroes are trying to find their way back to a ship or a base, they might suffer the frustration of knowing that they are close but are still unable to penetrate the storm.

A blizzard is a good way to sneak in surprises for a party of heroes trekking across frozen plains. For example, a well-hidden wampa or a squad of enemies might lurk just behind some large snowdrifts, or another hazard such as a frozen lake (below) can increase the danger.

Freezing Rain — CL 4

You are pelted by tiny pieces of ice and drenched by rain that chills you to the bone.

Atmospheric, natural

Trigger A creature begins its turn within a storm of freezing rain; an object within the hazard is subject to a special effect

Attack +6 vs. Fortitude Defense

Damage 2d6, and the target moves –1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Every 10 minutes

Skills

Endurance (DC 26): The character forces himself or herself to move through the storm, gaining a +5 circumstance bonus to Fortitude Defense against the freezing rain.

Knowledge (physical sciences) (DC 16): The character identifies the freezing rain before it reaches him or her.

Special

A creature that gains a persistent condition resulting from this hazard cannot move up the condition track until it spends at least 1 hour resting in a normal environment.

Any object exposed to this hazard for at least 1 hour becomes difficult to use because of ice build-up; until the ice is removed, attack rolls and skill checks that involve the use of the affected object take a –2 penalty.

Not only does freezing rain affect unprotected creatures caught in the middle of the storm, but the precipitation coats objects, including buildings and vehicles, with ice that makes their use more difficult. Due to the inconvenience this hazard causes, freezing rain makes a good cover through which enemies can approach a group of heroes or an unsuspecting installation.

Frozen Lake — CL 6

The opposite shore of the frozen lake appears quite distant, but the hard surface looks safe enough.

Natural

Trigger A creature begins its turn on the frozen lake; attacks all targets in a 4×4-square area centered on the triggering creature

Attack +8 vs. Reflex Defense

Damage 2d12 (*Miss*: Half damage)

Recurrence On trigger and on each subsequent round at the start of the target's turn, until the target is rescued

A BLIZZARD ON HOTH



Skills

Jump (DC 27): The character attempts to leap across the weakened area of the ice, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.

Perception (DC 22): The character locates a weakness in the frozen surface and surmise that too much weight could cause it to break.

Special

A creature that falls through the ice and is subsequently rescued cannot regain hit points until it spends at least 1 hour resting in a normal environment.

On a frigid world such as Csilla or Hoth, the chances of a character breaking through a thick layer of ice while walking across the frozen surface of a lake seem slim. This hazard, however, represents a series of underwater geysers that have been heated by the planet's core and shoot boiling water up toward the surface. As a result, the ice covering the lake has become thin and weakened in areas. Since the superheated water rises in random locations, any part of the lake's surface might be affected. At any time, a creature moving across the surface might step onto a thin patch of ice and fall through.

Icy Cliffs — CL 9

A jagged wall of ice and rock looms over you.

Natural

Trigger A creature or a droid begins its turn on the icy cliffs

Attack +11 vs. Reflex Defense

Damage 1d6 for every 3 meters a target falls

Recurrence Each round at the start of the target's turn, as long as the target remains on the icy cliffs

Skills

Acrobatics (DC 18): The character uses tumbling skills to slow his or her descent, reducing the distance he or she falls by 3 meters.

Climb (DC 32): The character ascends the icy cliffs more effectively, gaining a +5 bonus to Reflex Defense against the hazard.

Knowledge (tactics) (DC 23): The character plots a course up the cliffs that minimizes the effects of the hazard, granting everyone in the party a +1 circumstance bonus to Reflex Defense against the hazard.

Special

Any creature or droid that is successfully attacked by the hazard loses its grip on the cliffs and falls.

Although the heights of different cliffs can vary, an icy cliff must be at least 10 meters tall to qualify as a hazard of this type.

Icy Ground — CL 2

The slick surface of the ice makes any movement a gamble.

Artificial or natural

Trigger A creature, a droid, or a wheeled vehicle crosses the icy ground
Attack +4 vs. Reflex Defense
Damage 2d10
Recurrence On trigger

Skills

Jump (DC 19): The character leaps over the ice, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Pilot (DC 14): When operating a wheeled vehicle, the character maintains control of the vehicle even if the hazard's attack is successful.

Stealth (DC 24): Using the same technique used for moving silently, the character can move at half speed and is not affected by the hazard's attack.

Special

Immediately after the hazard's successful attack, the target is knocked prone, ending its move action. The target must spend a move action to stand up. As the target attempts to regain its footing, the hazard makes an attack of opportunity against the target with a –5 penalty. If the attack is successful, the target slips on the ice and falls prone again, but it takes no extra damage.

Attacks made by this hazard can be avoided if the target is using equipment that grants better traction on icy surfaces. Spiked footwear, for example, provides a hero with the means to keep his or her balance on slippery surfaces and to avoid the hazard's attack. Heroes riding in a vehicle that does not touch the ground are not affected by the hazard's attack.

Arid/Desert Hazards

The sites of desert worlds such as Tatooine are familiar to us; the *Star Wars* movies depict Mos Eisley, Mos Espa, the Lars homestead, and other locales. Of course, those landmarks do not represent everything that can be found on arid planets. A variety of desert hazards pose a danger to heroes who must travel through regions of dry wilderness, including the extreme heat hazard presented earlier in this chapter.

Dust Devil — CL 5

A huge whirlwind of dust and sand threatens to engulf you.

Area, natural

Trigger A creature begins its turn within 3 squares of the dust devil
Attack +7 vs. Reflex Defense
Damage 2d10+1 (*Miss*: Half damage)
Recurrence Each round at the start of the target's turn, as long as the target is within 3 squares of the dust devil

Skills

Acrobatics (DC 26): The character reduces the effects of being thrown by the dust devil's special effect, taking half damage if the hazard hits the character and one-quarter damage if it misses.

Perception (DC 16): The character spots the dust devil before it reaches him or her.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, at the end of the round, the target is sucked into the whirlwind and thrown 12 squares. Upon landing, the target takes an additional 3d8 points of damage.

A dust devil can draw in just about anything. Most creatures that hear its unmistakable whistling winds and notice its obvious presence will do everything in their power to avoid it. A dust devil is best used in situations when the heroes cannot flee, such as during a climactic battle at the end of a long journey. While the combat rages, the whirlwind can cut a path across the battlefield, attacking everything in its way.

A Krevaaki Jedi uses the Force to protect his allies from a rock slide.



Loose Sand — CL 1

The sand beneath your feet shifts as you move, making progress difficult.

Natural

Trigger A creature or a droid begins its turn in loose sand
Attack +3 vs. Reflex Defense
Damage 2d8+1
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the loose sand

Skills

Acrobatics (DC 18): The character tumbles through the sand to reach more stable ground, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 23): The character attempts to leap out of the loose sand, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 13): The character notices that the sand appears loose.

Special

If the hazard's attack is successful, the target is restricted to one move action per round, but the target cannot leave its square because it is unable to find secure footing. If the hazard's attack fails, the target can leave its square.

Technically, all sand in a desert is loose, but some areas are less tightly packed than others. Creatures unfortunate enough to stand in such an area have a hard time moving out of it. Placing loose sand atop a dune or in the middle of a dry riverbed could put the heroes in a position where they have little or no cover against enemies that find them.

Rock Slide — CL 9

A large mass of rocks and boulders tumbles down the mountainside toward you.

Artificial or natural

Trigger A creature or a droid within the area of the hazard fires a weapon that makes noise; targets any creature, droid, or object in the area of the rock slide
Attack +11 vs. Reflex Defense
Damage 2d12+1
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the rock slide

Skills

Knowledge (physical sciences) (DC 23): The character determines from the surroundings that the area might be unstable. A minor seismic quake, a shot from a blaster bolt, or an explosive could cause a rock slide.

Survival (DC 28): After observing the area, the character finds a few places where he or she could take cover during a rock slide, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Rock slides can be particularly dangerous to a group of heroes. Their enemies can start a rock slide intentionally and perhaps even direct its path by placing artificial structures to funnel the rocks or by using the Force to move boulders onto a desired course. In addition, you can use a rock slide to steer heroes in a particular direction.

Sandstone Pillars CL 6

Naturally carved stone pillars are the only way to cross the span of the canyon. They don't look very stable.

Natural

Trigger A creature or a droid begins its turn on a pillar
Attack +8 vs. Reflex Defense
Damage 2d12
Recurrence Each time the target reaches a new pillar

Skills

Acrobatics (DC 27): The character works to keep his or her balance while moving from pillar to pillar, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 27): As the character leaps to the next stone pillar, he or she aims for the center to avoid destabilizing it. By doing so, the character gains a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 22): The character spots a possible weakness in the pillar ahead and avoids it, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Special

A line of 1d4+2 pillars creates a path to the other side of the ravine.

To reach the other side of a canyon, the heroes must move across a series of tall sandstone pillars. The top surfaces of the pillars are mostly flat, but wind erosion has thinned the stone to the point that the towers are unstable. The heroes discover this when a pillar shifts slightly when a hero lands on it, which might cause the hero to lose his or her balance and fall to the canyon floor below. If enemies are in pursuit, the heroes might leap hastily from pillar to pillar in an attempt to cross the canyon quickly, putting their lives in even more peril.

Sandstorm CL 4

The sand whips past you at blinding speed, eroding any exposed objects or flesh.

Area, atmospheric, natural

Trigger A creature, a droid, or an object begins its turn in a sandstorm
Attack +6 vs. Fortitude Defense
Damage 2d10+1 (*Miss*: Half damage)
Recurrence Hourly

Skills

Knowledge (physical sciences) (DC 21): The character determines that the incoming cloud is a violent sandstorm, and all members of the group gain a +1 circumstance bonus to Fortitude Defense against the hazard.

Perception (DC 16): The character detects the sandstorm before it reaches him or her.

Special

A sandstorm grants concealment to creatures and objects within it. Any target wearing a sealed protective suit is not affected by this hazard.

Creatures caught in the middle of a sandstorm face a number of problems. Aside from the large volume of sand blowing across open surfaces and bare flesh at high speeds, the storm hinders vision. Enemies several meters away who could be seen clearly under normal conditions can barely be seen during a sandstorm, if at all. A sandstorm can be a challenging place for combat—or it can present a chance for creatures to make their escape from foes.

Sarlacc Pit CL 12

In this pit, a sarlacc waits to capture and ingest prey.

Natural

Trigger A creature begins its turn in a square occupied by the hazard
Attack +14 vs. Reflex Defense
Damage 4d6+2
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the sarlacc pit

Skills

Acrobatics (DC 26): The character avoids the sarlacc's tentacles, but he or she still takes damage from the attack.

Climb (DC 31): The character manages to climb 1 square closer to the edge of the pit.

Knowledge (life sciences) (DC 21): The character identifies the sarlacc pit before he or she reaches it, gaining a +5 circumstance bonus to Reflex Defense against the hazard's attacks.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the sarlacc grabs the target and pulls it to the bottom of the pit at a rate of 2 squares per round. If the target reaches the bottom of the pit, it is ingested.

Whether a creature is standing at the edge of the large pit or on a plank extended from a skiff floating over it, looking into a sarlacc pit is enough to incite fear. For most heroes, stumbling across a sarlacc is enough of an encounter in itself as they struggle to climb out of the pit and away from the hungry maw of the creature. They could also chase enemies into the pit (or be chased into it themselves), or they could find a victim that needs to be saved from being digested over a period of a thousand years. Alternatively, the heroes could be captured by their enemies (as in *Return of the Jedi*) and must escape being fed to the sarlacc.

Forest/Jungle Hazards

Regardless of the world, forests and jungles teem with many different kinds of life, from the smallest furry rodents to beasts as large as rancors. Hazardous elements force the residents of these ecosystems to struggle for survival. The hazards presented below represent only a sample of what might be found in the forests and jungles the heroes visit.

Animal Trap — CL 3

This device is designed to entrap a wild creature.
Artificial, contact

Trigger A creature enters a square occupied by a trap
Attack +5 vs. Reflex Defense
Damage 2d4+1, and the target moves –1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence On trigger

Skills
Perception (DC 14): The character detects the trap before he or she reaches it, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.
Mechanics (DC 24): The character successfully disarms the trap.
Survival (DC 19): The character determines which type of creature the trap is designed to capture. For the next hour, the character gains a +1 bonus to attempts to spot that creature.

Special
A creature that gains a persistent condition resulting from this hazard cannot move up the condition track until it spends at least 1 hour resting in a normal environment.

Used throughout the galaxy, animal traps can also catch creatures for which they are not designed. Setting an animal trap in the middle of a clearing and baiting it with food might work to catch some carnivorous species, but most traps are hidden in tall grass or similar undergrowth.

Carnivorous Plants — CL 6

A large plant uses its vinelike tentacles to consume living creatures.
Natural

Trigger A creature begins its turn within 3 squares of a carnivorous plant
Attack +8 vs. Reflex Defense
Damage 2d12
Recurrence Each round at the end of the target's turn, while the target is within 3 squares of the plant

Skills
Acrobatics (DC 22): As a reaction, the character avoids being grabbed when attacked by the plant, but he or she stills take damage.
Knowledge (life sciences) (DC 22): The character identifies the plant as carnivorous and knows that it will attack if he or she gets too close, gaining a +2 circumstance bonus to Reflex Defense against the hazard.
Stealth (DC 27): When the character begins his or her turn within 3 squares of the plant, the character avoids being detected by the plant for 1 round.

Special
If the plant's attack roll exceeds the target's Reflex Defense by 5 or more, the target is grabbed and pulled toward the plant at a rate of 1 square per round. If the target reaches the plant, the target is swallowed and can be freed only by destroying the plant (Reflex Defense 8, Fortitude Defense 14).

Beings that erect permanent installations in forests or jungles often place carnivorous plants along commonly used paths as natural guardians and as a first line of defense against interlopers. Some beings might even bring them indoors for extra security.

Flooded River — CL 4

The water in the river is high, and the current is strong enough to sweep you away.
Natural

Trigger A creature begins its turn in the river
Attack +6 vs. Reflex Defense
Damage 2d10+1
Recurrence Each round at the start of the target's turn, while the target is in the river

Skills
Survival (DC 21): The character locates the narrowest point at which to cross the river. The character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the hazard.
Swim (DC 26): The character swims at its normal swim speed, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special
If the river's attack roll exceeds the target's Reflex Defense by 5 or more, the target is swept up in the current, moves downstream at a rate of 6 squares per round, and is unable to control the direction of its movement.

Combining a flooded river hazard with a waterfall hazard adds an extra level of risk for any creatures caught up in the flow, especially if they are involved in combat in the water and are not paying attention to where they are going.

Low-Hanging Branches CL 2

A number of branches covered in jagged razorvine hang down in your path, making it difficult to maneuver past them safely.

Natural

Trigger A creature enters a square in which the hazard is located
Attack +4 vs. Reflex Defense
Damage 2d10
Recurrence On trigger

Skills

Perception (DC 14): The character detects the branches as he or she approaches, gaining a +5 bonus to Reflex Defense to avoid them.

Special

For targets riding on a creature or in a vehicle that does not provide total cover, the hazard's damage is 2d10×2.

Running into branches while traveling through a forest or jungle is never pleasant, especially when moving at high velocity on a speeder bike or a riding beast. Although branches cause problems on their own—especially those covered with sharp vines—some beings find ways to use the limbs as makeshift weapons, pulling them back and releasing them as opponents run or ride past. Clever manipulators also use low-hanging branches to divert their foes toward another trap planted along a path that looks more appealing.

Quicksand CL 8

A deep bog is covered with sand and other natural objects, making it virtually unnoticeable.

Natural

Trigger A creature begins its turn in a square occupied by the hazard
Attack +10 vs. Reflex Defense
Damage 2d8, and the target moves –1 step on the condition track
Recurrence On trigger

Skills

Perception (DC 23): The character detects the quicksand before he or she reaches it, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard. This bonus stacks with the bonus he or she receives from a successful Survival check against the hazard.

Survival (DC 23): The character determines the boundaries of the quicksand and gains a +5 circumstance bonus to Reflex Defense to avoid the hazard. This bonus stacks with the bonus he or she receives from a successful Perception check against the hazard.

Swim (DC 28): The character escapes from the quicksand at the end of the round.

Special

A creature caught in quicksand sinks into it over a period of 5 rounds. If the creature fully sinks into the quicksand, it can hold its breath for a number of rounds equal to its Constitution score before it must begin making Endurance checks to continue to hold its breath (see page 66 of the Saga Edition core rulebook).

The hidden danger of quicksand can be exploited by beings fighting in forests or jungles. Aside from its most obvious use as a trap, quicksand can also be an excellent hiding place—as long as those using it can get out in a reasonable amount of time. Quicksand can also serve as an obstacle preventing heroes from obtaining a specific item or artifact. If the desired item is cast into the quicksand, at least one of the heroes must risk his or her life to retrieve it.

Thornbushes CL 2

A large patch of sharp thornbushes blocks your path.

Natural

Trigger A creature begins its turn in the thornbushes
Attack +4 vs. Reflex Defense
Damage 2d10 (*Miss:* Half damage)
Recurrence Each round at the start of the target's turn, while the target is in the thornbushes

Skills

Jump (DC 19): The character jumps over the thornbushes, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Perception (DC 14): The character locates a part of the bushes that is less densely packed with thorns, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Stealth (DC 19): The character minimizes his or her contact with the thorns while moving through the bushes. As the character moves, his or her speed is reduced by half and the character takes half damage from a successful attack by the thorns (and no damage from a miss).

Special

This hazard can be avoided by cutting through the thornbushes with an edged tool, a melee weapon, or a lightsaber.

An individual thornbush is not very threatening, but an entire field of thornbushes can give even the hardiest soldier pause. A large patch could be used in a variety of ways. For example, the middle of the thorns could be the home for a pack of wild beasts that attack any creatures that disturb them. Thornbushes could cover a minefield that has been seeded with explosives by the heroes' enemies. Thornbushes can also provide concealment for anyone hiding in the thicket.

Indoor/Urban Hazards

Even in areas where sentient beings have conquered nature and built cities, heroes are not entirely safe from harm. These bastions of civilization, with all the facilities and services they offer, bring a whole new set of hazards that make urban settings as dangerous as any wild region. The sample hazards below can be used with any number of artificial structures. Some are meant to be encountered outdoors, whereas others are more appropriate inside buildings.

Crowd — CL 2

A multitude of beings assembled in one place threaten to block your way, sweep you along, or trample you.

Natural

Trigger A creature begins its turn in the crowd
Attack +4 vs. Reflex Defense
Damage 2d10
Recurrence Each round at the start of the target's turn, as long as the target is in the crowd

Skills

Knowledge (social sciences) (DC 24): The character predicts the direction in which various elements within the crowd will move, gaining a +5 bonus to Reflex Defense against the hazard.

Persuasion (DC 19): The character convinces the crowd to clear a path for the character and his or her allies, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

The general attitude of the crowd can help or hinder the efforts of creatures trying to move through it. Table 4-3 determines the modifiers (if any) that creatures receive on attempts to make their way through a crowd.

Table 4-3: Crowd Attitude Steps

ATTITUDE	EFFECT ON CROWD
Hostile	+5 bonus to attack roll and +1d10 points of damage
Unfriendly	+2 bonus to attack roll
Indifferent	No effect
Friendly	-2 penalty to attack roll
Helpful	-5 penalty to attack roll and -1d10 points of damage

Although a crowd is made up of a large number of individuals, it acts as a single organism when presented with certain stimuli. The crowd can react to the presence of creatures interfering with its business in a variety of ways, depending on its feelings toward the intruders and what they represent. Beyond that, creatures can blend into the crowd to hide from their enemies. They can also manipulate a crowd into serving as a secondary defense—for example, creatures can try to set the crowd against their pursuers, especially if the crowd favors the ones being chased or becomes convinced that the pursuers oppose something the crowd supports.

Electrified Fence — CL 5

The metal fence before you crackles with energy.

Artificial, contact, energy

Trigger A creature or a droid touches the fence
Attack +7 vs. Reflex Defense
Damage 2d6, and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each round at the start of the target's turn, as long as the target is in contact with the fence

Skills

Acrobatics (DC 21): The character tumbles away from the fence, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Jump (DC 26): The character leaps over the fence without taking damage.

This hazard can be as simple as an electrified chain-link fence, or it can take forms such as a powered metal wall, a series of lethal laser beams spanning the gap between relay posts, or a force field that seals off a particular area up to a certain height. Combatants can use the hazard to keep their opponents at bay while firing at them from relative safety. The hazard can also keep creatures confined to a specific area and prevent them from fleeing.

Exposed Plasma Conduit — CL 9

A channel for moving superheated plasma has been ruptured, spilling its contents into the open.

Artificial or natural, contact, fire

Trigger An attack misses a target in a square adjacent to the exposed conduit, setting it off
Attack +11 vs. Reflex Defense
Damage 2d8, and the traget moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each round at the start of the target's turn, as long as the target is in the area of the plasma spill

Skills

Jump (DC 23): The character leaps over or away from the spilled plasma, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Treat Injury (DC 18; requires a medpac): The character treats an injured creature for plasma burns.

Use Computer (DC 28): The character slices into the control network and diverts the plasma flow away from the area, negating the hazard.

Plasma conduits are most commonly encountered within manufacturing facilities or power plants, but they can appear anywhere that plasma is used. Since the means of transporting this superheated material must be very strong to prevent its accidental release, ruptures are rare. Most of the time, combatants who seek to use this hazard to their advantage will create it by shooting the conduit themselves. Then they use the unexpected danger as a diversion to keep their enemies occupied while they flee, or they let the plasma create a means of escape by burning through the floor.

Malfunctioning Blast Door — CL 4

A blast door opens and closes on its own at lightning speed and at random intervals.

Artificial

Trigger A creature or a droid attempts to move through the blast door while it is open

Attack +6 vs. Reflex Defense

Damage 2d6, and the target moves –1 step on the condition track

Recurrence Special

Skills

Acrobatics (DC 26): The character dives through the opening, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Mechanics (DC 21): The character fixes the blast door so that it no longer operates erratically.

Use Computer (DC 21): The character bypasses the controls for the blast door and forces it to remain open.

Special

Each round, the blast door opens on a random initiative count and closes on another random initiative count; the Gamemaster makes each initiative check for the door.

A malfunctioning blast door that does not stay open or closed upon request can be used in a number of ways beyond simply endangering the heroes. The door can provide cover for those on one side or the other, allowing weapons fire to pass through only during the times in each round that the door is open. In addition, combatants can use the blast door to slow foes down while they try to get away.



Production Assembly Line — CL 12

A massive network of machines is in full production; moving through the room would be extremely dangerous.

Artificial

Trigger A creature or a droid begins its turn within the area of the assembly line

Attack +14 vs. Reflex Defense

Damage 4d6+2

Recurrence Each round at the start of the target's turn, as long as the target is within the area of the assembly line

Skills

Acrobatics (DC 26): The character twists and rolls between the mechanisms, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Mechanics (DC 31): The character sabotages the equipment as he or she moves through it, imposing a –5 penalty to the hazard's attacks.

Use Computer (DC 31): Slicing into the controls, the character shuts down the assembly line.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target becomes pinned on the assembly line. The hazard gains a +5 bonus to attack rolls against the target until the target escapes being pinned.

Creatures trying to move through a production assembly line face a number of problems. The line itself, where products are assembled, usually has enough space for creatures to maneuver and possibly fight against opponents. The mechanisms that run the line provide creatures with cover or concealment during a firefight. In addition, the items being assembled might be weapons, tools, or other objects that combatants can use during battle.

Speeder Traffic CL 8

Dozens of speeders zip by as you attempt to cross to the other side of the thoroughfare.

Artificial

Trigger A creature or a droid begins its turn in speeder traffic
Attack +10 vs. Reflex Defense
Damage 4d6
Recurrence Each round at the start of the target's turn, as long as the target is in speeder traffic

Skills

Acrobatics (DC 23): The character weaves and tumbles through the traffic, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 23): The character jumps out of the way of an oncoming speeder or makes an effort to leap from one speeder to another, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 18): The character watches carefully for oncoming speeders, gaining a +1 circumstance bonus to Reflex Defense against the hazard's attacks.

The last thing that speeder pilots want to see in their path is a bunch of creatures in the middle of a fight. Nevertheless, combatants who find themselves in speeder lanes can use the vehicles in a variety of ways. If combatants put the speeders between themselves and their opponents, the vehicles can provide cover or prevent their foes from reaching them. If the combatants join the traffic to continue their battle between or atop the vehicles, they can use the speeders as island platforms from which to launch their assaults.

Space Hazards

Star Wars would not be the same without the events that take place in space, such as the Battle of Yavin or the chase through the asteroid field in *The Empire Strikes Back*. Even though most of space is void of substance, areas exist that can be hazardous to vessels and their occupants. For most of the space hazards described below, the damage dealt has a ×2 multiplier for starfighters and space transports. For capital ships, change the damage multiplier to ×5.

Asteroid Field CL 10

"The possibility of successfully navigating an asteroid field is approximately 3,720 to 1." – C-3PO

Atmospheric, natural

Trigger A vehicle begins its turn in an asteroid field
Attack +12 vs. Reflex Defense
Damage 4d6×2
Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the asteroid field

Skills

Perception (DC 19): The character notices asteroids heading toward the vehicle.

Pilot (DC 28): The character tries to avoid hitting any asteroids for 1 round, gaining a +5 circumstance bonus to the vehicle's Reflex Defense to avoid the incoming rocks.

An asteroid field holds a lot of potential for space encounters. If creatures are willing to risk the asteroids and find a large enough rock, they could hide within the field and wait to ambush unsuspecting foes. The asteroid field could also be used as a line of defense for a group that sets up a base of operations inside one of the larger asteroids. Alternatively, the heroes could pick up a distress call from a vessel trapped within the field and try to help it escape. Of course, an asteroid field makes a good backdrop for a high-speed chase scene as well.

Black Hole CL 20

The gravity well of this collapsed star is so strong that not even light can escape.

Natural

Trigger A vehicle begins its turn in the gravity well of the black hole
Attack +22 vs. Fortitude Defense
Damage 4d8×2, and the vehicle moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the black hole

Skills

Mechanics (DC 36): The character works diligently to keep the ship from breaking apart, granting the vessel a +2 equipment bonus to Fortitude Defense against the black hole.

Pilot (DC 36): The character fights the severe pull of gravity and flies the vehicle toward safety, moving 1 square away from the center of the hazard.

Use Computer (DC 31): The character detects the black hole on the vehicle's sensors, granting a +2 circumstance bonus to the crew's Mechanics checks and Pilot checks when dealing with the hazard.

Special

The event horizon for the black hole covers an area with a 10-square radius (starship scale) centered on the black hole's central square. Within the event horizon, missiles and torpedoes are ineffective, and attacks with laser weapons take a –20 penalty.

Black holes are among the most dangerous cosmic objects known to exist; even the Star Destroyers of the Galactic Empire steer clear of them. What could bring a group of heroes to such a place? Perhaps they must attempt to rescue the crew of a research station being held hostage by pirates, or raid a secret military installation positioned in a barely stable orbit. Combat just on the edge of the event horizon might be possible, but any ship that falls into the gravity well of the black hole must escape or fall victim to the hazard's crushing power.

Depressurization — CL 7

The air in your compartment rushes into the vacuum of space.

Artificial, atmospheric

Trigger An opening is created between outer space and a compartment containing creatures; targets any creature within the area of depressurization
Attack +9 vs. Fortitude Defense
Damage 2d6+1, and the creature moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each round at the start of the target's turn, as long as the target is within the area of depressurization

Skills

Endurance (DC 22): The character manages to control his or her breathing despite the decreasing amount of air in the area, gaining a +2 circumstance bonus to Fortitude Defense against the hazard.

Special

After 1d6+4 rounds, the air is completely vented, changing the hazard to atmosphere, vacuum.

Intentionlly depressurizing a room is a last-ditch strategy, since it often results in death for anyone in the chamber at the time. But desperate combatants can try to use the hazard to their advantage during battle. For example, they can force their enemies into space, or they can escape from the depressurizing room through an airlock into a normal area and seal the hatch behind them.

Micrometeor Shower — CL 5

This dense area of debris is so thick with micrometeors that your deflector shields cannot repel them all.

Artificial or natural, atmospheric

Trigger A vehicle begins its turn within a micrometeor shower
Attack +7 vs. Fortitude Defense
Damage 2d10+1
Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the micrometeor shower

Skills

Use Computer (DC 16): The character configures the shields to "double front," granting the vehicle a +5 equipment bonus to Fortitude Defense against the hazard.

Micrometeor showers are fields of miniature asteroids or bits of debris resulting from damage to other vehicles. Often, micrometeor showers are not detected until it is too late to avoid them. Creatures on the run can fly into a shower to deter their foes from continuing pursuit, especially if the pursuers have few or no shields. Creatures with something to hide or protect can position their stronghold where the hazard can benefit them the most.

Nebula — CL 2

This stellar gas cloud will someday coalesce and become a star, but for now, it threatens to interfere with your ship's systems.

Atmospheric, natural

Trigger A vehicle begins its turn in a nebula
Attack +4 vs. Fortitude Defense
Damage 2d6×2, and the vehicle moves –1 step on the condition track
Recurrence Hourly

Skills

Mechanics (DC 24): For 1 hour, the character staves off the effects of nebula dust and gases (described below). The character can attempt another check each hour for as long as the vehicle remains within the nebula.

Special

The dust and gases from a nebula might affect a vehicle's systems. If the hazard's attack roll exceeds the vehicle's Fortitude Defense by 5 or more, one of the vehicle's systems (of the Gamemaster's choice) becomes unavailable and cannot be repaired until the vehicle leaves the nebula.

The brilliant and colorful dust and gases that make up a nebula might reduce visibility and damage ships' systems, but they are not extremely dangerous. Thus, many creatures seeking to escape from their enemies consider a nebula an excellent place to hide. If combat breaks out within a nebula, each side can use the cloud to its advantage, trying to attack the other from a position of concealment.

Solar Wind CL 7

A large emission of charged particles from a nearby star, probably the result of a solar flare, poses a risk of radiation.

Atmospheric, energy, natural

Trigger A vehicle begins its turn exposed to a solar wind
Attack +9 vs. Fortitude Defense
Damage 3d8×2 ion (*Miss*: Half damage)
Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is exposed to the solar wind

Skills

Perception (DC 17): The character detects the solar flare and predicts the imminent solar wind.

Use Computer (DC 22): The character configures the vehicle's shields to better protect it from the hazard, granting a +5 equipment bonus to the vehicle's Fortitude Defense against the solar wind.

Special

Each creature inside the vehicle takes half damage from radiation if the hazard's attack is successful and takes no damage on a miss.

A star releases its solar wind as a mostly steady flow of ions that can cause damage to a vehicle's systems, much like an ion cannon. Anyone who detects the eruption of a solar flare during combat can use the incident, if they act quickly enough, to lure opponents into the solar wind and hope that the ion burst is enough to knock out the enemy ship's systems for a while. In addition, a solar wind can give away the presence of a cloaked vessel when the ions cascade against the cloaking field and reveal the ship.

Space Minefield CL 15

Space mines litter the area around your ship.

Artificial, energy

Trigger A vehicle begins its turn within a space minefield
Attack +17 vs. Reflex Defense
Damage 3d10×2 (*Miss*: Half damage)
Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the minefield

Skills

Pilot (DC 32): The character dodges the mines as he or she passes through the field, granting the ship a +5 circumstance bonus to Reflex Defense against the hazard for the round.

Special

One square of space can contain up to 1d6+3 space mines, but only one attack occurs per ship per square.

Many pilots consider negotiating a space minefield to be attempting suicide, but entering such a dangerous area can pay off. After all, somebody took the time to plant dozens of mines, perhaps to protect something valuable in the area. Any vehicles seeking to cross the minefield can blast one mine at a time to open a path or can fly through and trust their pilots' skills. Combatants in a minefield can use a tractor beam to pull mines out of the way or to propel them at an enemy ship.

Subterranean Hazards

Of all the different environments one can visit in the *Star Wars* setting, perhaps none hold as much mystery and wonder as subterranean locations. The closest we come to seeing a society that lives underground is the one found on Utapau in *Revenge of the Sith*. Although we catch only a glimpse of their civilization, we know that much more exists beneath the surface of that world, including many dangers that come with a massive network of caves and tunnels. The hazards described below can also be used on other planets, such as Ryloth or Sullust.

Cave-In CL 8

The cave quakes violently, causing heavy stones to crash down to the dusty floor.

Natural

Trigger A creature, a droid, or a vehicle within the cavern fires a weapon that makes noise; targets any creature, droid, or object in the area of the cave-in
Attack +10 vs. Reflex Defense
Damage 4d6
Recurrence Each round at the start of the target's turn, as long as the target remains within the area of the cave-in

Skills

Acrobatics (DC 28): The character tumbles away from the debris, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 23): The character realizes that the rock ceiling might be weak enough to collapse if a loud sound occurs within the cavern.

In tight underground quarters, a cave-in can be especially dangerous. The hazard might be triggered during a subterranean battle, or it could occur at an appropriate moment in a story arc. For example, the ceiling might come down as the heroes are about to reach their final destination, delaying their progress.

Lava Flow **CL 15**

The dark orange glow and blistering heat of the lava are warnings that you should stay away.

Fire, natural

Trigger A creature, a droid, or an object begins its turn adjacent to a lava flow

Attack +17 vs. Reflex Defense

Damage 2d6, and the target moves –2 steps on the condition track

Recurrence Each round at the start of the target's turn, as long as the target is adjacent to the lava flow

Skills

Acrobatics (DC 27): The character tumbles away from the lava, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

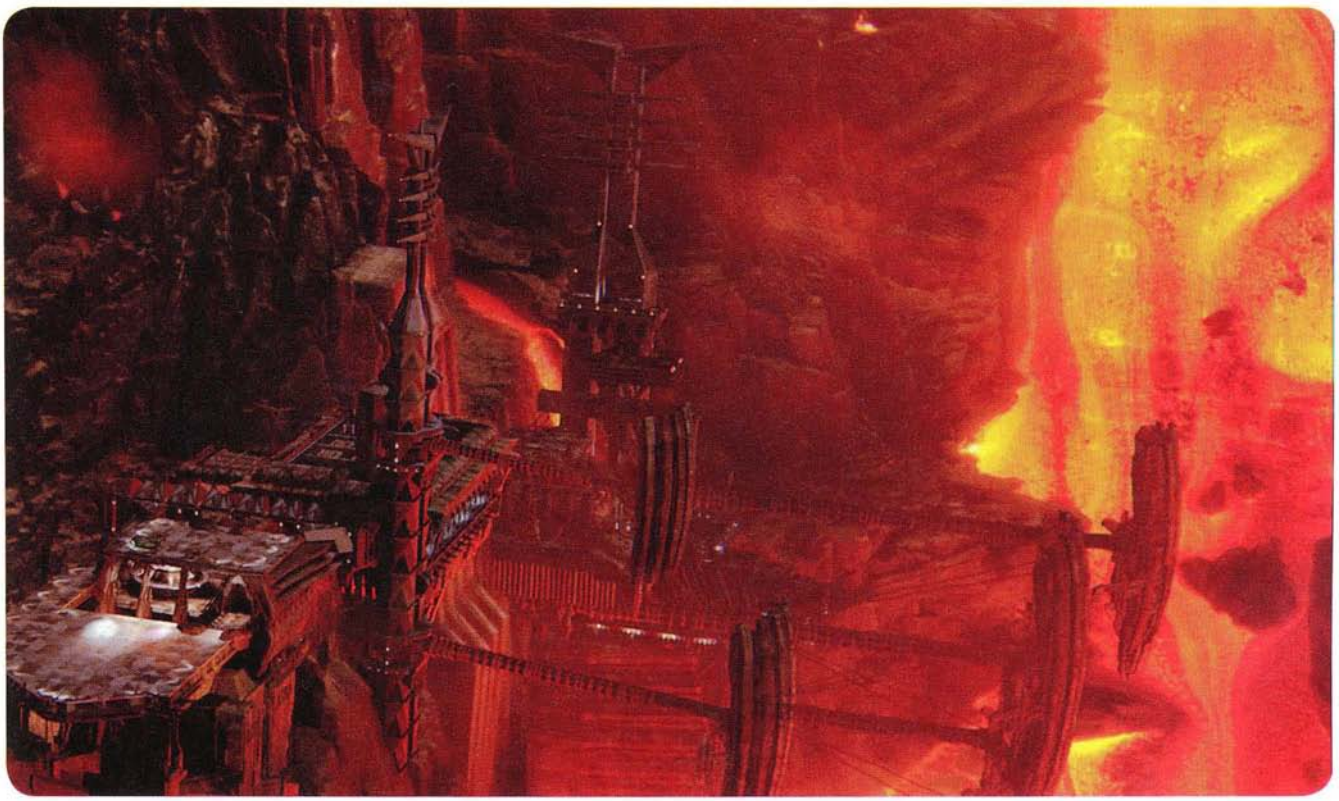
Jump (DC 27): The character jumps over or away from the lava, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 22): The character can predict how the lava flow will move; the character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the hazard.

Special

Any creature, droid, or object touched by the lava catches fire and takes an additional 1d6 points of fire damage each round until the fire is extinguished.

Virtually every planet in the galaxy has magma at its core, and lava can appear just about anywhere, including underground. A lava flow makes a good barrier. Placing a subterranean stronghold on an island surrounded by a lava moat challenges the heroes to find a different entrance. A bridge above a lava flow makes an exciting location for a battle as the heroes struggle to stay out of the searing magma while trying to defeat their enemies.



A LAVA FLOW ON MUSTAFAR

Pit/Sinkhole CL 4

In your path is a large, gaping hole in the ground.
Natural

Trigger A creature, a droid, or an object ends its movement in a square occupied by a pit or sinkhole
Attack +6 vs. Reflex Defense
Damage Special
Recurrence None

Skills

Acrobatics (DC 26): The character twists to grab the edge of the hole, gaining a +5 circumstance bonus to Reflex Defense to avoid falling in.

Climb (DC 26): As the character falls into the hole, he or she grabs the wall and slows his or her descent, reducing the amount of damage the character takes by half.

Jump (DC 21): By jumping across the opening of the hole, the character gains a +2 circumstance bonus to Reflex Defense to avoid falling in.

Special

If the hazard's attack against the target is successful, the target falls into the hole and takes falling damage when it hits the bottom.

The pit or sinkhole is a common hazard. The difference between a pit and a sinkhole is that a pit has no additional exit, whereas a sinkhole leads to an underground passage. Despite its apparent simplicity, a hole hazard can be used in many ways: a covered pit that spans a path, a deep sinkhole, a pit with spikes or other sharp objects lining the bottom, a pit with a predator at the bottom, and so on. Combatants separated by a hole can fight from different sides, or one group could attempt to force the other toward the edge.

Rising Water CL 3

The water level in the cavern is rising fast. You need to find a way out.
Natural

Trigger A torrent of water begins pouring into the cavern; targets any creature in the area of the rising water
Attack +5 vs. Fortitude Defense
Damage The target moves –1 step on the condition track
Recurrence Every minute, once the water level is at least 1 square deep

Skills

Endurance (DC 19): The character resists the urge to breathe when submerged and gains a +2 circumstance bonus to Fortitude Defense against the hazard.

Perception (DC 24): The character spots an opening through which air is escaping, which indicates a way out of the cavern.

Swim (DC 14): The character moves through the water, gaining a +1 circumstance bonus to Fortitude Defense against the hazard.

Special

The water level rises at a rate of 1 square per minute (10 rounds) until the cavern is filled with water. Creatures within the filled cavern must hold their breath or begin drowning.

This hazard makes for a good test of wits, especially if the heroes are trapped in a cave (whether by accident or by their opponents' design) with no apparent way out. Although the situation seems to grow more dire as the water rises, clever heroes will realize that the air must be going somewhere. This hazard can also be used to endanger other creatures that need to be rescued by the heroes. In addition, setting a battle in a cavern that is filling rapidly with water adds both a sense of urgency and a cinematic element to the combat.

Rocky Ground CL 2

Small stones and rubble litter the floor, making it difficult to keep your balance and to move quickly.
Natural

Trigger A creature or a droid begins its turn on rocky ground
Attack +4 vs. Reflex Defense
Damage Special
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the rocky ground

Skills

Jump (DC 14): The character leaps over the rubble, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Stealth (DC 19): Using the same technique used for moving silently, the character slows his or her movement to half speed to avoid taking damage.

Special

If the hazard's attack against the target succeeds, the target falls prone. If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target falls prone and also moves backward 1 square.

Rocky ground is common in caves and probably will be present in any subterranean encounter. To increase the peril of this hazard and add more excitement, use rocky ground near cliffs, pits, and other features that create the possibility of a dangerous fall. An epic lightsaber duel on rocky ground atop a cliff overlooking a lava flow might be a memorable battle. Likewise, rocky ground can add an extra element of danger to combat that takes place around a sinkhole.

Underground Rapids CL 7

A torrent of water rushes through a narrow cavern. A series of wet rocks is your only path across the rapids.

Natural

Trigger A creature begins its turn in the path of an underground river
Attack +9 vs. Reflex Defense
Damage 2d6+1, and the target moves –1 step on the condition track
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the rapids

Skills

Acrobatics (DC 27): The character tumbles across the rocks to avoid the water, gaining a +2 circumstance bonus to Reflex Defense against the rapids.

Jump (DC 27): The character leaps from rock to rock to avoid the water, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 22): The character determines which rocks are least affected by the rushing water and offer the most stable footing, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Water can flow underground just as forcefully as it does on the surface, carving its own path through rock and soil alike. As creatures travel through subterranean tunnels, they might find or follow an underground waterway, perhaps as a means of reaching a particular destination or as a way of avoiding enemies in pursuit. As happens in rivers on the surface, a series of rocks resisting the flow could serve as either an obstacle to the heroes' progress or as a footbridge allowing them to cross the rapids. In either case, dealing with the rapids is a risky venture, since heroes who fall into the water can be slammed into the rocks.

Swamp Hazards

All types of creatures reside in swamps, from the smallest insects to the largest predators stalking the murky wetlands. On marsh worlds such as Dagobah, the ecosystem is so diverse that it is impossible to catalog every species of flora and fauna. Each day, plants and creatures struggle against the many dangers that the marshes hold. The hazards presented below are only a small sampling of what might be found in a swamp.

Flash Moss CL 3

A seemingly harmless plant flashes a bright light when it is touched.

Area, contact, energy, natural

Trigger A creature, a droid, or a vehicle touches the moss with enough pressure to set off its defenses, usually by stepping on the moss or by hitting it with weapons fire; targets all creatures in a 6×6-square area
Attack +5 vs. Reflex Defense
Damage Special
Recurrence Every 1d6 hours

Skills

Knowledge (life sciences) (DC 19): The character identifies the nature of the moss, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 14): The character spots the moss as he or she draws closer to it, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

A creature that is successfully attacked by flash moss is blinded for 1d6 rounds by a brilliant flash of light (see page 254 of the Saga Edition core rulebook for more information on blindness).

Flash moss is a plant most often found in deep swamps, where light barely breaks through the canopy to reach the ground. Creatures can exploit the plant's natural defense mechanism—a bright flash of light in the face of a threat—in a number of ways. If a creature is properly prepared, the flash of light can be used to illuminate the surroundings. Crafty creatures can use the moss to blind their opponents. The moss can be paired with another hazard, such as a pit or strangle vines, to blind a creature and make the creature more likely to fall victim to the second hazard.



The hazardous swamps of Dagobah

Insect Swarm — CL 3

A dark cloud rapidly approaches, along with a low buzzing sound that gradually increases in volume.

Atmospheric, natural

Trigger A creature begins its turn in a square occupied by a swarm
Attack +5 vs. Reflex Defense
Damage 2d10 (*Miss*: Half damage)
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the swarm

Skills

Knowledge (life sciences) (DC 14): The character identifies the insect swarm.

Survival (DC 19): The character realizes that entering a body of water or a sealed environment is the best way to avoid the swarm.

Tiny insects are common in swamps. On their own, they are merely a nuisance, but in large groups they become more dangerous. Insect swarms can be a diversion, good for distracting pursuers while giving the pursued time to regroup. Swarms can also ruin the aim of combatants, drawing their attention away from intended targets as they brush the bugs aside.

Leeches — CL 2

Tiny parasites attach to your skin and suck your fluids for nourishment.

Natural

Trigger A creature begins its turn in an area occupied by leeches
Attack +4 vs. Reflex Defense
Damage The target moves –1 persistent step on the condition track
Recurrence Each round at the start of the target's turn, until removed

Skills

Treat Injury (DC 19): The character safely removes the leeches.

Special

Leeches ignore the effects of a creature's armor, unless the armor is natural or airtight.

At some point, creatures traveling through a swamp must trudge through water. When they do, they might encounter leeches. Leeches have a way of slipping past the best defenses and latching onto the skin under a creature's armor or clothing. Not only do these parasites cause damage to the creatures they attack, they can cause a group to be hesitant to enter other bodies of water, giving opponents a chance to strike.

Spiner Plant — CL 8

A rare and beautiful flowering plant has a deadly secret.

Contact, natural, poison

Trigger A creature touches the plant
Attack +10 vs. Reflex Defense
Damage 2d8, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence On trigger

Skills

Knowledge (life sciences) (DC 18): The character identifies the spiner plant.

Perception (DC 23): The character spots the spiner plant before it attacks, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Stealth (DC 28): The character harvests the plant without setting off its defense mechanism, gaining a +5 bonus to Reflex Defense against the hazard.

Special

The thorns of the plant deliver a toxin (see below).

Spiner Plant Toxin — CL 8

The toxin of the spiner plant can dull the senses and impede the natural processes of a living creature.

Contact, natural, poison

Trigger A creature is hit by the attack of a spiner plant hazard
Attack +10 vs. Fortitude Defense
Damage 2d8, and the target moves –1 step on the condition track and gains a persistent condition (*Miss*: Half damage)
Recurrence None

Skills

Treat Injury (DC 23, requires a medical kit): The persistent condition caused by the toxin is removed.

The spiner plant, which grows only in moist, humid climates such as swamps, has a toxin that can be processed to create a serum that treats a wide variety of diseases and poisons. However, harvesting the toxin safely is a difficult task, because the plant shoots deadly thorns at creatures that brush against it. But an entire adventure could revolve around procuring a spiner plant to help in treating a deadly disease.

Strangle Vines CL 6

A mass of vines hangs down from the trees, creating a curtain of vegetation that can choke an unwary creature.

Natural

Trigger A creature begins its turn within an area occupied by the vines
Attack +8 vs. Reflex Defense
Damage 2d6+1, and the target moves –1 step on the condition track
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the vines

Skills

Endurance (DC 27): If the character is being choked by the strangle vines, for 1 round he or she takes only half damage and does not move on the condition track.

Knowledge (life sciences) (DC 22): The character identifies the strangle vines. As a result, the character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the vines.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the vines wrap around the target's neck and begin choking the victim.

Strangle vines wrap themselves around an unsuspecting victim and often choke the creature to death. Galactic scholars of botany and life sciences cannot agree about why the vines behave in this manner. Strangle vines inadvertently guard valuable items left behind by their victims, waiting to entrap any creatures that come along later to retrieve the objects.

Sucking Mud CL 1

The patch of ground ahead looks different from the turf you have seen before now, and the small skeletons visible in the dirt unsettle you.

Natural

Trigger A creature or a droid begins its turn in the sucking mud
Attack +3 vs. Reflex Defense
Damage Special
Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the sucking mud

Skills

Jump (DC 13): The character leaps over the patch of mud, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 13): The character spots the sucking mud, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.

Survival (DC 18): The character knows a technique to escape from the mud more easily, gaining a +2 circumstance bonus to a Strength check to free himself or herself from the mud.

Special

If the hazard successfully attacks a creature, the target becomes stuck in the mud and cannot move from its current square until it succeeds on a DC 15 Strength check to free itself.

Soil can be composed of many different substances, and some dirt thickens when it turns to mud. These patches of sucking mud grab and hold any creature that tries to move through them. Combatants who know the location of a patch of sucking mud can use it to lure their enemies into a trap. Melee combat between two opponents stuck in sucking mud becomes interesting, especially if both are trapped some distance from one another.

Swamp Gas CL 4

A near-transparent cloud of gas is exuded by decomposing matter in a swamp.

Area, atmospheric, fire, natural

Trigger A spark or fire-starting energy source, such as a blaster bolt, comes into contact with swamp gas; targets all creatures, droids, and objects in a 2×2-square area
Attack +6 vs. Reflex Defense
Damage 2d10+1 fire damage (*Miss*: Half damage)
Recurrence On trigger

Skills

Acrobatics (DC 21): The character rolls away from the swamp gas as it ignites, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 16): The character recognizes the presence of swamp gas.

Virtually undetectable to the naked eye, swamp gas can be troublesome when it drifts into an occupied area, especially around creatures that are capable of making a fire. Combatants who detect the presence of the gas during combat often try to use it to their advantage, such as by firing a blaster bolt through the gas when it is near an opponent or setting off a grenade near the gas to boost the destructive power of the explosion. Clever creatures might capture swamp gas in a breakable container and use it as a grenade.

Chapter V
Threats





Hidden from the rest of the galaxy, the Unknown Regions hold many species capable of interstellar travel. Their initial contact with civilizations of known space is often difficult and violent. Even after a group emerges from the darkness of the unknown and meets others, it takes years to establish a mutual understanding of cultures, protocols, and spheres of influence. Formal relations usually develop slowly, although ad-hoc, emergency, or informal agreements can serve both sides in the short term.

This chapter describes some of the most prominent threats of the Unknown Regions and the era in which they were revealed to the galaxy. However, explorers from known space might encounter them decades or millennia earlier. Gamemasters should feel free to adapt the threats to meet the needs of games set in previous eras.

Each entry in this chapter includes the following:

- A basic description of the civilization, group, or threat
- The threat's central motivations, methods, and history
- Suggestions for using the threat as enemies or possible allies
- A sidebar with the traits of any new species introduced
- An antagonist (a character, a vehicle, or a starship) with a stat block suitable for immediate inclusion in an adventure

All threats are suitable for use in stand-alone encounters or in extensive campaigns. They can provide enemies or much-needed resources and services to heroes operating far from their home base. For campaigns set in and around the time of the *Swarm War* and *Legacy of the Force* novel series, the Chiss Ascendancy and Killiks provide direct links to the established continuity of the early Legacy era. The Chiss are a good example of a sophisticated and powerful species that emerged from the Unknown Regions and influenced the galaxy at large.

The first time a threat is introduced, the GM should impress upon the heroes an initial sense of mystery. Yes, the threat could be dangerous, but violence might not be the appropriate action. Over the course of the encounter, adventure, or campaign, the heroes should learn more about their new adversary or ally. Unsuspected natural abilities or cultural limitations might surprise the heroes. The experience might also be the first time the threat has encountered beings from known space. Members of the newly found civilization might never have seen a Human, a Wookiee, or a Verpine before.

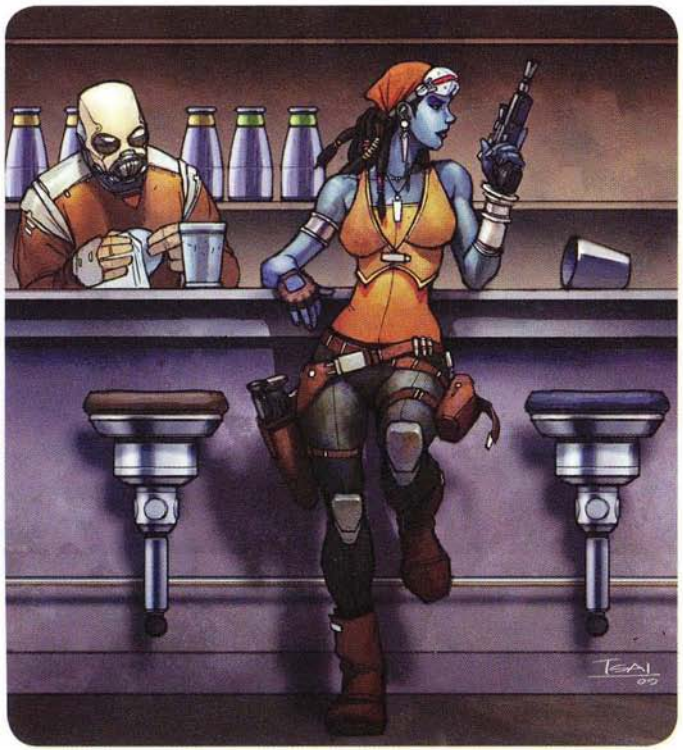
Both sides should have chances for friendship, conflict, or misunderstanding. Treat these encounters as prime chances for roleplaying and conflict resolution through alternative means.

CHISS

DESCRIPTION

One of the most striking of all near-Human species, the Chiss are instantly identifiable due to their jet-black hair, ice-blue skin, and eyes that glow with a penetrating red phosphorescence.

Many species in the galaxy independently evolved into convergent humanoid forms, but genetic analysis indicates that the Chiss are an offshoot of humanity dating back to sleeper ship colonization attempts. More than 27,000 years before the Battle of Yavin, one hypothesized lost colony settled on Csilla in the Unknown Regions. Always uncomfortably frigid, Csilla became near-inhospitable when an ice age blanketed its surface with glaciers circa 5,000 BBY. The Chiss held on by going underground, a move that further accelerated their divergence from baseline stock. Their unique skin tone is believed to have resulted from glacial minerals, and their distinctive eyes might have been an adaptation to the low-light conditions of their subterranean warrens.



A CHISS SCOUNDREL

Life under such conditions gave the Chiss a self-reliant streak that is at the root of their notoriously aloof personalities. Many say the Chiss are as cold as the ice plains they call home. Not given to passion, the Chiss view problems as curiosities to be solved through rigorous application of brainpower. They do not let the hot emotions of others interfere with their methodical unraveling of logic tangles.

The most famous Chiss, Grand Admiral Thrawn, is legendary for his ability to outthink his opponents by studying the smallest details. Although Thrawn possesses exceptional genius even by the standards of his species, his rational approach is shared by the ruling families that form the operating structure of the Chiss Ascendancy.

Chiss are almost impossible to enrage. They prefer to act only when all issues have been studied from every angle and all data has been analyzed. One of the greatest treasures of the Unknown Regions is the great library on Csilla, which dates back to the founding of Chiss civilization. The volumes among its stacks provide the basic facts that every Chiss absorbs during childhood after years of intense schooling. So universal is this reliance on data that a Chiss faced with a truly unpredictable scenario (and not gifted with Thrawn's ability to learn on the fly) might simply flee.

For details on Chiss species traits, see page 12 of the *Legacy Era Campaign Guide*.

MOTIVATIONS

The Chiss exhibit a cold lack of emotion, but their actions are not necessarily impartial. Most are motivated by the pursuit of power, and the machinations of rival ruling families encourage such competition. The ruling houses—their number has ranged from three to twelve at various points in the history of the Ascendancy—are acutely aware of any opportunity that might allow them to exploit a rival's weakness, and they are quick to take offense at any perceived insult against their station.

Ruling families are composed of clans, and clans are headed by government officials known as Aristocras. Chiss that belong to the same ruling house defend one another at every opportunity, whereas those from competing houses search for facts they can use to snipe and undermine. When dealing with the Chiss, it is important to determine the house to which each representative belongs. If ambassadors from multiple houses are present, an experienced con artist can pit them against one another as each tries to secure an advantage.

For Chiss caught in the middle of slow-simmering house rivalries, much time is spent collecting intel that might prove useful for blackmail, even if not until years in the future. Such experiences have made the Chiss excellent counterintelligence agents. A trained Chiss can see through disguises, evaluate body language, detect idiosyncrasies in speech patterns, and distinguish genuine items from forgeries.

The long spacefaring history of the Chiss has translated into a superior combat force. Chiss starfighter pilots are notorious throughout the Unknown Regions, as are their clawcraft fighters—one-person interceptors with distinctive crescent wings enclosing small cockpits (see page 69 of *Starships of the Galaxy*). Discipline rules a Chiss starfighter squadron, and pilots are certain to spare a disabled starship if it broadcasts its surrender. Pilots and other soldiers are traditionally found within the Nuruodo ruling family. Other disciplines are the domain of other families, including agriculture (the Csapla), science (the Inrokini), and education (the Sabosen).

The most famous habit of the Chiss is their refusal to act in violence unless provoked by the violence of others. This doctrine is a by-product of their cool and cautious philosophy. In their view, waiting until their opponent draws first blood guarantees that the Chiss are acting in the right. It also divorces their actions from any recklessness that might result from impulsive anger or incomplete intelligence on the enemy's intentions.

The Chiss are universally well educated. All Chiss speak Cheunh, but most of them are also fluent in at least one other language.

Methods

The Chiss are methodical and cautious, but they respond with lethal force if an enemy makes the mistake of firing upon them. The interstellar might of the Chiss Ascendancy is represented by the Chiss Expansionary Defense Force (CEDF), which patrols the Unknown Regions and keeps tabs on its threats. The CEDF is composed of top-of-the-line capital ships. Its clawcraft starfighter squadrons, originally of Chiss manufacture, began incorporating TIE fighter design cues after Thrawn initiated resource sharing with Palpatine's Empire.

Compared to the other threats in the Unknown Regions, such as the hive-minded Killiks, the venal Vagaari, the fanatical Ssi-ruuk, and the nightmarish Lugubraa, the Chiss view themselves as a bastion of order in a sea of chaos. Those in the civilized galaxy hold a similar view, and the Chiss are the only significant Unknown Regions power to make alliances with the Empire, the New Republic, and the Galactic Alliance.

Spacers who encounter the Chiss likely are treated with arms-length respect—unless they panic and fire a first shot. However, even if a traveler refrains from violence, the Chiss are not guaranteed to let him or her pass with impunity. Anyone carrying illegal substances or hauling cargo that could conceivably supply the enemies of the Ascendancy finds the goods confiscated.

Those who violate the borders of the Chiss Ascendancy almost certainly are intercepted by the naval forces of the Household and Colonial Phalanxes. These homeguard forces protect the 28 central colony worlds of the Ascendancy, including the planets of the ruling families. It is virtually impossible to sneak into Chiss space, but intruders can take consolation in the fact that, at worst, they might only face prison time on an outlying penal colony.

History

The same hyperdrive technology that brings the ancestors of the Chiss to Csilla allows them to explore their region of space and expand beyond their glacial homeworld. In time, the Chiss claim 28 colony worlds, nine of which serve as headquarters for specific ruling families. Collectively, this stretch of systems forms the Chiss Ascendancy.

Circa 1,000 BBY, agents of Lord Kaan's Brotherhood of Darkness somehow make their way to the Unknown Regions, reaching the Ascendancy and bringing back a legion of Chiss that settle the dark side planet of Thule. Chiss born on Thule soon spread into the larger galaxy. No Chiss, however, earn special note until the arrival of Thrawn.

Mitth'raw'nuruodo, better known by his core name of Thrawn, challenges the Ascendancy's first-strike doctrine under the belief that it makes the Chiss easy targets. In 27 BBY, Thrawn collaborates with a representative from Chancellor Palpatine's Republic to destroy the Outbound Flight mission as well as a substantial Vagaari armada. This action (along with similar battles) puts Thrawn at odds with the ruling families of the Chiss Ascendancy, which banish him to a primitive world. There, a Star Destroyer finds him and brings him back to the Empire for Imperial naval training.

"THERE ARE A HUNDRED DIFFERENT THREATS OUT THERE THAT WOULD FREEZE YOUR BLOOD IF YOU KNEW ABOUT THEM. THE RULING FAMILIES CAN'T STOP THEM, AND NEITHER CAN ANY OTHER POWER IN THE REGION. IF OUR PEOPLE ARE TO BE PROTECTED, IT'S UP TO US."

—COMMANDER STENT OF THE EMPIRE OF THE HAND

As Palpatine's newest grand admiral, Thrawn begins subjugating the Unknown Regions in the Empire's name, using Imperial Star Destroyers alongside the native forces of his loyal Household Phalanx. The territory Thrawn defines becomes known as the Empire of the Hand, and it maintains an uneasy standoff with the Chiss Ascendancy. Many Aristocras unofficially support Thrawn's renegade actions, under the belief that his proactive stance will keep them safe.

By this time, the "Far-Outsiders," or Yuuzhan Vong, have made strikes on the fringes of Chiss territory, and the Ascendancy builds stellar fortresses in response. After the Battle of Endor, Thrawn's forces clash with the Ssi-ruuvi Imperium, allowing the CEDF to invade Ssi-ruuk territory once the reptilians strike back against Ascendancy worlds. Their short war leaves the Ssi-ruuk crippled and the Chiss the de facto law-and-order power in the Unknown Regions.

In 9 ABY, Thrawn returns to the civilized galaxy to rally the Empire's remnants, but he falls to an assassin's blade. Following the collapse of Thrawn's plot to return via cloning ten years later, his Empire of the Hand largely merges into the Ascendancy. Chiss dominion over the heart of the Unknown Regions becomes even more absolute.

The next war comes between the Chiss and the Vagaari over the remains of the Outbound Flight project. Subsequent years see rising tensions with the insectile Killiks after two Chiss families that used Killiks as laborers find themselves absorbed into the Killik hive mind as Joiners. In 36 ABY, the situation eventually escalates into the Swarm War between the Ascendancy, the Killik Colony, and the Galactic Alliance.

Using the Chiss

In a general sense, the Chiss Ascendancy can stand in for the Galactic Empire during adventures set in the Unknown Regions. Like the Empire, the Chiss are a well-armed, well-trained military force encompassing a number of advanced, orderly worlds. Although the Chiss are not led by a dictator (and lack the antialien bias that led Palpatine's Empire to commit atrocities), they believe that rigid discipline and superior technology are required to hold the forces of anarchy at bay.

The Chiss are never trigger-happy, but they guard the Ascendancy's planets zealously. They intercept any ship that is not where it is supposed to be, even if the vessel is light-years from the nearest Ascendancy world. Complicating matters is the fact that the Chiss are still expanding the borders of their territory. The heroes' expedition to an unexplored planet could bring them into conflict with Chiss scouts who intend to claim the same prize.

The Chiss do not attack others unless they have been fired upon first, but heroes cannot necessarily breathe easy. The first surprise could come when they meet elements of Thrawn's Household Phalanx but mistake them for vessels of the CEDF. Thrawn's forces have a far more aggressive approach to discouraging outsiders.

A second possible surprise is finding that the Chiss are engaged in a war with the Vagaari, the Shikitari, the Killiks, or another Unknown Regions power. The heroes learn about the conflict the hard way when they are mistaken for combatants or hostile smugglers. Few vessels can stand up to a Chiss carrier and its clawcraft squadron.

On the other hand, if diplomacy prevails, the Chiss can be valuable allies. If the heroes succeed in getting the Chiss on their side, they might be cheered by the sight of the CEDF coming to their rescue during a seemingly impossible battle against another Unknown Regions threat. The Chiss always honor their promises.

The data libraries on Csilla have detailed records on the little-known hyperlanes that crisscross the Unknown Regions. If the heroes want to locate a hidden treasure or find a habitable planet, a journey to the Chiss Ascendancy and the libraries of Csilla might be an inescapable first step.

Adventures set after the Battle of Endor could find the heroes looting the scraps left after the Ssi-ruuk-Chiss conflict or smuggling weapons to one of the factions of the Swarm War. Another potential scenario is the need to penetrate Thrawn's territory to locate a wanted Imperial officer currently serving in the Empire of the Hand. The later in the timeline, the more likely it is that the Chiss have become members of the galactic community. Particularly after the Swarm War, the territory encompassed by the Chiss Ascendancy is not really considered "unknown" at all.

Chiss Species Traits

Chiss share the following species traits:

Ability Modifier: +2 Intelligence.

Size: As Medium creatures, Chiss have no special bonuses or penalties due to their size.

Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: A Chiss chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss ignore concealment (but not total concealment) from darkness.

Automatic Language: Cheunh.

Ebruchi

Description

The Ebruchi are cruel, ill-mannered pirates who plague the hyperlanes between Republic-settled space and the Chiss Ascendancy. To some, the Ebruchi are a terror. To militarily superior forces, such as the Chiss and the Vagaari, the Ebruchi are a perpetual annoyance.

Their species has a roughly humanoid configuration, with a squat, lumpy build similar to that of Gands. Their grayish heads house two wide-set eyes that never blink and a hidden mouth ringed by writhing, fleshy feelers. These tentacles are always in motion as they sample airborne scents and can grasp chunks of food to force them down the Ebruchi's narrow gullet. This process is messy and, to most species, revolting.

The Ebruchi are omnivorous. They can survive on rotting garbage if necessary, but their appetites lean toward the sadistic. They love nothing more than swallowing the wet flesh of freshly killed prisoners.

Their compact bulk makes them appear formidable despite their shorter-than-average height, and the muscles are not just for show. An Ebruchi can take a terrific pounding, then return the favor.

The Ebruchi style of dress matches their stereotype as uncivilized, opportunistic pirates. A typical outfit consists of layers of animal skins topped with shiny medallions, rings, or crowns. But those who think that an Ebruchi's appearance is lazily haphazard are mistaken. The Ebruchi put great thought into the placement of each item and layer, and all clothing is tended with exquisite care. Patches, scarves, necklaces, and intentional holes and tears are all signs of rank and achievement, although the nuances of the arrangements are lost on non-Ebruchi.



Male and female Ebruchi are nearly identical in appearance. Outsiders can distinguish them only because males and females usually wear different types of animal skins (although determining the species of animal from its fur is exceedingly difficult). It is best to employ gender-neutral pronouns when negotiating with the Ebruchi, for a mistaken identification of sex will be taken as a scandalous insult.

Ebruchi Species Traits

All Ebruchi have the following species traits.

Ability Modifiers: +2 Strength, +2 Constitution, –2 Wisdom, –2 Charisma. Ebruchi are strong and physically resilient but arrogant and repulsive to most other species.

Medium Size: As creatures of Medium size, Ebruchi have no special bonuses or penalties due to their size.

Speed: Ebruchi base speed is 6 squares.

Conditional Bonus Feat: Ebruchi are naturally tough and resilient. An Ebruchi that has a Constitution of 13 or higher gains Improved Damage Threshold as a bonus feat.

Iron Will: Ebruchi are headstrong and stubborn. They gain a +2 species bonus to their Will Defense.

Unsettling: Most species find Ebruchi physical traits and habits unsettling. Once per encounter, when an Ebruchi successfully uses the Persuasion skill to intimidate a target, the Ebruchi can move the target –1 step on the condition track instead of applying one of the standard intimidation effects. The target must be within 6 squares of the Ebruchi, and the effect lasts until the end of the encounter. This is a mind-affecting effect.

Automatic Language: Ebruchese.

Motivations

The Ebruchi are driven by the basest of emotions: greed and fear. Unwilling to give an edge to any other being—including members of their own species—they overcompensate to the point of overkill. If a ship shows a hint of aggression, they will blast it to fragments; if a subordinate challenges their rank, they will retaliate with deadly force.

Still, the Ebruchi are not foolish, and they take such drastic actions only if they believe themselves to be safe from retaliation. This tendency, of course, makes them bullies of the worst stripe. The Ebruchi show no kindness unless they gain something in the process. They spare the lives of colonists only if the weaker beings provide tribute or possess some value as slaves or meat.

This greed evolved over centuries spent as interstellar wanderers. Without a world of resources to call their own, the Ebruchi lived aboard a fleet of aging starships in which a hull puncture could mean instant death by vacuum. Pursued by the Vagaari to near-extinction, the Ebruchi assumed a hard demeanor of constant desperation, livened by short bouts of pleasure at the pain and misfortune of others. The Ebruchi fear starvation, suffocation, and enslavement, yet they are far from timid. They have sharpened their hunting instincts to ensure that they will be the predators, not the prey.

Generations in space have given the Ebruchi a mild case of agoraphobia. They are distinctly uncomfortable in wide-open spaces, and when on planetary surfaces, they can be seized with the irrational fear of falling into the sky. Starship corridors, by contrast, are reassuringly cramped. If the Ebruchi need to maintain a permanent planetary base, they ground one of their freighters and live inside it.

The Ebruchi are a practical species. They enjoy the misery of others, yet they rarely inflict it without cause (although it often seems otherwise to outsiders). A certain degree of fellowship seems evident in the way that Ebruchi accept members of other species into their pirate bands. This, however, is just another expression of cold-eyed pragmatism. Worthless outsiders are killed, useful but weak outsiders are exploited, and useful and strong outsiders occasionally are accepted as fellow pirates. Speciesism is a foreign concept to the Ebruchi, since they lack roots and reject mythology. In fact, their name for themselves, "Ebruchi," is the same name they use for their pirate fleet. Thus, members of other species that join their band are also considered Ebruchi, whether the initiates are Eickarie, Morseerian, or Tarro.

Methods

The Ebruchi share a dim genetic memory of their prehistoric existence as pack hunters. Their pirate society is simply a modern expression of this instinct. Most Ebruchi actions can be understood through the twin filters of "strength in numbers" and "survival of the fittest."

When a lone starship wanders into their territory, the Ebruchi intercept it with multiple vessels. When small convoys pass through, they approach with a large flotilla, demanding that the newcomers surrender and prepare to accept boarders.

However, when confronted by enigmatic enemies, the Ebruchi instead present a friendly face, inviting the visitors to meet aboard the Ebruchi command vessel for a feast and an exchange of information. Once the hook is baited, the Ebruchi seize the ambassadors as hostages. They use this tactic to wring out a hefty ransom, or they torture the prisoners to learn the location of hidden treasure. If an operation is a wild success, the Ebruchi disable the convoy and claim its vessels for their own, then return to the enemy's base and loot everything of value.

The Ebruchi maintain dozens of maintenance and refueling outposts—all stolen from their original builders—on various planets, moons, and asteroids. The worst crimes of the Ebruchi occur against technologically primitive societies, which are easily cowed by blasters and forced to provide tribute. Such plunder can include precious metals, casks of sweetened ale, or even native children, who are raised as cabin slaves until supplies run low and they are eaten.

The Ebruchi are skilled at space combat, although their vessels are often poorly shielded and in need of repair. The primary Ebruchi attack craft are heavily armed light freighters with nonstandard weapons welded to the hull. These add-ons include torpedo launchers, net traps, and solid-projectile cannons, but many are empty of ammunition and intended only to deceive and frighten enemies.

During an attack, several Ebruchi freighters provide cover while other freighters use magnetic grapples to affix themselves to the opposing starship. Ebruchi pirates then cut their way inside with welding torches and storm the vessel, using their trademark shrapnel pistols to shred enemies that are packed into tight spaces and slashing with daggers for personal combat in close quarters.

The Ebruchi converse among themselves using an idiosyncratic jargon incomprehensible to outsiders. They also speak and understand Minnisiat, Rammocate, Sy Bisti, and most other Unknown Regions trade languages. The Ebruchi operate close enough to civilized space to have gained a passable understanding of Basic.

History

Records of other species in the Unknown Regions indicate that the Ebruchi have been a menace for centuries, but the ruthless pirates are ignorant of their origins. Their contempt for storytelling and record-keeping might be a result of their humiliation at the hands of the Vagaari, who boast of smashing the Ebruchi and sending them whimpering into the fringes of forsaken space. It is believed that the Vagaari devastated the Ebruchi homeworld, and the desperate survivors fled their dead planet to eventually (and ironically) take up the trappings of the slavers that had displaced them. Because the Ebruchi refuse to acknowledge failure, they have erased these and similar facts from their collective memory.

In terms of firepower, range, and treasure, the Ebruchi are a mere shadow of the Vagaari. They are careful to operate in circuits that bypass Vagaari space, although they would never acknowledge this concession even in private moments. The Ebruchi have done well within their defined sectors, and to the species that suffer under their heels, they are a fearsome and merciless enemy.

The Ebruchi pirates operate under a diffused organizational structure due to their need to cover dozens of widely spaced hyperlanes. At least five clans exist, each with its own chieftain and hierarchy of captains and lieutenants

that keep the freighters in line. Each clan (the term is used as a name only, since its members do not share blood ties) controls one Ebruchi fleet, which consists of two or three smaller armadas. Each armada is in turn made up of four or five flotillas. A flotilla consists of at least one frigate-sized command ship, up to a dozen freighter-sized attack vessels, and—if the flotilla has been lucky on its acquisition raids—a handful of one-person starfighters. Particularly large flotillas might be split further into scout squadrons.

Like most civilizations in the Unknown Regions, the Ebruchi lack repulsorlift technology. Their vessels employ noisy gas jets during landing and takeoff.

Using the Ebruchi

The Ebruchi patrol the galactic northern quadrant, close to the Wild Space fringe separating the known galaxy from the Unknown Regions. Therefore, they are a probable first threat for heroes just venturing into unexplored space. The Ebruchi are not as advanced as other powers the heroes might encounter in the region, and their vessels and weapons are often patchwork constructions that operate sporadically (if at all). Nevertheless, they can easily outnumber the characters and can be deadly in a straight fight.

If the heroes shy away from confronting the Ebruchi, or if they try to engage them on diplomatic terms, the pirates judge the characters to be weak and exploitable. If their numbers are sufficient, they try to disable and board the heroes' craft.

If the heroes bluff the Ebruchi, the pirates instead try to negotiate for items of value, including starship components, strong drink, sweet delicacies, and shiny objects of seemingly great value. Such negotiations would be handled by an officer similar to Captain Ness (see the sidebar), whose death would instantly brand the characters as wanted fugitives as long as they remained in the Unknown Regions.

Under the right circumstances, the Ebruchi can be useful trading partners. If given sufficient incentive, they might even provide star charts detailing specific sectors of the Unknown Regions. But if the heroes lower their guard, the Ebruchi will try to double-cross them.

The Ebruchi can be an irritant throughout the heroes' sojourn in the Unknown Regions, popping up when their ship is damaged and demanding an unfair share of whatever the characters have in the cargo hold. Putting these thugs in their place can be a cathartic break from a quest.

Captain Ness

The Ebruchi leader of the Burning Gear pirate flotilla, Captain Ness is an obese sensualist who loves puzzles and has an appetite for everything. Unlike most Ebruchi, he is fascinated by other cultures. Ness will urge adventurers to spill tales of the wonders they have seen or encourage them to challenge his intellect with riddles and games of chance. However, he does not desire companionship—only stimulation. As soon as he becomes bored, Ness will reach for his shrapnel pistol to put an end to the offender's life.

From his flagship *Burning Gear*, Ness commands hundreds of pirates within the flotilla. He is subordinate to the Ebruchi high captain of the armada known as Common Cork, who in turn takes orders from the chieftain of the Flux Screw fleet. An urgent report by Ness up the chain of command can bring the full weight of this particular clan down on any parties brash enough to defy their demands.

Captain Ness is vain, wearing gold bands around his mouth tentacles and purple feathers in the seams of his furs. He can be placated by gaudy trinkets and alcohol and possibly even manipulated into helping the heroes through promises of treasure to come. But his vengeance will be pitiless if he discovers that he has been tricked.

Captain Ness **CL 10**

Medium Ebruchi noble 5/soldier 2/officer 3
Destiny 1; **Force** 5; **Dark Side** 8
Init +6; **Senses** Perception +12
Languages Ebruchese, Sy Bisti

Defenses Ref 24 (flat-footed 22), Fort 23, Will 28
hp 67; **Threshold** 28

Speed 6 squares
Melee unarmed +10 (1d6+7)
Ranged shrapnel pistol +7 (2d6+5)
Base Atk +8; **Grp** +10
Atk Options Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Born Leader, Deployment Tactics, Indomitable, Presence, Quick Draw, Vehicular Combat, Weaken Resolve

Abilities Str 14, Dex 13, Con 13, Int 12, Wis 14, Cha 16
Special Qualities command cover, share talent (Indomitable), unsettling
Talents Assault Tactics, Born Leader, Deployment Tactics, Indomitable, Presence, Weaken Resolve
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons), Vehicular Combat
Skills Deception +13, Knowledge (galactic lore) +11, Knowledge (tactics) +11, Perception +12, Persuasion +18, Pilot +11, Use Computer +11
Possessions shrapnel pistol (as slugthrower pistol), expensive garments, datapad

Killiks

Description

Once major players on the galactic stage, the Killiks are long gone by the time the first Humans reach the Killik spawnworld of Alderaan. From their new home in the Unknown Regions, the Killiks subsist for millennia until upsetting the political balance in the Swarm War of 36 ABY.

Killiks are a genetically diverse population of intelligent insects. Their society is composed of hives, also called nests. Members of each hive share the same physical characteristics and possess the ability to communicate with others through pheromones, electromagnetic transmissions, and long-distance telepathy.

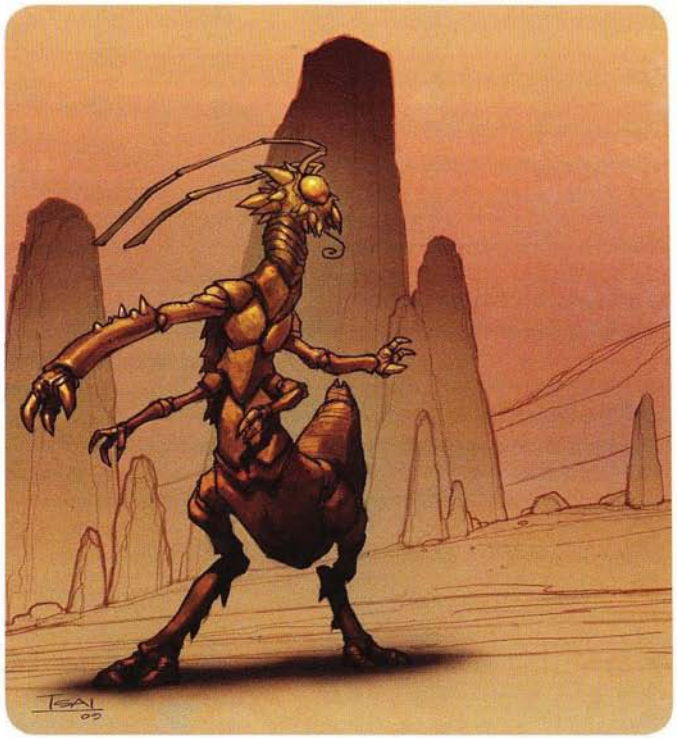
Multiple nests united under a hive-mind link can be considered a single organism. Its members always refer to themselves in the third person, and each is aware of anything that has been experienced by any other member. The hive mind can be thought of as the individual, and the Killiks its eyes, ears, and hands.

Most Killiks are female. Males are needed for reproduction and little else, and they are birthed in great numbers only to help seed a new nest. A breeding female can lay a thousand eggs per month, hatching larvae that grow into work-ready nymphs in under a year.

"Why, yes, Princess Leia. I've yet to discover a language the Killiks don't understand. It seems they learn every language their Joiners know. For instance, that was Snutib click code."

—Galactic Alliance protocol droid C-3PO

A Killik



Although there is great variation in Killik phenotypes, all share certain qualities. The majority have six limbs, hopping on the back two while using the front four to manipulate objects. Their bodies are sheathed in hard chitinous exoskeletons, but their joints are lightly armored for flexibility (and are therefore vulnerable). Killiks have oversized compound eyes and waving antennae, and they breathe through tiny spiracles lining their abdomens. Chitin color comes in every hue and shade, although members of the same hive share similar coloration patterns.

Killik hives can be distinguished not only from their members' appearance but also from their job specialties. Some hives consist of superior warriors, whereas others excel at construction, music-making, subterfuge, or scouting. All Killik hives have palindromic names that are spelled the same forward and backward. Individual Killiks have no names other than the name of their hive.

Killiks have the ability to turn outsiders into fellow hive members or "Joiners," a quality that members of other species find unnerving. This is accomplished through exposure to mind-altering pheromones, and the process is widely considered to be brainwashing, although the victims usually report rapturous fulfillment at the sensation that they finally belong.

Motivations

Like many insect species, the Killiks wish to swell their numbers through increased birth rates and expanded territory. This desire is an instinctual response to the threat of extinction, and even other Killik hives can be viewed as obstacles to success. Many wars have occurred between nonlinked Killik hives, and hundreds of thousands have been exterminated in the millennia since the species relocated to the Unknown Regions.

The yearning to recruit new members as Joiners likely stems from the same impulse. Any individual who deals with Killiks runs the risk of falling under their spell. The species of the outsider does not seem to matter as long as it has the olfactory and cognitive receptors to register pheromones. To the Killiks, it is not at all strange to have aliens carrying out the work of their hives. In fact, Killiks believe that the galaxy would be better served if the random and contradictory efforts of egocentric species instead were harnessed under the yoke of universal cooperation.

For many years, the Killiks keep their expansionist impulses in check, spreading only to a handful of planets in the Unknown Regions and occasionally exterminating rival hives in warfare. This status quo changes during the Yuuzhan Vong invasion, when a starship carrying three Force-users crashes on a Killik planet. Once they become Joiners, the Force-strong personalities of the trio influence the collective will of the Colony—the Killik government, such as it is—resulting in a territorial push in the direction of the Chiss Ascendancy. A border war with the Chiss begins as the Dark Nest Crisis in 35 ABY before exploding into the Swarm War one year later.

Methods

Killik nests are driven by specialization. This uniqueness helps ensure that individual nests can survive in diverse climates and geographies, and it also assists the species by allowing members to pledge their gifts in the service of the Colony's greater good.

Killik Species Traits

The Killik species varies greatly in size, form, and function, although they all share a similar genetic code. The traits described below apply to most Killiks, despite cosmetic or minor size differences. Gamemasters who wish to create Killiks with vastly different forms or functions should select from the following list of traits and apply changes to the basic traits as needed.

Size: Killik sizes typically range from Small to Huge, with a few reaching the extremes of Fine and Colossal. When creating a Killik, apply the appropriate size modifiers per Table 16–2: Beast Size Modifiers (page 274 of the Saga Edition core rulebook).

Speed: Most Killiks have a speed of 6; those of Huge size or larger have a speed of 4. Some Killiks might also be able to fly or swim with similar speeds.

Traits: To include additional traits, see the Creature Generator on page 89.

KILLIKS OF MEDIUM SIZE

The following traits apply to most Killiks of Medium size.

Ability Modifiers: +2 Constitution, –2 Intelligence. Killiks are a hardy but intensely focused species.

Medium Size: As creatures of Medium size, Killiks have no special bonuses or penalties due to their size.

Speed: Killik base speed is 6 squares.

Joiners: Whenever a Killik reduces a living creature with an Intelligence of 3 or higher to 0 hit points, or the Killik knocks the creature unconscious by moving it down the condition track, the Killik can transform the target into a Joiner. The target must be helpless for this to occur. The process takes 1 minute and exposes the target to mind-altering pheromones. Once the target becomes a Joiner, its attitude shifts to friendly to the Killik and its allies, and the target gains a +10 bonus to Will Defense against attempts to use Persuasion to alter its perceptions of its new Killik friends. A target transformed into a Joiner in this manner can make a DC 20 Intelligence check once per day to remove the effect and return to its original attitude. This is a mind-affecting effect.

Low-Light Vision: Killik ignore concealment (but not total concealment) from darkness.

Hive Mind: Killiks share a hive mind and use their antennae to communicate by telepathy with other members of their species. A Killik within 1 kilometer of another Killik can communicate with it via telepathy.

Multiple Limbs: Killiks have four limbs that are generally used as arms and hands. When making multiple attacks, a Killik reduces the penalty to its attack rolls by 2.

Natural Armor: A Killik's chitinous exoskeleton provides a +1 natural armor bonus to its Reflex Defense.

Natural Weapons: A Killik has natural weapons in the form of three-fingered claws. When a Killik makes an unarmed attack, instead of dealing normal unarmed damage, it can use its natural weapons to deal 1d6 points of slashing damage. Killiks are always considered armed with their natural weapons.

Automatic Language: Killik and Sy Bisti.

To most species in the Unknown Regions, the Killiks are known as producers of membrosia, a popular amber-colored alcoholic beverage. Others know the Killiks only from the constructions they have left behind. Killik hive mounds are the size of multistory buildings and have rounded edges that are resistant to wind and erosion. The Killik constructions on Alderaan (called the Castle Lands of Oroboro by the planet's Human colonists) stand intact for thirty millennia until they are blown apart by the Death Star's superlaser.

When Killiks go to war, individual hives combine their talents to make the Colony a death-bringing machine. The Kolosolok and Rekker nests are the heavy hitters—each member of the former can grow up to 50 meters in length and plow through enemy fortifications while shielded by an impenetrable beetlelike carapace. The members of the Rekker nest average about 3 meters in length and use powerful jumps to assault hovering gun platforms and low-flying airspeeders.

The Aebea and the Qeeq hives fill the role of air assault. The Aebea are only a meter in length and the Qeeq smaller still, but their perpetually buzzing wingbeats give them the speed to hover and travel in every direction, even backward.

The Gorog are proven warriors with a poisonous bite. The pale Mollom have a gift for digging—a unit of Mollom can topple an emplacement by undermining its foundations, or tunnel beneath the heart of an enemy camp to allow Gorog or Rekker raiders to launch a surprise attack. The Jooj are only a few centimeters in length and easily killed with just a swat, yet they never attack in groups of fewer than two dozen. A Jooj swarm can crawl beneath an enemy's armor and latch onto the skin with hooked mandibles, draining blood every second.

Not to be forgotten are the Taat, which excel as battlefield healers, and the Wuluw, which serve as long-range communicators capable of boosting signals far beyond that of typical hive-minded telepathy.

When a specific need is identified by the communal will, Killiks can create an entirely new breed in only a few generations.

History

In the annals of galactic history, the Killiks predate even the Rakata. More than 35,000 years before the rise of the Republic, a spectacularly powerful species known as the Celestials dominates the stars and conscripts the Killiks of Alderaan as laborers. The Killiks are believed to have a hand in the construction of Corellia's Centerpoint Station (which they call Qolaraloq) and to witness the birth of other Celestial wonders such as the Maw cluster of black holes and the Vultar System.

By 30,000 BBY, the Rakatan Infinite Empire reaches its peak, and the Celestials are nowhere to be found. The Killiks also abandon the civilized galaxy, leaving nothing behind but hive mounds on Alderaan and similar structures on the nearby world of Alsakan. The empty constructions ignite the imaginations of artists, who create famed works inspired by the lost species, such as the moss painting *Killik Twilight*.

The Killik nests retreat to the Unknown Regions and remain on a handful of isolated planets for thirty millennia. But in the midst of the Yuuzhan Vong war, a ship carrying three Force-users—one Jedi and two dark siders—crashes in Killik space. The Jedi, Raynar Thul, becomes a Joiner in the powerful Unu hive, and his Force abilities lead him to become the public face of a new, reunified Killik Colony.

The two remaining crash survivors become Joiners in the Gorog hive. Their evil dispositions poison the Gorog, triggering an unconscious aggressive streak in the Colony's hive mind and a resultant expansion into Chiss territory. The Gorog hive becomes known as the Dark Nest, and one dark sider becomes the hive's Night Herald while the other takes up the mantle of the Unseen Queen.

In 35 ABY, the standoff between the Colony and the Chiss turns into open warfare. Efforts by the Galactic Alliance to forge a peace in the so-called Dark Nest Crisis break down when several Jedi who fall under the influence of Killik pheromones announce their new allegiance as Joiners. One year later, the situation escalates into a three-way shooting match known as the Swarm War. Ultimately, the Dark Nest meets defeat, and the Killik Colony agrees to accept relocation restrictions. The Chiss Ascendancy, however, stands ready to respond if the Killiks step out of line again.

Using the Killiks

The Killiks can be an instinctually repellent foe. Not only do they tap into the near-universal aversion to insects, but they possess a method of brainwashing that can turn a cocky warrior into a blissful, hive-minded Joiner.

However, the Killiks are not inherently evil, and they do not roam the spacelanes hunting for treasure or slaves. In fact, many worlds on the edge of Killik space do a brisk business with outsiders, trading hand-crafted items and casks of membrosia for advanced technology. These planets are reliable Unknown Regions stopovers where freighter crews can find work and pick up cantina chatter that provide hooks for other adventures in the mysterious realm. Each time the heroes return to a Killik world, however, they increase the risk that one or more of their number will fall prey to the species' influence and become a Joiner.

Killiks come in hundreds of varieties. In addition to the hives described in this entry, the Gamemaster can create virtually any insect species and present it as a previously unknown breed. If the adventure positions the Killiks in the middle of an expansionist phase, the heroes might run into new varieties that are aquatic, resistant to fire, or resistant to vacuum.

The Swarm War can also be the focus of an adventure or campaign. It brings together the Killiks and the Chiss, as well as any third parties (such as the Vagaari, the Ebruchi, or even the Sorcerers of Rhand) that might be looking to take advantage of the chaos.

Killik Dartship

The Killik dartship is the Colony's starfighter analog, constructed of spitcrete and accommodating a single Killik pilot. The ships are not uniform in design, but all are long and pointed, with pits that house laser cannons and messy rocket propulsion systems. Rare models of dartships employ ion engines for superior speed and maneuverability.

Because the Killiks operate under a single hive-minded consciousness, the loss of any one Killik is no more painful than shedding a single drop of blood would be for an individual being. For this reason, the Colony is quick to employ ramming techniques with its dartships if it believes that the result will be more favorable than continued combat. Dartships on suicide runs approach their target at the same time, making it difficult to shoot them all down without sustaining at least some damage.

Dartships are carried by *Shard*-class capital ships, which begin at 1,500 meters in length and can reach many times that size. These cone-shaped vessels are built with a redundant honeycomb structure that gives them remarkable hull strength. It is common to see both dartships and *Shard*-class capital ships escorting nest ships, 8,000-meter behemoths designed to ferry the entire population of a single nest to a new world for relocation and repopulation. All Killik capital ships are armed with turbolasers and proton torpedo launchers.

Killik Dartship **CL 9**
Huge starfighter
Init +9; **Senses** Perception +6

Defenses Ref 17 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannon +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannon)

Abilities Str 39, Dex 20, Con —, Int 14
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Dartship Ram—Due to its shape and construction, a dartship deals 6d6+14 points of damage (instead of the normal collision damage for a ship of its size) when successfully ramming an enemy ship. Also, if more than one dartship rams a target in a single round, each dartship that collides with a starship during the same round deals an additional 1 die of damage to the target.

Lugubraa

Description

The Lugubraa are found throughout the Unknown Regions as laborers and hired muscle. Their reproductive rates can get out of hand rapidly, ruining entire ecosystems beyond hope of restoration.

An adult Lugubraa stands approximately 1.5 meters tall on two stubby legs. Its body is a sleek tube that tapers into a short tail. The creature's face is dominated by a circular mouth, with rings of teeth that mesh in gearlike patterns for chewing, making it nearly impossible for prey to pull free once a hungry Lugubraa has latched on.

A Lugubraa lacks eyes and is blind to visual light, but surrounding its mouth are numerous heat spots that detect thermal signatures as well as echolocation pingers that can paint a radar map of the surroundings. A Lugubraa has no ears, instead detecting sounds through vibrations sensed along the length of its skin, which is smooth and thick like that of an oceanic cetacean. Skin coloration varies between white and dark gray, but most Lugubraa are so pale that they trigger unpleasant mental associations with grubs and maggots.

A Lugubraa's middle pair of limbs are useless bumps, but its forward limbs are longer and end in attenuated tentacles that wrap tightly around objects. Tiny suction cups on each tentacle conceal needlelike barbs that give a Lugubraa extra purchase when scaling cliff faces or holding down thrashing victims in preparation for feeding.

New Lugubraa come to life as "splitlings" that grow on the underbelly of an adult and break off when they reach several kilos in mass. They require no nurturing and reach full size within a week.

From birth to six months, Lugubraa have the self-awareness of domesticated beasts, able to follow simple commands and steadfastly devoted to their horde or the owner that has purchased their services. After six months, their intelligence reaches that of simple-minded sentients, allowing them to communicate in short sentences but still rendering them hopeless when it comes to advanced calculations.

It is rare for Lugubraa to survive more than a few decades, but those that do undergo a second cognitive kick-start at approximately age 50. These unusual geniuses become leaders and strategists for the Lugubraa hordes, plotting ways to acquire more resources and brokering the services of their species as mercenaries to interested galactic parties.

Motivations

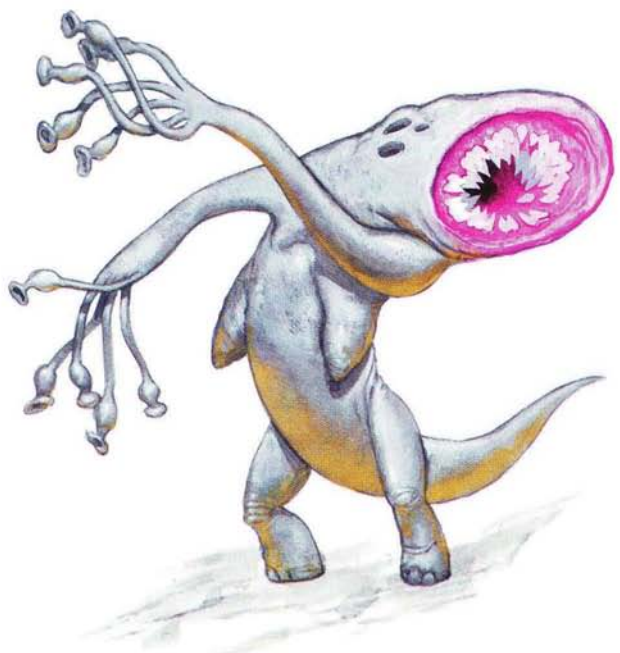
Appetite drives the Lugubraa. Their churning mouths connect to gullets that never seem satisfied. Although the creatures can digest both inorganic and organic matter, they prefer the latter, and they find fresh meat so delicious that it qualifies as an addiction.

Under the right circumstances, a Lugubraa horde can become a ravenous plague consuming everything in its path. Rapid eating accelerates the production of splitlings, which in turn contributes to the overall "dumbing down" of the horde as ever-greater numbers of animalistic newborns swell their ranks.

If such a horde is left undeterred, it can overrun a continent, stripping the region of organic matter before dispatching swimmers to locate new land masses (or simply to strip the shoals of coral and sea life). When Lugubraa numbers exceed available resources, a horde starves—drawing nutrients from minerals is a slow and inefficient process.

Adult Lugubraa possess sufficient smarts to be of use to various parties in the Unknown Regions. Motivated by the need to feed, these for-hire toughs sign on as leg-breakers for crime syndicates, sentries for scouting corporations, bodyguards for gangsters, and combat grunts for private armies. They are content as long as they are well fed, and their job assignments are coordinated by elder Lugubraa agents that happily deal in cold, hard currency.

Elder Lugubraa can be found wherever a substantial horde exists, and they use their positions as power brokers to satiate their own desires for fresh food. But they also treat their hordes as valued assets, reinvesting some of their profits to outfit horde members with armor and weapons, and stocking up on high-energy consumables to guard against famine caused by overpopulation.



A Lugubraa

Lugubraa Species Traits

All Lugubraa have the following species traits.

Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Wisdom. Lugubraa are tough but lack the intelligence of most sentient species.

Medium Size: As creatures of Medium size, Lugubraa have no special bonuses or penalties due to their size.

Speed: Lugubraa base speed is 6 squares.

Bonus Feat: Lugubraa gain Improved Damage Threshold as a bonus feat.

Darkvision: Although Lugubraa cannot see, their echolocation and heat detection abilities grant them the effects of darkvision.

Natural Weapons: A Lugubraa is always considered armed with its barbed tentacles (1d6 points of damage) and dangerous teeth (1d4 points of damage).

Lockbite: A Lugubraa that makes a successful grapple attack can automatically latch onto a target with its teeth, giving the Lugubraa a +5 bonus to any subsequent grapple checks against the target.

Lugubraa Learning: Before 50 years of age, a Lugubraa can have a maximum Intelligence score of 8. Around 50 years of age, a Lugubraa's Intelligence score naturally increases by 1d4+2 points.

Automatic Languages: Lugubraal.

Methods

The Lugubraa's status as a durable mercenary species means that they are in use throughout the Unknown Regions, typically encountered in one of three capacities: at a sentry post, on a battlefield, or creeping across a devastated scar.

The most visible roles for Lugubraa are as guards, and employers prize the creatures for their stoutness, their willingness to obey orders, and their low cost. Lugubraa sentries wear metal or plastoid armor and carry two-handed spears or power lances. The Lugubraa cannot estimate long distances with accuracy and are poor shots with ranged weapons. The only ones they are likely to carry are indiscriminate flame projectors or wide-beam sonic stunners.

A Lugubraa's solid constitution enables it to stand at attention for days without rest, but it will react with a burst of energy if a move is made against its master. A guard attacks with its weapon until it nears grappling range, at which point it pins the enemy with its hand-tentacles and gnaws at exposed flesh with its interlocking rings of fangs. Because Lugubraa see via echoes and heat, they are not impaired by darkness, flash bombs, or smoke grenades.

Lugubraa guards are found on most worlds with stellar-class starports, where they work as security goons or common laborers. Some corporations and planetary governments require visitors to be accompanied by a Lugubraa guard at all times, ostensibly for their own protection but more often to ensure that the newcomers stay out of trouble. Some confederations mandate that a Lugubraa escort any visiting starship crew traveling from planet to planet within their borders, requiring (under penalty of law) that they lodge the guard aboard their starship and pay a daily stipend for his or her food allowance.

Lugubraa soldiers are outfitted similarly to the bodyguards but deployed in far greater numbers. Due to their ineptitude with ranged weapons, they are generally used as first-strike infantry, overwhelming enemy fortifications while they receive support from long-range artillery and atmospheric flyers. Generals who purchase large orders of Lugubraa mercenaries seldom have long-term plans for housing and feeding them and often throw them away in suicide waves.

If sizable numbers of Lugubraa survivors are left on a battlefield, their population can grow and eventually pose a dire threat to the native wildlife. This scenario—the Lugubraa as the ultimate invasive species—has inspired some Unknown Regions masterminds to release seed quantities of the creatures on enemy worlds as a stealth biological weapon with a long-burning fuse. The most notorious example of this tactic occurred with the Croke, which introduced the Lugubraa onto their home planets during a civil war and are still struggling to wipe out the invaders they have since nicknamed the "Leech Legions."

History

The Lugubraa originate in deep space in a vast corridor of dust and ice asteroids that the Wharls call the Stratos Distribution. This unique astrophysical environment harbors predatory lightning-jacks, membranous stillsails more than 100,000 kilometers across, and forests of crystalline cometary fronds. The roots of the Lugubraa evolutionary tree can still be found here, with wormlike chewers carving warrens inside mineral-rich rocks.

Although modern Lugubraa prefer life in planetary atmospheres, they are perfectly capable of surviving near-indefinitely in vacuum or in thin and toxic atmospheres. After some of their number develop advanced intellects, the Lugubraa become more than just a hungry nuisance—their talents for combat are shrewdly marketed as a way for them to earn their food. As talent brokers, the Lugubraa elders are responsible for the species' wide spread, and their continued presence on so many planets serves as further advertising for their services.

So far, the few examples of Lugubraa overwhelming an ecosystem with sheer numbers have not discouraged planetary governments from employing them. The most extreme example of environmental catastrophe exists in the Croke Reach, where intentional insertion of Lugubraa more than 300 years ago escalated over the generations into a bitter struggle for Croke survival. The desperate arthropods commissioned the cloners of Kamino to breed a genetically altered Lugubraa variant to fight and kill members of its own species, but these berserkers proved deadly to Croke settlements as well.

Using the Lugubraa

The Lugubraa are a reliable choice whenever sentries, bodyguards, or bouncers are required. Because the creatures wield melee weapons, speak in grunting sentence fragments, and are not particularly bright, they can—in general terms—be used in situations that might normally call for Gamorreans.

As noted previously, many governments in the Unknown Regions assign visitors with a Lugubraa guard as soon as they disembark. Thus, the heroes might find themselves stuck with an unwanted addition to their party that could prevent them from engaging in illegal activities, but which could prove useful when an extra set of muscles is needed. Ditching the escort will only attract more attention from local officials, and killing the Lugubraa will bring down the full might of the police force.

Due to their status as a mercenary species, the Lugubraa are likely to be involved in any armed conflict that occurs in the Unknown Regions. The heroes might be fighting for one faction or another, delivering supplies and munitions to the battlefront, or simply trying to escape after their encampment is overrun by an invading army. Any of these scenarios will require them to battle their way through a horde of blind Lugubraa warriors.

Even more dangerous is the spectacle of a planet overpopulated with Lugubraa. A treasure hunt or scouting expedition to such a world will reveal a landscape covered with wriggling, dying Lugubraa, their mouths affixed to rock as they try to drain mineral nutrients. The arrival of the heroes will turn these half-starved wretches into alert and active predators suddenly salivating for a hot meal.

Lorgrombo

Lorgrombo is more than 150 years old and possesses a piercing intellect that far outstrips those of his dull-minded peers. The elder Lugubraa works as a broker for his horde, booking hundreds of thousands of warriors for mercenary-minded clients or negotiating the employment of individual bodyguards for personal contracts.

With more than a century of experience in his genius stage, Lorgrombo is one of the most well-connected beings in the Unknown Regions. His deals have made him party to every major conflict currently burning across the galaxy's western disc, and he knows someone in every starport between Killik space and the Ssi-ruuvi Imperium. Many beings underestimate Lorgrombo, mistaking him for a typical Lugubraa, but those in the know consider him the low-tech fringe equivalent of the great Chiss data library on Csilla.

Lorgrombo considers himself the great-great-grandfather of his horde, since most of them are the splitlings of his splitlings and beyond. He is keenly aware of planets where his horde has overrun the native lifeforms and run amok on continents or islands. After sadly concluding that such incidents are bad for business, he is enlisting adventurers to kill as many Lugubraa as possible at such sites, but only after identifying and rescuing any specimens who have reached their 50-year intelligence threshold. Lorgrombo, who is looking to fill a lieutenant's vacancy, will pay a handsome reward for any intelligent Lugubraa returned to his care.

Lorgrombo **CL 8**
Medium Lugubraa nonheroic 15/noble 3
Destiny 1; **Force** 4; **Dark Side** 6
Init +8; **Senses** darkvision; Perception +22
Languages Basic, Ebruchese, Killik, Lugubraal, Minnisiat, Rakata, Rammocate, Sy Bisti, Tof, Vagaari

Defenses Ref 14 (flat-footed 14), Fort 17, Will 19
hp 102; **Threshold** 22

Speed 6 squares
Melee bite +13 (1d4+1) or
Melee barbed tentacle +13 (1d6+1) or
Ranged by weapon +12
Base Atk +13; **Grp** +13
Atk Options Pin
Special Actions Born Leader, Inspire Confidence

Abilities Str 10, Dex 8, Con 16, Int 18, Wis 17, Cha 14
Special Qualities lockbite
Talents Born Leader, Inspire Confidence
Feats Armor Proficiency (light), Elder's Knowledge, Improved Damage Threshold, Improved Defenses, Linguist, Pin, Skill Focus (Knowledge [social sciences]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16, Gather Information +16, Knowledge (social sciences) +23, Perception +22, Persuasion +21, Use Computer +18
Possessions basic clothes, local currency, comlink

"Explume is lost to the Lugubraa, six hexes be upon them. Cloak and evacuate the nestlings while I—*awwwwkk!*"

—Final transmission from Explume Minor of Shell Conjurer Firtha, translated from the Croke

MNGGAL-MNGGAL PREPARES TO TAKE A HUMAN HOST.



MNGGAL-MNGGAL

DESCRIPTION

Mnggal-Mnggal is the whispered horror of the Unknown Regions—a shapeless, pitiless creature that toys with its living prey in the way that a felinx tortures a dying scurrier.

It is difficult to describe Mnggal-Mnggal, because if the stories are true, it conforms to no known analogue in the University of Sanbra's catalog of intelligent life. It seems apparent that Mnggal-Mnggal is a single being and not a species, although at any given moment, it appears in thousands of places simultaneously across the galaxy.

At its core, Mnggal-Mnggal is a thick gray ooze, opaque in color, slimy in texture, and smelling of sweet rot. It exists on the surface of the planet Mugg Fallow, where it forms a world-ocean that submerges the planet from pole to pole, broken only by empty continents covered with petrified forests and crisscrossed by rivers of gray. Beneath the surface, Mnggal-Mnggal pools in dark grottos and extends its roots into the core of the dead world it calls home.

As a fluid being, Mnggal-Mnggal is capable of endless shapeshifting. It can interact with its surroundings by forming questing pseudopods, fanged mouths, and eyes on stalks. It can also break off pieces of its mass into crawling worms and flapping batlike creatures. When its constructs have served their purpose, they are reabsorbed into the totality of Mnggal-Mnggal.

If this were the entirety of Mnggal-Mnggal's existence, Mugg Fallow would be an avoidable hazard. But the entity can infect other beings with bits of itself, then eat at their insides until only shells remain. These puppets appear normal at first glance, but closer inspection will reveal their vacant gazes, stiff gaits, and (because they do not breathe or have a pulse) utter stillness when at rest.

After consuming the innards of its prey, Mnggal-Mnggal fills every square centimeter of the victim's torso, limbs, and head, and it can animate them with sufficient precision to pilot an airspeeder, type on a datapad, or carry on a conversation. Since such victims no longer possess lungs or vocal chords, Mnggal-Mnggal projects its own "voice" from inside the throat, using speech that is emotionally flat and possesses a buzzy distortion.

Bodies kept animated in this state are still corpses and subject to the normal process of decay. After a week, a zombie of this type will begin to rot, with the grayish essence of Mnggal-Mnggal leaking from the eyes, nose, mouth, or ears.

MOTIVATIONS

Mnggal-Mnggal has a single, self-aware intelligence. Some who have spent time among the petrified forests of Mugg Fallow claim to have conversed with it, and they have filled journals with recollections of its dreamlike observations.

Mnggal-Mnggal speaks in verse, metaphor, and riddles, often using ancient languages or adopting forgotten conventions of speech. Some say that it is a deceiver and that every word it utters is either a lie or flattery. Mnggal-Mnggal tells tales of the Celestials, the Rakata, and the dawn of the Jedi, as well as the current plots of conquerors, the locations of lost wonders, and the answers to mysteries that have existed for tens of thousands of years. The veracity of this information is unclear. Mnggal-Mnggal relishes deceiving the gullible and stringing along the hopeful with truths that will remain forever just out of their reach.

It is clear that Mnggal-Mnggal has malevolent intent. Its primary tactics of aggression—infecting other beings and spreading offworld inside their husks—do not appear to be based on any sort of survival instinct. Instead, Mnggal-Mnggal seems to thrive on the suffering of others. The wrenching spectacle of a mother confronted with the reanimated corpse of her own child has been repeated on planet after planet, and Mnggal-Mnggal pushes the emotional buttons of other beings to persuade them to open airlocks and deactivate perimeter fences.

Mnggal-Mnggal desires control, and the entity has staked its claim to thousands of worlds in the great spiral galaxy that it has inhabited far longer than the ephemeral beings that are its playthings. Extinguishing individual lives appears to be a source of lazy amusement.

METHODS

In its raw form, Mnggal-Mnggal is a gelatinous goo that can take any shape. Streams and creeping amoebic blobs transport it from place to place; thin tendrils and ropy tentacles reach into spaces and operate controls.

Mnggal-Mnggal's primary method of transference is infecting others. Beings that encounter a calm pool of gray liquid might be shocked as the surface abruptly explodes, with dozens of droplets coating their faces and sliding toward their mouth and nostrils. After Mnggal-Mnggal's essence

penetrates the cranium, it moves to the internal tissues, consuming blood and muscle as it increases its own mass. Within 24 hours, this results in a hollowed-out vessel filled entirely with viscous pus.

The victim, of course, is dead, but the intelligence of Mnggal-Mnggal is now in control and can use the body however it desires. Because all are animated by the same mind, multiple zombies can essentially communicate telepathically as they work together to spew infectious fluid into the faces of new subjects. Even animals (in sizes ranging between that of a nexu and that of a bantha) can secretly be vessels for Mnggal-Mnggal.

The "ambush" method of transfer is not the only manner in which Mnggal-Mnggal spreads. Small quantities of the gray slime—no larger than a bean—can be accidentally swallowed, after which the seed begins a similar hollowing (which can take up to a week, due to the greater mass needed for conversion). A seed amount can be concealed in food or swirled into a drink by an infected victim, or it could be left by a small, wormlike segment that finds its way into a galley.

Those who swallow a piece of Mnggal-Mnggal suffer extreme pain from the internal assault. Their strength and stamina plummet, and they register Mnggal-Mnggal's sinister intelligence, fully aware of what is happening to them. Any substance that induces vomiting can cause the victim to expel the Mnggal-Mnggal seed, but only within the first 12 hours after infection.

The raw ooze of Mnggal-Mnggal is immune to edged and impact weapons, and blaster fire causes only minor damage. Killing a pool of Mnggal-Mnggal is best accomplished by wide-spray application of fire, acid, poison, or noxious chemicals.

History

Mnggal-Mnggal is an ancient creature that claims to have witnessed the golden age of the Celestials and their sudden withdrawal from the galaxy circa 30,000 BBY. The hyperspatial anomaly that bisects the galaxy would easily have been within the capabilities of the Celestials, and some speculate that it might have separated Mnggal-Mnggal's influence from the Celestial projects taking place near Corellia, Kessel, and other sites in the eastern disk.

Mnggal-Mnggal might be extradimensional in origin. Its appearance is so alien that some have tied it to reports of shapeless beings from beyond known space that have wondrous telepathic and healing abilities.

Mugg Fallow is the central world inhabited by Mnggal-Mnggal, essentially representing its brain. The planet might have been inhabited long ago but is utterly lifeless now, with fossilized tree trunks the only lingering relics of former organic matter.

This site where Mnggal-Mnggal first evolved (or arrived) is now entirely covered with its slime. A fleet of derelict starships encircles the world in a dull metallic ring, each one steered into orbit by infected zombies and stored there as a macabre decoration. The collection contains vessels from every era of space travel, including rare Gree sailships and at least one fully laden treasure barge commissioned by Xim the Despot.

Mnggal-Mnggal has extended its presence onto countless planets, moons, and space stations across the Unknown Regions. Since its puppets last only a short time before decaying, the most reliable signs of infestation are gray pools in caverns and sewer systems. Given time and an absence of countermeasures, a world can become as overrun and lifeless as Mugg Fallow within a few generations.

Extended outbreaks are responsible for the decimation of the Viis Empire and other game-changing political shifts in the Unknown Regions. The Lugubraa and the illusion-casting Croke have fought for decades against Mnggal-Mnggal's incursion into their territory, even as they persist in their efforts to annihilate each other. Recent reports from civilized space indicate that Mnggal-Mnggal has moved beyond the Unknown Regions and onto outlying worlds in Wild Space and the Outer Rim Territories. Some observers have drawn connections between Mnggal-Mnggal and the plagues created under Imperial Project Blackwing.

Using Mnggal-Mnggal

Mnggal-Mnggal is a clear-cut enemy. The entity is a cruel and evil killer, and its actions are not mitigated by the need to feed or reproduce. Almost all Unknown Regions inhabitants will support the heroes in burning out an infestation of Mnggal-Mnggal, although on particularly primitive worlds, the local tribes might take offense to anyone angering the "rot god."

Common throughout the Unknown Regions, Mnggal-Mnggal can be placed on any world of the Gamemaster's choosing. Most likely, first encounters occur through infected zombies, which might replace the residents of a space depot, a contact the heroes are supposed to meet, or an old friend that one of the characters will recognize from a previous encounter. Interactions with these victims consistently feel "off," with distinctive signs that include communicating without speaking, moving in choreographed patterns, and speaking with unearthly voices. Some puppets might be partially decayed and ooze gray fluid.

It is a certainty that such victims will try to infect the heroes by luring them close enough to strike their faces with tendrils of ooze. Shooting or cutting apart a zombie might cripple the host body but will only release Mnggal-Mnggal in its raw form, which will be immune to similar attacks.

A more subtle assault can result from the ingestion of a small piece of Mnggal-Mnggal. This fate might befall a GM character traveling aboard the heroes' ship. If the condition goes untreated, the victim will transform into a zombie at the worst possible moment, such as in the middle of hyperspace navigation, a tricky asteroid transit, or an intense exchange of space dogfighting.

No one knows whether Mnggal-Mnggal can be killed, but a strike on the planet Mugg Fallow would be a logical move. The ships in orbit above the site include a few that are bursting with volatile arsenals stored next to leaking antimatter engines. Such a vessel, if nudged out of orbit into a collision with the planet beneath, could trigger a chain reaction that might destroy Mugg Fallow.

Most cultures in the Unknown Regions are aware of Mnggal-Mnggal, although few understand its true nature and instead embellish the sparse facts with legend. The Chiss data library on Csilla has the most comprehensive collection of Mnggal-Mnggal lore, including the entity's purported origins and the coordinates of Mugg Fallow. The Chiss Ascendancy will pay a bounty to adventurers for clearing sites of infestation, and they will readily supply a list of candidate locations if asked.

Mnggal-Mnggal

In its pure state, Mnggal-Mnggal can be found in subterranean pools. It fights off visitors by generating batlike fliers and thrashing pseudopods, all of which attack by going for the face. Droids (or fully armored characters) that cannot be infected in this fashion are instead immobilized and torn apart. The gelatinous form of Mnggal-Mnggal can be encountered in amounts as small as a cupful or as large as deep lakes that extend to the horizon.

Mnggal-Mnggal **CL 8**
Medium* beast 8
Init +6; **Senses** darkvision; Perception +11
Languages Mnggal-Mnggal plus any languages spoken by its host

Defenses Ref 15 (flat-footed 13), Fort 12, Will 12
hp 52; **DR** 5; **Threshold** 12

Speed 6 squares
Melee unarmed (pseudopod) +6 (1d4+4)
Ranged flying fragment +8 (1d6+4)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +8
Atk Options Running Attack, Trip

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 14, Cha 6
Special Qualities amorphous, Mnggal-Mnggal seed
Feats Force Sensitivity, Running Attack, Trip
Skills Perception +11, Use the Force +2

Amorphous—Raw quantities of Mnggal-Mnggal have no defined shape and can alter their forms at will within the limitations of their current sizes. Such alterations can include the creation of pseudopods for combat or tendrils for grasping and tripping targets. Mnggal-Mnggal is not a natural mimic and cannot imitate or copy other creatures or alter its natural color.

Flying Fragment—As a swift action, Mnggal-Mnggal can separate fragments from a larger form that fly through the air as a ranged attack. These flying fragments can remain airborne for the duration of an encounter before becoming reabsorbed by the larger form. Additionally, as a move action, Mnggal-Mnggal can divide into two forms that are each one size smaller than the single form, or two forms can merge to become one form that is one size larger.

Mnggal-Mnggal Seed—Mnggal-Mnggal seeds allow the entity to take over the forms of other creatures. Once every four hours, make an attack roll at 1d20+6 against the Fortitude Defense of a creature that swallows a Mnggal-Mnggal seed. After 12 hours, increase the attack roll to 1d20+10. If an attack misses, the seed continues to attack until physically removed from the creature's body. If an attack succeeds, each hour, the target takes 1d12 points of damage and moves –1 step on the condition track. Once the target reaches 0 hit points or the bottom of the condition track, it is effectively consumed and becomes a Mnggal-Mnggal zombie (see below).

** Mnggal-Mnggal essence in its natural form can range in size from Tiny to Colossal. Apply size modifiers as needed.*

Mnggal-Mnggal Zombie

In the case of a zombified puppet, Mnggal-Mnggal is concealed inside the hollow shell of a formerly intelligent being or an inconspicuous animal. Such subjects have stiff movements (which are coordinated among multiple victims at once), speak in telltale buzzing voices, and share instantaneous communication with other Mnggal-Mnggal zombies. The following statistics represent a typical Mnggal-Mnggal zombie. Mnggal-Mnggal zombies of creatures with unique physiological attributes (such as natural weapons and armor) may have additional attacks, defenses, and special qualities. You can adjust a Mnggal-Mnggal zombie statistics block to include those attacks and special qualities to better reflect the true nature of the host.

Mnggal-Mnggal Zombie **CL 8**
Medium* beast 8
Init +3; **Senses** darkvision; Perception +11
Languages Mnggal-Mnggal

Defenses Ref 12 (flat-footed 12), Fort 12, Will 12
hp 52; **DR** 5; **Threshold** 12

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged by weapon +5
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +6
Atk Options Running Attack, Trip

Abilities Str 10, Dex 8, Con 14, Int 10, Wis 14, Cha 8
Feats Force Sensitivity, Running Attack, Trip
Skills Perception +11, Use the Force +2

** The zombie's size matches that of the consumed victim. Apply size modifiers as needed.*

Rakata

Description

The Rakata are perhaps the most important species alive for professors of planetary archaeology and xenoanthropology. They are a link to a long-ago past that changed the galaxy forever.

At first glance, the Rakata do not seem quite so epic. They are smooth-skinned humanoids with tall craniums and protruding eyes that jut from each side of the head on short stalks. Bipedal in form, the Rakata have three-digit hands tipped with claws for digging through packed dirt.

The Rakata are uniformly lean and close to the same height. It can be difficult for outsiders to distinguish between them, although females typically have more slender builds.

Nearly all Rakata have gray or reddish-gray skin, a trait of the dominant lineage that survived the ancient plague that thinned their numbers. Very rare are representatives of near-extinct Rakata breeds such as the black Bukesek of Lehon's volcanic sands, the crimson-striped Ikalik from the blade glades, and the pale blue Droot that originated in the equatorial tidal coves.

Circa 30,000 BBY, the Infinite Empire of the Rakata achieves galactic dominance due to the species' natural Force-sensitivity and the Force-attuned technology that provides perpetual energy and hyperspace travel. But the plague that decimates their empire also severs their link to the Force. Modern Rakata are Force-blind, and they hunger for a way to restore their connection.

Rakata speak their native tongue, which is also called Rakata, but they are intelligent and pick up new information quickly. The members of the priest class, who spend much of their time deciphering dead texts, are more likely to understand the speech of newcomers.

Rakata priests wear long robes and electronic control devices on their forearms. Warriors wear angular plastoid armor and carry shock lances. Members of primitive tribes might wear armor made of wood and twine and brandish fire-blackened spears.

For details on Rakata species traits, see page 18 of the *Knights of the Old Republic Campaign Guide*.

Motivations

The Rakata are conquerors. Within a scattering of far-flung planets that crosses the entirety of the Unknown Regions, Rakata still play out this ancient struggle. The more barbarous tribes within the "Rakatan Archipelago," such as those inhabiting the planets of Fitomp or Hilak, believe that their worlds represent all of creation and make war against other native species. On more enlightened worlds, such as Makatak and Tulpaa, the day-to-day bloodshed is lessened, but the desire to reclaim lost glories is as powerful as ever.

Most would agree that the Rakata show no outward signs of malice. Yet their species once ruled the galaxy through slavery and genocide, and their violent cores still erupt to the surface if pushed. An enraged Rakata cannot be reasoned with and will ignore its own injuries in a wild effort to destroy those it believes to be its enemies.

Even on the most backward planets, a schism exists between "those who fight" and "those who build." Warriors are darkly suspicious of priests who harness forces beyond comprehension, and priests are wary of warriors who have more muscle than brains.

On some planets, the Rakatan priest and warrior classes have united to wield the wonders of their forebears, including planetary disruptor fields, builder droids, and skipships. On other outposts of the Archipelago, the priests (also known as Elders) make war against one another using arsenals that they barely understand, leaving the landscape pitted and glowing with radioactivity.

All Rakata long to restore the Force connection that vanished many millennia ago. They can feel the loss on a spiritual level, speaking of a black hole in their chests that consumes life, contentment, and happiness. For priests, there is also a practical aspect, since ancient tech cannot be operated to its fullest potential by one who lacks aptitude for the Force.

Scientists among the priest class experiment with living beings in an attempt to discern the Force's essence. Such trials include dissecting animals and grafting plant tissue into prisoners' bodies. The crimes of Rakatan vivisectionists drive the species' monstrous reputation in the Unknown Regions, and such brutality is one reason why indigenous populations fight so fiercely to be rid of their Rakatan overmasters.



The Rakata

Methods

In the Unknown Regions, the Rakata can range from rock-throwing primitives to apocalyptic mad scientists. The difference is their technology. Tribes with the ability to keep old Rakatan tech functional can unleash powers seemingly supernatural in scale. However, their Force-blindness means that the Rakata can operate the machinery at only a fraction of its desired functionality.

Some, particularly the Elders of the Makatak and Tulpaa tribes, have exhumed buried skipships and become starfarers once more. Just as in ancient times, the drives of their vessels work by zeroing in on worlds that have high Force concentrations, although the Rakata now lack the ability to control this process. The Makatak and Tulpaa have become embroiled in a resource fight as each pushes for control over the same life-rich planets.

Upon reaching a new world, the typical Rakata response is to enslave as many natives as possible with a technological show of force, then use the same equipment to strip-mine the site of metals, ores, compressed gasses, and radioactive plasma. Because the skipships typically arrive at rich, unspoiled biospheres, the Rakata have seldom needed to deal with advanced civilizations.

The Makatak and Tulpaa Elders continue to tinker with crumbling Rakatan inventions, puzzling out a way to unlock old mind traps—prison boxes that contain an infinite expanse of white nothingness. The two tribes are even competing to complete construction on scaled-down versions of the great Star Forge that once supplied the Infinite Empire with endless battle machines.

Many tribes that fled the collapse of the Infinite Empire took their slaves with them. Tens of thousands of years later, their descendents are still in service. Slave species in the Rakatan Archipelago include representatives of Infinite Empire worlds in the pre-Republic era, such as the Wookiees of Kashyyyk, the Selkath of Manaan, and the Selonians of the Corellian System.

Overbreeding among the slaves has led to sickly genetic deformities. The Wookiee slaves of Malata, for example, are stoop-shouldered and hairless, with long front incisors to gnaw timber thickets. Rakatan guard beasts are similarly mutated but still come from recognizable stock. On Persappa, blue-spotted, amphibious rancors lurk in bubbling brew pools, and the bamboo patches of Griwstrick house scurrier-sized offshoots of the Corellian sand panther.

History

Long before the rise of the Republic, the Rakata build their Infinite Empire. Centered on the Rakatan homeworld of Lehon in the Unknown Regions, the Infinite Empire soon expands by thousands of light years in every direction.

Their natural Force-sensitivity (perhaps even their predisposition toward the dark side) allows them to make machines that operate in the same way. Rakatan Force-drives give power to skipships that hopscotch between worlds rich in life, leading to an empire with a spotty, patchwork appearance. The Rakata enslave all they find and alter the ecosystems of worlds such as Tatooine, Kashyyyk, and Vagar Praxut.

By 30,000 BBY, the Infinite Empire reaches its height, stripping bare such planets as Duro and Morseer and forcing the Coruscantis and Corellians to build weapons of colossal scale. Rakatan forces defeat the era's other major powers, including the Gree and the Kwa, and only the double blow of a plague and a civil war weakens their hold sufficiently to permit a slave revolt in 25,200 BBY.

The plague also strips the Rakata of their Force-sensitivity. Blind to the energy of the universe, many go mad. Before long, Rakata all but vanish from the eastern disk, with the exception of a few holdouts in the Tion Cluster.

In the Unknown Regions, Rakatan tribes steal whatever they can carry from the storehouses of Lehon's idle Star Forge and flee in advance of a nuclear war between the warriors and the priests. These refugees fan out to settle what comes to be known as the Rakatan Archipelago.

"The few surviving Rakata declined to leave their ancestral home, and their numbers were insufficient to maintain a viable gene pool. Within a few generations, the long, slow extinction of their species was finally complete."

—From the official Republic threat dossier regarding the planet Lehon

Lehon returns to prominence in 3956 BBY, after Darth Revan reactivates the Star Forge and triggers the Jedi Civil War. But the planet's population continues to dwindle, and by 1000 BBY, the Rakata are believed extinct.

No Republic surveyors have ever located the Rakatan Archipelago. Many local species have been abused by this pocket civilization, but other powers in the Unknown Regions have largely remained ignorant of the threat. But if the Rakata find a way to restore their primeval technology, the Infinite Empire could rise once more.

Using the Rakata

The Rakata are solid antagonists for adventures centered around archaeological scouting or treasure hunting. No matter how primitive a Rakatan tribe might appear, the species once ruled the galaxy, and its current members are likely sitting on artifacts of unimaginable power that would be worth millions of credits to museums, scientists, or private collectors.

The Rakatan Archipelago is a diffusion of unaligned worlds, and few people are aware of its existence. Finding a specific site might be a painstaking ordeal of following clue after clue, but a Force-sensitive hero can provide a handy shortcut if the character knows (and is able) to scan for worlds with strong Force signatures.

On any given planet, Rakatan tribes can be archaic or relatively advanced. Some might have activated planetary disruptor fields that disable incoming starships and force crash landings. Members of the Rakatan warrior class will want to kill newcomers, whereas priests might be intrigued by the visitors' gadgetry. They will be overjoyed if one of the heroes can touch the Force and will make every move to enslave the subject for experimentation.

The Makatak and Tulpaa tribes are home to the most advanced Rakata in the Unknown Regions. Both are constructing small (half-kilometer) Star Forge orbital factories, which could be the targets of sabotage for the heroes. Both tribes possess dozens of mind trap prisons that can be unlocked only by use of the Force. If a hero helps the Rakata open one, the trap will disgorge Sharu criminals, Kwa super-soldiers, and other unhinged killers locked away since the pre-Republic era.

Elder Ruthic

Elder Ruthic is an unusual Rakata—a priest with the skills of a warrior. She became head of the Tulpaa tribe by exiling the former leaders into the empty eternity of a mind trap.

Unique among Rakata, she has been growing closer to the Force with each passing year. This development has given her great insight into the technology of her ancestors, and her tribe now sends hundreds of skipships to scour the Unknown Regions for slaves and resources. Meanwhile, the metal skeleton of a new Star Forge is taking shape in the skies above Tulpaa.

Ruthic is very bright and not given to anger or excess. The tribal leader realizes that the generations before her failed to use all the power available to them, and she is determined to uncover every lost secret. Because her emerging Force-sensitivity appears to be a fluke, she has ordered her priests to cut apart healthy slaves to determine if the Force lies in their blood, their organs, or their brains.

Elder Ruthic is protected by two Gengh-Noghri wherever she goes. These offshoots of the Noghri species, brought to Tulpaa from Honoghr's slave stock, are over 2 meters in height and have massive crocodilian heads filled with flesh-tearing teeth.

Lurking in the shadows of her ruling temple is Raspir, a pure-blooded Sith released from a mind trap prison when Ruthic banished her opponents to the same device. Raspir once served Sith King Adas as a court magician. As a practitioner of dark Sith magic, he has given Ruthic wise advice on how to bend the creation engines of the Star Forge to her will.

Elder Ruthic **CL 7**

Medium Rakata noble 4/soldier 3
Destiny 1; **Force** 6; **Dark Side** 2
Init +9; **Senses** Perception +16
Languages Basic, Minnisiat, Rakata, Rammocate, Sy Bisti, Vagaari

Defenses Ref 20 (flat-footed 18), Fort 20, Will 22
hp 61; **Threshold** 20

Speed 6 squares
Melee combat gloves +8 (1d6+6) or
Melee quarterstaff +8 (1d6+6) or
Melee quarterstaff +3/+3 (1d6+6)
Ranged by weapon +7
Base Atk +6; **Grp** +7
Atk Options Dual Weapon Mastery I, Instinctive Attack, Melee Smash, Stunning Strike
Special Actions Born Leader, Inspire Confidence

Abilities Str 12, Dex 13, Con 13, Int 15, Wis 16, Cha 16
Special Qualities ancient knowledge, rage
Talents Born Leader, Inspire Confidence, Melee Smash, Stunning Strike
Feats Armor Proficiency (light), Dual Weapon Mastery I, Force Sensitivity, Instinctive Attack, Linguist, Martial Arts I, Skill Focus (Perception), Skill Focus (Persuasion), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Deception +11, Gather Information +11, Initiative +9, Knowledge (life sciences) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +16, Treat Injury +11, Use the Force +6 (untrained)
Possessions ceremonial garb, ceremonial staff, ceremonial gloves (as combat gloves)

Sorcerers of Rhand

Description

The Sorcerers of Rhand live deep in the Unknown Regions, hidden by the red flow of the Perann Nebula from any disciples of the dark side who wish to tap their knowledge. Their reclusiveness is a blessing, for if the Sorcerers were to unleash the full entropic power of what they call the Dark, the entire galaxy might come to ruin.

The Sorcerers have no uniform appearance and are not presumed to be members of the same species. Yet no one is clear on what, exactly, the Sorcerers *are*. Succate, a chronicler from Carrivar, assembled the largest collection of information on the Sorcerers 80 years before the Battle of Yavin. According to her recounting of a meeting in the central ruin of Rhand, each Sorcerer manifests in a unique state of disassembly and decay. One lacked skin and oozed bodily fluids with every step. One was merely a blackened skeleton. Another appeared to have been turned inside out, with clean white teeth poking jaggedly from a raw mass of a head. A fourth existed as a long ribbon of flesh that swirled and coiled throughout the Rhandite receiving chamber.

Succate could not determine whether these were mortal beings that had been transformed into such states, supernatural entities that had taken strange forms, or simply illusions. But despite their unsettling appearance, the presence of additional black-cloaked figures hovering on the periphery engendered even more dread—for Succate's imagination conjured even worse horrors that might lie beneath their black folds.

Most Sorcerers appear to walk on two legs, but some hover above the ground at a height of half a meter, the hems of their robes dangling above the cold stone. Others have four or more legs and scuttle close to the floor with heavy blankets draped over their backs. A few rare members of the order flap high above their gatherings on wings, unwilling or unable to descend to ground level. Meeting an assemblage of Sorcerers is a disorienting and sometimes terrifying experience.

Motivations

An overriding faith in the Dark motivates the Sorcerers of Rhand. This concept, unrelated to the Force practiced by the Jedi and Sith, is interpreted to mean the ultimate end of all existence. Scientists refer to the Dark as the concept of entropy, and others brush against its meaning when they complain that "things fall apart." But the Sorcerers of Rhand believe that the Dark is everything, and therefore the only true source of power.

The greatest civilization, the grandest palace, the noblest warrior—everything collapses, crumbles, and dies. Destruction is inevitable. Nothing escapes its grip, not even the universe itself. Most beings spend their time building institutions and making rules, revealing themselves in the Sorcerers' eyes as small-minded children. In time their work vanishes, unmourned and unremembered.

Sorcerer of Rhand Species Traits

The Sorcerers of Rhand are united by a common condition rather than a shared genetic code. Although they retain a semblance of their original forms, they are twisted beyond the natural abilities of their native species. They are transformed over time and adapt to take on the following traits:

Ability Modifiers: –2 Strength, –2 Dexterity, +4 Intelligence, +2 Wisdom, –2 Charisma. Sorcerers lose their physical attributes in exchange for increased mental abilities.

Medium Size: As creatures of Medium size, Sorcerers have no special bonuses or penalties due to their size.

Speed: Sorcerer base speed is 6 squares. Some are known to hover mysteriously instead of walk.

Bonus Feat: Sorcerers gain the Force Sensitivity feat for free.

Dark-Infused: Sorcerers gain the Force Training feat for free, but half the Force powers selected with this bonus feat must have the dark side descriptor, and none can have the light side descriptor.

Repulsive Appearance: The Sorcerers' repulsive physical appearances allow them to reroll Persuasion checks to intimidate and take the better result. They also gain a +5 bonus to their Will Defense when others attempt to use the Persuasion skill against them.

Special Qualities: Each Sorcerer gains from one to three special qualities unique to his or her relationship with the Dark. Create these qualities, or select one or more using the Creature Generator on page 89.

Automatic Languages: Basic plus many others. Sorcerers are often versed in a multitude of tongues.

The Sorcerers are realists. They understand that the power of destruction, coupled with time, has more ability to change the universe than any effort of creation. They devote their efforts to understanding its purpose and ultimately divining a way to become agents of the Dark. By manipulating the forces of destruction, they can bring their enemies to ruin.

The Dark also brings with it a kind of future sight. If all things come to an end, and if the Sorcerers possess an understanding of the Dark, then they can see its effects forward and backward throughout time. By selecting or rejecting specific paths of destruction, the Sorcerers can bring about any event they desire.

The Sorcerers understand that the power does not lie with themselves. As living beings, they are only temporary constructs to be chewed apart by the Dark. But by riding its omnipotent potential, they can follow it to places of their choosing.

The most devout among the Sorcerers of Rhand believe that they can join their consciousnesses with the Dark when their mortal bodies rot. In this form, they will bring oblivion to the very stars until everything ceases to exist and the universe undergoes heat death.

The Sorcerers do not care about the traditions of the Jedi and the Sith. The idea of a "Force" with a light side and a dark side strikes them as quaint and naive. When they tap into the Dark, they are not communicating with an energy field created by living things (by definition, a fleeting, transitory trifle) but with the fundamental law of reality.

Methods

The reclusive Sorcerers have never been spotted definitively outside the twelve star clusters of the Nihil Retreat that form a protective bulwark around the Perann Nebula. However, their techniques allow them to operate from remote distances, and it is not known how many catastrophes in the Unknown Regions have been perpetuated by their meddling.

Chief among their tools is the gift of Darksight, which allows a Sorcerer to see the future as a branching path—each path defined by the forces of destruction that trigger change. A Sorcerer can choose a path and encourage the inevitability of that future (and its associated outcomes of death and ruin).

The Sorcerers also wield a type of battle meditation that is essentially a more immediate expression of Darksight. While viewing armies engaged in warfare, a Sorcerer can sense how close each soldier is to death and nudge individuals into decisions that bring about their immediate annihilation.

A more direct method of control also exists through the use of Nihil smokestone, a native mineral with the ability to act as a mental transmitter and receiver. By imprinting slaves with smokestone—via skull implants or removable cranial harnesses—one Sorcerer can control a horde of so-called Pawns. The controlling Sorcerer is required to wear a shadow crown made from smokestone, but he or she gains the ability to receive the collective sensory input of the Pawns or give them primal commands (such as *kill, run,* or *feed*). Pawns can also be directly controlled like the marionettes of a puppeteer.

Finally, in the rare event that the Sorcerers are threatened in a face-to-face confrontation, they have mastered an arcane technique for channeling the Dark in a sustained, directed burst. A Darkshear strike causes the victim to suffer the cumulative damage of years of atrophy. Armor becomes rusted and brittle, power cells drain, and machinery jams. Individuals can age 30 years in an instant, and individual body parts—a heart, a lung, a knee joint—might fail in the midst of battle. The damage can sometimes be reversed with bacta, but it might require prosthetic replacement.



A Sorcerer of Rhand

History

According to Succate's annals, the Sorcerers are the culmination of three ancient philosophical schools. The first is the Knell of Muspilli, a death cult from the moon trees of the Gunninga Gap that transcribed the Taurannix Codex to call forth apocalyptic deities from beyond the Gap's spatial fissure.

The second school is the Kanzer Exiles, a fanatical flock of reptilians led by the Lord Ravager Korman Lao. These exiles expanded their faith through mental enslavement and built a world-sized temple near the Valtaullu Rift.

The third school is an offshoot of the Warriors of the Shadow—Taung soldiers beaten by the Battalions of Zhell in the prehistory of Coruscant. After surviving the war and a volcanic plume of ash that filled the skies for two years, the priestly sisterhood of the Taungs fled to the Unknown Regions to seek atonement through meditation and insight.

Thousands of years bring about the merging of these belief systems on the worlds of the Nihil Retreat near the Perann Nebula. Deep within the nebula itself, on the planet Rhand that gives the new movement its name, the greatest Sorcerers take up residence in the dark ruins of a long-dead species. Outposts and monasteries on the twelve planets of the Nihil Retreat come to be populated by acolytes of the faith (known as Rhandites), who have not yet attained true insight into the Dark.

Prior to the Battle of Yavin, Lord Cronal, Director of Imperial Intelligence and one of Emperor Palpatine's trusted Hands, gains understanding of the Dark from the Sorcerers of Rand. Cronal renames himself Blackhole, signifying his desire to become an event horizon to draw all life into the Dark's abyss. Unlike the Sorcerers, Cronal augments his knowledge with Sith secrets from Korriban and the teachings of the Prophets of the Dark Side on Dromund Kaas.

In 5 ABY, after using his warrior-puppet Lord Shadowspawn to devastate the Inner Rim, Cronal attempts to seize control of Luke Skywalker during the Battle of Mindor. Skywalker thwarts his efforts and Cronal vanishes, later appearing in Imperial service in a greatly diminished capacity.

Using the Sorcerers of Rhand

The Sorcerers of Rhand can offer temptation to any Force-user. Their philosophy—based not on living things but on the literal end of existence—could prove supremely seductive to a dark sider, or an object of unpleasant but necessary curiosity to a Jedi who wishes to gain understanding on how to reconcile the Dark with the concept of the Unifying Force.

The Sorcerers are rumored to possess Rakatan forges, Taurannix chapbooks, and other relics from throughout the

Unknown Regions. All such items have inherent dark side power and could sell for thousands of credits to collectors in civilized space.

Because the Sorcerers never leave the edges of the Nihil Retreat, the heroes must come to them. Reaching the Retreat requires a long journey through an empty region of space. With the right cover story, any of the Retreat's worlds might accept the heroes as new disciples or pilgrims. Otherwise, the adventurers might find their ship under attack from Darkshear as a Sorcerer in a nearby orbital platform directs waves of entropy to loosen bulkhead weldings and pop open airtight compartments.

True Sorcerers are rare on the Nihil Retreat worlds, and the acolytes that live there are little more than obedient thugs. Reaching Rhand inside the Perann Nebula is impossible without specific coordinates obtained at the Retreat (or the guidance of a Force-user). The Sorcerers in the relic-strewn ruins are hallucinatory to behold and nightmarish to fight. Fortunately, they still are vulnerable to blaster fire.

Blessed Toxmalb

One of the oldest members of the Sorcerers of Rhand, Blessed Toxmalb inhabits the High Tower Observatory of Rhand's central ruin. He is a tall, bipedal being with sunken holes for eyes and chalky gray skin. Upon closer inspection, his "skin" is revealed to be nothing but powdery flakes that shed in dry rivulets, giving him a perpetually melting appearance.

Beneath this shifting layer nest hundreds of tiny flies that buzz about his head and bury themselves in his cheeks. The flies do not bite, but if directed by Toxmalb, they form a cloud around an enemy's head to force choking and suffocation.

Toxmalb is known as the Rhandite Lorekeeper and stores treasures in his aerie for translation. He speaks in a dry croak and is fluent in hundreds of languages. Although Blessed Toxmalb is most often encountered in his crumbling tower, he sometimes provides his services to visitors as a guide through the frightening and mind-bending sights of Rhand. In this same capacity, he drops in on the twelve worlds of the Nihil Retreat.

Toxmalb is skilled in the ways of the Dark and has attained his position through a century of Darksight path-walking. He wears a shadow crown buried beneath the skin flakes of his forehead, used to control up to a hundred Pawns scattered across the Retreat's worlds. Although the Pawns possess no true Dark abilities, they serve as an advanced warning system to alert Toxmalb to any danger, and he frequently throws them away as cannon fodder.

Blessed Toxmalb **CL 16**

Medium Sorcerer of Rhand noble 7/Force adept 5/Force disciple 4
Destiny 3; **Force** 9 (Strong in the Force); **Dark Side** 16
Init +8; **Senses** low-light vision; Perception +21
Languages Anzat, Basic, Cheunh, Dromnyr, Ebruchese, Killik, Minnisiat, Sy Bisti, Tof, Vagaari, and many others

Defenses Ref 30 (flat-footed 30), Fort 30, Will 36
hp 80; **Threshold** 35
Immune mind-affecting effects

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged by weapon +11
Base Atk +11; **Grp** +11
Special Actions Channel Aggression, Channel Anger, Embrace the Dark Side, Force Perception, Power of the Dark Side, Presence, Telekinetic Savant, Weaken Resolve, Visions
Force Powers Known (Use the Force +16): *dark rage, farseeing, Force disarm, Force grip, Force lightning, Force slam, Force thrust, mind trick, move object* (2), *rebuke* (2)
Force Secrets Devastating Power, Multitarget Power, Shaped Power
Force Techniques Force Point Recovery, Improved Telepathy

Abilities Str 8, Dex 10, Con 11, Int 18, Wis 16, Cha 6
Special Qualities darkflies, indomitable, prophet, repulsive appearance
Talents Channel Aggression, Channel Anger, Embrace the Dark Side, Force Perception, Power of the Dark Side, Presence, Telekinetic Savant, Weaken Resolve, Visions
Feats Force Boon, Force Sensitivity, Force Training (3), Improved Damage Threshold, Improved Defenses, Linguist, Skill Focus (Knowledge [galactic lore]), Skill Focus (Perception), Skill Training (Knowledge [life sciences]), Strong in the Force, Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (life sciences) +17, Knowledge (physical sciences) +17, Knowledge (social sciences) +17, Perception +21, Persuasion +11, Use Computer +17, Use the Force +16
Possessions decaying robes, shadow crown

Darkflies—Upon command, a swarm of darkflies erupts from Toxmalb's head and attempts to choke or suffocate one living target within 12 squares of Toxmalb. The darkfly swarm moves at speed 8. Make an attack roll at 1d20+10 against the target's Fortitude Defense. If the attack succeeds, the target takes 1d8 points of damage and moves –1 step on the condition track. If the attack fails, the target takes half damage and does not move on the condition track. Treat as 15th-level creatures of Fine size (see the tables on pages 90 and 91).

Shadow Crown—A shadow crown is a smokestone circlet that enables a Sorcerer of Rhand to communicate with and command its Pawns (which have been imprinted with smokestone) by enhancing the Sorcerer's telepathic abilities. The wearer of the crown must have the Force Sensitivity feat. As a swift action, the wearer can receive sensory information from any or all of its Pawns, gaining a +2 bonus to Perception checks for every Pawn within 12 squares or within line of sight (maximum bonus of +10). The wearer can also issue a one-word emotive command to any or all of its Pawns.

Ssi-Ruuk

Description

The Ssi-ruuk are bipedal, warm-blooded reptilians that feed on living animals. Standing up to 2 meters tall, they are powerfully built and breathtakingly swift predators. Ssi-ruuk warriors can pounce on enemies from great distances, pin them under their bulk, and pick them apart with their sharp beaks.

The volcanic jungles of Lwhekk gave rise to two related (but genetically distinct) intelligent species: the Ssi-ruuk and the P'w'ecks. The latter are smaller and dull colored, with droopy, tail-dragging gaits. By contrast, the Ssi-ruuk seem vibrant and alive, running with their powerful tails held out for counterbalance and nostrils flickering with scent-tongues to detect odors with crystal clarity. They resemble miniature versions of many of Lwhekk's jungle predators, which can grow to heights of 10 meters.

Their shimmering scales come in one of several brilliant hues: blue, gold, yellow, red, green, or black. All are outward signs of caste membership, as are the dull brown scales that result from interbreeding between two distinct castes.

Ssi-ruuk have triple lids protecting each eye, allowing them to see in low-light conditions while protecting their vision from sudden flashes. They speak in a melodic interplay of whistles, trills, and honks, with pitch changes that are difficult for non-Ssi-ruuk to emulate. Their three-digit claws can manipulate machinery and slash open soft skin, and the Ssi-ruuk often hold objects in their mouths as a sort of third hand.



A Ssi-Ruuk Warrior

Most often, the green-scaled warrior caste are the Ssi-ruuk first encountered by outsiders. These warriors are taller, broader, and more heavily muscled than other breeds. They are heavily armed while out in the field and might carry ion stunners and long-barreled energy rifles. Warrior squads keep in touch with one another through earpiece communicators and use their powerful tails as blunt weapons.

The Ssi-ruuk do not wear clothing or armor, but they are known to carry packs, belts, and bandoliers.

Motivations

Ssi-ruuvi society is driven by religion, and the ancient text at the heart of their faith is the *G'nnoch*—a pictoglyph etched into the volcanic rock in the throne room of the ruling palace. The G'nnoch Holy Myth tells the story of the four eggs of creation. The first hatched the deities Ssi and P'w'itthki, and the second and third eggs birthed each god's children. After a civil war, the children of P'w'itthki agreed to serve the followers of Ssi for all time. The fourth egg manifested as a home for the spirits of the dead.

This "fourth egg"—the Ssi-ruuvi afterlife—explains the species' expansionist streak and its strange caution and occasional panic. Other planets are considered world-eggs ripe for the taking, but unless they have been consecrated in a holy ceremony, any Ssi-ruu that dies on such unclean soil is doomed to wander the stars for eternity. Of course, while traveling in space from one world to the next, the Ssi-ruuk are not on consecrated ground, so an interstellar journey is one of exceptional spiritual bravery.

The logical conclusion to this dilemma is to have others fight on their behalf, and the Ssi-ruuk long ago perfected the technology for doing just that. Entechment is the process of draining an individual's life energy and using it to power a computer system or a droid starfighter. These ghost soldiers retain just enough consciousness to target enemies and respond to changing battle conditions, but the horror of their situation eventually causes their brain patterns to degenerate into madness. This deterioration does not bother the Ssi-ruuk in the least, but it requires them to continually replenish their entechment batteries with new energy. Because the act of acquiring victims requires combat that, in turn, uses up thousands of enteched battle machines, Ssi-ruuvi expansionism is inefficient and fragile.

Many Ssi-ruuk serving the armadas would prefer to return home to the sacred spires of Lwhekk, but the crusades have been mandated by their ruler, His Potency the Shreeftut. The scale of the war and the increasing pinch felt at home inflames tensions between the religious caste (represented in Lwhekk's government by the Conclave) and the political caste (represented by the Elders Council). Their struggle over the future of the Ssi-ruuvi Imperium is felt aboard even the farthest-flung ship of the fleet.

Ssi-Ruuk Species Traits

All Ssi-ruuk have the following species traits.

Ability Modifiers: +2 Strength, –2 Wisdom. Ssi-ruuk are physically powerful but prone to panic and delay when faced with mortal danger, especially in space or on worlds that have not been consecrated.

Medium Size: As creatures of Medium size, Ssi-ruuk have no special bonuses or penalties due to their size.

Speed: Ssi-ruuk base speed is 6 squares.

Conditional Bonus Feat: Ssi-ruuk trained in the Persuasion skill gain Skill Focus (Persuasion) as a bonus feat.

Force Blind: Ssi-ruuk cannot take the Force Sensitivity feat, cannot make Use the Force checks, and never gain Force Points. Although they cannot use the Force, they are still subject to its power and effects.

Keen Smell: Ssi-ruuk use their keen sense of smell to detect changes in a target's emotional state. When within 6 squares of a target in the same room or open area, a Ssi-ruu can reroll Persuasion checks against that target and take the better result.

Natural Armor: The naturally tough scales of the Ssi-ruuk grant them a +2 natural armor bonus to Reflex Defense.

Automatic Languages: Ssi-ruuvi.

Methods

Entechment is the signature tactic of the Ssi-ruuk. In this process, a live subject is hooked to laboratory equipment and undergoes an injection of magnetic solution. As the victim's body dies, his or her life energy is drawn into computer circuitry, from which it can be shunted into a battle machine or an automated starfighter. Force-sensitive individuals who encounter one of these constructs detect a profoundly disturbed mind on the brink of burning itself out in a suicidal spiral.

During the invasion of Bakura, the Ssi-ruuk hope to use Luke Skywalker to drain life energy from a distance and entech thousands remotely. Later, they remain on the hunt for a replacement Force-user of comparable ability. Rumors that leak out from the Unknown Regions tell of entire colonies falling lifeless in an instant—possible evidence that the Ssi-ruuk might have found their subject.

All decisions from fleet movements to invasion targets are subject to the complicated internal politics of the Ssi-ruuvi caste system. The green-scaled military class does the fighting not handled by enteched machines, but even admirals have no say in macro-level war strategies. Such decisions come directly from the Shreeftut, whose words are in turn interpreted by blue-scaled politicians and gold-scaled religious leaders.

Forgotten in this power struggle are the yellow-scaled scientists, who study matter and energy, and the red-scaled workers, not to mention the brown-scaled mixed breeds and the lowly P'w'ecks, who perform only the most menial of duties. Rarely seen within the Imperium are the lithe, black-scaled Ssi-ruuk, who serve the Shreeftut as bodyguards and assassins.

Because the Ssi-ruuk need to entech as many victims as possible to keep their empire afloat, they frequently use ion paddle beamers (disc-shaped, handheld stunners) when boarding ships or attacking outposts, allowing them to take live prisoners. A Ssi-ruu facing death fights with claws, teeth, and tail to prevent being forever denied entry into the fourth egg.

If a consecration ceremony is performed by a member of the religious caste, a patch of territory (or an entire world) becomes sacred ground on which green-scaled warriors can attack with impunity. Preventing such a ceremony from taking place can spell the difference between a colony's survival and its utter annihilation.

Egg-shaped Ssi-ruuvi capital ships range in size from the massive 900-meter *Shree*-class battle cruiser and 750-meter *Sh'ner*-class planetary assault carrier to the nimble 50-meter *Fw'Sen*-class picket ship. Their vessels are propelled by wasteful fusion drives and suffer a number of weaknesses, including unreliable inertial dampers, spotty artificial gravity, and inefficient shielding. Conductive nets are used in addition to energy shielding to help dissipate laser strikes, but the nets can cause failure in other systems.

History

The Ssi-ruuk star cluster contains six inhabitable systems besides Lwhekk's, and all of them are cleansed of their original inhabitants as part of the testing phase of the entechment process. Approximately a century before the Battle of Yavin, the Shreeftut orders a new wave of expansion beyond the worlds of the Imperium, pointing to a controversial interpretation of the G'nnoch for justification. The Ssi-ruuvi fleet swells in size, and Lwhekk becomes a polluted dumping ground as the spire cities fill the jungle with radioactive castoffs.

As the decades pass, the Shreeftut orchestrates ever more distant conquests, extending the Imperium past its star cluster and across a wide swath of the nearest spiral arm. Eventually, their crusades take them to the outlying worlds of the Empire. Palpatine contacts the Shreeftut and agrees to sacrifice colony worlds in exchange for the secrets of Ssi-ruuvi entechment technology.

Immediately following Palpatine's death at Endor, word reaches the victorious Rebel Alliance that the Ssi-ruuk have attacked the distant planet of Bakura. The subsequent battle, recorded in New Republic annals as the Bakura Incident, sees the defeat of the Ssi-ruuk and the capture of their flagship, the *Shriwirr*.

Simultaneous with the Bakura Incident come a number of actions deep in the Unknown Regions, at least one of which involves a strike on elements belonging to Grand Admiral Thrawn's Household Phalanx. After Thrawn's counterattack triggers a shooting war (ensuring the Chiss Ascendancy that "first strike" protocol has technically been followed), an armada of the Chiss Expansionary Defense Force follows the Ssi-ruuk back to their home star cluster and decimates their holdings. By the time the New Republic arrive at Lwhekk aboard the recommissioned *Shriwirr*, the reptilians are in no shape to fight anyone.

Over the next two decades, the Ssi-ruuk rebuild their strength. By this time, however, the Yuuzhan Vong have begun preparing a takeover of civilized space and Unknown Regions alike, and the extragalactic invaders plot to minimize the threat of the Ssi-ruuk. Taking advantage of the birth of a rainbow-colored Ssi-ruu known as the Keeramak, a disguised Yuuzhan Vong agent arranges for the motley mutant to lead Lwhekk's oppressed slaves under the banner of the P'w'eck Emancipation Movement.

The Keeramak makes new contact with Bakura, this time promising peace. Eventually, a consecration ceremony turns all of Bakura into sacred ground. Thus unencumbered by fear of death, the Ssi-ruuk spring a surprise invasion, as the Yuuzhan Vong had planned. The attack fails, but back on Lwhekk, a genuine P'w'eck revolt overturns the Imperium's political and religious ruling castes. Now under the control of the green-scaled warriors and their guns, the citizens of Lwhekk settle in under a military dictatorship.

Using the Ssi-Ruuk

With the exception of the Chiss, the Ssi-ruuk are the most widely recognized major power of the Unknown Regions. Although the details of the Bakura Incident are officially classified, most citizens in the post-Endor timeframe have heard of these trilling saurians and their bizarre entechment equipment.

No matter the era, the Ssi-ruuk are always looking to expand their empire and obtain more life energy for their entechment batteries. Any expedition into the Unknown Regions, whether in deep space or on the surface of an unexplored planet, can run afoul of these conquerors. The Ssi-ruuk use every opportunity to stun and capture the heroes for later entechment, but they unleash deadly force if they feel that their own lives are at stake.

A squad of green-scaled Ssi-ruuk could be an unpleasant surprise for a group of heroes exploring an unknown world. Even if the characters defeat the warriors, their presence might be the first sign of a consecration ceremony and a full planetary invasion.

After the Battle of Endor, the Ssi-ruuk—which have seen the extent of Luke Skywalker's power—wish to line up a suitable replacement so they can entech users from a distance. During this time period, Force-users find themselves the target of intense attention. Force-sensitives who encounter Ssi-ruuvi entechment droids for the first time are dazed by the horror of trapped, dead minds.

It is equally possible that the Ssi-ruuk have already obtained a replacement, perhaps using a Jedi (or a dark sider) to fuel their life-drainer. Reports of mysterious exterminations in the Unknown Regions can provide the hook, with the ultimate goal of depowering the enemy weapon by rescuing the captive Force-user. But the Ssi-ruuk are experts at psychological manipulation. What happens if the prisoner does not *want* to escape?

Finally, any number of reasons—including pursuit, intelligence gathering, or a hyperdrive malfunction—might bring the heroes to Lwhekk itself. In addition to housing billions of Ssi-ruuk, the planet has jungle predators that resemble monsters from fantastical holo-features. If killing a single Ssi-ruuk is hard enough, imagine facing its ravenous, mindless cousin that is over five times its size.

"Be glad! The joy that we bring goes beyond mere sensory happiness. Yours is the privilege of assisting the Ssi-ruuk in liberating the other worlds of the galaxy."

—Standard greeting broadcast to planets prior to a Ssi-ruuk invasion

Tofs

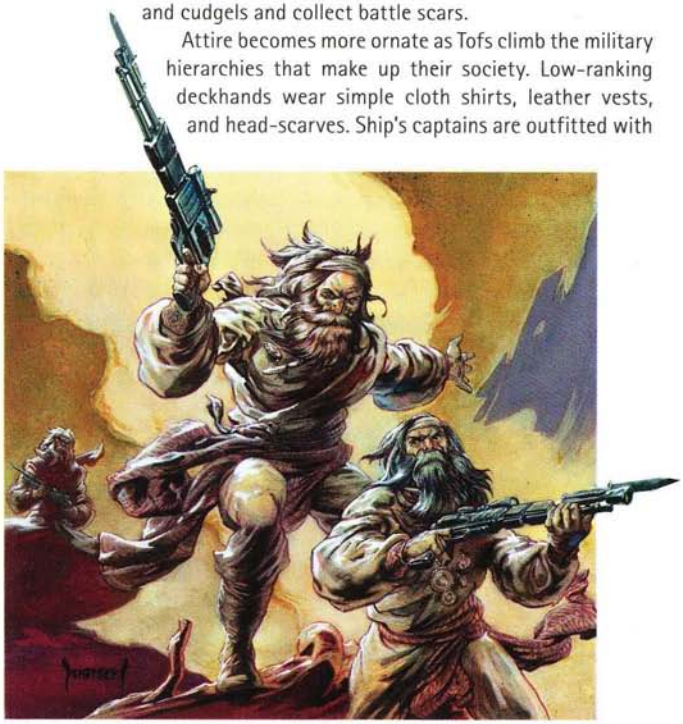
Description

The Tofs come from the darkest and most obscure portion of the Unknown Regions: the peripheral halo. Far removed from the Chiss, the Vagaari, and the Ssi-ruuk in the galactic disk, the Tofs and others in the satellite galaxy they call Firefist (and named "Companion Besh" by Republic cartographers) have little understanding of, or sympathy for, traditional galactic power plays—with the exception of their aborted invasion shortly after the Battle of Endor.

Tofs are largely Human in appearance, although their skin bears a sickly green sheen and they tend to have massive physiques. Most Tofs can grow to heights of 2.5 meters, and they are either powerfully overmuscled or grossly rotund. Tofs move one slow step at a time and can flatten an opponent with one slap of a slab-sized palm.

Their culture is intentionally anachronistic. Violently opposed to streamlined functionality, the Tofs have instead embraced elaborate dress and foppish ritual. Their interstellar vessels resemble traditional sailing ships and sport curved hulls and energy-radiating sails. Their royals wear tailored greatcoats and powdered wigs. Their soldiers carry cutlasses and cudgels and collect battle scars.

Attire becomes more ornate as Tofs climb the military hierarchies that make up their society. Low-ranking deckhands wear simple cloth shirts, leather vests, and head-scarves. Ship's captains are outfitted with heavy buccaneer's boots, sparkling rings on nearly every finger, and a waist sash that holds a blaster pistol and a carved club. Tofs do not bathe, covering their stink with perfumed bows on their tunics and boots.



The Tofs

Their temperament is crude. Tofs enjoy rough humor and take pleasure in food and drink. They are hopelessly immersed in their own culture and see no need to understand the ways of other species. After capturing a planet, they topple its monuments and erect grotesque statuary of their own design, including fanciful depictions of water nymphs and horn-playing dryads.

Males dominate Tof society. Females are seldom seen and generally kept on-planet where they are visited only when Tof vessels return to port. During long star voyages, Tof males exhibit reckless lust for humanoid females and often make unwanted moves on attractive targets (or prove vulnerable to feminine flattery).

Tof Species Traits

All Tofs have the following species traits.

Ability Modifiers: +2 Strength, –2 Dexterity, –2 Wisdom, +2 Charisma. Tofs are big, strong, and boisterous, but they often make poor choices in the name of sport and adventure.

Large Size: As creatures of Large size, Tofs take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks, and they gain a +5 size bonus to damage threshold. Their lifting and carrying limits are double those of characters of Medium size.

Speed: Tof base speed is 6 squares.

Bonus Feat: Tofs are aggressive and chaotic combatants, firing and swinging wildly. A Tof can take either Rapid Shot or Rapid Strike as a bonus feat.

Conditional Bonus Feat: Tofs that have Martial Arts I and Strength 13 can take Mighty Swing as a bonus feat.

Tof Fearlessness: Tofs are fearless on the battlefield. Once per encounter, they can ignore one fear-related or mind-affecting effect used against them. They also gain a +5 species bonus to their Will Defense when resisting attempts to intimidate them.

Automatic Language: Tof.

Motivations

Quick to laugh and often grinning from ear to ear, Tofs can be mistaken as boisterous and good-natured revelers. The facade is revealed when Tof smiles turn cruel and their interest turns toward vandalism and torture.

The Tofs are single-minded in their pursuit of pleasure. They come from a plentiful world where they enjoy many luxuries, and they seldom know hunger or hardship. In many ways, these characteristics make them more monstrous than the Vagaari or the Killiks, which at least believe that they must expand their territory or die. Tofs wage war in the way that bored nobles might arrange a hunting expedition, wrecking entire civilizations for the sake of their amusement.

"They call themselves Tofs. Their thoughts are . . . revolting."

—Hoojib agent Plif, reporting to Luke Skywalker

Breathtakingly wasteful, the Tofs leave a trail of glittering garbage in the wake of their rampages. They are boastful and competitive among their own kind but dismissive of outsiders. Tofs make exceptions for musicians, jugglers, and others whose talents can provide distractions, but they have been known to wager on how well a dancer can perform after the loss of a foot or how an acrobat might fare against a venomous spring viper.

Tofs are hedonists for whom temperance is incomprehensible. They gorge themselves to excess with food and drink, sexual conquests, or kills on the sporting grounds that others call war. Alcohol augments their strength and stamina and sharpens their mental focus, at the cost of speed and reaction time. Most Tof warriors on the battlefield at any given time are drunk.

Tof fearlessness is well known and is directly correlated with their confidence. But when faced with a genuinely formidable or unhinged opponent, some Tofs cannot handle the discrepancy between their worldview and reality, and they crumple into a state of defeated catatonia.

Methods

Despite the fact that they cultivate an image developed millennia in the past, the Tofs are frighteningly modern practitioners of the art of war. The weapons mounted on their starsail galleons can shred an orbital installation or ignite firestorms across a planet's surface. Tof shuttlecraft resemble longboats but easily make orbit-to-surface hops. A Tof blaster might be fashioned with a flintlock hammer, but it fires coherent plasma just the same.

A favorite space combat tactic is to make a flanking pass at high speed, firing all side-mounted cannons simultaneously and shredding the enemy vessel's superstructure. Tofs also employ a unique ship-mounted weapon known as Fotia's Fire, a projectile that spatters glowing, superheated ooze on impact and burns away chunks of the target's hull.

All Tof capital ships, even bulk cruisers, carry at least one starfighter squadron to harass enemy ships until the larger vessel can move into position for a broadside attack. Tof starfighters are compact, single-pilot models with twin outrigger engines, comparable in performance to the A-9 *Vigilance* interceptor. A single space fleet is led by an officer known as the Supreme.

Tofs prefer to fight on land. They do not kill for resources, survival, or revenge, but simply for amusement, and they view planetary conquest as just another item to check off on a lazy-day's score sheet. Lacking adequate weaponry for sniping, Tofs employ blaster pistols at range but try to spare enough survivors to ensure that the fighting eventually gets up close and personal. In melee combat, Tofs swing razor-edged cutlasses or clubs made of wood or metal. Many Tofs use no weapons at all, preferring to beat their enemies to death with their fists.

The Tof Kingdom is ruled by a hereditary monarch. It goes without saying that the throne's succession line is male only, but the king's children, wives, and relatives make up a decadent ruling class. Because Tof society uses blood sport to overcome boredom and frustration, the king must authorize all military expeditions that mobilize more than 20 percent of the Tof navy (which consists of all able-bodied males over the age of 10). Smaller naval groupings are allowed to roam freely and collect whatever spoils they can seize.

History

In the distant past, the Tofs build a seagoing society on the waterworld also known as Tof. This high point in their history is known for fantastic ship-to-ship battles, narrow escapes from titanic ocean predators, and drinking and carousing in the low ports constructed on the planet's island chains.

Centuries of technological advancement put an end to this golden age, but the spirit of the ocean returns following the invention of interstellar starships. Presented with a sea of stars, the Tofs inaugurate a new age by reclaiming their heritage. With the return of their former trappings, Tof society soon becomes synonymous with piracy and the rule of the sword. Their outmatched enemies have no chance to defend themselves. Hindered by inferior war machines, the shipbuilders of the Faruun and the malleable cyborgs known as the Maccabree fall before the Tof juggernaut.

The Nagai prove to be a more vexing foe. The Tof invasion of the planet Nagi comes at a great price, with millions of dead Tofs a testament to the hard-won victory. In vengeful celebration, the Tofs desecrate the cold beauty of Nagi with their ostentatious statuary, then move on to a new distraction.

The surviving Nagai, however, do not accept their new status as a conquered people. They launch a resistance campaign and forge an alliance with the Maccabree and the Faruun. Meanwhile, Nagai spies reach the Skyriver—the vast galaxy that illuminates their night sky—and report that its major political power is on the verge of collapse. They believe that the implosion of this "Galactic Empire" will give rise to chaos, which the Nagai can exploit with a well-timed invasion of the Skyriver. After carving out a position of strength, they will return to Firefist and settle their score with the Tofs.

At first, the plan seems to work. A full Nagai invasion occurs shortly after the Battle of Endor, with blitzes against Endor, Iskalon, and Mandalore. But

the Tofs soon follow. Excited by the prospect of new worlds to smash and happy to humiliate the Nagai, the Tofs strike at Trenwyth, Zeltros, and Saijo and make a pact with the Dark Lady Lumiya. The leader of the Tof assault, Prince Sereno, makes his temporary palace on Saijo, where he becomes a target for an Alliance counterattack. Luke Skywalker personally forces Sereno's surrender by holding two lightsabers to his throat.

The bulk of the Tof armada retreats home. The Nagai, however, gain new allies and take back their homeworld with help from the Mandalorians. The Tofs find themselves in an utterly unfamiliar position—on the defensive.

Using the Tofs

The Tofs have adopted the popular image of pirates from the open sea. Most pirate stereotypes are accurate regarding the species, making it easy to get a handle on their methods and integrate them into a campaign. Of course, unlike true seafarers, the Tofs can attack from any direction, due to their position above and perpendicular to the galactic plane. The heroes need not mount an expedition to Companion Besh, since the Tofs can simply drop "down" into whatever sector the characters are exploring.

The Tofs are always on the hunt for idle distractions. If tormenting the heroes seems likely to supply an afternoon's worth of amusement, they will take potshots at the adventurers' starship or start a brawl in a confrontation on land.

Tofs can be an unwelcome complication to any planetary mission. For example, while the heroes are scouting for a mysterious relic of an ancient culture, a Tof party might appear and decide to use the object for target practice. If the heroes are cataloging exotic new species, Tofs might identify some of the same creatures as the quarry for their latest hunting expedition. Regardless of the circumstances, as soon as the heroes interfere, the Tofs turn their attentions toward the spoilsports who dared to ruin their fun.

Alternatively, the heroes might stumble into the middle of a full-scale Tof invasion. If the Tofs are fighting a vicious enemy like the Vagaari, the heroes' only concern might be to get out of the crossfire. On the other hand, if the Tofs' opponent is weak and certain to lose, the heroes might be present as representatives for a party that wishes to save the targeted species from genocide.

Royal Fortune Light Clipper

The *Royal Fortune*-class light clipper is a typical ship of the line in the Tof armada. Reflecting the idiosyncrasies of its builders, the 290-meter vessel has an ornamental wake-cutting hull and energy emitters deployed in the configuration of sails. *Royal Fortune* clippers are nimble and can easily outmaneuver freighters one-fifth their size, and they move speedily through hyperspace. Each clipper has 38 laser cannons—19 each to port and starboard—plus two quad batteries fore and aft. A *Royal Fortune* clipper also has one Fotia's Fire launcher amidships. The vessels are crewed by a complement of 480, commanded by a Tof naval captain.

Each clipper carries a minimum of 14 starfighters and 4 longboats; each longboat can hold 40 crew members. All members of the crew double as ground troops in the happy event of a planetary invasion.

Targeted vessels disabled by a *Royal Fortune* clipper are boarded by armed longboats protected by a starfighter screen. Ships trying to escape from a clipper would do well to fire at its rigging, since laser strikes on its energy sails can trigger power surges that might disable onboard networks.

***Royal Fortune* Light Clipper** **CL 15**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 28; +11 armor
hp 700; **DR** 15; **SR** 80; **Threshold** 128

Speed fly 3 squares (starship scale)
Ranged 8 laser cannon batteries +12 (see below) and
2 quad laser cannon batteries +6 (see below) and
1 Fotia's Fire cannon +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +40
Atk Options autofire (laser cannons, quad laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6

Crew 480 (skilled); **Passengers** 200
Cargo 8,000 tons; **Consumables** 1 year; **Carried Craft** 14 starfighters,
4 longboat shuttles
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale

Laser cannon battery (5 gunners)
Atk +12 (+7 autofire), **Dmg** 4d10×2

Quad laser cannon battery (2 gunners)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Fotia's Fire cannon (gunner)
Atk +4, **Dmg** 7d10×2, 2d10×2 for 2 subsequent rounds

VAGAARI

DESCRIPTION

The Vagaari Empire thrives on cruelty and terror. It is so effective at spreading fear that even other Unknown Regions threats, such as the Ebruchi and the Rakata, flee from its forces. Arrogant speciesists, the Vagaari believe that all non-Vagaari are idiotic cowards who exist only as resources to be farmed.

A Vagaari is shorter than an average humanoid, with a large head dominated by wide violet eyes and small ears that lie flat against the skull. With their stubby limbs, the Vagaari are not capable of great speed, but they are far stronger than they look. Their tan skin is mottled with golden swirls that highlight their jaws and chin. The most distinctive Vagaari feature is a jaw with two mouths, each studded with pebbly teeth.

The Vagaari have separate digestive and respiratory tracts. The upper mouth is used for breathing and speaking, and the lower mouth is used for eating. Thus, choking is virtually impossible, and many Vagaari chew on stimulant-laced leather strips known as pureweed while conversing.

Vagaari fashion is designed for maximum intimidation. They wear oversized fright masks that bear painted expressions of fury, horror, and agony. Off the battlefield, they dress in voluminous robes, with roomy folds to conceal hidden weapons and poisons. Vagaari soldiers wear body armor and decorate their full-face helmets with death's-heads and demon mouths.

Males and females have separate but equally important roles within the Vagaari Empire. Males dominate the soldiering, piloting, and political classes, and females make up the castes responsible for invasion strategy, slave acquisition, and torture. Food preparation, sanitation, maintenance, and similar drudge work is performed by slaves.

The Vagaari are led by a ruler known as the Miskara. An individual cannot become the Miskara without the support of a substantial cadre, whose members become the new ruling class when their candidate executes a coup.

Many species in the Unknown Regions have been overrun by the Vagaari, but few have reliable data concerning the nature of their attackers. Many battles take place in space, where the Vagaari are loath to open visual communication or meet face to face. On the ground, the Vagaari press-gang slaves into storming fortifications and marching across minefields.

A VAGAARI



Newcomers to the Unknown Regions hear rumors of the Vagaari long before they actually encounter the arrogant species. But much of the information they receive is contradictory. The most widespread rumor—which happens to be true—is that the Vagaari herd slaves into transparent blisters on the outsides of their ships, thereby forcing attackers to take the lives of innocents when they fire on these "living shields."

Because the Vagaari did not evolve as a predatory species, they carry all their menace in their dress and their attitude. A dead Vagaari, its face cleared of hatred, appears mild and nonthreatening.

MOTIVATIONS

The Vagaari have a near-total lack of empathy and a narcissism rivaled only by the Hutts. In their mythology, the gods created the Vagaari so that even the deities would have superior beings to worship. Although modern Vagaari are not particularly religious, their culture provides a perpetual feedback loop for this type of arrogance.

All Vagaari are accomplished actors. Their conviction that other species are stupid and gullible gives them the confidence to masquerade as members of less-threatening species or to convince others that *this* time, the promise of cooperation with the Vagaari will prove fruitful. The Vagaari speak a musical trilling language but are fluent in most trade tongues, including Minnisiat, Sy Bisti, and pidgin Basic.

The Vagaari are nomads, considering attachments (such as family and home) to be soft indulgences and wasted energy. Such extreme self-interest might seem to indicate a chaotic society where all parties are at war with one another, but arrogance does not necessarily equal ambition. Most Vagaari are highly aware of their own abilities and do not aim beyond their stations.

Still, most Vagaari have blind spots where their smugness overrides their common sense. Resourceful parties have exploited these weaknesses by appealing to the vanity of the species or by appearing so meek and beaten that the Vagaari relax their guard.

The Vagaari have a vast fleet of ships ranging in size from starfighters to half-kilometer battleships, most of which are relatively new and all of which are kept in meticulous working order. The costs of maintaining this mobile society are immense. Much of Vagaari aggression is driven by the need to acquire food, fuel, parts, starships, and slaves. The Vagaari have seen the raggedness of other Unknown Regions pirates such as the Ebruchi, and they refuse to allow their glorious empire to be reduced to such a sorry state.

"We are the Vagaari. You will surrender or be destroyed."

—The Vagaari Miskara, delivering an ultimatum to Outbound Flight

Methods

Early in their interstellar explorations, the Vagaari discover a curious fact—most rival intelligent species seem to care for other beings. To the Vagaari, this puzzling behavior cannot be defended, since it leads to wasteful and self-destructive behavior, such as dashing onto battlefields to treat the wounded, or sharing food and water with those who can offer nothing in return. The Vagaari see no reason not to exploit this universal flaw.

They begin by chaining slaves together, then kicking a knot of them into a corridor ahead of a boarding party. This forces their opponents to hesitate or even put aside their weapons in the mistaken belief that the Vagaari wish to negotiate for the release of hostages. The tactic works so well that the Vagaari soon apply it to space combat, studding the exteriors of their warships with clear bubbles to house terrified prisoners and broadcasting the captives' cries on public frequencies. Attempts to fire carefully at the hull points between the bubbles leaves an attacker vulnerable to a wide-spray counterattack, since the Vagaari do not care what they hit.

Slave shields are in widespread use, and the Vagaari have added to the might of their fleet with pseudograv projectors. This technology—stolen from an unidentified species—works like an interdiction field by projecting an artificial gravity well to pull ships out of hyperspace and into what the Vagaari call "crawlspace." It also keeps vessels from escaping once the battle has been joined.

The Vagaari have a deep knowledge of the biologies of other living things, probably because they have killed so many. Their knowledge of suspended animation is unparalleled, and a Vagaari stasis collar can slow a being's life signs to undetectable levels. The Vagaari fit slaves with the collars, then stack their time-frozen bodies in cargo holds and pull from the stock only when fresh slaves are needed. The collars can also be set for timed release, allowing squads of Vagaari raiders to hide from life-sign scans and spring shocking ambushes.

In their wanderings, the Vagaari capture and domesticate the wolvkil—a small but fierce furry predator with a decentralized nervous system. Wolvkils attack until dead, and even a blaster bolt to the forehead will not stop them from charging. The Vagaari wear stasis-collared wolvkils around their necks as seemingly innocent shawls, and they send crates of time-delayed wolvkils to enemy ships as ostensible peace offerings.

Line creepers are a nasty form of Vagaari sabotage. These stringy annelids resemble Coruscant's conduit worms and burrow into a space vessel's electrical wiring to trigger shipwide system failures.

Stinging insects called schostri are another defense employed by the Vagaari. These wasplike swarmers nestle in holed gauntlets worn under a Vagaari's robes and explode into action when they detect the chemical signature of their host's adrenaline. In seconds, a cloud of schostri can deliver dozens of stings to an opponent, injecting enough acid venom to kill almost any humanoid.

Schostri toxin dissolved in liquid makes a uniquely deadly airborne poison. Released from nozzles on a Vagaari's forearm, this moisture cloud is highly corrosive and melts the soft tissues of any being within a 20-meter radius—including its user. This last-ditch countermeasure is expensive to manufacture and carried only by high-ranking members of the Vagaari Empire.

Vagaari Species Traits

All Vagaari have the following species traits.

Ability Modifiers: +2 Strength, –2 Wisdom. Vagaari are strong but self-centered and hostile.

Medium Size: As creatures of Medium size, Vagaari have no special bonuses or penalties due to their size.

Speed: Vagaari base speed is 6 squares.

Conditional Bonus Feat: Vagaari are accomplished actors and deceivers. A Vagaari that is trained in the Deception skill gains Skill Focus (Deception) as a bonus feat.

Frightening Visage: Vagaari spend most of their lives trying to intimidate others by presenting a threatening appearance. When using the Persuasion skill to intimidate, a Vagaari clad in traditional masks and garments can reroll a failed Persuasion check and take the better result. The Vagaari is considered trained in the Persuasion skill for this action.

Bioknowledge: Vagaari have great working knowledge of biology throughout their sphere of influence in the Unknown Regions. They can reroll any Knowledge (life sciences) or Treat Injury check but must take the second result, even if it is worse.

Automatic Languages: Vagaari, Sy Bisti.

History

The Vagaari homeworld is Vagar Praxut, which lies in the nebula known as Kharmort's Miasma, but the planet is almost entirely deserted. Most other species view the ever-moving Vagaari as a scourge of leaf-cutters that devastate full fields of grain.

The Vagaari begin infringing on Chiss territory approximately four decades before the Battle of Yavin, although the Chiss refuse to retaliate due to the "first strike" doctrine that requires them to act only in a defensive capacity. That changes with the arrival of Thrawn, who uses the Republic's Outbound Flight mission to lure the Vagaari into a trap and decimate their fleet in 27 BBY. The Vagaari spend the next 50 years rebuilding and plotting their revenge on the mongrel Chiss who dared to engineer their defeat.

In 22 ABY, the Vagaari strike back, attempting to steal the remains of Outbound Flight and kill the Chiss negotiators present at the wreck site. Luke Skywalker and Mara Jade Skywalker bring the Vagaari plot to a halt, but all is not lost for the Vagaari Empire.

The Vagaari Miskara makes contact with a mysterious representative of the "Far-Outsiders" and agrees to help them prepare an invasion that will annihilate the Vagaari's enemies. In exchange, the Vagaari begin incorporating Yuuzhan Vong biotech as early as 23 ABY, and they benefit hugely after the invasion when they seize territories left vacant by the dead.

Using the Vagaari

The Vagaari are a wide-ranging species that can crop up in any situation in the Unknown Regions. Their depredations have even taken them into Wild Space and the fringes of the Outer Rim Territories. It is possible for the heroes to have had past experiences with these creatures. The Vagaari might have devastated the characters' home colonies, for example, or taken their parents as slaves.

It is equally likely that when the Vagaari make their first appearance, their true nature will be a mystery to the heroes. The Vagaari might pretend to be trailblazers or traders until they can gauge the strength of the characters.

Vagaari starships encountered by the heroes will be similarly enigmatic. The larger battleships and carriers have telltale prisoner blisters on their exteriors, but most Vagaari vessels do not, and they can pass for ordinary scout or cargo ships common in the Unknown Regions.

Finally, because the Vagaari possess pseudograv projectors, they can pull a craft from hyperspace for a blindsided surprise attack. Vagaari that make it aboard the heroes' ship through force or subterfuge might unleash any weapon in their nontraditional arsenal, including wolvkils, line creepers, and schostri.

Surfeik Cruiser

The Surfeik cruiser is the backbone of the Vagaari fleet. These vessels, originally sold throughout the Unknown Regions by the brilliant engineers of the Arized, became Vagaari property after the extermination of the Arized homeworld.

Each ship is 550 meters in length and equipped with a pseudograv projector with an adjustable spherical range. Operated by a crew of 500 Vagaari and 1,500 slaves, each Surfeik cruiser is armed with 33 laser cannons and 7 projectile launchers. The projectiles are designed to penetrate partially into a hull and detonate, blasting a ragged hole open to space.

Surfeik cruisers are highly modifiable and can be used as cargo transports, invasion vessels, and starfighter carriers (with a typical capacity of one squadron). Only dedicated combat models have the "living shield" blisters that mark them as Vagaari vessels.

Surfeik Cruiser **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 50; +12 armor
hp 1,300; **DR** 20; **SR** 110; **Threshold** 250

Speed fly 2 squares (starship scale)
Ranged 11 laser cannon batteries +9 (see below) and
7 projectile launchers +5 (see below) and
pseudograv projector +5 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +62

Abilities Str 91, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6

Crew 500 (skilled); **Passengers** 1,500 (prisoners)
Cargo 10,000 tons; **Consumables** 1 year; **Carried Craft** 18 starfighters, 2 shuttles
Hyperdrive ×2 (backup ×15), navicomputer
Availability Military; **Cost** not available for sale

Laser cannon battery (3 gunners)
Atk +9, **Dmg** 5d10×2

Projectile launcher (gunner)
Atk +5 (–15 against targets smaller than Colossal), **Dmg** 8d10×5, 1-square splash

Pseudograv projector (gunner)
Atk +5 (2×2- or 3×3-square starship-scale area attack), **Dmg** special

Living shield blisters—Vagaari use prisoners as living shields, displayed in transparent bubbles on the ship's hull. An attacking ship attempting to avoid hitting a blister takes a –10 penalty to its attack roll. Battery fire, area attack, and splash damage weapons cannot attempt to avoid the blisters.

Projectile launcher—Projectile launchers fire massive, armor-piercing projectiles designed to explode after punching through the target's hull. The resulting explosion throws debris into space, causing splash damage in a 1-square radius around the target.

Pseudograv projector—Pseudograv projectors do not deal damage but instead produce a special effect. Projecting pseudograv waves is treated like firing a weapon in an area attack; the gunner must choose a 2×2- or 3×3-square (starship scale) area within the generator's range and make an attack roll against a Reflex Defense of 10. If successful, the projector disrupts hyperspace in the target squares. Any starship that starts its turn in a square covered by a pseudograv field cannot activate its hyperdrive on that turn, and any starship passing through the target area in hyperspace immediately reverts to normal space.

Vagaari Infiltrator

Before the Vagaari launch an assault on another world, they first send out a small number of infiltrators—Vagaari slavers disguised as traders and explorers—to make peaceful contact with the planets that are potential targets. Many civilizations in the Unknown Regions are eager to find trading partners, so these infiltrators often end up being welcomed in ways that are not extended to more official explorers (particularly those of military groups like the Chiss Ascendancy). These infiltrators ingratiate themselves with the locals, engage in limited trade, and build up goodwill, all the while collecting data about the planet's defenses and customs and about optimal target sites. Eventually, the infiltrators depart, continuing along their supposed trade route. Within a matter of days, the Vagaari slaver fleet arrives at that planet, taking advantage of the scouting done by the infiltrator.

Should a Vagaari infiltrator's true plans be revealed, the infiltrator relies on the element of surprise. Although strong and capable of defending themselves, most Vagaari infiltrators are not soldiers and instead have cultivated their social skills and galactic knowledge. Vagaari infiltrators forced into combat will use deceptive feints (made easier by the Combat Trickery feat) to expose their enemies to the bonus damage from their Sneak Attack talents. When it combines these feints with a stun baton or a blaster pistol set on stun, a Vagaari infiltrator can quickly knock an enemy down the condition track in the hopes of making a hasty escape to a waiting space transport.

Vagaari Infiltrator CL 5

Medium Vagaari nonheroic 6/scoundrel 3
Force 1; **Dark Side** 6
Init +4; **Senses** Perception +10
Languages Basic, Sy Bisti, Vagaari

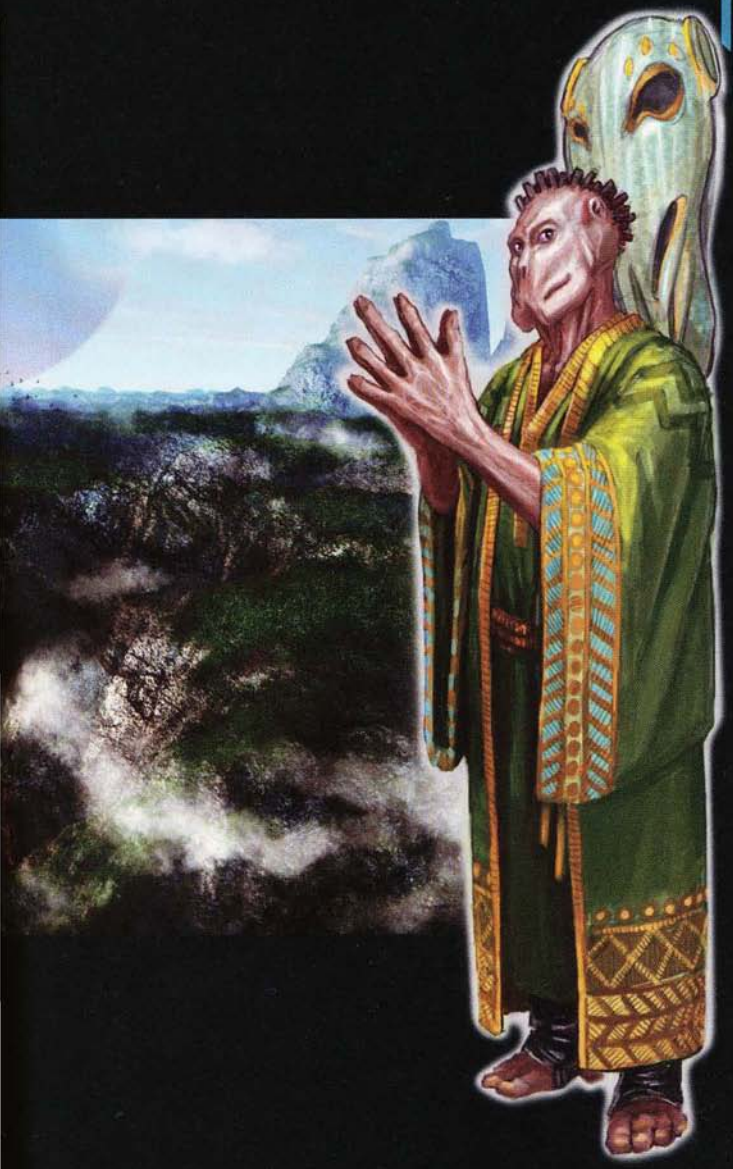
Defenses Ref 15 (flat-footed 15), Fort 13, Will 15
hp 26; **Threshold** 13

Speed 6 squares
Melee stun baton +9 (2d6+4 stun)
Ranged blaster pistol +7 (3d6+1)
Ranged hold-out blaster pistol +7 (3d4+1)
Base Atk +6; **Grp** +9
Atk Options Sneak Attack +2d6
Special Actions Combat Trickery

Abilities Str 16, Dex 10, Con 10, Int 12, Wis 12, Cha 16
Talents Sneak Attack +2d6
Feats Combat Trickery, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Knowledge (galactic lore) +10, Perception +10, Persuasion +17, Stealth +14
Possessions blaster pistol, hold-out blaster pistol, stun baton, comlink, datapad, spacer's clothes

Chapter VI
Planets





Planets of every type and description exist throughout the galaxy, and the worlds of the Unknown Regions are inherently mysterious to explorers and adventurers. These planets are untamed, and all hold their own secrets. Some provide environmental challenges, pitting heroes against natural hazards and hostile creatures. Others are home to previously unknown civilizations that have their own internal struggles and conflicts.

This chapter includes eight new worlds created specifically for use in a Saga Edition campaign. For the heroes, these planets are truly fresh locales, and the only way to learn about these worlds is to explore them—players will not find them in any movies, novels, or comics. Although the planets are new, each embodies the distinctive feel of *Star Wars*. These planets are meant to serve as new places the heroes can explore during their first trips into the Unknown Regions.

These planets serve as examples of using the world-creation methods and suggestions in Chapter 3. In addition, you should feel free to adapt these planets to your own campaign, or to adjust the worlds based on your own ideas or inspirations gained from this book. Although the planets are extensively described, each planet has plenty of room for new settlements, locales, and creatures. Additionally, Chapter 7 presents a mini-adventure associated with each world. You can use each mini-adventure on its own or drop it into a longer-running adventure.

This chapter includes the following information about each world:

- A planetary gazetteer entry
- A general history covering the time from the Old Republic to the Legacy era
- Descriptions of important or iconic locales, factions, or characters
- New hazards or creatures created specifically for the world

The information about each planet is self-contained, so that you can incorporate the worlds more easily into your own campaigns. The planets' locations might be defined generally within the Unknown Regions, but you should feel free to move them to wherever they are needed in the galaxy.

Knowledge Checks in the Unknown Regions

In the gazetteer entries in this chapter, unless otherwise specified, all Knowledge DCs given are for characters who are native to or extremely familiar with the Unknown Regions. Characters from known space typically have little or no general knowledge about the Unknown Regions. However, if you feel that a hero from known space might have a chance of possessing the desired knowledge, you can allow that hero to make a check against a DC 10 higher than the listed value. For the most part, the people of the known galaxy have no knowledge of the various planets presented herein, and these worlds should be almost completely alien to anyone but the most dedicated explorer of the Unknown Regions.

244Core

244Core enjoys legendary status within its sector of the Unknown Regions. The world is said to contain an abundance of riches, raw materials, and precious metals. Although the planet has been mined for centuries, none of the Unknown Regions companies that compete for control of the world make a significant dent in its considerable resources. Far from the powerful interstellar corporations of known space, these smaller companies battle one another for resources and profits.

244Core

Region: Unknown Regions
Climate: Arid
Gravity: Heavy
Moons: 2 moons, 3 major companion asteroid clusters
Length of Day: 32 standard hours
Length of Year: 244 local days
Sapient Species: 10% Human, 30% near-Human, 60% other species
Government: Corporate
Capital: Relaali Zone One
Major Exports: Precious metals, raw ore
Major Imports: Foodstuffs, manufactured items, technology

Knowledge (Bureaucracy)

DC	RESULT
10	244Core is a corporate-controlled world. There are no government regulations to protect workers—only the employers' agreements. Employees can gain leverage by threatening to work for a competitor.
15	Corporate control of the planet shifts regularly as the companies jockey for power. No single corporation is big enough to hold control over the entire planet for long, resulting in constantly shifting power-sharing arrangements and complex profit-sharing schemes.
20	The controlling companies avoid open violence when possible, since it is generally viewed as bad for business. However, the companies do use industrial espionage, smuggling, skimming, and all other matters of bending and breaking the rules to gain advantages over their competitors.

Knowledge (Galactic Lore)

DC	RESULT
10	244Core is a nearly legendary world, rich in all kinds of natural resources, particularly precious metals. Several large corporations regularly vie for control of the planet, although violent confrontations are uncommon. The best-known companies are Eeook Mining and Reclamation, Tor-Ro-Bo Industries, and Pricon Metals.
15	Life on 244Core is harsh and dangerous. The environment is difficult; 244Core is subject to heavy gravity and seasonal meteor showers from companion asteroid fields. Many settlements are located underground as protection from errant meteor strikes. Vegetation is dense in the lowlands but thins out quickly at higher elevations.
20	Smugglers regularly make runs to 244Core to supply isolated workers with all kinds of goods and services. The smaller corporations occasionally hire smugglers to move goods offworld in an effort to avoid profit-sharing and treaty obligations that are required by agreements with the controlling companies.

Knowledge (Social Sciences)

DC	RESULT
10	244Core is controlled by corporations through a tenuous power-sharing agreement. Since the world has no strong central government, there are plenty of ways for smugglers and con artists to manipulate the system and gain access to the planet.
15	Smugglers can find regular work making runs to and from the planet. The world's labor force is too small for the jobs required, so mercenaries, pilots, and others with technical skills are regularly hired as contract workers to fill various needs. The pay is low, but the hiring company provides the basic necessities.
20	The corporations take a dim view of employees jumping ship for a competitor. In reality, though, it happens frequently, and talented workers can demand high salaries. Employees often become pawns in dealings between competing corporations.

History

Fifty years before the outbreak of the Jedi Civil War, the Systino crime syndicate stumbles across the world that someday will be called 244Core but which they refer to as Sraato, or "Center of Wealth." Best known for large-scale criminal action in the sector, Systino recognizes the advantages of controlling a source of wealth that can be taken at will. The syndicate soon ships hundreds of slaves to the planet, opening mines on the southern continent, where it detects large, accessible deposits of precious metals, crystals, and gems. Powered by this secret treasury world, the syndicate expands its reach dramatically through bribery and corruption and the purchase of better ships and weapons.



For the next 200 years, the Systino syndicate dominates most of the sector's criminal enterprises, wielding profound influence on local and regional governments. The operation on Sraato expands across the southern continent and onto the island chains at the southern pole. However, one day, the world's regular shipments to and communication with Systino headquarters abruptly stop. Concerned that its secret source of wealth has finally been discovered, the syndicate dispatches a command ship to investigate. Upon arriving in orbit, the ship's crew learns that Sraato has sustained massive damage from a meteor storm that pulverized much of the planet's southern hemisphere. The Systino operation is wiped out, and the dust and debris thrown into the atmosphere cause environmental chaos that lasts for 500 years. The crime syndicate is forced to abandon the planet.

Following the departure of Systino from the world, occasional treasure hunters arrive, and although a few grow personally wealthy, none is able to turn the planet into a viable commercial concern and all eventually abandon the world. Only tales remain about Sraato, the planet of impossible wealth.

Two hundred years before the Battle of Yavin, competing scouts dispatched by rival mining and manufacturing companies rediscover the world simultaneously. Tor-Ro-Bo Industries and Eeook Mining and Reclamation both claim the planet as their own, quickly establishing settlements and mining operations to back up their assertions. With no local government able to exert control over either company, the world becomes a chaotic free-for-all. The rivals undermine each other's outposts, recruit and kidnap each other's workers, and sabotage each other's facilities. Amid the disarray, other companies gain footholds elsewhere on the planet, but no single company wields enough power to take over completely. Since the competitors cannot agree on a name, the world becomes known as 244Core, a shortening of its local stellar catalogue number.

With violence and chaos on the rise, profits plunge. The corporations come to realize that continued conflict will bankrupt them all. A skilled negotiator named Relaali agrees to broker a deal between the rivals. Unknown to anyone, Relaali is member of the Omenada Force tradition and has visions of the future. In accordance with these visions, he arranges to mediate the dispute, then uses his abilities to guide the negotiations. It takes years, but Relaali is successful. By 100 years before the Battle of Yavin, the newly united planet is nominally led by a Chief Administrator, who is elected by the Corporate Committee, a group made up of representatives of every company operating on 244Core.

Although the violence is much reduced, rival organizations still scheme to gain a controlling interest in the world. Political intrigue and industrial espionage become common. However, the companies are profitable once again. The agreement remains relatively stable until the time of Yuuzhan Vong invasion of known space.

Near the end of the Yuuzhan Vong war, a prolonged meteor storm strikes 244Core, raining meteorites every day for several months. Although there are thousands of impacts, the meteorites are quite small. The meteor storm does not create the environmental disaster of the past, but most facilities are severely affected. The rescue and recovery efforts shatter the balance of power. Although the planet attempts to rebuild, law and order deteriorate.

By the time the Galactic Alliance falls to the resurgent Empire, a new order emerges on 244Core. The Eeook Corporation, a successor to Eeook Mining and Reclamation, consolidates its operations in the south and establishes a security force to protect its holdings. Eeook intends to take over the rest of the planet slowly, making small gains while it secures what it already has. The remaining companies continue to battle politically and physically in the major population centers of the rest of the world.

LOCATIONS

244Core includes the following significant or interesting locations.

Eeookko

Home to Eeook Corporation's southern regional office, Eeookko is one of the most productive mining centers in the southern hemisphere. The city is located in Zone 210 in the middle of an enormous crater, 120 kilometers across, that was created by an asteroid strike thousands of years before the rise of the Empire. The impact exposed veins of precious metals, as well as a useful amount of exotic ore from the shattered asteroid itself. Because this region of the planet is struck by more meteorites than other locations, Eeookko's most critical facilities and living quarters are located more than 5 kilometers underground. Only about 5 percent of the city is located on the surface.

Relaali

Located near the equator in the northern hemisphere, in the center of a massive island continent, Zone One is the planet's oldest, most heavily populated and industrialized zone. It is the traditional capital of the world, home to the local offices of every major corporation on 244Core. The central sector of Zone One is named after Relaali, the mediator who successfully negotiated the first power-sharing agreement between rival companies. Relaali is a large city surrounded by industrial mining facilities, company-owned living quarters, three major ground and speeder transportation hubs, and the most sophisticated starport on the planet. Over the centuries, Zone One and Relaali have been struck by meteorites, and the impact craters are visible in the city's layout. The administrative center, located deep under Relaali, is the hub of corporate politics. It is also the planet's primary cultural center.

Skyscan 6

Located in geosynchronous orbit directly above Eeookko, the small space station Skyscan 6 operates as part of the Skyscan early warning system, set up to detect meteorites and asteroids that threaten the planet's surface. Skyscan 6 is operated by the Eeook Corporation and manned by 30 beings. They keep a constant vigil on the sky, as well as on the operations of their neighbors. The station is lightly armed for self-defense against pirates, but it also carries heavy missiles for destroying or altering the courses of incoming asteroids.

The Dump

The Dump is one of the earliest Systino strip mines, located in a giant valley (200 kilometers long and 15 to 30 kilometers wide) near the planet's equator. After the best veins in the area were played out, Systino moved into the mountains, dumping abandoned compounds, derelict machinery, and hazardous waste into the valley. Later operations added to the danger by dumping their own broken equipment and hazardous waste into the valley, usually from high-flying speeders or cargo freighters.

FACTIONS

Systino dominates the early history of 244Core, although elements within the syndicate fight one another for power. In the century before the Battle of Yavin, corporations large and small battle for control of the planet's resources. Following are descriptions of a few major players, but you should feel free to create more as desired.

Eeook Mining and Reclamation

Eeook M&R is one of the two most powerful mining corporations on 244Core. It is best known for moderate pay and harsh working conditions, and it survives by restricting the movement of its employees, often keeping them from leaving or defecting to other companies. When these tactics fail, Eeook settles labor unrest by bribing the most troublesome leaders among its workforce. Many of Eeook's operations are located in isolated areas of the planet, including islands near the south pole. Eeook has the best and most professional security force on the planet. The other corporations work together to counteract Eeook's attempts to take over the position of Chief Administrator. At about the time of the Empire's resurgence, Eeook M&R is reorganized into the Eeook Corporation.

Systino

Systino is the richest and most powerful criminal syndicate in this area of space. The leader of the syndicate is known as the Sio. While financing itself with Sraato's resources, the Systino syndicate wields great power over local governments, mainly through bribery. Thanks to its great wealth, Systino also hires the best smugglers and other associates to run its operations. Although higher-ranking lieutenants in the syndicate are aware of the existence of Sraato, only the lead bosses and some highly compensated pilots know the planet's exact location. Merely confirming the world's existence to the wrong people earns the informant a death sentence.

Tor-Ro-Bo Industries

Tor-Ro-Bo Industries is much smaller than Eeook M&R, but wields considerable power thanks to its nearly simultaneous discovery of 244Core. Tor-Ro-Bo and Eeook are engaged in a constant struggle for control of the resources of 244Core. In fact, it is Tor-Ro-Bo that convinces the other corporations to invite Relaali to mediate the power-sharing agreement. Using the accord to keep rivals in check, Tor-Ro-Bo works behind the scenes to gain additional advantages through other means. The company is rumored to be the most active employer of smugglers, industrial spies, and, some say, saboteurs. Thanks to these methods, Tor-Ro-Bo (or one of its allied corporations) often holds the position of Chief Administrator. Tor-Ro-Bo's operations are most active in the icy mountains of the northern hemisphere.

Adventure Ideas

Adventures on 244Core should be influenced by the ongoing struggle among the corporate factions. New arrivals to the world are treated with suspicion, even if they have been hired for legitimate business by one of the corporations. The following are some ideas for adventures on 244Core.

You should review the effects of high-gravity environments (see page 257 of the Saga Edition core rulebook) when planning an adventure on the planet.

Bad Timing

The heroes arrive on 244Core just as one of the seasonal meteor showers begins. While descending to the planet's surface, they are surprised by incoming meteors and must dodge the fiery rocks. Alternatively, the heroes are in a meeting on the planet when they are surprised by a sudden strike smashing into the building, or they must dodge disintegrating meteorites while traveling across the planet's surface. (These meteorites should be quite small, since even moderately sized stones can create large craters, and massive rocks can wipe out large areas in an instant.)

Industrial Espionage

Tor-Ro-Bo Industries hires the heroes to conduct espionage against the Eeook Corporation and pays them to keep their employer's identity a secret. The heroes sneak into an Eeook research and development lab, where they discover that the corporation is plotting to deflect an upcoming meteor shower into the operations of its rivals, including Tor-Ro-Bo. Upon delivering the information, the heroes are retained to help Tor-Ro-Bo stop the scheme and expose Eeook. The heroes might destroy the ships and droids intended to be used in the operation, or they might persuade other corporations to stand against Eeook, making the scheme politically untenable.

Power Grab

The heroes are hired by a Systino lieutenant to transport a small number of mercenaries to Sraato. The lieutenant plans to use the mercenaries to assassinate a rival in the syndicate so he can take the rival's place. If other syndicate leaders learn of the plot, they send bounty hunters after the heroes. If the heroes are captured but can convince the syndicate that they were duped into helping the lieutenant, they might strike a deal with Systino to make up for their part in the power grab. On the other hand, if the lieutenant's plot succeeds, the heroes have a powerful ally in the crime syndicate. Of course, if their ally believes that the heroes might reveal his deeds, they find themselves pursued by silent assassins.

Hazards

Meteorite Storm — CL 10

Numerous meteorites descend through the planet's atmosphere. While most burn up on entry, others strike the ground in a dangerous hail of tiny, burning rocks.

Area, natural

Trigger A creature or a droid begins its turn in an area affected by a meteorite storm
Attack +12 vs. Reflex Defense
Damage 4d6+2 (*Miss*: Half damage)
Recurrence Each round on initiative (Initiative +10)

Skills

Acrobatics (DC 24): As a reaction to the meteorite storm's attack, a character can make an Acrobatics check to gain a +2 dodge bonus to Reflex Defense against the meteorite storm's attacks until the start of his or her next turn.

Knowledge (physical sciences) (DC 19): The character identifies the impending meteorite storm.

Meteor Shower — CL 15

Meteor showers in the upper atmosphere of a planet can be extremely dangerous for vehicle passing through that area, as most of the meteors have not yet been burned away by atmospheric entry.

Area, natural

Trigger A vehicle begins its turn in an area affected by a meteor shower
Attack +17 vs. Reflex Defense
Damage 3d10+2×2 (*Miss*: Half damage)
Recurrence Each round on initiative (Initiative +12)

Skills

Pilot (DC 24): As a reaction to the meteor shower's attack, the pilot of a vehicle can make a Pilot check to grant the vehicle a +2 dodge bonus to Reflex Defense against the meteor shower's attacks until the start of his or her next turn.

Use Computer (DC 19): The character identifies the impending meteor shower with vehicle sensors.

Meteor showers consist of falling rocks, which usually burn up or explode as they plummet through the planet's atmosphere. However, rocks that reach the world's surface or strike a ship in flight can deal plenty of damage.

ALTIRIA/ANARRIS

Despite its beautiful landscapes, verdant forests, and lush plains, the world known as both Altiria and Anarris has been locked in conflict for most of the time that sapient life has existed on it. Two vastly different species, the Altiri and the Anarrians, evolved independently on the planet, grew intolerant of each other, and now fight to become the dominant species. They inhabit the planet's only two continents, which are separated by vast oceans. The Altiri and the Anarrians are content for the most part to remain separate, but their ongoing war always threatens to erupt.

ALTIRIA/ANARRIS

Region: Unknown Regions
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 26 standard hours
Length of Year: 336 local days
Sapient Species: 49% Altiri, 49% Anarrian, 2% other species
Government: Representative democracy (Altiri), dictatorship (Anarrian)
Capital: Cerdana (Altiri), Rastar (Anarrian)
Major Exports: Foodstuffs, medicine
Major Imports: Technology, weapons

Knowledge (Galactic Lore)

DC	RESULT
15	The planet known as either Altiria or Anarris (depending on whom you ask) is a fertile, temperate world covered with sparse forests and rolling plains.
20	The civilizations of the planet are on the verge of being able to travel to other star systems, but the constant state of warfare prevents them from taking the final step. However, both the Altiri and the Anarrians welcome species from other worlds.
25	The original reason for the war has been lost to history, but many outsiders believe that the two species are battling for dominance of the planet.

Knowledge (Social Sciences)

DC	RESULT
15	Both species are friendly to visitors from other worlds, and each actively promotes its people and continent as the superior force on the planet.
20	Despite their friendly overtures to other species, the Altiri and the Anarrians have a deep hatred for each other.
25	A tiny minority of each species covertly shows tolerance for the other. But such individuals are shunned and persecuted by their societies, or even tortured and killed.

HISTORY

Intelligent life on the planet is quite young; the first signs of civilization do not appear until about 6,000 years before the Battle of Yavin. It is not known whether the Altiri or the Anarrians develop first, but both species flourish and claim ownership of their respective continents for a period of 1,500 years.

The details of the initial meeting between the species are muddy, although general facts are agreed upon by historians. The Altiri and the Anarrians first encounter each other at sea about halfway between their homelands. Each species is frightened by the other's appearance and is unable to communicate, and their fear quickly leads to violence. However, the outcome of the story of this first encounter varies depending on who tells it. The Altiri maintain that the Anarrians succumbed to their fear and fled, whereas the Anarrians say that they slaughtered their enemies and returned home to report their findings.

At the time of the Jedi Civil War, the two species are locked in a global war, and no location on the planet's surface is safe from the conflict for long. Despite every attempt to wipe each other out, neither side can gain a permanent foothold on the other continent. After a decade of heated conflict, the war dies down to minor skirmishes at sea.

Over the next 4,000 years, smaller wars erupt from time to time, usually disputes over which species holds the strongest claim to territorial islands in the middle of the ocean. The longest of these wars lasts roughly 20 years.



ALTIRIA/ANARRIS

Species of the Contested Planet

Throughout most of the planet's history, the two species that developed intelligence have contested for dominance. However, they are equal in their capabilities, which prolongs their conflict. Their differences separate them and fuel their desire to exterminate each other. Both the Altiri and the Anarrians believe that they are the superior species and should rightfully be the masters of the world on which they live.

Altiri

Altiri are a near-Human species that evolved on the eastern continent of the planet they call Altiria. Originally wandering nomads, Altiri developed a society that places great importance on individual development of one's intellect and spirituality. Through artistic expression and cultural awareness, Altiri focus on expanding their knowledge of the universe by peaceful, scientific means. Their perpetual war with the Anarrians is a glaring exception to this lofty goal.

Altiri are on average 1.7 meters in height. Their skin shades vary from light blue to deep indigo, and their hair color includes pure white and darker hues such as purple and black.

Altiri share the following species traits:

Size: As Medium creatures, Altiri have no special bonuses or penalties due to their size.

Speed: Altiri base speed is 6 squares.

Visually Striking: Altiri have a visually surprising or stunning appearance. Their Charisma bonus is doubled when they use the Persuasion skill on Humans and near-Humans.

Bonus Trained Skill: Altiri are versatile and accomplished at many tasks. An Altiri chooses one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Automatic Languages: Altirish and Basic.

Anarrians

Like the Altiri, the Anarrians are a near-Human species, although they evolved on the western continent of the world they call Anarris. Their society emphasizes the physical aspects of life, and it places great value on strength of body. As a result of this philosophy, Anarrians lead a militaristic lifestyle. By refining themselves through combat and physical development, Anarrians strive to achieve perfection and a higher status in life. They feel that their war against the Altiri is the perfect testing ground for their beliefs.

Anarrians' bodies are covered in fur that varies in color from light blonde to dark brown. An Anarrian has long, pointed ears, and a ridge of small horns crosses an Anarrian's face above the brow. Anarrians are on average 1.8 meters in height and have a maturity rate slightly greater than that of Humans but a life span that is shorter.

Anarrians share the following species traits:

Size: As Medium creatures, Anarrians have no special bonuses or penalties due to their size.

Speed: Anarrian base speed is 6 squares.

Strength Surge: Once per encounter, an Anarrian can do one of the following: reroll one Strength-based ability check or skill check using a doubled Strength modifier (minimum +1), or add 2 to one damage roll when making a successful melee attack to which a Strength bonus is normally added. This benefit does not apply when Weapon Finesse is used.

Bonus Feat: Anarrians gain one bonus feat at 1st level.

Automatic Languages: Anarrese and Basic.

By the time of the Empire's reign over the galaxy, each continent has a new leader, and each leader vows to annihilate the other species. These pronouncements start new hostilities that escalate into another global war—one that uses more advanced technology and thus is more destructive. This time, the fighting also takes place in the air, in the ocean depths, and on the planet's two moons. Widespread devastation reaches every corner of the world, bringing both species to the brink of extinction. By the time the war ends, just before the Yuuzhan Vong invasion, civilization on Altiria/Anarris has regressed to a pre-industrial level. Colonies located between the two continents become isolated. The moon bases are cut off from the planet as well, although each government claims nominal control of one moon.

As each society rebuilds, past grievances are not forgotten, and each species vows to exact revenge on the other as soon as it is able. Not only do both species work to rise from the ashes of the second great war, but they also begin an arms race, with each side hoping to gain enough power to eliminate its rival once and for all.

Many islands and the planet's two continents offer natural resources such as ores, fuel sources, and fertile land that can be used by each species. But after centuries of fighting, those resources are dwindling, and each government tries to find new ways to keep its war effort going. While the Altiri use their scientists to research new materials and fuels, the Anarrians search for new sources of the resources they already use. At the same time, both species negotiate with visiting merchants from other worlds to see if the raw materials they need can be imported.

LOCATIONS

The contested planet includes the following significant or interesting locations.

Cerdana

The capital city of the Altiri, Cerdana is the pinnacle of their society and culture. Geographically positioned near the center of the eastern continent, along the shores of the world's longest river, the city is considered by many beings to be strikingly beautiful. Altiri believe that each structure should reflect the designer's personality and function as both a building and as a work of art. As a result, many different architectural styles come together to create a cityscape that is a perpetually developing example of Altirian culture.

Cerdana, which has a starport, is also the seat of governmental power for the Altiri. As adherents of representative democracy, the Altiri govern themselves under the same ideals as those upon which their society focuses: the development of the individual and the advancement of the Altiri as the superior species of the planet.

Priva

The smaller of the world's two moons, Priva is the brightest natural satellite in the planet's night sky. Shining white, with blue highlights from its craters, the airless moon remains a mystery to both species for centuries until it is first colonized by the Altiri around 500 years before the Battle of Yavin. The colony, named Shalla after a goddess of peace worshipped early in Altiri history, is originally a research station and eventually becomes a starport for receiving offworld visitors. But during the second great war, the colony is transformed into a defense station, and the starport is altered to become a military base. Attacked several times by the Anarrians during the war, the station suffers heavy damage. However, it survives and remains operational, even after losing contact with the planet near the end of the war. As the Altiri nation rebuilds itself, the colony of Shalla serves as a reminder of the civilization's highest achievement.

Rastar

Strategically placed at the back of a large harbor on the east coast of the western continent, Rastar serves as the Anarrian capital. Unlike those in the Altirian city of Cerdana, the structures that make up the city of Rastar are prosaic. Each part of a building serves some purpose; not a single area of the structure is unused. Even the exteriors play a role—each building is colored according to the function it serves in society, making it easier for the population to navigate the city.

In addition to being the Anarrian capital, Rastar also houses the majority of the nation's armed forces. Large areas of the city are dedicated to the training and development of the army and the navy, and half of the harbor is set aside to build ships and maintain the fleet.

The Anarrians live in a totalitarian society under a solitary leader who is the strongest, most capable warrior at the time. Rarely does an Anarrian ruler live past middle age, since younger, stronger soldiers frequently issue challenges for the mantle of leadership.

Secava

The larger of the two moons, Secava seems to glow an eerie orange color. A few years after the Altiri colonize Priva, the Anarrians settle on Secava, building their first permanent structures as a military base to give them the upper hand in their ongoing struggle against their enemies. They also begin mining operations on the moon to obtain additional resources for their war effort. Once their presence on Secava is firmly established, they begin launching attacks against the Altirian nation on the planet below as well as on the colony on Priva. They do not expect a relatively quick retaliation from the other moon, so when the counterattack comes, the inhabitants of Kolrak—the Anarrians' lunar city, named for a historical military leader—suffer heavy casualties. The Anarrians' colony falls silent as it rebuilds and prepares to launch the next strike. As the battle between the moons rages on, the settlers on Secava lose contact with Rastar and fear the worst. Intending to exterminate their foes, the Anarrians on Secava prepare a final, massive assault against Priva, but a technical system failure delays the offensive for the foreseeable future. Still, the Anarrians continue to plot the destruction of the Altiri as they wait for the next opportunity to attack.

Shanuk Island

Shanuk Island is by far the largest island on the planet. Located approximately midway between the two continents, the island used to be covered with lush tropical jungles. Now, it is a blasted wasteland because it is a place of strategic importance for both nations, which seek to use it as a staging ground for assaults on their enemy's continent. The Altiri and the Anarrians have waged countless battles on the shores of Shanuk Island, and ownership of the island passes back and forth on a regular basis. The claims over Shanuk Island are so heavily contested that it has never been held by one government for more than a few years at a time. The island is home to structures that have been razed and rebuilt again and again, along with a harbor and a landing field where starships of up to Colossal size can take off and land.

HAZARD

Forgotten Minefield **CL 13**

Unseen explosive devices beneath the surface are triggered by creatures moving across the mines' trigger zones.

Area, artificial, contact, energy, fire

Trigger A creature or a droid enters a square containing or adjacent to a forgotten land mine; targets the triggering creature and any creature or droid in a square adjacent to the mine

Attack +15 vs. Reflex Defense

Damage 6d6 and the target is thrown 6 squares in a random direction (*Miss*: Half damage and the target is thrown 3 squares in a random direction)

Recurrence On trigger; only once per mine

Skills

Acrobatics (DC 26): The character makes this check as a part of a move action; if the check succeeds, the character can enter squares adjacent to a mine during that move action without triggering the hazard.

Special

Each mine in the forgotten minefield should take up 1 square. There should be at least 1 mine per hero placed in the encounter area, plus additional mines for particularly large battlefields.

As a result of the ongoing conflict between the Altirians and the Anarrians, there are many locations across the world that have been seeded with explosives as a deterrant against invasion. However, many times these minefields are left unmarked and are forgotten until some unaware citizen stumbles across a hidden mine. The following hazard can be used to add some spice to a combat encounter on Altira/Anarris, giving the heroes reason to be extra cautious during their movement across the battlefield.

Factions

On a world torn apart by endless war, various groups are bound to emerge and vie for their own particular causes, whether that cause is total domination, their own piece of the action, or a permanent, peaceful end to hostilities. The following factions are the major organizations found on the planet.

The Altirian Republic

Most Altiri unite under the banner of the Altirian Republic, a representative democracy that rules most of the eastern continent and several island chains around it. The republic's driving goal is the promotion of the Altiri, their development into the world's most advanced society, and their elevation to rulers of the planet. Republic members fervently state that they seek a peaceful existence in which knowledge and the arts are prized over all else, and many facets of their society support this ideal. At the same time, the republic maintains a sizable military force, the purpose of which is to combat the Anarrians.

The Anarrian Empire

Most Anarrians are citizens of the Anarrian Empire, the government that reigns over the planet's western continent and many of the islands nearby. Since its inception around the time of the Mandalorian Wars, the empire has fought to gain dominance over the Altiri and establish its rule over the world. Thanks to their perpetual state of military readiness and training, the Anarrians are prepared to launch an assault on any who stand in their way, including rogue cells of Anarrians who choose other philosophies and goals.

Adventure Ideas

Plenty of adventuring opportunities await heroes who visit a world ripped apart by civil war. The following ideas are only a few possibilities.

Doomsday Mission

An Altirian intelligence agent reports a rumor that the Anarrians are developing a doomsday weapon powered by a previously unknown fuel source found only on the western continent. Republic leaders ask the heroes to investigate and, if the rumor proves true, to sabotage the project. Infiltration of the Anarrian Empire is hard enough, but what happens when the heroes learn that the doomsday weapon is finished and ready for testing?

Strange Visitors

The Anarrians receive word that the Altiri are expecting mysterious ambassadors from another world for an extended visit to their lands. The nature of the visit is not known, but leaders of the empire fear that the Altiri are seeking some form of offworld help with their war effort. The heroes are asked to spy on the dignitaries and disrupt the proceedings, but those efforts become much more difficult once the visitors' identities are revealed. (You can use any species from the Unknown Regions or known space that fits into your campaign.)

Let's Make a Deal

A Rakata merchant who spends a lot of time on the planet decides to smuggle weapons to the Altiri, to the Anarrians, or to both species for a tidy profit. She hires the heroes to deliver her proposal to leaders of the respective governments and to act as intermediaries throughout negotiations, since she wishes to remain anonymous. The characters must determine whether each nation is interested and how much it is willing to pay for the merchant's goods. But does the Rakata have an ulterior motive beyond simply lining her pockets?

Unlikely Allies

A starship crashes on a large island in the middle of the ocean. Days later, much of the wildlife and many of the inhabitants of the island become infected with an unexplained plague. The government that controls the island asks the heroes to travel to the crash site, look into the nature of the plague, and try to find a cure before the sickness spreads around the world. The heroes' investigation turns up evidence that the ship was crewed by Altirian colonists from Priva and Anarrian colonists from Secava, apparently working together on an unknown mission—and that survivors of the crash have gone into hiding.

DURACE

Durace is a hostile planet in a hostile region of space. It is unforgiving, deadly, and generally avoided by those who know about it. When first discovered by the Old Republic cruiser *Galaaron,* the world seemed pleasant enough. But at some point in its history, the planet was subject to a large-scale disaster that changed Durace into the nightmare that it is today.

The few scientific studies of Durace have found strange anomalies. The atmospheric conditions match those of a planet involved in an interstellar collision, but there is no physical evidence of such an event. The world has no impact crater and no shrapnel in orbit. Durace has no moons and is the lone planet orbiting its star. However, the planet's harsh atmosphere wreaks havoc on the scientific instruments needed to solve the mystery. Only those beings willing to endanger themselves by spending time on the planet have a hope of discovering the truth.

Few souls dare try to settle on Durace. The many wrecks that dot the surface are evidence that civilized species have come to the planet, and the smashed vessels have made the world a subject of many of spacer tales. Supposedly, famous ghost ships such as the *Nebula Stalker* and *Another Chance* have crashed on Durace. A darker account of the *Galaaron* legend exists as well, one that claims the cruiser did not merely discover the planet—it caused the disaster that ruined Durace. Some even say the *Galaaron*'s crew, as a result, were cursed to live on board their cruiser for thousands of years. Jedi versions of these legends attribute the curse to the Sith, but no evidence supporting the claim has ever been found on Durace.



DURACE

DURACE

Region: Unknown Regions
Climate: Toxic and barren
Gravity: Standard
Moons: 1
Length of Day: 32 standard hours
Length of Year: 314 local days
Sapient Species: None
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC	RESULT
15	Durace used to be a pleasant world, but an unknown disaster transformed it into a desolate and harsh planet.
20	The atmosphere is breathable, but the planet's weather (including storms, gales, quakes, and lightning) makes colonization difficult.
25	Durace is home to hostile plants and creatures that eke out a hard existence on the ragged world.
30	Caverns on Durace are said to contain evidence that the world was populated with intelligent life before the disaster.

HISTORY

Durace is discovered during the time of the Great Hyperspace War, about 5,000 years before the Battle of Yavin. The Republic cruiser *Galaaron* briefly sets down on the planet to collect supplies and make repairs. A short entry in the captain's log notes that the crew enjoys a pleasant few hours outside the ship, and it makes no mention of any flora or fauna on the world.

The next known information about Durace is reported during the Clone Wars by a Confederacy probe droid sent into the Unknown Regions. The planet is deemed dangerous not only to organic life forms but also to the droid armies of the CIS. The toxic seas would quickly corrode battle droid circuitry, and the effort required to maintain a garrison on the planet does not seem worth it. Durace holds little value economically or tactically. The Confederacy decides that if the Republic wants the planet, the Republic can have it.

As the Republic transforms into the Empire, Durace is rumored to be a planet where Jedi who escaped Order 66 can find solace. After all, such survivors often seek the harshest places to live out their exile. However, no trace of any Jedi is ever found on the planet, so either Durace is just a stop on the way to an even more secluded hiding place, or the Jedi who go there succumb to the dangers of the planet. Some Jedi believe that the Inquisitors started the rumor that Durace is a haven for survivors of Order 66. Why

What Happened to Durace?

The disaster that struck Durace is deliberately left as a mystery. It might have been natural, such as a comet striking the planet or a shift of orbit. On the other hand, the catastrophe might have been caused by a secret weapon; the world's remote location makes it a perfect testing ground for all sorts of heinous devices and experiments. Regardless, you can determine the true cause of the planet's ruin according to the needs of your game. The disaster could be an epic plot point in a campaign or a background element to illustrate the dangers of exploring the Unknown Regions.

send a Sith apprentice to kill a Jedi when a quake or an acid storm will do the job just as well?

The planet falls into obscurity during the reign of Emperor Palpatine. The Emperor places little emphasis on exploring the Unknown Regions, and a planet like Durace does not have much to offer the massive war machine of the Empire. However, some of the local wildlife is quietly captured and shipped across the galaxy. Allegedly, the beasts that evolved to survive in the Forest of Broken Glass are very receptive to the ancient alchemical techniques of the Sith. Emperor Palpatine alters the more vicious creatures, making them even deadlier, and uses them to guard his secret projects throughout the galaxy.

The New Republic reverses the Palpatine doctrine on exploration. During this era, Durace is the closest it ever comes to being civilized. An outpost is established in orbit, allowing scientists to safely study the planet's dangerous weather and topographical phenomena. Outpost 17 also becomes a supply port for scouts working in the Unknown Regions and offers a few small comforts to weary spacers.

Outpost 17 is destroyed during the Yuuzhan Vong invasion, and afterward, strange legends spread about its remains. These stories say that a sizable section of the outpost landed on Durace more or less intact and still contains a valuable treasure. The nature of the treasure changes with the telling of the story—sometimes the wreckage is said to hold enough valuable ore to pay off ten freighter loans, and sometimes the prize is the last lightsaber built by Grand Master Luke Skywalker. The only way to find out for sure is to locate and explore the outpost's ruins.

Environment

Durace has very little water. What is available is barely fit for consumption thanks to the chemical runoff and pollution from the land masses. The jagged terrain consists mainly of sharp rocks and treacherous mountains. The ground's distinctive black soil is loose and quickly smears across every surface. The planet's high winds blow enough dirt around to clog even the most carefully maintained engine. The more moving parts something has, the more likely it is that the weather on Durace will foul it up.

In buffeting the black silt, the gales also contribute to a lack of stability on the planet. Large portions of the mountains can crash down in a form similar to avalanches seen on icy worlds. These events can also be triggered by mechanical events, such as a ship blasting off or a large explosion.

The black soil comes from the volcanic mountains, whose rapidly cooling liquid rock gives the world's surface a rough feel. Durace has very few flat areas—even those that look like good landing sites are made of small, shifting rocks. In some cases, areas that look like solid landing fields are softer than expected, causing ships to sink a meter or more after they cut repulsors and settle their full weight on the surface. The landscape's jagged rocks can also slice through a ship's hull, creating a breach that is not discovered until the vessel blasts off.

Durace's atmosphere is in a constant state of upheaval. Frequent storms race across the planet, and ferocious winds tear at the seas. The short bouts of calm weather rarely last for more than a day. In addition, the world is frequently disturbed by groundquakes and other seismic events that cause cave-ins and rockslides. The rain itself is a hazard for its force as well as its chemical composition; downpours can eat away at most fabrics and damage electronic equipment. Those venturing out onto the surface during a storm are advised to wear hardened vac suits.

Predators thrive on Durace, but the food chain is fraught with danger. Even the smallest animals have vicious bites or defensive spikes. One Sith holocron has suggested coming to Durace to observe its killer beasts as inspiration for brewing alchemical monsters. There is no evidence of a Sith settlement on the planet, but several holocrons make reference to animals found only on Durace.

Even the flora is deadly. Many plants have a hard exterior, as if encased in plasteel, which protects them from the storms while still allowing them to absorb light. Durace also has a variety of carnivorous plants that lure prey with brightly colored fruit or musical tones triggered by the blustery winds. One predatory plant is a rootless vine with sharp edges that is blown about by the gusts and wraps around its victims. The thorns of this vine can break vibroblades and crack helmet faceplates.

The most dangerous plants are those that grow in caves near the mountains. They subsist off the heat from the planet's core and have sharp thorns the size of vibroknives to protect their root systems. These plants pose yet another risk for explorers—if a cave-in occurs, intruders might be slashed to ribbons by falling plants.

HAZARDS

Scavenged Supplies — CL 4

Chemicals from the surface and atmosphere of Durace pollute any food or water scavenged from the planet's surface.

Ingested, natural, poison

Trigger A creature consumes food or water scavenged from the surface of Durace without first purifying it
Attack +6 vs. Fortitude Defense
Damage 2d8+3 poison and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)
Recurrence Each hour until treated

Skills

Survival (DC 16): The character recognizes that the supplies are tainted.
Treat Injury (DC 21): The character treats the effects of the tainted supplies.

Getting stranded on Durace is not a hopeful experience. There is little in the way of supplies available to be scavenged from the surface of the planet, and that which is available is often toxic. Any time a character consumes food or water scavenged from the surface of Durace without properly filtering and sterilizing those supplies, use the following hazard to represent the supplies' toxic effects.

Storm Over Durace — CL 9

Purple lightning flashes out of the dark clouds as you descend toward the planet's surface.

Atmospheric, energy, natural

Trigger A vehicle begins its turn in a storm over Durace
Attack +11 vs. Reflex Defense
Damage 2d10+3×2 energy (*Miss*: Half damage)
Recurrence On trigger; descending through a storm takes three rounds

Skills

Pilot (DC 23): The character reduces the number of rounds it takes to pass through the storm by 1 round.

Durace is constantly wracked by acidic storms, from which bolts of purple lightning strike out. While the primary effect of such a storm is similar to the toxic atmosphere hazard (see page 101), vehicles passing through the area of a violet lightning storm might be struck by the highly charged bolts, which can render a ship inoperable if it does not flee the storm quickly enough.

Jagged Sinkhole — CL 7

The vehicle slowly begins to sink into the rocks upon which it sits. Jagged shards of volcanic rock dig into the hull of the vehicle, grinding and tearing holes as it slips further below the surface.

Natural

Trigger A ground vehicle ends its pilot's turn in the area of the jagged sinkhole, or any vehicle lands in the area of the jagged sinkhold
Attack +9 vs. Reflex Defense
Damage 2d10+2×2 (*Miss*: Half damage); on a hit or a miss, the vehicle becomes mired in the jagged sinkhole and cannot move without assistance (see the Skills section below)
Recurrence Each round on initiative (Initiative +8)

Skills

Perception (DC 22): The character recognizes the jagged sinkhole.
Pilot (physical sciences) (DC 22): Using the vehicle's drive systems, the character is able to dislodge the ship from the hazard. This skill check requires a move action; if the check is successful, the vehicle can move as normal.
Use the Force (DC varies): The *move object* Force power can be used to pull a trapped vehicle out of the jagged sinkhole.

Vehicles that land on the surface of Durace may sink into the jagged volcanic rock that appears to be solid but actually hides a deep sinkhole.

Carnivorous Plants of Durace — CL 11

A carnivorous plant lashes out at a nearby creature, trying to drain it of its life essence.

Natural

Trigger A creature or a droid enters a square within 3 squares of a carnivorous plant of Durace
Attack +13 vs. Reflex Defense
Damage 4d6+1 (*Miss*: Half damage)
Recurrence Each round on initiative (Initiative +10)

Skills

Acrobatics (DC 24): The character makes this check as a part of a move action; if the check is successful, the character can pass within 3 squares of a carnivorous plant of Durace during that move action without triggering the hazard.
Knowledge (life sciences) (DC 19): The character identifies the carnivorous plant.

Special

A creature or a droid reduced to 0 hit points by this hazard takes a –10 penalty to Endurance checks as long as it remains within 3 squares of the hazard.

Durace is home to many species of meat-eating plants. Though fauna is rare on the planet, these plants can consume creatures of up to Large size, living on the nutrition taken from those creatures for years at a time.

LOCATIONS

Durace includes the following significant or interesting locations.

The Pictograph Caverns

One of the few clues to life on Durace before the disaster comes from a series of caverns found in the mountains near the equator. Primitive carvings on the walls of these caves depict a society that lived on the world long before the calamity. The carvings that have been discovered so far offer little information about the disaster itself, but scholars are hopeful that more revealing pictographs exist elsewhere on the planet.

The Diamond Desert

The strange geothermal forces of Durace have turned this desert into a pressure cooker, compressing the black sand into rare jewels that fetch impressive prices on the galactic market. Travelers can literally find diamonds scattered among the dunes. These gems range in size from the diameter of a small stone to that of a Wookiee's fist. Some of the intelligent predators of the desert use these diamonds as bait. The creatures lurk below the dunes until a jewel lures unsuspecting explorers out of safe cover, then thrust up through the sands to devour the foolish intruders.

The Forest of Broken Glass

This forest has no trees. Its name comes from the silicate rock formations that jut up from the ground in strange colors and jagged shapes. The formations reflect blaster bolts and are highly resistant to damage and to the dramatic weather systems that rush across Durace. Travelers caught without shelter sometimes take cover in the forest, but they must be extremely careful. The fierce windstorms that wrack the planet can shatter the taller rock formations, sending a rain of shards down onto a camp of unwary explorers.

ADVENTURE IDEAS

Durace is a brutal, unforgiving world, and simply surviving a stay on the planet can be a challenge in itself. The sample adventures below offer reasons for heroes to visit Durace.

Hunters

Duanna Falos has developed a reputation as a fearless hunter—no creature is too intimidating for her. She sees the terrible beasts of Durace as a true challenge to her skill and hires the heroes to take her on a hunt. However, accidents plague the expedition from the start. The heroes soon realize that someone within Duanna's entourage is trying to kill her. Is it her put-upon Mon Calamari servant? Her bodyguard, who happens to be a jealous former lover? Her current lover, who also happens to be her political rival? Can the heroes keep Duanna alive long enough to receive the extravagant sum they were promised? Or will the murderer arrange for accidents to befall everyone on the expedition to ensure their silence?

Ghost Camp

The heroes are sent to relieve a survey team on Durace, bringing fresh supplies and giving the outpost's crew some much-needed time offworld. But as soon as the heroes drop out of hyperspace, they realize that something has gone wrong. The outpost's distress transmitter fades in and out weakly, and the small settlement has been left open to the caustic elements. The only recoverable log entries are half-mad rantings about ghosts and betrayal. Did the harsh conditions on Durace cause one of the scientists to turn on the others, or did an outside force tear through the camp and make off with the team?

A Deadly Discovery

Images of the pictographs in Durace's caverns make their way into the processors of GB-3P0, a protocol droid owned by House Bolleon. Lord Bolleon, a collector of artifacts and primitive art, sets his droid to the task of translating the pictographs. He hopes to uncover their meaning and possibly learn more about the calamity that devastated Durace. The droid makes a breakthrough but becomes a fugitive when Lord Bolleon turns up dead. GB-3P0 ends up on the heroes' doorstep, begging for protection so it has time to complete the translation. Something is hunting the droid—something that does not want the secret of Durace to be discovered.

Fields of Promise

Ever since Durace was struck by disaster, the only plants that grow on the world are just as hazardous as the planet itself—all except one. A small field of rare alparas flowers, which bloom once every 100 years, has been sighted on Durace (or so claims a scientist recently returned from an expedition to the world). The flowers hold the key to a cure for a mysterious disease contracted by one of the heroes, and their appearance might also provide insight into making Durace habitable again. The alparas flowers bloom in only one place on the planet: a small island in the middle of the Alkaline Sea. Landing a ship there is next to impossible, so the heroes must traverse ground, sea, and air to reach the plants.

For You, Half Price

A Devaronian scoundrel is doing a brisk business selling rare gems that she claims come from the Diamond Desert on Durace. A wealthy noble known to the heroes purchases one for his wife to show off at the next society ball. Before long, however, the noble and his wife turn up missing. The heroes soon learn that others who bought diamonds from the Devaronian have also quietly disappeared, and before they vanished, several of them were heard to be preparing for a hastily arranged trip to Durace. Are the jewels somehow drawing their owners to the hostile world, and if so, what will the heroes find there when they investigate?

GIACA

Giaca is a lush, wild world teeming with life and largely unspoiled by civilization. Although it is not a homeworld or a colony for any particular sentient species, the planet is not without intelligent inhabitants. Beyond the numerous types of wild creatures in its dense forests and massive volcanic causeways, Giaca hosts a few scattered outposts of survey teams, criminal hideouts, and, it is rumored, an ancient surveillance station.

Giaca owes much of its quiet existence to the fact that it is isolated by a particularly challenging hyperspace tangle; plotting a course to the world from any location is extremely difficult. Most visitors must rely on sketchy astrogation data that is usually long out of date. Pilots who make regular trips to the planet guard their map data jealously and share it only for outrageous prices—assuming that anyone can convince them to share it at all.

GIACA

Region: Unknown Regions
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 22 standard hours
Length of Year: 414 local days
Sapient Species: 50% near-Human, 50% other species
Government: None
Capital: Station 3Z3 (largest outpost)
Major Exports: Exotic flora and fauna, scientific research
Major Imports: Foodstuffs, manufactured items, technology

Knowledge (Life Sciences)

Heroes can make Knowledge (life sciences) checks after spending several hours on Giaca and making a quick investigation of the world.

DC	RESULT
10	Giaca has an atmosphere that is not hazardous to most species. Tree-like growths cover much of the planet's surface. In addition, groves of massive bushlike trees occur regularly; each grove can be several kilometers across.
15	The planet is home to many aggressive species of wildlife, some of which are poisonous. Many creatures live within the narrow canyons formed by the planet's hexagonally shaped columns of basalt.
20	The poison of the largest predators is the most hazardous. The poison of lesser species and plant life can be debilitating but is not typically lethal. The biggest predators tend to be found in the largest groves of trees.

Knowledge (Physical Sciences)

Heroes can make Knowledge (physical sciences) checks after spending several hours on Giaca and conducting a quick investigation of the world or after making close-range sensor scans.

DC	RESULT
10	Giaca has a history of widespread volcanic activity. Enormous, hexagonal columns of basalt are common features across the planet, located where the largest lava flows formed massive causeways.
15	Although most of the hundreds of volcanoes have not been active for millenia, the volcanoes along a large mountain range in the northern hemisphere, running roughly parallel to the planet's equator, remain active. Significant areas of the range are shrouded in fumes that are dangerous to most species.
20	The narrow canyons produced by the formation of the basalt columns provide a multitude of hiding places for creatures, outposts, and criminals, with many avenues of escape.

Knowledge (Social Sciences)

DC	RESULT
20	Giaca is rumored to be a wilderness world perfect for hiding from authorities or conducting illegal or secret business. Local hyperspace interference and distortions make the planet remarkably difficult to visit.
25	A few regional worlds are interested in claiming Giaca. Some have set up research stations on the planet that double as surveillance posts for keeping tabs on rival claimants.
30	Giaca is said to be home to an ancient surveillance station of a long-lost civilization. The outpost and the surrounding area are rumored to be extremely dangerous, possibly contaminated by chemical or radiological hazards. No one knows if the station truly exists.

HISTORY

Thousands of years before the Jedi Civil War, the Rakata visit Giaca. They establish a large surveillance outpost, near the equator, which they use as a base from which to survey the planet and map the complexities of hyperspace travel around the system. The onset of local volcanic activity, along with a loss of interest in the world, cause the Rakata to abandon the station well before their Infinite Empire disappears from the galaxy.

One hundred years before the Jedi Civil War, scouts from the nearby planet of Shor rediscover Giaca. For the next fifty years, small Shorak expeditions dare the dangerous hyperspace routes to survey the lush world. Although they quickly realize that Giaca is suitable for colonization, its difficult location delays any such attempts. Eventually, Peroenia, a competing world, learns of Giaca's existence and dispatches its own expeditions. For another fifty years, all the major regional powers learn of Giaca and send survey teams to scout the planet and keep tabs on their neighbors.

At the end of this time, the Shorak make their first attempt to colonize Giaca. However, learning of those plans, ambitious Peroenia commanders dispatch a small military force to ambush the colonists. Taking advantage of the fact that there are only a few known hyperspace routes to Giaca, the soldiers strike the colonists just as their ship drops out of hyperspace outside the Giaca System. The attack results in a war between Shor and Peroenia that flares up regularly for the next 300 years. Although most of the fighting occurs far from Giaca's system, scouts from both forces run surveillance missions on the contested world to keep the other side from gaining a foothold. Small skirmishes are common between the scouts, but only a few minor pitched space battles occur in the system.

Eventually, the Shorak are victorious, but postwar rebuilding efforts are slow. All regional powers manage to reestablish outposts of various types on Giaca, but none is especially prominent or powerful. Before long, the outposts begin to run into problems with the planet's large, aggressive predators. The Shorak establish Station 300 as their primary outpost, but their colonization attempt is unsuccessful. Giaca is abandoned to the few criminals and visitors who find their way to the world.

About twenty years before the Clone Wars, the Shorak expand Station 300 to become Station 3Z3, reigniting the regional powers' interest in the planet. Suspecting the Shorak of plotting another colonization attempt, Peroenia and other worlds reinforce their own outposts. Skirmishes occasionally break out between competing forces, and an arms race develops among the claimants. All sides are still relatively weak militarily, but the clashes are enough to delay Shorak plans.



GIACA

Finally, by the Battle of Endor, the Shorak further expand and fortify 3Z3 so that it can protect a new colony that settles in a causeway near the station. Peroenia and its allies attempt to slow the arrival of the colonists, but they have difficulty repelling the more advanced Shorak ships. The colony is well defended, and by the fall of the Galactic Alliance, its population expands to 50,000. However, the Shorak remain unable to secure the planet and must regularly defend their colony against the Peroenians and their allies.

The struggles of the Shorak, the Peroenians, and their rivals are the best-known aspects of Giaca's history, but much more happens on the wild world. Although the difficult approach to Giaca prevents anyone from making it their primary base of operations, for thousands of years, criminals and fringe dwellers make use of the planet without interference from any government-related factions. Their stories are not widely known, even among the planet's few permanent inhabitants.

LOCATIONS

Giaca includes the following significant or interesting locations.

Station 3Z3

Station 3Z3 is Giaca's largest outpost and the one most likely to attract the attention of newcomers. It is owned and operated by the Shorak, one of the larger powers claiming the planet. Since they know they lack the strength to enforce such a claim, the Shorak settle for maintaining an obvious presence and keeping an eye on everyone else. The station holds several thousand individuals and is defended strongly enough that most pirates and raiders steer clear. In addition, it is well outfitted and can provide limited aid (when it wishes to do so) to those who request help. The station consists of prefabricated, interconnected shelters atop a series of tall, concentric columns of basalt that decrease sharply in height to the forest floor. A few outlying buildings serve as hangars for private ships, atop their own basaltic columns and connected to the station by metal bridges.

The station is open to visitors and always eager for news of nearby systems. It provides a trading center, and its vigilant security force aggressively keeps out most of the criminal element.

Maruuk's Nook

Maruuk's Nook is a well-hidden bolthole that has been occupied over the centuries by hermits, criminals, outlaws, and refugees. Approaching the hideout is very difficult, since it lies deep within a long, narrow, angular canyon bordered by the sheer vertical faces of 140-meter-tall hexagonal basaltic columns. The nook is 60 meters above the canyon floor and 80 meters from the canyon rim, and it consists of a small network of caves, the largest of which can house a small light freighter. Fresh water is plentiful, thanks to an extremely tall, narrow waterfall that plunges into the darkness along one edge of the nook. The waterfall cannot be seen from the canyon.

The nook has space for a few dozen inhabitants. It offers a motley collection of furniture and equipment, much of which is broken and ancient. Although the nook can provide the occasional useful spare part, most inhabitants rely on their own equipment whenever possible. The location of the nook is known to very few beings, who share the secret only with those they feel need it the most.

Glasspoint

One of the better-known locations on Giaca is Glasspoint, a neutral meeting spot for criminals, faction leaders, and others. It sits atop a hexagonal basaltic column that has a black, glasslike appearance. The giant column is 1 kilometer across and half a kilometer tall, and it stands 2 kilometers from the coast of a great inland sea. All approaches from the air and the water are plainly visible to anyone at Glasspoint. A few smaller basaltic columns clustered around the main column provide landing zones for small craft, although most visitors simply land on the main column. The skeletal remains of several wrecked starships and speeders bear witness to the outcome of past confrontations.

Factions

The factions that are active on Giaca are spread out all over the planet. They are unlikely to randomly interact with one another.

Criminals and Rogues

Most of Giaca's inhabitants follow their own paths and do their best to stay out of sight. Whether they are criminals hiding out, rogues planning new operations, or just people who have removed themselves from the galaxy at large, most want to be left to their own pursuits. The planet is big enough and wild enough that outposts can remain isolated for decades, perhaps centuries, without detection from the major players. Of all the factions, the Peroenians are the most likely to encounter criminal operations while undertaking their survey missions, but they have learned to avoid contact whenever possible.

The Peroenians

A near-Human species, the Peroenians have long yellow-and-gray-striped hair and six digits on each hand and foot. They are avid explorers and learn a great deal about Giaca over the centuries. Their main outpost, called Tallpeak, holds only a few hundred individuals most of the time. The Peroenians have a dozen smaller, often temporary outposts scattered around the planet to survey the world and keep an eye on their rivals, especially the Shorak. As ancient opponents of that species, the Peroenians increase their presence on the planet when the Shorak threaten expansion. The Peroenians are governed by a Peroen-Se, Giaca's representative of the Peroenian Monarchy.

The Shorak

Near-Humans from the world of Shor, the Shorak are stockier and more muscular than the average Human. They dye their hair in deep colors and tattoo striped patterns down their arms, often incorporating the symbols of their family, military, or social affiliations. As Giaca's oldest and best-equipped claimants, the Shorak are the faction most likely to investigate newcomers to the system. Although they claim Giaca as their world, they cannot enforce their will beyond the lands surrounding Station 3Z3. They challenge any opposing claim to the planet with diplomacy and the occasional armed deterrent. Colonization attempts are not tolerated and draw military responses in short order. The Shorak government is authoritarian; the local leader is governor of all Shorak operations on Giaca, as well as final judge and arbiter.

Adventure Ideas

Adventures on Giaca need not include the Shorak or other claimants to the planet. The following are suggestions for typical encounters on Giaca.

Initial Approach

No matter what the adventure, if the heroes are flying their own ship to Giaca, the hyperspace approach is difficult and worthy of at least one encounter during the trip, especially on their first visit. When the heroes make Use Computer checks for astrogation, increase the DCs by 5 or 10. A failed check drops the ship out of hyperspace somewhere between the system's edge and several light years outside the system, and the heroes suffer the standard results for hyperspace mishap. Regular visitors to Giaca have their own exit points scattered throughout the system. Most of the better-known routes drop a ship about 2 hours out of orbit.

Glasspoint Meeting

An underworld contact arranges to meet the heroes at the neutral site of Glasspoint on Giaca, or the heroes might pursue a target to the area. Either way, the heroes receive old and unreliable hyperspace data (see "Initial Approach," above). When they finally arrive at the coordinates on Giaca, a weather front hundreds of kilometers long obscures Glasspoint. The heroes must approach in a heavy thunderstorm and land on a short basaltic column adjoining the taller, windswept column where their contact waits. Negotiations go poorly, and blaster fire erupts as the heroes are ambushed from attackers scrambling up from lower columns all around them.

Shorak Patrol

While approaching Giaca, the heroes draw the attention of a Shorak patrol. This might occur when the Shorak are aggressively defending their claim to the planet or when the heroes venture too close to a Shorak ship or outpost. The heroes are ordered to set down at Station 3Z3. If they do, the Shorak interrogate them until satisfied that the characters make no claims to Giaca and have no intention of causing trouble. If the heroes fight back or give the Shorak reason to dislike them, they are escorted out of the system while their ship is flown by a Shorak pilot to a distant rendezvous point many light-years away. If the heroes escape, the Shorak pursue them relentlessly, dispatching scouts via airspeeder and starship as needed. The heroes might find refuge with criminals, locate their own hiding spot in the wilds of the planet, or receive help from the Peroenians or other Shorak rivals.

Surviving Giaca

The heroes' ship sustains major damage during the approach to Giaca. Although they arrive in the system, they have little control over their craft and crash-land on the planet's surface. Their ship skips through the forested surface and becomes wedged between a pair of basaltic columns, high above the beach of a long coastline or island. The heroes discover they are on their own, far from any civilized area. They must escape their damaged craft, salvage what they can, and erect a temporary shelter. Soon, they draw the attention of local beasts and eventually must fight off a pack of brintaks (see below). Whether by search or by sensor, the heroes detect a small outpost hundreds of kilometers away. Salvaging what they can, they set off overland, possibly aided by damaged speeders. Along the way, the heroes encounter long-abandoned equipment, the remains of campsites or survey teams, and local wildlife. When the heroes arrive at the outpost, they must negotiate for aid and transport to their intended location.

BRINTAK

A brintak is a massive, muscular, four-legged beast that towers over most humanoids. Its large, elongated head features multiple rows of razor-sharp teeth. Its mouth is flanked on each side by barb-tipped, tentaclelike appendages that ensnare and poison a victim while drawing prey into the creature's mouth. Brintaks live in many of Giaca's groves of enormous toroc trees. They find food in the groves and the surrounding landscape. The largest brintaks are solitary hunters, but younger and smaller brintaks hunt in packs of four to six. Brintaks are social creatures and live in dens of hollowed-out toroc trees, often high above the ground. Packs number up to 20 members.

Brintak **CL 15**

Huge beast 15
Init +8; **Senses** low-light vision; Perception +12

Defenses Ref 25 (flat-footed 23), Fort 18, Will 10; Dodge, Mobility
hp 188; **Threshold** 28

Speed 6 squares
Melee bite +19 (2d6+7) and
claw +19/+19 (1d8+7) or
Melee tentacle +19 (1d8+7 plus poison)
Base Atk +11; **Grp** +29 (tentacles)
Atk Options Crush, Improved Charge, Pin, pounce
Special Actions roar

Abilities Str 26, Dex 13, Con 26, Int 2, Wis 10, Cha 13
Special Qualities pounce, roar
Feats Crush, Dodge, Improved Charge, Mobility, Pin
Skills Perception +12, Stealth –2

Poison—On a successful tentacle hit, the brintak's poison makes an attack roll of 1d20+10 against the target's Fortitude Defense. If the attack is successful, the poison deals 1d12 points of damage (in addition to the tentacle damage). If the attack is unsuccessful, the target takes half damage.

Pounce—A brintak can make a long jump without a running start and without doubling the DC of the Jump check. If successful when jumping into or adjacent to a target's square, the brintak can make an immediate attack. If the attack is successful, the brintak can attempt to trip the target (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.

Roar—As a move action, a brintak can produce a terrifying, rumbling roar and make a Persuasion check to intimidate any enemy target within 6 squares. If the check succeeds, the target must move away from the brintak at its normal speed on the target's next turn, and the target moves –1 step on the condition track. This is a mind-affecting effect.

IOL

Iol is a small, barren world orbiting an orange star near the edge of the Unknown Regions. With no atmosphere, the planet has no native flora or fauna and offers very little in the way of natural resources. The sole exception is a large amount of a particular ore that is highly prized by companies that forge durasteel.

IOL

Region: Unknown Regions
Climate: None
Gravity: Low
Moons: 0
Length of Day: 21 standard hours
Length of Year: 416 local days
Sapient Species: 56% Human or near-Human, 44% other species
Government: Corporate
Capital: Haven
Major Exports: Minerals
Major Imports: Foodstuffs, medicine, technology

Knowledge (Galactic Lore)

DC	RESULT
20	The planet of Iol is a barren world with no atmosphere and no native lifeforms.
25	The government of Iol is a corporate state that is a subsidiary of Tangan Industries, which has operated a mining colony on the planet for many centuries.
30	The material mined by the colonists of Iol is a major component in durasteel.

Knowledge (Social Sciences)

DC	RESULT
15	The board of directors of Tangan Industries considers Haven's administrator to be the head of the colony, and they believe that all cities of Iol cooperate harmoniously to mine ore.
20	The cities put aside their differences when working on issues that involve the corporation, but otherwise, they rarely get along. Many city leaders feel they are more qualified and more experienced than Haven's current administrator, Elexia Nis'tar.
25	Each city employs and dispatches its own group of miners. The groups work in separate locations and rarely interact. However, some sites are being mined by groups from multiple cities, which can cause tension and even combat between the competing miners.
30	The colonists of Iol had been treated unfairly and were on the verge of revolution before Elexia Nis'tar took office.

HISTORY

At first glance, the planet Iol appears to be nothing more than an airless world with no redeeming qualities. For millennia, the spacefaring civilizations that rise and fall around it believe that to be true as well.

Approximately 4,500 years before the Battle of Yavin, an independent scout vessel drops out of hyperspace too close to Iol's gravity well. The pilot loses control of the ship and crashes on the planet's surface. Injured and losing life support, he dons his spacesuit and attempts to repair the ship well enough to sustain life support and call for help. While outside the ship, he discovers that the crash has inadvertently uncovered a large vein of an ore used in the manufacture of durasteel. After patching the ship, he submits his claim to the planet through a tight-beam transmission, naming the world after an ancient god of death, and waits to be rescued. His claim is received by a cargo vessel in the employ of Tangan Industries, which changes course and rescues the scout. However, the captain of the cargo vessel alters the transmission to state that the planet has been claimed by Tangan. By the time the pilot discovers what has happened, representatives of Tangan Industries have already begun a full-scale examination of Iol.

Within two years, Tangan Industries establishes a full mining colony on the planet, intending to extract as much ore as it can. In time, the colony expands to three cities around the world, all of which are built within sealed domes to protect the miners and their families.

During the time of the Mandalorian Wars and the Jedi Civil War, Iol is found by a group of ships wandering through the area. Led by a Jedi Knight known as the Revanchist, they negotiate with the administrator of the colony for a sizable amount of fuel and supplies in exchange for technology that the Revanchist has no need to keep. Although the transaction is not sanctioned by Tangan Industries, its board of directors turns a blind eye since they are the ultimate recipients of the technology.

With their resources reduced by the trade, life becomes harder on Iol. The corporation raises prices on all products for sale in the colonies, to help recover their costs for diverting new supplies to the colony. Within six months, production drops significantly due to starvation and lowered morale, and the colonists are ready to rebel and run the colony independently of Tangan Industries. Calling themselves the Miners' Union, the rebels storm the capitol building, but corporate security repels the attack. The administrator opens his doors to the colonists' leader, and they reach a settlement to reduce prices in exchange for the end of the protests.

As the Empire gains power over most of the galaxy, a covert movement within the colonies desires to break away from Tangan Industries and become an independent state. For a while, it seems that the colony's administration holds the same desire, and the plan almost comes to fruition. But representatives from the company and the colonists meet to discuss terms and reach a settlement, resulting in better living conditions for the colonists that boosts their morale and increases productivity.



LOCATIONS

On a world that seems to be featureless, one might not expect to find locations of significance. But since Iol has had a stable population for over 3,000 years, its residents have managed to find or even make a few sites of their own. Most of the naturally occurring locations lie outside the safety of the domes or within the underground caverns that have been dug by the miners over the years. Iol includes the following significant or interesting locations.

Haven

The oldest and largest complex of domed structures on Iol is known as Haven, the colony's capital city. Consisting of five domes, each at least 1 kilometer in diameter, the city is also the artificial structure most easily visible from orbit. Haven dominates the landscape, especially at night when the city's lights illuminate the general vicinity for several kilometers.

The five domes are completely separate from one another, and each focuses on a particular function for the city, such as government and finance. They are arranged with the oldest, largest dome, which is also the governmental dome, in the center, and the others surrounding it. Tubes connect the central dome to each of the others, allowing easy travel between them.

In addition to containing structures geared toward serving its function, each dome also has residential areas that house families with at least one member who works within the dome. It is possible for a family to have another member who works in a different dome, but such arrangements are rare, since the corporation encourages members of each family to follow in their parents' footsteps.

Haven's governmental structure operates as a corporation that is a subsidiary of Tangan Industries, the company that has owned the world since its colonization. The ruling body is a board of directors selected by the colony's Chief Executive Officer, who in turn is hand-picked by Tangan's top executives.

The person serving as administrator of Haven from just after the Clone Wars to the time of the Yuuzhan Vong invasion is Elexia Nis'tar, a dark-skinned near-Human with platinum blonde hair. The executives who appointed her hoped to put someone in place who would serve their needs and act only as a figurehead, and Elexia seems like a perfect candidate, especially because she is married to Durro, one of the younger Tangan brothers. But Elexia proved them wrong by performing her duties responsibly, making the welfare of the colonists her top priority. Because she has gained the colonists' favor and has her husband's support, Tangan's executive board allows her to run the colony as she sees fit—for now.

Along with being the governmental seat, Haven serves as the world's primary financial hub. Through careful negotiations, Tangan Industries allows other companies to offer goods and services to the colonists, including various foodstuffs, entertainment, and technology. In exchange for being permitted to conduct business on Iol, each company must pay royalties to Tangan above and beyond the rent they pay for the use of space and resources.

Haven also houses the planet's sole starport in a dome dedicated entirely to its operation. Docking fees are reasonable, and fuel and maintenance are offered for the standard costs found elsewhere in the galaxy. All services that cater to the starport are found within its dome. Anyone that visits Iol must go through Haven's security and customs stations before disembarking at the docking bay, and they must pass through another checkpoint if they wish to travel anywhere in the city beyond the starport dome.

The starport dome is also the hub for all repulsortrain movement. Two repulsortrain tunnels connect the dome to the cities of Menelath and Shirkel.

Menelath

The second largest city of Iol is originally built as an extension of Haven so that colonists do not have to travel far each day to reach the deposits on the other side of the planet. Over time, Menelath grows to become a city in its own right, but it remains second to Haven in size and importance. Menelath consists of a primary dome that handles most of the city's functions and two additional domes, linked to the main dome by tunnels, that are used mainly as residential zones.

Life in Menelath is not as comfortable as life in Haven. The domes offer most amenities, but the lack of a starport means that few businesses establish a presence here. As a result, many residents journey to the capital city on a regular basis to procure supplies that are unavailable in Menelath.

From about six years before the outbreak of the Clone Wars until the fall of the Empire, Menelath is run by a Chadra-Fan named Tol Ferin, who also

serves as a vice president of Tangan Industries. His loyalty to the company is unswerving, and he runs the city according to the instructions Tangan gave him when he took office. His approach to governance has caused some tension between him and the new administrator of Haven.

Ralak Canyon

Because Iol's highest concentrations of ore are located in this area, this formation is created artificially through centuries of mining. Ralak Canyon extends 7 kilometers across the planet's surface and has been measured at 1 kilometer deep in places.

As mining progresses in the canyon, natural underground caverns are opened, but little effort is made to explore them beyond the first 50 meters. Some believe that more ore deposits might lie within, but safety protocols prevent miners from venturing too far.

Despite the number of preventive measures taken by the miners, many areas of the canyon are not considered safe. Each year, carelessness results in accidents and casualties.

Shirkel

Shirkel is the newest city to appear on Iol's landscape, built about fifty years before the Battle of Yavin. In fact, much of the outer hull of the dome structure still has some of its original sheen, giving observers an idea of what the other cities looked like from the outside in their younger days.

The city has only one dome and houses a significantly smaller population than the other cities, consisting mostly of miners who work the nearby sites. With population growth being very low, expansion of the dome is not a top priority, and the colonists in Shirkel must settle for facilities that are less extravagant despite being more recently constructed.

The city is administered by a Twi'lek named Anoon'olan who also holds a vice-presidential position with Tangan Industries. However, most of Shirkel's residents give their loyalty to a Human named Kai Lunn, the current leader of the Miners' Union.

HAZARDS

Building Decompression — CL 14

One crack, and suddenly the entire wall blows outward, sucking anyone and anything nearby into the vacuum.

Natural

Trigger A transparisteel window or a wall takes at least 20 points of damage; targets all creatures within a room or corridor where the damaged section is located

Attack +16 vs. Reflex Defense

Damage No damage, and the target is pulled 20 squares toward the damaged wall section (*Miss*: No damage, and the target is pulled 10 squares toward the damaged wall section)

Recurrence On trigger

Skills

Climb (DC 27): The character grabs a stable object as a reaction and negates the forced movement. Alternately, if the character is already secured, he or she can grab an adjacent creature and prevent it from being moved by the hazard.

Special

Any creature pulled into the same square as the damaged wall or window is sucked out into the vacuum by this hazard, and must then face the vacuum atmosphere hazard (found on page 102).

Stray blaster bolts and sabotage are two of the most dangerous things the people of Iol must face. Since each of the buildings on the surface of Iol is pressurized and sealed, any breach in the hull of a surface building usually results in immediate and violent decompression. Even the tiniest crack in a transparisteel window can cause an entire wall to blow out of a building, taking anyone in the room out as well before emergency forcefields can snap into place and restabilize the pressure and atmosphere within a building.

Floating Away — CL 5

A good push is all it takes to send someone careening across the surface of Iol.

Natural

Trigger A creature or a droid is forcibly moved, such as with a Bantha Rush or by a telekinetic Force power

Attack +7 vs. Fortitude Defense

Damage No damage, and the target moves 6 squares in the direction it was pushed, and cannot move on its next turn unless it has a fly speed (*Miss*: The target moves an additional 3 squares in the direction it was pushed, but it can move normally on its next turn)

Recurrence On trigger

Skills

Climb (DC 16): As a reaction, the character can make a Climb check to negate the additional movement by grabbing onto something solid. If no stable object is nearby, the Climb skill cannot be used in this way.

Special

This hazard can move target vertically as well as horizontally. When moved upward, the target immediately falls back down to the height at which it began without taking falling damage.

On planets with low gravity like Iol, there is always a danger that, when outside of the controlled gravity of artificial structures, one might float away from the planet if given a sufficient push. Though Iol's gravity is strong enough to keep move surface-travelers from floating out into the blackness of space, it is light enough that a creature that is sufficiently pushed will drift for some distance before landing.

Factions

Although most colonists strive to maintain a peaceful coexistence with the corporate leaders who oversee Iol, various factions within the larger group have their own agendas. Some have the colony's best interests in mind, while others serve their own ends. Even when factions share the same goal, they do not necessarily get along with one another.

Tangan Industries

As the corporation that owns the planet and provides jobs and supplies for almost the entire population of the planet, Tangan Industries is seen by many as the mother and father of civilization on Iol. Everything that is present on the world exists because of the company, and everything that comes to and goes from Iol is due to the company's efforts.

Despite the seemingly generous nature of its charter, Tangan Industries is far from a benevolent force on Iol. The corporation exercises strict control over what merchandise comes into and out of the colony and what the residents are allowed to do. The colonists are observed virtually nonstop, because Tangan claims that high security must be maintained to keep the colony as efficient as possible. Any events that take place apart from work and sleep, including family outings, must be approved by management.

Miners' Union

The Miners' Union is formed to bring the world's miners together as a single force that can oppose Tangan's complete control of the colonists' lives. The union confronts Tangan Industries on a number of issues, including employee benefits and mines safety. Working conditions for the miners are risky, and Tangan, always seeking a profit, tries to resolve the miners' concerns by doing only what is necessary to address each issue. The Miners' Union sees the minimalist effort as cold and uncaring and wants the company to take extra efforts to ensure employee safety. Some members of the union occasionally take matters further than the conference table and create a situation that illustrates their point a little more violently, regardless of whether they have the union's support.

During most of the organization's history, the welfare of its members is its top priority and driving goal. On rare occasions, though, its leadership seeks to exploit the union's position for personal gain.

Merchants' Consortium

The Merchants' Consortium is a council of representatives from the companies that have permission to sell good and services to the colonists. The consortium meets regularly with the colony's administrators in Haven to discuss business matters and to resolve any outstanding issues between the groups.

Colonists sometimes strike private deals with members of the consortium to procure items not normally available through standard means and without being noticed by Tangan Industries. As long as the transactions do not affect the flow of credits into their coffers, the other merchants turn a blind eye to these clandestine arrangements.

Adventure Ideas

Something is always happening on Iol that might interest heroes. The following adventure ideas can be integrated into an existing campaign or inspire a whole new set of escapades.

Buried Alive

A rockslide at Ralak Canyon has buried a group of miners from Haven in a recently opened cavern near the canyon floor. Those trapped in the cave will run out of air if they are not rescued in time, and the heroes are asked to help other miners in the canyon free the victims. However, the other miners are from Menelath, and due to recent conflicts with the Haven miners, they are in no hurry to provide assistance.

Power Play

The heroes learn of an assassination plot against Elexia Nis'tar. They must stop the assassin before Haven's administrator is killed. If the heroes succeed, Elexia asks them to investigate and determine who hired the assassin. She suspects the involvement of one or more of the colony's other leaders, since many of them resent her status as head of the colony.

A Simple Errand

Kin Thalin, the owner of a small cantina in Haven, claims to have found a remote cavern that holds large deposits of rare and valuable crystals. He has heard stories that some of the crystals were taken long ago by the Revanchist and his fellow warriors to power their weapons. Thalin is willing to pay handsomely for a group of heroes to fill a crate with crystals from the cavern and deliver it to him. Does he want the crystals for his own purposes, or is he acting on behalf of visitors from offworld?

Revolution

All communications with the city of Shirkel cease. Elexia Nis'tar worries that the Miners' Union is leading a revolt in the dome in an attempt to take over the city. She hires the heroes to infiltrate Shirkel and investigate. The city's Twi'lek administrator seems willing to negotiate with the protestors, but the miners appear unwilling to listen to what they disparage as more corporate lies. The tension in Shirkel is building, and it won't take much provocation for things to turn ugly.

O'REEN

A failed colony world from the bygone era of the Old Republic, O'reen has become a fortress planet to rival any of the Core Worlds from the days of Palpatine's Empire. Its strict military focus allows O'reen to overcome any disadvantages it faces because of its limited technology.

O'REEN

Region: Unknown Regions
Climate: Temperate
Gravity: 1.1 standard
Moons: 2
Length of Day: 34 standard hours
Length of Year: 355 local days
Sapient Species: 98% O'reenians, 2% other species
Government: Military dictatorship
Capital: Fort Maximus
Major Exports: None
Major Imports: Military weapons

Knowledge (Galactic Lore)

DC	RESULT
15	O'reen is located just outside the border of the Outer Rim Territories and is fiercely independent and self-reliant.
20	O'reen is controlled by a stringent military regime, and citizenship is reserved for those who serve in the planetary militia.
25	The initial colony was established as an early warning outpost against a perceived extragalactic threat, but there is no proof that the threat ever materialized.
30	Although the world's technology level is far behind that of most of the galaxy, O'reen has managed to keep fairly close to standard tech levels in military weaponry and vessels.

Knowledge (Social Sciences)

DC	RESULT
15	O'reen is ruled by a single military leader who is referred to by the honorific of Magnus.
20	The people of O'reen are accustomed to the regimented lifestyle of the military, and every citizen is a capable combatant.
25	There have been several uprisings by civilians seeking to improve their low status, but each attempt has been thoroughly squashed by the military.

HISTORY

Shortly after the Great Hyperspace War, the Republic orders the foundation of a large number of outpost worlds in the hopes of avoiding another surprise invasion, especially in the wake of the destruction left by the Sith Empire's aggression. The initial plan is to establish military garrisons well past the boundaries of known space, complete with the latest in hyperspatial communications and the full backing of the Republic, to provide supplies and new troops as necessary. However, budgetary constraints combined with the costs of rebuilding force the Republic to accept a compromise from the Senate. The military garrisons are combined with colonization efforts in an attempt to create self-sustaining military outposts.

The initial test of the advance warning initiative seeks to establish a dozen such colonies, with the Republic offering lucrative bonuses to volunteers. Unfortunately, the wave of patriotism hoped for by the bureaucrats does not materialize, and the Republic is forced to settle for only five colonies. Of these, four are deemed failures due to a wide range of unfortunate events, including Senate corruption. As a result, the Republic military scraps the entire project. As the Republic's budget lacks enough credits to bring the colonists home, the last colony is left to its own devices.

The fifth colony—the one established on O'reen—flourishes despite being written off by the Republic and isolated from the rest of the galaxy. This success is due partially to the abundant natural resources available to the colonists, but the deciding factor is a critical step taken by the military officer put in charge of the outpost. A once-promising starship captain who had fallen out of favor, he believes that without the strict discipline of the



O'REEN

Republic, the colony at O'reen will be doomed to failure. Thus, he decides to create a system to exert the required level of control. In a quick and bloodless coup, the captain and those under his command establish themselves as the dominant authority, a feat made easier by the fact that the original leader, the foppish son of a Republic bureaucrat, is disliked by most colonists. Within a year, the captain turns the colony around, shaping it into exactly what the Republic had hoped for: a well-disciplined and entirely self-sufficient military outpost. The surname of the captain is all that remains known of the leader who made the colony flourish, and to this day, the title of Magnus is carried with pride and dignity by the planet's leader.

As the years turn into decades, O'reen's original mission becomes an increasingly distant memory, and its society develops into a caste system. Full citizenship is granted only to those who join the military and serve for a minimum of six years. Those who choose not to enlist or are unfit for service are deemed "civilians" and given few rights, becoming essentially indentured servants of the government. Civilians perform the bureaucratic tasks that allow society to function, along with menial jobs that the rest of the galaxy has long since given to droids. Attention to duty among the military is ensured by the threat that any soldier given a dishonorable discharge will lose all rights as a citizen and be expelled from all settlements. These extreme measures go a long way toward guaranteeing that only those willing and fit to serve enter the ranks of O'reen's military.

O'reen's next major contact with the galaxy at large comes several centuries before the onset of the Clone Wars, when a corporate exploration vessel chances upon the planet. The captain intends to swoop down, impress the natives with a display of technological superiority, and stake a claim to the world for his corporate masters. Unfortunately, he drastically underestimates the skill and dedication of the O'reen military, which bests the corporate vessel and gains its first glimpse of how much galactic technology has changed since the founding of the colony. The Magnus orders the ship to be repaired and retrofitted, hoping to acquire new military technology to use in defending O'reen against future attacks. Until the military catches up with the rest of the galaxy in the arms race, it carries out supply raids in utmost secrecy, and only when success seems assured—potential hostiles must not be allowed to track the raiders to their homeworld. The O'reen military defeated a technologically superior ship because its commanding officer was an arrogant buffoon, but the next ship might have a commander with more formidable military training.

For centuries, O'reen soldiers and scouts conduct acquisition runs, using any means available to gain the latest military technology. All goes according to plan until a Republic military exploration craft comes across O'reen while investigating nearby systems looking for Separatist supply depots. The ship's captain is untrained in first contact protocol, leading to a violent misunderstanding and the capture and enslavement of most of the ship's crew. Clone troopers from Vornskr Company, led by Jedi General Morningfire, mount a rescue that ends with the death of the Magnus. In the aftermath, the Galactic Senate votes to quarantine O'reen to keep it from sharing military knowledge and resources with the Separatists and as an attempt to keep its hostile population under control.

The quarantine is largely unnecessary, since the new Magnus does not want to provoke the wrath of the powerful Republic again. Still, it is maintained until several decades after the Battle of Yavin, when the Yuuzhan Vong invade the galaxy. The Magnus adopts a "wait and see" approach regarding the extragalactic conquerors. When Coruscant is devastated in the wake of its capture by the Yuuzhan Vong, all details on file regarding O'reen are lost. Although O'reen seems to have been forgotten by the rest of the galaxy, the Magnus continues to keep tabs on galactic events, waiting for the right opportunity to expand O'reen's control of the region.

O'reenians

O'reenians are a species of near-Humans with a striking similarity to baseline Humans, with the prominent differences being their orange-hued skin and their pitch-black irises. The militaristic outlook of their society is similar to that of the Chiss, although unlike that species, the O'reenians are not averse to striking without provocation if doing so might gain them a tactical advantage. Their native tongue is based on a very old dialect of Bocce, and it shares enough commonality with that language that characters fluent in Bocce can decipher most of what an O'reenian says.

Given the insular nature of O'reen society, few of its members are likely to leave and wander the galaxy, although outcasts are forced into exile from time to time. Most O'reenian heroic characters should have at least one or two levels in the soldier class to reflect their military upbringing.

Using the rules for creating near-Humans in Chapter 1, O'reenians have the following traits and variations: Heightened Awareness, Persistent, Eye Variation (black irises), and Skin Color (orange).

Locations

O'reen includes the following significant or interesting locations.

Fort Maximus

By far one of the most heavily fortified settlements on the planet, Fort Maximus serves as both capital and primary military headquarters. The estate of the ruling Magnus is located in the city's center, and the overall design reflects the stark military nature of the O'reenians. Multiple defenses make it possible for Fort Maximus to withstand a siege for years, if necessary. Military production facilities are located underground in protective bunkers so that materials can continue to be produced in the event of invasion. Many of the city's residents are capable warriors.

Orbital Deployment Center

One of the oldest garrison-cities in existence, Orbital Deployment Center is the closest thing to a spaceport on O'reen. Its primary purpose is to monitor activity throughout the system by means of numerous satellites that were put in place during the colonization of the world. The satellites were intended to help the colony fulfill its mission as an early warning outpost. These days, they are used to assess nearby sectors for viable targets for raiding actions, and as a hub for storing and analyzing offworld technology that is taken into O'reenian custody. Captured technology is dismantled and studied for new military advancements the O'reenians can adopt, such as more efficient blaster weapons, faster sublight drives, and improved shield generators.

Epsilon Garrison

A prime example of the military attitude that pervades O'reenian life, Epsilon Garrison is one of the many cities that dot the surface of the world. Although not as heavily fortified as the capital, Epsilon Garrison still looks like a military base. However, the city also has a strong agricultural industry, producing a substantial portion of the crops used to feed many of the neighboring garrisons as well as supporting the standing armed forces stationed at Fort Maximus.

What sets Epsilon Garrison apart from other cities is that it is the only one to host a significant population of civilians who have started to seriously consider a revolution. Although they know that a direct confrontation will only get them killed, these civilians are contemplating ways of making their voices heard and perhaps even improving the lot of all O'reenian civilians.

Military Law

Life on O'reen is very similar to that under the totalitarian regime established by Emperor Palpatine at the end of the Clone Wars. The Magnus is the undisputed military commander, and since every citizen is a member of the military, the Magnus is also the supreme governmental authority. The only way to become a citizen of O'reen is to join the planetary militia; nonmilitary residents are labeled "civilians" and are essentially indentured servants. Visitors from offworld are automatically considered to be civilians and thus subservient to the military unless they prove that they are members of another planet's armed forces or they offer fealty to the Magnus by enlisting in the O'reenian military. However, visitors are infrequent—over the centuries, O'reen has become very insular, preferring to keep its contact with outside cultures to a bare minimum.

Hazards

Orbital Defense Mines — CL 8

These nearly invisible satellites spring to life as a ship approaches, moving rapidly toward the vessel and detonating once they get close.

Artificial, energy

Trigger A vehicle attempts to enter the O'reenian atmosphere
Attack +10 vs. Reflex Defense
Damage 3d10×2 (*Miss*: Half damage)
Recurrence On trigger, then on initiative (Initiative +8) for five rounds

Skills

Pilot (DC 16): As a reaction, the vehicle's pilot can make a Pilot check to reduce the damage caused by an exploding orbital defense mine. If the check is successful, the damage taken by the vehicle is reduced by half (if the vehicle is already taking half damage from the attack, it instead takes one-quarter damage).

Use Computer (DC 16): The character can make a Use Computer check to detect the presence of the mines. Furthermore, as a standard action, the character can use the Use Computer skill to use the vehicle's sensors to detect the mines, granting the vehicle a +2 dodge bonus to Reflex Defense against the mines' attacks.

Special

This hazard assumes that the triggering vehicle is passing through the thick net of security satellites surrounding the whole planet. You can also choose to have the orbital defense mines only cover certain squares; in such a case, the mines trigger when a vehicle enters the square of, or a square adjacent to, an orbital defense mine, and there is no recurrence.

The people of O'reen take the defense of their world very seriously. Despite this fact, there are many strange and powerful races throughout the Unknown Regions that have technology that is unfamiliar to the O'reenians, making it difficult for them to sense threats from the outside until it is too late. As a result, the O'reenians have created a network of orbital defense mines that detect, move toward, and attack any starship approaching O'reen without proper transponder identifiers. Whenever the heroes approach O'reen for the first time, they may encounter orbital mines.

O'reenian Fog CL 12

Thick fog covers the surface of O'reen, providing a good place for criminals to hide but also concealing the towering stone structures from those who ply the mist.

Atmospheric, natural

Trigger A vehicle's pilot ends his or her turn with the vehicle in a space filled by O'reenian fog

Attack +14 vs. Reflex Defense

Damage The vehicle takes damage as though it had collided with another vehicle of Colossal (cruiser) size

Recurrence On trigger

Skills

Perception (DC 31): A copilot can use the Perception skill to give the vehicle a +2 dodge bonus to Reflex Defense against this hazard, warning the pilot about getting too close to a rock formation.

Pilot (DC 26): As a reaction, the pilot of a vehicle can make a Pilot check to reduce the damage caused by the collision. A successful check causes the vehicle to take half damage from the collision.

Use Computer (DC 21): As a standard action, the character can use the ship's sensors to try and pierce the fog and find a safe route around the jutting plateaus. Success grants a +5 circumstance bonus to the vehicle's Reflex Defense against the hazard's attacks.

Much of the ground level of O'reen is covered in a perpetual heavy fog. Most O'reenian cities are built atop tall mesas and plateaus, meaning that most travelers don't have to deal with the thick fog. However, the few, rare criminals on O'reen often fly their vehicles through the thick fog, staying below visual range and navigating by sensors alone. The practice is dangerous, and more than a few ships have had deadly collisions with the towering mesas.

Factions

O'reen is tightly controlled by the military government, which clamps down on attempts by civilians or visitors to upset the ruling order. Still, the military is not monolithic, and factions within its ranks harbor their own goals and plans.

The Magnus

As the highest-ranking member of the O'reenian military, the Magnus is the ruler of a planet of combat-capable troops. Elected by a council of peers, the Magnus must have the political and tactical savvy to ensure that operations on O'reen continue undisturbed and to stave off challenges to his or her authority. As a talented and shrewd leader, the Magnus is capable of personally taking on all but the most dangerous of adversaries, but even so is accompanied by at least four elite guards at all times. In addition, the citizens of O'reen are always ready to answer a call to arms from their supreme commanding officer.

Adventure Ideas

Even simple adventures on O'reen are tense and worrisome, since the heroes are not free to explore as they please. As visitors from offworld, unless the characters are members of another planet's military, they are branded as civilians and given few rights.

O'reenian Hospitality

A miscalculated trajectory causes the heroes' ship to dump them suddenly out of hyperspace and results in enough system failures to require a bumpy landing on the nearest available world—O'reen. A basic long-range scan of the planet reveals that a large number of orbital emplacements are tracking the ship. Through a mix of luck and skill, the heroes manage to land away from the larger garrison-cities and avoid capture, but the local patrol takes away their damaged ship. The characters must break into Orbital Deployment Center to steal back their vessel, along with the parts needed to make repairs, without being blasted into atoms. After they fix their ship and make the jump to lightspeed, they discover that a few unwelcome guests have snuck aboard and intend to bring the ship back to O'reen, even if they have to do so over the heroes' dead bodies.

A Crateful of Smoking Blasters

The characters are hired by a near-Human to transport a large amount of "various sundries and luxury goods" to a contact on O'reen. If the heroes open the storage containers in transit, they find cutting-edge military-grade weapons and armor. They do not have the proper permits for such items and would be in a lot of trouble if caught with that much hardware. If the heroes attempt to deliver the cargo, they drop out of hyperspace near O'reen and are hailed by ground control, which demands that they identify themselves and transmit the proper identification codes or they will be blasted out of space. If the heroes convince ground control to let them land, their ship is boarded for inspection by people who look like members of the same near-Human species as their employer. The cargo is confiscated as "evidence of treason against the Magnus," but if the characters tell the truth convincingly, they are judged as dupes of the real traitors and allowed to leave O'reen—provided they lead the O'reenians to their contact.

VEROLEEM

Once, the planet Veroleem was the site of a group of colonists who sought to live free of outside influences. But the world's residents have changed, evolving into a cult that constantly seeks new members and harbors an ancient secret that would give even the stoutest mind pause.

VEROLEEM

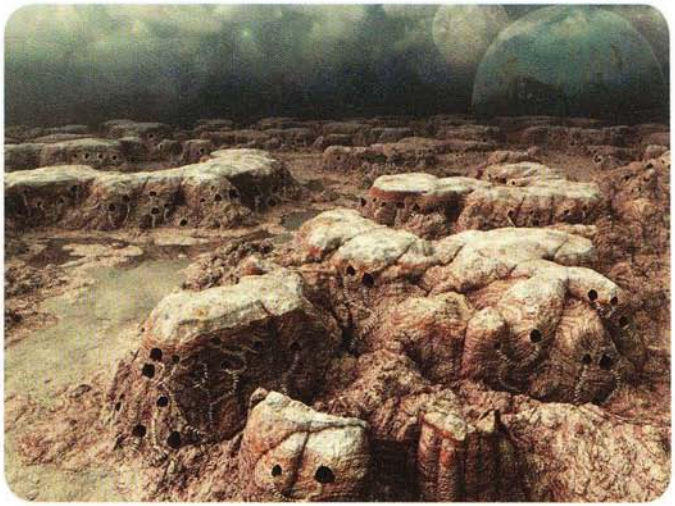
Region: Unknown Regions
Climate: Arid
Gravity: Standard
Moons: None
Length of Day: 20 standard hours
Length of Year: 307 local days
Sapient Species: 80% Human, 20% other species
Government: Theocracy
Capital: New Promise
Major Exports: Lommite, narcotics
Major Imports: Disciples

Knowledge (Galactic Lore)

DC	RESULT
20	Veroleem is a remote desert planet that is the home of a small group of cultists who preach withdrawal from worldly temptations.
25	Despite their tenets, the cultists send out a significant number of traveling priests to seek new initiates, although regardless of how many converts they find, the size of the cult never really fluctuates.
30	Kryotin, one of the more addictive narcotics in the known galaxy, is produced on Veroleem. It provides the cult with a steady stream of revenue as well as a means to force new converts to abandon their old lives.

Knowledge (Social Sciences)

DC	RESULT
15	The Veroleemians have developed a cultlike mentality, sending priests out into the galaxy to recruit new followers.
20	The original founders of Veroleem were members of a group that sought to live without Republic interference.
25	The residents of Veroleem have always been governed by the Council of Enlightened Elders, a group located in the city of New Promise. The current elders are said to be direct descendents of the original colonists.



HISTORY

Several decades before the Sith wars, a tiny band of interstellar wanderers look for a world they can claim as their own. They seek a life without interference from a Republic they feel is more interested in controlling the lives of its citizens than in seeing to their well-being. They finally chance upon a planet that they name Veroleem after the leader of their group. Given the world's remote location and lack of readily exploitable resources, the isolationists have little trouble staking their claim.

There is no record of when or how it occurs, but the denizens of Veroleem undergo a psychological change. Instead of trying to become self-sufficient, they start sending out proselytizers to recruit fresh converts and bring them to Veroleem. As is the case with many cults, these new converts sever all ties with their former lives, take on new names, and frequently vanish from the galaxy altogether. To further bolster their efforts and provide a steady source of income, the cultists began to manufacture a very potent narcotic called kryotin powder, supposedly named after the Veroleemian who devised the drug. The powder gives the cultists a powerful hook to draw new disciples away from their old lives, forcing many of them to become drug-addled and subservient to the whims of the cults' high priests. Over the centuries, many criminal organizations attempt to add Veroleem's lucrative kryotin production to their own repertoires, but a series of "accidents" causes each group to invest in other lines of vice that are less worrisome.

When the Mandalorians begin their raids into Republic space, Veroleem is one of several planets that goes overlooked, mostly because the Mandalore saw little of value in such a remote world. Some members of the Neo-Crusaders suggest using kryotin as a bioweapon to soften up targets prior

to invasion, but this idea draws scorn from more traditional Mandalorians, so Veroleem weathers the Mandalorian Wars with minimal effects. Even the Jedi Civil War that follows has little impact on the planet. In fact, it proves beneficial—the chaos that the Sith war brings to the galaxy gives the cultists a better chance to operate without drawing undue attention from Republic judicials, Sector Rangers, or the Jedi Order.

In the aftermath of Revan's insurrection, a great many Republic archive records are lost, among them the original claim to Veroleem made by the first settlers. This event drags the cultists into galactic affairs when a mining company (actually a front for the criminal organization known as the Exchange) purchases the planet under the pretense of mining for untapped deposits of lommite. Veroleem's ruling Council of Enlightened Elders does not want outsiders interfering in their affairs and launches a protracted legal battle. The Veroleemians eventually prove their claim to the planet and force the Republic to remove the Exchange-backed mining interest. The cultists insist that the mining equipment be left behind, however, giving them another source of revenue.

This chain of events brings the Cult of Veroleem to the attention of the Jedi Order. The Jedi can do little about the planet's intent to remain isolated from the Republic, but they make it clear that they strongly disapprove of the cult's recruitment tactics. The next few decades see several conflicts between groups of cultists and Jedi Knights. As a result, the Veroleemians change their methods of gaining new initiates and severely curtail their distribution of kryotin.

But in the aftermath of Lord Kaan's thought bomb and the devastation wreaked upon the Jedi Order by the Battles of Ruusan, the Veroleemians slowly return to their old ways. They increase the sale of kryotin, and as the Jedi grow increasingly involved with the Galactic Senate, it becomes even easier for the cultists to avoid the Republic's notice.

When Count Dooku begins rallying the outlying systems to join the Confederation of Independent Systems, Veroleem publicly remains independent but secretly provides support to the Separatists. The Clone Wars never reach Veroleem, but Palpatine is not so quick to forget the small world. Several months after the formation of the First Galactic Empire, he sends one of his Inquisitors to the planet on a classified mission. Curiously, the cult scales back its recruiting drives around that time, and rumors emerge that the Emperor is not averse to banishing criminals and political prisoners to remote worlds such as Veroleem, where they disappear.

In spite of its efforts to track down all the Empire's prison worlds, the Rebel Alliance never learns Veroleem's location. The planet remains a well-kept secret even after the defeat of the Empire and the birth of the Galactic Alliance. After the fall of the Alliance and the rise of a new Empire led by the Sith Lords, the cultists once again start recruiting more aggressively, secure in the knowledge that the location of their homeworld is a long-forgotten secret.

KRYOTIN

One of the oldest narcotic agents known to the galaxy, kryotin is outlawed by every major galactic government since the days of the Old Republic. Even the Galactic Empire seeks to keep the drug from becoming too prominent, especially among the military forces.

Kryotin functions by causing the user's brain to release a sudden rush of chemicals that bring on a state of euphoria and that also make the victim greatly susceptible to suggestion. While some use it for recreational purposes, it can also be used in interrogation and brainwashing. The following hazard can be used to represent the effects of kryotin on a living creature.

Kryotin **CL 4**

This narcotic substance instills a strong sense of euphoria in the subject, making him or her susceptible to suggestion.

Ingested, natural, poison.

Trigger A living creature ingests a dose of kryotin

Attack +6 vs. Fortitude Defense

Damage No damage, and the target moves –1 step on the condition track and gains a persistent condition. Until the persistent condition is removed, the target doubles all condition track penalties to Will Defense. (Miss: No damage, and the target moves –1 step on the condition track)

Recurrence Once each minute for 10 minutes

Skills

Knowledge (life sciences) (DC 31): The character identifes the chemical as the narcotic substance known as kryotin.

Perception (DC 26): The character recognizes the signs that an individual creature is under the effects of kryotin.

Treat Injury (DC 21; requires medical kit): The character treats the effects of kryotin. This process takes 8 hours and removes the persistent condition caused by kryotin.

Special

Each day that a creature with a persistent condition caused by kryotin goes without a dose of kryotin, the creature moves –1 step on the condition track at the start of the day. After 10 days without ingesting kryotin, the persistent condition is removed.

LOCATIONS

Veroleem includes the following significant or interesting locations.

New Promise

The only major city on the planet and the location of Veroleem's main starport, New Promise is a disjointed blend of classic design aesthetics and modern practicality. Although it is a far cry from the bustling metropolis that most planetary capitals become, New Promise still shows a great deal of activity, since it is home to the vast majority of the world's inhabitants. The city also hosts the Council of Enlightened Elders, which has led the cult since Veroleem was colonized. Constable Girath is the surly, tight-lipped head of local law enforcement and has been for as long as can be remembered, even by members of species whose life spans extend into centuries. Most residents assume that the name and position are hereditary.

Coreesh Mountains

The Coreesh Mountains are an expansive range located several dozen kilometers to the east of New Promise. The only major structure is a temple of the Veroleem cult, which sees an unusually large amount of traffic given its remote location. However, the temple is the secret manufacturing site of the addictive narcotic kryotin. Entrances to the production areas are known to very few and heavily guarded at all times. Many of the newer cult initiates brought to Veroleem end up in the temple, and few seem to leave.

Desperation's Refuge

Not every initiate to the Cult of Veroleem is a willing convert. For some time, a small resistance has operated in the shadows, founded by slaves who managed to break their addiction to kryotin and escape into the wilderness. Poorly equipped and barely eking out an existence, the resistance establishes a small encampment called Desperation's Refuge, keeping the exact location hidden from the cult's enforcers and scouts. The reason for their success over the centuries is that Desperation's Refuge has no fixed location—it is a tent city, capable of being packed up and moved at a moment's notice. The current leaders of the resistance make the mobile township their main base of operations.

VEROLEEM'S ANCIENT SECRET

One of the many experiments that the ancient Sith conducted was an attempt to stave off death, keeping the body in its biological prime far longer than was natural and increasing the recipient's ability to recover from injury. Although they succeeded, the knowledge came too late to be of any use to the Sith. The problem they encountered (and were unable to overcome at the time) was that to stabilize the chemical formula that would keep death at bay, the brain chemicals of a genetically compatible species had to be included, and each dose would last only a limited period of time before the body resumed the aging process. The ethical issues were not a problem for the Sith, but in the vicious infighting of their Empire, the discovery was lost.

Among the initial settlers of Veroleem was a Force adept named Kryo Tinwole, who during a scouting expedition stumbled upon the remains of the Sith laboratories, buried in the area that would come to be called the Coreesh Mountains. Using his Force abilities, Kryo was able to decipher the Sith texts and uncover their elixir of immortality. It was a simple matter for him to murder one of the other colonists so that he could use the elixir on himself. Between his powers and his newfound immortality, Kryo had little difficulty in eventually warping the views of the colony leaders, forging them into the Council of Enlightened Elders and drawing many other colonists into his burgeoning cult.

Quite simply, the Cult of Veroleem is a sham, existing only to perpetuate the longevity of the world's oldest residents, some of whom can measure their life spans in centuries. Further research led to the development of the drug kryotin from the by-product of the elixir creation, which the cult uses to lure more victims to Veroleem to be sacrificed. The drug has the added benefit of enhancing the brain chemicals of those about to be harvested. When the Jedi Order started paying more attention to the cult's activities, the Council feared that they might learn of the crimes committed to secure immortality, but the Jedi's attention shifted away from the cultists before their secret was revealed.

Darth Sidious showed a brief interest in the cult and its elixir, considering it as a means of prolonging his life. But he chose not to become dependent on a drug in his quest for immortality and pursued other paths.

The Council of Enlightened Elders is terrified that the resistance movement will learn its secret and spread the truth. If an agency more interested in promoting justice than in seeking power, such as the Jedi Order or the Sector Rangers, discovers that the Cult of Veroleem has murdered an immeasurable number of victims, it will certainly try to end the cult once and for all. Worse yet, any criminal organizations that learn the cult's secret will not hesitate to torture, kill, and destroy to gain the dark knowledge for themselves.

Factions

Besides the group of elders that rules over Veroleem, there is only one true other faction found on the planet.

The Resistance

The small underground resistance movement that takes root on Veroleem disrupts the cult's total control of the planet. Although chronically short of both numbers and resources, the movement manages to survive in one form or another for centuries. Not even the most violent purges by the Council of Enlightened Elders can wipe out the resistance cells completely, thanks to the insurgents' traveling tent city and their skill at staying out of sight when necessary. The resistance also smuggles people offworld by various means, seeking to help those who still have a chance of returning to their old lives or of finding a new path free of the cult's influence.

The primary goal of the resistance, however, is to depose the council, having gained a sense that something is unnatural and sinister about the cult's rulers. The appearances of the elders never seem to change, even as decades and centuries pass, but so far, resistance efforts to discover the truth behind this phenomenon have been futile. Some resistance leaders press their comrades to focus more resources on liberating converts and breaking them of their addiction to kryotin, rather than on chasing rumors of the council members' unnatural longevity. Initiates freed in this manner usually end up joining the resistance themselves.

Adventure Ideas

Veroleem is a very dangerous place to visit. Any hero would be well advised watch out for overly friendly strangers and not to go anywhere alone.

Desperation's Call

As the heroes are getting ready to board their ship for their next destination, a haggard-looking male Human runs toward them and collapses, a datacard tumbling from his fingers. The man appears to have died from recently inflicted injuries. A recording on his datacard contains astrogation data to reach Veroleem, the coordinates of a makeshift landing pad there, and a plea from the man (who calls himself Vorli) to help prevent a massacre on the planet. If the heroes travel to Veroleem, they are greeted by Joll Kohan, a grizzled man with a military bearing. Vorli's mission was to find spacers willing to help the resistance smuggle recently rescued victims of the cult offworld. However, the heroes' arrival compromises the site's location, and Kohan learns that the cultists have mustered their forces and are en route to wipe out the resistance.

The Word of the Elders

During the heroes' much-needed downtime, young human man arrives suddenly and with great fanfare, accompanied by a number of other young and healthy followers. The human begins to preach about the drain that greed and ambition put on the body, and espouses a philosophy that eschews material wealth. To the amazement of those gathered, the man claims to be over 300 years old, kept young via monastic practices. The man extends an invitation to those who have gathered to hear him speak, offering them berths on his spaceship and a new life on a world far from the pain and misfortunes of the galaxy. Before this young proselytizer can depart, the heroes learn that the others who accompanied him have been slipping away during his speeches and selling a powerful narcotic called kryotin to the local criminal organizations (perhaps even meeting with the Hutts to arrange a larger delivery). The heroes have the chance to trace this dangerous narcotic to its mysterious source by allowing themselves to be taken as new recruits, only to find themselves on the world of Veroleem in the Unknown Regions, scheduled to have their bodies harvested to prolong the lives of the planet's elders.

Secret Harvest

During a routine hyperspace jump, the heroes stop to change directions and discover a derelict spice freighter drifting nearby. A closer examination reveals that the ship recently traveled from coordinates deep in the Unknown Regions, well beyond where spice freighters normally ply their trade. A maintenance droid, which has dutifully kept the freighter in working order for some months now, explains to the heroes that the ship departed from Veroleem with a full crew complement and a cargo hold full of a new kind of spice found only in the Unknown Regions. Following a hyperspace miscalculation, the crew was forced to abandon ship, leaving the ship to drift aimlessly. However, during this discussion, a beacon on the freighter activates, and the ship jumps to lightspeed, headed for Veroleem and carrying the heroes with it. When the freighter drops out of hyperspace above Veroleem, cult leaders welcome the heroes and thank them for returning their stolen property—the medicinal narcotic known as kryotin. The cultists offer to reward the heroes lavishly in order to keep them on the planet, fearing that the heroes might reveal their operation to the known galaxy. The harder the heroes try to leave Veroleem, the more effort the cultists put into keeping them there, resorting to violence (possibly driving them into Veroleem's desert). The heroes must find a way to get off-world before the cultists make them permanent residents of the Unknown Regions.

Volik

Initially intended as a resort colony for the wealthy, the planet Volik is abandoned to pirates and smugglers when the resort's owners fall on hard times.

The world is dominated by rocky terrain. The main continent is made up of sweeping grasslands separated by small mountain ranges. The runoff from the mountains has created numerous canyon systems, which have been used by smugglers for ages. The rivers often empty into the sea from the tops of tall bluffs in impressive waterfalls.

Smugglers use the waterfalls to their advantage to evade pursuit. The falls make handy entry and exit points for a network of caverns underneath the bluffs, and skilled pilots fly underneath the arcs of the waterfalls. Akriva Falls gets its name from a notorious Mon Calamari pirate who would fly up the side of a cliff under the falls to avoid pursuit.

Volik

Region: Unknown Regions
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 26 standard hours
Length of Year: 410 local days
Sapient Species: 95% Human, 5% other species
Government: Anarchy
Capital: The Colony
Major Exports: None
Major Imports: Foodstuffs, luxury goods

Knowledge (Galactic Lore)

DC	RESULT
15	The planet Volik was colonized during the height of the Old Republic. The colony faltered, but the planet remains hospitable.
20	Volik is often used by smugglers and pirates as a base of operations.
25	Volik is one of the rumored resting places of Count Czazizs's fortune, a treasure beyond imagination.
30	Both the Jedi and the Sith have had small outposts on Volik.

History

Volik is first discovered by a Czerka Mining Corporation survey team, but the planet has no mineral resources to interest Czerka. However, the world's atmosphere and temperate conditions are attractive to Humans, so the rights to colonize the planet are sold to Vekanda Leisure Colonies. Vekanda begins construction of a resort colony where the idle rich can spend their days (and their credits) hunting the local creatures and dining on exotic foods. When Vekanda runs into financial troubles soon after the colony begins operation, the company folds, and the construction materials are left to the elements.

It is not long before pirates move into the abandoned resort. The buildings offer comfort that is not provided by bases in asteroid fields and other typical pirate locations, and Volik's rocky canyons are perfect for storing fighters and pillaged gains. Multiple gangs use the world as a safe harbor, occasionally going to war with one another over the right to be the sole smugglers on Volik. Occasionally, these turf wars grow so brutal that the gangs wipe each other out, leaving the planet uninhabited for decades until new parties arrive to stake their claims.

Shortly after the Clone Wars, a Jedi Master named Dorin Se'ol comes to Volik and begins to rebuild the colony. Master Se'ol disagrees with many of the teachings of the Jedi Council. He even takes a wife, feeling that the Council is becoming more of a political body than a spiritual one. Se'ol starts taking in Force-sensitive beings who are looking for a fresh start, and eventually the growing community chases the smugglers off Volik. The death of his wife pushes the Jedi Master toward the dark side, but he soon realizes that confronting the darkness is part of the process of truly knowing the Force.



Volik

Se'ol stays below the notice of Darth Vader for a time, but the Dark Lord of the Sith eventually learns of the Jedi Master, and Se'ol perishes during the Empire's assault on Volik. Still, he distracts Vader long enough for a small band of his students to escape.

Volik remains uninhabited until the Yuuzhan Vong invasion, when a small group of Force-sensitive pacifists—some of whom trained at the Jedi Academy—discover a holocron with the teachings of Dorin Se'ol. These pacifists learn of Volik and journey to the planet, where they remain until the end of the conflict between the Yuuzhan Vong and the New Jedi Order.

In the era of the last Skywalker, Volik once again lies uninhabited. Even the smugglers stay away, considering the planet to be bad luck. Pilots who do not otherwise believe in superstitions still steer clear of Mount Vorena. Those strong in the Force say the mountain is surrounded by a strange presence. Perhaps one of the many Jedi that called Volik home has returned in spirit.

Locations

Volik includes the following significant or interesting locations.

The Colony

The original resort colony was built in the shadow of Mount Vorena. The buildings still stand, despite being repurposed by smugglers and other inhabitants of Volik. No company has attempted to purchase the rights to the colony to reestablish it.

Rooms in the main resort building range from small, economy dorms on the lower floors to sprawling penthouses near the roof. At any given time, the most successful smuggler band on Volik usually occupies the building, although gangs have also used it as a warehouse, a prison, and more. The penthouses are reserved for the smuggler leaders—or are set up to seem that way to mislead enemies. Some gangs refuse to take up residence in the building even when given the opportunity, since many groups break up after moving in, torn apart by infighting.

A starport was under construction, but the colony was abandoned before it could be completed. Quite a few landing bays are merely sandpits surrounded by construction materials. The central concourse has been stripped of everything valuable. One feature that harkens back to the planned splendor of the colony is a giant crystal sculpture, meant to be the centerpiece of a massive fountain that would have welcomed visitors in grand style. The sculpture has been stolen from time to time, but such thievery incurs the wrath of the smugglers on the planet. The pirates set aside their differences long enough to retrieve the sculpture and punish the thieves. The gangs use the sculpture's location as a neutral site where they can come to negotiate.

Other colony buildings are scattered across Volik. Most of them are vacant, since many smugglers prefer setting up camp in the easily defended canyons. Jedi Master Dorin Se'ol uses a few cabins near Mount Vorena for himself and his students; the cabins originally were meant for visitors looking for a rugged climbing experience. Rumors abound of lightsabers, holocrons, and other Jedi artifacts hidden in or near these buildings.

Mount Vorena

The highest peak on Volik, this mountain is named after the wife of Dorin Se'ol. The Jedi Master climbs to the top of the mountain after her death to meditate, since the arduous ascent leads to a magnificent view. The mountain has since become a destination for Jedi, who climb Mount Vorena to make contact with the Force spirits of their mentors and comrades.

One of the mountain's distinguishing features is a river made of the melting ice caps. It cascades down the rockface and ends in a spectacular waterfall known as Jolee Falls, named for the only child of Dorin and Vorena.

Flora and Fauna

Volik is a temperate world with a four-season climate. The temperature does not drop far enough to cause snow, although the tops of the mountain ranges and the deeper canyons freeze over during the colder seasons. The rainy season is moderate. Flooding can occur in the canyons, and more than one smuggler band has watched its ill-gotten gains wash out to sea after a few days of rainfall.

Volik hosts a varied ecosystem. Large bannak trees grow in the foothills surrounding the mountains. Their wood is used for buildings as well as for the wheeled skiffs that cruise across the landscape. The light blue grass of the plains can grow up to a meter in height. Wildlife is common on Volik. Predators stalk the plains using speed and ambush tactics to take down prey. Birds and other aerial creatures nest in the trees near the mountains.

One of the big draws for the original resort colony was the wide range of delicious fruits and game available on the planet. Tanna trees grow well in the soil, bearing large, purple fruit that is a staple for the world's residents. Another exotic plant is the mumau root, which grows in the higher elevations of the mountain ranges and is most commonly found in small pockets along the side of Mount Vorena. Jedi Master Dorin Se'ol claims that tea brewed from mumau root helps meditation. Whether the plant truly aids in meditation is still open to debate, but it is certain that slipping into a relaxing trance is a lot easier after a hard climb up and back down Mount Vorena.

Hazard

Flash Flood of Volik **CL 7**

Water begins to trickle across the ground slowly, then grows into a rush as flood waters push their way across the ground at breakneck pace.

Natural

Trigger The encounter begins, or a predetermined round number begins (Gamemaster's choice)
Attack +7 vs. Reflex Defense
Damage 1d6 damage and the target is knocked prone
Recurrence On initiative (Initiative +8) each round for ten rounds

Skills

Acrobatics (DC 22): As a reaction to being hit by this hazard's attack, the character can make an Acrobatics check to keep from being knocked prone.

Knowledge (physical sciences) (DC 17): The character recognizes the area as one susceptible to flash flooding.

Swim (DC 17): The character makes this check as a part of a move action, and if successful can swim as normal in the flooded area (this skill can only be used after five rounds of flooding).

Special

Each round that it attacks after the first round, the hazard gains a cumulative +1 bonus to its attack rolls. After three rounds, the water is rushing into the area at knee height to a human; after five rounds, the water is at waist height; and after ten rounds the water is higher than an average human's head. After ten rounds, the area is effectively flooded, and Gamemasters can either allow heroes to swim as normal or use the Flooded River hazard (see page 110).

The nature of the landscape on Volik lends itself to flash floods. While most of the time this does no more harm than washing away some hidden cache of weapon and contraband, in the right spot a flash flood can turn a once-dry plain into a quick-flowing river in a matter of seconds. Gamemasters can use the hazard to represent flash floods that spring up when the heroes are engaged in a combat encounter. The area of the flash flood can start small and grow over time, or the entire area of the battlefield could be subjected to the flash flood hazard.

Reyko

The most common beast on the planet is the reyko, a docile herd animal similar to the bantha. Reykos are covered with hard, chitinous skin that, to the untrained eye, makes the creatures look like the many large boulders that cover the Volik landscape. They feed on the plentiful grass of the plains and use their camouflage to hide from predators. The smuggler havens that crop up on Volik often harness reykos as beasts of burden. The animals are slow but powerful, and a team of them can haul a wrecked starfighter back to base for salvage. Reykos can also withstand blaster fire, so smugglers sometimes use them to ram skiffs and speeders piloted by rivals.

Reyko **CL 5**

Large beast 6
Init +2 ; **Senses** scent; Perception +4

Defenses Ref 16 (flat-footed 16), Fort 17, Will 13
hp 69; **DR** 15; **Threshold** 22

Speed 6 squares
Melee gore +11 (1d8+7) or
Melee gore +13 (1d8+10) when charging or
Melee gore +13 (1d8+10×2) when charging a vehicle
Base Atk +4; **Grp** +16
Atk Options battering bantha rush, charge

Abilities Str 24, Dex 10, Con 22, Int 2, Wis 14, Cha 8
Special Qualities battering bantha rush
Feats Improved Defenses, Powerful Charge, Toughness
Skills Endurance +13, Perception +4

Battering Bantha Rush–Whenever a reyko makes a charge attack against a vehicle of Large size or larger, the attack, if it hits, deals ×2 damage against that vehicle and the reyko can push the vehicle 1 square.

Wind Skiffs

Volik is covered in extensive plains dominated by tall grass and fast animals. The plains make excellent landing areas. The original resort colony offered wind skiffs for guests to use to sail above the grassy seas. The wind skiffs have been claimed by smuggling gangs over the years and stripped for parts or ruined in raids. However, a few gangs have reworked the wind skiff design for use with wheeled vehicles. The winds that blow across Volik are strong enough to propel these craft across the grasslands. Because these vehicles are not powered by a typical power cell, they can often escape detection by planetary scanners and are silent enough to be used in ambushes and surprise attacks.

Wind Skiff CL 6

Huge ground vehicle (speeder*)
Init +7; **Senses** Perception +5

Defense Ref 14 (flat-footed 10), Fort 20; +2 armor
hp 40; **DR** 5; **Threshold** 30

Speed fly 12 squares (max. velocity 300 km/h)
Ranged debris clearing laser cannon +0 (see below)
Fighting Space 3×3; **Cover** none
Base Atk +0; **Grp** +20

Abilities Str 31, Dex 18, Con —, Int 10
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 1; **Passengers** 4
Cargo 900 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 13,000 credits (3,500 used)
**Modified versions of the wind skiff that use wheels in the place of repulsorlifts are mechanically identical, save for being considered wheeled vehicles and using a ground movement speed instead of a fly speed.*

Debris Clearing Laser Cannon (pilot)
Atk +0, **Dmg** 3d10

Factions

Two of the most prominent factions found on Volik are the Crimson Stars pirate gang and the Ebon Strikers pirate gang. Their feuds have been so far relatively contained but could quickly to expand to a more severe conflict.

The Crimson Stars

The Crimson Stars, led by a human named Vallkos, are pirates who came to the Unknown Regions a long time ago as a part of a different, larger gang. Currently, the Crimson Stars are one of the few groups in the Unknown Regions to still travel frequently to the Outer Rim of the galaxy. The Crimson Stars prey mostly upon ships in the Unknown Regions, but once every few months they send a caravan of starships back to the Outer Rim to resupply and sell exotic trade goods captured from other civilizations in the Unknown Regions.

The Ebon Strikers

The other half of the pirate group that spawned the Crimson Stars, the Ebon Strikers are led by the brother of Vallkos, Mallikhan. Whereas the Crimson Stars still do trade in the Outer Rim, the Ebon Strikers tend to focus on action on and around Volik. The Ebon Strikers also sometimes raid Crimson Star flotillas returning from the Outer Rim, causing brief skirmishes to break out in the space above Volik. The Ebon Strikers have been secretly negotiating with another Unknown Regions power, the Vagaari, but Mallikhan has no idea that his newfound allies are planning on betraying him before too long.

Adventure Ideas

Volik can support many types of adventures, including clashes with smugglers, pirates, Sith, native creatures, and more. The following examples should give you a few ideas.

Brothers

Two gangs of pirates have settled on Volik, looking to make their reputations. The Crimson Stars are led by Vallkos, and the Ebon Strikers are led by Mallikhan. The two leaders are brothers who were part of a larger gang but split apart over a female. The rivalry between the groups is ready to boil over into a war that could result in carnage across Volik as the pirates battle each other and any ship that appears out of hyperspace. The heroes must find the female that came between the brothers and recruit her to help prevent the imminent conflict.

The Trial of the Sky

Jedi heroes are sent to climb Mount Vorena as part of their training. During the ascent, the heroes are allowed nothing but their lightsabers—no climbing gear, food, or medpacs. They must complete the climb within seven days. If they do not return in that time, a rescue party will be sent, and the climbers will have to wait a year before making another attempt. In addition to the perils of mountain climbing, the Jedi must fend off wild animals, hunt for food, and find shelter from the harsh winds. The climb also tests their mental resilience. When the Jedi reach the peak, they find their master waiting, ready to confer the rank of Jedi Knight upon them.

Rescuing Jolee

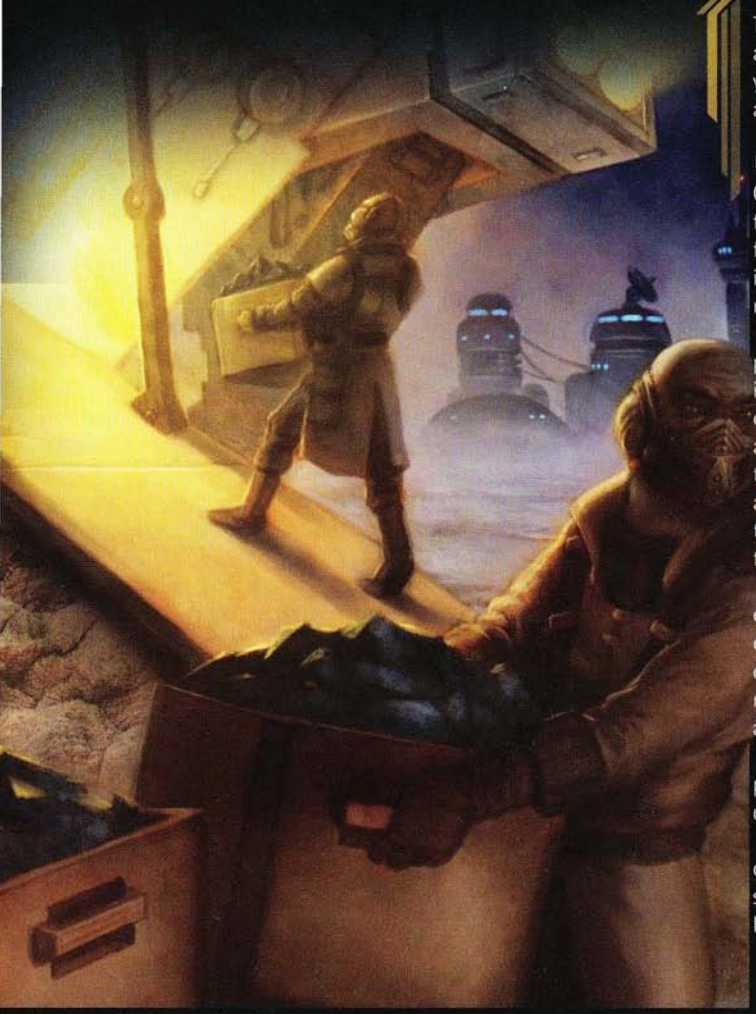
Master Se'ol is willing to take on new students, but he does not teach in a manner that a traditional Jedi would find familiar. He believes that the Force is evident in many things, and that the hard work required to build and maintain the new settlement of Force-sensitives is an allegory for the discipline required to become a Jedi. But now he has a problem. His young daughter Jolee boarded a merchant vessel that stopped briefly on Volik, and Se'ol sends a trusted group of students to retrieve her. It is an inconvenient task, but when the heroes drop out of hyperspace in the middle of a pirate attack on the merchant vessel, it becomes downright dangerous.

The Fix Is In

The canyons of Volik hold an allure for swoop racers. They are natural routes with fast straightaways, deadly turns, and sudden bottlenecks. A profitable and illegal swoop race is going to be held on Volik, and if the heroes win, they could pay off a large debt they owe to a crime lord. However, the crime lord would rather keep the heroes on the hook, so he secretly bribes several other swoop racers to make sure the characters lose. The real trouble begins when one of the crime lord's hirelings scares a herd of reykos onto the course.

Chapter VII
Deep Space Encounters





This chapter is intended for Gamemasters and contains several mini-adventures best used with heroes in the Unknown Regions. If you're a player, you probably should skip this chapter and wait for your GM to spring these adventures on you and the other players in your group.

Using the Mini-Adventures

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the GM needs to fill a few hours' play with an entertaining diversion from the main plot. The GM can improvise something, but, when he or she is at a loss for a scenario (or is just pressed for time), a mini-adventure might fit the bill.

The deep space encounters presented here take place on or around the planets presented in Chapter 6. Exploration of the Unknown Regions is an integral part of the mini-adventures. The encounters available in this chapter cover a wide range of Challenge Levels and plots, including exploring an abandoned space station, rescuing a stranded pilot, freeing a victim from the clutches of a cult, and tracking down an ancient and dangerous Sith artifact. Each adventure includes an outline of the events and challenges in the adventure, which the GM can use to create a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure comes with a fully developed tactical encounter that serves as the climax for the scenario. The GM can use the encounter as written, adjust certain elements to play to the heroes' strengths, or completely redesign it to fit the needs of the campaign. The GM can also reference these encounters when designing his or her own mini-adventures and scenarios.

Each mini-adventure opens with a two-page spread that outlines the plot and various encounters. This is followed by another two-page spread detailing the adventure's climactic encounter.

Although these deep space encounters are designed to be independent of one another, common threads run through all of them, allowing them to be strung together and run as a minor campaign within the primary campaign. How they are used is purely up to the GM's discretion.

MINI-ADVENTURE #1: GUILTY UNTIL PROVEN INNOCENT

"Guilty Until Proven Innocent" is a mini-adventure designed for 4th-level heroes that involves the planet called Altiria or Anarris (see Chapter 6). In this scenario, an Anarrian child from the planet stows away on the heroes' ship, and the characters must decide what to do with the unexpected passenger before the Anarrians take action against them.

ADVENTURE OUTLINE

The heroes prepare to depart from the starport at Rastar on the contested planet known both as Altiria and Anarris when an Anarrian child sneaks aboard the ship. Shortly after the characters leave the world, they find the child, Dilta, in the cargo bay, digging through their stores to find something to eat. The heroes realize that they must go back to the planet and return the young boy.

After they land on Altiria/Anarris, Dilta quickly departs their company. However, the heroes discover that they are wanted by Anarrian forces for abducting the child. While being pursued by the authorities, the heroes must find Dilta again so he can testify that they are not guilty—that he stowed away and was not kidnapped. Their search takes them to a nearby island, where a small community of Anarrians live in a largely undeveloped area. The heroes find the child just as the authorities find them, and they must resolve their situation quickly before they become victims of Anarrian justice.

DEPARTURE FROM ANARRIS

For whatever reason they choose, the heroes journey to the planet called Anarris by the natives living in the city of Rastar. After the characters complete their tasks and restock their supplies, they prepare to leave.

A small contingent of Anarrian security officers approaches a hero who is standing outside the ship as the last supplies are being loaded. If the hero succeeds at a DC 20 Perception check, he or she notices that a few other groups of security officers are roaming the area as well. The officers present a hologram of a young child—the equivalent of a seven-year-old Human male in age, covered with chocolate-brown fur and wearing a dark blue jumpsuit—and ask if the hero has seen him. In fact, the child sneaks into one of the cargo containers being moved onto the heroes' ship, shutting the lid after him to avoid detection. The rest of the cargo is loaded, and the heroes leave the planet without further incident.

THE DISCOVERY

Within minutes after entering hyperspace, the heroes hear a loud ruckus in the cargo bay. Anyone investigating finds that one of the cargo containers has tumbled over, scattering food supplies across the floor, and the Anarrian child from the hologram is eating some of the spilled goods. Caught red-handed, the boy surrenders without resistance.

He explains that he was wandering around the starport, taking in the sights, when he became hungry. He did not want to go home just yet, but he had no way to buy lunch. So he decided to take a small amount of food from one of the cargo containers being moved onto the heroes' ship, figuring that he could grab a quick handful and run. As he stretched for the closest box within the container, he heard Anarrian security officers approaching, so he ducked inside the crate and waited for them to pass. Before he knew what was happening, his container was loaded onto the ship. Dilta remained in the crate, knowing that he would be caught (and, he assumed, punished) if anyone saw him, so he waited until it was quiet, then tried to sneak out of the container. Unfortunately, he tripped and stumbled to the floor, knocking over the crate in the process.

Dilta seems in no hurry to return to Anarris. However, if the heroes do not take him back to his planet right away, they will face consequences. Anyone making a DC 15 Knowledge (bureaucracy) check, a DC 15 Knowledge (galactic lore) check, or a DC 20 Knowledge (social sciences) check knows that although Anarrians are not spacefaring, they interact with races from other worlds on a regular basis. Thus, if the planet's authorities believe that



PROTECTING DILTA

the heroes abducted Dilta, they will spread word throughout the system, and the characters will be wanted for a crime they did not commit. Realizing this should convince the heroes to turn around and take the child home.

Dilta

Unlike most Anarrian children, Dilta likes to break away from groups to venture out on his own, mainly to explore Rastar and see what the city holds. More often than not, the boy's curiosity gets the better of him, and listening to his inner voice lands him into a lot of trouble. His skills at hiding and sneaking make it easy for him to get into situations that are over his head, much to the chagrin of his parents and teachers.

Dilta **CL 0**
Small Anarrian nonheroic 1
Init +2; **Senses** Perception +1
Languages Anarrese, Basic

Defenses Ref 14 (flat-footed 11), Fort 10, Will 11; Dodge
hp 4; **Threshold** 10

Speed 4 squares
Melee unarmed +0 (1d3)
Base Atk +0; **Grp** –3

Abilities Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 12
Special Qualities strength surge
Feats Dodge, Skill Focus (Stealth), Skill Training (Persuasion, Stealth), Toughness
Skills Endurance +5, Perception +1, Persuasion +6, Stealth +17
Possessions jumpsuit, assorted trinkets

Return to Anarris

When the heroes return to Anarris, they have two options for landing. They can land at the starport in Rastar, or they can land illegally outside the city and try to sneak in. Landing at the Altiri starport in Cerdana is out of the question because it would mean almost certain death for Dilta (and he tells them so, if necessary).

Landing in Rastar

If the heroes decide to land at the starport in Rastar, their approach is easy and smooth. Once they touch down, however, the retractable roof over their landing bay begins to close, and a tractor beam catches the ship (unless the heroes manage to change their vessel's transponder code). Looking at a nearby monitor, the heroes see a display of their faces along with a bulletin that they are wanted by Anarrian authorities for kidnapping. At this point, they have four choices: surrender to the authorities, hide from their attackers, try to blast off, or fight the security forces.

If they surrender, they are taken to the local police station, where they lose their weapons and equipment and are imprisoned for a crime they did not commit.

If they hide from their attackers, they can hole up inside their ship, perhaps in smugglers' compartments that are big enough to conceal them while the security officers search the vessel. Alternatively, the heroes could leave the ship and hide somewhere in the docking bay while the officers search and impound their ship. Both of these options require the heroes to make opposed Stealth checks.

If they try to blast off and leave the starport, they discover that the docking bay has been locked down until the security forces arrive. To disable the locks, the heroes must slice into the starport's computer system. At the same time, the slicer can attempt to open the retractable roof so the ship can take off, provided that it can break free of the tractor beam.

If the heroes choose to stay and fight, they face six Anarrian security officers. Treat the officers as scout troopers (see page 279 of the Saga Edition core rulebook). The officers seek to disable the ship and take the heroes into custody.

If the heroes win the battle or successfully avoid the security forces, they discover that Dilta has slipped away during the commotion. He is nowhere to be found.

Landing Outside the City

If the heroes decide to sneak onto the planet and land outside Rastar, they can make a DC 15 Use Computer check to use the ship's sensors to see if the authorities are heading in their direction. Regardless of whether they succeed or fail at the check, no Anarrian security forces are after them yet. The heroes might choose to stay in their ship or to escort Dilta into the city. Either way, the boy slips away at his first opportunity and heads into Rastar on his own.

Soon after they lose Dilta, they receive the news that they are wanted by the Anarrian authorities for kidnapping. (If they are on their ship, they pick up a transmission through the vessel's communication system. If they are in the city, they see a video broadcast in a public square.)

Find the Child!

Once the heroes realize that they have been accused of abducting Dilta, they must race to find the boy again, since he is their only means of proving that it was all a mistake. They cannot simply leave the planet, or they will be in the same position as before—targeted for capture (or worse) by other races that picked up the same transmissions from the Anarrians.

Unfortunately, since the heroes have no leads, they must search for Dilta throughout the city of Rastar. Each character must make a DC 20 Gather Information check to be pointed in the right direction. During their search, any heroes who declare that they are watching for security officers can also make DC 15 Perception checks to spot 1d4 officers patrolling the area. Success gives the group a chance to make opposed Stealth checks to avoid being spotted. Failure means they have to fight or flee.

After 1d6 minutes of succeeding on the Gather Information check, the heroes locate Dilta in the middle of Lunaara Square, a public place where only a few other citizens are milling about. If they approach the boy and ask him to help straighten out the mess with Anarrian security, he agrees. Before they can do anything, however, a group of security officers enters the square, spots the heroes, and engages them.

Encounter: Shootout at Lunaara Square

Challenge Level 4

SETUP: This encounter serves as the climax of "Guilty Until Proven Innocent," the mini-adventure introduced on the previous pages.

The Anarrian security team appears after the heroes find Dilta and convince him to accompany them to the local security center to clear their names. This encounter includes five security officers and one security sergeant. Treat the security officers as scout troopers (see page 279 of the Saga Edition core rulebook) and the security sergeant as an Imperial officer (see page 280 of the Saga Edition core rulebook). All the security officers are on foot and have no vehicles.

Read-Aloud Text

After Dilta agrees to help the heroes, read the following text aloud:

Before you can ask Dilta for directions to the nearest security building, a group of Anarrian officers enters the square. One of them spots you with the boy and cries out, "You there! Stop where you are!" He and his cohorts draw their weapons, and the crowd between you and the officers immediately scatters in all directions, creating chaos as the firefight begins.

Not wanting to get hurt, Dilta ducks behind the statue in the middle of the square, covering his ears and looking worried. After the third round of combat, he decides to hide inside one of the buildings instead, and he runs across the square for the nearest door. Read the following text aloud:

As you defend yourselves, a stray blaster shot from one of the security officers strikes Dilta in the leg, sending the young Anarrian stumbling until he falls down on the pavement. The boy does not move, but you can hear his cries of pain through the sounds of blaster fire.

If at least one of the heroes moves to treat the child, read the following text aloud:

The leader of the security officers barks something to one of his team, who moves out from behind cover and rushes toward the child.

If the heroes fire at the approaching officer, the rest of the security team returns fire, and combat continues. If they let the trooper approach the boy, read the following text aloud:

The security officer kneels down next to Dilta, who has passed out, and lays his weapon on the street. He glances at you briefly before pulling what looks like a medpac from his belt. Nervously, he opens the medpac and begins treating the child's wound.

Security Team's Tactics

The security team is patrolling the area as normal, but the recent announcement that the heroes are wanted for kidnapping has the officers and sergeant actively looking for the characters. As a result, the security team members are not caught flat-footed at the beginning of the battle. They use their move actions to find cover in front of one of the nearby buildings. If possible, they remain behind cover until the heroes surrender or are incapacitated.

After finding cover, the security sergeant uses the Born Leader talent to grant his officers a bonus to their attack rolls, and he fires at the heroes over the next 2 rounds. If combat continues after that, he uses the Coordinate talent and orders his troops to concentrate their fire on the hero nearest to Dilta. The sergeant thinks the characters are criminals and wants to keep them away from the child at all costs.

If the security officer sent to treat the child is not fired upon by the heroes, he either treats Dilta's wound or offers to assist if one of the heroes is already treating the boy. While first aid is being administered, Dilta wakes up, sees the security officer, and begins explaining how he got aboard the heroes' ship.

During this time, the security sergeant demands that the heroes surrender so the situation can be resolved. He asks them twice to do so, and if they do not comply, combat begins again.

Conclusion

If the heroes defeat the security team, they can take Dilta to visit one of the local security offices or contact it via comlink. In either case, the boy explains what happened. Security camera footage of the docking bay around the time the heroes first left the planet shows Dilta sneaking into a cargo container, confirming his story. The heroes are cleared of the kidnapping charge, but they might have to justify their combat with the security team in the square. Self-defense is one thing, but the aggressive refusal to surrender to authorities is quite another.

If Dilta was injured during the fight and treated by the heroes or the officer, the security sergeant puts the characters in touch with his superior at headquarters. While Dilta is being transported to the nearest medical facility for professional treatment, he relates his story to the supervisor, and the kidnapping charges are dropped.

Regardless of the circumstances, once the heroes are cleared, the child is reunited with his parents. They thank the heroes for finding Dilta and returning him. The parents explain that they were going to offer a reward of 1,000 credits to anyone who could help them find their son, and they now offer that amount to the heroes.

On the other hand, it is possible for things to go badly for the heroes and for Dilta. If the boy was injured during the fight in Lunaara Square and not treated by the heroes or the officer, he dies 6 rounds after combat ends unless the heroes take action to save him. If Dilta dies, the heroes lose their only chance for vindication. Worse, the Anarrians add murder to the heroes' list of crimes, since the security forces will not take responsibility for the boy's death under any circumstances.

Features of the Area

Lunaara Square has the following features.

Illumination: The square is brightly lit by daylight.

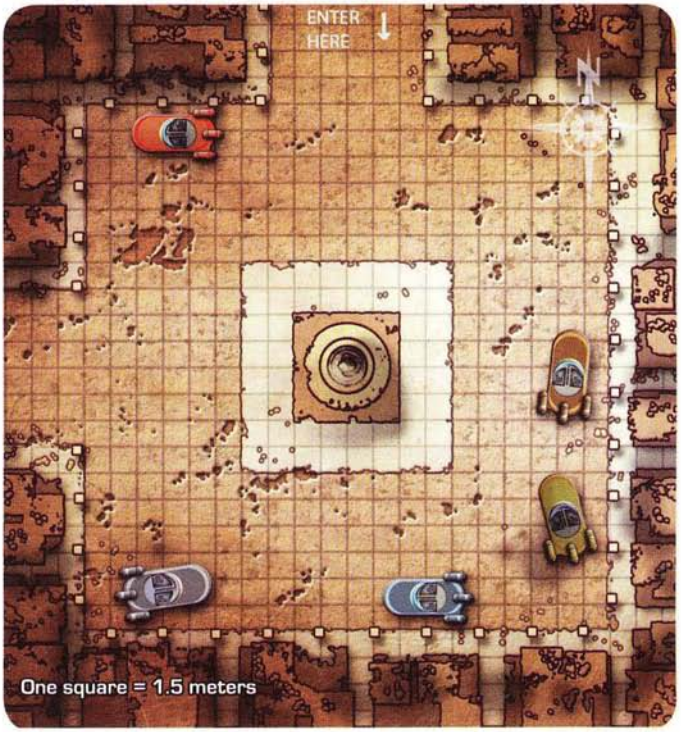
Statue: The center of the square is decorated with a large statue of an ancient Anarrian hero named Lunaara, which can provide a +5 cover bonus for up to four creatures at the same time.

Decorative Blocks: Positioned around the perimeter of the square are decorative permacrete blocks, many of which also serve as flower beds. Each block fills an entire square and can provide a +5 cover bonus.

Doors: Each of the buildings that create the outer edge of the square has at least one door that leads inside. Once combat begins, each door is locked by the building's occupants. To get through a locked door, a hero must override the lock (DC 25 Mechanics check) or break open the door (DR 5, 30 hit points).

Windows: Many of the buildings surrounding the square have a large bay window near the door that is made of very thin transparisteel and easy to break (1 hit point).

Lunaara Square



Mini-Adventure #2: Danger in the Dark

"Danger in the Dark" is a mini-adventure designed for 6th-level heroes that involves the planet Iol (see Chapter 6). In this scenario, the heroes are trapped aboard a space station while their ship is being repaired and must deal with a mysterious creature that is stalking them.

Adventure Outline

Either just before the heroes arrive at Iol or just after they depart, their ship sustains minor damage, forcing them to stop for emergency repairs. The nearest facility, at the edge of the star system, is a space station that is mainly used as a customs port for inspecting ships and cargo destined for Iol. The heroes dock their ship without incident. They discover that the station is abandoned, but they find all the parts they need to make the repairs.

While the characters explore the station, they find evidence that another being is on board with them. At first, they briefly encounter a large creature that moves in the shadows but does not directly confront them. Eventually, the heroes face the creature in combat. If they defeat it, they can contact Iol with the news that the station has been secured.

Arrival at Iol Station

As the heroes approach Iol Station, which is owned and operated by Tangan Industries, communications frequencies are oddly silent, and sensor scans detect no lifeforms. This strikes the heroes as odd, especially if they are leaving the system and they previously stopped at the station on their way in—at that time, it was bustling with activity.

The automated tractor beam activates as they approach one of the docking ports, and it assists them in connecting with the station. The ship docks with no problems, and the heroes disembark after a couple of minutes. The area of the station near the docking port seems to be in good condition but is eerily quiet. The only sounds in the corridor are the low hum of the lights and the heroes' footsteps. Curious adventurers might be inclined to look around the station to try to learn what happened to everyone.

When the hero tasked with repairing the ship assesses the damage, he or she finds that some key systems have been damaged. It will take about four hours to complete repairs, and although the heroes probably have some parts on hand, they do not have everything they need. Thus, they must explore the station in search of the right parts before they can begin repairs.

Cargo Bays

The station has four major cargo bays, all of which contain a fair amount of cargo that has been either dropped off as supplies or confiscated from incoming ships as contraband.

Most of the containers in the bays hold items commonly found throughout the galaxy that cost less than 1,000 credits each. A few containers in each bay are sealed shut and can be opened only by entering the proper access code on the built-in keypad. Slicing into a keypad to get the code requires a successful DC 25 Use Computer check. Breaking into a keypad and hot-wiring the container requires a successful DC 25 Mechanics check. If the heroes open a sealed container, they find items that are more restricted, such as weapons, armor, and expensive equipment.

As the heroes search through Cargo Bay 2, anyone succeeding on a DC 10 Perception check notices a pungent odor in the air. Success on a follow-up DC 20 Perception check leads them to a damaged container at the far end of the bay that was originally obscured by a tall row of stacked crates. The 2-meter-tall metal container is damaged, as if something had burst through the hatch from the inside. Within the container is the bloody corpse of a near-Human wearing a Tangan Industries security uniform. Multiple long, deep gashes run across his head and chest. His blaster pistol, still in his holster, has not been fired.

Crew and Passenger Quarters

With over 100 rooms to accommodate the station's crew and visitors, searching through each one can take a long time. For each room that the heroes check, they must make a DC 15 Perception check to find anything of value (determined by the GM). All quarters are unoccupied, although several rooms look like someone or something has torn them apart.

Command Center

Located at the top of the station, the command center is easy to reach, but entering through its only egress might be a different story. The center is secured by a magnetically sealed door and can be opened only by entering the correct access code on the numeric keypad embedded into the wall next to the door. Bypassing the security measures requires a DC 25 Mechanics check to hot-wire the keypad or a DC 30 Use Computer check to slice into it and retrieve the code.

Once inside the command center, the heroes can access the security camera system to watch virtually any part of the station. If they previously looted the cargo bays or the crew and passenger quarters, they can access the security files and erase the footage of their deeds with a DC 30 Use Computer check.

Anyone searching through the camera footage might find a recording of an event that transpired about seven hours before the heroes arrived. With a DC 15 Use Computer check or a DC 20 Perception check, the heroes locate the recording of an attack in Engineering in which two members of the crew are whisked out of sight near the edge of the camera's view. Their cries alert others, who engage an intruder that remains offscreen. Near the end of the recording, a creature appears for a brief second before throwing a dead body that hits and disables the camera. No other camera angles are available. A DC 15 Use Computer check allows the heroes to freeze on the image of the creature, but they cannot zoom in on it. The fuzzy details show only that

THE EYES OF THE WAITING VINDINAX GLOW IN THE DARK.



the entity is a humanoid of Medium size with a long tail. (The creature is a vindinax, described in the encounter for this scenario.)

The heroes can also access the captain's log and review the last few entries. According to the log, members of the crew started disappearing about two days ago. A few visitors reported seeing something moving in the shadows in the lower areas of the station, but nothing could be confirmed. The last entry, recorded six hours before the heroes arrived, shows the captain acting extremely nervous as he reports that several crew members were attacked in Engineering by a strange creature that could not be stopped by the station's security force. The captain closes the log by stating that he has ordered all hands to abandon the station, board shuttles, and depart for Iol as quickly as possible.

Engineering

The turbolift running through the station's central axis opens directly into Engineering near the bottom of the facility. Upon entering the area, the heroes witness a ghastly scene. The bodies of several dead and mutilated crewmen are strewn about. Blood stains the walls and machinery, and several panels have been damaged. If the heroes investigate the panels and succeed on a DC 15 Mechanics check, they determine that the damage was caused by strong impacts, and the panels will not function again without extensive repairs.

Any hero who makes a DC 20 Perception check detects movement in the shadows near the far corner of Engineering, about 6 squares away. A hero who approaches that corner or draws a weapon must avoid a piece of broken machinery that is hurled from the darkness. The characters then hear the sounds of scurrying along the wall, and shining a light into the corner reveals the creature from the security footage perched on a large pipe. It is visible for only a second, then it quickly raises its arm to shield its eyes, hurls a piece of broken machinery at the hero shining the light, and flees through an open duct about a meter away on the wall.

Infirmary

The infirmary appears to have been abandoned in haste, with little equipment left behind. Three of the four gurneys are missing, along with all of the medical scanners and computers. However, most of the medical supplies, such as bandages and minor medications, are still present and can provide the equivalent of 1d4 medpacs if the heroes make a successful DC 20 Treat Injury check. In the back corner is a fully functioning bacta tank, but the tank is empty, and the infirmary has no bacta. If the heroes search the cargo bays for bacta and make a successful DC 30 Perception check, they find enough to fill the tank.

Docking Bays

Searching through the docking bays reveals that no other ships are currently at the station. Even the shuttles that serve as transportation to and from Iol are missing. Nothing else of value is found here.

Repair Bay

The station's repair bay is located near the docking bays and is the center for all manner of repairs, including those for starships and droids. When the heroes arrive, the space is cluttered with tools and parts from at least a dozen computers and droids. It looks as if many repairs were abandoned midway through. A droid of unknown design is sprawled on the workbench on the opposite side of the room; a number of its compartments are open, and wires and circuitry dangle from its shell.

Directly across from the repair bay entrance is the doorway to the parts storage room. If the heroes search the storage room and make a successful DC 15 Perception check, they find the parts they need to repair their ship.

RANDOM ENCOUNTERS

While the heroes explore the station, they run the risk of being attacked by the vindinax. Whenever a single hero becomes separated from the group for a period of time, that character makes a DC 20 Perception check. Success means that the hero hears something nearby that is slowly approaching his or her location. If the hero does not flee within 1d4 rounds, the creature appears and attacks. If at least one more hero arrives before combat begins, or if the vindinax loses at least half its hit points, it retreats and goes into hiding once more.

Encounter: Facing the Unknown

Challenge Level 6

SETUP: This encounter serves as the climax of "Danger in the Dark," the mini-adventure introduced on the previous pages.

While the heroes repair their ship using the parts they found in the storage room, they discover that they need one more piece of equipment to fix a key system. The heroes will have to return to the storage room to locate this part. Although the room is not a great distance from the heroes' ship, with the creature loose, it is dangerous for any hero to make the trip alone. A group (or all) of the heroes travel to the storage room together.

Read-Aloud Text

When the heroes arrive at the storage room, read the following text aloud:

As you approach the storage room, you realize that something strange is going on. The room is dark. Light from behind you illuminates a small area just inside the repair bay's entrance. To one side of the bay, a red glow shines weakly out of the open doorway into the adjoining droid repair shop, where dull emergency lights flicker. But those two sources of light are not enough—most of the storage room remains in shadow. As you step into the room, a low growl rumbles from somewhere inside.

Because the storage room is full of shelving, shapes and shadows appear to loom everywhere. If the heroes try to turn on the lights, the lights do not function.

After at least two characters enter the storage room, the vindinax attacks.

Vindinax

Originating from a mysterious planet in the Unknown Regions, the vindinax is a dangerous predator that reached the top of its food chain long ago. Scientists who have studied the creature believe its native habitat to be either the jungle or the forest, since it favors hiding in high places and pouncing on prey from above.

The vindinax has a dark green, chitinous carapace, leading many to believe that it is insectoid in nature. However, the creature also has forward-facing eyes and sharp teeth and claws that appear to be mammalian in origin.

The creature aboard Iol Station was brought in by a merchant hoping to sell it to a zoo on another world in the Unknown Regions. However, the customs officers aboard the station determined that the merchant did not have the proper paperwork to ship the vindinax. Despite the merchant's protests, the officers retained the creature and forced the merchant to pay a hefty fine to Tangan Industries for the potential threat he had brought to the station. The customs officers left the vindinax in Cargo Bay 2, not suspecting that it could break out of its shipping container.

Vindinax **CL 6**

Medium beast 6
Init +5; **Senses** low-light vision; Perception +10

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 53; **Threshold** 13

Speed 6 squares
Melee claw +7/+7* (1d4+8) or
Melee bite +7* (1d6+8)
Base Atk +4; **Grp** +8
Atk Options Power Attack, rend +2d6

Abilities Str 18, Dex 15, Con 16, Int 6, Wis 14, Cha 8
Feats Power Attack, Skill Focus (Stealth), Skill Training (Stealth)
Skills Perception +10, Stealth +15

Rend—If a vindinax hits with both of its claw attacks in the same turn, it rends its opponent for an additional 2d6 points of damage.

* *Includes 1 point of Power Attack*

Vindinax's Tactics

The primary motive for the vindinax's actions is survival. It hunts for food and fights to protect itself from what it views as threats. Ever since it broke out of the container that was used as its holding cell and found itself in an unfamiliar environment, the creature has felt threatened and has acted out of desperation.

At this point, the vindinax has not had a full meal for several days due to lack of proper care from the customs officers, and what it has managed to eat from the few victims it has claimed has barely sustained the creature. With the station's crew gone and the heroes as the only possible targets, its assault in the storage room is its last attempt to get sustenance.

The vindinax attacks under cover of darkness whenever possible, taking advantage of its low-light vision. It rakes with its claws to take down a target before moving to the next adversary, trying to stay in the dark as much as it can. Since the vindinax is desperate for food, it fights to the death.

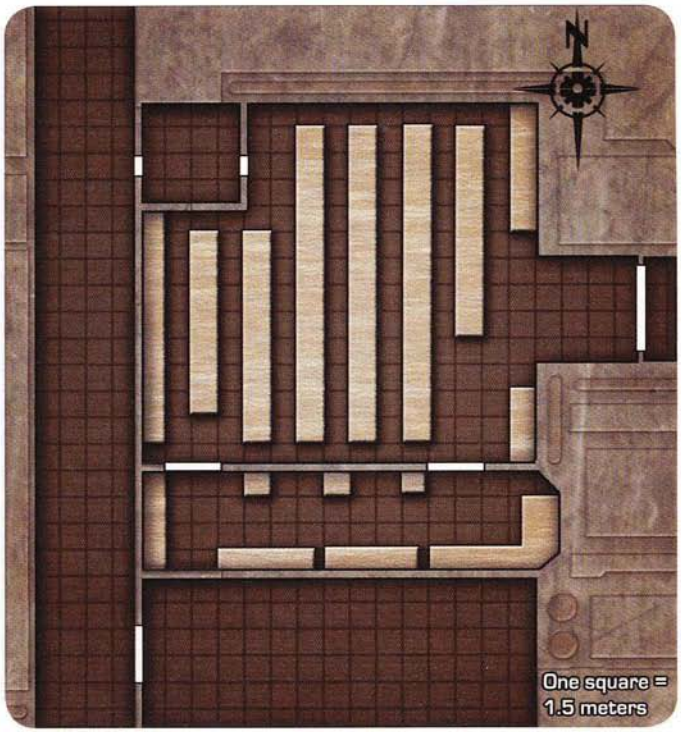
Conclusion

If the heroes kill the vindinax, they are free to finish their repairs without hindrance. After fixing the ship, they can leave the station and continue to their next destination. If they manage to keep the creature alive, they can bind it with syntherope from the storage room or fashion a new, stronger container in which to restrain it.

The heroes might decide to contact Iol with an update on the current situation aboard the station. The planet's authorities had just received word about the creature from the station's captain, and they were readying a contingent of soldiers to deal with the problem. They express their gratitude and offer the heroes a reward, provided that the heroes bring them the vindinax, alive or dead.

If the heroes deliver the creature to Iol, they are directed to the starport at Haven, where the colony's administrator waives their docking fees and gives them enough fuel to cover the round trip between the planet and the station. A security team meets them at the docking bay to take the vindinax to secure facilities in Haven.

The heroes are asked to remain on the planet for debriefing. They wait for a day and answer questions while the colony's security forces retrieve and review the footage of recent events aboard the station. Once the heroes' story has been validated, they are given a reward according to the condition of the vindinax. If the heroes killed the creature, they receive a total of 1,500 credits for their trouble. If they captured the vindinax alive, they receive a total of 2,500 credits.



Features of the Area

The repair bay has the following features:

Illumination: Some light filters into the storage room from beyond the outer door, and red emergency lighting spills into the bay from the doorway of the adjoining droid repair shop. But except for those two areas, the storage room is in shadowy illumination.

Storage Clutter: Since the heroes' last visit to the storage room, the place has been trashed. Many of the boxes and bins that sat on the shelves were knocked off by the vindinax in its search for food. Coupled with the low-light conditions, movement on the floor of this area is reduced by half. The metal shelves that run the length of the room provide a +5 cover bonus if a hero puts a shelf between him- or herself and the creature.

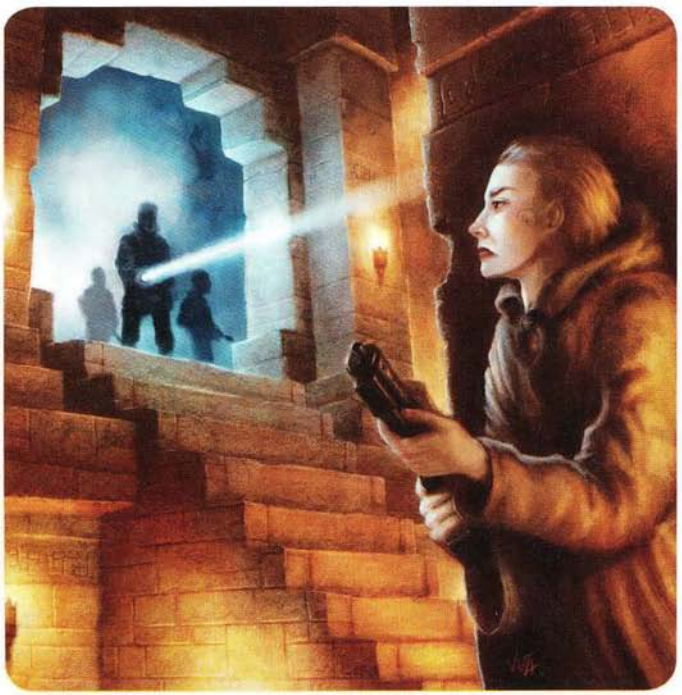
Repair Room: The droid repair shop is cluttered with parts and tools that make it hard to walk around, reducing all movement rates by half. The workbenches and the small tables along the sides of the shop each provide a +5 cover bonus.

Mini-Adventure #3: The Finding of Lost Souls

"The Finding of Lost Souls" is a mini-adventure designed for 6th-level heroes that involves the planet Veroleem (see Chapter 6). In this scenario, the heroes need to track down a missing relative, and, in the process, they discover an ancient and disturbing secret.

Adventure Outline

As the heroes are recovering from their most recent adventure, one of them is contacted by a relative that he or she has not spoken with for some time. The relative explains that the hero's distant cousin, an impressionable young female named Sibyl, has gone missing after an argument they had about the girl's future and how she was wasting her life on foolish pursuits. Knowing of the hero's skill as an explorer, the relative hopes that the hero will be able to find Sibyl.



The torch-lit temple of the Veroleem cultists

After asking around, the heroes pick up the trail, learning that Sybil was recruited by a pair of traveling priests who had been seen around the local starport for a few weeks and left with a group of new converts. Eventually, the heroes learn that the priests are from the remote and nearly forgotten world of Veroleem. Upon arrival there, the characters get a cold reception and, within hours, are arrested by the authorities on trumped-up charges. While languishing in cells, they meet another prisoner who identifies himself as part of the local resistance. When informed of why the heroes are present, the prisoner helps them escape and explains that the latest group of converts was sent to the cult's mountain temple. The heroes will need to hurry if they want to save Sibyl.

Racing to the temple, the heroes find that it contains a processing factory with a ghoulish purpose and cultists that are about to send a dozen captives, including Sibyl, to be "processed." After defeating the master adept and his acolytes, the heroes must flee with as many prisoners as they can rescue before the cultists focus their full attention on capturing or killing them all.

Seeking Sibyl (CL 2)

When beginning their search for Sibyl, the heroes probably make Gather Information checks. A result that beats DC 25 leads them to one of Sibyl's friends, who tells them that the girl had been spending a lot of time with a pair of traveling priests prior to her disappearance. The friend adds that the priests left her very unnerved. Further inquires about the priests reveal that they had been seeking new converts to their cult, focusing primarily on young adults.

If a hero with the *farseeing* power attempts to use it to get a better sense of Sibyl's location, the character receives a vision that shows the girl and several other youths of various species being held in cells. A robed figure matching the description of one of the traveling priests steps into view. The figure stops, acting as though he heard something, then turns to look directly at the hero. For a moment, the priest's face appears perfectly normal, then suddenly shifts into a frightening skeletal visage, which startles the hero enough to snap him or her out of the vision.

If the heroes can convince the starport control officer to let them view the flight plan logs, they can begin to backtrack the route taken by the priests' ship, which requires a DC 20 Knowledge (galactic lore) check. If successful, the heroes determine the priests' most likely destination—an area of space in the Unknown Regions. If any of them think to reference the astrogation archives, a DC 20 Use Computer check reveals the presence and location of an old colony planet named Veroleem.

Meeting the Locals (CL 5)

When the heroes arrive at Veroleem, there is no message to spacers to greet them, so they must find the only prominent population center on their own—a city called New Promise. They are greeted with stony silence from the locals and quickly discover that nobody wants to talk to them; in fact, people all but flee when they approach. After several fruitless attempts at conversation, the heroes spot someone wearing robes that are an exact match for those of the priests seen with Sibyl (and for those worn by the figure in the *farseeing* vision, if a hero used that power). If the heroes talk to the priest, he responds by insulting the heroes in a variety of petty ways, making it condescendingly clear that he considers himself their superior in all things.

Before the heroes can try alternative methods of persuasion, Constable Girath shows up with a number of assistant deputies equal to the number of heroes in the party, all armed with slugthrowers and stun batons. Girath places the heroes under arrest for "disturbing the peace and intent to assault upstanding members of the citizenry." If the heroes fight, Girath and the deputies use any and all means to subdue them, quickly calling for as much backup as needed. The best option for the heroes, at least for the moment, is to surrender without a fight. Once they have surrendered or been rendered unconscious, Girath has them taken to the local jail and confiscates any obvious weapons.

Jailbreak (CL 3)

After the heroes are interred in the cells of the local jail, they are greeted by a grungy, haggard man of indeterminate age who sarcastically welcomes them to Veroleem. He introduces himself as Bale, a local resident who was locked up due to "coming to cross views with the local crackpot community chieftains." Unlike the other Veroleem natives, Bale is friendly and talkative, answering what questions he can. If the heroes explain why they came to the planet and succeed on a DC 18 Persuasion check, Bale reveals that he is a member of a local resistance cell and had the bad luck to be caught during a supply run. If the heroes agree to help him escape during the night, he promises to tell them where the newest batch of converts would most likely be taken. However, he will reveal that information only when he is far away from the jail.

Bale has managed to improvise a set of tools for picking the locks on their cells, but he is not quite good enough to do it himself. One of the heroes must pick the locks, which requires a DC 20 Mechanics check with an unfavorable circumstance penalty of –2 due to the crude nature of the tools.

Once they are free, everyone must make Stealth checks to avoid being caught. Bale is familiar with the building's layout and knows exactly where any confiscated weapons would be held. Girath and two of his assistant deputies are on watch during the escape, so the heroes must either fight past them to the exit or find a creative way to sneak past them. Catching the guards by surprise is easy, since they were not expecting anyone to be able to get out of the cells. Unless the heroes have done something to create a loud disturbance, they gain a favorable bonus to their Initiative checks at the start of combat.

After Bale and the heroes are outside the jail, he suggests that they make themselves scarce as soon as possible, especially if they fought their way past the guards. Bale knows the nooks and crannies of New Promise and leads the heroes to a safe house that is sometimes used by the resistance (but which is currently empty).

Getting Directions

Once Bale is sure that they have not been followed, he makes good on his deal, explaining that the Veroleem cultists take all the new converts to the main temple in the Coreesh Mountains. From what his friends in the resistance can tell, though, at least half of the converts that go into the temple never come out again.

This should suggest to the heroes that time is of the essence. Assuming that Sibyl and the other converts were taken to the temple, the heroes have no way of knowing when they arrived there.

Unless the characters caused an extraordinary ruckus while escaping from jail, they have an easy time of sneaking back to their ship. Bale can provide them with fairly basic directions to the mountain temple, adding that the building is easy to spot from the air. He refuses to accompany the heroes, insisting that he must stay in New Promise and regroup with other resistance members. Before leaving, Bale asks the heroes to return sometime, if they can, to lend their aid to the resistance.

Encounter: Raiding the Temple

Challenge Level 6

SETUP: This encounter serves as the climax of "The Finding of Lost Souls," the mini-adventure introduced on the previous two pages.

Finding the temple is fairly simple, since it is the only major structure in the Coreesh Mountains, and if the heroes take their ship, the journey is a quick one. A cursory scan shows no immediate guards outside the temple, and a suitable space to land their ship is a short distance away. After landing, the heroes reach the temple easily, still seeing no guards along the way, and they can walk right into the building. Everything seems easy—too easy.

Read-Aloud Text

When the heroes enter the temple, read the following text aloud:

As you enter the temple, you feel a distinct sense of unease settle across your minds. The dim lighting of flickering torches is dim, barely enough for you to see by, and it gives the place a foreboding atmosphere. Several archways lead deeper into the temple, but nothing draws your attention to any particular path. Still, you can't escape the feeling that you need to hurry, not just to find Sibyl and the other captives, but also to get out of this place and put the entire planet behind you as soon as possible.

Have each of the heroes make a Perception check. The character who gets the highest result catches the sounds of a male voice barking orders from a passageway on their left. From what little the hero can make out, the speaker is instructing someone to hurry.

If the heroes take the passageway on the left, read the following text aloud:

Following the sounds of voices, you are drawn farther into the temple, the flickering torches in wall sconces providing the only light. As you round a corner, you find yourself facing what looks to be a giant processing apparatus of incredibly archaic design. A quick glance at the oddly shaped machine shows that it is made of various sinister instruments and is covered in bloodstains. Several bound and gagged captives stand in line in front of an opening in the clanking contraption, and another group sits in a clear holding pen nearby.

Here, an adept of the Cult of Veroleem is overseeing the work of six acolytes as they prepare the ancient machine to process eight prisoners (P); it was his voice that the heroes heard. The restrained captives, locked in a transparisteel corral along one side of the room, are suffering from the effects of the drug kryotin (see page 183). Unless the heroes take precautions to be sneaky, they are quickly noticed by one of the acolytes, who immediately shouts to alert the other cultists.

Cultists

The man in charge of processing the latest group of prisoners is dressed in robes similar to those worn by the traveling priests who recruited Sibyl, except the adept's robes are spattered with blood. If one of the heroes previously had a *farseeing* vision, that character recognizes the adept as the figure in the vision.

A tall Human male with unforgiving features wears a robe covered in dark splotches that form a variety of patterns. He stands on a raised platform, barking orders to other robed figures to get the converts loaded into the machinery so that they can be processed accordingly.

Master Cult Adept (M) **CL 5**
Medium Human nonheroic 3/noble 4
Force 4; **Dark Side** 10
Init +9; **Senses** Perception +8
Languages Basic, Bocce

Defenses Ref 17 (flat-footed 16), Fort 17, Will 17
hp 35; **Threshold** 17

Speed 6 squares
Melee knife +5 (1d4+2)
Ranged heavy slugthrower pistol +6 (2d8+2)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Confidence, Presence

Abilities Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 14
Talents Inspire Confidence, Presence
Feats Improved Defenses, Instinctive Attack, Intimidator, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Skill Training (Deception), Skill Training (Initiative), Weapon Group Proficiency (pistols, simple weapons)
Skills Deception +10, Initiative +9, Knowledge (galactic lore) +9, Perception +8, Persuasion +15
Possessions heavy slugthrower pistol, knife, blood-spattered robes

Master Cult Adept's Tactics

The adept remains on his observation platform, using his first available move action to draw his slugthrower pistol; he has enough ammunition clips to last until the end of the encounter. He spends his first available standard action to activate his Inspire Confidence talent. Afterward, he alternates between shooting at any hero not benefiting from soft cover and attempting to intimidate one or more heroes using his Intimidator feat (see page 27).

6 Cult Acolytes (C) **CL 2**
Medium Human nonheroic 8
Dark Side 1
Init +10; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 13, Will 10
hp 20; **Threshold** 13
Speed 6 squares
Melee vibroblade +9 (2d6+2)
Base Atk +6; **Grp** +8

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9
Feats Armor Proficiency (light), Improved Defenses, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Endurance +9, Mechanics +10, Perception +10
Possessions comlink, vibroblade, light acolyte ceremonial armor (+6 armor, +2 equipment)

Acolytes' Tactics

The acolytes immediately draw their swords and move into melee range of the heroes, positioning themselves so they can flank the intruders if possible. However, the acolytes avoid ending their turns next to the processing machinery, even if that means forsaking a chance to flank a hero. If the fight begins to go badly for them, either because the adept is slain or because more than half of them are defeated, they withdraw from melee and grab the closest available prisoners to use as living shields.

Conclusion

After defeating the cultists, the heroes have little difficulty in convincing the prisoners (who are susceptible to suggestions, thanks to their recent ingestion of kryotin) to come with them. Sibyl in particular is surprised, since she did not know that anyone was coming to rescue her. If the heroes dawdle in the temple, or if the previous encounter was too easy for them, a group of six more acolytes intercepts them in the main hall. Otherwise, the heroes (with freed converts in tow) manage to leave the building and board their ship just as a wave of cultists races out of the temple, ineffectively shooting at the vessel with slugthrowers. The heroes should be able to reach the safety of hyperspace before the cult can mobilize any ships to cut them off.

After making the jump to lightspeed, one of the group's first stops should be Sibyl's home planet so she can be reunited with her family. Each hero receives 2,000 credits as a reward, along with the knowledge that they helped bring a family back together. (If the GM desires, returning the other rescued converts to their homes can involve a series of small adventures.)

During their journeys home, several freed prisoners talk about having seen other captives who were forced into the machine but never emerged, as well as others who were marched deeper into the temple to meet unknown fates. Although they are glad to have been rescued, they fear that the cultists will continue to recruit susceptible youths on many worlds. After seeing all the converts safely home, the heroes might decide to return to Veroleem, look up Bale, and offer their help to the resistance, as he requested.



Features of the Area

The processing area has the following features:

Illumination: The entire room is well lit by an overhead glow panel (DR 5; 5 hit points; damage threshold 8). Heroes who try to shoot the glow panel must hit a Reflex Defense of 8. If the glow panel is disabled, all occupants in the room gain concealment. If the glow panel is destroyed, the room goes dark, and all occupants gain total concealment unless another source of light is activated.

Platform: An observation platform sits roughly 3 meters above the ground. Anyone standing on the platform has cover against ranged attacks made by those on the floor. A short ladder sits at one end of the raised area; characters can climb up to the platform as a move action.

Machinery: The large, clanking machinery occasionally emits spurts of hot steam, scalding anyone who is standing in a square marked with an "S." When a creature begins its turn next to any part of the machinery, make an attack roll (with a +2 bonus) against its Reflex Defense. If the attack hits, the creature takes 1d6 points of damage as a burst of scalding hot steam erupts from the machinery.

Mini-Adventure #4: A Fool's Charge

"A Fool's Charge" is a mini-adventure designed for 9th-level heroes that involves the planet O'reen (see Chapter 6). In this scenario, the heroes need to recover cutting-edge technology that could give the world's military a substantial advantage.

Adventure Outline

The heroes are contacted by a junior officer, Lieutenant Amalia, who is an attendant of a high-ranking officer in a galactic-scale naval force. She explains that her superior needs the heroes' expertise in tracking down a stolen piece of military hardware and returning it as quickly as possible without drawing undue attention. She offers a reward of 5,000 credits per hero, plus a bonus if the cargo is returned undamaged.

The transport ship that was carrying the undisclosed hardware was attacked in the Outer Rim Territories near the border of the Unknown Regions. With a little research, the heroes learn of an allegedly abandoned garrison put in place by the Old Republic as an early warning outpost.

Traveling to that region, the heroes' ship is attacked by enemy vessels resembling the ones that hit the cargo transport. The heroes are able to defeat their attackers, and following the trail brings the characters into sight of a small assault group orbiting O'reen, with a refurbished battle cruiser as the flagship.

After the heroes manage to slip past the ships in orbit and land on the planet, they sneak into a well-guarded military research post to retrieve the stolen hardware, a prototype tactical computer. Unfortunately, the heroes are caught in the act of stealing back the computer and must fight their way out of the starport and past the ships waiting in orbit.

Looking for Trouble (CL 8)

Lieutenant Amalia provides the coordinates of the location where the transport was attacked, so the heroes should have an easy time of reaching that spot. However, they might want to create a cover story to explain why they are headed to such a remote area of space (if they tell anyone about the trip in the first place, that is).

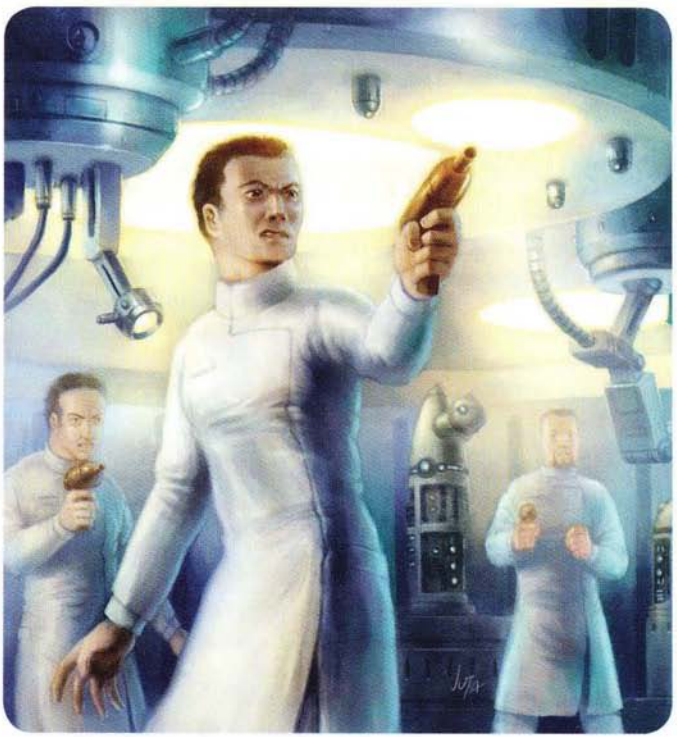
If the heroes do not think of it on their own, Amalia suggests that they check the recent and archived astrogation charts for that area to see if there is any history of pirate bases in the neighboring systems. A DC 20 Knowledge (galactic lore) check reveals that not long after the Great Sith War, the Old Republic set up an early warning outpost in that sector, although the outpost was abandoned and its exact coordinates have been lost.

When the heroes arrive at the site of the attack, a DC 20 Use Computer check allows a character operating the ship's sensors to pick up an old transmission broadcast that originates from a short distance away. A result that beats DC 30 also reveals the source to be an archaic early warning satellite. Several minutes after the heroes detect the signal, a pair of aging fighters arrive and order them to shut down and prepare to be boarded. The two vessels (use the Archaic Ship template from page 62 of *Starships of the Galaxy* for each) do not retreat, fighting until disabled or destroyed.

Once the fighters have been dealt with, the heroes must determine where they came from.

One method is to confer with their astrogation charts and try to reverse-calculate the fighters' hyperspace trajectory. With a DC 30 Use Computer check, the heroes can use this method to find the ships' point of origin.

A second option is to salvage the flight computer from the remains of one of the enemy ships. A DC 20 Mechanics check is needed to jury-rig a connection to a datapad or the on-board computer of the heroes' ship. Success leads the heroes directly to the fighters' point of origin, and it also provides clearance codes and advance warning that O'reen has an active orbital patrol.



Even O'reen's researchers are armed at all times.

A third option is to rescue one of the enemy fighter pilots (assuming that his ship was disabled instead of destroyed) and convince him to reveal what he knows. The pilot starts out with an initial attitude of unfriendly toward the heroes. If his attitude is shifted to friendly, he reveals that he is a member of the O'reen Star Corps. If his attitude is shifted to helpful, he tells the heroes about the planet's orbital patrols and explains that a clearance code is needed to reach O'reen. He has no information about any stolen equipment, since that operation was likely carried out by a fighter unit other than his own.

Avoiding Undue Attention (CL 8)

Once the heroes determine that the fighters came from O'reen, they can plot a course for that planet. Unless they drop out of hyperspace right next to the world, they remain undetected by the orbital patrols. Any heroes who are trained in Knowledge (tactics) can make a DC 15 check to deduce that their best option would be to drop out of hyperspace near the edge of the system and slowly cruise toward O'reen, allowing them get a better look at their destination and reducing their chances of being detected by the enemy.

After the heroes approach within sensor range of the planet, they can see that O'reen is not as deserted as Old Republic records had suggested—in fact, a fearsome-looking battle cruiser orbits the world. Further investigation shows that the cruiser is in the process of being refurbished; surrounding it are dozens of smaller battle frigates and repair barges. These other vessels are of much older designs than the galactic standard, but they vastly outnumber and outgun the heroes. In addition, several patrol ships are skirting the planet, ostensibly to keep anyone from getting too close. All in all, it looks like a small assault force is being assembled, although for what purpose, the heroes can only guess.

Depending on how much information the characters have gained, they have several options for getting by the patrol ships. First, they might simply attempt to slip past the ships using a mix of speed and deft maneuvering, but that will be difficult, and if they fail, the entire planet is alerted to their presence. Another option is to find a blind spot in the patrol ships' flight patterns and sensor equipment, then fly through that hole without drawing attention. If the heroes previously salvaged a flight computer or shifted an enemy pilot's attitude to helpful, they can transmit the clearance code they acquired and slip past in plain sight. Using the code identifies their ship as friendly, an added benefit that might prove helpful later.

I Felt the Element of Surprise Would Be Wiser...

It is possible that the heroes decide to pop out of hyperspace as close to O'reen as possible. Although doing so can provide a military advantage, it also carries a much greater degree of risk, since the ship has to skirt dangerously close to the planet's mass shadow. Plotting a hyperspace jump to exit within orbit of a planet increases the DC of the Use Computer check by 10, but if successful, the ship gains the benefit of a surprise round. If the Use Computer check is failed by 10 or more, the ship suffers from minor structural stress and power feedback, which causes no damage but provides the enemy with a surprise round.

Finding Paydirt (CL 6)

Once the heroes reach the surface of O'reen, they must track down the cargo that was stolen from the transport ship. Given that the natives are fairly xenophobic, the heroes suffer an unfavorable circumstance penalty to social interactions unless they take the time to alter their appearance so they look like the natives—a simple deception, since the O'reenians are near-Humans. Even then, any heroes who are not well versed in military procedures might have difficulty, since most O'reenians treat them with the same disdain and scorn usually heaped on civilians.

Eventually, the heroes learn that the contents from the most recent acquisition by the Star Corps' supply raids are held in an analysis station just inside the outermost perimeter of Orbital Deployment Center. Because the garrison-city is heavily guarded and has greatly restricted access, the heroes must come up with an inventive way to get past the guards. Once they are within the perimeter, they can find the analysis station more easily. It is not heavily guarded, and Orbital Deployment Center residents tend to assume that anyone walking around with an armed escort belongs on the site.

Encounter: Armed Withdrawal

Challenge Level 10

SETUP: This encounter serves as the climax of "A Fool's Charge," the mini-adventure introduced on the previous two pages.

Once the heroes find the analysis station, they must figure out a way to get past the guards posted at the entrance, hopefully without raising an alarm. The GM should provide plenty of clues and reminders that almost every adult resident they have encountered has the air of a professional soldier, suggesting that starting a blatant fight will only get the heroes captured or killed. Grant them a fair amount of leeway in their plans. The guards are fairly new recruits, and if the heroes can give them a suitably convincing story, they might be able to bluff their way inside the building.

Read-Aloud Text

When the heroes enter the analysis station, read the following text aloud:

The inside of the station looks more like a giant storeroom. Eleven workers are clustered into small groups and studying different items, the majority of which are starship-scale components such as turbolasers and ion drives. However, most of the activity is centered on a seemingly innocuous computer terminal, to which several other smaller consoles are connected. The research staff seems too engrossed in their work to pay you much attention.

Have the heroes make DC 20 Knowledge (technology) checks. Heroes who are trained in Pilot or who have a sufficient background with naval military can attempt the check even if they are not trained in Knowledge (technology). Success means that the heroes identify the main terminal as the tactical data core of a capital-scale command ship. Any hero trained in Knowledge (tactics) realizes that the core is a critical part of any naval force, since it often contains key communication and identification codes that give one side a significant advantage over opponents.

The heroes might deduce that the data core is meant for the capital-class warship being revamped in orbit. Also, they were hired for the mission by Lieutenant Amalia, a member of another galactic naval force. The heroes can put two and two together and realize that Amalia's side does not want to lose the data core to the O'reenians—that's why she hired the heroes to steal it back.

Any hero who does a quick scan of the room can make a DC 15 Perception check. Success reveals that a heavy cargo speeder positioned next to a loading ramp looks big enough to carry the tactical data core and has enough armor to fend off anything smaller than a turbolaser. In addition, the data core is mounted on a cargo lifter, making the task of loading it into the speeder a great deal easier.

Before the heroes can put a plan into action, however, they are spotted by a military supervisor. Read the following text aloud:

As you begin to formulate how you are going to pull off the heist of the tactical data core, an O'reenian in military fatigues enters the room. His gaze focuses on you, and as he reaches for his sidearm, you get a bad feeling that this job just got a lot more difficult.

Although the station's research staff is distracted by various projects, the military supervisor immediately suspects that the heroes are unwelcome intruders. (If they previously created false appearances, some minor, overlooked nuance gives them away.)

O'reenian Military Supervisor

As the leader of the analysis station, the supervisor's primary concern is ensuring that the researchers under his command are able to investigate the workings of foreign technology captured during acquisition missions. He wears a standard-issue officer's uniform and has all the hallmarks of a career soldier, moving with exacting precision and keeping a crisp, professional appearance.

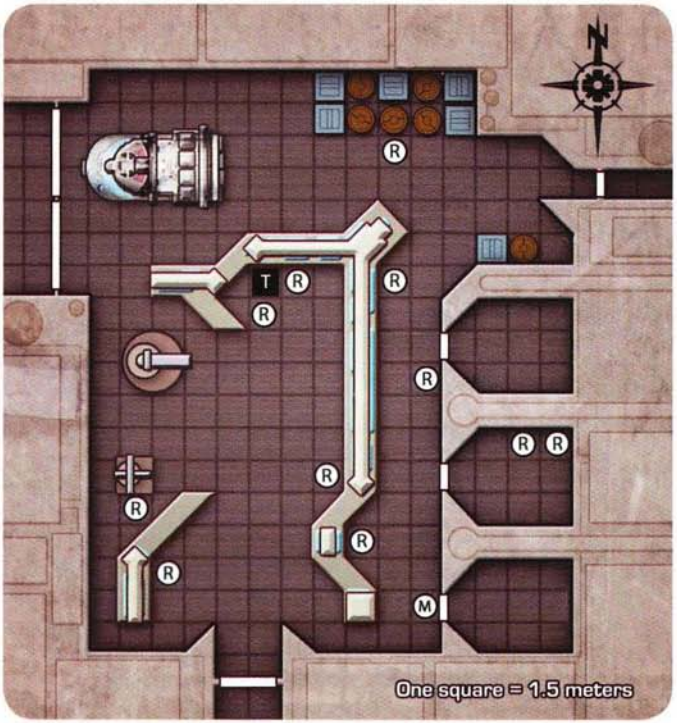
O'reenian Military Supervisor (M) **CL 8**
Medium O'reenian soldier 4/noble 3/officer 1
Force 5; **Dark Side** 2
Init +11; **Senses** Perception +10
Languages Basic, Minnisiat

Defenses Ref 23 (flat-footed 20), Fort 22, Will 23
hp 75; **Threshold** 22

Speed 6 squares
Melee combat gloves +9 (1d6+6)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Cover Fire, Point Blank Shot, Rapid Shot
Special Actions Battle Analysis, Born Leader, Distant Command, Quick Draw, Warrior's Awareness

Abilities Str 13, Dex 14, Con 14, Int 12, Wis 13, Cha 11
Talents Battle Analysis, Born Leader, Cover Fire, Distant Command, Warrior's Awareness
Feats Armor Proficiency (light, medium), Intimidator, Martial Arts I, Point Blank Shot, Quick Draw, Rapid Shot, Skill Training (Knowledge [technology]), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +6 (can reroll, must take second result), Initiative +11, Knowledge (tactics) +10, Knowledge (technology) +10, Perception +10 (can reroll, must take second result), Persuasion +9
Possessions blaster pistol, combat gloves, code cylinder, comlink (encrypted), officer's uniform

THE RESEARCH LAB ON O'REEN



Military Supervisor's Tactics

In the first round, the supervisor draws his blaster pistol and shoots at the nearest hero, then moves to the nearest source of cover. On the following turn, he activates his Born Leader talent and continues shooting at the heroes from behind cover. He also uses his Warrior's Awareness talent on any hero who appears to be especially skilled in combat or who is wielding a distinctive or a military weapon.

11 Researchers (R)

As would be expected by their military training, the researchers cease working on their projects once their commanding officer deems the heroes a threat. They draw their own blaster pistols and move to the nearest available cover during the first round of combat. The researchers delay their actions until after the supervisor activates his Born Leader talent to take advantage of the bonus to their attack rolls. They operate in groups of three, with two using the aid another action to provide the third a further bonus to his or her attack roll. There are twelve researchers, and each one is statistically identical to a dipomat (see *Threats of the Galaxy*, page 35).

CONCLUSION

After the heroes defeat the military supervisor and the researchers, they have to think quickly. A search of the supervisor's uniform turns up a datapad that contains instructions to load the tactical data core onto the cargo speeder and bring it to Fort Maximus. The heroes can pretend that they are carrying out these orders, which will give them a convenient excuse to move the computer through the city. As long as they do not raise suspicions in any guards or citizens they encounter, the heroes can exit Orbital Deployment Center and take the computer back to their ship.

When leaving O'reen, they should take care to avoid drawing the attention of any patrol ships, although on the way out, they need only outrun the vessels, not sneak past them. Once they make the jump to hyperspace, they are free and clear.

Lieutenant Amalia is ecstatic about the heroes' success. She gives them the coordinates of a rendezvous point—a military base—along with clearance codes to land there so that she can reclaim the tactical computer and pay the heroes the promised reward. If the data core is undamaged, she also offers to have an upgrade worth up to 25,000 credits installed in the heroes' ship, provided that the upgrade is legal.

If the data core is damaged or destroyed, Amalia still gives the heroes the reward, since her primary concern was keeping it out of O'reenian hands. In this case, however, she does not throw in an upgrade to the heroes' ship. Instead, she lets them use the repair services on the military base to fix any damages incurred by their ship during the mission.

Features of the Area

The analysis station has the following features:

Illumination: The entire room is well lit.

Workstations: Numerous workstations can provide cover to anyone in the room.

Improvised Weapons: If necessary, the heroes can use a plethora of loose tools as improvised weapons.

Turbolaser: The room contains a turbolaser with a power generator (see below) located 2 squares away. Due to the immense energy needs of the weapon, the turbolaser can be fired only twice. With each successful hit, it deals 3d10×5 points of damage in an area attack (see page 155 of the Saga Edition core rulebook) with a 2-square burst radius. However, the lack of a proper targeting computer means that the turbolaser is treated as an improvised weapon.

Power Generator: The power generator is located 2 squares away from the turbolaser. If the generator is moved to an adjacent square, a hero can make a DC 15 Mechanics check to hook it up to the turbolaser. However, much of the generator's protective plating has been removed. Any attack that deals more than 10 points of damage to the generator causes it to explode (see page 139 of the Saga Edition core rulebook). If the turbolaser is fired twice during this encounter, the power generator is drained of energy and will no longer explode if damaged.

Mini-Adventure #5: Pursuing Verinos

"Pursuing Verinos" is a mini-adventure designed for 8th-level heroes that involves the planet Giaca (see Chapter 6). In this scenario, the heroes, seeking to capture a scoundrel named Verinos, chase their quarry through Giaca's twisting canyons to his well-defended hideout.

Adventure Outline

Verinos is a wanted individual—wanted by the heroes, at least, if by no one else. Their search for him might begin in known space, but it takes them into the Unknown Regions as they follow his trail to the isolated world of Giaca. Once they close in, the heroes chase Verinos through the planet's canyons and groves, battling the environment and native creatures along the way. They pursue him to a hideout, where they face Verinos and several allies. Isolated and with no hope of help, the heroes must fight to capture their quarry, or admit defeat and escape if they can.

If desired, you can replace Verinos with another character of your own design that better fits your campaign. Regardless, the heroes might be after their target for any number of reasons. Perhaps they are chasing a bounty, tracking an escaped criminal, or bringing a traitor to justice. An even better reason, however, is that Verinos has taken something important from the heroes. The stolen item might be as simple as a large number of credits, but something more personal, especially an item difficult to replace in the Unknown Regions, provides better motivation for the heroes to chase after it. For example, Verinos might have taken a lightsaber, a datacard with special information, and so on.

The Chase

The heroes, or an ally, previously attached a homing beacon to Verinos's ship. Although the beacon is useless in the wilds of the Unknown Regions (lacking the tracking technology available in known space), it works well when both parties are in the same star system. After surviving the challenging hyperspace approach to Giaca, the heroes discover that they are closing in on Verinos and pursue him to the planet's surface.

They chase their quarry through the sheer, angular canyons created by the planet's basaltic columns, dodging and weaving through the massive stone labyrinth. Along the way, they must make DC 30 Use Computer checks to keep a sensor lock on him, as well as numerous Pilot checks to avoid colliding with the canyon walls and columns. It turns out that although Verinos is desperate to escape the heroes, his piloting skills are not up to the task. While out of sight of his pursuers, he scrapes the sheer canyon wall and crashes to the floor below.

By the time the heroes catch up with Verinos, they see a dense column of smoke rising from the burning wreckage of his ship. Read the following aloud when the heroes approach the wreck:

As you round one of the canyon's abrupt, angular turns, you're momentarily blinded by a column of dense, black smoke rising from the canyon floor. Before you can react, your ship punches through the smoky column, then swerves to avoid crashing into the canyon wall on the other side. It doesn't take you long to realize that your target apparently missed the last turn, hit the wall, and crashed into the wide, churning river on the canyon floor. The ship's hull appears to be crushed, and what isn't on fire looks flooded or is completely underwater. Debris litters the area. You see no immediate signs of survivors.

Verinos has escaped via jetpack into a nearby canyon, which should keep him well ahead of the heroes. They must land and search the area to discover his absence, since the tracking beacon was destroyed in the crash. To make matters worse, Verinos crashed in an awkward location. His ship is half underwater at a spot where a small but violent stream meets the river in the main canyon. There are no banks on that side of the river, so the heroes must land on the opposite bank and swim or find another way across. The bank has just enough space for the ship, whose landing gear sinks about a meter into the soft mud. All land in this area is considered difficult terrain, and the water is considered rough, requiring DC 15 Swim checks.

The heroes should make several Perception checks to search the wreck and determine if Verinos is still aboard, although the blazing and flooded ship makes this task difficult. However, the search is rewarded when the heroes discover discarded fuel canisters that Verinos used to refuel his jetpack.

From the crashed ship, the heroes can see the sheer crevice from which the second, smaller stream is flowing. By making DC 35 Perception checks or DC 25 Survival checks, they can track the path and landing areas that Verinos used as he flew through the narrow canyon, which is typically 5 to 8 squares wide and taken up mostly by the river. Verinos did not use the jetpack continuously—just enough to stay ahead of the heroes and traverse major obstacles.

As the characters pursue their quarry, they meet with many physical obstacles that they must climb over, swim under, or move out of the way. The twisting canyon is littered with shattered basaltic rock from the 30-meter-high canyon wall columns above. After 10 minutes, the heroes turn a corner and see a tall waterfall blocking their path. It fills most of the canyon's width, but along the right side of the falls is a narrow strip somewhat suitable for climbing to the top, a distance of 9 squares. Although the rock is wet and slippery, the heroes can scale it by making DC 30 Climb checks.

After passing the waterfall, the heroes enter a large area some 50 meters across, from which there are at least four possible exits besides the one they came through. The basaltic cliffs surrounding them are shorter (around 20 meters tall) but still inhibit travel. Verinos used his jetpack to traverse this area, so at first, the heroes can pick up no signs of the direction he took.

Flying over the vicinity reveals only that each path has multiple exits that head in different directions. As the heroes search the area, a DC 25 Perception check allows them to find a jetpack that was hidden hastily behind some large rocks, and a subsequent DC 25 Survival check shows that Verinos continued on foot through this narrow crevice. A DC 10 Mechanics check reveals that the jetpack is damaged, although it could be repaired with the proper parts (which are most likely unavailable on Giaca).

Brintak Attack

The heroes climb steadily through the crevice and emerge at least 10 minutes later next to a vast causeway of short basaltic columns of varying height. The path ahead is barren, but a large grove of enormous toroc trees flanks the cave's exit. When Verinos passed through, he attracted the attention of a brintak (see page 173), which attacks the heroes as they step out of the cave.

When the heroes emerge from the crevice, read the following text aloud:

From somewhere above you in one of the great toroc trees, you hear the low rumble of a large and hostile creature. As the rumble builds to a disturbing roar, a massive, four-legged beast with mottled black skin leaps down from a huge branch. The vicious creature gnashes at you with rows of razorlike teeth. Its jaws are flanked by a pair of slender tentacles that lash out toward you, eager to pull you into the gaping mouth.

If necessary, you can lower the creature's Challenge Level by reducing its hit points, under the assumption that Verinos injured the brintak during a brief scuffle before fleeing down the path.

After dealing with the brintak, the heroes must make a DC 15 Survival check to track Verinos to a cul-de-sac created by basaltic columns that angle inward above the path. If they fail the check, they eventually find the cul-de-sac anyway, but it takes 30 minutes of searching. The cul-de-sac is camouflaged from above and difficult to spot from the air, requiring a DC 30 Perception check.

The Hideout

The heroes first catch a glimpse of the entrance to a hideout from a tall basaltic column along the little-used trail they are following. As they approach, read the following text aloud:

Ahead, you see a short ridge of taller, hexagonal basaltic columns undulating across the landscape. Near the center, you spot an irregularly shaped circle of towering rock columns, angling generally inward and providing a partial roof to a mostly enclosed area below. Filling three gaps between the columns are walls that appear to be patched together from the metal plating of various starships. A single small, armored gate appears to be the only way through, aside from scaling the wall or the columns themselves.

The area is being watched by at least two guards hiding along the top of the wall and by a camera above the gate that sweeps back and forth, surveying the landscape. Allow the heroes to make Perception checks (opposed by the guards' Stealth checks) to realize that, unless they are particularly cautious, they will be spotted by the guards or the camera. If the heroes' Perception checks beat DC 30, they also detect two panels near the top of the wall that might be covering a pair of additional openings.

Allow the heroes to devise a plan to enter the compound. They might try to deceive the guards into letting them in, but the guards know that Verinos is being pursued and are likely to open fire at the first hint of trouble. Their attitude starts as unfriendly.

When the inevitable battle begins, the compound has a few surprises for the heroes. The two panels at the top of the wall slide aside, revealing a pair of mounted repeating blasters equivalent to E-Webs (see page 125 of the Saga Edition core rulebook). Other combatants hurl grenades down on the intruders. If the heroes attack with one or more vehicles or starships, a missile launcher concealed in the floor of the compound fires concussion missiles that shoot out between the angled columns or over the walls.



The basalt towers of Giaca

Encounter: Siege of the Compound

Challenge Level 10

SETUP: This encounter serves as the climax of "Pursuing Verinos," the mini-adventure introduced on the previous two pages.

Verinos

The statistics block below purposefully omits any species reference for Verinos, so you can choose one that best fits your campaign. If his species is not important, consider making him Human or near-Human. (The read-aloud text assumes that Verinos is humanoid, so alter that if necessary.) Additionally, his specific background is left open for you to fill in. Regardless, Verinos is not about to give up to the heroes. Well armed and among allies, he is ready for battle and fully intends to win, or at least live to fight another day. Verinos is arrogant and threatening in any conversation he has with the heroes.

Verinos is clad in a green and black jumpsuit that is torn and singed. His partially enclosed, heavily dented helmet shields his eyes from view. He openly carries a heavy blaster pistol, a heavy blaster rifle, and what appear to be several grenadelike objects in a bandolier across his chest.

Verinos **CL 8**
Medium noble 4/scoundrel 4
Force 4; **Dark Side** 2
Init +11; **Senses** Perception +10
Languages Basic, Minnisiat, Rammocate, Sy Bisti, 1 unassigned

Defenses Ref 22 (flat-footed 20), Fort 19, Will 21
hp 51; **Threshold** 19

Speed 6 squares, fly 6 squares (jetpack)
Melee knife +6 (1d4+4)
Ranged heavy blaster pistol +8 (3d8+4) or
Ranged heavy blaster rifle +9 (3d10+4) or
Ranged heavy blaster rifle +7 (4d10+4) with Rapid Shot or
Ranged heavy blaster rifle +4 (3d10+4) with autofire or
Ranged thermal detonator +8 (8d6+4)
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Skirmisher
Special Actions Born Leader, Fool's Luck, Inspire Confidence

Abilities Str 10, Dex 15, Con 13, Int 15, Wis 13, Cha 14
Talents Born Leader, Fool's Luck, Inspire Confidence, Skirmisher
Feats Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Persuasion), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), Vehicular Combat
Skills Deception +11, Gather Information +11, Initiative +11, Perception +10, Persuasion +16, Pilot +11, Treat Injury +10, Use Computer +11
Possessions knife, heavy blaster pistol, heavy blaster rifle, 3 thermal detonators, comlink, datapad, portable computer, jetpack

Verinos's Tactics

During the first round or two of combat, Verinos lets his allies fire the first volleys while he uses Born Leader and Inspire Confidence. If the heroes make particularly devastating attacks, Verinos dives into the fray, hurling thermal detonators and blasting at them with his heavy blaster rifle, always from a position of cover.

Thugs

As with Verinos, the thugs protecting the compound can be of any species you require. The statistics block omits any reference to species, but the read-aloud text assumes a humanoid appearance.

The guards don't wear proper uniforms, although all have patched-up battle armor that is covered in the dust and dirt of the surrounding landscape. You can tell from their demeanor that they are experienced combatants. They are loud and crude, hurling insults as they open fire.

5 Thugs **CL 6**
Medium soldier 6
Force 5; **Dark Side** 3
Init +5; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 16
hp 64; **Threshold** 21

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged heavy blaster pistol +8 (3d8+3) or
Ranged heavy repeating blaster +4 (3d10+3) or
Ranged heavy repeating blaster +4 (5d10+3) with Burst Fire or
Ranged grenade launcher +9 (frag grenade 4d6+3) or
Ranged mounted heavy repeating blaster +9* (3d10+3) or
Ranged mounted heavy repeating blaster +9* (5d10+3) with Burst Fire
Base Atk +6; **Grp** +8
Atk Options Careful Shot, Devastating Attack, Point Blank Shot, Precise Shot
Special Actions Indomitable

Abilities Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 8
Talents Armored Defense, Devastating Attack, Indomitable
Feats Armor Proficiency (light, medium), Burst Fire, Careful Shot, Point Blank Shot, Precise Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Climb +9, Mechanics +8, Perception +10
Possessions battle armor (+8 armor) with helmet package, heavy blaster pistol, heavy repeating blaster with mounted grenade launcher (4 frag grenades)
* *Includes +2 Intelligence bonus to attack rolls due to targeting system*

Thugs' Tactics

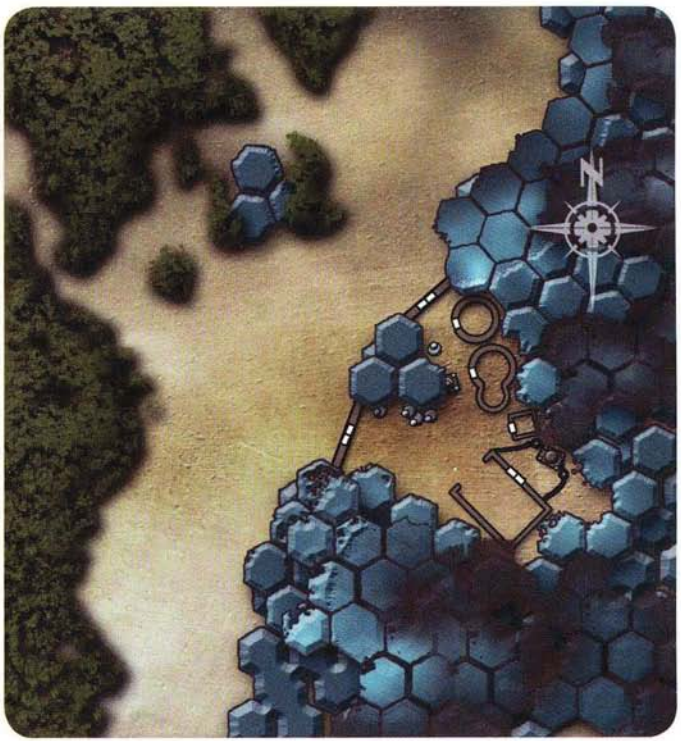
Two of the thugs initially cut loose with the mounted repeating blasters, firing from a pair of protected gunnery stations behind the wall. Because each station is separate from its associated blaster, destroying a blaster does not necessarily deal damage to the thug firing it. One thug stands ready with the concussion missile launcher in case there are vehicle targets in the area. The remaining two thugs guard the walls and fire as needed, or they conceal themselves within the compound to surprise any heroes who make it over or through the wall.

Conclusion

Verinos and his thugs must be subdued to be captured. If any thugs survive, they might be persuaded to tell all they know about their boss and his doings (the details of which depend on the needs of your campaign). If captured, Verinos takes every opportunity to try to escape. He refuses to talk at first, although he can be successfully threatened or bribed into cooperating, especially if given the opportunity to survive the encounter.

The compound has enough supplies to sustain its inhabitants for several months. A garage contains two disassembled speeder bikes and an unarmed civilian airspeeder that was damaged in the recent past. With a DC 25 Mechanics check and several hours of work, it is possible to salvage one speeder bike by using parts from both. The airspeeder requires repulsorlift generator parts that are unlikely to be available on Giaca, but if the heroes obtain the parts elsewhere, they can repair the vehicle with a DC 15 Mechanics check. In the quarters used by Verinos is a portable computer that contains notes about his activities, but they are encrypted and can be accessed only with a DC 25 Use Computer check.

Verinos's Camp on Giaca



Features of the Area

The compound and its surrounding area have the following features:

Basaltic Columns: Sheer basaltic columns surround the compound on a little more than three sides. The columns range from 8 to 12 meters tall and are immediately adjacent to one another, with few usable gaps between them. Although a heavy laser cannon from a starship might blast holes in the rocky walls, smaller weaponry has little effect on them.

Landing Zone: Outside the compound's entrance, a wide, flat area has been cleared as a landing zone. Aside from it being open ground, there are no markings or indicators to draw the attention of outsiders searching for the compound.

Metal Walls: The compound's walls stand at a height of 6 meters between the taller basaltic columns. The walls are made of salvaged plates of heavy metal (DR 10, 150 hit points, damage threshold 35, Strength 60). Within the structure are two gunnery stations, as well as catwalks to access the stations and the top of the walls. Characters at the top of the wall have improved cover.

Metal Buildings: Several metal prefabricated buildings stand inside the compound, serving as living quarters, a garage, storage facilities, and a power generator. The buildings are easily damaged (DR 5, 50 hit points, damage threshold 30).

Concealed Heavy Repeating Blasters: The concealed heavy repeating blasters and their targeting system were salvaged from a derelict vehicle. Each blaster has DR 10, 20 hit points, damage threshold 30, Intelligence 12, Reflex Defense 16 (+4 armor), and Fortitude Defense 20, and each deals 3d10 points of damage.

Concussion Missile Launcher: The concussion missile launcher and targeting system are not proper emplacements but were salvaged from a derelict ship. It has DR 5, 80 hit points, damage threshold 30, Intelligence 12, Reflex Defense 12, and Fortitude Defense 20. Firing a missile at a target smaller than Huge size incurs a –10 penalty. The compound has five missiles. Each must be fired separately and deals 7d10×2 points of damage in a 4-square splash.

Mini-Adventure #6: Imminent Impact

"Imminent Impact" is a mini-adventure designed for 7th-level heroes that involves the planet 244Core (see Chapter 6). In this scenario, the heroes take a quick smuggling job for the Tor-Ro-Bo Corporation and find themselves racing to fend off attackers and evacuate before a meteor storm pummels their landing platform.

Adventure Outline

The heroes find themselves deep in the Unknown Regions when they suddenly require local currency or credits for survival. Working with a local contact, they are put in touch with a corporation in need of smuggling services. The heroes soon find themselves on 244Core, picking up a shipment of raw ore that the Tor-Ro-Bo Corporation wants smuggled offworld to avoid sharing the profits with other companies on the planet.

While the ship is being loaded, word comes that an unexpected asteroid collision is sending a meteor storm toward 244Core. To make matters worse, because the world is in a volatile phase of its development, the corporations jockeying for control are more likely to engage in open warfare. Thus, Eeook security forces attack the facility to deter To-Ro-Bo's smuggling efforts. The heroes help fight off the attackers, but the hangar holding their ship is damaged. With their vessel trapped in the structure and the imminent arrival of the meteor storm, the heroes must work quickly to free the ship, load the remaining ore, and evacuate their employers.

The Job

In need of credits, the heroes follow a lead to meet a protocol droid called TT4, an "irregular transport specialist" for the Tor-Ro-Bo Corporation. The heroes can meet with the droid on 244Core, on a nearby world, or via comlink. Although TT4 freely tells the heroes who it works for, the droid makes it clear that the involvement of Tor-Ro-Bo must remain secret. If the corporation is publicly linked with the mission, the heroes will forfeit a significant percentage of their pay.

TT4 is straightforward about the operation and negotiates in good faith (Will Defense 15, Perception +9, Persuasion +9). The droid also has the authority to haggle with the heroes. It initially offers them 10,000 local credits up front and 50,000 more upon delivery of semiprocessed TOL-type ore to a cargo ship waiting at specific coordinates, a short hyperspace jump away from 244Core.

Through the Cluster

Because 244Core is orbited by a series of Skyscan stations, TT4 gives the heroes an approach vector through one of the denser asteroid clusters around the planet. The Skyscan network is operated by several corporations, and the stations nearest that cluster are run by Tor-Ro-Bo, so the path should be safe. However, a few other stations are close enough to have a chance of detecting the heroes' ship.

The heroes must make a series of DC 20 Pilot checks as their ship traverses the cluster. Failure indicates that a Skyscan station might detect the ship with a successful DC 25 Use Computer check (Skyscan operators have Use Computer +11). If a station detects the ship, rival corporations mobilize to intercept the heroes on the planet's surface; for the time being, however, the heroes have no way to tell whether they have been detected.

In addition, while in the asteroid cluster, a Pilot check failure by 5 or more results in a collision with an asteroid of Colossal or smaller size. Such collisions can be avoided per the standard rules (see page 173 of the Saga Edition core rulebook).

Processing Center 879

Once the heroes land on 244Core, their first step is to reach Tor-Ro-Bo Processing Center 879 in Zone 54g undetected. The center is located on an island 15 kilometers long, 10 kilometers wide, and about 30 kilometers from the nearest continent. As the heroes approach the facility, they are contacted by 879's traffic control. They are expected and treated like any of the other half-dozen starships on approach or departure vectors.

When the heroes are within sight of the facility, read the following text aloud:

Through a cloudless, sunny sky, you approach Processing Center 879 over the calm water of a vast ocean. Ahead, you see a large island on which six tall mountain peaks form a spine along its length. With the exception of a few antenna and sensor arrays, the peaks are the only undeveloped land on the island. Below them, Processing Center 879 features sprawling machinery, industrial buildings of every size, massive power generators, automated plants, and dozens of landing platforms on which rest small airspeeders, large bulk freighters, and everything in between. There is a staggering amount of activity as speeders and ships descend and depart. The center seems to be running at or near capacity.

You are directed to Landing Platform 9, near the middle of the island, in a valley created by two of the larger mountains. The platform is wedged between rows of monstrous storage bins and a tangle of enormous pipes and machinery, which includes a mixture of aging equipment patched up with newly repaired parts and pieces.

As the heroes' ship descends, traffic control orders it into a hangar connected to the platform. The hangar, concealed by the giant pipes and machinery, is not obvious until the ship is just above the platform.

When the heroes land, they start to feel the effects of the planet's heavy gravity, which affects their actions while on 244Core unless they are used to such environments (see page 257 of the Saga Edition core rulebook). As they exit the ship, they are greeted by a very small, wheeled, bright orange droid (similar to a mouse droid) called 5T4. In a slightly grating monotone voice, 5T4 welcomes them to the center and arranges to begin loading their ship. Nearby, dozens of massive metal crates (of sizes Large to Huge) hold raw TOL-type metallic ore, and a pair of hulking labor droids stands ready to begin loading. It is obvious that some crates will need both droids to move them. The droids are almost entirely painted pale green, and their many dents and scratches attest to their heavy use over the years.

Due to the labor droids' slow speed and the heavy gravity, loading takes a minimum of 1 hour. About 45 minutes into the job, one of the droids makes a loud popping sound and breaks down while loading a crate. As hydraulic fluid from its broken heavy claw sprays everywhere, it drops the crate, knocking off the lid. The sandy mixture of semiprocessed ore spills into the heroes' ship and down the lift ramp. The mixture is not hazardous, but an industrial cleaning droid appears and begins vacuuming up the sand and depositing it in an empty container brought by the other labor droid. The broken droid collapses where it malfunctioned, preventing the ship's hatch from closing.

INCOMING

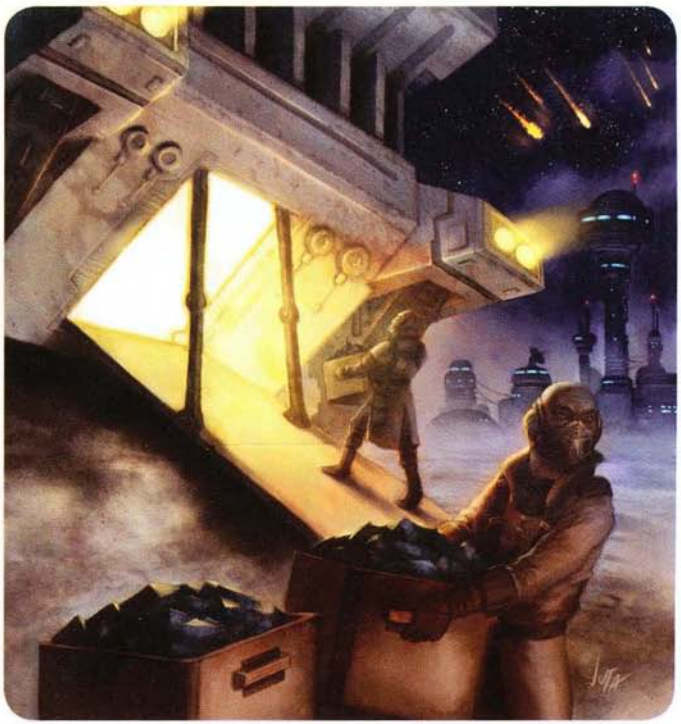
If the Skyscan stations did not detect the heroes during their approach, proceed with the following events in the order presented below. If Skyscan detected the heroes, skip to the "Contract Enforcement" encounter on the next page, then return to this section after half of the attackers have been destroyed or routed.

While the heroes deal with the spilled ore, read the following text aloud:

A loud, hornlike alarm blares a continuous staccato pattern over the island's loudspeakers. A moment later, an automated voice interrupts. "Alert! Meteor storm warning! Impact time estimate: 30 minutes. Facility damage estimate: light to moderate. Starships and speeders are advised to leave the impact area at their earliest convenience."

The alarm continues and cannot be turned off. Impact time is updated every 5 minutes, with additional warnings as needed.

5T4 calls the heroes over to a holographic display at one side of the hangar. It switches on the projector, and a representation of the incoming meteor storm appears, showing its estimated descent through the atmosphere toward Processing Center 879. The droid explains that an unexpected asteroid collision has sent a shower of small meteors into the planet's atmosphere. (If the heroes collided with an asteroid during their descent, they started a domino effect. Otherwise, the shower is just part of the system's natural environmental effects.) If the heroes hurry, there should be just enough time to finish loading their ship and blast off before the meteors pummel the center.



If the heroes do nothing, the functioning labor droid takes 45 minutes to remove its broken counterpart and finish loading the crates on its own, which means the heroes will not escape before impact. If the heroes help by moving the damaged droid out of the way, the other labor droid can finish loading in about 30 minutes—still not good enough. If the heroes jury-rig or otherwise repair the damaged droid, they reduce the loading time to 15 minutes. However, they must spend a minimum of 10 minutes repairing the droid. Up to two heroes can aid in a DC 25 Mechanics check to complete the repairs. In addition, a DC 20 Perception check is required to locate suitable replacement hydraulic fluid from a nearby piece of machinery.

The cleaning droid also takes 10 minutes vacuuming up the spilled ore and depositing it into the replacement container. The droid occasionally gets in the way while loading continues. If anyone walks on the spilled ore, the droid tries to vacuum the bottom of their shoes, citing the importance of protecting Tor-Ro-Bo's valuable product.

Encounter: Contract Enforcement

Challenge Level 8

SETUP: This encounter serves as the climax of "Imminent Impact," the mini-adventure introduced on the previous two pages. If a Skyscan station detected the heroes during their approach to 244Core, this encounter begins before the meteor storm announcement. Otherwise, it begins about 15 minutes before impact.

The Jig Is Up

In response to Tor-Ro-Bo's violation of profit-sharing contracts, security forces from Eeook and other corporations attack the processing center. Despite the imminent meteor shower, the attack is not called off. Eeook badly wants to catch Tor-Ro-Bo with smugglers at its facility and hopes to be in and out before the meteors strike the area. Read the following text aloud:

A screeching siren suddenly wails throughout the center, followed by an automated alarm: "Alert! Incoming attack. Protocol 514 initiated. Stand by to repel—" The message is cut off, replaced by a few seconds of static, then a living voice cuts in: "Attention 879. Once again, you are in violation of Profit-Sharing Agreement Relaali 374.5.2. Your smugglers will not get away from us this time." As the center's automated announcements return, you hear the squeal of airspeeders and the impact of missile strikes nearby. Next to your landing platform, an enormous storage bin unfolds to reveal a pair of basic laser cannons, although no gunner seems to be nearby.

The attack catches 879 completely by surprise. Tor-Ro-Bo uses protocol 514 to cover up the existence of smugglers by mind-wiping all droids that have made contact with the heroes. (This explains why the heroes have interacted only with droids, not living beings, during their visit to the center.) After the announcement of protocol 514, the heroes notice that any droids near them stop dead for a few seconds, then appear to have forgotten who the heroes are. Most worker droids still respond to their commands, but 5T4 ignores their orders and questions and refuses to help them further, although it does not hinder them. If threatened, 5T4 calls security, but nobody comes to help.

Shortly after the attack begins, six missiles (Reflex Defense 22, 20 hit points, damage threshold 10, speed 16) scream toward the hangar. The heroes can try to shoot them down, but at least one strikes above the heroes' landing platform. The impact drops a pile of pipes and structural chunks down on the platform, partially blocking the hangar entrance. Creatures within 5 squares of the hangar door are subject to a 1d20+10 attack against Reflex Defense from falling debris (treat as an area attack). They take 3d6 points of damage, and on a critical hit, they are also trapped in the debris.

Next, a large Eeook speeder attempts to land on the heroes' platform. If it succeeds, four Eeook security agents bound out and try to subdue the heroes. If the speeder is damaged, it crashes onto the platform, and the agents take 4d6 points of crash damage.

Eeook Patrol Speeder

The speeder is Eeook's general purpose security patrol speeder, in widespread use on 244Core.

You see a patrol and observation speeder, with a long, bubblelike canopy covering the top two-thirds. The speeder is cylindrical, with a pointed nose and a flat rear hatch. Each stubby wing ends in an irregularly shaped repulsorlift engine, and a spread of six missiles is mounted beneath the wings between the engine and the fuselage.

Eeook Protector VI Patrol Speeder CL 7
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 23; +3 armor
hp 75; **DR** 5; **Threshold** 33

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged light laser cannon +6 (see below) or
Ranged rocket launcher +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (light laser cannon)

Abilities Str 36, Dex 20, Con —, Int 14
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** 6
Cargo .5 tons; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 50,000 credits (40,000 used)

Light laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 3d10×2

Rocket launcher (pilot)
Atk +6, **Dmg** 5d10×2 (2-square burst)

Eeook Speeder Tactics

The patrol speeder fires its missiles from medium range, then uses its blasters to defend itself as it nears the platform. The pilot does not leave the vehicle unless it is damaged beyond repair.

Eeook Security Agent

Eeook's security forces are well trained, well paid, and motivated to succeed and advance.

The tall near-Human wears a dark green uniform with patches identifying rank, unit, and division. He carries a blaster carbine and has several grenades in a black utility belt.

4 Eeook Security Agent **CL 6**
Medium near-Human scout 6
Force 5
Init +10; **Senses** low-light vision (near-Human attribute); Perception +10
Languages Basic

Defenses Ref 23 (flat-footed 19), Fort 19, Will 19
hp 53; **Threshold** 24

Speed 6 squares
Melee unarmed +4 (1d8+3)
Ranged blaster carbine (folded stock) +7 (3d8+3) or
Ranged blaster carbine (extended stock) +6 (3d8+3) or
Ranged blaster carbine (extended stock) +1 (3d8+3) with autofire or
Ranged stun grenade +6 (4d6+3 stun)
Base Atk +4; **Grp** +6
Atk Options Careful Shot, Keen Shot, Point Blank Shot
Special Actions Acute Sense, Evasion, Running Attack, Shake It Off

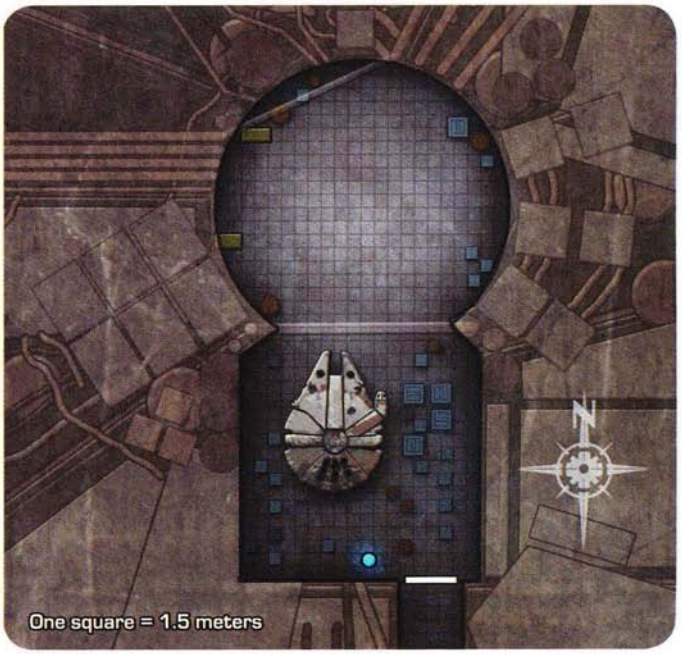
Abilities Str 11, Dex 14, Con 13, Int 10, Wis 14, Cha 12
Talents Acute Senses, Evasion, Keen Shot
Feats Careful Shot, Improved Damage Threshold, Martial Arts I, Martial Arts II, Point Blank Shot, Running Attack, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +8, Endurance +9, Initiative +10, Perception +10 (can reroll), Pilot +10
Possessions blaster carbine, 2 stun grenades, Eeook security uniform, comlink, utility belt (with binders, datapad, and medpac)

CONCLUSION

Once the heroes have cleared the hangar opening and readied their ship to depart, they can blast off at any time. If the attack is still ongoing, they are pursued by Eeook speeders until they reach the upper atmosphere.

If the heroes are captured by Eeook agents, they are held until Tor-Ro-Bo negotiates for their release, which takes many days and some political wrangling. In the meantime, Eeook security questions the heroes, but the interrogation is mostly a formality.

If the heroes leave 244Core and make the jump to hyperspace, they meet the Tor-Ro-Bo bulk freighter Tor 7863 a day later. They transfer the cargo with no problems and receive the promised payment. Depending on the results of the adventure, the heroes might be hired again by Tor-Ro-Bo in the future.



Features of the Area

The area has the following features:

High Gravity: High gravity applies to all combat and skill checks, except for heroes who are used to high-gravity environments (see page 257 of the Saga Edition core rulebook). The Gamemaster characters are not subject to these effects, since they have been on 244Core for an extended period of time.

Landing Platform 9: The small landing platform is surrounded and essentially walled in by equipment, machinery, and massive storage bins. It is large enough to accommodate a light freighter. Crates and equipment are scattered around the perimeter, providing cover. Characters can climb the equipment and take up higher positions among the pipes and machinery.

Hangar: The hangar building is a relatively light structure, with walls of thin metal plates on a metal skeleton. It is large enough to accommodate a light freighter, as well as temporary storage for cargo awaiting transport. A small holographic projector enables the hangar to communicate with other parts of the processing center. A giant set of double doors opens on a corridor that winds down into the valleys, allowing access to machinery and other elements. The next inhabited space is a residential and administration zone 5 kilometers away.

The hangar is filled with discarded crates and packaging, along with a basic set of tools for starship maintenance. A ladder in one corner leads to a roof hatch, giving access to the pipes and machinery on the hangar's roof.

Mini-Adventure #7: Rogue Seven Is Down

"Rogue Seven Is Down" is a mini-adventure designed for 9th-level heroes that involves the planet Durace (see Chapter 6). In this scenario, the heroes must rescue a pilot who has crashed on the merciless world, facing environmental hazards, misfit droids, and deadly predators.

Adventure Outline

The heroes are sent to recover Rogue Seven, who has crashed on Durace. They arrive on the world in the middle of a planetwide storm. The heroes discover the Rogue Seven crash site but find it to be empty—both the pilot and the astromech droid are missing. The heroes track the astromech's distress signal to a cavern that has been torn about by creatures native to the planet. Soon after, Rogue Seven contacts the heroes over a short-range comlink, and they rescue the pilot from a giant nest on the side of a mountain. But they are not safe yet—the creature that made the nest pursues the heroes' ship out of the atmosphere.

The adventure begins when the heroes receive word that Rogue Seven has gone missing somewhere near the Unknown Regions. The last communications received from Rogue Seven indicate a general location in the galaxy, but it is not until the heroes arrive at those coordinates that they realize that Rogue Seven was near the planet Durace.

Who Is Rogue Seven?

Rogue Seven is a stand-in for an important Gamemaster character in your campaign. Using a person who means something to the heroes makes the rescue more dramatic and rewarding. Give them a reason to find Rogue Seven other than a mission briefing. Options include:

A valued friend. Whether a plucky sidekick or the commander of a Rebel cell, rescuing someone who has helped the heroes in the past will have more meaning.

A missing hero. Sometimes, real life intrudes on a campaign, and a player has to miss a game session. You can decide that Rogue Seven is the hero run by that player, allowing you to involve the character in the adventure.

A famous cameo. Players who like rubbing elbows with characters from the movies might enjoy rescuing a well-known hero.

Rogue Seven's crash site on Durace



Finding the Wreck

As soon as the heroes hit the atmosphere of Durace, they are in for a bumpy ride. A storm suddenly rolls over the planet's surface, and lightning strikes at the ship multiple times, threatening to overload ship systems and make the landing dangerous. You can use the following hazard to represent the dangers of approaching the planet's surface.

Storm Over Durace **CL 9**

Purple lightning flashes out of the dark clouds as you descend toward the planet's surface.

Atmospheric, energy, natural

Trigger A vehicle begins its turn in a storm over Durace
Attack +11 vs. Reflex Defense
Damage 2d10+3×2 energy (*Miss*: Half damage)
Recurrence On trigger; descending through a storm takes three rounds

Skills

Pilot (DC 23): The character reduces the number of rounds it takes to pass through the storm by 1 round.

Rogue Seven came down on the shores of the Alkaline Sea, a few hundred meters off shore. The heroes can easily detect the ship using their sensors, and can see that it is still in one piece. A quick search of the wreck reveals that both Rogue Seven and the ship's astromech droid are missing. It looks like both made it out of the ship under their own power.

Right after the heroes realize that the wreck is uninhabited, the surface of the Alkaline Sea breaks violently as the tendrils belonging to a sea creature burst forth and try and grab the heroes. The sea creature hungers for the flesh of land-dwelling creatures, and the heroes could be a delicious morsel for this massive beast. Since the creature is under the surface of the water, only the tendrils are visible to the heroes. Use the following hazard to represent the danger presented by the tentacles, which act as a hazard covering the entire area around the crashed vessel.

Sea Monster Tentacle **CL 10**

The long, undulating tentacles of a sea creature reach out to grab you, threatening to crush you and drag you down beneath the surface of the Alkaline Sea.

Contact, natural

Trigger Each round, on initiative (Initiative +11); one attack per creature in the area of the hazard

Attack +12 vs. Reflex Defense

Damage 4d6+1

Recurrence On trigger

Skills

Knowledge (life sciences) (DC 19): The character identifies the telltale signs of a sea predator nearby and can tell that the area is hazardous.

Special

Creatures hit and damaged by this hazard are grabbed by a tentacle and can attempt to escape as normal. Any creature that is both grabbed and either reduced to 0 hit points or rendered unconscious is consumed by the sea monster.

Hazardous Journey

After exploring the crash site and fending off the sea creature, the heroes see signs that Rogue Seven survived and fled the downed ship. The heroes can attempt to lock onto a distress beacon—Rogue Seven's astromech droid is transmitting its location—with a Use Computer check (DC 18). The signal fades in and out as the heroes track the transmission, because the droid is having power fluctuations. Alternately, the characters could make Survival checks to try and track the pilot and his droid (DC 23), or simply engage in a thorough search of the area (Perception DC 23). During their journey to find the droid, the heroes might have a few brushes with danger and disaster. For example, Durace is covered in rocky terrain, so they might face rock slides (page 108), a cave-in (page 116), or pits and sinkholes (page 118).

The Avka Caves

After some time, the heroes track the distress signal to a mountain and find a cave that leads inside. The cavern is filled with rusted metal and twisted scrap. A closer inspection finds a variety of droid parts scattered about—something has collected the wreckage and dragged it into the cave. Near the back corner is a large pile of droid parts.

The astromech droid assigned to Rogue Seven lies on the stone floor. Something has torn the droid open, and as the heroes approach, it uses its last bit of power to chirp feebly at them. From the looks of it, something living in this cave system has shredded the droid and other pieces of techology, keeping the remaining parts here as trophies.

Any hero who makes a Knowledge (life sciences) check (DC 18) can identify the damage done to the droid as being caused by some kind of large avian creature. If that character succeeds on the check by 5 or more, he or she identifies the creature that destroyed the droid as an avka, a large avian creature found on many Outer Rim worlds but believed to be native to the Unknown Regions. The hero also knows that avka are greedy creatures that love to hoard metal (particularly colorful pieces of metal), and that avka make their nests in the mountains. The hero knows that avka keep their young close until they reach almost their full size, and that they are very protective of their offspring.

Up Through the Mountains

Following the droid's demise, one of the heroes' comlinks crackles to life. Rogue Seven is alive. The crash and a narrow escape from the sea creature have taken their toll, and Rogue Seven has climbed out onto the edge of a cliff. To rescue the pilot, the heroes must make their way up through the caverns, which run all the way through the mountains.

The comlink offers a direct line to Rogue Seven, but the caverns twist and turn, leading the heroes into danger after danger. The path is beset by rockslides, rivers of magma, and other natural hazards (see Chapter 4 for more information on these hazards). This part of the mini-adventure highlights more environmental dangers of Durace, and the heroes should be able to overcome the hazards with wits and stamina.

When the heroes make their way up through the interior of the mountain, eventually they emerge near the nest of a large avka where Rogue Seven awaits them. See the encounter on the following page, "The Nest," for the climactic encounter of the mini-adventure.

ENCOUNTER: THE NEST

Challenge Level 9

SETUP: This encounter serves as the climax of "Rogue Seven Is Down," the mini-adventure introduced on the previous two pages.

HATCHLING ATTACK

Rogue Seven has crawled out to the edge of a small crater on the side of the mountain. All around and within the crater, a series of small outcroppings, each 2 meters tall, stabs upward from the rock. The winds whip through the outcroppings and make a strange moaning sound. In addition, this part of the mountain seems unstable and shakes with small tremors.

READ-ALOUD TEXT

When the heroes come out onto the outcropping where Rogue Seven awaits them, read the following text aloud:

As the wind blows across the outcropping, you see several stony protrusions jutting up from the ground, separating you from the prone form of Rogue Seven. Purple lightning flashes overhead, as though a storm is threatening to pour down upon you. Though there are no other visible creatures here, you can see the telltale signs that this outcropping has been used as a nest by some large creature.

If the heroes approach the 2-meter-tall rocks, the outcroppings tremble as chunks fall away—something is inside each one. The columns are actually eggs containing the hungry young of the avka, a large aerial predator native to Durace. (Fortunately for the heroes, the mother is away searching for food, although she will make an appearance later.) The crater is a nest, kept warm by a nearby spring. The hatchlings are blind but can sense food through tremors in the rock, and they are very hungry, lashing out at anything that moves nearby. The heroes might be able to sneak through the crater with a series of Stealth checks, but most likely, the hatchlings detect the heroes and emerge from the stone columns, ready for a meal.

AVKA YOUNG

The young avka in their rocky eggs emerge whenever anyone draws too near. These particular avka young were on the verge of hatching anyway when Rogue Seven showed up. These young avian creatures are ravenously hungry upon their violent emergence from their eggs, and anyone who finds themselves adjacent to one of the creatures may be the young beast's next meal.

12 Avka Young **CL 6**
Medium airborne beast 7
Init +9; **Senses** Perception +4

Defenses Ref 18 (flat-footed 17), Fort 13, Will 12
hp 53; **Threshold** 18

Speed 4 squares, fly 6 squares
Melee claw +7 (1d4+2) or
Melee claw +7/+7 (1d4+2)
Base Atk +5; **Grp** +7
Atk Options swarm attack
Special Actions hunger-driven frenzy

Abilities Str 14, Dex 12, Con 15, Int 2, Wis 13, Cha 6
Special Qualities hunger-driven frenzy, swarm attack
Feats Improved Defenses, Improved Damage Threshold, Toughness
Skills Initiative +9, Perception +4

Hunger-Driven Frenzy—Whenever an avka young hits the same target with two claw attacks during a full attack action, the avka can move three squares. This movement does not provoke attacks of opportunity.
Swarm Attack—When at least one other avka is adjacent to a target, an avka deals +2d6 damage to that target with a successful attack.

Avka Young Tactics

Due to their blindness, the young avka attack whatever target has just moved. They stay engaged in combat with their chosen targets, but if something else nearby moves past them, they usually pursue the new target instead. If the heroes notice this behavior, they can try to get a hatchling to chase a decoy target (such as a thrown rock or an explosive device) by making a Bluff check against the creature's Will Defense.

ESCAPE FROM DURACE

The return trip to the heroes' ship is as uneventful as it needs to be. The heroes should reach their vessel exhausted but satisfied; Rogue Seven will survive as long as they can reach civilization and seek medical treatment.

However, the rescue is not over yet—Durace does not let visitors leave easily. A giant avka, the mother of the hatchlings in the nest, swoops in to attack the heroes' ship. The heroes must outrun or outfight the creature, or their rescue of Rogue Seven will be for naught. You can use the following statistics block for an escape sequence with the mother avka.

Avka Mother **CL 9**
Huge airborne beast 10
Init +9; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 21, Will 12
hp 155; **Threshold** 36

Speed 4 squares, fly 10 squares
Melee claw +17 (1d8+10×2) or
Melee claw +17/+17 (1d8+10×2)
Base Atk +7; **Grp** +27
Atk Options swarm attack
Special Actions hunger-driven frenzy

Abilities Str 30, Dex 8, Con 31, Int 2, Wis 13, Cha 6
Special Qualities incredible strength
Feats Improved Defenses, Improved Damage Threshold, Toughness
Skills Initiative +9, Perception +6

Incredible Strength—The avka mother multiplies all claw damage by ×2.

12 Shattering Avka Eggs (E) CL 7

The stony structure jutting up from the floor of the cliff quivers before shattering, spraying hard fragments of shell and revealing the avka young inside.

Area, natural

Trigger A hero enters a square adjacent to an avka egg
Attack +9 vs. Reflex Defense
Damage 2d6+6 (*Miss*: Half damage)
Recurrence On trigger; once per egg

Skills

Acrobatics (DC 23): Until the end of this movement, the character can enter squares adjacent to unexploded avka eggs without triggering the hazard.

Knowledge (life sciences) (DC 18): The character recognizes the rocky outcroppings as avka eggs, and knows that the young inside can break out violently.

Perception (DC 23): The character notices that there are creatures within the stone outcroppings waiting to emerge.

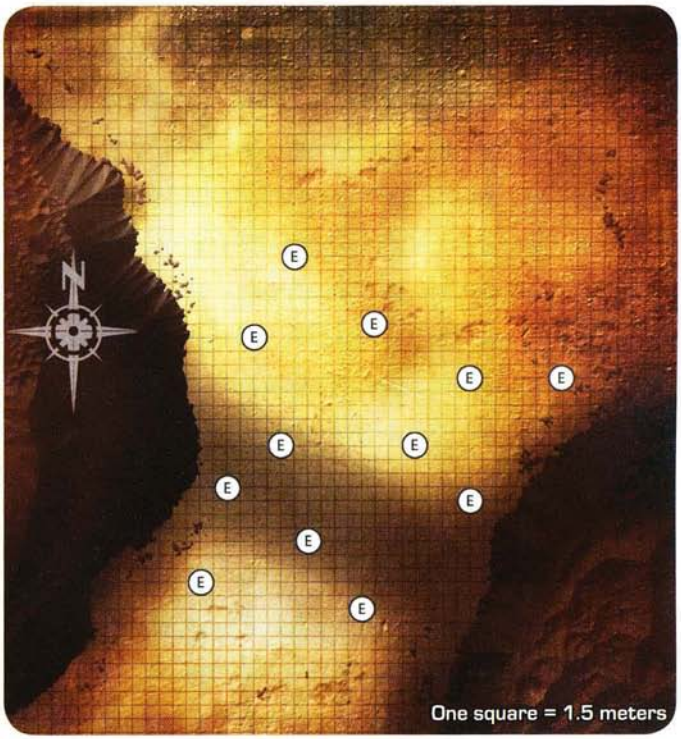
Special

Each time an avka egg is triggered, place an avka young in the space the egg once occupied.

Conclusion

The creatures continue to break out of the columns until the heroes have picked up Rogue Seven, who is slumped near the edge of the crater, barely conscious. Carrying the pilot is a standard action requiring a DC 15 Strength check. Success by 10 or more means that the hero bearing Rogue Seven spends a swift action instead of a standard action; failure means that he or she must spend an additional swift action to carry the pilot away.

Rogue Seven is at the helpless end of the condition track and unable to fight the hatchlings. However, if combat goes poorly for the heroes, the GM can decide that Rogue Seven spends swift actions to move +1 or more steps on the condition track until the pilot can participate in the battle. The rescued pilot will not be able to do much, but it might be enough to help win the day.



Features of the Area

This area has the following features:

Illumination: Assuming the heroes arrive on the cliffside during the day, there is plenty of light to see by in this area. At night, the area is considered to be under low-light conditions, though every other round a flash of purple lightning illuminates the area fully.

Cover: The avka eggs provide cover while they are still intact, though approaching close enough to one to hide behind it likely triggers the avka young's emergence.

Avka Eggs: Each of the rocky protrusions on the cliffside is an avka egg. When heroes approach them, they burst open violently, revealing the avka inside.

Mini-Adventure #8: The Mask of Darth Nihilus

"The Mask of Darth Nihilus" is a mini-adventure designed for 11th-level heroes that involves the planet Volik (see Chapter 6). In this scenario, the heroes follow leads to recover an ancient Sith artifact from the wreckage of a ship that crashed on Volik, battling Sith cultists and smugglers who also want the prize.

Adventure Outline

The heroes have tracked the mask of Darth Nihilus to Volik. However, two other groups are searching for the mask at the same time. The first is a Sith cult led by Collan Eislo, a devotee who has studied the lore of the mask and knows its power. The other group is a band of smugglers led by Sando, a Rodian who does not believe the legends but simply wants to sell the mask to a collector of ancient artifacts. The heroes must deal with the Sith cult high atop Mount Vorena and must face the smugglers in a hidden, half-submerged cove.

The Mask of Darth Nihilus

This Sith artifact encourages the wearer to slowly destroy him- or herself for greater power. Anyone who does not possess Force-related feats gains Force Sensitivity and Force Training while wearing the mask. A Jedi or Sith wearing the mask gains two Force Training feats. At least half of the powers gained in this manner must have the *[dark side]* descriptor.

The mask extracts a heavy toll from its wearer. Each time the wearer uses a Force power or spends a Force point, he or she gains a Dark Side Point. Each time the wearer uses a number of Force powers equal to his or her Constitution modifier in a single encounter, the wearer moves –1 step on the condition track and gains a persistent condition. The persistent condition is removed only when the wearer takes off the mask.

The Trail of the Mask

Tales of the lost mask of Darth Nihilus reach the heroes. The ghost-white mask is said to be imbued with dark side energy, and anyone who wears it can wield the energy as if he or she were a Sith apprentice. The latest rumors say that the mask is hidden somewhere on the distant planet of Volik.

The Gamemaster can give the heroes a motivation to find the mask that fits with the campaign. Jedi characters most likely want to acquire and destroy the sinister object. Heroes on the fringe might be interested only in the price such an item will fetch. Indeed, many art collectors would pay dearly to own the mask, especially due to its infamous history. If the heroes are reluctant to go after the mask, they might be persuaded by a noble, a crime lord, or another powerful figure to whom they owe a debt—find the artifact in exchange for leniency regarding the terms of their arrangement.

Locating the mask will not be easy; a planet is a very big place. The heroes must figure out where to start their search. Volik has long been a haven for smugglers, and the characters can learn that the main smuggler band active during the time of Darth Nihilus was the Wavelength Gale. The Gale installed a small landing beacon at the top of Mount Vorena, the tallest peak on the world. Tracking this beacon back to the group's abandoned base is the first step in finding the mask. (Gaining knowledge of the Gale and the beacon can be an encounter in itself.)

Apex Society

Mount Vorena is a challenging climb. High winds around the peak make landing there nearly impossible, forcing the heroes to ascend the mountain the old-fashioned way. During the climb, they should encounter hazards such as rockslides and mountain predators.

Once the heroes reach the top, locating the transmitter is relatively easy (a DC 24 Perception check to search, or a DC 19 Use Computer check to use sensors to find the transmitter). The heroes can reactivate the beacon, then use it to determing the location of the Wavelength Gale's hidden cove by tracking sensor emissions back there. But before they can begin their descent, another group joins them atop Mount Vorena—the Apex Society, led by a would-be Sith apprentice named Collan Eislo.

Eislo was born to a life of idle nobility. He never wanted for anything, and his youth was wasted in bored pursuits. This decadence spawned darker desires. Eislo turned his sharp mind and hunger for power toward the forbidden knowledge of the Sith. The lavish celebrations thrown by his family held no thrill like digging into ancient Sith holocrons or using his family's wealth to sponsor archaeological digs from which he could smuggle out useful artifacts.

Eislo believes that the Force is the true power in the galaxy and that the Sith are the only ones unafraid to use that power. However, his study of Sith teachings did nothing to tune him to the Force. No matter how many artifacts in his collection, he could not make the leap from Sith scholar to Sith apprentice.

The legend of Darth Nihilus and his all-consuming hunger came up frequently in Eislo's research. Even if the stories of the mask's power were exaggerated, he knew he had to have it. Eislo abandoned his other projects and devoted his efforts to tracking the artifact across the galaxy. Recently, he pieced together enough threads to track the mask to Volik, and he and his allies made the journey to that world.

Eislo's allies in the Apex Society consist of others like him who seek the power of the dark side, and he promised to become their master once he possesses the mask. Most of them are bored nobles of similar backgrounds

who see Sith knowledge as a forbidden fruit that will enhance their notoriety. A few believe that Eislo is guided by the spirits of famous Sith Lords, such as Revan or Plagueis. They all try to curry favor with Eislo in anticipation of the day when he will become a Sith Lord and take an apprentice.

Few members of the Apex Society are true combatants. Eislo has trained extensively in melee combat and wields an ancient Sith sword. You can use the statistics for a Sith bladeborn assassin (*Knights of the Old Republic Campaign Guide*, page 151) for Eislo. His followers use their noble abilities to enhance Eislo's attacks on the heroes and contribute blaster fire to keep everyone moving.

Eislo has no problems with letting his underlings die—he can always find more once he claims the mask. The two main targets of his assault are any obvious Jedi or whichever hero has the data leading to the Wavelength Gale's hidden cove. Eislo breaks off once he gets the information or if the fight goes against him. If he loses at least half of his hit points, he flees, ordering his followers to delay the heroes long enough for him to escape down the mountain.

Smugglers' Hideout

The abandoned base of the Wavelength Gale is located in a cove that can be reached only by traveling on foot through winding caverns that begin near the base of Mount Vorena. The Gale's leader picked that site for a reason. The cove is not accessible from the air, and the tunnels that lead to the base are narrow and perilous, making it easy for the smugglers to defend against a raid.

If Collan Eislo learned the location of the cove in the last encounter, he races there as fast as he can, most likely with the heroes in pursuit. If he did not gain that information, he hides somewhere on the mountainside, waits for the heroes to pass him on their way down, and follows them stealthily. Regardless, the heroes have to travel through the dark, dangerous tunnels to reach the hidden cove, with Eislo either running ahead of them or creeping along behind them. (Even if the heroes killed or captured Eislo during the fight atop Mount Vorena, they still must navigate the caverns to find the smuggler base.)

When the characters reach the end of the tunnels, they find that another group has beaten them to the secret cove. Apparently, many factions are interested in obtaining the mask of Darth Nihilus. Fortunately for the heroes, the group—a small band of smugglers known as Sando's Boys—is too busy tearing up the place to notice anyone coming in the front door.

Sando's Boys

The Rodian criminal, Sando, leads a band of pirates and thugs that ply their trade near the fringes of the Unknown Regions. Lately, Sando has been looting the old smuggler bases in the caverns of Volik, which is more profitable than making raids on the Outer Rim. When smuggler groups come to blows, they tend to wipe each other out, leaving stashes of ill-gotten gains on the planet. Sando has a herd of reykos that can haul out the bigger prizes, such as abandoned starships. She knows that many of the smugglers made their

Eislo of the Apex Society wields his Sith sword.



bases in the canyons, so she has created a detailed map of the area. Her map is not perfect, since cave-ins and other natural phenomena occur, but it is the most up-to-date.

In a recent cavern expedition, Sando discovered the cargo manifest of an old freighter that mentioned the mask of Darth Nihilus, stating that it was transferred to the captain's secret stash for safekeeping. She thinks that if she can find the mask, she can make a big score by putting it on the market for bidding. Sando is aware of the legend of the mask, but she thinks it is just a story. She does not believe in the Force or other such nonsense.

Salvage Operation

The cove is fairly large and partially submerged. Hundreds of crates are strewn across the cavern in various states of repair. Sando's Boys have access to a pair of speeder trucks, which are being loaded with salvage and recoverable cargo from the *Nashuaga*, an old freighter that crashed on Volik and now lies half sunken in the waters of the cove. In part of the ship that is underwater lies a crate that contains the cargo manifest, which lists an "old white mask" among the vessel's contents.

The final tactical encounter begins when Sando's Boys notice the heroes. The smugglers mistake the characters for rivals and attack, intent on defending their claim to the *Nashuaga*.

Encounter: Hidden Cove

Challenge Level 13

SETUP: This encounter serves as the climax of "The Mask of Darth Nihilus," the mini-adventure introduced on the previous two pages. The encounter begins when the heroes stumble across the main cavern, where the wrecked remains of a *Dynamic*-class freighter rest half-submerged underwater. The Rodian's thugs are already ripping the ship apart while searching for the mask.

Sando's Boys do not listen to any arguments or offers made by the heroes. The Rodian assumes that the characters are enemy smugglers out to steal her plunder and orders her gang to drive them off at all costs. If Collan Eislo is also present in the cove, he tries to use the chaos of battle to search through the crates for the mask of Darth Nihilus, attacking any smugglers or heroes who get in his way. At this point, no one has discovered the cargo manifest that confirms the presence of the mask. If anyone finds the manifest and learns the truth, the stakes are raised considerably.

Read-Aloud Text

When the heroes make their way into the cavern, they discover that Sando and her boys have already begun exploring the wrecked ship searching for the mask. Read the following aloud when the heroes enter the cavern:

The tunnel opens up into larger cavern, which looks to have been created by an avalanche sometime in the past. Half-buried in mud and rock is the rusted metal frame of a space transport, its rear turret and engines jutting out into the open canyon. Several Humans, under the watchful eye of their Rodian leader, are dragging scrap metal and what looks to be ancient cargo containers out of the ship through a tunnel dug into the side of the rock.

Sando

Sando is a Rodian in charge of a small smuggler gang that operates in the Unknown Regions near Volik. They also engage in a little piracy on ships that venture too close to the planet. Even then, she tends to go after the easy targets. Her smugglers like to set upon damaged ships, repair them, and take all their cargo as payment.

This Rodian criminal looks to have seen her fair share of battles, as scars and signs of old wounds dot her green flesh.

Sando (S) **CL 13**
Medium Rodian soldier 9/scoundrel 4
Force 3; **Dark Side** 6
Init +15; **Senses** low-light vision; Perception +10
Languages Basic, Huttese, Rodese

Defenses Ref 30 (flat-footed 26), Fort 28, Will 24
hp 126; **Threshold** 33

Speed 6 squares
Melee unarmed +4 (1d4+8)
Ranged blaster carbine +17 (3d8+8) or
Ranged blaster carbine +15 (4d8+8) with Rapid Shot
Ranged blaster carbine +18 (4d8+8) when aiming or
Ranged blaster carbine +16 (5d8+8) when aiming with Rapid Shot
Ranged blaster carbine +12 (3d8+8) with autofire
Base Atk +12; Grp +16
Atk Options autofire (blaster carbine), Bantha Herder, Careful Shot, Dastardly Strike, Deadeye, Devastating Attack (rifles), Focused Warrior, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Ruthless, Triple Crit (rifles)
Special Actions Fool's Luck, Indomitable

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 9, Cha 9
Special Qualities heightened awareness
Talents Dastardly Strike, Devastating Attack (rifles), Focused Warrior, Fool's Luck, Indomitable, Ruthless, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Bantha Herder, Careful Shot, Deadeye, Improved Damage Threshold, Improved Defenses, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Toughness, Triple Crit (rifles), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +15, Perception +10 (can reroll, must use second result), Treat Injury +10, Use Computer +12
Possessions blaster carbine, comlink, datapad, 3 medpacs

Bantha Herder—When Sando successfully damages a target with a ranged attack, compare the attack roll to the target's Will Defense. If the result equals or exceed's the target's Will Defense, Sando can move the target 1 square in any direction as a free action.
Focused Warrior—When Sando successfully damages an opponent, she gains a +5 morale bonus to Will Defense until the start of her next turn.
Ruthless—When Sando deals damage to a target with a melee or ranged attack that equals or exceeds the target's damage threshold, Sando gains a +2 bonus on damage rolls against that target for the remainder of the encounter.

Sando's Boys

Most of Sando's Boys, the long-term members of the band, are Humans from Outer Rim worlds who have joined up with the Rodian for the promise of plunder and violence. Sando makes sure her men train in hand-to-hand combat as well as ranged combat, and most of her crew carry vibroblades and know how to use them.

4 Sando's Boys (B) **CL 8**
Medium Human nonheroic 9/noble 5
Force 1; **Dark Side** 4
Init +15; **Senses** Perception +7
Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 20, Will 18; Dodge
hp 68; **Threshold** 20

Speed 6 squares

Melee vibroblade +13 (2d6+3)
Ranged blaster pistol +12 (3d6+2)
Base Atk +9; Grp +12
Atk Options Leading Feint, Personal Affront

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 16
Talents Leading Feint, Noble Fencing Style, Personal Affront
Feats Armor Proficiency (light), Dodge, Improved Defenses, Martial Arts I, Martial Arts II, Martial Arts III, Skill Focus (Deception), Skill Training (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons, pistols)
Skills Deception +20, Initiative +15, Persuasion +15
Possessions vibroblade, blaster pistol, armored flight suit, comlink

Leading Feint—Whenever one of Sando's Boys damages an opponent with a melee attack, he may make a Deception check to feint against that target as a swift action. If successful, he designates an ally within 12 squares. The target of the attack is treated as flat-footed against the first attack that ally makes against the target before the beginning of Sando's Boy's next turn.
Personal Affront—Once per encounter as a reaction each of Sando's Boys can make a single melee attack against an adjacent enemy who just damaged him.

2 Sando's Hired Blasters (H) **CL 6**
Large Human (squad) nonheroic 9/scout 1
Force 1; **Dark Side** 6
Init +12; **Senses** Perception +12
Languages Basic

Defenses Ref 22 (flat-footed 20), Fort 17, Will 14
hp 94; **Threshold** 32

Speed 6 squares
Melee unarmed +11 (1d6+1)
Ranged blaster pistol +12 (3d6)
Ranged blaster carbine +13 (3d8)
Base Atk +6; **Grp** +13
Atk Options Point Blank Shot, Precise Shot

Abilities Str 13, Dex 15, Con 14, Int 9, Wis 14, Cha 11
Talents Evasion
Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles)
Skills Initiative +12, Perception +12
Possessions blaster carbine, blaster pistol, battle armor, comlink

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad (though this squad takes half damage from area attacks due to the Evasion talent). A squad cannot be grabbed or grappled.

Conclusion

Once Sando's men have been defeated, the heroes can enter the *Dynamic*-class freighter's remains and search for their prize. Inside, they find the crate containing the mask, and they can do with it as they please.

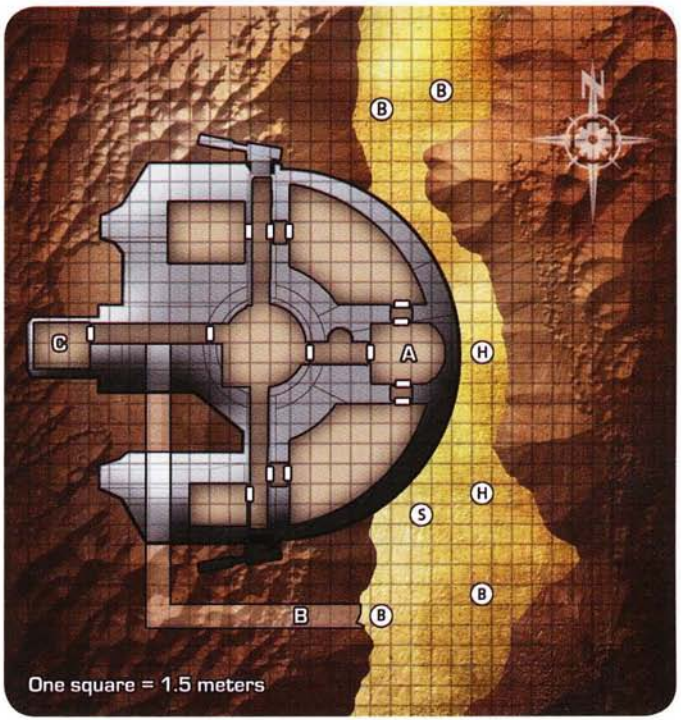
Features of the Area

The cavern where the ship is buried consists of a long, open strip of cave with walls to either side. The cave has the following terrain features:

Illumination: Sando and her men have set up a perimeter of glow lamps, filling the area with normal illumination.

Tunnel: Sando's men have carved out a tunnel, marked "B," that leads to the central corridor of the *Dynamic*-class freighter. The tunnel is only 1 square wide and 1 square tall, making for cramped quarters.

Ship: The interior of the ship is remarkably well preserved, except for some areas where water and mud rushed into the ship when it was crashed. The area marked "A" on the map is an open turret that hangs four squares above the floor of the cavern. The area marked "C" on the map is where the mask can be found.



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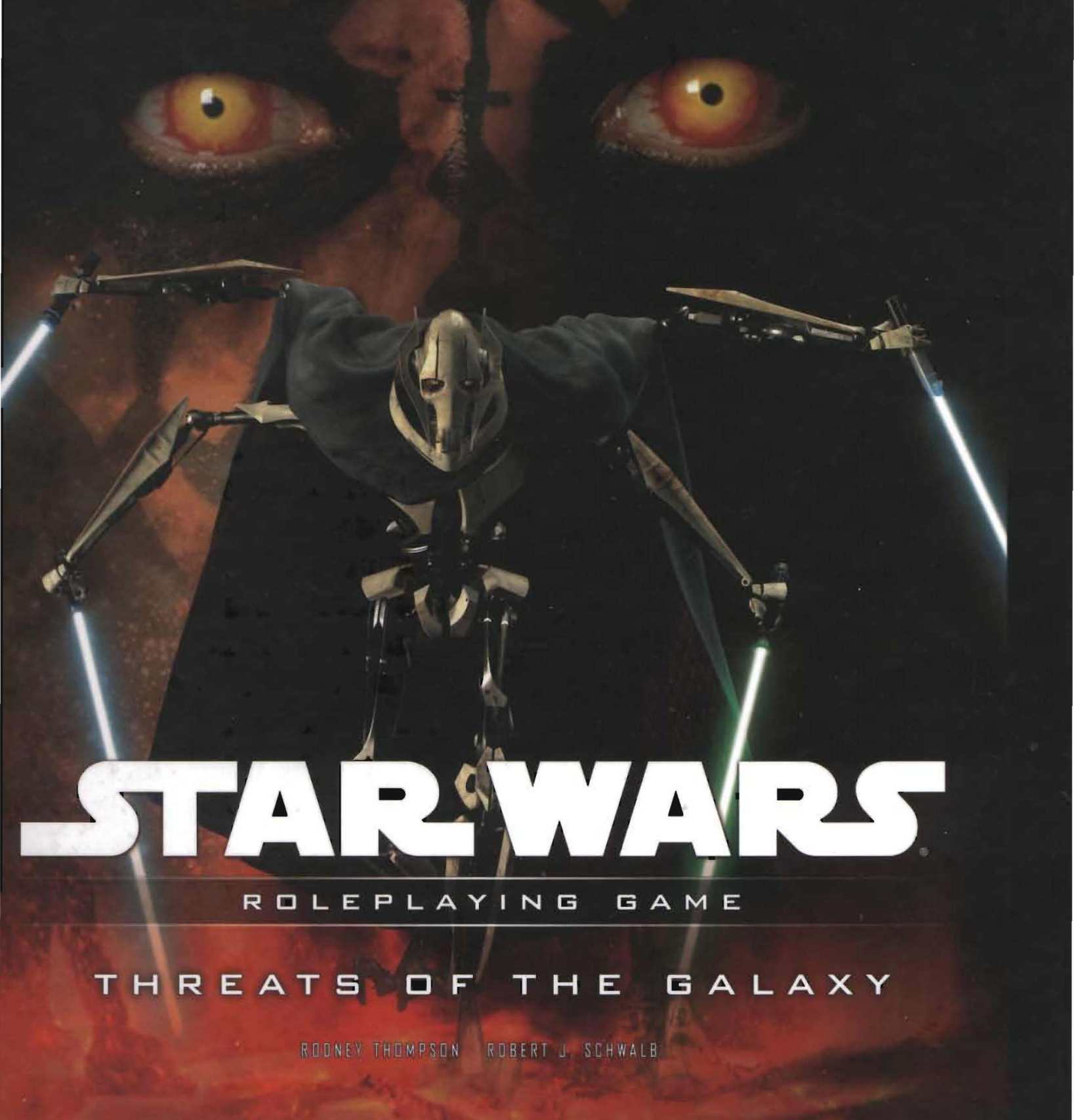
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STAR WARS

Threats of the Galaxy

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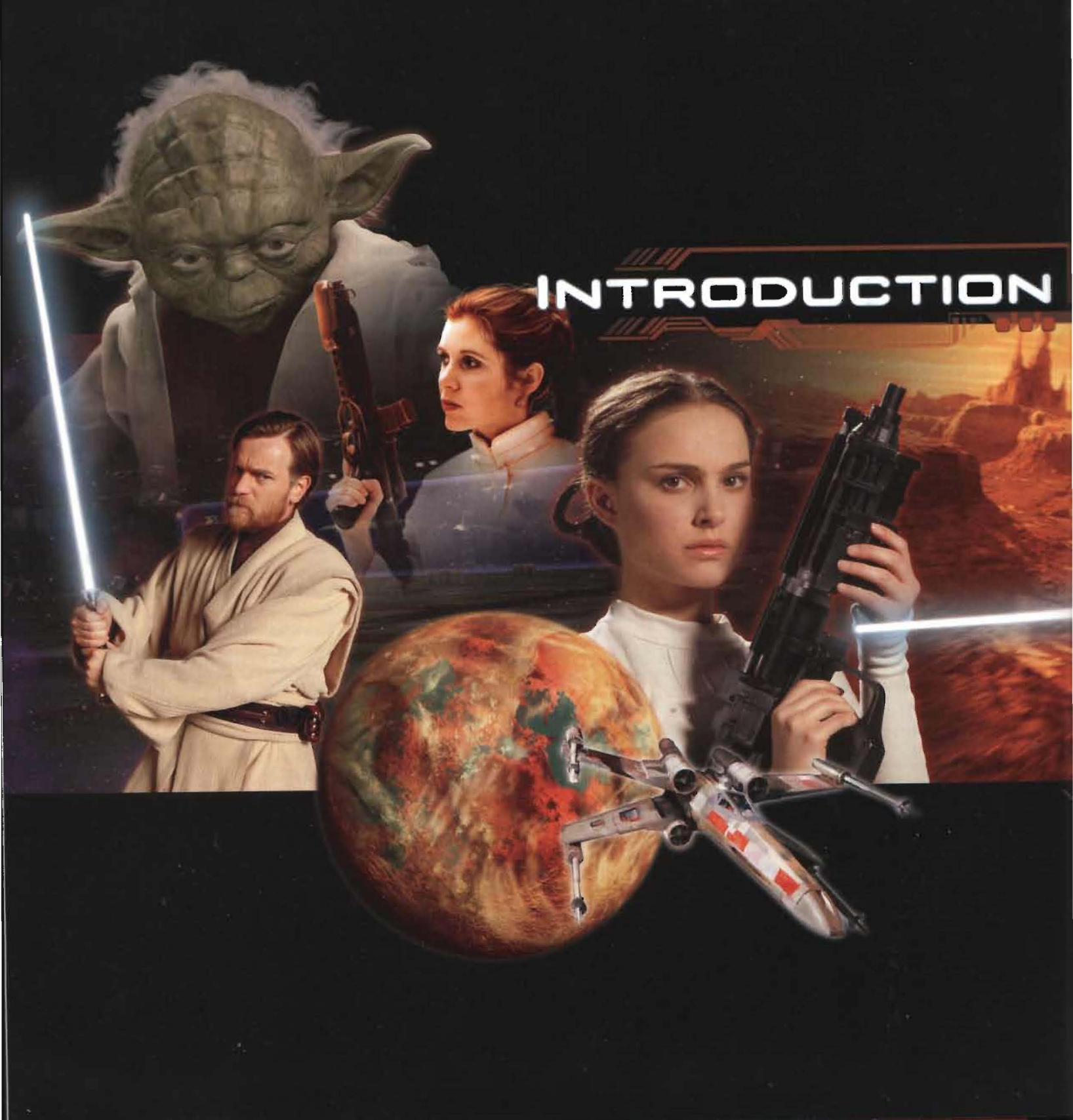


INTRODUCTION



Part of the enduring appeal of *Star Wars* is the richness of the galaxy, the sense of wonder evoked by the countless worlds, the fantastic creatures, the compelling characters, and of course the droids. There is a sense of something larger, that the *Star Wars* universe is a thriving place filled with endless possibility. The detail is astonishing—each character, place, and thing has a history, a purpose, and a role in the larger universe, and together, they create the backdrop on which the heroes' stories are told.

Threats of the Galaxy is a companion volume to the *Star Wars Saga Edition Roleplaying Game*, offering an enormous selection of creatures, droids, and people with which you can populate the galaxy. With entries drawn from nearly every era of the *Star Wars* universe and spanning every level of game play, this book is a comprehensive volume that gives you even more tools to create exciting and compelling encounters worthy of joining those on the silver screen.

Using this Book

This book contains a host of characters, creatures, and droids with which you can populate the many worlds and environments of the *Star Wars* universe. Chapter One presents a variety of characters, covering just about every major archetype and giving you statistics and advice for using them in the game. Chapter Two describes some of the most notorious and monstrous creatures in the galaxy. Chapter Three presents a selection of droids found in the films and the Expanded Universe.

For the Gamemaster

This book is an invaluable reference for Gamemasters. GMs can pull statistics straight out of the book for use at the game table without having to write up the characters themselves. Likewise, GMs can use the creatures as monstrous foes and minions to pit against their players, while the droids chapter is an excellent expansion to the droids described in the Saga Edition core rulebook.

For the Player

There's also plenty of information in this book for players. The character entries can help guide players' decisions about what sorts of feats, talents, and skills they should select as they advance their characters. The book also features new species, gear and vehicles, talents, and feats, most of which are available to any sort of character. Finally, the droids chapter gives players more options for purchasing droids and more choices for building droid heroes.

Building Great Encounters

Threats of the Galaxy is first and foremost a toolbox for building great encounters. Each entry in this book is an opportunity to dazzle players with interesting and exciting foes, but a statistics block does not make an encounter great or exciting by itself. Your job, as Gamemaster, is to put these characters, creatures, and droids together in such a way as to create a balanced threat that's both engaging, cinematic, and ensures that all the players involved have something to do. Mastering this process takes time and experience, but there are a few key pieces of advice that can help you along the way.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook (sometimes abbreviated *SE*) to make full use of the information in *Threats of the Galaxy*. This book also uses material from an earlier supplement, *Starships of the Galaxy* (abbreviated *SG*), but that supplement is not essential.

Environment

The action sequences in the films never take place in a 5-square-by-5-square room, and neither should yours. Consider the droid manufacturing plant on Geonosis from *Attack of the Clones*. Anakin and Padmé run through a massive industrial environment, weaving their way through dangerous machinery while battling an almost endless number of guards. Although Anakin is more than a match for these minor soldiers, he's constantly dealing with the changing and very hazardous atmosphere, even losing his lightsaber to the well-timed stamp of a machine.

When building an encounter, one of your first considerations should always be where the encounter will take place. It's fine for the occasional, unexpected fight to happen in a mundane environment, but when planning for a fight, be sure to fill the scene with all sorts of interesting tactical elements to enliven the encounter's circumstances.

For your first few encounters, limit yourself to just a few interesting elements. The more factors you add, the harder the combat becomes to manage. As a good rule of thumb, select three things to make the encounter more engaging, preferably including an environmental hazard, interesting terrain, and something that gives all the players an opportunity to engage the encounter.

Environmental Hazards

An environmental hazard affects both the heroes and their enemies, giving both groups something else to contend with other than just blasting each other to pieces. An easy choice is just to use weather. Fog and rain give stealthy characters a chance to use their sneakier abilities while also evening the odds for lopsided fights by granting everyone concealment. For higher-level heroes, you can up the ante by adding lava, scalding steam jets, aggressive machinery, extreme temperatures, acid raid, poisonous gas, spontaneous pit traps, conveyor belts, and more. An environmental hazard should be dangerous and increase the complexity of the encounter, but not to the extent that the hazard becomes the encounter itself.

Terrain

Combats in *Star Wars* are rarely of the mundane sort. They occur in places as interesting as the characters involved. The same should be true of encounters. Unusual terrain adds complexity to the encounter, creates opportunities, and ultimately allows tactical-minded players to take advantage of their circumstances. A combat should provide opportunities to jump, climb, slide, balance, and so on. There should be different levels, different chambers, places to explore and places to avoid. Terrain should also include cover, which can take the form of barriers, curving corridors, and just about anything else you can think of to make movement and the exchange of blaster fire more interesting.

Terrain is also important for controlling the scope of the battlefield. *Star Wars* is full of huge, sweeping environments, and battle scenes are often doubly exciting because of all of the action going on in the background. The trick is to create the illusion of space by providing large areas, but with limited options for movement. For example, when Qui-Gon Jinn fought Darth Maul on Naboo, their duel spread across a large area, though in truth their movement was somewhat restricted. Much of the fighting took place on narrow bridges or in the deadly tunnel equipped with the energy barriers. This duel covered a lot of ground, and the environment changed as it developed, but although there was a sense of space, the particular encounters took place in controlled environments where the Jedi fought on the bridge, the tunnel, and finally the power generator area, where Qui-Gon was killed.

Something for Everyone

Of the three considerations, this is the hardest to anticipate. Each group will have a different mix of characters, with different capabilities and motivations. You should pay close attention to the choices the players make and reward those choices in the encounters they face. A character who is a skilled pilot might not have much to do when not battling TIE fighters in space, but an encounter in a starship hangar could give that character a chance to make use of his skills much as Anakin did when Padmé led her forces into the palace to liberate Naboo from the Trade Federation occupiers in *The Phantom Menace*.

ADVERSARIES

Creating *Star Wars* encounters takes flair, an ability that's hard to regulate with strict guidelines. The Saga Edition core rulebook establishes a solid foundation for building encounters in recommending Challenge Levels and variety in the encounters, but this is just the start. As with location, there are three major considerations when selecting adversaries: numbers, variety, and function.

Numbers

The numbers and types of opponents to use in an encounter is probably the toughest decision you'll make. In *Star Wars,* it's not only acceptable, but expected, for the heroes to face numerous foes. Each enemy combatant doesn't stand a chance against a single PC, let alone a group of them, but together they present a suitable challenge for groups of any level.

When selecting the number of opponents, it's usually better to use more low-level opponents than fewer high-level opponents. The more enemies on the battlefield, the more targets the characters have to choose from and engage. On the other hand, you don't want to overwhelm the heroes, or at least not every time, so it's best to use somewhere between four and eight opponents at a time. Remember, the encounter's CL should be within 1 or 2 of the party's average level, so the individual CLs of the various opponents should be 4 or 5 lower than the heroes' level.

Variety

There's a certain visceral sense of enjoyment that comes from blasting stormtroopers, but even that grows tiresome after a while. By mixing up the opposition, you can draw from a wide selection of abilities to help make the encounter more interesting.

The best way to do this is to select similarly themed opponents of varying Challenge Levels. This could include pairing up a soldier commander with a few soldiers and a medic, or an Imperial officer with a squad of stormtroopers. However, don't overlook combinations of different types. There's no reason why an encounter can't include a creature and characters, droids and characters, or a mix of all three.

Variety is also served by approaching the same broad character archetype from a number of directions, resulting in "similar" characters at an array of different Challenge Levels. That's why you'll find, for instance, the officer (CL 8), the commando squad leader (CL 10), and the mercenary captain (CL 5) in these pages. All of these characters fill the same basic role, but their specific abilities and CLs set them apart from one another.

Function

Ultimately, the question you need to answer when constructing the encounter is: What is its function? How the encounter fits into the adventure's storyline helps guide your choices about what the heroes should ultimately face and when. An encounter that is not much more than an obstacle for the PCs doesn't need as much detail and variety as the final battle between the heroes and their nemesis, so spend your time and creativity wisely.

Obstacles are the simplest encounters. By themselves, these encounters add little to the story or development of the plot and merely serve as a device to control the pacing of the adventure. Individual opponents should be far below the heroes' average and as a whole, the group's Challenge Level should be 1 or 2 lower than normal.

Minor encounters are a bit more involved than obstacles since they affect the outcome of the adventure's story. A minor combat encounter features opponents tied directly to the adventure's plot, and the results of the combat might have consequences for the adventure's outcome. As with obstacles, the individual opponents can and should be far below the characters' average level, but the total Challenge Level ought to be within 1 of the PC's average level.

The last function is the major encounter. This is the big one, where the player characters square off against their nemesis in a climactic battle and the outcome brings about the end of the adventure and sets up the next chapter in the campaign. The CL for these encounters can creep over the PCs' level, and it should. The major villain might be able to handle a group of heroes, but in most cases, you might need to insulate the villain with minions and lower-level adversaries to draw out the fight and to expand the possibilities and developments for the various characters involved.

COMMON ABILITIES

Many of the characters, creatures, and droids described in this book have sensory abilities that were originally explained in the Saga Edition core rulebook. For convenience and to avoid repetition, those abilities are defined below.

Darkvision: A character, creature, or droid that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so there must be at least some light to discern colors. It is otherwise like normal sight, and a creature that has darkvision can function with no light at all.

Low-Light Vision: A character, creature, or droid that has this ability can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. It retains the ability to distinguish color and detail under these conditions.

Scent: A character, creature, or droid that has this ability ignores concealment and cover when making Perception checks to notice opponents within 10 squares, and it takes no penalty from poor visibility when tracking (see the Survival skill, *SE* 73).



Chapter 1
Characters



This chapter presents a selection of character archetypes. From noble Jedi Masters to villainous Sith Lords, vicious swoop gangs, loyal soldiers, traders, medics, elite warriors, and more, all represent the people who shape the galaxy. You can use them as written or change them to fit your needs. Each entry presents one or more sets of generic statistics to give you a ready-to-run character. Also, the entries include guidance about how the characters fit into the larger universe as well as tips and advice for building encounters that feature them. Many of the individuals featured herein function as villains, but not all. Some of them work equally well as contacts, allies, minions, or supporting characters, folks the heroes meet over the course of their adventures who provide aid or information. The *Star Wars* universe is filled with interesting individuals, good, bad, and neutral, and where these generic characters fall on that spectrum is up to you.

Most of the generic characters in this chapter are not associated with a species. The omission is intentional; to make this book useful in as many situations as possible, no species is defined so that (for instance) a soldier can be a soldier whether you're running games set in the Old Republic, Rise of the Empire, or during the Legacy era. To make full use of these statistics, you might want to determine a species. This decision isn't always necessary, though, especially for minor encounters, since the traits of a character's species might not come into play. However, for combat encounters, it's best to select a species and adapt the statistics block as necessary. The easiest way is to just use the Human species, since it can also represent a whole host of near-Humans, and then give the character one extra trained skill and a bonus feat. For the trained skill, select from the class skills available to the character's first listed class.

For other species, be sure to account for how ability modifiers affect the statistics—ability score penalties might prevent certain feat selections, while bonuses could result in improved defenses, higher skill modifiers, and perhaps even extra Force powers. Also, every generic character uses Medium as its size, by default; if the species you select for a character is bigger or smaller than Medium, be sure to apply size modifiers when appropriate.

Some entries also include statistics for unique, named characters. These characters, drawn from the films and the Expanded Universe, demonstrate specific examples of the archetypes in the setting, while also providing ready-to-use villains and support characters straight out of the book. Even if a character is not present in the era you're using, you can change the character's name and background, and you'll have a new and compelling character to use as an adversary or ally for the heroes.

Adept, Force

Force Adept **CL 8**
Medium soldier 7/Force adept 1
Force 3
Init +9; **Senses** Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 20), Fort 22, Will 23
hp 83; **Threshold** 22

Speed 6 squares
Melee vibroaxe +7* (2d10+20)
Base Atk +7; **Grp** +10
Atk Options Cleave, Devastating Attack (advanced melee weapons), Melee Smash, Power Attack
Special Actions Damage Reduction 10, Equilibrium
Force Powers Known (Use the Force +12): *battle strike, Force slam, move object, surge*

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 16
Talents Damage Reduction 10, Devastating Attack (adv melee weapons), Equilibrium, Melee Smash, Weapon Specialization (adv melee weapons), **Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Power Attack, Weapon Focus (adv melee weapons), Weapon Proficiency (adv melee weapons, pistol, rifles, simple weapons)
Skills Initiative +9, Perception +10, Use the Force +12
Possessions vibroaxe
* *Includes 4 points of Power Attack.*

The galaxy is a vast place, and the Jedi and the Sith are not the only keepers of knowledge of the Force. Many planets boast their own population of talented individuals who are in tune with the Force, although the methods they employ to harness its power can vary wildly. Depending on the world, a Force adept might be seen as a valuable and revered members of society or vilified as a suspicious, even evil practitioner of mysterious power. Regardless, Force adepts are respected by all for their ability to call upon the power of the Force to perform amazing deeds.

The Force adept provided here represents a more violent individual in tune with the dark side. By tapping into his inner rage, the Force adept turns his weapon into an extension of his body, using his might and personal Charisma to get what he wants. Although this Force adept lacks a lightsaber, he's still a dangerous individual in melee combat, calling upon the dark side to bolster his natural abilities and become a whirling dealer of death.

Force Adept Encounters

Some Force adepts band together, forming cabals that instruct new recruits in the way of the Force (although they might call it something else)—each group has its own flavor and techniques, some of which can be baffling for more "traditional" Force-users, such as the Jedi or the Sith. Force adepts also have a close connection with mystics (page 59), although Force adepts are much more proactive than their contemplative counterparts.



The martial-oriented Force adept described above could be found alone or leading a group of warriors, who both respect and fear his combat prowess. Force adepts found on more primitive worlds might ride steeds, such as varactyls (page 126), instead of vehicles. Because of his connection with the dark side, this Force adept could also accompany Dark Jedi adepts or Sith apprentices, who see the value in utilizing Force adepts' skills and the potential of converting them wholly to the dark side.

Dathomiri Witch

The Dathomiri Witches are female Human Force-users who hail from the primitive world of Dathomir. The Dathomiri Witch described here could represent a particularly powerful leader of one of the various clans. Trained in the powers of the Force through unorthodox methods, the Dathomiri Witch is a master at clouding a person's mind or seeing into the future. Her command of the beasts of her planet is second to none, and she often travels with one or more animal companions who protect her from harm. Each clan has its own interpretation of how the Force should be utilized, but most abide by the edict "Never concede to evil." Members of the clan called the Nightsisters are an exception to this rule, since they practice forbidden powers that traditional Force-users would recognize as being of the dark side.

Dathomiri Witch **CL 10**
Medium Human scout 7/Force adept 3
Force 4; Strong in the Force
Init +11; **Senses** Perception +19; Force Perception
Languages Basic, Paecian, 1 other

Defenses Ref 23 (flat-footed 22), Fort 23, Will 27
hp 64; **Threshold** 23

Speed 6 squares
Melee spear +6 (1d8+4)
Ranged spear +8 (1d8+4)
Base Atk +7; **Grp** +8
Special Actions Charm Beast, Command Beast, Extra Second Wind, Flight
Force Powers Known (Use the Force +19): *battle strike, move object, rebuke, surge*
Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 18
Talents Adept Spellcaster, Charm Beast, Command Beast, Flight, Force Talisman, Force Perception
Feats Extra Second Wind, Force Sensitivity, Force Training, Skill Focus (Ride), Skill Focus (Survival), Skill Focus (Use the Force), Strong in the Force[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +11, Endurance +10, Initiative +11, Perception +19, Persuasion +9 (+19 when charming beasts), Ride +16[H], Stealth +11, Survival +18, Swim +9, Use the Force +19
Possessions spear, Force talisman, Dathomiri rancor companion
H *Human bonus feat or trained skill.*

Dathomiri Witch Encounters
Regardless of their actual status in the clan, all Dathomiri Witches are trained in the art of war and are fierce and capable combatants when pressed. A witch knows that she's never far from her clan sisters and can rely on her spells (Force powers) to call them for aid. Because of her command of beasts, it's possible that a Dathomiri Witch could be found riding on the planet's most dangerous predator—the dreaded rancor—making for a seriously challenging encounter.

Tribal Shaman
Among primitive cultures, certain Force adepts serve as tribal healers or witch doctors, using the power of the Force to cure ailments and mend bones. In addition to their control of the Force, tribal shamans are also proficient in more mundane cures, although their techniques and methods might seem unorthodox compared to physicians in more civilized cultures. Among many groups, tribal shamans also serve as "healers of words," acting as respected (and neutral) mediators between disagreeing parties. The wise words of the tribal shaman go a long way in repairing any damage caused by political disputes and inspire unity and confidence among their people.

Although tribal shamans are focused on curing the sick and tending to the wounded, not all of them have taken a vow of nonviolence. Some even accompany their warriors into battle; however, their status and relative lack of fighting prowess means that they are kept to the rear of combat and protected by a cadre of their kinfolk.

Tribal Shaman **CL 9**
Medium noble 5/scout 2/Force adept 2
Force 4
Init +8; **Senses** Perception +12
Languages Basic, 1 other

Defenses Ref 21 (flat-footed 21), Fort 24, Will 27
hp 77; **Threshold** 24

Speed 6 squares
Melee knife +5 (1d4+4)
Ranged knife +4 (1d4+4)
Base Atk +5; **Grp** +5
Special Actions Equilibrium, Extra Second Wind, Force Focus
Force Powers Known (Use the Force +12): *forseeing, mind trick, vital transfer* (2)
Force Techniques Force Power Mastery (*vital transfer*)

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 16
Talents Coordinate, Equilibrium, Force Focus, Force Power Adept (*vital transfer*), Force Recovery
Feats Extra Second Wind, Force Sensitivity, Force Training, Improved Defenses, Skill Focus (Persuasion), Skill Focus (Treat Injury), Weapon Proficiency (pistol, rifles, simple weapons), Toughness
Skills Endurance +11, Perception +12, Persuasion +17, Ride +8, Survival +12, Treat Injury +17, Use the Force +12
Possessions knife, 4 medpacs

Tribal Shaman Encounters
Tribal shamans commonly travel with thugs (generic warriors) or even martial artists (representing elite warriors of the tribe), who protect them from harm.

Because of their unique connection to the Force, some tribal shamans might be considered insane or at least more than a little strange, speaking in odd cadences and staring off into space. That said, a tribal shaman could also be called upon to serve as an ambassador or representative for a people, who respect his wisdom on such matters—the other party must contend with his unusual behavior, all the while trying not to disrespect the clan and its customs and traditions.

When forced to defend himself or his people, a tribal shaman might use *mind trick* to divert an opponent's attention or otherwise convince that individual to leave and never come back.

Assassin

Assassin CL 10
Medium scoundrel 7/soldier 3
Force 3; **Dark Side** 12
Init +13; **Senses** Perception +11
Languages Basic, 2 others

Defenses Ref 25 (flat-footed 22), Fort 21, Will 22
hp 45; **Threshold** 11

Speed 6 squares
Melee vibroblade +13 (2d6+7) or
Melee vibroblade +11 (3d6+7) with Rapid Strike
Ranged blaster pistol +11 (3d6+5) or
Ranged blaster rifle +11 (3d8+5)
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Careful Shot, Dastardly Strike, Devastating Attack (advanced melee weapons), Point Blank Shot, Precise Shot, Rapid Strike, Running Attack, Sneak Attack +3d6, Sniper

Abilities Str 11, Dex 17, Con 8, Int 14, Wis 12, Cha 14
Talents Dastardly Strike, Devastating Attack (advanced melee weapons), Sneak Attack +3d6, Weapon Specialization (advanced melee weapons)
Feats Careful Shot, Point Blank Shot, Precise Shot, Rapid Strike, Skill Training (Gather Information), Skill Training (Pilot), Sniper, Weapon Finesse, Weapon Focus (adv melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifle, simple weapons)
Skills Acrobatics +13, Deception +12, Gather Information +12, Initiative +13, Perception +11, Persuasion +12, Pilot +13, Stealth +13
Possessions blaster rifle with enhanced targeting scope, blaster pistol, vibroblade, concealed holster, electrobinoculars, liquid cable dispenser, encrypted comlink, utility belt with medpac, 200 credits

All assassins kill for money. Where particular assassins differ is in the techniques they use. Some are deadly snipers, taking a position far from the watchful eyes of sentries and passersby to wait for that one clear shot before slipping away. Others are more direct, removing their mark with a well-placed thrust of a vibroblade when the target least expects it.

Being an assassin is dangerous work. One who goes it alone must acquire his own customers, pay for equipment out of his own commissions, and lacks any kind of protection when a victim's friends come looking for revenge.

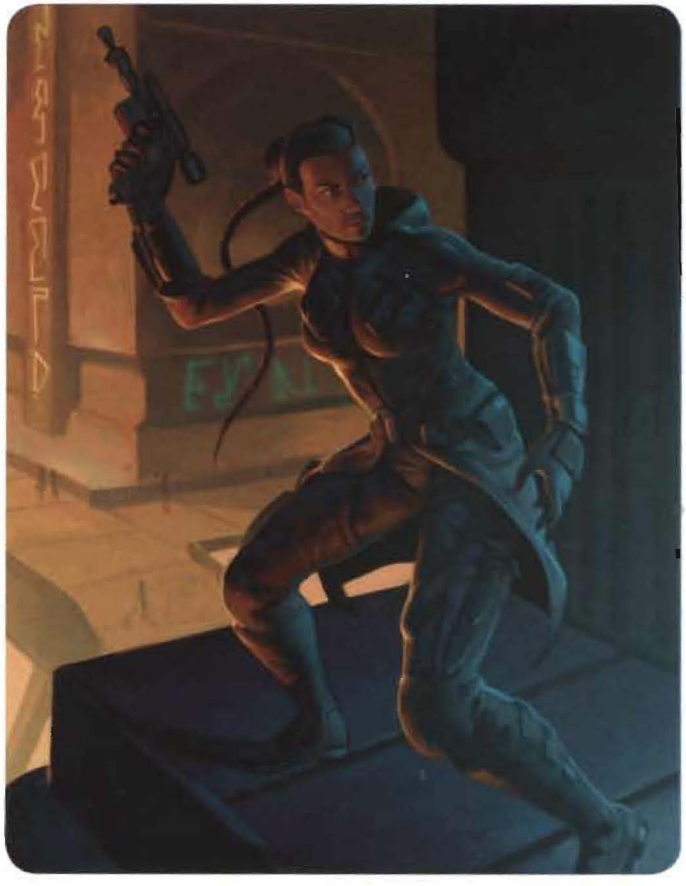
Some organizations, such as the Assassins Guild, offset the risks of the blood trade by offering skilled killers the protection they need to make a living in this nasty business. Gaining membership in the Assassins Guild is easy; a candidate simply needs a sponsor to vouch for him. The guild is not particularly selective about who joins, since it is powerful enough to punish those who betray its secrets.

Assassin Encounters

Assassins are hidden killers, watching and waiting for the moment when their target is most vulnerable. For the assassin, the attack isn't personal. It's just a job, and one that pays well.

Assassins focus on eliminating their targets with the least amount of work possible. They aren't interested in collateral damage, since extra deaths don't bring in any more credits. That said, an assassin isn't afraid to kill a few bystanders if that's the only way to get to the target.

When on a job, an assassin might work alone or might operate as the leader of a small team. He might use assassin droids, espionage droids, or vicious creatures such as the lethal kouhun (page 113) as tools. These servants are expendable resources, and their use helps to keep the assassin's hands clean. If an assassin ever finds himself outmatched, he is not above retreating—intending to strike again later and with a great deal more force.



Datadagger

Simple Weapon

A datadagger is an elaborate and decorative code cylinder (*SE* 134) that contains a hidden weapon. When the wielder twists the hilt, a needlelike blade extends from the socket. Since the blade is so well hidden within the code's electronics, it is hard to detect (+5 bonus to the Stealth check to conceal the object and no circumstance bonus if the examiner touches the wielder).

Size Tiny; **Cost** 500; **Damage** 1d4; **Stun Damage** —; **Weight** 0.1 kg; **Type** Piercing; **Availability** Illegal.

Malkite Poisoner **CL 13**

Medium scoundrel 9/noble 4
Force 6; **Dark Side** 12
Init +14; **Senses** Perception +14
Languages Basic, Bocce, High Galactic

Defenses Ref 29 (flat-footed 26), Fort 25, Will 27; Dodge, Mobility
hp 63; **Threshold** 25

Speed 6 squares
Melee datadagger +12 (1d4+6) or
Melee vibroblade +13 (2d6+6)
Ranged hold-out blaster pistol +12 (3d4+6)
Base Atk +9; **Grp** +12
Atk Options Dastardly Strike, Malkite Techniques, Point Blank Shot, Running Attack, Sneak Attack +1d6, Triple Crit (datadagger)
Special Actions Knack, Presence, Weaken Resolve

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 16
Talents Dastardly Strike, Knack, Malkite Techniques, Numbing Poison, Presence, Sneak Attack +1d6, Weaken Resolve
Feats Dodge, Improved Defenses, Mobility, Point Blank Shot, Running Attack, Skill Training (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Triple Crit (datadagger), Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +13, Knowledge (life sciences) +13, Mechanics +13, Perception +12, Persuasion +14, Stealth +14, Use Computer +13
Possessions datadagger, vibroblade, hold-out blaster pistol, 2 canisters of dioxis, 2 doses of knockout drops, 2 doses of paralytic poison, encrypted comlink, credit chip with 1,000 credits, utility belt, security kit

Malkite Poisoner

The remote world Malkii is famed for producing some of the most skilled poison manipulators in the galaxy.

Poisoners operate in deep cover, impersonating nobles and wealthy citizens as a means to get close to their mark. So he can strike when the time is right, a Malkite Poisoner conceals numerous toxins all over his body, from the folds of his clothing to hidden compartments in his belongings. Each dose is so well hidden that a Malkite Poisoner can carry his toxins past even the most resolute security teams.

Malkite Poisoner Talent Tree

You have mastered the deadly arts of poison from the masters on Malkii. You can employ a wide array of lethal toxins with which you can quickly and efficiently destroy your targets.

Malkite Techniques: Once per encounter, you can apply a toxin to any nonenergy slashing or piercing weapon as a standard action. If an attack roll with that weapon also exceeds the target's Fortitude Defense, that target is poisoned. Each round on the creature's turn, the poison makes an attack roll (1d20 + your heroic level) against the target's Fortitude Defense. If the attack succeeds, the target takes damage equal to 1d6 + one-half your heroic level and moves –1 step along the condition track. A target moved to the end of the condition track by the poison is unconscious but continues to take damage as long as the poison continues to attack. The poison attacks each round until it misses or until the victim is cured with a Treat Injury check (DC 10 + your heroic level).

Modify Poison: You can modify the delivery method of a poison (contact, ingested, inhaled, injury) to another delivery method by succeeding on a Knowledge (life sciences) check (DC equal to the poison's Treat Injury DC). The poison's capabilities and specific effects are unchanged.

Prerequisite: Malkite Techniques.

Numbing Poison: Any target you poison is automatically denied its Dexterity bonus to its Reflex Defense for as long as it remains poisoned.

Prerequisite: Malkite Techniques.

Undetectable Poison: The Treat Injury DC needed to cure a poison you have used against a target increases by 5.

Prerequisite: Malkite Techniques.

Vicious Poison: Any poisons you have used against a target gain a +2 bonus to their attack rolls made against that target's Fortitude Defense.

Prerequisite: Malkite Techniques.

Bodyguard

Bodyguard CL 6
Medium soldier 5/nonheroic 3
Force 8
Init +11; **Senses** Perception +11
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 18, Will 17
hp 63; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d3+3)
Ranged blaster pistol +9 (3d6+2)
Base Atk +7; **Grp** +9
Atk Options Pin, Point Blank Shot
Special Actions Draw Fire, Harm's Way, Tough as Nails

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12
Talents Draw Fire, Harm's Way, Tough as Nails
Feats Pin, Point Blank Shot, Skill Training (Initiative), Skill Training (Perception), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +11, Persuasion +10, Treat Injury +11
Possessions blaster pistol, comlink



Celebrities and influential individuals appear to live happy and successful lives doing what they do. They appear unafraid of whatever life throws their way. In truth, however, even the rich and famous have enemies, and the bodyguard stands as the last line of defense against those who would infringe on the life of his client.

Simply put, a bodyguard is a paid professional whose task is to protect the life of his patron against anyone who would dare to threaten it. Ideally, he makes sure his client does not even know of any existing threats and allows her to do what she wants to do. A bodyguard puts aside his own needs and sets the priorities of his client above his own, even to the point of risking his life to protect his employer.

Typically, a bodyguard is quiet and maintains a serious composure, as if he is concentrating. He must do so, for one mistake could cost him the life of his charge. He dresses inconspicuously, choosing to wear clothes that hide his blaster pistol and afford him some measure of protection while allowing him to blend in where he and his client will be.

Bodyguard Encounters

Where one finds the rich and famous, a bodyguard will not be very far away. Either in plain sight or hiding close by in the crowd, he is always seconds away from his client, ready to take action against whoever imperils his patron's safety.

Bodyguards are most often found in the company of noble-class characters, whether they be politicians on Coruscant, well-to-do merchants on Neimoidia, or the royalty of Hapes. Many times, a bodyguard is hired on retainer for a specific person, since the majority of high-society people prefer being protected by someone they recognize to help them feel a little safer. However, some bodyguards rent themselves out on a temporary basis, wishing to move from job to job instead of tying themselves down to one person for an extended period.

Ultimately, a bodyguard wants a peaceful job without any trouble, but he is not afraid to whip out his blaster and use it if the situation calls for it. He strives to resolve conflicts quickly, preferring to get the one for which he is responsible out of harm's way and leaving the miscreant that caused the incursion to the local law enforcers.

Captain Typho

Born on Naboo and raised in the shadow of the Royal Naboo Court, Gregar Typho grew up wanting to serve the Queen as one of her guard. He finally got his chance and completed his training at many of the same offworld academies attended by his uncle, Captain Panaka. Typho joined the Palace Guard and served with pride in that capacity until the Trade Federation blockaded the planet.

During the fateful battle, Typho fought alongside his uncle, showing courage and resolve in the heat of battle. Despite his exceptional training, he became injured and lost his left eye. The serious wound did not slow down the young soldier. Recognized for his valor and his uncompromising loyalty, Typho was promoted to captain and assigned as Amidala's Head of Security when Padmé stepped down from the throne and became Senator of the Chommell Sector. Although many accused Typho of using his family connections to gain the distinguished position, they did not realize that it was not his uncle who made the decision.

Following his uncle's lead, Typho did his best to implement stronger security measures and adopted many of Panaka's practices, including the use of disguised handmaidens to protect the Senator. Had the use of decoys not been put into place, Padmé would have surely died when her Naboo Royal Cruiser was destroyed on a landing pad on Coruscant on the day of the Military Creation Act vote. After a second attempt on the Senator's life, he was told to remain behind and keep up appearances by guarding the decoy, Dormé, as if she were the Senator, while Padmé returned to Naboo with the Padawan Anakin Skywalker.

After the outbreak of the Clone Wars, Typho stayed close to Amidala's side, choosing to apply tighter security during the conflict. He traveled with her aboard her yacht and stayed at her apartments on Coruscant and Naboo. Four months into the war, Yoda was aboard Padmé's starship when he sensed a disturbance in the Force coming from the planet Ilum. Yoda suggested they on a rescue mission to the icy planet.

Typho sternly disapproved, stating that the risks were too high. Despite his objections, the captain was coerced through the Force by Yoda to proceed with the rescue.



Captain Typho continued to serve under Amidala throughout the Clone Wars, defending her against assassination attempts on Coruscant and Naboo. Following the end of the war, a troubled Padmé prepared to depart to Mustafar to confront her husband about the death of the younglings at the Jedi Temple. Typho tried to go with her, but she insisted on traveling with only C-3PO. The next time Typho saw her was at her funeral.

Remaining in the Naboo security force and choosing not to side with the Empire, Typho worked to establish a spy network to keep watch over the Imperial occupation, even as the Empire wanted to keep an eye on the Naboo Royal Security forces. Months after Amidala's passing, he worked with Ferus Olin to remove the Imperial presence from Naboo, even though the victory was only temporary.

Captain Typho is a highly skilled and able soldier whose loyalties lie strictly with Naboo and its leadership. Stern yet sincere, he is not afraid to express his thoughts and opinions to get the job done and is always looking out for Amidala's best interests. His dedication to Padmé and Naboo is unswerving. He is an expert shot, despite the loss of his eye, and a capable pilot.

Captain Typho **CL 8**

Medium Human soldier 5/noble 3
Force 4
Init +12; **Senses** Perception +11
Languages Basic, Gunganese, High Galactic, Huttese

Defenses Ref 25 (flat-footed 21), Fort 22, Will 23
hp 70; **Threshold** 22

Speed 6 squares
Melee unarmed +9 (1d6+6)
Ranged blaster pistol +10 (3d6+4) or
Ranged blaster pistol +8 (4d6+4) with Rapid Shot
Base Atk +7; **Grp** +10
Atk Options Careful Shot, Deadeye, Point Blank Shot, Rapid Shot
Special Actions Born Leader, Distant Command, Draw Fire, Harm's Way, Tough as Nails

Abilities Str 15, Dex 16, Con 13, Int 13, Wis 14, Cha 12
Talents Born Leader, Distant Command, Draw Fire, Harm's Way, Tough as Nails
Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Improved Defenses, Linguist, Martial Arts I, Point Blank Shot, Rapid Shot, Skill Training (Gather Information), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Gather Information +10, Initiative +12, Knowledge (tactics) +10, Perception +11, Pilot +12, Use Computer +10
Possessions blaster pistol, blast vest, comlink

Bounty Hunter

Bounty Hunter CL 10
Medium nonheroic 3/scout 4/bounty hunter 5
Force 4; **Dark Side** 4
Init +9; **Senses** Perception +12
Languages Basic, 1 other

Defenses Ref 26 (flat-footed 23), Fort 24, Will 20
hp 82; **Threshold** 24

Speed 6 squares
Melee vibroblade +12 (2d6+6)
Ranged blaster carbine +13 (3d8+4) or
Ranged blaster pistol +13 (3d6+4) or
Ranged stun grenade +13 (4d6+4 stun, 2-square burst)
Base Atk +10; **Grp** +13
Atk Options autofire (blaster carbine), familiar foe +2, Hunter's Mark, Pin, Trip
Special Actions Hunter's Target

Abilities Str 15, Dex 17, Con 14, Int 12, Wis 12, Cha 8
Special Qualities familiar foe +2
Talents Acute Senses, Expert Tracker, Hunter's Mark, Hunter's Target, Nowhere to Hide
Feats Armor Proficiency (light), Skill Training (Climb), Skill Training (Endurance), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Pin, Trip, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +13, Endurance +13, Gather Information +10 (can reroll when checking to locate a specific individual, must take second result), Knowledge (galactic lore) +12, Perception +12 (can reroll, must take second result), Survival +12
Possessions vibroblade, blaster carbine, blaster pistol, 4 stun grenades, encrypted comlink, credit chip with 50 credits, electrobinoculars, glow rod, flight suit, field kit, binder cuffs, utility belt

Bounty hunters occupy the ambiguous gray area between heroes and villains. For the most part, they are neither good nor evil; they just have a job to do. In some ways, bounty hunters perform a useful service, since they hunt down criminals and other fugitives, bringing them in dead or alive. However, bounty hunters rarely consider the ramifications of what they do or even care about whom they serve. To a bounty hunter, it almost never matters what a target is accused of or why there's a bounty on his or her head. Bounty hunters are often employed by some of the most despicable villains in the galaxy. They can be found haunting the courts of Hutts, scouring the Outer Rim worlds for fugitive slaves, or toiling in the service of the Emperor.

Bounty Hunter Encounters

Although some bounty hunters prefer to go it alone, many form small crews, with the most notorious member leading a small team of ordinary hunters. These groups form up for short times, usually until a job is done, but sometimes they collapse when greed or grudges get in the way. Hunters are not reluctant to betray even those closest to them, making their alliances tenuous at best. Should a job turn sour, they might turn against one another, perhaps giving their prey the chance it needs to slip away.

A typical bounty hunter encounter usually involves a skilled bounty hunter of note, supported by a crew of two to three minions. If you use any of the unique bounty hunters described below, you can also use the generic bounty hunter (above) as a tough minion and the bounty hunter in the Saga Edition core rulebook as lesser minions. Bounty hunters who are intent on bringing back their marks dead rather than alive might pair up with an assassin to ensure that the job's done right.

Aurra Sing

If cold detachment is a rule for bounty hunters, Aurra Sing is the exception. Born to a spice addict on Nar Shaddaa, she had Force potential, a trait a mysterious Jedi known only as the Dark Woman discovered. Freed from the horrors of her birth world, she spent several years studying at the Jedi



Temple in Coruscant, but her life would take another turn. While she was on a mission to Ord Namurt, star pirates captured young Sing, telling their prisoner that the Dark Woman had sold her to them. Sing was enraged and clung to the hate filling her heart, giving her the resolve to spend the rest of her life hunting Jedi.

She learned much from the pirates. She became a pilot, a navigator, a killer, and a fighter. Her expertise worried the cutthroats and they thought she might turn against them, so at the first opportunity, they sold her to a Hutt named Wallanooga, who soon after turned her over to the Anzati, a breed of alien vampires, to settle an old debt. These new masters saw in Sing a useful tool, and trained and altered her body to suit their purposes. When their modifications were complete, they set her loose on the galaxy, at which point she promptly returned to the Hutt and killed him in cold blood.

Free for the first time, Aurra Sing did what she could to survive. She became a ruthless killer and bounty hunter, specializing in Jedi, whom she blamed for all of the ills in her life. With her training, talents with the Force, and augmentations given to her by her former Masters, she scoured countless worlds in her search for her former mistress to get the revenge she so desperately craved.

Aurra Sing **CL 12**

Medium near-Human scoundrel 3/Jedi 2/scout 4/bounty hunter 3
Destiny 1; **Force** 6; **Dark Side** 12
Init +14; **Senses** Perception +13; Force Perception
Languages Basic, Bocce

Defenses Ref 29 (flat-footed 26), Fort 27, Will 25; Elusive Target
hp 94; **Threshold** 27

Speed 6 squares
Melee lightsaber +11 (2d8+7) or
Melee lightsaber +9 (3d8+7) with Rapid Strike
Ranged slugthrower rifle +13 (2d8+6) or
Ranged blaster pistol +13 (3d6+6) or
Ranged blaster pistol +8 (3d6+6) and
blaster pistol +8 (3d6+6)
Base Atk +10; **Grp** +13
Atk Options autofire (slugthrower rifle), Careful Shot, familiar foe +1, Melee Defense, Point Blank Shot, Rapid Strike, Running Attack, Skirmisher, Sneak Attack +1d6
Special Actions Gauge Force Potential
Force Powers Known (Use the Force +13): *battle strike, Force slam, move object*

Abilities Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 14
Special Qualities familiar foe +1
Talents Acute Senses, Elusive Target, Improved Initiative, Force Perception, Gauge Force Potential, Skirmisher, Sneak Attack +1d6
Feats Careful Shot, Dual Weapon Mastery I, Force Sensitivity[H], Force Training, Melee Defense, Point Blank Shot, Rapid Strike, Running Attack, Skill Training (Pilot), Skill Training (Survival), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +14, Gather Information +13, Initiative +14 (can reroll, must take second result), Knowledge (galactic lore) +12, Perception +13 (can reroll, must take second result), Persuasion +13[H], Pilot +14, Stealth +14, Survival +12, Use the Force +13 (can reroll, must take second result)
Possessions 5 lightsabers, slugthrower rifle with 4 clips, 2 blaster pistols, utility belt, flight suit, Rhen-Orm Biocomputer, ion-repulsorlift swoop, Corellian blockade runner (as Corellian corvette)
H *Human bonus feat or trained skill.*

Rhen-Orm Biocomputer

The Anzati surgically implanted a biocomputer in Aurra Sing's skull to expand her range of awareness and sense those who have uncommon "luck." The computer processes information received from a long antenna that protrudes from her forehead. The result of this implant is that when Aurra Sing makes a Survival check to track an opponent, she adds her quarry's Force Point total as an equipment bonus to her checks. A Rhen-Orm Biocomputer must be installed by a character who has the Cybernetic Surgery feat, and is counted as a cybernetic prosthesis.

Bossk

Born to the cruel Cradossk, leader of the Bounty Hunters Guild on Trandosha, Bossk made a name for himself hunting escaped Wookiee slaves, a dangerous profession for just about any species aside from the Trandoshans. Bossk expanded his targets to include non-Wookiees, giving him fame and credibility as a skilled bounty hunter.

It was during these early years that Bossk had his first encounter with Han Solo and his partner Chewbacca. After cornering the pair on a planet that served as a refuge for escaped Wookiees, he tried to take Solo's partner alive, a deed that would certainly improve his standing among his peers. He failed, and Solo destroyed his ship, stranding the bounty hunter on the wretched planet and leading to the grudge that Bossk would carry for the rest of his days.

When he finally escaped on the newly purchased *Hound's Tooth*, Bossk returned to his homeworld to find the Bounty Hunters Guild in tatters. Bossk murdered his father and devoured his remains, just as the guild collapsed into two warring factions. The savagery of Bossk's act catapulted him to head of the Guild Reform Committee—those younger bounty hunters committed to the destruction of their rivals, the true guild, which they believed had long outlived its usefulness.

As the guild disintegrated, Darth Vader handpicked Bossk and other hunters to hunt down the *Millennium Falcon*. Although Bossk's fellows saw this as a great opportunity to bring in Han Solo—the bounty on his head was quite steep—Bossk wanted Chewbacca. His efforts ultimately failed as setback after setback, most of which were orchestrated by Boba Fett, brought him to the brink of ruin, culminating with a stint in prison.

Bossk **CL 12**
Medium Trandoshan scout 5/soldier 3/bounty hunter 4
Force 4; **Dark Side** 3
Init +9; **Senses** darkvision; Perception +12
Languages Basic, Dosh, Shyriiwook

Defenses Ref 30 (flat-footed 30), Fort 28, Will 23; Dodge, Uncanny Dodge I
hp 128; **Threshold** 28

Speed 6 squares
Melee unarmed +14 (1d4+10)
Ranged blaster rifle +13 (3d8+6) or
Ranged blaster rifle +11 (4d8+6) with Rapid Shot or
Ranged flamethrower +13 (3d6+6, 6-square cone) or
Ranged stun grenade +13 (4d6+6 stun, 2-square burst) or
Ranged sporting blaster pistol +13 (2d4+6) or
Ranged sporting blaster pistol +11 (3d4+6) with Rapid Shot
Base Atk +10; **Grp** +14
Atk Options autofire (blaster rifle), familiar foe +2, Hunter's Mark, Point Blank Shot, Rapid Shot
Special Actions Demolitionist, Hunter's Target, Shake It Off

Abilities Str 18, Dex 17, Con 16, Int 12, Wis 12, Cha 13
Special Qualities familiar foe +2, limb regeneration (*SE* 31)
Talents Acute Senses, Armored Defense, Demolitionist, Hunter's Mark, Hunter's Target, Improved Initiative, Uncanny Dodge I
Feats Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Rapid Shot, Shake It Off, Skill Training (Endurance), Toughness, Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +14, Initiative +9 (can reroll, must take second result), Knowledge (galactic lore) +12, Mechanics +12, Perception +12 (can reroll, must take second result), Pilot +14, Stealth +14, Survival +12
Possessions blaster rifle, flamethrower with 2 chemical cartridges, grenade launcher with 10 stun grenades, sporting blaster pistol, padded flight suit (+3 armor), binder cuffs, utility belt, *Hound's Tooth*

Hound's Tooth
Bossk flies a modified YV-666 light freighter. Its hangar holds a small scout ship called the *Nashtah Pup*, a modified Z-95 Headhunter (*SG* 160).

Hound's Tooth **CL 12**
Colossal* space transport
Init –1; **Senses** Perception +12

Defenses Ref 12 (flat-footed 12), Fort 30; +10 armor
hp 180; **DR** 15; **SR** 60; **Threshold** 80
[rule]
Speed fly 16 squares (max. velocity 1,190 km/h), fly 4 squares (starship scale)
Ranged quad laser cannon +12 (see below) or
Ranged medium concussion missile +12 (see below)
Ranged ion cannon +12 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +55

Abilities Str 50, Dex 10, Con —, Int 14
Skills Initiative –1, Mechanics +12, Perception +12, Pilot +4, Use Computer +7

Crew 1 (Bossk); **Passengers** 4 prisoners
Cargo 20 tons; **Consumables** 6 months; **Carried Craft** 1 small scout ship
Payload 6 medium concussion missiles
Hyperdrive ×1.5 (backup ×6), navicomputer
Availability Licensed; **Cost** not for sale
* This ship is treated as a Gargantuan starfighter for the purpose of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Quad laser cannons (pilot)
Atk +12 (+7 autofire), **Dmg** 6d10×2

Medium concussion missile (pilot)
Atk +12, **Dmg** 8d10×2

Ion cannon (pilot)
Atk +12, **Dmg** 6d10×2 ion

"I'M JUST A SIMPLE MAN TRYING TO MAKE MY WAY IN THE UNIVERSE."
— JANGO FETT

Jango Fett

Bounty hunter, assassin, and mercenary, in his day Jango Fett was one of the most feared individuals in the galaxy. After the death of his parents, Mandalorian warriors adopted, trained, and raised him, a debt he would repay when he led them during the Mandalorian Civil War.

Perhaps the most important event in Jango Fett's long career was meeting Darth Tyranus. After chasing Komari Vosa, the former apprentice of Count Dooku, across the galaxy, Jango Fett finally caught up with her and killed her; this was no small feat, considering that the fallen Jedi was a skilled lightsaber duelist and a master of the Force. It turned out the entire enterprise had been a test to see if Jango Fett would be a worthy candidate to become a template for a new clone army. Tyranus offered an incredible sum of money, but Fett's true desire was an unmodified clone to raise himself, a clone he would name Boba.

Jango Fett spent the next decade devising training regimens for the clones, instructing them in Mandalorian culture and fighting techniques while seeing to the education and training of his "son." During this time, Jango also undertook a variety of missions on behalf of Tyranus and occasionally others, including bounty hunting.

Jango Fett's Special Equipment

Jango Fett is a walking arsenal, armed with a staggering amount of firepower. Although much of his gear is self-explanatory, functioning as described in the Saga Edition core rulebook or in his statistics block, a few items deserve special mention.

Saberdart Launcher: Jango Fett is armed with a Kamino saberdart launcher. The darts themselves deal little damage, but the poison they carry is lethal. When a living creature is damaged by a Kamino saberdart, the poison in the dart makes an attack roll (1d20+15) against the target's Fortitude Defense. If the attack succeeds, the poison deals 2d6 points of damage and the target moves –2 steps along the condition track. If the attack fails, the target takes half damage and moves –1 step along the condition track. If the target reaches the end of the condition track, it dies instead of falling unconscious. The poison attacks each round until the target is cured with a successful DC 25 Treat Injury check.

Jet Pack: Jango Fett's jet pack integrates a missile launcher and a magnetic grappling hook that functions as a liquid cable dispenser.

Antisecurity Blades: These electronic devices allow Jango Fett to bypass force fields and jam security devices with bursts of high-frequency harmonic interference waves. They function as a security kit and grant a +2 equipment bonus to Mechanics checks made to disable devices.

Jango Fett **CL 15**

Medium Human scout 3/scoundrel 3/soldier 3/gunslinger 3/bounty hunter 2/elite trooper 1

Destiny 1; **Force** 8; **Dark Side** 8

Init +16; **Senses** low-light vision; Perception +16

Languages Basic, Bocce, Huttese

Defenses Ref 37 (flat-footed 33), Fort 33, Will 29

hp 104; **Threshold** 33

Speed 6 squares, fly 6 squares (jetpack)

Melee combat gloves +15 (1d6+3)

Ranged blaster pistol +17 (4d6+8) with Rapid Shot or

Ranged blaster pistol +14 (4d6+8) and blaster pistol +14 (4d6+8) or

Ranged flamethrower gauntlet +17 (3d6+7, 6-square cone) or

Ranged rocket dart +17 (3d6+7) with Rapid Shot or

Ranged saberdart +17 (1d4+7 plus poison) or

Ranged whipcord +17 (grab) or

Ranged missile launcher +17 (6d6+7)

Base Atk +13; **Grp** +17

Atk Options Careful Shot, Deadeye, familiar foe +1, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot, Trigger Work, Triple Crit (blaster pistol), trusty sidearm +1

Special Actions Improved Quick Draw, Knack, Quick Draw, Shake It Off

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Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13

Special Qualities delay damage, familiar foe +1, trusty sidearm +1

Talents Acute Senses, Armored Defense, Exotic Weapon Mastery, Improved Armored Defense, Improved Initiative, Improved Quick Draw, Knack, Lucky Shot, Notorious, Trigger Work

Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Triple Crit (blaster pistol), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +16 (can reroll, must take second result), Knowledge (tactics) +14, Mechanics +14, Perception +16 (can reroll, must take second result), Persuasion +8 (can reroll when intimidating, must take second result), Pilot +16, Stealth +16, Survival +14

Possessions combat gloves, 2 blaster pistols, flamethrower gauntlet with chemical cartridge, rocket dart launcher, saberdart launcher, whipcord, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments), flight suit, jet pack (with integrated missile launcher), antisecurity blades, *Slave I* (*SG* 85)

Brute

Brute **CL 1**
Medium nonheroic 3
Dark Side 4
Init +7; **Senses** Perception +0
Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 11, Will 9
hp 9; **Threshold** 11

Speed 6 squares
Melee unarmed +2 (1d4)
Ranged blaster carbine +4 (3d6)
Base Atk +2; **Grp** +3
Atk Options autofire (blaster carbine)

Abilities Str 11, Dex 13, Con 12, Int 8, Wis 9, Cha 10
Feats Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7
Possessions blaster carbine, tough-looking clothes

Brutes are ubiquitous members of galactic society and can be found anywhere, even on the most peaceful of planets. Brutes are typically crude and unsubtle, regardless of whether they work for some crime lord or act independently. Most are motivated by a simple agenda—greed, power, fear of superiors, or even, on occasion, loyalty. They are rarely well armed or armored, making do with whatever they can find, although they constantly look to find something better (or rob someone who has superior equipment). Brutes strive to gain more status and wealth and will do almost anything to get it, up to and including murder. In turn, brutes typically despise authority figures, especially police officers, military figures, and Jedi.

The brute presented here could be a gun-toting gang member or an organized crime soldier. Alternatively, the statistics could also represent a militia member or a raw conscript who has little training (in which case, remove the Dark Side Score).

"THIS PLACE CAN BE A LITTLE ROUGH."
— OBI-WAN KENOBI

Brute Encounters

By their very nature, brutes can be found almost anywhere. They serve as nameless antagonists in every situation—from the high streets of Coruscant to the lowly slums of Tatooine. Brutes commonly travel in pairs or larger groups, each group representing a street gang, a crime syndicate hit squad, or a tribe of warriors. By their very nature, brutes typically respond to threats or opposition with muscle and violence, but they can be swayed by intimidation, persuasion, or bribes. However, not all brutes are antagonistic—they can also be used as nameless allies and warriors on the side of the heroes. The brute works fine as a generic spearholder, cannon fodder to be used in the background, or an ordinary (if tough) nonplayer character for the GM to use throughout adventures.

Encounters involving brutes typically occur at lower levels, where they are a threat to the heroes. When the heroes have advanced to 6th level or beyond, the number of brutes required to make a credible threat runs over a dozen, making them difficult to coordinate in combat. Thus, individual brutes should be scaled up to represent stronger threats, or another archetype should be chosen. Alternatively, a group of brutes could be paired up with much powerful leaders (often with heroic levels) or droids equipped with serious firepower.



Bureaucrat

Bureaucrat **CL 1**
Medium nonheroic 3
Init +1; **Senses** Perception +6
Languages Basic, 1 other

Defenses Ref 10 (flat-footed 10), Fort 9, Will 10
hp 6; **Threshold** 9

Speed 6 squares
Melee unarmed +1 (1d4–1)
Ranged blaster pistol +2 (3d6)
Base Atk +2; **Grp** +2

Abilities Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14
Feats Skill Focus (Knowledge [bureaucracy]), Skill Training (Knowledge [bureaucracy]), Skill Training (Perception), Skill Training (Use Computer), Weapon Proficiency (pistols)
Skills Deception +8, Knowledge (bureaucracy) +12, Perception +6, Persuasion +8, Use Computer +7
Possessions blaster pistol, comlink, code cylinder, credit chip with 100 credits, datapad

Bureaucrats are minor officials who represent a government or a political policy. From petty administrators attending backwater spaceports to the more prominent public servants in the Core Worlds, bureaucrats can be found wherever there is at least a semblance of civilization. Bureaucrats might fill a number of different roles, but they are all cogs in the political machine, and through their efforts, they ensure that the engines of society are well lubricated and in perfect working order.

Ideally, a bureaucrat manages, governs, or oversees some process, but a great many use their political power for less idealistic reasons. Some bureaucrats see their positions as stepping stones to greater status, and therefore use every trick to climb the ladder. Even bureaucrats who have no designs or ambitions beyond doing a good job tend to be self-important individuals, thinking that their role is far more important than it actually is.

Bureaucrat Encounters

The bureaucrat represents a broad spectrum of characters who perform useful (or not so useful) services. Bureaucrats might be minor desk clerks whose job it is to sort out the arcane and esoteric information stored in mounds of datapads. Or they could be minor officials overseeing the comings and goings at a battle station. Although many encounters with bureaucrats might leave the player characters itching to loose a few well-placed shots somewhere in the direction of a hapless administrator, a meeting with an bureaucrat should rarely end in violence.



Bureaucrats can range from irritating obstacles to fonts of critical information. Fanatics dedicated to the letter of the law or those who covet a promotion and toady up to their superiors might be an insurmountable barrier, preventing the characters from pursuing a critical line of investigation. Such encounters require the heroes to find creative ways around these characters, since blasting them could have repercussions.

Of course, bureaucrats can also be useful allies. By dint of their position alone, they have access to information that might pertain to a mission, and if properly massaged, they could become a viable and consistent source of intelligence.

Bureaucrats are often well protected, with security droids or security personnel never far away. Lesser bureaucrats might have a handful of mercenaries to watch over them, while high-ranking bureaucrats might enjoy the protection of a personal bodyguard in addition to a team of security specialists. When a fight breaks out, the bureaucrat is usually the first to head for the exit, leaving the conflict to the trained professionals.

Commando

Commando **CL 6**
Medium nonheroic 8/soldier 4
Force 1
Init +14; **Senses** Perception +12
Languages Basic, 1 other

Defenses Ref 19 (flat-footed 16), Fort 20, Will 15
hp 66; **Threshold** 20

Speed 6 squares
Melee vibrodagger +12 (2d4+4) or
Melee vibrodagger +10 (3d4+4) with Rapid Strike
Ranged blaster rifle +13 (3d8+2) or
Ranged blaster rifle +11 (4d8+2) with Rapid Shot or
Ranged blaster pistol +13 (3d6+2) or
Ranged blaster pistol +11 (4d6+2) with Rapid Shot
Base Atk +10; **Grp** +13
Atk Options autofire (blaster rifle), Point Blank Shot, Rapid Shot, Rapid Strike
Special Actions Indomitable, Tough as Nails

Abilities Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 10
Talents Indomitable, Tough as Nails
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Rapid Strike, Skill Training (Initiative), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +14, Mechanics +12, Perception +12, Stealth +14
Possessions blaster pistol, blaster rifle, commando armor (as armored flight suit, +5 armor), secure comlink

A commando is a type of soldier who specializes in fighting in hostile and dangerous environments, undertaking difficult missions for which regular troops lack the training and equipment. Most commandos go to deadly worlds, planets that feature harsh environmental conditions, where they are expected to drop in, engage the enemy, and get the job done. Sometimes commandos precede regular ground troops to clear a well-guarded area of enemy forces before the body of the troops lands. Experts in stealth, demolitions, and hit-and-run tactics, commandos are a vital part of any army's forces.

Commando Encounters

Commando teams consist of small groups of two to four individuals under the command of an officer, usually a squad leader or an elite warrior. For larger missions, several teams might work together, splitting up to achieve smaller objectives that are related to tackling a larger problem. Such large strike teams are reserved for the most deadly and important missions, usually to destroy a vital communications array, sabotage a warship, or seize vital intelligence about an enemy's plans.



Commandos in an encounter should be devastating opponents, setting up ambushes against the player characters and using the terrain and environment to their benefit. They strike fast and hard before melting away, disappearing into the surroundings. Commandos often employ hit-and-run tactics to chip away at their opponents' resources rather than face their adversaries head-on. In fact, such groups might circle around their opponent's position to disrupt supply lines and destroy support (or escape) vehicles.

Commandos can also serve as supplemental forces for a group of high-level characters. As highly trained specialists, commandos might compensate for the heroes' weaknesses when they are dealing with difficult objectives, covering them while they work toward completing their mission goal.

Squad Leader

Commandos rarely work alone, though they do tend to function best in small squads with defined roles. Commando squad leaders usually have some officer training and are skilled at making snap decisions in the heat of battle. A commando squad leader makes it his first goal to ensure that the mission is completed with as few casualties as possible. Squad leaders not only inspire the commandos in their squad, they also ensure that they carry out their assigned mission.

Commando Squad Leader **CL 10**
Medium nonheroic 8/soldier 5/officer 3
Force 1
Init +16; **Senses** Perception +14
Languages Basic, 1 other

Defenses Ref 24 (flat-footed 21), Fort 24, Will 23
hp 93; **Threshold** 24

Speed 6 squares
Melee vibrodagger +16 (2d4+6)
Ranged blaster rifle +17 (3d8+4) or
Ranged blaster rifle +15 (4d8+4) with Rapid Shot or
Ranged blaster rifle +12 (5d8+4) with Burst Fire or
Ranged blaster pistol +17 (3d6+4) or
Ranged blaster pistol +15 (4d6+4) with Rapid Shot
Base Atk +14; **Grp** +17
Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot, Rapid Shot
Special Actions Assault Tactics, Indomitable, Tough as Nails

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 12
Special Qualities command cover, share talent (Tough as Nails)
Talents Armored Defense, Assault Tactics, Indomitable, Tactical Edge, Tough as Nails
Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Rapid Shot, Skill Training (Initiative), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +16, Knowledge (tactics) +14, Perception +14, Stealth +16
Possessions blaster pistol, blaster rifle, commando armor (as armored flight suit, +5 armor), secure comlink

Elite Commando

Elite commandos are the most skilled veterans of combat in many armies. An elite commando has seen more missions than many squads combined, and he has learned from his experiences and become a formidable soldier. Elite commandos often embody the phrase "one-man army" in that they can often accomplish any mission with only a blaster and basic supplies. Elite commandos are extremely deadly and difficult to stop once they embark on a mission, and they are equally at home in remote reaches of the galaxy as they are in the urban jungles of the Core Worlds.

Elite Commando **CL 14**
Medium soldier 14
Force 4
Init +14; **Senses** Perception +7
Languages Basic

Defenses Ref 31 (flat-footed 29), Fort 29 (+32 against extremes of cold and heat), Will 24
hp 129; **Threshold** 29

Speed 6 squares
Melee vibrobayonet +15 (2d6+8)
Ranged blaster pistol +16 (3d6+7) or
Ranged blaster pistol +11 (3d6+7) and blaster pistol +11 (3d6+7) with Double Attack or
Ranged blaster rifle +17 (3d8+7) or
Ranged blaster rifle +12 (5d8+7) with Burst Fire
Base Atk +14; **Grp** +16
Atk Options autofire (blaster rifle), Burst Fire, Charging Fire, Coordinated Attack, Cover Fire, Double Attack (pistols), Point Blank Shot, Precise Shot, Triple Crit (blaster rifle)
Special Actions Battle Analysis, Demolitionist

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 11, Cha 9
Talents Armored Defense, Battle Analysis, Cover Fire, Demolitionist (2), Improved Armored Defense, Juggernaut
Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Coordinated Attack, Double Attack (pistols), Point Blank Shot, Precise Shot, Skill Training (Stealth), Toughness, Triple Crit (blaster rifle), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +14, Knowledge (tactics) +12, Mechanics +12, Stealth +14
Possessions blaster pistol, blaster rifle (with vibrobayonet, folding stock, and targeting scope), battle armor (+8 armor, +2 equipment), 1 explosive charge, 2 blocks of detonite with 2 timers, secure comlink, field kit, glow rod, medpac, utility belt

Con Artist

Con Artist **CL 3**
Medium nonheroic 3/scoundrel 2
Force 1; **Dark Side** 1
Init +8; **Senses** Perception +8
Languages Basic, 2 others

Defenses Ref 15 (flat-footed 14), Fort 11, Will 13
hp 11; **Threshold** 11

Speed 6 squares
Melee knife +2 (1d4)
Ranged hold-out blaster pistol +4 (3d4+1)
Base Atk +3; **Grp** +4
Atk Options Melee Defense, Point Blank Shot
Special Actions Disruptive

Abilities Str 8, Dex 12, Con 9, Int 14, Wis 10, Cha 12
Talents Disruptive
Feats Melee Defense, Point Blank Shot, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Initiative), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Gather Information +8, Initiative +8, Persuasion +13
Possessions knife, hold-out blaster pistol, cheater, code cylinder, concealed holster, credit chip with 200 credits

A sucker is born every minute, which is just the way the con artist likes it. By defrauding, deceiving, and lying to his marks, a con artist survives by tricking naïve rubes out of their hard-earned credits. Most con artists are small-time crooks. These individuals might sell fraudulent goods, peddling junk that they try to pass off as the next big thing. They deal in stolen goods, rubbish, lies, and just about anything else they think they can sell.

Although many con artists prefer a quick turnaround—they meet a mark, deceive that target, take the credits, and disappear all within a few minutes—the dangerous con artists are the ones who play the long con. These experienced grifters pick a mark and set up an elaborate cover meant to play to the mark's expectations. Once they have gained their target's confidence, they pull off the crime, usually walking away with a considerable fortune.

Con Artist Encounters

Most brushes with a con artist wind up being irritating setbacks, minor annoyances that impart a valuable lesson: Trust no one you don't know. It's a big galaxy, after all, and people need to make a living even if it's by shady means. In time (and perhaps after not too many lost credits), the heroes will know how to spot these tricksters and steer clear of them. The problem is that only the least talented con artists try the same trick repeatedly. The real slick types are the ones who know every game in the book, who are comfortable setting up long and elaborate cons that leave the characters scratching their heads in wonder about what just happened to them.

Common con artists work alone or in small groups, since dividing up the spoils leaves little for the crew when the stakes are not great in the first place. The long con artists work in larger teams, with each member playing a particular part in the deception to guide their victim in the direction they want. Often, these teams feature individuals who have differing talents, including technicians and traders, but these crews could include just about anyone.

Con artists prefer to avoid violent encounters and thus are careful about the victims they select. They don't usually keep company with thugs and brutes, since these folks lack the finesse and subtlety needed for their profession. Instead, con artists protect themselves with blackmail and threats, or better still, by leaving the victim so befuddled that he has no idea what just happened.



Crime Lord

Crime Lord CL 12
Medium noble 7/scoundrel 2/crime lord 3
Force 2; **Dark Side** 14
Init +7; **Senses** Perception +18
Languages Basic, High Galactic, Rodese, 6 others

Defenses Ref 26 (flat-footed 25), Fort 22, Will 29
hp 47; **Threshold** 29

Speed 6 squares
Melee vibroblade +9 (2d6+6)
Ranged sporting blaster +9 (3d4+6)
Base Atk +8; **Grp** +9
Atk Options Improved Disarm, Melee Defense, Point Blank Shot, Sneak Attack +1d6
Special Actions Born Leader

Abilities Str 10, Dex 12, Con 8, Int 16, Wis 14, Cha 18
Special Qualities command cover
Talents Attract Minion, Born Leader, Connections, Distant Command, Educated, Inspire Fear I, Notorious, Sneak Attack +1d6
Feats Improved Defenses, Improved Disarm, Linguist, Melee Defense, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +20, Gather Information +20, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +18, Pilot +12, Persuasion +20 (can reroll when intimidating, must take second result), Ride +12, Use Computer +14
Possessions sporting blaster, antique vibroblade, datapad, encrypted comlink, enforcers (including several thugs and an 8th-level minion), fine quality clothing, 5,000 credits

Not all crime lords are brutish thugs who crack heads to get things done. The crime lord described here is a well-educated, cosmopolitan individual raised in the upper crust of society. Blessed with a sense of refinement and class, this crime lord also has an overwhelming ego and a sense of entitlement that drives him to acquire wealth through underhanded methods, especially techniques that humiliate the victim as well as ruin him financially. On the surface, this crime lord is sophisticated, witty, and charming, but underneath, he is cold, calculating, and cruel. Surrounded by beautiful objects and attractive people, he craves the new, exotic, and dangerous, going to great lengths to acquire anything that catches his fancy.

Although trained in ranged weapons, this crime lord carries an exquisite antique vibroblade and finds great pleasure in dueling with worthy opponents



or gutting lowly minions to test his skills. Because of his twisted sense of honor, he enjoys using dirty tactics to catch his adversary off guard before delivering the killing stroke.

Crime Lord Encounters

This crime lord is likely to be encountered in the upper echelons of society, playing sabacc in fine casinos, fraternizing with holovid stars, or dining in top-notch restaurants—all the while wheeling and dealing with various contacts. In these types of locales, the crime lord is likely to be surrounded by hordes of sycophants and hangers-on, making combat a risky (and highly visible) prospect. Considering himself a "respected businessman," the crime lord is likely to use legal methods first, augmented by his considerable connections and influence, to bring the law to bear on anyone that causes him even an inkling of trouble. If that fails, the crime lord unleashes his goons and hired personnel, trashing the heroes' base of operations, setting them up for blackmail, and wrecking their reputation.

This crime lord could also be a patron of sorts, calling upon the heroes to acquire some rare, hard-to-get art object or to do other "favors." Ever on the lookout for capable individuals, he might even try to recruit the heroes into his organization, offering them generous amounts of wealth and privilege—all for a price, of course.

Black Sun Vigo

The Black Sun is an enormous criminal venture that has incredible power. Its influence pervades almost every aspect of society, with tendrils of corruption seeping into the government. Its two primary sources of income are piracy and smuggling, although the Black Sun has its fingers in every illicit activity possible. A single boss controls the Black Sun, designating power to nine Vigos (an old Tionese term for the word "nephew"), each of whom controls his own sector and region of influence.

Most Vigos cultivate an air of nobility, taste, and culture, which only their immense wealth and power can provide. The Vigo presented here does not fit that category. Brutish, tough, and absolutely merciless, he controls his criminal empire by breaking heads and using force to take what he wants. Although perfectly capable of negotiating or using persuasion, a Black Sun Vigo prefers the sort of diplomacy that comes out the end of his gun.

Black Sun Vigo **CL 14**
Medium Rodian soldier 6/scoundrel 1/crime lord 7
Force 3; **Dark Side** 10
Init +15; **Senses** low-light vision; Perception +13
Languages Basic, Huttese, Rodese, 2 others

Defenses Ref 29 (flat-footed 26), Fort 26, Will 29
hp 92; **Threshold** 26

Speed 6 squares
Melee pistol whip +11 (1d6+7)
Ranged heavy blaster pistol +14 (3d8+9) or
Ranged heavy blaster pistol +9 (3d8+9) and heavy blaster pistol +9 (3d8+9) with Double Attack
Base Atk +11; **Grp** +14
Atk Options Acrobatic Strike, Double Attack (pistols), Point Blank Shot, Sneak Attack +1d6
Special Actions Indomitable, Presence, Weaken Resolve

Abilities Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 12
Special Qualities command cover
Talents Attract Minion (2), Gun Club, Indomitable, Inspire Fear I, Inspire Fear II, Notorious, Presence, Sneak Attack +1d6, Weaken Resolve, Weapon Specialization (pistols)
Feats Acrobatic Strike, Combat Reflexes, Double Attack (pistols), Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Survival), Skill Training (Gather Information), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +15, Deception +18, Gather Information +18, Initiative +15, Knowledge (galactic lore) +15, Perception +13, Persuasion +13 (can reroll when intimidating, must take second result), Survival +18
Possessions heavy blaster, datapad, encrypted comlink, enforcers (numerous thugs plus 2 11th-level minions), 2,000 credits

Black Sun Vigo **CL 14**
Medium Bith scoundrel 7/crime lord 5/gunslinger 2
Force 4; **Dark Side** 14
Init +14; **Senses** Perception +14
Languages Basic, Bith, Huttese

Defenses Ref 30 (flat-footed 28), Fort 24, Will 30
hp 65; **Threshold** 24

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +14 (3d8+8)
Base Atk +11; **Grp** +13
Atk Options Deceptive Shot, Lucky Shot, Point Blank Shot, Precise Shot, Running Attack, Skirmisher
Special Actions evolved intellect, Fool's Luck, Impel Ally I, Impel Ally II

Abilities Str 9, Dex 15, Con 10, Int 14, Wis 14, Cha 16
Special Qualities command cover, evolved intellect, heightened awareness, meditative trance, trusty sidearm +1
Talents Deceptive Shot, Fool's Luck, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Knack, Lucky Shot, Skirmisher
Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Quick Draw, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +14, Deception +20, Gather Information +15, Initiative +14, Perception +14 (can reroll, must take second result), Stealth +14
Possessions 2 heavy blaster pistols, comlink, dark clothing, datapad, 500 credits, various personal belongings

Bith Species Traits

All Bith have the following species traits.

Ability Modifiers: +2 Intelligence, –2 Constitution. Bith have highly evolved minds but are physically frail.

Medium Size: As Medium creatures, Bith have no special bonuses or penalties due to their size.

Speed: Bith base speed is 6 squares.

Evolved Intellect: Once per encounter, a Bith can treat any single Intelligence-based skill check as though it were a natural 20 on the die.

Heightened Awareness: A Bith can choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Meditative Trance: Bith gain all of the benefits of resting for 8 hours after 4 hours of meditation, including natural healing and removing persistent conditions.

Automatic Languages: Bith.

Black Sun Vigo Encounters

The Black Sun Vigo represents a perfect "boss" to be confronted at the end of an adventure, after the heroes have faced hordes of thugs and minions. Thanks to his vast wealth, a Black Sun Vigo can arm his enforcers with the best weapons, armor, and vessels to make life miserable for anyone that rubs him the wrong way. Unlike the crime lord described above, this Black Sun Vigo prefers getting into a scrap to "make an example" of his enemies, but is smart enough to make a tactical retreat if things go wrong. He rules through fear and intimidation, demanding utter subservience from his minions, and has little compunction about sending them into potentially suicidal situations.

In addition to dozens or potentially hundreds of thugs at his command, a bodyguard, elite warrior, or martial artist to serve as his "heavy" to intimidate people and break heads could also accompany the Black Sun Vigo. He also makes use of numerous specialists such as medics, pilots, slicers, and technicians to complete various illegal tasks or to help support his immense staff.

Considering their vast wealth and prestige, Black Sun Vigos often have access to fast ships armed to the teeth, and many keep small fleets of fighters to protect their strongholds or to be used as raiders when piracy is the goal for the day.

Hutt Crime Lord

Hutts embody many of the traits that make ideal crime lords—ambition, ruthlessness, greed, and a massive ego. In fact, most citizens of the galaxy immediately equate Hutts with a life of crime, a reputation that most Hutts foster and appreciate. The Hutt crime lord despises both physical labor and personal combat, leaving such tasks to slaves and hired thugs. The Hutt crime lord presented here is armed, but uses his blaster only when things go horribly wrong. He uses his treasured stun baton freely, however, shocking slaves that move too slowly or bashing in the brains of any minions that fail to appease him.



Hutt Crime Lord **CL 11**

Large Hutt noble 5/scoundrel 2/crime lord 4
Force 3; **Dark Side** 13
Init +3; **Senses** low-light vision; Perception +18
Languages Basic, Huttese, 8 others

Defenses Ref 21 (flat-footed 21), Fort 24, Will 29 (34 against mind-influencing effects)
hp 90; **Threshold** 29

Speed 1 square
Melee stun baton +6 (2d6+5 stun)
Ranged blaster pistol +4 (3d6+5)
Base Atk +7; **Grp** +12
Atk Options Point Blank Shot
Special Actions Born Leader, Demand Surrender, Fool's Luck, Presence, Weaken Resolve

Abilities Str 10, Dex 6, Con 14, Int 18, Wis 16, Cha 18
Special Qualities command cover, Force resistance
Talents Attract Minion, Born Leader, Demand Surrender, Fool's Luck, Inspire Fear I, Notorious, Presence, Weaken Resolve
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Focus (Perception), Skill Focus (Persuasion), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +19, Initiative +8, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +19, Knowledge (social sciences) +14, Knowledge (tactics) +14, Knowledge (technology) +14, Persuasion +19 (can reroll when intimidating, must take second result), Use Computer +14
Possessions blaster pistol, stun baton, enforcers (several thugs plus 1 8th-level minion)

Hutt Crime Lord Encounters

Most Hutts prefer to handle their affairs through proxies, rarely if ever exiting the safety and comfort of their fortresslike headquarters. Heroes who are forced to face a Hutt crime lord often do so at the Hutt's advantage—a crime lord's home is riddled with traps, barriers, escape routes, and dozens of heavily armed minions. Hutts are also fond of keeping dangerous pets—the dreaded rancor being just one possibility—and delight in watching victims feebly try to defend themselves for the amusement of the Hutt and his sycophants. One way to gain entry into a Hutt's fortified base is to present oneself as a gladiator for hire, allowing someone to be both armed and relatively close to the Hutt during combat.

Dark Jedi

Dark Jedi CL 7
Medium Jedi 7
Force 8; **Dark Side** 14
Init +5; **Senses** Perception +5
Languages Basic

Defenses Ref 21 (flat-footed 18, Lightsaber Defense 22), Fort 18, Will 20; Deflect
hp 66; **Threshold** 18

Speed 6 squares
Melee lightsaber +9 (2d8+6) or
Melee lightsaber +7 (3d8+6) with Rapid Strike
Base Atk +7; **Grp** +9
Atk Options Cleave, Rapid Strike
Special Actions Lightsaber Defense, Power of the Dark Side
Force Powers Known (Use the Force +15): *battle strike, dark rage, Force slam*

Abilities Str 13, Dex 14, Con 11, Int 10, Wis 14, Cha 15
Talents Deflect, Lightsaber Defense, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Cleave, Force Sensitivity, Force Training, Martial Arts I, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Use the Force +15
Possessions lightsaber, dark-colored Jedi robes

Embracing the light side of the Force is the Jedi Order, guardians of peace and justice in the galaxy. Surrendering to the dark side and opposing the Jedi are the enigmatic Sith. The Dark Jedi, not truly belonging to either organization, fall somewhere in the middle of that ancient conflict.

Those Force-users who claim to be Dark Jedi are, for the most part, former members of the Jedi Order who succumbed to the temptation of the dark side and left the Order. Many who leave the ranks of the Jedi isolate themselves to learn and experiment with the Force, but others do find one versed in the ways of the dark side to complete their training. Some of them are even seduced by the Sith to serve under them with the hope of furthering their knowledge of the Force.

However, some of those classified as Dark Jedi might be Force-sensitive individuals who have never been trained by the Jedi and actually began their instruction under another Dark Jedi. Still others might not have started life being sensitive to the Force and were granted the ability artificially. In any case, Dark Jedi pose a significant threat to freedom throughout the galaxy by opposing those who have sworn to protect it.



Dark Jedi Encounters

The potential for Dark Jedi to be located anywhere in the galaxy is high. Since a large number of them live by themselves to follow their dark pursuits, one could choose just about any planet to make his home and settle in. Whether they decide to live an urban lifestyle or establish themselves in the wilderness, Dark Jedi will locate a haven and make themselves difficult to detect, if they so choose. Historically, they have been found in such locales as the forests of Dathomir, the hidden caverns of Wayland, the Separatist fleet under the command of Count Dooku, and the halls of the Imperial capital serving the Emperor himself, enforcing the will of their master throughout the galaxy.

Although Dark Jedi might live alone, many make astonishing connections to accomplish their goals. Some will seek out and serve under masters of the dark side of the Force, such as a Dark Jedi Master or a Sith Lord, while others will go the other direction and recruit non-Force-using individuals such as mercenaries or pirates, making themselves the master of the Force within the group. Others might try to pass themselves off as true Jedi and associate themselves with diplomats and politicians in legitimate governments, using the institution's backing to reach their objectives without fear of crossing the local authorities.

Facing a Dark Jedi in battle is a risky venture at best, considering the resources at that individual's disposal. The dark side of the Force combined with anger or passion can cause even skilled Jedi to balk momentarily. Whether by himself or with supporters, a Dark Jedi enters combat with little hesitation and tends to focus his energy on Force-using heroes who oppose him before turning on any others, using his lightsaber and any offensive Force powers to quickly finish the fight. Most Dark Jedi have little sense of honor and will retreat to fight another day when the battle turns against them, sometimes leaving their associates behind.

The Reborn

The Reborn is the achievement of the dream of artificially imbuing the ability to perceive and manipulate the Force into beings that didn't have it before. Working as Dark Jedi warriors, the Reborn serve as the foot soldiers of the faction known as the Empire Reborn, dedicated to returning the ideals of Emperor Palpatine back to the galaxy at large.

The Reborn originated with Desann, one of Luke Skywalker's former students at the Jedi Praxeum who fell to the dark side, and Hethrir, a former apprentice to Darth Vader and servant of the Emperor. By deceiving Kyle Katarn into giving away the location of the Valley of the Jedi and the Force nexus located there, Hethrir increased his powers fourfold by absorbing energy from ancient Jedi and Sith spirits. After gaining that power, the two Dark Jedi were able to imbue others with the power of the Force and use them as warriors to threaten the New Republic and Skywalker's New Jedi Order.

Dispatched by Desann and the Empire Reborn, the Reborn worked in conjunction with units of the Imperial Army to perform various missions across the galaxy. Desann used these missions not only to further the cause of the Empire Reborn but also to help train the Reborn for Desann's ultimate goal: the death of Skywalker and the destruction of his Jedi. They were stopped by Kyle Katarn and Rogue Squadron.

A short time later, those Reborn who survived the assault assembled under the leadership of Tavion Axmis, Desann's apprentice. With the assistance of the Imperial Remnant, Tavion created a Sith cult called the Disciples of Ragnos and named it the New Reborn. Striving to continue Desann's work, the cultists eventually made their way to Korriban, where they were defeated within the ancient Sith tombs in the Valley of the Dark Lords by Jaden Korr and a band of Jedi from Skywalker's academy.

The Reborn are easily recognized by their orange cloaks and simple, red-bladed lightsabers. Even though they have been granted the ability to use the Force, their aptitude to wield it is not very strong, but their ability with the lightsaber compensates for this shortcoming.

The Reborn **CL 2**
Medium Human nonheroic 6
Dark Side 12
Init +9; **Senses** Perception +9
Languages Basic

Defenses Ref 12 (flat-footed 11), Fort 12, Will 11; Dodge
hp 19; **Threshold** 12

Speed 6 squares
Melee lightsaber +5 (2d8+4)
Base Atk +4; **Grp** +5
Force Powers Known (Use the Force +7): *battle strike* (2)

Abilities Str 13, Dex 12, Con 10, Int 11, Wis 12, Cha 9
Feats Dodge, Force Sensitivity, Force Training, Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Endurance +8, Initiative +9, Perception +9, Use the Force +7
Possessions lightsaber, orange cloak



Dark Jedi Master

Dark Jedi Master **CL 17**
Medium Jedi 9/Jedi Knight 5/Jedi Master 3
Destiny 1; **Force** 6; **Dark Side** 18; Strong in the Force
Init +20; **Senses** Perception +20; Force Perception
Languages Basic

Defenses Ref 32 (flat-footed 31), Fort 30, Will 31; Block, Deflect, Dodge
hp 135; **Threshold** 30
Immune fear

Speed 6 squares
Melee lightsaber +21 (2d8+12) or
Melee lightsaber +19 (3d8+12) with Rapid Strike
Base Atk +17; **Grp** +19
Atk Options Acrobatic Strike, Melee Defense, Rapid Strike, Triple Crit (lightsaber)
Special Actions Power of the Dark Side, Redirect Shot, serenity, Telekinetic Power, Telekinetic Savant
Force Powers Known (Use the Force +20): *battle strike* (3), *dark rage*, *Force grip* (2), *Force lightning* (2), *Force slam* (2), *Force thrust* (2), *move object*, *rebuke*, *surge*
Force Techniques Force Point Recovery, Improved Sense Force
Force Secrets Devastating Power, Quicken Power

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 18, Cha 14
Special Qualities serenity
Talents Block, Deflect, Force Intuition, Force Perception, Power of the Dark Side, Redirect Shot, Swift Power, Telekinetic Power, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training (3), Melee Defense, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Triple Crit (lightsaber), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +20, Perception +20, Use the Force +20
Possessions lightsaber (self-built), Jedi robes, utility belt with medpac

The Dark Jedi are Force-attuned individuals who reject the teachings of the Jedi and, for some, the Sith. Most are fallen Jedi who have failed to live up to the ideals and lifestyle of the Jedi and instead embrace the baser emotions that lead to corruption and evil. Every Dark Jedi is a tragedy, a terrible shame that stains the illustrious history of the Jedi Order, but when a Jedi Master falls, it is a tragedy beyond compare.



New Dark Side Talent: Drain Knowledge

The following talent is part of the Dark Side talent tree (*SE* 101).

Drain Knowledge: As a standard action, you can spend a Force Point to drain the knowledge of an enemy you touch; you must succeed on a Use the Force check (DC equal to the target's Will Defense) to activate this talent, and if you fail to activate this talent, you may not try again on the same target for one day. If successful, you immediately become trained in one skill that the target is trained in; if you are already trained in that skill, you instead gain Skill Focus in that skill. This training or focus lasts for one day. Additionally, your target moves –1 persistent step along the condition track, and the persistent condition can be removed only by resting for 8 hours.

Additionally, you can choose to instead sift through the mind of the target, looking for a specific piece of knowledge or information. Doing so requires you to make a Perception check against the target's Will Defense; success indicates that you pull the relevant information from the target's mind. When you do so, you do not gain the training or focus normally granted by this talent, but otherwise the talent functions as normal.

Using this talent increases your Dark Side Score by 1.

Dark Jedi Master Encounters

Dark Jedi Masters are excellent high-level villains for just about any era. Since Dark Jedi are not bound by the Rule of Two that limits the number of Sith in the galaxy, Dark Jedi Masters can coexist with the Emperor and any of his apprentices (Darth Maul, Darth Tyranus, or Darth Vader). Dark Jedi Masters have their own Dark Jedi apprentices, and there's no limit to the number of cronies they might employ.

Although many Dark Jedi Masters have grand designs of their own, hatching evil plots in the shadows of the galaxy, some, such as Jerec (see below), are actually in the employ of the Sith, serving as Imperial Inquisitors, Hands of the Emperor, or in just about any other capacity the Dark Lord of the Sith can conceive.

Jerec

As a Jedi, Jerec learned the fundamentals of the Force, and more important, he learned the value and power of knowledge.

When the opportunity arose for him to lead a team of Jedi into the Unknown Regions in search of lost artifacts, he took it, never suspecting (or caring, if he did suspect) the growing trouble in the Republic. While he was away, the Clone Wars raged, the Republic collapsed, and the Emperor emerged as the undisputed master of the galaxy. So when Jerec returned, nearly reaching Coruscant, he was shocked to find himself captured by an Imperial Inquisitor. His story might have ended there, had it not been for his willingness to set aside his loyalties and embrace the dark side of the Force.

Jerec languished in Palpatine's employ. Loathing Darth Vader, he sought ways to discredit his rival and supplant him, but the Emperor would have none of it. During the Rebellion against the Empire, Jerec served as an Imperial Inquisitor, hunting down his former comrades and destroying them wherever he found them. He managed to avoid the collapse of his masters' reign when the Emperor was finally defeated by the Rebellion.

Jerec **CL 19**

Medium Miraluka Jedi 10/Jedi Knight 2/Jedi Master 2/noble 5
Destiny 2; **Force** 7; **Dark Side** 16; Strong in the Force
Init +17; **Senses** Force sight; Perception +17; Force Perception
Languages Basic, Bocce, High Galactic, Huttese, Miralukese, Zabrak

Defenses Ref 36 (flat-footed 33, Lightsaber Defense 38), Fort 35, Will 36; Block, Deflect, Dodge
hp 144; **Threshold** 35
Immune fear

Speed 6 squares
Melee lightsaber +20 (2d8+11) or
Melee lightsaber +17 (2d8+11) and lightsaber +17 (2d8+11) with Double Attack or
Melee vibroblade +20 (2d6+11)
Base Atk +17; **Grp** +20
Atk Options Combat Reflexes, Double Attack (lightsabers), Melee Defense, Running Attack, Whirlwind Attack
Special Actions Drain Knowledge, Lightsaber Defense, Power of the Dark Side, Quick Draw, serenity
Force Powers Known (Use the Force +17): *battle strike, dark rage, forseeing, Force grip, Force lightning* (2), *Force slam, mind trick, move object, negate energy, rebuke, surge*
Force Techniques Improved Telepathy
Force Secrets Multitarget Power

Abilities Str 16, Dex 17, Con 15, Int 14, Wis 16, Cha 16
Special Qualities Force sight, serenity
Talents Block, Connections, Deflect, Drain Knowledge, Force Perception, Lightsaber Defense (2), Multiattack Proficiency (lightsabers), Power of the Dark Side, Wealth
Feats Combat Reflexes, Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Defenses, Linguist, Melee Defense, Quick Draw, Running Attack, Skill Focus (Persuasion), Skill Training (Gather Information), Strong in the Force, Weapon Proficiency (advanced melee weapons, lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +17, Gather Information +17, Knowledge (galactic lore) +16, Initiative +17, Perception +17, Persuasion +17, Use the Force +17
Possessions lightsaber (self-built), vibroblade

Miraluka Species Traits

All Miraluka have the following species traits.

Ability Modifiers: +2 Intelligence, –2 Dexterity. Miraluka have keen minds, but their reliance on the Force to perceive their surroundings prevents them from reacting quickly.

Medium Size: As Medium creatures, Miraluka have no special bonuses or penalties due to their size.

Speed: Miraluka base speed is 6 squares.

Force Sight: Although blind, Miraluka can "see" through the Force. They act normally without taking any penalties for blindness. This trait enables them to make Perception checks, and read and write as a sighted person. They can, however, ignore the effects of darkness as if they had darkvision. Miraluka cannot, however, detect creatures that are "invisible" to the Force such as the Yuuzhan Vong and the ysalamiri (page 131). These creatures have total concealment from Miraluka, as do creatures in areas that dampen or suppress the Force.

Conditional Bonus Feat: A Miraluka who has Use the Force as a trained skill gains Force Training as a bonus feat.

Automatic Languages: Basic and Miralukese.

Dark Side Adept

Dark Side Adept **CL 6**
Medium nonheroic 3/noble 5
Force 2; **Dark Side** 14
Init +4; **Senses** Perception +11
Languages Basic, 3 others

Defenses Ref 16 (flat-footed 16), Fort 15, Will 19
hp 26; **Threshold** 15

Speed 6 squares
Melee knife +4 (1d4+1)
Ranged hold-out blaster pistol +5 (3d4+2)
Base Atk +5; **Grp** +5
Special Actions Dark Presence, Power of the Dark Side, Presence
Force Powers Known (Use the Force +10): *dark rage, mind trick, surge*

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 14, Cha 13
Talents Dark Presence, Power of the Dark Side, Presence
Feats Force Sensitivity, Force Training, Linguist, Skill Training (Knowledge [galactic lore], Persuasion), Skill Training (Use Computer), Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Knowledge (galactic lore) +10, Perception +11, Persuasion +10, Use Computer +10, Use the Force +10
Possessions knife, hold-out blaster pistol



This dark side adept represents the hangers-on, sycophants, and ambitious bureaucrats who curried the Emperor's favor after the disintegration of the Senate. The Emperor intended to train a new breed of noble, one completely subservient to the dark side, to replace the planetary governors who were hoping to have a more direct hand in his control over the galaxy. Many of his subjects were drawn from the fawning Senators and other officials who had long been loyal to Palpatine's government and continued to serve their Emperor after the demise of the Republic. Each would-be servant received rudimentary instruction in the Emperor's vision of the Force until the corruption in their bodies matched that in their spirits.

Primitive Dark Side Adept

There are many more Force traditions than those upheld by the Jedi or twisted by the Sith. On a primitive world, the indigenous species might learn of the Force in a variety of ways. In some cases, the Force serves as magic, sorcery that's misunderstood; for others, the Force is the will of the gods. But for a few, the Force is an expedient energy source that allows them to further their own ambitions.

Primitive dark side adepts are savage Force-users who exploit the Force for their own wicked ends. Such characters could use their powers to take over their tribe and exert their will through terrifying methods, ruling through fear and destruction. Others might support powerful warlords, using their dark magic to augment and enhance their master's abilities. Regardless of the role, these dark side adepts are dangerous, for they often have no idea what it is they do.

Dark Side Adept Encounters

Dark side adepts fill many roles in the galaxy, representing everything from foul warlocks twisted by hatred and fear to carefully cultivated elite warriors who exist only to serve the whim of the Emperor. What unites them is that none of them subscribe to a particular Force tradition.

The typical dark side adept is a minion, a crony in service to a higher and darker Force-user. Many dark side adepts are politicians and bureaucrats whom the Emperor or some other dark side wielder has singled out because of their unique skills. Such individuals are loyal to the Emperor, but rarely to each other, and they are quick to use treachery to advance their standing in the eyes of their master.

Primitive dark side adepts might enjoy the support and protection of their savage people or they might be shunned, cast out and forced to live in isolation. In the case of the former, a dark side adept could emerge as a significant threat, using his Force powers to bend others to his will and spread his wickedness throughout the land. In the case of the latter, though, the dark side adept seeks revenge, turning his fear into a powerful weapon and dominating the minds of dangerous predators and queer creatures to serve as his soldiers.

The more powerful dark side adepts can become major villains in their own right. Since they are not a part of a Force tradition, they lack the support of other Force-users. Instead, they build their strength through mundane means, by hiring mercenaries, bounty hunters, and assassins.

Primitive Dark Side Adept CL 9
Medium scout 7/Force adept 2
Force 6; **Dark Side** 15
Init +9; **Senses** Perception +11
Languages Basic, 2 others

Defenses Ref 21 (flat-footed 21), Fort 23, Will 25; Dodge, Mobility
hp 76; **Threshold** 23
Resist Evasion

Speed 6 squares
Melee force pike +5 (2d8+3)
Ranged slugthrower rifle +6 (2d8+4)
Base Atk +6; **Grp** +6
Atk Options autofire (slugthrower rifle), Channel Aggression
Special Actions Damage Reduction 10, Power of the Dark Side, Shake It Off, Telekinetic Savant
Force Powers Known (Use the Force +11): *farseeing, Force grip, Force slam* (2), *Force thrust, move object*
Force Techniques Force Power Mastery (*move object*)

Abilities Str 9, Dex 11, Con 14, Int 14, Wis 15, Cha 15
Talents Channel Aggression, Damage Reduction 10, Evasion, Power of the Dark Side, Telekinetic Savant
Feats Dodge, Force Sensitive, Force Training (2), Mobility, Shake It Off, Skill Training (Use the Force), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +8, Endurance +11, Initiative +9, Jump +8, Perception +11, Stealth +9, Survival +11, Swim +8, Use the Force +11
Possessions force pike, slugthrower rifle with 3 clips, dark robes, fetish

Desann

Desann suffered terribly among his own people, for they had never encountered the Force or users of the Force. When his powers began to become evident, he was cast out and ridiculed as a freak, abused by friends and family alike. Desann escaped his world when he was discovered by Luke Skywalker, who recognized his potential. Under the guidance of the Jedi Master, Desann finally found the acceptance he craved.

Nonetheless, fear and anger were his constant companions, and he had a tendency to bully the other students at Skywalker's academy. Rather than making friendships, he sabotaged the family he had found and became an outsider. The situation finally deteriorated beyond repair when he accidentally killed a student who had the gall to stand up for himself in the face of Desann's cruelty.

Rather than face the consequences of his actions, Desann fled the Jedi Praxeum on Yavin 4 and continued his training on his own, experimenting with the Force and using his powerful emotions to compensate for his lack of experience. He dabbled, fumbled, and eventually learned to harness the hatred and anger necessary to master the dark side. Although many of his abilities find their origins in the fundamentals presented to him by his former master, Desann is largely self-taught when it comes to the dark mysteries of the Force.

When Desann had learned enough, he sought out the remnants of the Empire and sold his services to a splinter group known as the Empire Reborn. Commanding a powerful ship and supported by a fleet of starfighters, Desann would prove a potent foe for the New Jedi Order.

Desann CL 9
Medium Chistori scout 2/Jedi 5/Force adept 2
Destiny 1; **Force** 6; **Dark Side** 14
Init +11; **Senses** Perception +11
Languages Basic, Chistori

Defenses Ref 23 (flat-footed 21), Fort 23, Will 25
Resist Evasion
hp 65; **DR** 2; **Threshold** 23

Speed 6 squares
Melee lightsaber +10 (2d8+7)
Base Atk +7; **Grp** +10
Atk Options Channel Aggression, Cleave, Crippling Strike, Power Attack
Special Actions Force Focus, Power of the Dark Side, rage, Shake It Off
Force Powers Known (Use the Force +9): *battle strike, dark rage, Force grip, Force lightning, mind trick, move object*

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 11
Special Qualities Cold-Blooded, rage
Talents Evasion, Channel Aggression, Crippling Strike, Force Focus, Power of the Dark Side
Feats Cleave, Force Sensitive, Force Training (2), Power Attack, Shake It Off, Skill Training (Initiative), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +11, Jump +12, Knowledge (galactic lore) +10, Perception +11, Pilot +11, Survival +11, Use the Force +9
Possessions lightsaber, encrypted comlink, *Doomgiver* (as *Imperial I*-class Star Destroyer)

Desann Encounters

Desann makes an excellent villain for mid-level campaigns set after the fall of the Galactic Empire. Desann is almost always accompanied by either a Dark Jedi or a cadre of his Reborn (page 29). During the turmoil following the Galactic Civil War, Desann can be found in many parts of the galaxy on his quest to secure more successful methods for creating his armies of dark side Force-users.

Though he is not as powerful as many Jedi Masters, Desann is a dangerous foe nonetheless. He is a skilled warrior who has large amounts of resources at his disposal. Desann might also be encountered with mercenaries and other soldiers, particularly those loyal to the Imperial Remnant. Additionally, Desann has the backing of Imperial Admiral Fyyar, and he can bring down the resources of the Empire (including legions of stormtroopers) on those who get in his way.

New Species: Chistori

The Chistori are a race of obscure saurian humanoids. So scarce is the information on these people that even the Jedi Archives have no information on the Chistori homeworld. What little is known about this species comes from their interaction with others. Fierce and warlike, they are quick to anger and tend to use excessive force to deal with even the smallest slights. As a result, few spacefaring species have any reason to seek them out.

Personality: The same talents that make them excellent warriors shows through in the Chistori's interaction with other species, with most encounters ending in violence. Chistori are an impatient species and have little use for the rigidity of order and discipline, preferring instead to go their own way and do as they please.

Physical Description: The reptilian Chistori stand about 1.9 meters tall and have lithe, though muscled, builds. Thick scales cover their bodies, usually blue or purple on their backs and brown and tan on their chests, abdomens, and faces. Their most pronounced feature is a large snout under which is a hinged jaw filled with sharp teeth perfect for rending flesh.

Homeworld: The Chistori homeworld is unknown, and many Chistori who wander the galaxy either have forgotten where they come from or guard this information with their lives.

Language: Lacking experience or even contact with other cultures means that the Chistori speak only the language of their people. Eventually, necessity forces these stubborn warriors to pick up Basic, but they still use words from their own language in everyday speech.

Example Names: Desann, Cydon Prax.

Adventurers: The few Chistori who find reasons to leave their homeworld find work as bounty hunters, soldiers, and assassins, professions that reflect their particular talents and capabilities. Interestingly, the Force seems almost completely unknown to the Chistori, either as a religion or as practiced by the Jedi. For this reason, Chistori Jedi are exceedingly rare.

Chistori Species Traits

All Chistori have the following species traits.

Ability Modifiers: +2 Strength, –2 Dexterity. Chistori are strong, but their bodies are slow and sometimes ponderous.

Medium Size: As Medium creatures, Chistori have no special bonuses or penalties due to their size.

Speed: Chistori base speed is 6 squares.

Cold-Blooded: Chistori are very sensitive to cold climates. They take a –5 penalty to Fortitude Defense when in areas of extreme cold.

Armor Plating: Chistori have thick scales that provide damage reduction 2.

Rage: Once per day, a Chistori can fly into a rage as a swift action. When raging, a Chistori gains a +2 rage bonus to melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

A fit of rage lasts for a number of rounds equal to 5 + the Chistori's Con modifier. At the end of its rage, a Chistori moves –1 persistent step along the condition track. The penalties imposed by this condition persist until the Chistori takes at least 10 minutes to recuperate, during which time the creature can't engage in any strenuous activity.

Automatic Languages: Chistori.

"Come, join me. You know in your heart you'll never be one of them."

– Desann

Diplomat

Diplomat **CL 3**
Medium nonheroic 6/noble 1
Force 1
Init +3; **Senses** Perception +16
Languages Basic, High Galactic, 4 others

Defenses Ref 11 (flat-footed 11), Fort 11, Will 16
hp 19; **Threshold** 11

Speed 6 squares
Melee unarmed +3 (1d4–1)
Ranged blaster pistol +4 (3d6)
Base Atk +4; **Grp** +4
Special Actions Presence

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 16, Cha 16
Talents Presence
Feats Linguist, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Knowledge (galactic lore) +10, Knowledge (bureaucracy) +10, Perception +16, Persuasion +16
Possessions blaster pistol, comlink with holo capability, datapad, diplomat's robes

Diplomats are the representatives of the galaxy. They represent the interest of their people in the larger political arena, acting on behalf of a single planet, an entire sector, a corporate interest, or any other geographical, political, or economic body. Whether squaring off against a rival organization under the glowering attention of Jedi arbitrators or pleading their case before the august body of the Senate, Diplomats are charged with being the voice of the people they represent and empowered with the ability to forge agreements and negotiate deals.

Although their principal functions are clear, some diplomats have other ambitions beyond their responsibilities. It is not uncommon for a diplomat to jockey for a seat on a senate or to maneuver into a greater position within his homeworld's government. Furthermore, there seems to be at least one diplomat in any group of them who doesn't keep the best interests of his people in mind, wallowing instead in the payoffs and gifts bestowed by those who would exploit his status. Still, these individuals are the exception; most are conscientious members of their community, driven to do what's best for their charges.



Diplomat Encounters

Rare is the diplomat who doesn't travel with a large entourage. A diplomat is the principal connection a group of people has to the larger world, and the loss of this envoy can have dreadful consequences. As a result, security personnel guard these vital agents.

A diplomat can also expect to have assistants in the form of a personal physician, lesser administrators, and other hangers-on to attend to her needs. In almost every case, one or more of these attendants are bodyguards who keep close to their charge in case an enemy somehow slips past the security detail.

Since her principal function is negotiation, when on a mission, a diplomat likely cloisters herself away behind heavy blast doors and permacrete walls to broker deals and argue about the future of the galaxy with other diplomats.

Doctor

Doctor **CL 1**
Medium nonheroic 3
Init +2; **Senses** Perception +8
Languages Basic, 2 others

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12
hp 9; **Threshold** 10

Speed 6 squares
Melee unarmed +1 (1d4–1)
Base Atk +2; **Grp** +3

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 15, Cha 12
Feats Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Perception), Surgical Expertise, Weapon Proficiency (pistols)
Skills Knowledge (life sciences) +8, Perception +8, Treat Injury +13, Use Computer +8
Possessions portable computer, datapad, data cards containing patient files, medical kit, 2 medpacs, surgery kit, MDS-50 medisensor

Doctors are skilled physicians trained to handle a variety of injuries and ailments, from blaster injuries to an outbreak of Gamorrean rot. Like medics, doctors are expected to respond quickly and think fast on their feet, but unlike their field counterparts, doctors' patients are typically brought to them. Doctors usually need a medical environment to perform surgery or install cybernetic parts to replace irreparably damaged limbs and organs.

A typical doctor could be part of a much larger medical institution, perhaps working in a Core World hospital or as part of a facility that trains other would-be physicians. He or she might be a "country" doctor who oversees the health needs of a small community. Others still could be military doctors, working in hospital tents or on a capital ship where they attend injured soldiers, desperately trying to stay on top of the mounting casualties. Finally, a doctor might be a vile surgeon who practices his cutting-edge techniques on unwilling subjects.

Doctor Encounters

Typically, doctors are not opponents the heroes should face on the battlefield. Instead, doctors serve to keep the characters on their feet between battles, repairing extensive injuries and fixing physical ailments. Sometimes a doctor is all that stands between a hero and death, especially when a character is suffering from a vile poison or obscure disease.

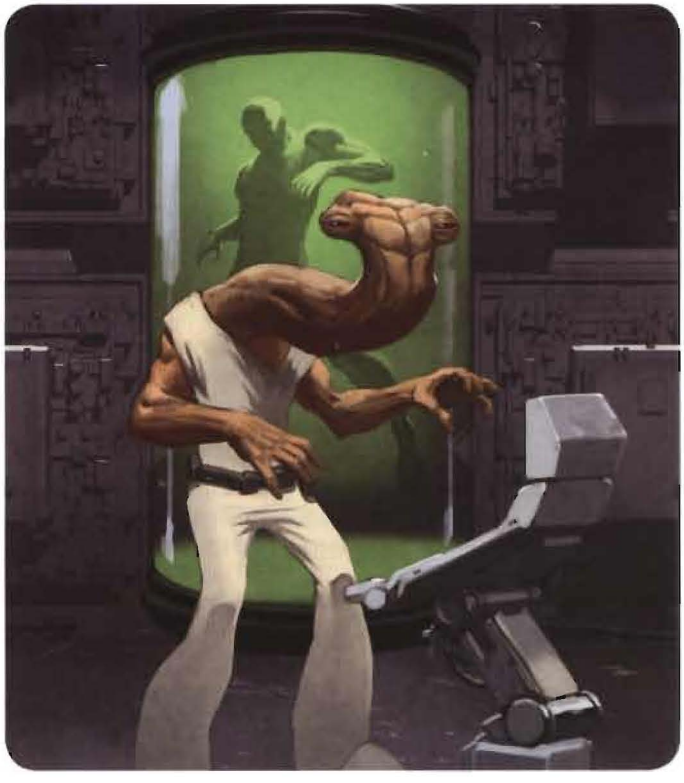
Many doctors run private businesses, perhaps out of small shops on an industrial world or as part of a large hospital's trained staff. Others serve in military outfits, lending their talents to the war effort by patching up casualties before sending them back to the front lines.

Doctors of all types employ medical droids to aid in the prognosis and treatment of their patients. In some cases, a doctor might leave most of the medical practice to the droids while focusing on research and study. Military doctors receive the same level of protection that would be provided for any specialty staff—either soldiers or security personnel, depending on the outfit.

MDS-50 Medisensor

Sweeping this small, handheld sensor over the subject's body produces a summary of the patient's vital signs. An MDS-50 medical sensor can be used as a swift action on an adjacent creature or character, providing the user with the target's current hit points, its place on the condition track, and the presence of (but no specifics on) diseases, poison, or radiation exposure.

Cost 75; **Weight** 0.1 kg.



Emergency Crew

Emergency Crew Member CL 1
Medium nonheroic 4
Init +1; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 11, Will 10
hp 9; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster pistol +3 (3d6)
Base **Atk** +3; **Grp** +4
Atk Options Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 12, Wis 10, Cha 8
Feats Armor Proficiency (light, medium), Coordinated Attack, Skill Focus (Mechanics), Weapon Proficiency (pistols)
Skills Knowledge (technology) +7, Mechanics +12, Use Computer +7
Possessions blaster pistol, combat jumpsuit (+4 armor), comlink, datapad, code cylinder, fire extinguisher, heat sensor, mesh tape, tool kit, utility belt, holster

There's nothing easy about fighting in space. When the shields fail, when laser blasts rock the ship and fires rage out of control, it falls to the emergency crew to keep the ship together long enough for the real engineers and techs to come in and put the ship back together again. A ship's emergency crew also has the dubious honor of defending a vessel when it's boarded by enemy forces. So in addition to putting out fires and getting systems up and running, it is responsible for holding off pirates, stormtroopers, and any other force that intends to take over the ship. Part firefighter, part technician, and part warrior, the emergency crews are the first line of defense when a ship becomes imperiled.

Heat Sensor

Used primarily to locate fires and damaged components buried behind wall panels and beneath deck plates, a heat sensor is a common device in the hands of emergency crew members. A heat sensor monitors air temperature out to a distance of 100 meters and presents color-coded readings on a small screen. In addition to its normal uses, a heat sensor can also identify heat signatures generated by hidden creatures, making it a useful tool for rooting stowaways or alien parasites. A heat sensor grants a +2 equipment bonus to Perception checks made to detect hidden creatures, machines, or hazards that generate heat.

Cost 250; **Weight** 0.2 kg.



Emergency Crew Encounters

The emergency crew is the first response to any danger a ship faces. These are the individuals who work to extract an injured starfighter pilot from his damaged ship, who put out the flames when the ship is struck by a torpedo, and who give their lives to defend the rest of the crew when intruders blast their way inside to take the ship by force.

An emergency crew team consists of four to six members. The various crews might be broken into different functions, such as fire brigade, security, and mechanics. Leading each team is a specialist—soldier, technician, or engineer—who can put these crew members to best use. Despite the fact that these teams might have different primary functions, each is expected to pitch in whenever the ship is in danger.

"We'll take you in."
– Coruscant fire ship pilot

Engineer

Engineer **CL 2**
Medium nonheroic 3/scoundrel 1
Force 2
Init +3; **Senses** Perception +2
Languages Basic, Binary, 4 others

Defenses Ref 16 (flat-footed 15), Fort 12, Will 12
hp 12; **Threshold** 12

Speed 6 squares
Melee stun baton +2 (2d6 stun)
Base Atk +2; **Grp** +3

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 11, Cha 10
Talents Gimmick
Feats Armor Proficiency (light), Linguist, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist (*SG* 21), Weapon Proficiency (simple weapons)
Skills Knowledge (technology) +9, Mechanics +14, Use Computer +14
Possessions stun baton, padded flight suit (+3 armor), comlink, code cylinder, blank datacards, datapad, fusion lantern, portable computer, fusion lantern, mesh tape, tool kit, utility belt

Behind every technological wonder in the galaxy is an engineer who had the vision and expertise needed to make the impossible possible. Engineers are skilled technicians who specialize in the construction, maintenance, and modification of machines. These individuals know the ins and outs of starship design, droids, and weaponry.

In addition to the technology specialist described here, combat engineers fill an important role in the military organizations of the galaxy. These individuals apply their technical expertise to the business of warfare. Most of them see to the assembly of powerful artillery to pound enemy forces, but others might attend to constructing bridges for foot soldiers or building breastworks, landing platforms, and barracks. Whatever a military unit needs, it's the engineer's responsibility to make it happen.

"WE'LL GET TO WORK ON HIM RIGHT AWAY."
— UNKNOWN ALLIANCE TECHNICIAN

Engineer Encounters

Engineers are ubiquitous. The demand for new technology keeps engineers busy manufacturing new droids, weapons, starships, and all manner of other technological wonders. One is likely to find engineers in the company of a wide assortment of characters, from squads of soldiers to teams of technicians arguing about how to fix the hyperdrive computer in a dilapidated frigate.

Many technology specialists work in small teams consisting of a few peers and twice as many technicians to deal with the mundane aspects of their jobs. Droids are also common companions for these engineers, with construction droids and power droids being the most likely. In addition, nearly every engineer employs an astromech droid to run diagnostics and communicate with the machine's onboard computer.

As for combat engineers, one or two can be found attached to a company of soldiers, though entire units of combat engineers do exist as well, such as the Combat Engineers Battalion of the Grand Army of the Republic. These engineers are better armed and armored, and have the additional support of military personnel to give them covering fire while they work out the logistics of a problem.

Generally, though, an engineer is not a combatant and is not likely to join a firefight. Engineers leave such engagements to the professionals. Instead, they modify gear, improve armor, and optimize vehicles, while working to keep support equipment in top working order.



Gambler

Gambler CL 4
Medium scoundrel 4
Force 7
Init +4; **Senses** Perception +14
Languages Basic, Rodese

Defenses Ref 18 (flat-footed 16), Fort 14, Will 17
hp 25; **Threshold** 14

Speed 6 squares
Melee unarmed +2 (1d4+1)
Ranged hold-out blaster pistol +5 (3d4+2)
Base Atk +3; **Grp** +5
Atk Options Point Blank Shot
Special Actions Fool's Luck, Quick Draw

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 15
Talents Fool's Luck, Gambler
Feats Point Blank Shot, Quick Draw, Skill Focus (Deception), Skill Focus (Perception), Skill Training (Gather Information), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +9, Knowledge (galactic lore) +8, Perception +14, Persuasion +9, Stealth +9
Possessions hold-out blaster pistol, comlink, expensive clothes

Cunning and smooth, the gambler always seems to have everything in perspective and to know exactly what he is doing. At least, that is his attitude when it comes to money and the high life. A gambler is the kind of person you look for when you are out for a good time.

A gambler's life revolves around playing games, wagering on contests, and mixing with high society. The money he earns is nice, but a gambler knows that both profit and loss are part of his chosen profession. When times are tough, a gambler is good at concealing the fact that he's strapped for cash. While he's waiting for his next big strike, he rubs elbows with the social lions and high rollers around him, always looking for a way to get back in the good graces of Lady Luck.

In order to mingle with those who enjoy fame and fortune, a gambler uses his skill at deception to get into the best parties and social gatherings. Once he's in the door, he's good at insinuating himself into the confidence of his newfound friends—without letting on that it's all a ruse. The only thing he cares about is lining his pockets.



Gambler Encounters

Gamblers spend most of their time either inside the gaming halls of the galaxy's casinos, most often the ones found on Coruscant, Rodia, or Ord Mantell, or traveling to or from one. When they are not sitting at the sabacc table or watching the jubilee wheel, gamblers can typically be found schmoozing with the rich and famous. They know where the parties are and know how to get through the front door, or the back door if it comes down to it. A gambler might also be able to provide a means to get away from local authorities on the next luxury cruise leaving the system—for a price, of course.

Gamblers are good at picking up tidbits of information from their conversations at the game table or from their friends at the latest social event. Always looking for a quick score, gamblers are willing to offer what they know for a fee. They can help people get into the governor's ball, past the Moff's security detail, or connected with the movers and shakers of society.

Physical violence is the gambler's bane. Even though a gambler might be at least halfway decent with a blaster, he prefers to face off against someone in a game rather than a gunfight.

"He's a card player, gambler, scoundrel. You'd like him."
– Han Solo

Infiltrator

Infiltrator CL 9
Medium scout 5/scoundrel 4
Force 2; **Dark Side** 2
Init +7; **Senses** Perception +10
Languages Basic, 2 others

Defenses Ref 25 (flat-footed 21), Fort 20, Will 21
hp 56; **Threshold** 20

Speed 6 squares
Melee unarmed +8 (1d6+6)
Ranged hold-out blaster pistol +9 (3d4+4)
Base Atk +6; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Fool's Luck, Hidden Movement, Knack

Abilities Str 15, Dex 17, Con 10, Int 12, Wis 12, Cha 8
Talents Fool's Luck, Hidden Movement, Improved Stealth, Knack, Total Concealment
Feats Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Acrobatics), Skill Focus (Stealth), Skill Focus (Use Computer), Skill Training (Acrobatics), Skill Training (Deception), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +17, Climb +11, Deception +8, Initiative +7, Jump +16, Mechanics +10, Perception +10, Stealth +17 (can reroll, must take second result), Use Computer +15
Possessions hold-out blaster pistol, concealed holster, security kit, encrypted comlink, utility belt (miniaturized), syntherope, droid caller

Infiltrators are experts at breaking into secured areas. The motivation behind this illegal act varies depending on the individual. The most common sort of infiltrator is self-employed—someone who breaks into homes and businesses to commit burglary. Other infiltrators could be "bag men" for spy organizations, criminal interests, or corporations. Security firms often employ infiltrators to test out a building's security measures, locating weak spots that could be exploited by criminals and competitors.

Infiltrators must be strong, dexterous, and acrobatic, since they often find themselves crawling through air ducts, scaling sheer walls, and leaping from impressive heights to get to their intended target. In addition, infiltrators are good at bypassing alarms and detectors of all kinds. Most infiltrators shy away from combat, considering their current job a failure if they are spotted in the first place. They rarely carry anything more than a hold-out blaster pistol or a knife, to be used only as a last resort.

Infiltrator Encounters

Because of an infiltrator's skill at getting into places unnoticed, heroes are unlikely to be aware of his presence unless he wants to be found. An infiltrator could be hired by the heroes' enemies to sneak into their ship or headquarters in order to steal important plans, sabotage their computers, or plant incriminating evidence. If everything goes accordingly to plan, the heroes will find out that something is wrong only when their computers malfunction or they find their precious goods missing. Some infiltrators like to flaunt their success by leaving behind some kind of "calling card" to let their victims know who did the deed.

Although some infiltrators operate alone, others are part of specialized teams, typically including slicers, technicians, and commandos, who serve as the infiltrator's eyes and ears or as support to help the infiltrator get in and out of the target area. Infiltrators sometimes use droids (such as the ASN-121 assassin droid or the Mark VII seeker droid) in their work in order to scout ahead, deactivate security measures, and provide some protection if things get violent. These droids are sometimes Small or smaller in size and have the ability to hover so they can get into hard-to-reach places.



Information Broker

Information Broker **CL 5**
Medium nonheroic 3/scoundrel 4
Force 3
Init +4; **Senses** Perception +9
Languages Basic, 2 others

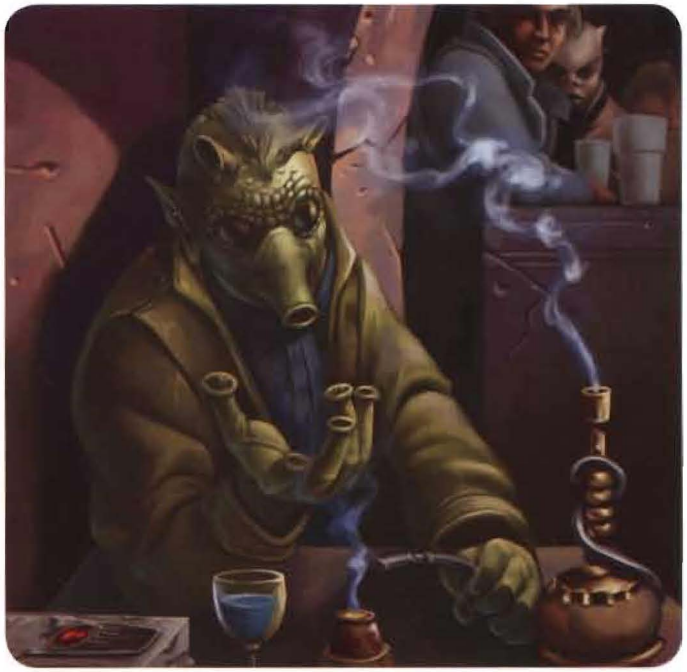
Defenses Ref 17 (flat-footed 16), Fort 14, Will 15
hp 23; **Threshold** 14

Speed 6 squares
Melee knife +6 (1d4+3)
Ranged hold-out blaster pistol +6 (3d4+2) or
Ranged hold-out blaster pistol +4 (4d4+2) with Rapid Shot or
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster pistol +4 (4d6+2) with Rapid Shot
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Knack

Abilities Str 13, Dex 13, Con 10, Int 14, Wis 11, Cha 13
Talents Gimmick, Knack
Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Stealth), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Gather Information +14, Perception +8, Persuasion +9, Stealth +9, Use Computer +10
Possessions knife, hold-out blaster pistol, blaster pistol, comlink, pocket scrambler, code cylinder, credit chip with 200 credits, 400 unmarked credits, portable computer, electrobinoculars, holocam, utility belt, holster, concealed holster

Nothing stays secret forever. Dealing in rumor and whisper, information brokers (sometimes known as infochants) trade secrets for credits and favors. They and their agents lurk in the shadows, listening for snatches of conversation, illicit meetings, and any other knowledge that could bring a high price. Of course, these unsavory sorts recognize that information has value only if there are those who want it, and so they also keep abreast of trends and political developments to find potential customers who might be interested in a dataslate filled with intelligence.

Most information brokers are staunchly neutral, concerned only with buying and selling what they need to know and what they learn. It usually doesn't matter what implications could arise when they share information, since conflict tends to breed more juicy tidbits, which in turn generates more profit. Information brokers are keenly aware that information doesn't stay valuable forever, so they often work quickly to unload the "goods" they acquire.



Information brokers might be slicers—experts who can hack into computer systems, plunder their contents, and vanish without notice. They might be smugglers, moving illegal cargo, and meeting other criminal elements who might be willing to exchange a few choice insights in exchange for whatever the smuggler might know. What unites them all, methods aside, is that they keep their finger on the pulse of the galaxy.

Information Broker Encounters

Trading in information is dangerous business. Secrets are meant to be kept, and those who reveal the dirty laundry of an influential person risk finding themselves tossed out of an airlock. Infochants and brokers know this, and the best ones are certain to protect themselves and their lucrative business with an army of thugs and bodyguards. When they do agree to meet a potential customer, it is always under the watchful eyes of the information broker's brutes, who are quick to remind unruly clients who is in charge.

Few information brokers work alone. Ones of lesser stature might function in small cooperatives in which the various members bring different talents to the table. Included in these groups are slicers, spies, and possibly even outlaw techs. Leading the group is a veteran infochant who sorts out the useful material and discards the rest.

Jedi Knight

Jedi Knight **CL 12**
Medium Jedi 7/Jedi Knight 5
Force 6
Init +13; **Senses** Perception +9
Languages Basic, 1 other

Defenses Ref 26 (flat-footed 24, Lightsaber Defense 27), Fort 26, Will 27; Deflect
hp 104; **Threshold** 26

Speed 6 squares
Melee lightsaber +15 (2d8+7) or
Melee lightsaber +13 (3d8+7) with Rapid Strike or
Melee lightsaber +12 (2d8+7) and
lightsaber +12 (2d8+7) with Double Attack
Base Atk +12; **Grp** +14
Atk Options Battle Meditation, Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Lightsaber Defense, Redirect Shot, Soresu
Force Powers Known (Use the Force +11): *battle strike* (2), *farseeing*, *Force thrust*, *mind trick*, *move object*, *surge* (2)
Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*)

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 10
Special Qualities build lightsaber
Talents Battle Meditation, Deflect, Force Fortification, Lightsaber Defense, Multiattack Proficiency (lightsabers), Redirect Shot, Soresu
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Rapid Strike, Skill Training (Endurance), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Endurance +13, Initiative +13, Perception +9, Use the Force +11
Possessions lightsaber (self-built), encrypted comlink, Jedi robes

Jedi Knights are members of the Jedi Order who have passed the trials and been knighted by the Jedi Council. They form the backbone of the Jedi Order and are expected to perform many of the day-to-day tasks and missions that are required to keep the Order running smoothly. Each Jedi Knight is expected to uphold the Jedi Code, to support the Order in word and deed, and to serve as a guardian of peace and justice. Jedi Knights are also responsible for training the next generation of Padawans, though taking on an apprentice has never been a requirement.



Although all Jedi Knights are technically equals, seniority among the Knights plays a large part in determining an unspoken pecking order. Individual ability and accomplishment also figure prominently into a Knight's standing among his comrades. Relatively young Jedi Knights who are accomplished in the use of the Force, or who are responsible for performing great deeds, are often treated with as much deference as older, more experienced Knights.

During the days of the Old Republic, the Jedi were far more common, and their exploits were often lauded by the public. As time passed and their numbers thinned, the supposed shortcomings of the Jedi Order became more apparent. Though they were capable warriors, the Knights were too few to wage wars alone on behalf of the Republic. When that scarcity was combined with careful smear campaigns engineered by the minions of Palpatine, average citizens began to look upon the Jedi Knights with less favor.

A Jedi is often distinguished by his simple robes and his lightsaber, which is the weapon of a Jedi Knight. Following the Jedi purge, most surviving Jedi went underground. Many of those who refused to hide were destroyed by the Emperor's servants. Even those Jedi who sought to conceal their identities were hard pressed to avoid the Empire's concerted effort to find them and wipe them out.

Jedi Knight Encounters

Jedi Knights are the most numerous members of the Jedi Order, and as such are often the most visible. Since they are responsible for carrying out missions on behalf of the Order and the Republic, Jedi Knights will often be encountered in the course of fulfilling these duties.

By their nature, Jedi Knights are contemplative warriors who rarely rush into a conflict. They are patient, using violence only as a last resort or in the defense of innocent life. Once unleashed, a Jedi Knight will fight tirelessly to defeat his enemies. Though a Jedi Knight's most powerful weapon is the Force, he never uses his powers in a craven, cruel, or self-serving manner.

Since the lightsaber is his primary mode of defense, a Jedi Knight prefers to close to melee range with opponents in an attempt to end a fight swiftly. Incoming blaster fire is deflected or redirected back at opponents, and in the face of overwhelming odds, a Jedi Knight will never hesitate to withdraw in order to readdress his plans.

Jedi Refugee

With the fall of the Republic and the rise of the Empire, the Jedi found themselves on the wrong side of galactic authority and were all but wiped out at the conclusion of the Clone Wars. Despite the deft machinations of Emperor Palpatine, a few Jedi survived this purge and continued to live on in the galaxy. Some Jedi, such as Obi-Wan Kenobi and Yoda, went into hiding to protect themselves until it was time to fulfill their destinies. Others, however, chose not to stand by and watch as the galaxy descended farther into darkness, and took a more active hand in defending the galaxy against evil.

These Jedi refugees take on many roles. Some attempt to fight the Empire and the dark side in clandestine fashion, keeping a low profile and making sure that no one can connect them to their Jedi heritage. These Jedi refugees work behind the scenes, subtly manipulating events to stymie the Empire at every turn. If they must use the Force or their lightsabers, they do so in a way that draws no attention to themselves, trying to ensure that the Empire never learns of their involvement. Surviving Jedi who act in this manner know that they cannot hope to tackle the Empire on their own, and, believing that all other Jedi are dead, they struggle against the forces of evil while trying to preserve the Jedi tradition.

Other Jedi refugees take a more active hand, such as Jedi Master Rahm Kota, who formed his own militia to take the fight to the Empire. These Jedi seek out like-minded individuals and launch overt attacks against Imperial installations and resources, inflicting as much damage as possible in an attempt to show the galaxy that the monolithic Empire can be defeated. These Jedi are almost constantly on the run, because they take no pains to hide their abilities or affiliation from the prying eyes of the Empire. With Darth Vader and the Emperor's agents always close on their heels, these Jedi refugees strike hard and fast before retreating back into the shadows until the Jedi hunters let down their guard once more.

Jedi Refugee **CL 12**
Medium Jedi 7/scoundrel 2/Jedi Knight 3
Force 5
Init +13; **Senses** Perception +13
Languages Basic, Bothan, Sullustese

Defenses Ref 26 (flat-footed 24), Fort 24, Will 26; Dodge, Block, Deflect
hp 86; **Threshold** 24

Speed 6 squares
Melee lightsaber +11 (2d8+6) or
Melee lightsaber +9 (3d8+6) with Rapid Strike
Base Atk +10; **Grp** +12
Atk Options Combat Reflexes, Dastardly Strike, Improved Disarm, Melee Defense, Rapid Strike
Special Actions Force Haze
Force Powers Known (Use the Force +14): *battle strike, farseeing, Force disarm, Force stun, mind trick, move object, rebuke, surge* (2)
Force Techniques Improved Sense Force

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 14, Cha 16
Special Qualities build lightsaber
Talents Block, Clear Mind, Dastardly Strike, Deflect, Force Fortification, Force Haze, Shii-Cho
Feats Combat Reflexes, Dodge, Force Sensitivity, Force Training (3), Improved Disarm, Melee Defense, Rapid Strike, Skill Training (Deception), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +14, Initiative +13, Knowledge (galactic lore) +13, Perception +13, Use the Force +14 (can reroll when avoiding detection by the Force, must take second result)
Possessions lightsaber (self-built), loose-fitting clothes, comlink

"For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic."

— Obi-Wan Kenobi

Jedi Refugee Encounters

Jedi refugees make excellent mentors and allies for any heroes in the Dark Times or the Rebellion era. Unless the heroes are upstanding citizens of the Empire, they might cross paths with one or more Jedi refugees at any point during their careers. Most Jedi refugees are wary about new allies at first, given the Empire's many attempts to infiltrate their inner circle, but once a potential ally proves to be loyal, they are quick to return the sentiment.

Jedi refugees are rarely found in the presence of other Force-users. Most encounters with Jedi refugees will include a small number of allies, usually soldiers or other rebellious agents who help the Jedi further his or her goals. Jedi refugees work well with soldiers who can provide ranged attacks and cover fire as the Jedi moves into melee. Additionally, a Jedi refugee encounter might include a pilot and a fast vehicle, allowing the Jedi to flee quickly in case the Empire shows up.

Jedi Duelist

The lightsaber, chosen weapon of the Jedi, is the symbol of everything that the Jedi Order stands for. It is an elegant weapon for a more civilized age, and those Jedi Knights who focus on its use, called Jedi duelists, can perform amazing feats when using the weapon. Jedi duelists dedicate much of their careers to the study of the lightsaber. Where other Jedi might excel at investigation or negotiation, a Jedi duelist is called in when violence is the most likely solution to the problem. Jedi duelists have a great deal of prowess in other areas as well, but their skill with the lightsaber makes them stand out.

Jedi duelists are among the most knowledgeable about lightsaber fighting styles in the entire Order. Some duelists specialize in a single lightsaber style (the Jedi duelist presented here is an Ataru master), while others dedicate themselves to the study of all lightsaber forms in the hope of better understanding how the weapon can be used. Jedi duelists often see the lightsaber as an implement of spirituality and use practice of the various lightsaber forms as a kind of meditation. When lost in lightsaber practice, a Jedi duelist finds himself opening up to the Force completely, nearly surrendering his very will to the Force as it guides the humming blade of the weapon.

Jedi Duelist Encounters

When a Jedi duelist is the primary character in an encounter, he is usually supported by other Jedi, in order to keep the duelist from becoming the sole target. Additionally, other Jedi who specialize in controlling the combat arena with Force powers—such as *Force slam* and *Force thrust*—make excellent companions for a Jedi duelist because they keep the battlefield open and allow the duelist to approach enemies with greater ease.

Jedi Duelist **CL 13**

Medium Jedi 7/Jedi Knight 6
Force 6
Init +14; **Senses** Perception +10
Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 25, Will 29; Block, Deflect
hp 90; **Threshold** 25

Speed 6 squares
Melee lightsaber +18 (2d8+13) or
Melee lightsaber +16 (3d8+13) with Rapid Strike or
Melee lightsaber +18 (3d8+13) with Mighty Swing or
Melee lightsaber +13 (2d8+13) and
lightsaber +13 (2d8+13) with Double Attack
Base Atk +13; **Grp** +16
Atk Options Acrobatic Strike, Ataru, Double Attack (lightsabers), Mighty Swing, Rapid Strike
Special Actions Redirect Shot
Force Powers Known (Use the Force +11): *battle strike* (3), *Force disarm, Force slam, Force thrust, negate energy, rebuke, surge* (2)
Force Techniques Force Point Recovery, Improved Force Trance, Improved Sense Force

Abilities Str 15, Dex 17, Con 10, Int 10, Wis 18, Cha 10
Special Qualities build lightsaber
Talents Ataru, Block, Deflect, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Redirect Shot, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Mighty Swing, Rapid Strike, Skill Training (Acrobatics), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Use the Force +11
Possessions Jedi robes, lightsaber (self-built)

Imperial Knight

The Imperial Knights are a members of a Force-using tradition that arises during the time of Darth Krayt, some 130 years following the Battle of Yavin. Like Jedi Knights, the Imperial Knights were trained in the ways of the Force, including the use of lightsabers. Unlike the Jedi, however, Imperial Knights swore fealty to the Emperor of the period, Roan Fel, above all else. As such, members of the New Jedi Order did not recognize the Imperial Knights as true Jedi.

Of the traits that set Imperial Knights apart from their Jedi cousins, the most prominent were their use of silver-bladed lightsabers and red battle armor. Perhaps the most interesting affectation used by the Imperial Knights were gauntlets composed of cortosis weave, which would cause any lightsaber blade that came into contact with them to become nonfunctional.

When a Sith Lord proclaimed himself Emperor, the Imperial Knights who survived the coup worked with the former Emperor in an effort to bring down the usurper. Though only a small number of Imperial Knights are thought to have survived the coup, it is possible that others managed to do so.

Imperial Knight **CL 10**
Medium Human Jedi 7/Jedi Knight 3
Force 6; **Dark Side** 3
Init +12; **Senses** Perception +11
Languages Basic

Defenses Ref 29 (flat-footed 27), Fort 28, Will 24; Deflect
hp 109; **Threshold** 28

Speed 6 squares
Melee lightsaber +15 (2d8+9) or
Melee lightsaber +13 (3d8+9) with Rapid Strike or
Melee lightsaber +11* (2d8+17) or
Melee lightsaber +13* (3d8+22) with Powerful Charge and Rapid Strike
Base Atk +10; **Grp** +13
Atk Options Battle Meditation, Power Attack, Powerful Charge, Rapid Strike
Special Actions Equilibrium, Redirect Shot
Force Powers Known (Use the Force +10): *battle strike*, *Force slam*, *rebuke*, *surge*
Force Techniques Force Point Recovery

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10
Special Qualities build lightsaber
Talents Armored Defense, Battle Meditation, Deflect, Equilibrium, Improved Armored Defense, Redirect Shot
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Defenses, Power Attack, Powerful Charge, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Initiative +12, Use the Force +10
Possessions lightsaber (self-built), battle armor (+8 armor, +2 equipment), comlink, cortosis gauntlet, various personal belongings
* *Includes 4 points of Power Attack.*

Imperial Knight Encounters

During the time of Darth Krayt, Imperial Knights acted as the sworn protectors of Emperor Roan Fel. As such, they are rarely encountered away from the Emperor. Following the coup by Darth Krayt that put the Sith Lord on the galactic throne, the Imperial Knights who remained behind might be found anywhere, working to put a stop to the new Emperor's rule.

Tactically, Imperial knights are similar to Jedi. They work well together, using their lightsabers to redirect blaster shots against their foes until they can close to melee range. When fighting other lightsaber-wielding Force-users, Imperial Knights attempt to use their cortosis gauntlets to deactivate their enemies' weapons for a few minutes. Given their loyalty to their Emperor, Imperial Knights are less concerned with maintaining a balance between light and dark. As such, some might employ powers that are normally designated as dark side.

Cortosis Gauntlet

All Imperial Knights wear specially designed gauntlets made of cortosis weave that protect them from the normally lethal lightsaber blades. If the wearer readies an action to block a lightsaber attack, the wearer can make an opposed unarmed melee attack roll against the attack roll of the lightsaber attack. If the wearer of the cortosis gauntlet is successful, the lightsaber deactivates and may not be reactivated for 2 minutes. The attack still deals normal damage before the lightsaber is deactivated.

If the wearer of a cortosis gauntlet is the target of the Severing Strike talent, the attacker can choose to sever the limb where the cortosis gauntlet is worn without having his or her lightsaber deactivated.

Cost 1,500; **Weight** 1 kg.

"IMPERIAL KNIGHTS! SAVE YOUR EMPEROR!"
— MOHRGAN

JEDI MASTER

Jedi Master **CL 15**
Medium Jedi 7/Jedi Knight 5/Jedi Master 3
Force 6
Init +14; **Senses** Perception +10
Languages Basic, 1 other

Defenses Ref 30 (flat-footed 28, Lightsaber Defense 31), Fort 30, Will 31; Deflect
hp 137; **Threshold** 30

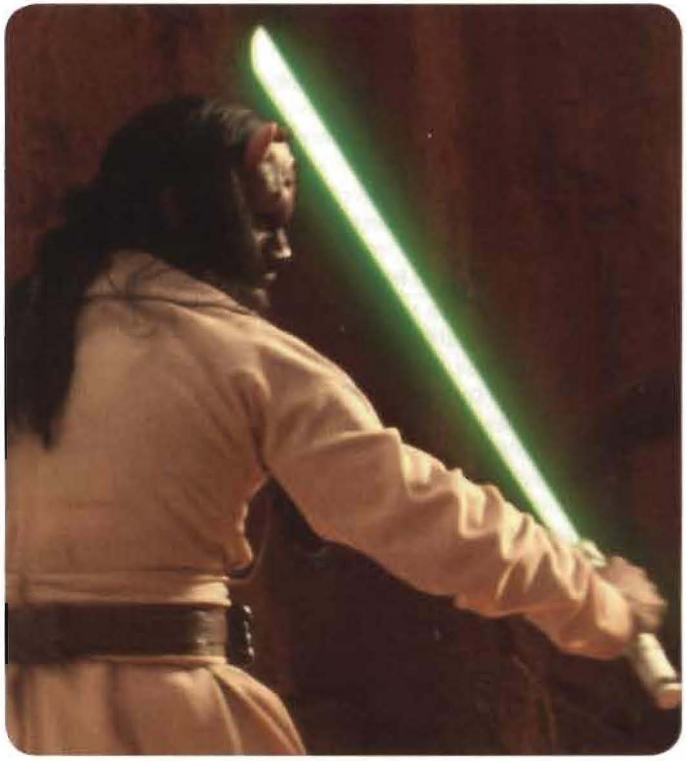
Speed 6 squares
Melee lightsaber +18 (2d8+8) or
Melee lightsaber +16 (3d8+8) with Rapid Strike or
Melee lightsaber +15 (2d8+8) and lightsaber +15 (2d8+8) with Double Attack
Base Atk +15; **Grp** +17
Atk Options Battle Meditation, Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Damage Reduction 10, Force Focus, Lightsaber Defense, Redirect Shot, serenity, Soresu
Force Powers Known (Use the Force +12): *battle strike* (3), *farseeing, Force thrust, mind trick* (2), *move object, rebuke, surge* (2), *vital transfer*
Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*)
Force Secrets Distant Power, Quicken Power

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 10
Special Qualities build lightsaber, fearless, serenity
Talents Battle Meditation, Damage Reduction 10, Deflect, Force Focus, Force Fortification, Lightsaber Defense, Multiattack Proficiency (lightsabers), Redirect Shot, Soresu
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Rapid Strike, Skill Training (Endurance), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Endurance +14, Initiative +14, Perception +10, Use the Force +12
Possessions lightsaber (self-built), encrypted comlink, Jedi robes

Jedi Masters have reached the top of their craft within the Jedi Order. Achieving the title of Jedi Master requires patience, perseverance, and above all, faith in oneself. A deep understanding of the Force is a must, for a Jedi Master is able to unlock powerful secrets that few Jedi even dream of comprehending. It is not a journey that is quickly made, and few Jedi survive long enough to complete it. Those who do are widely respected, and justly so.

For a Jedi Knight to become a Jedi Master, he is usually required to take on a Padawan learner. That Padawan must be fully trained as a Jedi Knight before the teacher can be considered as a Jedi Master. Not only does training a Padawan take years, it also requires inhuman patience and the ability to instruct another sentient being in the often esoteric ways of the Force. Success is never assured, and a Padawan who does not have the proper mindset or talent might never come to face the trials. Such a failure might not become apparent for several years, but when discovered would require the would-be Jedi Master to take on a new apprentice.

For most of the history of the Jedi tradition, only Jedi Masters were placed on the Jedi Council. This state of affairs changed during the Rise of the Empire, when Anakin Skywalker was appointed to the Council by Emperor Palpatine. Although the Council respected Palpatine's insistence that Skywalker be made a member, it refused to grant the young knight status as a Jedi Master. This perceived insult, combined with Anakin's overwhelming arrogance, was instrumental in bringing the young Jedi to the dark side of the Force.



Jedi Master Encounters

Jedi Masters are sent on important and dangerous missions by the Jedi Council. Some operate alone, while others continue to instruct Padawans long after they have achieved the title of Master. These latter individuals travel with their Padawans, an arrangement that allows them to instruct their students in a more hands-on fashion. It also exposes their apprentices to riskier, high-priority assignments, which increases the learner's confidence all the more.

Whether or not a Jedi Master is encountered in the company of his Padawan learner, he is an opponent who cannot be underestimated. Though he might try to bring a conflict to a peaceful resolution, he is always able to bring forth his lightsaber, as well as his considerable knowledge of the Force, in order to pursue what the Order refers to as "aggressive negotiations." Few mundane opponents can stand against the skill and ability of a Jedi Master.

Jedi Sage Master

Some Jedi Masters are known as scholars even among their peers. These individuals, sometimes called Jedi Sage Masters, are the keepers of knowledge, and they spend much of their time deep in research or contemplation. They seek to test the boundaries of what is possible, while at the same time passing on this knowledge to those around them. If a question or problem comes to light that cannot be answered by members of the Jedi Council, these scholars are consulted.

Though they are seldom seen outside the walls of the Jedi Temple on Coruscant, Jedi Sage Masters do sometimes venture out in order to conduct field research. This research might involve the excavation of a Sith temple or the observation of a new species or life form. Keeping the archives up to date requires a constant influx of information. Jedi scholars and their apprentices, along with non-Jedi experts, are at the forefront of this never-ending process.

Jedi Sage Masters are often asked to meet with potential Padawan learners in order to judge their Force potential. In this regard, they uphold their duty to help teach new Jedi by discerning which students have the most aptitude with the Force. They often take on Padawans of their own, especially if a candidate is intellectually adept and eager to learn more mundane abilities.

Although the Jedi Sage Master detailed in this entry is an expert in galactic lore as well as physical and life sciences, Jedi scholars are a diverse group. The Knowledge skills in this statistics block can be replaced with any other Knowledge specialty. Given their knowledge of customs and philosophical thought, scholars who specialize in the social sciences often excel in a consular role, while those who focus on tactics might serve as generals among the Jedi.

Jedi Sage Master — CL 15

Medium Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 1; **Force** 6
Init +8; **Senses** Perception +19; Force Perception
Languages Basic, 7 others

Defenses Ref 29 (flat-footed 28), Fort 28, Will 32
hp 92; **Threshold** 28

Speed 6 squares
Melee lightsaber +16 (2d8+7)
Base Atk +15; **Grp** +16
Atk Options Improved Disarm, Melee Defense
Special Actions Adept Negotiator, Force Focus, serenity, Skilled Advisor
Force Powers Known (Use the Force +19): *farseeing*, *Force disarm*, *Force stun* (2), *mind trick* (2), *move object*, *negate energy*, *rebuke* (2), *sever Force*, *vital transfer*
Force Techniques Improved Sense Force, Improved Telepathy
Force Secrets Distant Power, Multitarget Power

Abilities Str 10, Dex 12, Con 8, Int 17, Wis 16, Cha 15
Special Qualities build lightsaber, fearless, serenity
Talents Adept Negotiator, Force Focus, Force Perception, Force Persuasion, Foresight, Gauge Force Potential, Master Negotiator, Skilled Advisor, Visions
Feats Force Training (3), Force Sensitivity, Improved Disarm, Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Skill Focus (Knowledge [physical sciences]), Skill Focus (Use the Force), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +11, Knowledge (galactic lore) +20, Knowledge (life sciences) +20, Knowledge (physical sciences) +15, Perception +19, Persuasion +19, Use the Force +19
Possessions lightsaber (self-built), Jedi robes

Jedi Sage Master Encounters

Even though a Jedi Sage Master is somewhat less combat-oriented than his peers, this does not mean he should be trifled with. Though they are sometimes typified as stodgy old codgers with their noses buried in old holocrons, Jedi Sage Masters are some of the most powerful members of the Jedi tradition. The knowledge that they possess on an individual basis is staggering, and they can call upon the lessons of the past in order to solve the problems of the future.

In combat, a Jedi Sage Master concentrates on self-defense and disarming an opponent. Negotiation is an important component of his strategy, and he is not above using the Force in order to facilitate a peaceful resolution to a potentially dangerous situation.

Jedi Battlemaster

Jedi Battlemaster **CL 15**
Medium Jedi 8/Jedi Knight 5/Jedi Master 2
Force 5
Init +19; **Senses** Perception +9
Languages Basic

Defenses Ref 30 (flat-footed 28, Lightsaber Defense 31), Fort 29, Will 30; Block, Deflect
hp 122; **Threshold** 29

Speed 6 squares
Melee lightsaber +21 (2d8+14) or
Melee lightsaber +19 (3d8+14) with Rapid Strike or
Melee lightsaber +16 (2d8+14) and lightsaber +16 (2d8+14) with Double Attack
Base Atk +15; **Grp** +18
Atk Options Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Juyo, Lightsaber Defense, Redirect Shot, serenity
Force Powers Known (Use the Force +14): *battle strike* (3), *Force slam* (2), *move object*, *surge* (3)
Force Techniques Force Point Recovery (2)
Force Secrets Multitarget Power

Abilities Str 16, Dex 14, Con 12, Int 10, Wis 14, Cha 14
Special Qualities build lightsaber, fearless, serenity
Talents Block, Deflect, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Juyo, Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Force Sensitivity, Force Training, Power Attack, Rapid Strike, Skill Focus (Initiative), Skill Training (Acrobatics), Skill Training (Endurance), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Endurance +13, Initiative +19, Use the Force +14
Possessions lightsaber (self built), Jedi robes

Since it is the traditional weapon of their Order, every Jedi has some degree of expertise with the lightsaber. Jedi Masters who focus on the use of the lightsaber to the exclusion of all else, however, are some of the deadliest individuals in the galaxy. Few beings can match their skill with an energy blade, and many a conflict has hinged upon the martial prowess of such skilled Jedi Masters.

The path of the Jedi Master leaves little room for mistakes. Jedi who hone their combat skills must do so in such a way that they are not tainted by the horrors of war. The battlefield is an environment filled with stress and danger, and it is almost impossible to experience these rigors without being changed, either emotionally or spiritually. Jedi Masters must let the extremes of emotion wash over them, accepting them as they might accept any other event. They might recognize the ultimate futility of conflict, but they must also recognize that some goals can be accomplished only through the application of military might.

It is not enough for a Jedi Master to know *how* to strike—he must also know *when* to strike. "Aggressive negotiations" (a Jedi euphemism for combat) are used only as a last resort, after diplomacy and reason have failed. The desired outcome of such action is always peace, and strength of arms must always be tempered with the wisdom to know when it is prudent to relent. The Jedi battlemaster is obligated to recognize these facts, and to act accordingly.

Jedi Battlemaster Encounters

Of all the Jedi, the battlemaster is perhaps the most physically dangerous. Despite his obvious superiority on the battlefield, he is still only a single being. He rarely attacks large groups of foes, preferring to instead fight in an intelligent and logical manner. Fast attacks, tempered with feints and tactical withdrawals, are often the order of the day for the lone battlemaster. When in the company of one or more other Jedi, he is more willing to take greater risks if doing so will end the conflict sooner.

If the battlemaster has a weakness, it is his focus on the martial aspects of the Jedi tradition. Though he can be a capable negotiator if necessity dictates it, a battlemaster understands that he is far more skillful when wielding a weapon. He will defer to other Jedi Masters, or even Knights, in the event that they are more formidable negotiators than he is. If a foe offers to surrender or negotiate terms, a battlemaster always considers such proposals carefully before either accepting or rejecting them.

Jedi Sentinel Master

The Jedi sentinels were established during the days of the Old Republic. They were taught to withstand the influence of the dark side of the Force, and they did so with varying degrees of success. Due to this resistance, they were often employed to actively seek out rogue Jedi and servants of the dark side. They were most commonly denoted by their yellow-bladed lightsabers, but this old tradition is not always adhered to.

Sentinels are dangerous individuals, due to their specialized training as well as their ability to find, track, and eradicate threats to the light without being taken over by the dark. Because of their near-constant exposure to the servants of the dark side, few sentinels rise to the rank of Jedi Master. The ones who do are lauded for their strength of character, though even they are sometimes considered suspect by their peers.

Some Jedi argue that constant exposure to the dark side is a lure that cannot be withstood forever, even by individuals who are sworn to destroy it. For this reason, Jedi sentinels are often viewed with wariness by their fellows

in the Jedi Order. Although this attitude can be a sore spot for some, it is a rare sentinel who shows much concern about the paranoia of others. Most sentinels take it in stride and expect nothing less.

Sentinels are a rare breed of Jedi, and those who reach the rank of Jedi Master are rarer still. Despite this scarcity, they have long been a part of the Order, and the malignant plans of many evil beings have been brought to heel due to the tenacity of these brave souls.

Jedi Sentinel Master Encounters

A sentinel who has risen to the rank of Jedi Master makes an excellent mentor or patron, either for a single Jedi or for a group of heroes; such an individual is not above using others to help him in his effort to destroy dark side influences. A sentinel Master might also be employed as an opponent for characters who continually flaunt their power in malicious and inappropriate ways. In the case of characters who are lost to the dark side, a sentinel Master and his allies present the players with a difficult long-term enemy to avoid or defeat.

The sentinel Master is a sworn enemy of the dark side, but he is not a foolish adversary. He will often bide his time, using his powers and contacts in an effort to isolate and judge his enemies. Once he has done his research, a sentinel Master acts as judge, jury, and executioner. He is not above allowing his enemies to repent their wicked ways, but such a decision is rarely made lightly.

The Presence of a Master

The rank of Master is conferred on Jedi who prove themselves to be not only excellent teachers but true masters of the Force. Though not every Master becomes a member of the Jedi Council, Jedi Masters are regarded as the ultimate authority on matters concerning the Force. The presence of a Jedi Master should be a momentous event in a campaign, because a Master's wisdom and knowledge is usually unparalleled. Even experienced Jedi Knights who have years of service under their belts pause to show a Jedi Master the proper respect, and those who come to the rank at a young age (such as Obi-Wan Kenobi) are both rare and revered.

Including a Jedi Master in your campaign can cause some problems if not properly handled. For one, the heroes might come to rely on the power that a Jedi Master wields if the Master spends much time accompanying them. Similarly, some heroes might think they can use the Jedi Master to solve all their problems, calling upon the Master's knowledge and experience even for the most trivial matters. Finally, some players might feel as though their heroes are outshined by a prominent Jedi Master appearing in the campaign, and they could come to resent the Master as a character much more powerful than their own.

Jedi Sentinel Master **CL 16**
Medium Jedi 7/Jedi Knight 5/Jedi Master 4
Force 6; Strong in the Force
Init +9; **Senses** Perception +22; Force Perception
Languages Basic, 2 others

Defenses Ref 31 (flat-footed 30), Fort 30, Will 33
hp 112; **Threshold** 30

Speed 6 squares
Melee lightsaber +17 (2d8+7)
Base Atk +16; **Grp** +17
Atk Options Dark Side Scourge, Melee Defense
Special Actions Force Focus, serenity
Force Powers Known (Use the Force +22): *battle strike, farseeing, Force disarm, Force slam, mind trick* (2), *move object, rebuke* (2), *sever Force* (2), *surge*
Force Techniques Improved Sense Force, Improved Sense Surroundings
Force Secrets Devastating Power, Quicken Power

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 18
Special Qualities build lightsaber, fearless, serenity
Talents Clear Mind, Dark Side Sense, Dark Side Scourge, Force Focus, Force Fortification, Force Perception, Foresight, Resist the Dark Side, Visions
Feats Force Sensitivity, Force Training (3), Improved Defenses, Melee Defense, Skill Focus (Use the Force), Skill Training (Initiative), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Knowledge (galactic lore) +15, Perception +22, Pilot +14, Use the Force +22 (can reroll when avoiding detection by the Force, must take second result; can reroll when sensing opponents with a Dark Side Score of 1+, must take second result)
Possessions lightsaber (self-built), Jedi robes

"I'M NOT LOOKING FOR A FRIEND, I'M LOOKING FOR A JEDI MASTER."
— Luke Skywalker

Jedi Padawan

Jedi Padawan CL 5
Medium Jedi 5
Force 7
Init +4; **Senses** Perception +8
Languages Basic, 1 other

Defenses Ref 18 (flat-footed 16), Fort 17, Will 17; Deflect
hp 57; **Threshold** 17

Speed 6 squares
Melee lightsaber +7 (2d8+2) or
Melee lightsaber +5 (3d8+2) with Rapid Strike
Base Atk +5; **Grp** +7
Atk Options Rapid Strike
Special Actions Equilibrium
Force Powers Known (Use the Force +8): *move object, surge*

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 12
Talents Deflect, Equilibrium, Telekinetic Savant
Feats Force Sensitivity, Force Training, Rapid Strike, Skill Training (Pilot), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +9, Perception +8, Use the Force +8, Pilot +9
Possessions lightsaber, Padawan robes, comlink



A Jedi Padawan is more than simply a young student of the Force; she is also an apprentice Jedi. Becoming a Padawan requires sensitivity to the Force as well as initial training in its use and in the use of a lightsaber. After having proven herself worthy of further training, a Padawan is apprenticed to a Jedi Knight or Jedi Master who then trains her in the mysteries of the Force and in the philosophy of the Jedi. Very little of this education is formal instruction or classroom training. Instead, a Padawan travels with a Jedi, aiding him in his missions, observing his actions, and learning in a direct and immediate fashion how to truly be a Jedi and to personally embody the Jedi philosophy.

This apprenticeship is not without risk; Jedi sometimes take their Padawans into exceptionally dangerous situations, but it is the responsibility of a Jedi to protect his Padawan, and the responsibility of a Padawan to listen to and heed her Master's instructions. Padawans from species that have hair typically grow a single braid to signify their status, and cut the braid off when they become Knights. A Jedi teaches a single Padawan at one time.

Jedi Padawan Encounters

Jedi Padawans can be encountered anywhere in the galaxy, but each is almost always found near to her Master, aiding him in his missions. Even Padawans of adolescent age can help with dangerous missions involving delicate negotiations or vital espionage. Others help their Masters in the difficult and often risky tasks of galactic peacekeeping, and much of the way a Padawan learns is by fighting at her Master's side.

A Padawan might be encountered alone when she has been assigned to complete a less dangerous part of a mission or on the rare occasion when her Master decides that a particular endeavor is simply too perilous for her. The strong bond between Padawan and Master and the responsibility that Jedi feel for their Padawans means that sometimes Padawans become tempting targets for kidnappers who are intent on distracting or influencing a particular Jedi.

"Truly wonderful, the mind of a child is."

– Yoda

Jensaarai Defender

Jensaarai Defender **CL 8**
Medium Jedi 5/soldier 3
Force 5; **Dark Side** 1
Init +11; **Senses** Perception +5
Languages Basic

Defenses Ref 25 (flat-footed 23), Fort 22, Will 20; Block, Deflect
hp 85; **Threshold** 22

Speed 4 squares
Melee lightsaber +13 (2d8+6) or
Melee lightsaber +11 (3d8+6) with Mighty Swing
Base Atk +8; **Grp** +11
Atk Options Mighty Swing
Force Powers Known (Use the Force +10): *battle strike* (2), *Force slam*, *surge*

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 12
Talents Armored Defense, Attune Armor, Block, Deflect, Improved Armored Defense
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Mighty Swing, Skill Training (Initiative), Weapon Focus (lightsabers), Weapon Proficiency (simple, lightsabers)
Skills Initiative +11, Use the Force +10
Possessions ceremonial armor (+7 armor), lightsaber, comlink, 100 credits

The Jensaarai are Force-using warriors from Suarbi 7/5. Originally founded by rebel Jedi in the waning days of the Republic, the Jensaarai embrace some Sith teachings while still practicing a great deal of Jedi philosophy. Though they tread close to the dark side in many of their practices, the Jensaarai still maintain the discipline required to serve the Force.

The Jensaarai are much like Jedi in their study of martial practices, but differ in that a significant event in their training involves the creation of a custom suit of ceremonial armor tailored to the individual Jensaarai Defender. These ceremonial suits of armor resemble creatures that represent personality traits and favored philosophies of their bearers, and Jensaarai attune themselves to their armor in order to fight at maximum efficiency. Though the bulk of the Jensaarai are found on Suarbi 7/5, many venture out into the galaxy to explore and learn more about other worlds before returning to their duties.

Jensaarai Encounters

Jensaarai Defenders are relatively secretive, and they fight only when forced to. They dedicate themselves to protecting their people, the inhabitants of Suarbi 7/5, and the other Jensaarai. When engaged in combat, they tend to fight hard and are unwilling to surrender. They focus their Force power use on defensive situations, preferring to confront enemies head-on rather than through the Force. Jensaarai Defenders usually attack voraciously, hoping to eliminate any threat to their safety and secrecy before the enemy can escape. Jensaarai have a particular disdain for Jedi, and they will seek out a Jedi on the field of combat whenever one is present, to the exclusion of all other foes.

Encounters involving a Jensaarai Defender rarely include Force-users from other traditions (Jedi or otherwise). Jensaarai Defenders are formidable enemies when encountered in small groups, especially when they can get close enough to engage their enemies in melee combat. Additionally, some Jensaarai design their armors based on favored creatures, and might even have one of those creatures as a pet; for example, a Jensaarai Defender whose armor resembles a vornskr might bring her pet vornskrs into battle to fight at her side.



Martial Artist

Martial Artist **CL 7**
Medium soldier 7
Force 2
Init +10; **Senses** Perception +8
Languages Basic, 1 other

Defenses Ref 23 (flat-footed 18), Fort 21, Will 17
hp 77; **Threshold** 21

Speed 6 squares
Melee combat gloves +10 (1d10+8) or
Melee force pike +10 (2d8+7)
Base Atk +7; **Grp** +12
Atk Options Expert Grappler, Melee Defense, Melee Smash, Stunning Strike, Unbalance Opponent

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8
Talents Expert Grappler, Melee Smash, Stunning Strike, Unbalance Opponent
Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Skill Training (Acrobatics), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Acrobatics +10, Endurance +10, Initiative +10, Jump +11, Perception +8
Possessions force pike, combat gloves, utility belt with medpac

Martial artists have trained their bodies to become living weapons. Depending on the technique in which one trains, a martial artist can be anything from an aggressive brawler who pummels his foes senseless to a graceful, fluid practitioner who uses his enemies' strength against them.

Martial Arts and Simple Weapons

For the purpose of feats and talents that allow you to select a weapon group for that ability to apply to, unarmed attacks are simple weapons. However, combat gloves provide a martial artist with a damage advantage that lets him make use of talents such as Weapon Specialization (simple weapons), further increasing his aptitude for unarmed attacks. Combat gloves are considered simple weapons, but attacks with combat gloves are still considered to be unarmed attacks.



Regardless of the technique each one uses, martial artists excel at close combat—many eschew using ranged weapons of any kind. On worlds where weapons are highly regulated or rare, martial artists are relatively common, since they do not need weapons to protect themselves or fight their foes. There are also Force-using martial arts schools (outside of the Jedi tradition) that train individuals in ways to harness their inner power for combat. Both the Jedi and the Sith monitor martial artists and their schools for potential recruits, knowing that such exceptional individuals who are in tune with their own power and with the Force have the proper qualities to make ideal candidates.

Martial Artist Encounters

Martial artists can easily fill the same niche as brutes (page 20), but instead of barely trained combatants, the heroes find themselves facing a capable melee warrior. Despite their name, martial artists could serve as bodyguards or even soldiers or commandos who specialize in close combat—they might still carry blasters, but use them only for situations that their furious fists cannot handle.

Many martial artists can be found in the employ of crime lords or working as gladiators on many worlds, where their skills are used for the entertainment of the masses. Heroes who find themselves in the clutches of such criminals might wake up on the bloodstained floor of a gladiatorial pit or arena, surrounded by martial artists ready to beat them senseless yet again. Weapons might be thrown onto the ground for the combatants to use, or possibly not—the crowd might demand to see each fighter survive using only his or her bare hands.

Alternatively, martial artists could represent freedom fighters who use their own bodies as weapons to overthrow their oppressors. Such individuals could easily slip past checkpoints and scanners on the lookout for illegal weapons or armor, which martial artists do not need. Then, once they are inside the target area, the intruders spring into action.

Master of Teräs Käsi Talent Tree

The Master of Teräs Käsi talent tree, described below, is for use with the elite trooper prestige class.

Ignore Damage Reduction: When you make an unarmed attack against a target that has damage reduction, and you deal more damage than the target's DR, you ignore the target's DR completely.

Prerequisites: Teräs Käsi Basics, Martial Arts I.

Teräs Käsi Basics: You deal an additional die of damage with your unarmed attacks.

Prerequisite: Martial Arts I.

Teräs Käsi Mastery: If you make only unarmed attacks during a full attack action, you can take the full attack action as a standard action instead of a full-round action.

Prerequisites: Teräs Käsi Basics, Martial Arts I, Martial Arts II, Martial Arts III.

Unarmed Counterstrike: When you successfully parry a melee attack with the Unarmed Parry talent, you can immediately make an unarmed attack as a reaction against that target.

Prerequisites: Teräs Käsi Basics, Unarmed Parry, Martial Arts I, Martial Arts II.

Unarmed Parry: When you fight defensively, as a reaction you can negate a melee attack by making a successful unarmed attack roll. If your attack roll equals or exceeds the attack roll of the incoming melee attack, the attack is negated. You must be aware of the attack and not flat-footed, and you take a cumulative –2 penalty to all attack rolls for each attack roll made since the beginning of your last turn.

Prerequisites: Teräs Käsi Basics, Martial Arts I, Martial Arts II.

Master of Teräs Käsi

Teräs Käsi is a powerful and deadly martial arts form that enables its wielder to deal devastating amounts of unarmed damage.

Master of Teräs Käsi **CL 14**
Medium soldier 7/elite trooper 7
Force 2
Init +15; **Senses** Perception +12
Languages Basic, 1 other

Defenses Ref 32 (flat-footed 26), Fort 30, Will 24
hp 129; **DR** 3; **Threshold** 30

Speed 6 squares
Melee combat gloves +19 (2d10+13) or
Melee combat gloves +17 (3d10+13) with Rapid Strike or
Melee combat gloves +14 (2d10+13) and
combat gloves +14 (2d10+13) with Double Attack
Base Atk +14; **Grp** +20
Atk Options Double Attack (simple weapons), Expert Grappler, Melee Smash, Point Blank Shot, Rapid Strike, Stunning Strike, Unbalance Opponent

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 10, Cha 8
Special Qualities damage reduction 3, delay damage
Talents Expert Grappler, Melee Smash, Stunning Strike, Teräs Käsi Basics, Teräs Käsi Mastery, Unarmed Counterstrike, Unarmed Parry, Unbalance Opponent
Feats Armor Proficiency (light, medium), Double Attack (simple weapons), Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Rapid Strike, Weapon Focus (simple weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Acrobatics +15, Endurance +14, Initiative +15, Perception +12
Possessions combat gloves, utility belt with medpac

"THE ART OF TERÄS KÄSI IS ABOUT CONTROL AND MASTERY OF ONE'S SELF."

– JOCLAD DANUA, JEDI KNIGHT

Medic

Medic **CL 3**
Medium nonheroic 6/soldier 1
Force 5
Init +8; **Senses** Perception +4
Languages Basic, 1 other

Defenses Ref 15 (flat-footed 15), Fort 13, Will 12
hp 29; **Threshold** 13

Speed 6 squares
Melee knife +5 (1d4)
Ranged blaster carbine +5 (3d8) or
Ranged blaster pistol +5 (3d6)
Base Atk +5; **Grp** +5
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light), Skill Focus (Treat Injury), Skill Training (Knowledge [tactics]), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Knowledge (tactics) +9, Treat Injury +14
Possessions knife, blaster pistol, blaster carbine, 2 stun grenades, combat jumpsuit (+4 armor), comlink, field kit, medical kit, 2 FastFlesh medpacs, holster

When a soldier falls in battle, it is the duty of the medic to tend to him there or drag him back from the front lines to the field hospital. What separates a medic from a doctor is that a medic receives rudimentary combat training to enable him to fight alongside his companions against enemy forces. Although possessed of some combat ability, a medic is not an ideal fighter and spends most of his time tending to the wounded.

Medic Encounters

Medics are attached to military units, usually in a ratio of one medic for every dozen or so soldiers, more or less depending on the quality of the unit. Mercenary companies have fewer trained medics than other combat groups, leaving most mercenaries to tend to their own wounds.

A medic is an important and valued member of any outfit. Since the medic's main responsibility is saving lives, most units don't risk their medics without good reason. In fact, soldiers often take risks to keep their unit's medic safe, even exposing themselves to gunfire to deal with a threat to the medic. In exchange, the soldiers expect the medic to move quickly when one of the team falls. While the medic applies a medpac, the rest of the team provides covering fire until the medic and his injured patient can return to cover.

FastFlesh Medpac

A FastFlesh medpac offers a broader range of medical instruments and agents than does a standard medpac. Each FastFlesh medpac has enough materials for a single use. A character who benefits from a FastFlesh medpac or a standard medpac cannot again derive benefits from any medpac for 24 hours.

Using a FastFlesh medpac grants you a +5 equipment bonus to a Treat Injury check made to perform first aid. Otherwise, this medpac functions as a normal medpac.

Cost 600; **Weight** 0.5 kg.



Mercenary

Mercenary Soldier CL 3
Medium nonheroic 6/soldier 1
Force 5; **Dark Side** 1
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 14, Will 12
hp 22; **Threshold** 14

Speed 6 squares
Melee combat gloves +6 (1d4+2)
Ranged blaster rifle +6 (3d8) or
Ranged frag grenade +6 (4d6)
Base Atk +5; **Grp** +6
Atk Options autofire (blaster rifle)
Special Actions Combined Fire

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10
Talents Combined Fire
Feats Armor Proficiency (light), Coordinated Attack, Improved Defenses, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9
Possessions combat gloves, blaster rifle, frag grenade, combat jumpsuit (+4 armor), comlink, field kit, company insignia

Mercenaries are professional soldiers who fight for anyone who will pay them. Their loyalty extends only so long as the credits keep rolling in, and even then they might break a contract if the job sours or seems hopeless. A mercenary doesn't sign on for causes and doesn't care about the nature or identity of his employer, only that he is paid and paid on time. Their fickle nature and lack of regard for the reasons behind a conflict make mercenaries unattractive soldiers for many, but for those who have coin to spend and are desperate enough, a company of mercenaries can make do in the absence of more disciplined troops.

Mercenary companies are organized in the same ways as other military units. Soldiers make up the bulk of the fighting outfit, and supporting them are numerous specialists such as scouts and heavy infantry.

Mercenary Scout

Although particulars can vary, any mercenary company is certain to employ at least a small team of scouts. Trailblazers and rangers, they sweep ahead of the main body, gathering intelligence about enemy positions, striking at supply lines, and sabotaging equipment.



Mercenary Scout CL 3
Medium nonheroic 3/scout 2
Force 5; **Dark Side** 1
Init +9; **Senses** Perception +8
Languages Basic, 1 other

Defenses Ref 18 (flat-footed 16), Fort 13, Will 13
hp 18; **Threshold** 13

Speed 6 squares
Melee knife +3 (1d4+1)
Ranged sporting blaster pistol +5 (3d4+1) or
Ranged sporting blaster rifle +5 (3d6+1)
Base Atk +3; **Grp** +5
Atk Options Far Shot, Point Blank Shot

Abilities Str 11, Dex 14, Con 11, Int 12, Wis 12, Cha 10
Talents Improved Stealth
Feats Far Shot, Point Blank Shot, Skill Training (Initiative), Skill Training (Survival), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +8, Stealth +9 (can reroll, must take second result), Survival +8
Possessions knife, sporting blaster pistol, sporting blaster rifle with standard targeting scope, combat jumpsuit (+4 armor), encrypted comlink, electrobinoculars, field kit, mesh tape, utility belt

Mercenary Heavy Infantry

Mercenary heavy infantry forms the backbone of any mercenary squad. Equipped with heavy weaponry and superior armor, they lead the vanguard in assaults, drawing fire from their enemies while the rest of the mercenaries attack from the flanks, all the while mowing down enemy soldiers with a barrage of blaster fire. Heavy infantry units are often far more experienced than ordinary soldiers and are typically composed of grizzled veterans who have been through their fair share of campaigns.

Mercenary Heavy Infantry CL 4

Medium soldier 4
Force 5
Init +9; **Senses** Perception +8
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 18, Will 14
hp 50; **Threshold** 18

Speed 6 squares
Melee combat gloves +6 (1d4+5)
Ranged heavy blaster pistol +6 (3d8+2) or
Ranged heavy blaster pistol +4 (4d8+2) with Rapid Shot or
Ranged heavy blaster rifle +7 (3d8+4) or
Ranged heavy blaster rifle +5 (4d8+4) with Rapid Shot
Base Atk +4; **Grp** +6
Atk Options autofire (heavy blaster rifle), Coordinated Attack, Devastating Attack (rifles), Rapid Shot

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 13, Cha 11
Talents Devastating Attack (rifles), Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Coordinated Attack, Rapid Shot, Skill Training (Mechanics), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9, Mechanics +7, Perception +8
Possessions combat gloves, heavy blaster pistol, heavy blaster rifle, 2 explosive charges with timers, battle armor (+8 armor, +2 equipment), comlink, electrobinoculars, field kit

"IF MONEY IS ALL YOU LOVE, THEN THAT'S WHAT YOU'LL RECEIVE."

— PRINCESS LEIA

Famous Mercenary Companies

The Expanded Universe is full of famous and infamous soldiers-for-hire. Perhaps the most widespread use of these military groups came during the Rebellion against the Galactic Empire. As the casualties mounted, the Rebel Alliance turned to hiring mercenary companies to shore up its flagging numbers. Since the Galactic Empire had restrictions against hiring mercenaries, many companies signed on to fight alongside the Rebellion, while some remained neutral in the conflict.

Ailon Nova Guard: An ancient and distinguished unit, the Ailon Nova Guard consisted largely of non-Human warriors. Having long worked for the Galactic Republic, the Guard believed Senator Palpatine to be an ally, an individual who shared its belief in the survival of the fittest. However, their exploitation by the Emperor and the endless suicide missions he sent them on taught them the error of that way of thinking, so after the Battle of Endor, they helped to wipe out Imperial remnants.

Black Curs: Formed for the express purpose of getting revenge on the Galactic Empire, this mercenary outfit of smugglers and outlaws worked for the New Republic by selling it information and monitoring Imperial movements.

First Sun Mobile Regiment: Specializing in search-and-destroy missions, the First Sun Mobile Regiment found regular service in the employ of the Galactic Empire. The relationship eventually soured after orders came down for the First Sun to execute one of its own companies.

Laramus Base Irregulars: These soldiers had a reputation for taking on extremely dangerous missions. During the Galactic Civil War, they tried to stay out of the fighting, but when the conflict spilled onto the world that held their base, they were forced to take action. The Irregulars eventually joined the New Republic in fighting against the last holdouts of the Empire.

Mistryl Shadow Guard: This elite group of all-female mercenaries formed after the Empire rendered their homeworld uninhabitable. Vowing never to serve the Empire—although, inexplicably, there have been exceptions—the Mistryl Shadow Guards gained a reputation for ruthless efficiency as assassins and soldiers.

Red Moons: Led by a former Colonel of the New Republic, the Red Moons was an aggressive mercenary band dedicated to wiping out the remnants of the Empire. Although a mercenary company, it worked only for those employers who shared its agenda.

Sabaoth Squadron: In the years leading up to the Clone Wars, the Sabaoth Squadron worked for Count Dooku to strengthen Separatist defenses and combat the pirates who were harassing the Separatist worlds.

Mercenary Encounters

Mercenaries do not fight for free. Before they sign up to join the army of their employer, they must negotiate the terms of their contract. The contract spells out the duties and expectations placed on the mercenaries, specifying how many engagements they are to fight in, the terms of their payment, reimbursements for supplies, and so on.

One of the biggest myths about mercenary companies is their unreliability. Mercenary companies cannot afford to switch sides in the middle of a battle, because when they do, they diminish their reputation and reduce their chances of landing another contract down the road. Traitorous companies do exist, but they are the exception rather than the rule. Once a mercenary company signs on, it almost always abides by the letter of the contract until that agreement expires.

Mercenaries are grim opponents, having cut their teeth on numerous engagements and having witnessed the horrors of war time and again. In no rush to join the casualty list, they are cautious in their tactics and don't take unnecessary risks. Mercenaries also don't take things personally, since their next employer might be the folks they're fighting now.

A company of mercenaries is organized along similar lines to other military groups. The core of any unit is the foot soldiers, those grunts who do the bulk of the fighting. Core units of mercenary soldiers have the support of heavy infantry, which lays down covering fire or might even lead the charge. Scouts and outriders range ahead to assess enemy positions, while a support staff made up of medics, surgeons, technicians, pilots, and other personnel ensures that the unit is properly outfitted and attended during engagements.

Mercenaries can be allies or adversaries. The heroes might hire a group of mercs to protect their headquarters, to accompany them on missions, or provide them with a bit more muscle when following up leads on a particularly thorny investigation. In these cases, the quality of the mercenaries determines their price, with the better-known and better-equipped soldiers commanding the highest prices. Quality mercenaries don't take on long contracts, since they know from experience that a relationship could turn sour at any time.

A mercenary band might invite the PCs to join its ranks. In such a case, a mercenary company is an excellent vehicle to propel the heroes through a variety of adventures, carrying them to new worlds and new environments depending on who will pay them and how much. Such scenarios also give the heroes a chance to rise up in the ranks of their company until one day they might lead the group to even greater glories.

As enemies, mercenaries can fill a variety of roles. The most common and acceptable use for mercenaries is in a support role for a major villain. Mercenaries could serve as a personal guard, safeguarding the villain's lair or a location that's of particular importance to his plans. Since the villain is paying the mercenaries for their service, they might not share his goals and might eventually be inclined to stop working for him, if he proves treacherous or particularly evil.

Lesser-known and greener mercenaries are not as selective about whom they work for, since they are largely concerned with developing their own reputation. Lowly mercs take service with anyone who will pay them, hoping to build their resumes. These novice groups can be found working for minor crooks, up-and-coming crime lords, or aliens that harbor darker designs behind friendly facades.

Mercenary Talent Tree

For most mercenaries, it's not about the mission, but rather the paycheck that comes once the mission is complete. The following talents are for use with the soldier class (and are considered part of the Mercenary talent tree presented in *The Force Unleashed Campaign Guide*).

Combined Fire: You gain a +2 bonus to damage rolls on attacks against targets that have been damaged by an ally since the end of your last turn.

Prerequisite: Coordinated Attack feat.

Mercenary's Determination: As a free action, on your turn, you can spend a Force point to double your speed for 1 round. You must wait 5 rounds between each use of this ability.

Prerequisite: Mercenary's Grit.

Mercenary's Grit: When you are affected by any debilitating condition, you can convert the condition's modifier from a penalty to a bonus for 1 round as a swift action. At the end of your next turn, move –1 step along the condition track.

Mercenary's Teamwork: You gain a +2 bonus to damage rolls (to a maximum of +10) for each ally that has damaged your target since the end of your last turn.

Prerequisites: Combined Fire, Coordinated Attack feat.

Mercenary Captain

Mercenary Captain **CL 5**
Medium soldier 2/noble 3
Force 8; **Dark Side** 1
Init +9; **Senses** low-light vision; Perception +10
Languages Basic, Bocce

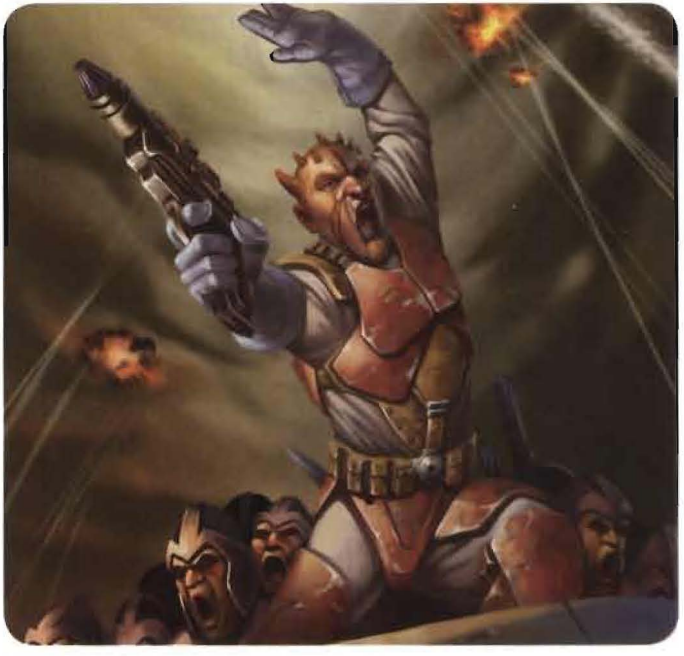
Defenses Ref 21 (flat-footed 19), Fort 20, Will 18
hp 56; **Threshold** 20

Speed 6 squares
Melee combat gloves +5 (1d4+3)
Ranged heavy blaster pistol +7 (3d8+2) or
Ranged heavy blaster pistol +2 (3d8+2) and
blaster pistol +2 (3d6+2)
Base Atk +4; **Grp** +6
Special Actions Battle Analysis, Born Leader, Distant Command

Abilities Str 12, Dex 14, Con 12, Int 13, Wis 13, Cha 14
Talents Battle Analysis, Born Leader, Distant Command
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Linguist, Skill Focus (Knowledge [tactics]), Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9, Knowledge (tactics) +13, Perception +10
Possessions combat gloves, heavy blaster pistol, blaster pistol, battle armor (+8 armor, +2 equipment) with helmet package, electrobinoculars, field kit, utility belt

Although mercenaries might not be an official part of any standing army, and might not be soldiers dedicated to some cause or other, they are soldiers at heart. If they plan on surviving to earn their pay and see more work, they need a strong leader to guide them and represent their interests to potential employers. This is where the mercenary captain comes in.

A leader on the battlefield and a shrewd negotiator between jobs, the mercenary captain is responsible for commanding his unit and maintaining the necessary discipline within his ranks. Mercenary captains ascend to command roles in a variety of ways. Some are ex-soldiers themselves, having left the ranks of the Grand Army of the Galactic Empire or the New Republic. Others might be disenfranchised nobles, and others could be disgraced warriors, accused rightly or wrongly of some past crime. Regardless of their past, mercenary captains have chosen a life that allows them to use their natural leadership skills. It might not be much glory, but it's enough.



Mercenary Captain Encounters

The mercenary captain is the heart and soul of a mercenary unit. The captain's personality shapes the unit, deciding which jobs they take and which they skip. The mercenary captain also affects the quality of the soldiers who serve under his command. Cruel captains breed equally cruel soldiers, while lazy captains attract lazy mercenaries. As a result, a mercenary captain is often the best representative of a company's capabilities on the battlefield, and a wise leader who's looking to expand his or her army by hiring mercenaries would do well to look closely at the sort of leader who commands them.

Most encounters with mercenary captains include mercenary soldiers or heavy infantry under the captain's command. The captain leads these forces into combat, using their tactical expertise to good effect. Combat against these characters should be harrowing, with the enemy well prepared and benefiting from advantageous positioning. Mercenary captains do not squander their troops, or they'll find themselves out of work.

When negotiating service of mercenaries, it's always with the mercenary captain that the heroes must deal. Captains are usually shrewd negotiators who look for the best arrangement for themselves and without overly committing their forces. Most mercenary captains are not interested in long-term employment, preferring short jobs with a quick turnaround. The more dangerous the task, obviously, the higher the pay they demand.

Mystic

Mystic CL 4
Medium nonheroic 6/scout 3
Force 4; Strong in the Force
Init +4; **Senses** Perception +15; Force Perception
Languages Basic, 1 other

Defenses Ref 13 (flat-footed 13), Fort 15, Will 15
hp 45; **Threshold** 15

Speed 6 squares
Melee quarterstaff +5 (1d6+1)
Base Atk +5; **Grp** +5
Special Actions Shake It Off
Force Powers Known (Use the Force +15): *farseeing, mind trick* (2), *move object, rebuke* (2)

Abilities Str 8, Dex 10, Con 14, Int 14, Wis 14, Cha 12
Talents Force Perception, Visions
Feats Force Sensitivity, Force Training (2), Shake It Off, Skill Focus (Use the Force), Skill Training (Stealth), Skill Training (Use the Force), Strong in the Force, Weapon Proficiency (simple weapons)
Skills Endurance +11, Perception +15, Persuasion +10, Stealth +9, Survival +11, Use the Force +15
Possessions quarterstaff, robes, fetish, pouches of strange powders

In the remote corners of the galaxy are places that have never heard of the Jedi, the Sith, or even the Force. However, the Force flows through all living things, and so, many isolated cultures learn to use the Force in their own way. As is to be expected, explanations for these strange powers run the gamut, from gifts from the gods to mastery over some magical power. Regardless of what they consider to be the source of the power, those who succeed in harnessing this energy are referred to as prophets, sorcerers, or mystics.

Blessed (or cursed) with the ability to use the Force, mystics are not exactly certain what energy they tap when they perform miraculous acts. Since the source of their power is unknown to them and their people, how mystics fit into their societies varies from world to world. Many mystics are reviled, hated, and feared, and thus face lonely existences as exiles, shunned by families and friends alike; these individuals might become dark side adepts. Others are seen as prophets, holy men, or powerful magicians who wield forces beyond understanding. Such mystics command enormous respect and power, having a great deal of influence over their people.

Mystic Encounters

Although many mystics are powerful in the Force, most lack formal training and thus are not formidable opponents. Instead, mystics best serve as advisors; one might offer guidance to a chieftain in exchange for an exalted place in the tribe. Alternatively, a mystic might be a hermit, a figure of great wisdom but one who dabbles in powers beyond mortal conception, and only those in the direst need seek out their knowledge.

On worlds that have numerous Force-users, mystics might band together as a separate society. The purpose and nature of these groups depends on the techniques they develop and how their understanding of these powers evolves. Some groups function as mystical orders of priests, while others might act as cabals of sorcerers who push against the limits of reality through their haphazard explorations of the Force.

However, with misunderstood power comes negative reactions—there are many tragic cases of individuals strong in the Force who are driven from their villages because of the strange abilities they demonstrate. Rare are the exiled mystics who do not turn to the dark side, for fear, hate, and anger are their constant companions, twisting these lost souls into creatures of evil.



Officer

Officer **CL 8**
Medium nonheroic 6/soldier 3/officer 3
Force 2
Init +7; **Senses** Perception +13
Languages Basic, Bocce, 4 others

Defenses Ref 20 (flat-footed 19), Fort 20, Will 23
hp 62; **Threshold** 20

Speed 6 squares
Melee unarmed +10 (1d4+3)
Ranged blaster pistol +11 (3d6+3)
Base Atk +10; **Grp** +12
Atk Options Cover Fire
Special Actions Assault Tactics, Battle Analysis, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 14, Cha 16
Special Qualities command cover, share talent (Cover Fire)
Talents Assault Tactics, Battle Analysis, Cover Fire, Deployment Tactics
Feats Armor Proficiency (light), Improved Defenses, Linguist, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +18, Perception +13, Persuasion +19, Use Computer +13
Possessions blaster pistol, code cylinder, officer's uniform, encrypted comlink, utility belt with medpac

The officer described here represents a leader who goes out in the field, commanding alongside her troops. She is trained in quickly assessing the battlefield and deploying her troops in the most effective way possible—with the hope of keeping losses in both soldiers and equipment to a minimum. This sort of officer leads by example, giving orders from the front lines of combat, often scoffing at the plans concocted by the higher-ups in the safety of the rear deployment zone. An officer must make tough decisions, putting her troops in extremely hazardous, and sometimes suicidal, positions to get the job done. Officers carry little in the way of weapons or armor, relying on other troops for protection and transportation. Depending on their actual rank, this "entourage" can be anything from a bodyguard and an airspeeder all the way up to a brigade of troops, heavily armored tanks, and a contingent of battle droids.



It is important to remember that an officer's rank isn't necessarily tied to her level as a game character—a brigade commander might have fewer heroic levels than the lieutenant of a platoon, especially if that lieutenant has seen intense combat. Heroic levels represent a character's participation in action-filled adventures or missions of deep intrigue, not the number of years she spent as a desk jockey.

Officer Encounters

Officers are almost never encountered alone—even on "solitary" missions, they are often accompanied by a retinue of noncommissioned officers and enlisted personnel. The officer presented here works best as the commander of a squad of 6–10 soldiers or a platoon of 20–30 soldiers, with accompanying support vehicles, equipment, and droids (the exact number depends on the CL of the encounter). This sort of officer is a capable fighter in her own right but works best when she is able to direct the movement of her troops.

An officer might be assigned to lead a group of highly trained specialists in order to complete a specific mission. Typical allies include commandos, elite soldiers, medics, and pilots—possibly with the officer being the least powerful member of the group.

Intelligence Officer

Intelligence officers delve into mounds of intercepted codes, plans, and reports to determine the best way to bring down the enemy by knowing more than they do. Handpicked for their natural intelligence and personal charm, intelligence officers are masters at teasing out information from a variety of sources. Most are expert interrogators, using a mix of "carrot and stick" to cause an enemy agent to spill his guts, revealing vital data or even convincing him to become a turncoat. Although they bear great similarities to spies, intelligence officers are part of a strict chain of command and have far more restrictions placed upon them when performing their duties. In short, spies collect the data and intelligence officers process it.

Because of the valuable knowledge they possess, intelligence officers are considered key targets and highly sought-after prizes. As a result, they are heavily protected by their units to keep them falling into the hands of the enemy.

Intelligence Officer **CL 10**

Medium noble 7/officer 3
Force 3
Init +9; **Senses** Perception +16
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese, Quarrenese, Ryl

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Defenses Ref 23 (flat-footed 21), Fort 20, Will 26
hp 42; **Threshold** 20

Speed 6 squares
Melee unarmed +8 (1d4)
Ranged blaster pistol +9 (3d6+5)
Base Atk +8; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Demand Surrender, Presence, Shift Defense II, Weaken Resolve

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Abilities Str 10, Dex 12, Con 8, Int 16, Wis 13, Cha 17
Special Qualities command cover, share talent (Shift Defense I)
Talents Born Leader, Demand Surrender, Presence, Shift Defense I, Shift Defense II, Weaken Resolve
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [social sciences]), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +18, Gather Information +18, Initiative +9, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (social sciences) +18, Perception +18, Persuasion +18, Use Computer +13
Possessions blaster pistol, code cylinder, encrypted comlink, datapad, officer's uniform

Intelligence Officer Encounters

Intelligence officers rarely go into the field on their own—they use the information gleaned by spies and other sources to make their assessments from the safety of headquarters. Most heroes are likely to encounter an intelligence officer after they have been captured and are undergoing interrogation. Intelligence officers are smooth operators who rarely get riled up (unless they choose to) and are extremely difficult to intimidate or crack. During such interrogations, two to four soldiers or a single elite soldier accompanies an intelligence officer to provide both protection and an intimidation factor.

When encountered in the field, intelligence officers are heavily protected. One might be accompanied by a squad of up to eight soldiers, or a pair of elite soldiers, as well as a personal bodyguard. In totalitarian regimes, particularly the Empire, intelligence officers might have orders to commit suicide if they are captured, which they carry out after destroying any physical evidence they might possess. In turn, these regimes impose punishment on any troops that kill, rather than capture, enemy intelligence personnel.

Intelligence officers make extensive use of droids in their work—protocol droids for translation and diplomatic situations, probe droids for intelligence gathering on far-flung worlds (particularly the Viper series probe droid), and specially designed interrogation droids.

The Chain of Command

An advantage to including an officer—as well as a commanders or a squad leaders (from other entries)—in an encounter is that such a character effectively increases the challenge provided by each individual ally he brings with him. When designing encounters using officers, the Gamemaster should keep in mind that the other enemies in the encounter will be slightly more powerful (though not enough to adjust their CL); although this might not make any difference in an encounter that features only a small number of enemies, the effect becomes cumulative when more enemies are added to the encounter. Each additional enemy is one that is more likely to successfully use the aid another action for its allies, causing the heroes' defense scores to drop while enemy attack bonuses rise. Add to that the officer's ability to share talents (effectively giving nonheroic opponents access to abilities usually reserved for heroic characters), and an encounter's difficulty can jump drastically. Nonheroic enemies under an officer's command can become tougher to hit and can deal more damage, so Gamemasters who include large numbers of nonheroic enemies in an encounter with an officer should be careful to monitor the effects of an officer's talents on the overall encounter difficulty.

Outlaw Tech

Outlaw Tech **CL 4**
Medium scoundrel 2/scout 2
Force 4
Init +9; **Senses** Perception +3
Languages Basic, Binary, Durese, Sullustese

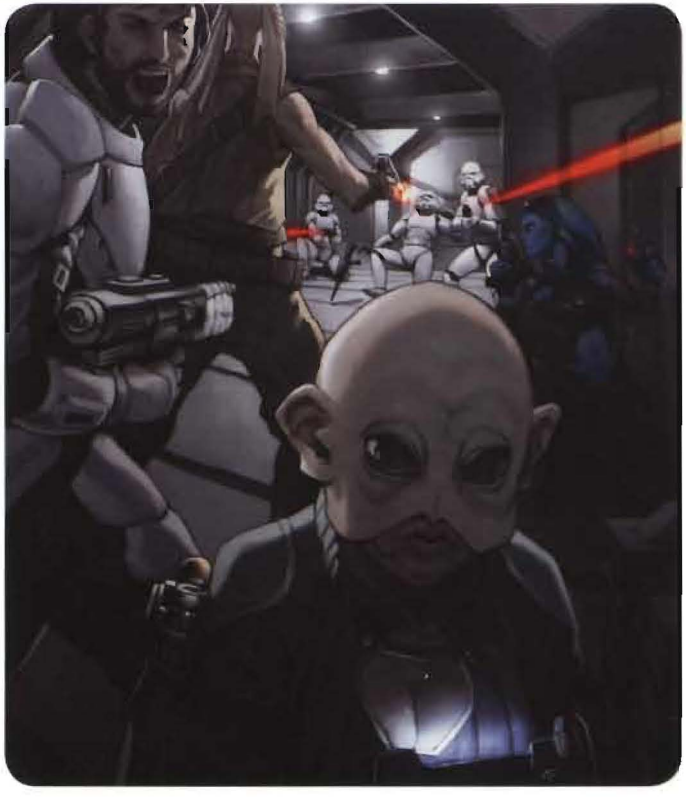
Defenses Ref 19 (flat-footed 17), Fort 16, Will 17
hp 30; **Threshold** 16

Speed 6 squares
Melee unarmed +1 (1d4+1)
Ranged blaster pistol +4 (3d6+2)
Base Atk +2; **Grp** +4
Atk Options Hyperdriven, Point Blank Shot
Special Actions Jury-Rigger

Abilities Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 14
Talents Hyperdriven, Jury-Rigger
Feats Improved Defenses, Point Blank Shot, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +9, Initiative +9, Knowledge (technology) +15, Mechanics +15, Persuasion +9, Use Computer +15
Possessions blaster pistol, concealed holster, credit chip, datapad, hacked code cylinder, security kit, comlink, tool kit, utility belt, 500 credits

The outlaw tech combines technological know-how with criminal tendencies. He is an expert at breaking and entering, and is as comfortable hijacking a starship as he is hotwiring a speeder. His tools are some of his most valued possessions, and they range from high-end datapads to specialized security kits. He prides himself on getting the job done quickly, and approaches each new assignment with childlike zeal. He is an opportunist, but he's also willing to plan ahead when time allows him the luxury of doing so.

Because he is both charismatic and intelligent, an outlaw tech is just as capable at gaining a mark's confidence as he is at hacking a code cylinder. This versatility allows the outlaw tech to be more flexible in the field, and to approach each new situation differently depending on the circumstances. He knows how to do his homework, because he has friends on the street who can feed him the information he needs. An outlaw tech also keeps up on the latest technology, even if he can't afford it, because he might someday come up against it in the course of his job.



Outlaw Tech Encounters

Outlaw techs are everywhere, plying their trade throughout the galaxy with varying degrees of success. They work on the wrong side of the law, and are often pitted against the authorities whether or not they succeed on their current job. Particularly gifted outlaw techs might find steady employment with criminal syndicates or less than savory corporate interests, but most work on a freelance basis. Some even work as legitimate technicians, using the information they gather during their normal work hours to develop new plans and schemes.

Though capable in a fight, outlaw techs are not frontline combatants. They prefer to fight from a distance, using cover and concealment as they snap off well-aimed shots from a blaster pistol. They're not above shooting someone in the back, especially if doing so will bring a quick end to a potentially messy firefight. Utilizing their skills to seal a blast door between themselves and their enemies is also perfectly acceptable. Hand-to-hand combat is never something that outlaw techs seek to engage in; they prefer to leave such activity to the soldiers and thugs who do it best.

Pilot

Pilot **CL 5**
Medium nonheroic 4/scout 4
Force 2
Init +14; **Senses** Perception +8
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 17, Will 15; Dodge, Mobility
hp 35; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged heavy blaster pistol +8 (3d8+2)
Base Atk +6; **Grp** +8
Special Actions Acute Senses

Abilities Str 9, Dex 15, Con 12, Int 10, Wis 12, Cha 8
Talents Acute Senses, Improved Initiative
Feats Armor Proficiency (light), Dodge, Mobility, Skill Focus (Initiative), Skill Focus (Pilot), Skill Training (Perception), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols)
Skills Initiative +14 (can reroll, must take second result), Perception +8 (can reroll, must take second result), Pilot +14
Possessions heavy blaster pistol, padded flight suit (+3 armor), comlink, tool kit, R2 series astromech droid, vehicle or starship

Although almost everyone in the civilized portions of the galaxy can drive an airspeeder or steer a vehicle through routine routes, pilots are the true experts. The pilot described here can represent anyone from a fighter pilot, to a ship captain, to a tank commander—as long as a vehicle needs someone to do some tricky handling, the pilot is the one to do it. As a result, pilots are in high demand, especially for jobs that involve charting unknown territory or flying through hazardous regions. Even the most conservative pilot is accustomed to taking risks and knows how to push his vehicle to the edge if necessary. Many pilots, especially if they own their own vehicles, are also capable mechanics and can lend a hand to ensure that their craft is working at its best. Pilots are skilled at avoiding trouble and keeping their vehicles, cargo, and passengers safe from harm.

"I'M A PILOT, YOU KNOW, AND SOME DAY I'M GOING TO FLY AWAY FROM THIS PLACE."

— ANAKIN SKYWALKER

Pilot Encounters

When not in their vehicles, pilots are typically encountered around hangar bays, barracks, repair shops, or cantinas, relaxing before their next mission. If a pilot is part of a unit of some kind, such as a Rebellion squadron or a planetary militia, he has a rank, which comes with duties and a chain of command, and thus must follow orders. Independent pilots pursue their own agendas and could be hired for or persuaded to undertake any number of missions. Pilots who man a spaceship commonly call that vessel home. As a result, most pilots are extremely protective of their vehicle and are loath to place it in serious risk unless the price is right. Although a pilot might not seem to be much of a threat when he's not flying his ship, it should be remembered that he can turn the interior of his vessel into a nightmare for intruders—decompressing corridors, turning off the gravity, flooding the engine room with radiation, and the like—all from the safety of the bridge or cockpit.

Pilots are often accompanied by members of their unit or their ship's crew and can call on them for help if things go wrong. Typical allies include the ship's captain, gunner, medic, engineers, or officers (thugs can be used to represent generic crew). In addition, many pilots own astromech droids that help them by plotting astrogation coordinates or monitoring their ship's internal workings.



Pilot, Ace

The ace pilot is a rare example of true excellence in piloting starships. When he is seated in the cockpit of his craft, the starfighter becomes an extension of his will, with the pilot and the vessel becoming as one. Deadly in the extreme, these pilots have survived numerous dogfights. They have racked up an impressive number of kills and can outmaneuver just about any foe.

Ace Pilot **CL 14**
Medium scoundrel 7/ace pilot 7
Force 8
Init +15; **Senses** Perception +13
Languages Basic, 2 others

Defenses Ref 31 (flat-footed 28), Fort 29, Will 26; Dodge
hp 98; **Threshold** 29

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged blaster pistol +13 (3d6+7)
Base Atk +10; **Grp** +13
Atk Options Double Attack (heavy weapons), Hyperdriven, Point Blank Shot, Precise Shot, Running Attack, Spacehound, Starship Raider
Special Actions Elusive Dogfighter

Abilities Str 11, Dex 17, Con 15, Int 14, Wis 12, Cha 12
Special Qualities vehicle dodge +3
Talents Elusive Dogfighter, Hyperdriven, Keep It Together, Relentless Pursuit, Spacehound, Starship Raider, Stellar Warrior, Vehicle Evasion
Feats A Few Maneuvers (see sidebar), Dodge, Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +15, Knowledge (tactics) +14, Mechanics +14, Perception +13, Pilot +20 (can reroll when initiating dogfight and take better result), Use Computer +14
Possessions blaster pistol, flight suit, comlink, breath mask, medpac, field kit, fusion lantern, starfighter, astromech droid

"You're good, Corran, but you're no Luke Skywalker."
– Wedge Antilles



Ace Pilot Encounters

Ace pilots—from the Rebel starfighter pilot who racks up two dozen kills to the TIE interceptor pilot who screams into dogfights leaving glowing shards of molten metal in his wake—can be irreplaceable allies or dreadful opponents. Word of these characters' exploits travels quickly through the galaxy. As their reputation grows, they become almost legendary. This can attract ambitious would-be ace pilots who want to become the next "top gun"—a desire that is almost never fulfilled.

New Feat: A Few Maneuvers

You can weave, juke, and roll to avoid enemy fire in the thick of combat.

Prerequisites: Dodge, Vehicular Combat.

Benefit: When piloting a vehicle of Colossal size or smaller, you grant a +2 dodge bonus to your vehicle's Reflex Defense. Furthermore, if you are the target of a missile or torpedo attack and the attack roll misses by 5 or more, the projectile self-destructs harmlessly.

Pilot, Elite

Elite Pilot **CL 10**
Medium scoundrel 4/soldier 3/ace pilot 3
Force 5
Init +12; **Senses** low-light vision; Perception +7
Languages Basic

Defenses Ref 28 (flat-footed 26), Fort 25, Will 21; Dodge
hp 68; **Threshold** 25

Speed 6 squares
Melee unarmed +8 (1d4+5)
Ranged blaster pistol +10 (3d6+5)
Base Atk +8; **Grp** +10
Atk Options Combat Reflexes, Double Attack (heavy weapons), Elusive Dogfighter, Point Blank Shot, Precise Shot, Spacehound, Starship Raider

Abilities Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10
Talents Armored Defense, Improved Armored Defense, Elusive Dogfighter, Spacehound, Starship Raider, Vehicular Evasion
Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +12, Knowledge (tactics) +10, Perception +7, Pilot +17, Use Computer +10
Possessions blaster pistol, armored flight suit (+5 armor) with helmet package, starship

Where the ace pilot is a legendary figure with a score of kills under his belt, the elite pilot described here represents the somewhat more common starfighter pilots who have seen their fair share of combat. Although they might not have the fame (or infamy) of ace pilots, elite pilots can hold their own in a fight and enjoy a bit more freedom than their more renowned counterparts do.

Elite pilots also represent those veteran squadrons of starfighters whose names are spread throughout the galaxy, such as Rogue Squadron and Saber Squadron of the 181st Imperial Fighter Group. Though few of the members stand out from the rest, they are experts at fighting in formation, and their shared exploits are enough to cause their enemies concern.

Elite Pilot Encounters

An elite pilot is not much without his ship, but in his cockpit he's a terror. Encounters with these characters should almost always be in starfighter combat, pitting the heroes against these hardened veterans in hair-raising dogfights. Furthermore, elite pilots rarely operate on their own and are typically part of a larger squadron.

Elite squadrons are those groups that have survived several confrontations in important battles around the galaxy. Like the ace pilot, these squadrons attract a fair bit of attention, gaining enemies from unexpected quarters who want to take them down a notch or to prove they themselves are the better. These squadrons might be tasked with escorting an important transport that bears important passengers, patrol a contested section of space, or safeguard a space station that happens to be the site of tense and unpopular negotiations.

When organized into squadrons, most elite pilots count at least one of their number as an ace pilot. This hotshot might be a talented pilot to whom they owe much of their success, or he might be their squadron commander. Elite pilots are usually protective of their aces and take risks to keep them safe.

Elite pilots do not have to be openly antagonistic to the heroes; they might even fight on the same side. Rivalries brew in competing squadrons, and it's possible that one or more heroes might compete with the members of a rival squad. As long as these rivalries are friendly, rarely is there trouble. It's when things get out of hand that allies can turn into nasty enemies.



Pirate

Pirate **CL 6**
Medium nonheroic 6/scout 2/scoundrel 2
Force 2
Init +5; **Senses** Perception +5
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge
hp 42; **Threshold** 16

Speed 6 squares
Melee vibroaxe +8 (2d10+3)
Ranged heavy blaster pistol +7 (3d8+2)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Sneak Attack +1d6
Special Actions Jury-Rigger, Shake It Off

Abilities Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 8
Talents Jury-Rigger, Sneak Attack +1d6
Feats Armor Proficiency (light), Dodge, Point Blank Shot, Shake It Off, Skill Training (Endurance, Pilot), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +9, Endurance +11, Mechanics +5 (can reroll when jury-rigging, must take second result), Pilot +11
Possessions vibroaxe, heavy blaster pistol, 2 stun grenades, utility belt

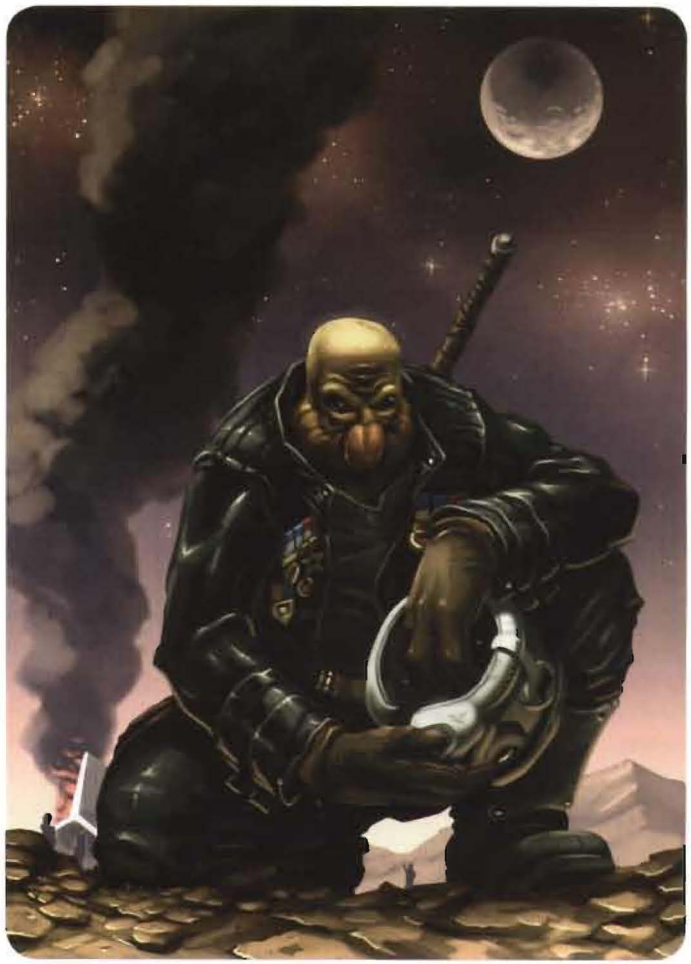
The pirate moniker can be applied to just about anyone who makes a living robbing and stealing ships. From bloodthirsty crews lurking on the fringes of space to professional thieves plying the trade lanes, pirates are an age-old problem in the galaxy and one not likely to go away any time soon. Generally, pirates are little better than bandits, lying in wait to beset a passing ship. However, not all pirates fit the cruel image attributed to most of their kind. Many follow a strict code of conduct, being more selective about whom they hit, how often, and when. Some pirates never kill, while others strike only at ships loyal to the Empire. It can be difficult, however, to figure out what sort of pirate is about to be encountered, and sometimes it's better to shoot first and sort out the details later.

The Blazing Claw

For thousands of years, the Blazing Claw has served as the symbol of piracy. Although innumerable variations of the symbol exist, they are all more or less adaptations of the same image: a fiery talon. This image has been romanticized somewhat on holovids, with the result that many average citizens hold pirates in high regard, but those who operate deep-space ships have no such illusions. To them, the Blazing Claw means just one thing: the threat of death.

Privateer

In addition to pirates, the galaxy is also home to privateers—civilian ships that hire out their crews to a government to serve as professional bandits. Privateers all operate under letters of marque and reprisals, contracts between themselves and their employers that describe the terms of the relationship, setting the length of employment, clearly defining the rights of the employer and the privateer, and detailing any compensations that are to result from the terms of service. Privateers are just as ruthless as other pirates, but they operate from behind a veneer of legitimacy.



Privateer **CL 9**

Medium nonheroic 4/soldier 3/scoundrel 5
Force 5
Init +13; **Senses** Perception +7
Languages Basic, 1 other

Defenses Ref 24 (flat-footed 20), Fort 22 (26 against extreme heat or cold), Will 21
hp 55; **Threshold** 22

Speed 6 squares
Melee vibroblade +11 (2d6+8)
Ranged heavy blaster pistol +12 (3d8+6) or
Ranged heavy blaster pistol +10 (4d8+5) with Rapid Shot
Base Atk +9; **Grp** +11
Atk Options Hyperdriven, Melee Defense, Point Blank Shot, Precise Shot, Rapid Shot, Spacehound, Starship Raider

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Abilities Str 15, Dex 15, Con 13, Int 12, Wis 12, Cha 10
Talents Hyperdriven, Spacehound, Starship Raider, Weapon Specialization (advanced melee weapons, pistols)
Feats Armor Proficiency (light), Melee Defense, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Initiative, Mechanics, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +11, Initiative +13, Persuasion +11, Mechanics +12, Pilot +13
Possessions vibroblade, heavy blaster pistol, all-temperature cloak, flight suit

Pirate Encounters

A pirate or privateer attack is swift and brutal, often the result of an ambush. Pirates use asteroid belts and strange stellar phenomena to mask their presence while waiting for their prey, and often employ a number of smaller scout ships to watch for potential targets. Pirates might be greedy, but they aren't stupid: They'll let a heavily armed warship slip through their fingers if they don't stand a chance against it.

If pirates have starfighters, they send these smaller snub fighters out to herd the larger prey into their trap, where one or more pirate ships can emerge from hiding and cut off their prey's escape. Although pirates hit hard and fast, they don't want to destroy their prey, since doing so would defeat the purpose of piracy. Instead, they direct their attacks to cripple their prey, targeting engines and sensors, and weakening the target so it can't make the jump to hyperspace. Once the ship is sufficiently damaged, the pirates demand surrender; failing that, they'll board and attempt to take the ship by force.

After a raid, pirates immediately strip the target of anything they deem valuable, both for personal profit and to recoup whatever losses they might have incurred in the attack. What they do with prisoners depends on the pirate captain and the situation. Most pirate captains aren't too interested in keeping prisoners but might do so if they stand to make a profit, whether by ransoming the victims back to families or just selling them into slavery. Other pirates don't choose to deal with living cargo at all, and so they might let the survivors keep their ship, strand them on a remote world, or even just execute them.

Between raids, pirate crews go about their business as any other ship crews might. They make repairs, recruit new crew members, and spend their credits on personal pleasures. Aside from keeping the crews happy, these furloughs are also great ways to gather information. Pirates are ever watchful for bounty hunters and Imperial warships, but are even more interested in news about targets for their next raid.

Although pirates are generally reluctant to choose sides in a conflict, during the Galactic Civil War many pirates fought on the side of the Rebellion. The Empire's attitude toward non-Humans, coupled with its draconian tactics, often put the Empire at odds with the views of many pirate crews. As such, many pirates trained their attacks on cargo ships that were moving munitions, foodstuffs, and other goods to Imperial emplacements, thus weakening the Empire's war effort.

In addition to independent pirates, the Rebel Alliance was notorious for hiring privateer fleets to shore up its forces. Although supporting these contracts came at great cost to the Rebellion, the effort was worth it since the privateers were experts at hit-and-run tactics and thus could weaken the Empire's fleets. More important, though, employing privateers allowed the Alliance to reduce pirate attacks along some dangerous routes and thus prevent its own ships from falling prey to unexpected attacks.

"Deploy the shuttle and ready my launch. Main ion cannons: Fire!"

– Urias Xhaxin, Rebel privateer

Pirate Captain

Pirate Captain **CL 11**
Medium scoundrel 5/noble 4/ace pilot 2
Force 8
Init +12; **Senses** Perception +6
Languages Basic, 3 others

Defenses Ref 27 (flat-footed 25), Fort 23 (28 against extreme heat or cold), Will 23
hp 66; **Threshold** 23

Speed 6 squares
Melee vibroblade +9 (2d6+5) or
Melee vibroblade +4 (2d6+5) and vibroblade +4 (2d6+5) with Double Attack
Ranged blaster pistol +8 (3d6+5) or
Ranged hold-out blaster pistol +8 (3d6+5)
Base Atk +6; **Grp** +8
Atk Options Double Attack (advanced melee weapons), Hyperdriven, Melee Defense, Point Blank Shot, Spacehound, Starship Raider
Special Actions Demand Surrender, Presence, Quick Draw

Abilities Str 10, Dex 14, Con 10, Int 13, Wis 13, Cha 17
Special Qualities vehicle dodge +1
Talents Demand Surrender, Hyperdriven, Presence, Spacehound, Starship Raider, Vehicular Evasion
Feats Double Attack (advanced melee weapons), Linguist, Melee Defense, Point Blank Shot, Quick Draw, Skill Training (Persuasion), Toughness, Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +13, Gather Information +13, Initiative +12, Knowledge (tactics) +11, Persuasion +13, Pilot +12
Possessions vibroblade, blaster pistol, hold-out blaster pistol in concealed holster, encrypted comlink, all-temperature cloak, utility belt, capital ship

Pirate captains are an eclectic mix of characters, encompassing everything from flamboyant rogues commanding rotting ships to grim-faced brutes who slaughter and kill with caprice. Like most pirates and privateers, pirate captains rarely choose their lot, and most have had their status thrust upon them. Pirate captains come from a variety of backgrounds and include disgraced nobles, ex-slaves, and fugitives from justice. What separates these characters from their crews is a special quality that gives them the edge to claw their way to the top of the heap and take charge. Yet, any thug can rule through brute force, so it also takes cunning and strength for a captain to hold his command.



The first priority of any pirate captain is to keep his crew happy. Mutiny is a common problem among pirates, and although every captain has a certain amount of goodwill born from the loyalties he earned when he took command, no pirate will risk his life for his captain when he's poor or hungry. Therefore, pirate captains usually mask their personal greed to ensure that they take care of their men.

Pirate Captain Encounters

A pirate captain is the heart and soul of a pirate ship. It is his ambitions, his beliefs, and above all, his agenda that shapes the character of his crew. A captain's approach to piracy is reflected in the actions of his crew, so a brutal captain likely has bloodthirsty brutes under his command, while a generous and capricious captain might have a lot of undisciplined rogues as a crew. So, the sort of pirates the heroes encounter are the best indication of the sort of person who leads them.

A typical pirate captain commands a freighter or larger vessel that enjoys the support of a number of smaller starfighters. The captain leads from the deck of his ship, directing the battle from his ship's command center. Make no mistake—pirate captains are typically skilled pilots themselves, and on smaller runs, a pirate captain might pilot a smaller craft to lead his crew through the thickest of combats.

Police Officer

Police Officer **CL 2**
Medium nonheroic 6
Init +4; **Senses** Perception +7
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 10, Will 9
hp 14; **Threshold** 10

Speed 6 squares
Melee stun baton +5 (2d6+1 stun)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5
Atk Options Pin

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Pin, Skill Training (Endurance), Skill Training (Knowledge [bureaucracy]), Weapon Proficiency (pistols, simple weapons)
Skills Endurance +8, Knowledge (bureaucracy) +8, Perception +7
Possessions blaster pistol, stun baton, combat jumpsuit (+4 armor), encrypted comlink



Police officers are charged with keeping the peace and enforcing laws. Depending on each world and its laws, a police officer can be anything from little more than a monitor who has little authority to a brutal instrument of the state. The vast majority of police officers fall in the middle ground. They have the authority to detain suspicious individuals, make arrests (with sufficient evidence), and use deadly force in self-defense or to protect bystanders from harm. Most police officers are overworked and underpaid, but continue to do an otherwise thankless job for the sake of keeping the streets safe. Customs and laws of various worlds make bribery a possibility when dealing with police officers—minor violations might be overlooked for the right amount of credits.

The statistics provided here can also be used for security guards, private defense contractors, and other individuals dedicated to community protection.

Police Officer Encounters

Police officers typically wear light armor and carry sidearms, which is enough protection and firepower to deal with regular criminals and to deter suspects from doing anything drastic. Many police officers are required to keep their blasters on stun setting as a means of preventing unnecessary fatalities. They also carry stun batons for close combat. Most police officers assigned to a vehicle also carry more powerful (or specialized) weapons to deal with bigger threats. A police "cruiser" typically carries a blaster rifle, an ion rifle, three stun grenades, and an ion grenade. On more authoritarian or violent worlds, police officers have their weapons to do lethal damage and commonly use rifles and heavier armor.

Police officers are usually assigned to work in pairs and are under standing orders to call for backup if things become dangerous. On average, additional police officers arrive within 1d10 minutes after a call is made. Wealthier worlds also team police officers with droids to provide additional firepower or reduce the chance of an officer getting injured. These droids are linked into the local precinct's systems, sending a constant stream of information back for use as evidence.

"No one makes a victim of folks I'm sworn to protect."

– Corran Horn

Politician, Veteran

Politician, Veteran **CL 11**
Medium nonheroic 6/noble 9
Force 5
Init +7; **Senses** Perception +8
Languages Basic, 5 others

Defenses Ref 20 (flat-footed 20), Fort 18, Will 22
hp 12; **Threshold** 18

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged hold-out blaster pistol +11 (3d4+4)
Base Atk +10; **Grp** +10
Atk Options Coordinated Attack, Melee Defense
Special Actions Born Leader, Presence, Weaken Resolve

Abilities Str 9, Dex 11, Con 9, Int 12, Wis 12, Cha 14
Talents Born Leader, Connections, Presence, Weaken Resolve, Wealth
Feats Coordinated Attack, Linguist (2), Melee Defense, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Training (Gather Information), Skill Training (Knowledge [bureaucracy]), Skill Training (Persuasion), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +19, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Persuasion +19, Use Computer +13
Possessions hold-out blaster pistol, datapad with data cards, personal holoprojector, holorecorder, fine robes

Politicians are some of the most prominent movers and shakers in the galaxy. The veteran politician has spent years honing his craft, mastering the tools of intrigue needed to survive in the halls of power. Veteran politicians represent any number of political figures, including powerful bureaucrats and ambassadors, judges and princes, ministers, and any number of counselors and advisors. Although their titles vary, their talents and abilities are more or less the same.

Standing out from the rest of the political entities infesting the galaxy are two important groups, representing the government of the Old and New Republics as well as the cold tyranny of the Galactic Empire.

The first political group, and the most enduring, is the Senators. In each of the major political phases dominating the core of the galaxy—the Galactic Republic, the Galactic Empire, and the New Republic, as well as other key eras—the Senators served their homeworlds, sectors, or even private consortiums. Senators were principally responsible for representing their constituents' interests in the Senate, but at various times, they would act as heads of state as well. Such power attracted the ambitious and corrupt, but also the noble, creating an interesting tension between self-serving interest and the idealism of those who championed the cause of freedom and justice.



The Senate has always been a critical component of the galactic government, but during the dark days leading up to the Clone Wars, the Senate was rife with corruption, so much so that it languished and proved unable to attend to any threat at all. This weakness enabled the charismatic Senator Palpatine to seize the position of Supreme Chancellor, after which he steadily worked to consolidate his power.

With the outbreak of the Clone Wars and the formation of the Grand Army of the Republic, Palpatine installed regional governors, called Moffs, to oversee the galaxy's sectors and exert control over unruly populations, nominally to shore up their defenses against the Separatists. This act further weakened the Senate, reducing it to the point of utter uselessness. Through the support of his growing military presence and the authority he vested in the Moffs, the Supreme Chancellor was eventually able to dissolve the Senate and reform the outmoded Republic into the Galactic Empire.

After the conclusion of the Civil War, and the apparent death of the Emperor, the ways of the Galactic Republic were restored and a new Senate was formed. Although divisiveness, infighting, and the sweeping troubles that plagued the old Senate remain, this body has regained its former power and influence, forging ahead to create a new society founded on the principles of democracy and justice.

Veteran Politician Encounters

Considering their power and influence, veteran politicians are not the sorts of opponents the heroes are likely to face in combat. Politicians are shielded from harm by a network of security personnel and bodyguards, who make sure nothing befalls their charge. One or more of these protectors escort the character out of danger while the rest of the security detail lays down covering fire.

Veteran politicians are better suited to be potent allies, lending their influence for the benefit of the player characters, or as charges, significant personalities whom the heroes need to protect from assassins and rivals. Veteran politicians can be cooperative, but haughtiness and arrogance are common character traits attributed to these figures.

As adversaries, veteran politicians make for excellent "faceless villains." They don't move directly against the PCs; they use mercenaries, assassins, and bounty hunters to attend to their enemies. Taking the fight to a politician is a challenge, since a wise politician conceals his criminal acts and ties up loose ends. A direct assault against this sort of hidden enemy can have sweeping repercussions if the heroes don't first uncover hard evidence of their opponent's villainy.

Bail Organa

Noted as one of the principal architects of the Rebellion, Bail Organa—the adopted father of Leia Organa—long championed the cause of freedom and was a staunch supporter of democracy. At first, Bail Organa was one of Chancellor Palpatine's close allies, for both were disgusted by the stagnancy pervading the Galactic Senate, but as Palpatine's power grew and the Senate's role waned, Organa's suspicions and fears came to the forefront. His association with his former ally weakened, and soon he became Palpatine's active opponent, fighting against the formation of the clone army and later against Palpatine's naked grabs for power. It was during this time that Bail Organa joined forces with the Jedi High Council, many members of which shared Organa's concerns about the Clone Wars and Palpatine's growing strength.

In the end, Bail Organa's efforts and those of his allies, Mon Mothma and others, failed and the Galactic Empire was born. Organa continued to serve in the Senate, hoping to bring about change from within. The Emperor would eventually force his hand as the cruelties and evil of the Empire grew unchecked. After the Empire wiped out hundreds of protestors, Bail Organa was resolved to topple the regime and helped form the Alliance to Restore the Republic, which eventually became known as the Rebel Alliance.

Bail Organa CL 9

Medium Human noble 9
Force 8
Init +10; **Senses** Perception +16
Languages Basic, Mon Calamarian, Sullustese

Defenses Ref 12 (flat-footed 11), Fort 14, Will 18; Dodge
hp 50; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged blaster pistol +7 (2d6+4)
Base Atk +6; **Grp** +7
Atk Options Melee Defense
Special Actions Born Leader, Inspire Confidence, Presence, Quick Draw

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 15, Cha 14
Talents Born Leader, Connections, Educated, Inspire Confidence, Presence
Feats Dodge, Linguist, Melee Defense, Quick Draw, Skill Focus (Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Training (Initiative), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +11, Pilot +10, Treat Injury +11, Use Computer +10
Possessions blaster pistol, comlink, datapad

"She's a politician, and they are not to be trusted."

— Obi-Wan Kenobi

Saboteur

Saboteur **CL 8**
Medium scoundrel 4/soldier 4
Force 7
Init +6; **Senses** Perception +10
Languages Basic, 1 other

Defenses Ref 22 (flat-footed 20), Fort 21, Will 20
hp 58; **Threshold** 21

Speed 6 squares
Melee vibrodagger +8 (2d4+5)
Ranged blaster pistol +9 (3d6+4) or
Ranged blaster pistol +7 (4d6+4) with Rapid Shot
Base Atk +7; **Grp** +9
Atk Options Combat Reflexes, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Knack

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 12
Talents Demolitionist, Knack, Gimmick
Feats Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Mechanics), Skill Focus (Stealth), Skill Training (Knowledge ([technology]), Skill Training (Pilot), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +10, Knowledge (technology) +10 Mechanics +15, Perception +10, Pilot +11, Stealth +16, Use Computer +10
Possessions blaster pistol, vibrodagger

Saboteurs are experts in destroying all forms of machinery. They know how to swiftly and silently gain access to their objectives and either destroy them or subtly render them useless. The best saboteurs can damage weapons, vehicles, and other targets so that they appear in perfect condition and then suddenly fail in a catastrophic manner, preferably at the worst possible moment. For example, a sabotaged protective force field might collapse the moment it came under heavy attack, when any repair effort would come far too late.

Both wars and commercial contests are often won through superior technology, and these conflicts attract saboteurs who aid their side by disabling or destroying their opponents' technology. Saboteurs are especially useful if their enemy has developed some powerful new secret weapon, such as the clone soldiers that are used in the Clone Wars or the two Death Stars used during the Galactic Civil War. When one side relies exclusively upon a new technology, a single saboteur can decide the course of the conflict.

A saboteur must be both a skilled technician who specializes in causing devices to fail and a spy or commando trained in stealth and deception. To be successful, he must be able to swiftly disable or destroy a device, either by subtly altering its circuits or planting a thermal detonator in the precise location that does the most damage. Because saboteurs work behind enemy lines and often must go into the heart of enemy factories and research labs, being a saboteur is exceptionally dangerous. As such, the vast majority either work alone or with no more than a handful of trusted companions.



Saboteur Encounters

Saboteurs are most commonly encountered in factories and research labs that are developing or producing important technologies. These factories and laboratories typically have exceedingly tight security, making sabotage a difficult challenge.

Most saboteurs choose between two modes of operation. Some are brave and stealthy commandos who sneak or shoot their way into heavily guarded installations, perform their destruction, and rapidly leave. Some of these commando saboteurs are sufficiently skilled that they can perform delicate and difficult-to-detect sabotage in a few minutes, but most either cause obvious, large-scale destruction or swiftly hide a thermal detonator or other explosive that can be triggered later.

Other saboteurs are more like specialized spies who infiltrate a secure installation using a glib tongue, a talent for disguise, and skill at misdirection to become an employee. Once inside a location, this kind of saboteur might work there for weeks, discreetly sabotaging various vital pieces of equipment, and taking the time to make certain that each device will fail in precisely the manner she wishes it to. Then, when she has completed her mission, she simply stops coming to work.

Twi'lek Saboteur

Twi'lek saboteurs specialize in infiltration and subtle sabotage. Being a Twi'lek saboteur, like being a spy, demands a mixture of skill, dedication, and a willingness to live in the shadows and to embrace secrecy and deception as a way of life. For a Twi'lek the key to successful sabotage is the same as the key to all other forms of success—understanding and subtly manipulating people. Ultimately, even the best security can be overridden by a sympathetic guard who decides to make an exception for someone who claims to be late for work and is worried about getting fired or who has forgotten his ID badge. After getting past security, the Twi'lek either sneaks off and stealthily finds a way to his objective or continues to bluff his way past every obstacle, perhaps pretending to be a repair technician who has been ordered to "fix" the very device he is intent upon sabotaging. Twi'leks eschew armor and heavy weaponry, rarely carrying more than a hold-out blaster pistol, because they know that having to use heavy weapons or armor means that they have already failed.

"Uh-oh."

— Sebulba

Twi'lek Saboteur CL 6

Medium Twi'lek scoundrel 4/soldier 2
Force 4
Init +6; **Senses** low-light vision; Perception +9
Languages Basic, Ryl, 2 others

Defenses Ref 19 (flat-footed 18), Fort 20, Will 18
hp 39; **Threshold** 20

Speed 6 squares
Melee knife +5 (1d4+3)
Ranged hold-out blaster pistol +6 (3d4+3)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Knack

Abilities Str 11, Dex 12, Con 10, Int 14, Wis 12, Cha 16
Special Qualities deceptive (*SE* 32), low-light vision
Talents Demolitionist, Knack, Gimmick
Feats Point Blank Shot, Linguist, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Knowledge ([bureaucracy]), Skill Training (Knowledge [technology]), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16 (can reroll, must take second result), Knowledge (bureaucracy) +10, Knowledge (technology) +10, Mechanics +10, Perception +9, Persuasion +16, Stealth +14, Use Computer +10
Possessions knife, hold-out blaster pistol

Twi'lek Saboteur Encounters

The most skilled Twi'lek saboteurs avoid notice altogether. The other employees in a factory or research lab are unlikely to remember the friendly but easily forgettable Twi'lek technician who worked there for a short while. However, these same people will rarely be able to forget the time when their prized weapon or vehicle failed spectacularly during its first major test. In the case of corporate sabotage, the people involved instead remember the time that a piece of new technology catastrophically backfired when the corporation's leaders demonstrated it before the Queen of Naboo, in an effort to convince her government to purchase it. The only time the presence of a Twi'lek saboteur becomes obvious is when something goes wrong, such as someone noticing a minor discrepancy between her actions and the person she is impersonating or a security droid hearing a soft noise coming from a hallway or storage room that should be empty. At this point, the Twi'lek will either try to swiftly accomplish her job and flee, or leave quickly and try again another day.

Hiring a Twi'lek saboteur is often somewhat challenging, since Twi'leks are not inclined to trust others. She attempts to find out all she can about a prospective client before accepting any offer of employment, so that she can be certain that her employer will not double-cross her.

Sector Ranger

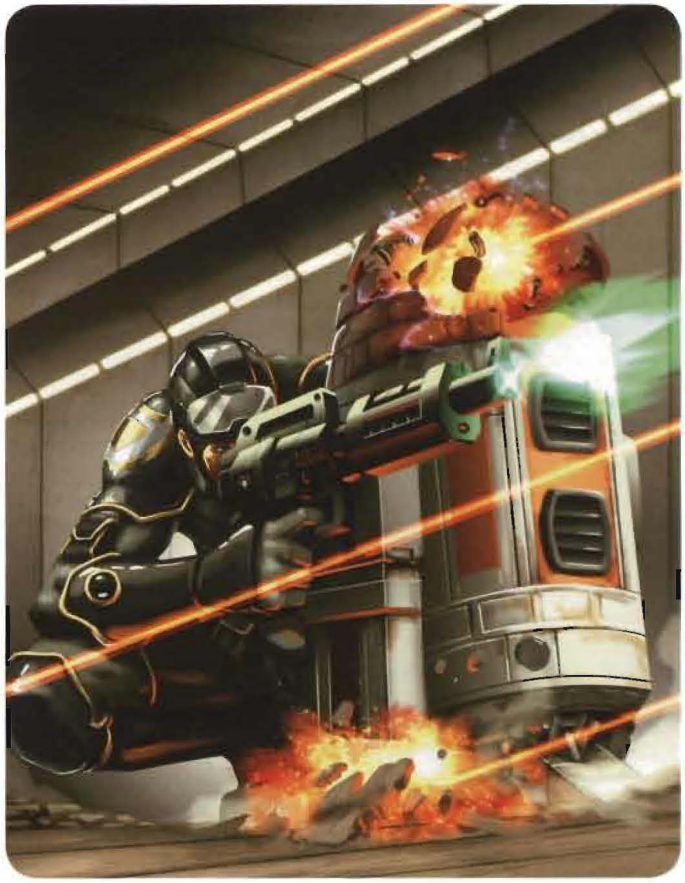
Sector Ranger **CL 7**
Medium soldier 4/scout 2/scoundrel 1
Force 2
Init +11; **Senses** Perception +10
Languages Basic, Bocce, 3 others

Defenses Ref 25 (flat-footed 22), Fort 20, Will 20
Resist Evasion
hp 66; **Threshold** 20

Speed 6 squares
Melee unarmed +6 (1d6+4) or
Melee stun baton +6 (2d6+4 stun)
Ranged heavy blaster pistol +9 (3d8+3)
Base Atk +5; **Grp** +8
Atk Options Hyperdriven, Point Blank Shot, Precise Shot
Special Actions Shake It Off

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 14, Cha 10
Talents Acute Senses, Armored Defense, Evasion, Hyperdriven, Improved Armored Defense
Feats Armor Proficiency (light, medium), Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Training (Gather Information), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Gather Information +8, Initiative +11, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +10 (can reroll, must take second result), Pilot +11, Use Computer +10
Possessions heavy blaster pistol, stun baton, combat jumpsuit (+4 armor), encrypted comlink

Established in the days of the Old Republic, Corps of Rangers is law enforcement agency with wide-ranging powers. Sector Rangers were given the power to track and apprehend criminals throughout an entire region of the galaxy, often encompassing hundreds or thousands of planets. Because their powers were involved in law enforcement, and not military or political, Sector Rangers must walk a delicate line of jurisdictions, local laws, and customs. Sector Rangers are trained to be cautious and methodical in their gathering of evidence or employment of their powers, so as not to have criminals be released due to legal loopholes or mistrials. Other than a name change, Sector Rangers changed little during the time of the Empire. Sector Rangers had the right to commandeer local policemen or make use of Republic (or Imperial) vessels in the course of their duties, although most avoided doing so unless the situation at hand required such draconian methods.



Sector Ranger Encounters

Sector Rangers are highly trained and competent individuals that are used to tackling difficult cases on their own. They are capable combatants, usually more than a match for the scum they track down and apprehend. On particularly dangerous cases, Sector Rangers often travel in pairs or groups of four, with their own ship and complement of droids. Considering the highly unusual circumstances that most Sector Rangers find themselves in, they could be in the company of almost any type of archetype—mercenaries, pilots, slicers, or even gamblers—each possessing some unique skill that proves helpful to the Sector Ranger in bringing criminals to justice.

Special Enforcement Officer

Special Enforcement Officers (also known as SEOs) are Sector Rangers granted additional powers and leeway in their duties. Considered the elite of the organization, Special Enforcement Officers are typically expert trackers, investigators, and interrogators, using their remarkable powers of observation and encyclopedic knowledge to hunt down criminals. Many SEOs go about their duties undercover, allowing them to infiltrate criminal organizations and bring it down from the inside. They receive training in a wide range of subjects so as to be prepared for whatever bizarre and dangerous circumstances they find themselves in. Special Enforcement Officers have a higher rank than regular Sector Rangers, which sometimes rubs the regular rangers the wrong way when the SEO uses it take over a ranger's investigation or pull him off of his case to assist the SEO's own. Most Special Enforcement Officers are held in regard and represent the ultimate goal for a Sector Ranger to eventually attain through years of service.

Special Enforcement Officer **CL 13**

Medium scout 5/noble 4/bounty hunter 4
Force 3
Init +12; **Senses** Perception +18
Languages Basic, Bocce, High Galactic, Huttese, 4 others

Defenses Ref 29 (flat-footed 27), Fort 24, Will 27
hp 60; **Threshold** 24

Speed 6 squares
Melee unarmed +10 (1d6+6)
Ranged heavy blaster pistol +11 (3d8+6)
Base Atk +10; **Grp** +11
Atk Options familiar foe +2, Hunter's Mark, Keen Shot, Pin, Precise Shot
Special Actions Demand Surrender, Presence

Abilities Str 10, Dex 12, Con 9, Int 16, Wis 14, Cha 17
Special Qualities familiar foe +2
Talents Acute Senses, Demand Surrender, Expert Tracker, Hunter's Mark, Keen Shot, Nowhere to Hide, Presence
Feats Linguist, Martial Arts I, Pin, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Perception), Skill Focus (Use Computer), Skill Training (Deception), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +14, Gather Information +19 (can reroll when checking to locate a specific individual, must take second result), Initiative +12, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +18 (can reroll, must take second result), Persuasion +19, Pilot +12, Use Computer +19
Possessions heavy blaster pistol, Sector Ranger uniform, encrypted comlink, datapad

Special Enforcement Officer Encounters

As mentioned above, many Special Enforcement Officers operate undercover and operate under a number of aliases and disguises—thus, no one can ever be entirely sure who is and isn't an SEO. Because Special Enforcement Officers are assigned the most dangerous and "biggest" of cases, they often overlook lesser transgressions by their contacts in order to maintain a decent working relationship, although they might discreetly (or even anonymously) provide information to local law enforcement officials about the criminal affairs of anyone they encounter during a mission. SEOs keep strange company, making them perfect additions to a group of heroes who might or might not be aware of the Special Enforcement Officer's occupation.

Special Enforcement Officers can bring a tremendous amount of resources to bear onto their targets, up to and including small fleets of Republic ships, platoons of regular police (page 69), and the like. Special Enforcement Officers often work alongside Jedi in their pursuit of criminals, although most SEOs chafe at the Jedi's dwellings on the Force or refusal to get involved in certain types of cases. In turn, most Jedi respect Special Enforcement Officer's dedication and natural ability, but are also turned off by the cynicism that is all too common for these world-weary individuals.

Sector Ranger Enforcement Powers

Sector Rangers have far-reaching jurisdiction and have the right to demand aid, information, equipment, and personnel from local authorities. On most Republic worlds, this translates to a +5 bonus to Persuasion checks made to acquire such assistance. Failure indicates running afoul of local laws, red tape, or simply suspicious or indignant attitudes from the authority figures in question. On planets located on the Rim (such as Tatooine) who are not affiliated with the Republic or hold it in poor regard (such as Nar Shaddaa), this bonus does not apply—the Sector Ranger must rely on her own skills of negotiation (or intimidation) to get to help they need.

"WHAT OTHERS ABANDON, WE PROTECT."

– SECTOR RANGER MOTTO

Security Personnel

Security Personnel **CL 2**
Medium nonheroic 6
Init +4; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10
hp 22; **Threshold** 11

Speed 6 squares
Melee stun baton +4 (2d6 stun)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11
Feats Armor Proficiency (light), Improved Defenses, Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Perception +9
Possessions stun baton, blaster pistol with holster, blast helmet and vest (+2 armor) with helmet package, security pass, binder cuffs

The galaxy is a dangerous place, filled with all sorts of nasty characters. As a result, security is one of the primary concerns for most people of wealth, prestige, and power. To protect against villainy and to safeguard the common citizen against crime, governments maintain extensive security forces. These groups often consist of law enforcement officers who police the streets on foot or through the air in airspeeders. Like military units, security personnel typically follow a rigid rank structure, with guards outranked by detectives, sergeants, and so on all the way to the commander at the top.

Security personnel are not restricted to law enforcement agencies. These characters can also represent the personal security forces of powerful figures in the galaxy. Security personnel might be private soldiers of a corporate sector czar or the armed guards of a powerful crime lord. They can be found protecting ambassadors and diplomats, veteran politicians, and just about anyone who holds power and has enemies.

Security Specialist

The security specialist is an elite guard who has the benefit of special training and extensive experience. Similar in many ways to bodyguards, security specialists are typically the last line of defense between their employer and his or her enemies. Security specialists are commonly trained in close-combat fighting and are equipped to deal with just about any sort of foe. Security specialists vary a great deal, as necessary for their particular mission, so you should customize this statistics block to meet your needs.



Security Specialist **CL 5**
Medium soldier 5
Force 4
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 21 (26 with riot shield) (flat-footed 19), Fort 21, Will 16; Dodge
hp 67; **Threshold** 21

Speed 6 squares
Melee stun baton +7 (2d6+5 stun)
Ranged blaster rifle +7 (3d8+2) or
Ranged heavy blaster pistol +7 (3d8+2) or
Ranged stun grenade (4d6+2 stun)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster rifle), Melee Smash, Point Blank Shot, Precise Shot, Stunning Strike

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10
Talents Melee Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Dodge, Point Blank Shot, Precise Shot, Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +7, Mechanics +7, Perception +8
Possessions stun baton, blaster rifle, heavy blaster pistol, 2 stun grenades, battle armor (+8 armor, +2 equipment), riot shield, breath mask, comlink, binder cuffs, medpac, glow rod

Security Personnel Encounters

Security personnel protect a certain group of people or a specific person. As law enforcement agents, they might patrol in pairs or in small teams to respond to crimes and protect innocent villains from violence, robbery, or anything else that would harm them. When faced with a significant threat, security personnel double or triple their numbers and supplement their strength with security specialists and soldiers as the situation demands.

In some instances, a security team might include a number of droids. Patrol droids might fill in for security forces or accompany them as they make their rounds. Likewise, security droids can also augment a security force's strength, though battle droids and military security droids are rare after the Clone Wars. On the other hand, within the Trade Federation and the Separatist Movement, droids served almost exclusively as security forces.

Security specialists are more advanced versions of standard security personnel. These are special operatives selected for their unswerving loyalty and discipline. Governments and employers relied on them to crack down on unruly civilians or to provide the best protection available. Security specialists are less numerous than standard security personnel and might be charged with leading a security team. Typically, security specialists answer directly to their employers, but in the case of some wealthy and powerful charges, they might deal with a bodyguard who oversees the entire security detail.

Riot Shield

Riot shields are common gear for law enforcement and planetary defense forces. Measuring about 1 meter long and half as wide, a riot shield is made of a metal frame that generates an energy shield that bends light so that its outer surface is opaque while its inner side is transparent, allowing you unobstructed vision but not extending the same benefit to your opponents. A riot shield has DR 5, 20 hit points, and a break DC of 25.

When held, a riot shield grants you cover (+5 cover bonus to your Reflex Defense) against all ranged attacks on any turn during which you fight defensively. You can also wield a riot shield as a melee weapon. When used in this way, it has the same statistics as a stun baton (*SE* 123).

Cost 500; **Weight** 6 kg; **Availability** Military.

Royal Handmaiden

The Royal Handmaidens are an exclusive security force charged to protect the elected Naboo monarch, most notably Queen (and later Senator) Amidala. The Royal Handmaidens were all young, about the same age as Amidala, and very similar in appearance, allowing them to step in as decoys to keep their mistress safe. Although these are the most famous security specialists, it's likely that other, similar organizations exist in the galaxy.

Royal Handmaiden CL 6

Medium Human noble 3/soldier 3
Force 4
Init +9; **Senses** Perception +10
Languages Basic, Gran, Gungan, High Galactic, Rodese

Defenses Ref 20 (flat-footed 17), Fort 18, Will 20
hp 41; **Threshold** 18

Speed 6 squares
Melee unarmed +6 (1d8+3)
Ranged sporting blaster pistol +6 (3d4+3)
Base Atk +5; **Grp** +6
Atk Options Melee Defense, Point Blank Shot
Special Actions Battle Analysis, Bolster Ally, Harm's Way, Inspire Confidence, Quick Draw

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 16
Talents Battle Analysis, Bolster Ally, Harm's Way, Inspire Confidence
Feats Linguist, Martial Arts I, Martial Arts II, Melee Defense, Point Blank Shot, Quick Draw, Skill Focus (Deception), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16, Initiative +9, Knowledge (tactics) +9, Perception +10, Persuasion +11, Pilot +9, Treat Injury +10, Use Computer +9
Possessions sporting blaster pistol, comlink, handmaiden's outfit

"WE ARE BRAVE, YOUR HIGHNESS."
— PADME

Ship Captain

Ship Captain **CL 13**
Medium soldier 3/scoundrel 7/officer 3
Force 5
Init +8; **Senses** Perception +11
Languages Basic, 2 others

Defenses Ref 27 (flat-footed 25), Fort 25, Will 27
hp 71; **Threshold** 25

Speed 6 squares
Melee vibrodagger +12 (2d4+6) or
Melee vibrodagger +7 (2d4+6) and
vibrodagger +7 (2d4+6) with Double Attack
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options Coordinated Attack, Double Attack (advanced melee weapons), Hyperdriven, Melee Defense, Point Blank Shot, Precise Shot, Spacehound, Starship Raider
Special Actions Assault Tactics, Battle Analysis, Tough as Nails

Abilities Str 10, Dex 14, Con 10, Int 15, Wis 11, Cha 13
Special Qualities command cover, share talent (Stellar Warrior)
Talents Assault Tactics, Battle Analysis, Hyperdriven, Spacehound, Starship Raider, Stellar Warrior, Tactical Edge, Tough as Nails
Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (advanced melee weapons), Melee Defense, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Training (Persuasion), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Knowledge (tactics) +13, Mechanics +13, Perception +11, Persuasion +12, Pilot +13, Use Computer +13
Possessions vibrodagger, blaster pistol in holster, code cylinder, comlink, uniform, rank insignia, capital starship

A ship captain is the commanding officer of a starship. The title applies to all sorts of ships, from transport vessels all the way up to star dreadnaughts. The title of ship captain is independent of actual rank, and it's just as possible for a commander to hold the title as it is for an admiral. On the deck of a ship, the captain is the ultimate authority of the vessel (unless, of course, Darth Vader happens to be on board).

Ship Captain Encounters

A ship captain is not much without a ship, and thus encounters featuring these characters ought to include a ship of at least frigate size. Smaller vessels, including personal transports and shuttles, might also have ship captains, but these are typically pilots with the title to reflect their authority and are in no way in the same class as the ship captains described here.

A ship captain commands the entire crew and support pilots of his or her ship, and might be responsible for hundreds if not thousands of subordinates. Falling under the ship captain's authority are any special forces such as ground assault teams, scouts, and secondary vessels accompanying the captain's ship, though each of these smaller ships have their own captains as well.

In addition to the main vessel, most ships under the command of these characters also include a number of starfighters. The ship captain does not pilot one of these craft except in the most unusual circumstances, but he does command them from the deck of his ship, transmitting tactical information to his forces in response to developments.

Ship captains attain fame or infamy in equal numbers. The mere names of some of the more successful Imperial captains can inspire fear in their enemies, and cause opposing admirals to adjust their tactics based on the reputation of the foe they oppose.



Ship Gunner

Ship Gunner **CL 7**
Medium nonheroic 4/scoundrel 3/soldier 3
Force 3
Init +7; **Senses** low-light vision; Perception +8
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 20, Will 18
hp 38; **Threshold** 20

Speed 6 squares
Melee unarmed +9 (1d4+4)
Ranged blaster cannon +11 (3d12+5) or
Ranged blaster cannon +6 (3d12+5) and
blaster cannon +6 (3d12+5) with Double Attack or
Ranged heavy blaster pistol +10 (2d8+3)
Base Atk +8; **Grp** +10
Atk Options Devastating Attack (heavy weapons), Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Spacehound, Starship Raider

Abilities Str 13, Dex 15, Con 11, Int 10, Wis 12, Cha 10
Talents Devastating Attack (heavy weapons), Spacehound, Starship Raider, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Skill Training (Knowledge [tactics], Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Knowledge (tactics) +10, Perception +8, Use Computer +10
Possessions blaster cannon, heavy blaster pistol, armored flight suit (+5 armor) with helmet package

The ship gunner controls one or more weapon systems not directly under the control of the pilot. Typical sorts of weapons a gunner might employ include the composite-beam laser on the LAAT/i gunship or the blaster cannon on the Incom-T47 airspeeder. In most cases, the pilot retains control over some of the weapon systems, but the gunner's role is largely to free up the pilot to maneuver the ship, while the gunner unleashes a torrent of fire against enemy vehicles.

Ship gunners are prevalent in starships of just about any size and can also be found operating the batteries on ground vehicles and other atmospheric craft. Most armored assault vehicles and walkers include a broad spectrum of weapons and might employ multiple gunners.



Ship Gunner Encounters

Ship gunners appear in skirmishes involving armored vehicles or large-scale space battles. Gunners function as part of a ship's crew, and a ship with a full crew complement will have at least one gunner for each gunner position on the vessel. In these cases, the gunner's most vital attribute is his attack bonus, with his other statistics rarely coming into play. This said, most gunners are pilots as well, and they can fill in for a wounded or dead pilot or copilot as needed.

In atmospheric encounters, gunners function in much the same way, usually as part of a walker's or armored assault vehicle's crew. Again, a gunner can also serve as a pilot and might be called upon to fill in for an injured comrade. Should the vehicle be disabled, a gunner is an effective combatant and fights along with the rest of the surviving crew. A ship gunner's training with heavy weapons allows such a character to perform double duty and function as heavy infantry when needed, laying down suppressive fire with a blaster cannon or missile launcher as the situation demands.

"Intensify forward firepower!"

— Admiral Piett

Sith Apprentice

Sith Apprentice **CL 13**
Medium scoundrel 7/Sith apprentice 6
Force 8; **Dark Side** 15
Init +13; **Senses** Perception +13; Force Perception
Languages Basic

Defenses Ref 27 (flat-footed 25), Fort 27, Will 27; Block, Deflect, Dodge, **hp** 98; **Threshold** 27

Speed 6 squares
Melee lightsaber +13 (2d8+8)
Ranged blaster pistol +13 (3d6+6)
Base Atk +11; **Grp** +13
Atk Options Acrobatic Strike, Running Attack, Sneak Attack +1d6
Special Actions Force Fortification, Power of the Dark Side
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force lightning*
Force Techniques: Force Point Recovery, Improved Sense Force, Improved Telepathy

Abilities Str 14, Dex 14, Con 14, Int 11, Wis 15, Cha 15
Talents Block, Deflect, Force Fortification, Force Perception, Power of the Dark Side, Sneak Attack +1d6, Swift Power
Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Training (Stealth), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +13, Deception +13, Initiative +13, Perception +13, Stealth +13, Use the Force +13
Possessions lightsaber, blaster pistol in concealed holster, personal holoprojector

During the Rise of the Empire and after, as set down by Darth Bane (page 84), there are only two Sith at any one time: a Master and his apprentice. These apprentices are the products of their training, twisted into cruel monsters of depthless evil. Although apprentices are useful minions, a Sith Lord must always be watchful for treachery, because the need for revenge burns hot in every Sith's heart, and it is just a matter of time before an apprentice seizes the opportunity to murder his Master and claim his mantle.

"AT LAST WE WILL HAVE REVENGE."
– DARTH MAUL



Sith Apprentice Encounters

Every Sith apprentice secretly believes in his superiority over his Master and watches for the time to strike, to cut down the Dark Lord of the Sith and take his place. Treachery, then, is something for which a Sith Lord must be ever watchful. Thus, a Sith Lord dispatches his trained apprentice on a variety of missions, sometimes alone, others with a squad or company of minions, and if the apprentice dies, the Sith Lord can simply train a replacement.

Sith apprentices are vicious and aggressive. Most despise the Jedi, seeing them as weak and foolish, too wrapped up in outdated ideals to see the true power of the dark side. Thus, Sith apprentices are ever eager to test their greater skills against their rivals and delight in the chance to face the Jedi. When faced with these opponents, a Sith apprentice is likely to take on one or more single-handedly, ignoring other opponents simply for the chance to vent his hatred on the Sith's age-old foes. This is a clear weakness and one that has gotten the better of more than one servant of the dark side.

Darth Maul

When Darth Sidious discovered the Force potential in a young Zabrak, he snatched the child away and subjected him to an intense training ordeal designed to strip away his humility and compassion. Soon after, Sidious abandoned the youngster on an isolated world, telling him that he would have to find some way to survive in the hostile climate for a month until he returned. Alone and pursued by vicious assassin droids, the Zabrak suffered

terribly until he was too weakened, too exhausted to continue fighting. Just as he surrendered to the relentless droids, Sidious returned and provoked the apprentice into attacking him. When the Zabrak finally gave into his anger and hatred, he succumbed to the dark side of the Force and transformed into a slave of evil, becoming Darth Maul.

Darth Maul is part assassin, part spy, and all killer. His unique talents and his enduring hatred of the Jedi made him the perfect tool for eliminating Darth Sidious's enemies. Furthermore, Darth Maul revealed his talent as a skilled technician when he constructed a wide range of Sith devices from ancient Sith holocrons and specifications. With his incredible fighting talents and his terrifying array of weapons and equipment, Darth Maul proved to be one of the most dangerous characters in the Rise of the Galactic Empire.

Darth Maul CL 15
Medium Zabrak Jedi 7/Sith apprentice 8
Destiny 1; **Force** 6; **Dark Side** 14
Init +16; **Senses** Perception +9
Languages Basic, Huttese, Ryl, Zabrak

Defenses Ref 34 (flat-footed 30, Lightsaber Defense 35), Fort 31, Will 30; Block
hp 152; **Threshold** 31

Speed 6 squares
Melee double-bladed lightsaber +20 (2d8+12) or
Melee double-bladed lightsaber +20 (2d8+12) and double-bladed lightsaber +20 (2d8+12)
Melee unarmed +18 (1d8+10)
Base Atk +15; **Grp** +19
Atk Options Acrobatic Strike, Dark Scourge
Special Actions Lightsaber Defense, Power of the Dark Side
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force grip, Force slam, mind trick, move object*
Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object, Improved Sense Force, Improved Sense Surroundings

Abilities Str 17, Dex 19, Con 16, Int 16, Wis 14, Cha 12
Talents Block, Dark Scourge, Lightsaber Defense, Power of the Dark Side, Stolen Form (Jar'Kai, Juyo, Niman), Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Martial Arts I, Martial Arts II, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +16, Initiative +16, Jump +15, Mechanics +15, Perception +9 (can reroll, must take second result), Use the Force +13
Possessions double-bladed lightsaber (self-built), 3 Dark Eye probe droids, personal holoprojector, *Bloodfin*, *Scimitar*

New Sith Talent

The following talent is intended for use with the Sith talent tree.

Stolen Form: You have learned how to use a Jedi fighting technique to defeat Jedi in combat. Choose one talent from the Lightsaber Forms talent tree (*SE* 218); you gain the benefit of this talent and are considered to have this talent for the purpose of satisfying prerequisites. You must meet all the prerequisites as normal for the chosen lightsaber form talent, in addition to the prerequisites of this talent.

You can select this talent multiple times. Each time you select it, choose a different lightsaber form.

Prerequisite: Any one Force technique, Weapon Focus (lightsabers) feat.

Razalon FC-20 Speeder Bike

One device the Sith apprentice Darth Maul relied on was a Razalon Speeder Bike, a small, lightweight vehicle noted for its quiet operation. Its distinctive U-shape design made the vehicle a comfortable ride and easy to operate (+2 equipment bonus to Pilot checks).

Bloodfin Razalon FC-20 Speeder Bike CL 15
Medium ground vehicle
Init +23; **Senses** Perception +9

Defenses Ref 32 (flat-footed 25), Fort 13; +0 armor
hp 36; **DR** 5; **SR** 0; **Threshold** 13

Speed 8 squares (max. velocity 180 km/h)
Fighting Space 1×1; **Cover** total
Base Atk +15; **Grp** +18

Abilities Str 17, Dex 24, Con —, Int 14
Skills Initiative +23, Mechanics +15, Perception +9, Pilot +18, Use Computer +10

Crew 1; **Passengers** 0
Cargo 2 kg; **Consumables** —; **Carried Craft** —
Availability Licensed; **Cost** 4,000 (new), 1,000 (used)

Sith Lord

Sith Lord **CL 18**
Medium noble 7/Sith apprentice 8/Sith Lord 4
Destiny 2; **Force** 7; **Dark Side** 16
Init +16; **Senses** Perception +22; Force Perception; Gauge Force Potential
Languages Basic, 5 others

Defenses Ref 33 (flat-footed 31, Lightsaber Defense 34), Fort 31, Will 34; Block
hp 105; **Threshold** 31
Immune fear

Speed 6 squares
Melee lightsaber +19 (2d8+10) or
Melee lightsaber +16 (2d8+10) and lightsaber +16 (2d8+10) with Double Attack or
Melee lightsaber +11 (2d8+10) and lightsaber +11 (2d8+10) and lightsaber +11 (2d8+10) with Triple Attack
Base Atk +17; **Grp** +19
Atk Options Double Attack (lightsabers), Melee Defense, Triple Attack (lightsabers)
Special Actions Damage Reduction 10, Gauge Force Potential, Lightsaber Defense, Power of the Dark Side, Telekinetic Power, temptation
Force Powers Known (Use the Force +17): *farseeing, Force disarm, Force grip* (2), *Force lightning* (4), *Force slam, Force thrust, mind trick, move object* (2), *rebuke* (2), *surge*
Force Techniques Force Point Recovery, Force Power Mastery (*Force lightning*), Improved Sense Force, Improved Telepathy
Force Secrets Devastating Power, Multitarget Power, Quicken Power

Abilities Str 13, Dex 15, Con 11, Int 14, Wis 16, Cha 16
Special Qualities fearless, temptation
Talents Connections, Block, Damage Reduction 10, Dark Side Adept, Force Perception, Gauge Force Potential, Lightsaber Defense, Multiattack Proficiency (lightsabers), Power of the Dark Side, Telekinetic Power
Feats Double Attack (lightsabers), Force Training (4), Linguist, Melee Defense, Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Initiative +16, Knowledge (galactic lore) +16, Perception +22, Persuasion +17, Pilot +16, Use Computer +16, Use the Force +22 (can reroll when activating a Force power with the [dark side] descriptor, must take second result)
Possessions lightsaber, Sith robes

Since the time of the first fallen Jedi, the Sith have survived in one form or another for thousands of years. As the passage of time marched forward, the ancient teachings of the Jedi were forgotten, twisted, and corrupted. Few Sith Lords, then, came from the formal training of the Jedi, and new Sith Lords learned the methods of the dark side from other Sith Lords until they could rise up and claim the mantle for themselves. Although they lacked the formal instruction of their Jedi counterparts, these Sith Lords proved every bit their equal, making up for their lack of discipline with hatred, and for their lack of combat training with savage brutality.

Fallen Jedi Sith Lord

Sith Lords are the inheritors of the first renegade dark Jedi who rebelled against the rigid teachings of the Jedi Order to explore the mysteries of the dark side of the Force. The initial conflict between the Jedi factions eventually led to the exile of these fallen Jedi to the fringes of space until they came upon a planet inhabited by a primitive and savage people called the Sith. The evil Jedi descended on the world, conquered the primitives, and declared themselves the Lords of the Sith.



Fallen Jedi Sith Lord **CL 18**
Medium Jedi 7/Jedi Knight 4/Sith apprentice 5/Sith Lord 2
Destiny 2; **Force** 6; **Dark Side** 18
Init +17; **Senses** Perception +13
Languages Basic, 3 others

Defenses Ref 34 (flat-footed 31, Lightsaber Defense 35), Fort 33, Will 35; Block, Deflect
hp 148; **Threshold** 33
Immune fear

Speed 6 squares
Melee lightsaber +21 (2d8+11) or
Melee lightsaber +19 (3d8+11) with Rapid Strike or
Melee lightsaber +19 (2d8+11) and short lightsaber +19 (2d6+11)
Base Atk +18; **Grp** +21
Atk Options Acrobatic Strike, Combat Reflexes, Rapid Strike, Running Attack, Wicked Strike
Special Actions Lightsaber Defense, Power of the Dark Side, Redirect Shot, Shien, temptation
Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage*, *Force disarm*, *Force grip* (2), *Force slam* (2), *Force lightning* (2), *move object*, *negate energy* (2), *surge* (2)
Force Techniques Force Point Recovery, Force Power Mastery, Improved Move Light Object, Improved Sense Surroundings
Force Secrets Multitarget Power

Abilities Str 15, Dex 17, Con 15, Int 16, Wis 18, Cha 18
Special Qualities fearless, temptation
Talents Block, Deflect, Djem So, Elusive Target, Force Deception, Lightsaber Defense, Power of the Dark Side, Redirect Shot, Shien, Wicked Strike
Feats Acrobatic Strike, Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitive, Force Training (3), Rapid Strike, Running Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +17, Deception +18, Initiative +17, Jump +16, Use the Force +18
Possessions lightsaber (self-built), short lightsaber, Sith robes

Lumiya, Dark Lady of the Sith

Before the Dark Lady of the Sith came into being, there was a promising Imperial Intelligence cadet named Shira Elan Colla Brie. Trained to fight for the Empire, she worked hard to become an expert pilot, a skilled combatant, and above all a spy. It was during her training she caught the eye of Darth Vader. Recognizing her talents and her knack with the Force, Vader guided her training, helping her to learn the power of the dark side of the Force.

Her first assignment was to infiltrate the Rebellion and work her way into the Rogue Squadron. Her charisma, beauty, and piloting skills made her a popular member of the team, and so it didn't take long before she met Luke Skywalker. She worked hard to ingratiate herself with the Rebels, secretly feeding information to Darth Vader and the Empire.

Everything changed, though, on a secret mission to strike against an Imperial fleet to recover a powerful alien that was thought to be able to assist the Rebellion's efforts to communicate with their allies across the galaxy. As part of the mission, Shira, Skywalker, and others were to pilot TIE fighters. In the ensuing dogfight, Luke's computer went out, and so he relied on the Force to pick out his targets, which ultimately led to the destruction of Brie's ship.

While Luke Skywalker faced the charges leveled against him for shooting down a fellow officer, Brie somehow survived the destruction of her starfighter long enough for Darth Vader to find her. Although she survived, she was terribly injured, necessitating the replacement of her limbs and organs with cybernetic replacements. When she emerged from the bacta tank, she was a woman changed, more machine than Human, and so it was that the Dark Lady of the Sith was born.

Lumiya, as she now called herself, trained further with Vader, learning the ways of the Force and even some Sith techniques. She eventually traveled to Ziost—a terrible planet of grave importance to the Sith—to continue her training on her own terms, but soon afterward she learned that both Darth Vader and the Emperor were dead after the Battle of Endor. Filled with hatred for Luke Skywalker and the so-called Alliance, she vowed she would get revenge regardless of the cost.

"THE DARK SIDE OF THE FORCE IS A PATHWAY TO MANY ABILITIES SOME CONSIDER TO BE UNNATURAL."

– SUPREME CHANCELLOR PALPATINE

Lumiya, Dark Lady of the Sith **CL 19**

Medium Human soldier 5/scoundrel 3/ace pilot 3/Force adept 3/Sith apprentice 3/Sith Lord 2

Destiny 2; **Force** 7; **Dark Side** 18

Init +18; **Senses** low-light vision; Perception +18

Languages Basic, Bocce, Sith

Defenses Ref 42 (flat-footed 38), Fort 34, Will 38

hp 125; **Threshold** 34

Immune fear

Speed 6 squares

Melee lightwhip +20 (2d4+10; reach 2) or

Melee lightwhip +18 (3d4+10; reach 2) with Rapid Strike

Ranged palm blaster +20 (3d6+9)

Base Atk +16; **Grp** +20

Atk Options Channel Aggression, Channel Anger, Combat Reflexes, Rapid Strike, Spacehound

Special Actions Equilibrium, Power of the Dark Side, temptation

Force Powers Known (Use the Force +23): *battle strike* (2), *dark rage, farseeing, Force grip, Force slam, Force stun, mind trick, negate energy* (2)

Force Techniques Improved Force Trance, Improved Telepathy

Force Secret Quicken Power

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 18, Cha 18

Special Qualities fearless, temptation, vehicle dodge +1

Talents Armored Defense, Channel Aggression, Channel Anger, Dark Side Adept, Dark Side Master, Equilibrium, Force Pilot, Improved Armored Defense, Power of the Dark Side, Spacehound, Swift Power, Vehicular Evasion

Feats Armor Proficiency (light, medium), Combat Reflexes, Force Sensitive, Force Training (2), Improved Defenses, Rapid Strike, Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Deception), Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +23, Endurance +15, Initiative +18, Knowledge (tactics) +16, Mechanics +15, Perception +18, Pilot +23, Use the Force +23 (can reroll when activating a [dark side] Force power, must take second result or spend Force Point and take better result)

Possessions lightwhip, custom armor (as armored flight suit with helmet package; modified, +8 armor), cybernetic prosthetics (4, both arms and legs, equipped with palm blaster assemblies in each arm), utility belt with medpac, Sith robes

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Palm Blasters—The Dark Lady's prosthetic arms conceal blasters, the barrels of which open in the palms of her hands. As a swift action, she can "draw" the blasters and fire them as if they were blaster pistols. A power pack contained inside her body powers these weapons.

Darth Bane

Long have the Jedi carried the shame of the Sith, for it was the Jedi's inability to wipe out the infection within their ranks that allowed the first renegades to flee into exile, to form a twisted society, and to brew the utter wickedness that would eventually spread throughout the galaxy. Ever since that moment of mercy, the Sith have been a plague, leading to two full-blown Sith wars. It wasn't until the Battle of Ruusan that the Jedi believed the Sith threat was at an end, for in this climactic battle, the Sith and the Jedi who fought them were utterly destroyed by a weapon of cataclysmic proportions. Believing they had ended the threat, even at such a great cost, the Jedi put the matter to rest.

However, one Sith survived: Darth Bane. An apprentice of a powerful Sith Lord, he managed to escape the devastation and fled the ruins of the world. During his flight, the specter of an ancient Dark Lord forced his vessel to crash-land on Onderon's moon, Dxun. There he encountered the orbalisks, which quickly swarmed over his body, changing him into something more than Human. As he grappled with the transformation and the realization that he was the last of his kind, he was struck by an epiphany.

The Sith's gravest weakness was that they inevitably turned against one another. The divisiveness that seemed always to result would prevent the Sith from getting the revenge they so craved. It was then, on this small moon, covered with parasites that fused themselves to his body, that Darth Bane decreed, as the last of the Sith, henceforth there would be only two: a Master and an apprentice.

Lightwhip

Lightsaber

A lightwhip is similar to a lightsaber in that it emits a beam of energy from its handgrip. The device differs, though, in that the "blade" is long and flexible, giving it the properties of a whip. Although a lightwhip has a greater reach, it lacks the power of a more traditional lightsaber.

A lightwhip has a reach of 2 squares. Aside from the normal damage this weapon deals in combat, it can be used to pin and trip the target as if the wielder was using the Pin or Trip feat; the wielder must be proficient with lightsabers but doesn't need to have the Pin or Trip feat to use this feature of the weapon.

Size Medium; **Cost** 5,000; **Damage** 2d4; **Stun Damage** —; **Weight** 1 kg; **Type** Energy and slashing; **Availability** Rare.

Darth Bane **CL 20**
Medium Human Jedi 7/Jedi Knight 5*/Sith apprentice 3/Sith Lord 5
Destiny 3; **Force** 10; **Dark Side** 22; Strong in the Force
Init +20; **Senses** Perception +21
Languages Basic, Bocce, Ryl, Sith

Defenses Ref 38 (flat-footed 33), Fort 36, Will 39; Block, Deflect
hp 194; **DR** 10 (applies to lightsabers); **Threshold** 36
Immune fear

Speed 6 squares
Melee lightsaber +25 (2d8+15) or
Melee lightsaber +23 (3d8+15) with Rapid Strike or
Melee lightsaber +20 (2d8+15) and
lightsaber +20 (2d8+15) with Double Attack
Base Atk +20; **Grp** +25
Atk Options Cleave, Double Attack (lightsabers), Great Cleave, Lightsaber Throw, Melee Defense, Power Attack, Rapid Strike, Running Attack, Severing Strike, Wicked Strike
Special Actions Equilibrium, Juyo, Power of the Dark Side, temptation
Force Powers Known (Use the Force +20): *battle strike* (2), *dark rage, farseeing, Force grip, Force lightning* (3), *Force slam, mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Point Recovery, Improved Move Light Object, Improved Sense Surroundings
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power

Abilities Str 16, Dex 20, Con 17, Int 17, Wis 22, Cha 20
Special Qualities fearless, temptation
Talents Block, Deflect, Djem So, Equilibrium, Force Deception, Juyo, Lightsaber Throw, Power of the Dark Side, Severing Strike, Swift Power, Weapon Specialization (lightsabers), Wicked Strike
Feats Cleave, Double Attack (lightsabers), Force Sensitive, Force Training (2), Great Cleave, Melee Defense, Power Attack, Rapid Strike, Running Attack, Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +20, Deception +20, Endurance +18, Initiative +20, Knowledge (galactic lore) +18, Perception +21, Use the Force +20
Possessions lightsaber (self-built), orbalisk armor (+10 armor and grants DR 10 that applies even to lightsabers), Sith robes

* Darth Bane was a member of the Brotherhood of Shadow, a dark side organization made up of renegade Jedi. While this group studied the dark side extensively, it passed down many of the fighting forms of the Jedi to its students.

Orbalisk Armor

When on the moon Dxun, Darth Bane stumbled upon a dormant colony of orbalisks. These parasitic creatures, exclusive to Dxun, feed by attaching themselves to a host. As a byproduct of their parasitism, the orbalisks form a dense plating that protects their host—an armor of exceptional strength even against lightsabers.

When a host is covered in orbalisks, the creatures grant damage reduction 10 to that individual. Unlike normal forms of damage reduction, the orbalisks' protection applies even to lightsabers.

Sith Lord Encounters

Sith Lords should be the elite villains of your campaign. They are the undisputed masters of the dark side of the Force. Any Sith Lord encountered after the Battle of Ruusan is a calculating plotter, a fiend of intrigue who hides his presence behind countless false identities and minions to ensure that he can keep working toward his goal, which is ultimately the utter destruction of the Jedi. A Sith Lord is unlikely to reveal himself willingly, reserving his confession to a likely apprentice at a time when he is most likely to turn the subject toward the dark side.

Instead, a Sith Lord relies on a host of minions to further his agenda. The most important minion is his Sith apprentice, though a Sith Lord is careful to limit his time with his minion lest he create an opportunity for his apprentice to betray him. Instead, the Sith Lord uses the apprentice as a tool, overseeing vital missions and ensuring that his plans proceed as intended.

Beneath the Sith apprentice, there can be any number of dark side thralls serving the Sith Lord, including dark side adepts, dark Jedi, and other corrupted servants. It's important to note that these servants are not technically Sith even though they are usually quite skilled in the dark side of the Force and might harbor the same hatred toward the Jedi that their Masters do. In some rare cases, a lesser minion might prove himself worthy to replace the Sith apprentice, which, as his Master does with his greatest ally, is something for which the apprentice always watches.

"I AM DARTH BANE, DARK LORD OF THE SITH. I WILL SURVIVE. AT ANY COST."

— DARTH BANE

Slicer

Slicer **CL 5**
Medium scoundrel 5
Force 1
Init +4; **Senses** Perception +9
Languages Basic, Binary, Huttese

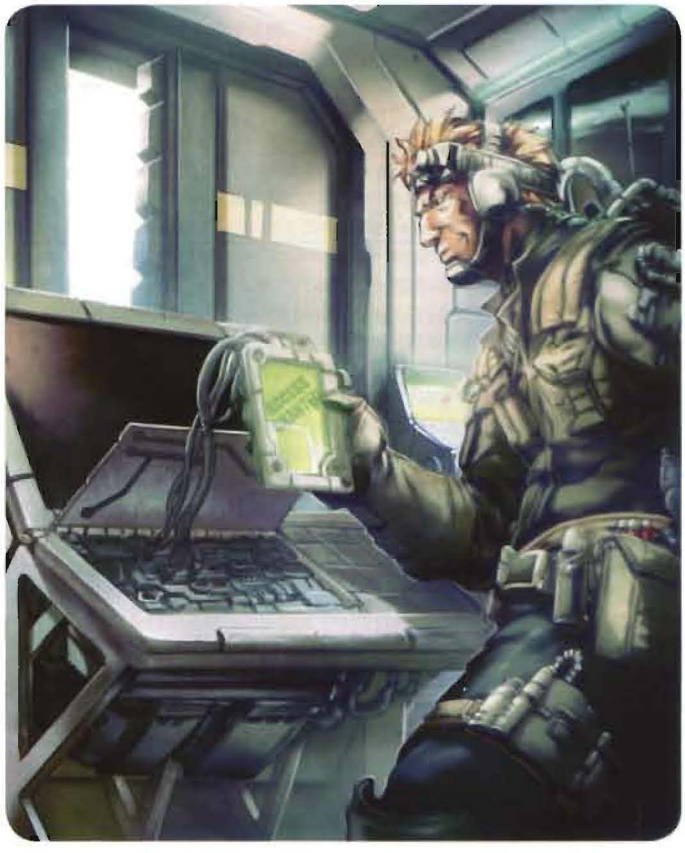
Defenses Ref 19 (flat-footed 17), Fort 15, Will 18
hp 32; **Threshold** 15

Speed 6 squares
Melee unarmed +2 (1d4+1)
Ranged hold-out blaster pistol +5 (3d4+2)
Base Atk +3; **Grp** +5
Atk Options Point Blank Shot
Special Actions Trace

Abilities Str 8, Dex 14 Con 10, Int 16, Wis 14, Cha 12
Talents Gimmick, Master Slicer, Trace
Feats Point Blank Shot, Skill Focus (Knowledge [technology]), Skill Focus (Deception), Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Gather Information +15, Knowledge (galactic lore) +10, Knowledge (technology) +15, Perception +9, Persuasion +9, Mechanics +15, Use Computer +15 (can reroll when improving access and take better result)
Possessions hold-out blaster pistol, security kit, code cylinder (forgery), encrypted comlink, 10 datacards, lectroticker (+6), credit chip, portable computer

While most heroes find adventure throughout the galaxy, slicers roam the electronic highways of the HoloNet and find plenty of excitement and danger along the way. Slicers are experts at breaking into secured computer networks—the more secure the computer, the bigger and better the challenge. Slicers often find work with large organizations that can supply them with necessary equipment, programs, information, and credits to meet their demands. Others are independents, slicing into computer networks for information to sell to the right bidder or just for the sheer thrill of proving their skill at being able to move in and out of highly protected networks.

In addition to being technically brilliant, the most successful slicers must also possess decent interpersonal skills, in order to con passwords and other sensitive information from people when their computer skills won't or can't apply. They typically know the ins and outs of large organizations and can easily bypass red tape to get what they want.



Slicer Encounters

Slicers pride themselves on getting in and out of computer systems without anyone even knowing they are there. In most cases, slicers don't deal with people face to face, relying instead on messages sent through the HoloNet, couriers, or proxies in order to keep their identity secret and their (often illicit) businesses secure. Slicers are rarely physical threats, although those in the military have at least minimal training so they can defend themselves if necessary. However, if a slicer can gain access to a computer network, he can shut off lights, activate fire extinguishers, power up droids, and the like, turning a location into a tangle of hazards.

Slicers also commonly work with other specialists, forming highly trained teams that can infiltrate any secured location. These specialists include assassins, commandos, infiltrators, outlaw techs, and spies, with the slicer often located far from the scene, opening doors and bypassing security measures from the safety of his remote terminal.

Zakarisz Ghent

Zakarisz Ghent is a legendary slicer and associate of the famous smuggler Talon Karrde (page 89). Ghent was extremely intelligent and had a preternatural gift when it came to computers and codes. The first hint of Ghent's technical brilliance came when he cracked a near-impossible Imperial code in two months on his own. Although a genius when it comes to slicing or deciphering codes, Ghent is hopelessly naïve, absent-minded, and disinterested in anything that wasn't programmed in Binary.

Ghent's slicing has proven key during several crucial times in the New Republic era. His skills helped acquit Admiral Ackbar from false charges of bribery during the Thrawn Crisis. He helped uncover an Imperial Intelligence infiltration of the New Republic headquarters. After the death of Thrawn, Ghent joined up with New Republic Intelligence, eventually rising to the position of Chief of Cryptography. Finally, Ghent unlocked hidden holograms inside R2-D2, revealing Luke Skywalker's mother to be Padmé Amidala and chronicling the way in which she died.

Zakarisz Ghent **CL 10**
Medium Human scoundrel 10
Destiny 1; **Force** 4
Init +12; **Senses** Perception +9
Languages Basic, Binary, Bocce, Mon Calamarian

Defenses Ref 25 (flat-footed 23), Fort 22, Will 21; Dodge, Mobility
hp 58; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged blaster pistol +9 (3d6+5)
Base Atk +7; **Grp** +9
Atk Options Melee Defense, Point Blank Shot, Precise Shot
Special Actions Fool's Luck, Knack, Trace

Abilities Str 10, Dex 14, Con 12, Int 18, Wis 8, Cha 16
Talents Fool's Luck, Knack, Gimmick, Master Slicer, Trace
Feats Dodge, Improved Defenses, Melee Defense, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Knowledge [galactic lore]), Skill Focus (Knowledge [technology]), Skill Focus (Persuasion), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +18, Gather Information +19, Initiative +12, Knowledge (galactic lore) +19, Knowledge (technology) +19, Mechanics +19, Perception +9, Persuasion +18, Pilot +12, Use Computer +19 (can reroll when improving access and take better result)
Possessions blaster pistol, encrypted comlink with holo capability, datacard, datapad, portable computer (Intelligence 16)

New Slicer Gear

Slicers, like members of any other profession, rely on a number of tools to get the job done. Although the primary tools of the slicer are portable computers and datapads, a variety of other equipment is available to help slicers (and even those not adept at computer use) overcome electronic obstacles. Slicers commonly make use of the following equipment.

Computer Spikes

Computer spikes are single-use programs built into a basic piece of computer hardware that plugs directly into another computer system. Designed to bypass computer security and help improve access to protected systems, a computer spike interfaces with another computer system and uses untraceable programs to chip away at the target system's defenses. A computer spike can be activated as a swift action, after which it makes a single Use Computer check (with a bonus of +2 or higher, determined by its cost and quality) that can be used only to improve access. All computer spikes are considered illegal.

Cost 1,500 credits per +2 skill bonus; **Weight** 1 kg.

HiBaka 2000 Mem-Stik

Frequently utilized by slicers to smuggle valuable information past security guards and police, the HiBaka 2000 Mem-Stik is a tiny piece of hardware that holds a moderate amount of information without taking up too much space. Though a Mem-Stik does not have enough space to carry a computer programs, it can hold simple text, image, and video data (as well as under 1 minute of holographic data). A Mem-Stik is Fine in size and can be hidden inside the power pack slot of a standard blaster pistol (granting a +10 equipment bonus to Stealth checks to hide the Mem-Stik). A blaster that has a Mem-Stik in its power pack slot cannot be fired without first reinserting the power pack.

Cost 50 credits; **Weight** —.

Lectroticker

A small electronic device used to bypass low-grade security systems, a lectroticker consists of several small wires connected to a sense-plate. When the sense-plate is inserted into a standard security lock (such as those found on doors throughout the galaxy), the sense-plate is charged with varying amounts of energy, scrambling the signals sent to the electronic lock and fooling its systems into thinking that the correct access card has been provided. A lectroticker can be activated as a swift action, after which it makes a single Mechanics check (with a bonus of +2 or higher, determined by its cost and quality) to disable an electronic lock. All lectrotickers are considered illegal.

Cost 1,500 credits per +2 skill bonus; **Weight** 1 kg.

Smuggler

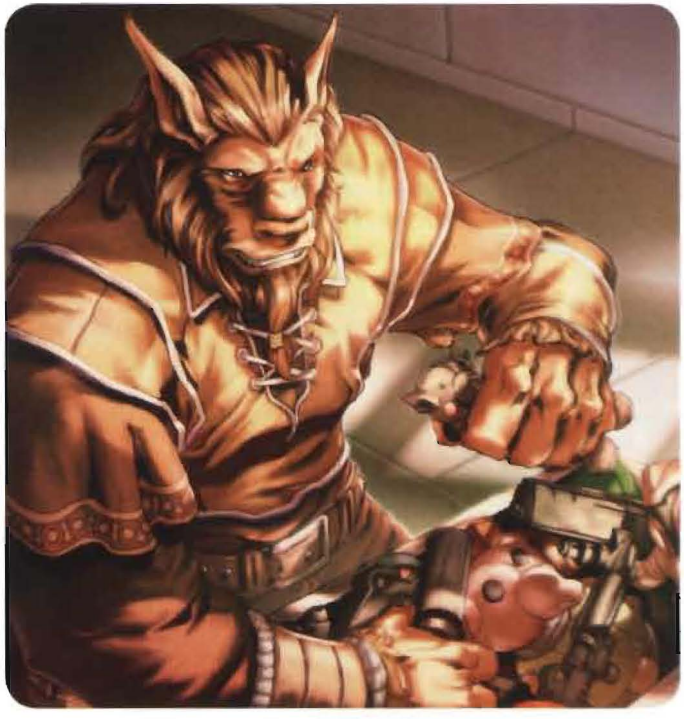
Smuggler **CL 7**
Medium scoundrel 4/scout 2/noble 1
Force 3; **Dark Side** 1
Init +10; **Senses** Perception +5
Languages Basic, Bocce, Durese, Huttese

Defenses Ref 22 (flat-footed 20), Fort 18, Will 22
hp 41; **Threshold** 18

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged heavy blaster pistol +7 (3d6+3) or
Ranged hold-out blaster pistol +7 (3d4+3)
Base Atk +4; **Grp** +6
Atk Options Hyperdriven, Point Blank Shot, Precise Shot
Special Actions Knack

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 16
Talents Barter, Connections, Hyperdriven, Knack
Feats Improved Defenses, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16, Initiative +10, Knowledge (galactic lore) +9, Persuasion +16 (can reroll when bartering, must take second result), Pilot +10, Stealth +10
Possessions heavy blaster pistol, hold-out blaster pistol (concealed), Corellian YT-1300 transport, comlink, utility belt, illicit cargo

Regardless of the era or location in the galaxy, there are always those who want to move goods (or people) from one place to another without paying taxes or coping with government interference, or even just for discretion's sake. Smugglers are experts at moving this cargo (or individuals), secretly hauling illegal goods under the noses of bureaucrats, soldiers, and even crime lords who might want the items for themselves. Smugglers possess a blend of social charm and incredible piloting ability, relying on the latter when their deceptions fall through. They pride themselves on the speed and discreetness of their deliveries, although a few take risky ventures just for the thrill of thumbing their noses at the authorities that try to squash their livelihood. Some have a "no questions asked" policy regarding the goods they transport, while others are more particular about what they'll carry in their cargo holds and might not transport certain items such as illegal drugs, weapons, or sentient beings bound for slavery.



Smuggler Encounters

Smugglers can be found almost anywhere, from the seediest of cantinas, to starship docks, to the upper echelons of society, where they hope to land high-paying jobs. Because they must often slip past authority patrols and checkpoints, smugglers and their ships can also be found in deep space or traveling along dangerous routes that no "sane" individual would think of going through (or investigating). Smugglers rarely stay in one place for long and consider their ships home, although some have regular ports-of-call to link up with contacts and pick up passengers and steady streams of cargo. A few smugglers even have legitimate jobs, working as Republic ship commanders or diplomats, all the while moving illicit goods back and forth to pad their income.

Smugglers rely on stealth and deception to get the job done—a patrol vessel that is aware of their presence is a threat to be avoided. Although they are capable fighters, most smugglers shun combat, which places both their lives and their cargo at risk. Many smugglers carry goods for even less savory individuals, such as crime lords, who take a dim view when their goods are damaged or destroyed during transport.

Smugglers are typically encountered with members of their ship's crew, sometimes bolstered by additional personnel, such as slicers, gamblers, mercenaries, and technicians (who keep their ships in pristine operating condition).

Talon Karrde

Talon Karrde is a notorious information broker and the creator of the famous Smugglers' Alliance. His ship, a heavily modified Action VI Transport called the *Wild Karrde*, serves as his base of operations. Although Karrde started out in smuggling, gathering intelligence and information was both his passion and his specialty. Eventually, Karrde's organization grew to such a degree that it was believed to harbor more secrets than both the Republic or the Empire had any reason to suspect. Karrde strove to remain a neutral party, regardless of whom he worked for, although he was known to have aided such famous individuals as Han Solo and Luke Skywalker.

Talon Karrde is an educated and sophisticated individual with great business acumen and a strong sense of loyalty to those who work under him. Despite his illicit businesses and his penchant for dealing with disreputable people, Talon Karrde had a deep underlying sense of honor that always pushed him to eventually do the right thing.

Talon Karrde **CL 12**
Medium Human scoundrel 7/crime lord 5
Force 5
Init +13; **Senses** Perception +17
Languages Basic, Bocce, Huttese, Shyriiwook

Defenses Ref 27 (flat-footed 25), Fort 23, Will 27
hp 80; **Threshold** 23

Speed 6 squares
Melee unarmed +9 (1d4+7)
Ranged heavy blaster pistol +11 (3d8+6) or
Ranged heavy blaster pistol +9 (4d8+6) with Rapid Shot
Base Atk +8; **Grp** +10
Atk Options Hyperdriven, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6
Special Actions Demand Surrender, Disruptive, Impel Ally II, Presence

Abilities Str 13, Dex 15, Con 12, Int 16, Wis 13, Cha 17
Special Qualities command cover
Talents Attract Minion, Demand Surrender, Disruptive, Hyperdriven, Impel Ally I, Impel Ally II, Presence, Sneak Attack +1d6, Stellar Warrior
Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +19, Initiative +13, Knowledge (galactic lore) +14, Mechanics +14, Perception +17, Persuasion +19, Pilot +17
Possessions heavy blaster pistol, toolkit, modified Action VI Transport (*Wild Karrde*), fine clothing

Talon Karrde Encounters

Talon Karrde was most active during the time of the New Republic, although heroes could encounter a younger version of him around the time of the Battle of Yavin. One of Karrde's traits was surrounding himself with capable and loyal allies who would protect him from harm, including fellow smuggler Zakarisz Ghent (page 87) and Mara Jade (he later became the "father of the bride" at her wedding to Luke Skywalker). During the early years of the New Republic, Karrde could also be encountered with his two pet vornskrs (page 128) named Sturm and Drang—he learned that by docking their tails, the Force-sensing beasts could be domesticated, making loyal and affectionate companions and fierce protectors.

Given his line of work, the most dangerous aspect of encountering Talon Karrde is the numerous foes that were out to get him. The vicious Admiral Thrawn, intelligence agencies, bounty hunters, rival smugglers, and crime lords all had it out for Karrde, who proved smart (and lucky) enough to evade them all and thrive. Of course, anyone hunting Talon Karrde is unlikely to catch him off guard, since his massive network of informants and spies alerts him to any potential danger long before it can manifest itself.

VCX-350 Light Freighter

The VCX-350 is a Corellian Engineering Corporation space transport often used by smugglers after the fall of the Galactic Empire. Designed for long-range travel and boasting the newest technology, the VCX-350 light freighter can be found in almost any smuggler fleet, including Talon Karrde's.

CEC VCX-350 Light Freighter **CL 10**
Colossal space transport
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 980 km/h), fly 3 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40
Atk Options autofire (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 3 (skilled); **Passengers** 8
Cargo 250 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x1 (backup x11)
Availability Licensed; **Cost** 300,000 (175,000 used)

Laser cannons (pilot or gunner)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Soldier

Soldier **CL 2**
Medium nonheroic 6
Init +4; **Senses** Perception +3
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10
hp 22; **Threshold** 11

Speed 6 squares
Melee vibroblade +4 (2d6)
Ranged blaster rifle +5 (3d8) or
Ranged frag grenade +5 (4d6, 2-square burst)
Base Atk +4; **Grp** +5
Atk Options autofire (blaster rifle), Coordinated Attack

Abilities Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +9
Possessions vibroblade, blaster rifle, 2 frag grenades, combat jumpsuit (+4 armor), comlink, datapad with maps, field kit

Soldiers are the troopers in the galaxy's legions. Unlike clones and droids, these individuals are not manufactured, and many of them volunteer to fight for their government. Having received basic training in a variety of martial abilities ranging from hand-to-hand combat to heavy weapons, they are the core of any military force. They consist of the individuals who answered the call of duty, were drafted into the teeming ranks of the Galactic Empire, or who followed their conscience and took up arms to fight alongside the Rebellion.

The average soldier, as presented here, represents the common troopers found in sector forces in the Rebel Alliance, but can also be used for those in the employ of just about any military organization. After the Clone Wars, the Galactic Empire recruited Human soldiers to fill its diminished ranks. Some of these recruits became stormtroopers, while others moved on to become officers. This soldier can also represent individuals who might be mustered to defend a single world against invaders or who serve as the personal guard of a powerful noble.



SpecForce Heavy Weapons Specialist

While much of the Rebel Alliance's military was tied up in the sector forces spread throughout the galaxy, the Alliance High Command employed Special Forces, also known as SpecForces. Organized in about ten divisions, SpecForce soldiers were each trained to perform a specific function so they could undertake the most dangerous and important missions. While the sector forces defended Alliance worlds, the SpecForces were used to mount counterattacks and unravel the Galactic Empire's hold on the galaxy.

The SpecForce soldier presented here is a typical member of the 6th regiment HWS. These soldiers received extensive training in heavy weaponry to support friendly forces and soften entrenched enemy positions by laying down a brutal barrage of artillery and blaster fire. Of the various regiments in SpecForces, these soldiers had the highest casualty rates, since once they were detected on the battlefield, the Empire moved swiftly to eliminate their emplacements.

"IT'S AN INVASION ARMY."
– Obi-Wan Kenobi

SpecForce Heavy Weapons Specialist CL 5
Medium nonheroic 6/soldier 3
Force 2
Init +6; **Senses** low-light vision; Perception +6
Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 16, Will 13
hp 42; **Threshold** 16

Speed 6 squares
Melee combat gloves +9 (1d4+6)
Ranged heavy blaster pistol +9 (3d8+3) or
Ranged heavy repeating blaster +9 (3d10+5) or
Ranged heavy repeating blaster +7 (3d10+5) when braced or
Ranged heavy repeating blaster +4 (5d10+5) with Burst Fire or
Ranged missile launcher +10 (6d6+5, 2-square burst)
Base Atk +7; **Grp** +9
Atk Options autofire (heavy repeating blaster), Burst Fire, Devastating Attack (heavy weapons), Suppression Fire

Abilities Str 15, Dex 15, Con 13, Int 10, Wis 10, Cha 10
Talents Devastating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Skill Training (Mechanics), Suppression Fire, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Knowledge (tactics) +9, Mechanics +9
Possessions combat gloves, heavy blaster pistol, heavy repeating blaster, missile launcher with 2 magazines, battle armor (+8 armor, +2 equipment) with helmet package, datapad, field kit

New Feat: Suppression Fire

You can lay down a hail of blaster fire to pin your enemies.

Prerequisites: Strength 13, Burst Fire, Weapon Proficiency (heavy weapons).

Benefit: When you use the aid another action to impose a penalty to an enemy's attack rolls and your attack roll exceeds the target's Will Defense, that enemy must end its next turn in a position where it has cover from you if possible. Targets whose level is equal to or higher than your character level are immune to the effect of Suppression Fire. This is a mind-affecting fear effect.

Soldier Encounters

Soldiers are, obviously, combat encounters for the most part. They are typically used to hold a position after SpecOps agents, commandos, or elite soldiers have taken the site. Soldiers, although brave and possessed of some combat ability, do not compare to veteran crews, and thus make up for their relative inexperience with numbers.

Small teams of soldiers are organized into squads consisting of four to six members and led by a higher ranking soldier (use statistics for a SpecForces heavy weapons specialist). In addition, they are likely to have a medic on hand as well. Companies consist of two to five squads. Heading up these larger forces is a soldier commander.

For large-scale engagements, a military force relies on transport vehicles to deploy troops where needed. During the Clone Wars, the LAAT/i gunship (*SE* 177) served well in this capacity, able to carry up to thirty passengers at a time, while clearing out an area with its heavy weaponry before depositing its cargo and lifting off to gather another company of troops. Walkers, assault tanks, and gun batteries can also provide covering fire for these assault troops.

Special Forces are another matter entirely. The SpecForces were created to provide small groups of specialized soldiers who could handle missions beyond the abilities of ordinary troopers. Recruits were selected from among the exceptionally brave, those with unique capabilities, and those who were nearly fanatical in their loyalty to the Rebellion against the Empire. As a result, most of the soldiers who made up these units were ex-Imperials, refugees from scorched worlds, and just about anyone else who had an axe to grind against the Empire.

A typical SpecForces unit consists of a tight-knit group of three to eight members. Each mission involves a very specific objective, and once that objective is achieved, the unit withdraws and leaves it to the regulars to clean up the mess. Since the nature of the mission is extremely dangerous and leaves no room for error, SpecForces rarely include non-SpecForces personnel in their units and rely on the main body of their force to supply medics, technicians, and other support. Although entrusted with a great deal of autonomy and responsibility, SpecForces still abide by the chain of command. The executive officer is usually a high-level soldier commander, commando, or elite soldier who acts as a liaison with the Alliance High Command.

The SpecForce soldier is a good example of any veteran soldier who has specific training, so you can use this statistics block to represent any sort of heavy weapons specialist you might need. You can also use this character to model other SpecForce soldiers such as SpaceOps troopers, pathfinders, urban combat specialists, and so on.

Soldier Commander

Soldier Commander **CL 6**
Medium nonheroic 6/soldier 3/officer 1
Force 2
Init +12; **Senses** Perception +11
Languages Basic, 2 others

Defenses Ref 18 (flat-footed 16), Fort 17, Will 19
hp 40; **Threshold** 17

Speed 6 squares
Melee knife +8 (1d4+2)
Ranged blaster pistol +10 (3d6+2) or
Ranged blaster rifle +10 (3d8+2)
Base Atk +8; **Grp** +10
Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Battle Analysis

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 15
Talents Assault Tactics, Battle Analysis, Cover Fire
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Training (Initiative), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +17, Initiative +12, Perception +11, Persuasive +12
Possessions knife, blaster pistol, blaster rifle, combat jumpsuit (+4 armor), field kit, electrobinoculars, datapad, uniform, insignia

The soldier commander encompasses a broad range of military ranks held by those who lead squads and companies of troopers and soldiers. Examples include the Rebel field officers who fought a delaying tactic against the Empire while the Alliance evacuated Echo Base as well as the commanders that led the ground assault against those same Rebels from their AT-AT walkers. "Commander" is indeed a rank, and one recognized in various military groups throughout the galaxy, but for these purposes, it can cover any people in charge, from sergeants to field marshals.

The most obvious role of the soldier commander is to lead those under his command toward a specific military objective—holding the line, rooting out the enemy from a well-defended base, raiding supply lines, and so on. The soldier commander is the ultimate authority on the field, and it's his experience and expertise on which the rank-and-file soldiers depend to survive the engagement.



Soldier Commander Encounters

Soldier commanders lead other martial characters, and so they are found in the company of troopers, soldiers, and similar combatants. A soldier commander usually occupies a central position, directing his men as needed to best deal with the enemy. Soldier commanders have a well-developed understanding of tactics and strategy, which means that soldiers under their command fight more efficiently and with better positioning.

Deployment is a critical factor for the typical soldier commander. If given the chance to get the jump on his enemies, he positions his soldiers behind cover and scattered in small groups to set up a crossfire if possible. Once combat is joined, a soldier commander holds his position to direct his troops, using Assault Tactics each round, until his position is compromised. A soldier commander is no shirker in fighting, though, and when not giving orders, he adds his blaster fire to those of the soldiers under his command.

Clone Commander CC-2224

At the start of the Clone Wars, CC-2224 was just another clone commander charged with leading the newly unveiled clone troopers against the Separatist Movement. Specifically designed by his handlers on Kamino to fill a leadership position, CC-2224 consistently showed a penchant for individual thought and independence, making him stand out from the other commanders. As was often the case, those clones that showed special qualities quickly caught the attention of the watchful Kaminoans, who selected him for special training.

Even with his unusual personality qualities, CC-2224 might have passed by unnoticed were it not for his association with famous Jedi. As commander of the 7th Sky Corps, his first assignment was to work alongside Jedi Master Mace Windu and then after the Battle of Skor II, he was reassigned to General Obi-Wan Kenobi. Working alongside the famed Jedi Knight was a task CC-2224 had anticipated, but complications in the Clone Wars as well as special missions to thwart the plans of Count Dooku kept General Kenobi and his partner Anakin Skywalker from the clone force, leaving command to fall more or less on 2224's shoulders.

It was during this time that CC-2224 was removed from command temporarily to undergo a special training program designed to augment field commanders that showed a flair for independent action. The process utterly awakened 2224's personality and he soon after took the name Cody and personal affectations began to show up in his actions and his armor, as well his installation of a jetpack on his clone armor.

Elevated to the rank of clone marshal commander, he returned to command and worked closely with Obi-Wan, this time more extensively. A friendship formed between the pair, but even the camaraderie that had developed would not be enough for Cody to ignore Order 66 when it came. When he received the instructions, it was with some reluctance that he gave the command to fire on his former friend, setting aside his respect and loyalty for his Jedi ally.

Clone Commander CC-2224 Encounters

When it comes to clone trooper commanders, Cody is the exception rather than the rule. For most commanders, you can just use the clone trooper commander in the Saga Edition core rulebook (*SE* 281). However, Cody and others like him such as Commanders Bly and Gree work well as elite soldier commanders and function as high-ranking clone commanders who oversee several companies. Before Order 66, any of the characters might work alongside Jedi heroes fighting in the Clone Wars against the Separatist movement, and afterward, of course, the same heroes might find themselves fighting for their lives against their old allies.

Cody fills the same position as other soldier commanders in combat, using his tactical knowledge to position his troops in the best ways possible and exploiting terrain with Field Tactics and positioning with Deployment Tactics. Cody, however, is a far more competent commander than his less individualistic counterparts and adapts to new battlefield developments as needed to ensure victory.

Clone Commander CC-2224 "Cody" **CL 12**
Medium soldier 7/officer 5
Force 3; **Dark Side** 5
Init +15; **Senses** low-light vision; Perception +15
Languages Basic, High Galactic, Mando'a

Defenses Ref 31 (flat-footed 27), Fort 28, Will 28
hp 97; **Threshold** 28

Speed 6 squares
Melee unarmed +14 (1d4+8)
Ranged heavy blaster rifle +17 (3d10+6) or
Ranged heavy blaster rifle +15 (4d10+6) with Rapid Shot or
Ranged frag grenade +16 (4d6+6, 2-square burst) or
Ranged ion grenade +16 (4d6+6 ion, 2-square burst)
Base Atk +12; **Grp** +16
Atk Options autofire (heavy blaster rifle), Careful Shot, Charging Fire, Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack
Special Actions Assault Tactics, Battle Analysis, Deployment Tactics, Field Tactics, Harm's Way

Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13
Special Qualities command cover, share talent (Battle Analysis)
Talents Armored Defense, Assault Tactics, Battle Analysis, Deployment Tactics, Field Tactics, Harm's Way, Improved Armored Defense
Feats Armor Proficiency (light, medium), Careful Shot, Charging Fire, Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +15, Knowledge (tactics) +13, Perception +15, Pilot +15, Use Computer +13
Possessions heavy blaster rifle, frag grenade, ion grenade, clone trooper armor (+6 armor, +2 equipment) with helmet package, jetpack, encrypted comlink (miniaturized) with holo capability, utility belt with medpac

"THE SIEGE GOES WELL. WITH OUR CONTINUED BARRAGE, THEIR SHIELDS SHOULD BE DOWN IN THREE MONTHS."

— COMMANDER CODY

Soldier, Elite

Elite Soldier **CL 10**
Medium soldier 7/elite trooper 3
Force 2; **Dark Side** 4
Init +13; **Senses** low-light vision; Perception +10
Languages Basic, Durese, High Galactic

Defenses Ref 24 (flat-footed 20), Fort 27, Will 20
hp 93; **DR** 1; **Threshold** 27

Speed 6 squares
Melee unarmed attack +14 (1d6+7)
Ranged heavy blaster rifle +17 (3d10+9) or
Ranged heavy blaster rifle +15 (4d10+9) with Rapid Shot or
Ranged frag grenade +15 (4d6, 2-square burst) or
Ranged ion grenade +15 (4d6 ion, 2-square burst)
Base Atk +12; **Grp** +15
Atk Options autofire (heavy blaster rifle), Deadeye, Devastating Attack (rifles), Penetrating Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 8
Special Qualities delay damage
Talents Armored Defense, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Penetrating Attack (rifles), Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +13, Knowledge (tactics) +12, Perception +10, Use Computer +12
Possessions heavy blaster rifle, battle armor (+8 armor, +2 equipment), 2 frag grenades, ion grenade, encrypted comlink (miniaturized), utility belt with medpac

Elite soldiers are some of the best and deadliest warriors that an army, mercenary force, or planetary guard has to offer. Taught to master the essentials of combat and basic soldiering, elite soldiers receive special, highly intensive training to specialize in particular ways of killing. Because of the time and cost involved in training such troops, they are used sparingly for specific missions in which their skills can utterly dominate the enemy.

Elite soldiers are often put together in small units of talented individuals—such units are almost equal in capability to a full platoon or even a company of regular troopers. Other elite soldiers are placed in command of normal troops, leading by example and bolstering their firepower and usefulness on the battlefield. Certain elite soldiers serve as bodyguards for high-ranking officials or characters, who might be quite powerful in their own regard. Wherever there is conflict in the universe, elite soldiers are on hand, doing the dirty work that few others are capable of handling.

Elite Soldier Encounters

Elite soldiers can be found in nearly any dangerous situation, where they serve the will of their superiors. Their duty could include serving on traditional battlefields, protecting sensitive areas, or engaging in clandestine operations. As befitting their status, elite soldiers are equipped with the best armor, weapons, and gear that their superiors have to offer, including cutting-edge technology not readily available to regular troops.

Elite soldiers are commonly teamed with commandos, soldiers, and soldier commanders, forming the vanguard of armies or leading assault forces where surgical precision is called for. Some elite soldiers form the equivalent of "terror squads," meant to inflict as much damage in as grandiose a way as possible in order to send a political message or to break down the will of the enemy. These elite soldiers specialize in heavy weapon, demolitions, and psychological techniques that maximize the impact of their actions.



On occasion, elite soldiers work alongside droids, especially battle droids, who bring additional firepower to a conflict. Any droids assigned to work alongside elite soldiers are considered expendable assets—the cost of a droid is negligible compared to the expense involved in the training and outfitting of an elite soldier. Because of this, droids are sent in as decoys to draw fire while the elite soldiers flank the enemy in order to complete their mission.

SpecForce Elite Soldier

First implemented by Crix Madine as the Alliance Special Forces Unit, and then continued later as New Republic Special Forces, the elite unit known as SpecForces is one of the most dangerous military units in the galaxy. Stealthy commandos who are among the first to enter the field of battle, SpecForce soldiers are trained to be brutally efficient and highly mobile, allowing them to infiltrate a target area and secure it quickly and with minimal violence. SpecForce agents pride themselves on their speed, efficiency, and ability to continue fighting when most soldiers would be down and out of the fight.

A SpecForce soldier is a multipurpose combatant whose sharpshooting abilities are rivaled only by his stealth. SpecForce soldiers are quiet and deadly, and specialize in commando missions where they can put these abilities to good use. SpecForce agents are sometimes used as front-line assault troops as well, breaking through the ranks of an enemy army and making way for the rest of the troops.

SpecForce Elite Soldier Encounters

The statistics presented above represent an elite member of SpecForces, a cut above the rest of his comrades and likely a veteran of many years. Such a soldier comes along only once in a long while, and an elite SpecForce agent is a one-man instrument of destruction. However, SpecForce agents never act alone, and an elite SpecForce soldier would likely be encountered along with other members of SpecForces. Encounters with a SpecForce elite soldier might use the elite soldier as a leader or commander figure for an entire squad, whose ranks would be filled out with both soldiers and commandos. Such a squad would also benefit from the presence of a soldier commander, making it easier for the SpecForce elite soldier to bring down his targets.

Alternately, a SpecForce elite soldier could be paired with commandos in encounters designed to focus on stealth and subterfuge. A SpecForce elite soldier might be encountered with several infiltrators as well, who run interference for the SpecForce agent as he picks off enemies one at a time. The SpecForce elite soldier also benefits from the ability to find cover and take the full attack action (allowing him to make two attacks at only a minor penalty), so in some encounters the SpecForce elite soldier would benefit from being teamed up with melee combatants (such as some of Luke Skywalker's Jedi from the Praxeum), who do not detract from the SpecForce agent's efficiency thanks to the Precise Shot feat.

New Soldier Talent

The following new talent is considered a part of the soldier's Commando talent tree.

Hard Target: You can catch a second wind as a reaction instead of as a swift action.

Prerequisite: Tough as Nails.

SpecForce Elite Soldier **CL 13**

Medium soldier 7/scout 3/elite trooper 3
Force 3
Init +14; **Senses** low-light vision; Perception +16
Languages Basic, 1 other

Defenses Ref 30 (flat-footed 27), Fort 31, Will 26
hp 132; **DR** 1; **Threshold** 31

Speed 8 squares
Melee knife +13 (1d4+7)
Ranged blaster rifle +16 (3d8+8) or
Ranged blaster rifle +14 (4d8+8) with Rapid Shot or
Ranged blaster rifle +15 (3d8+8) and
blaster rifle +15 (3d8+8) with Double Attack or
Ranged blaster pistol +15 (3d6+6)
Base Atk +12; **Grp** +15
Atk Options autofire (blaster rifle), Double Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Running Attack
Special Actions Extra Second Wind, Hard Target, Tough as Nails

Abilities Str 12, Dex 16, Con 15, Int 12, Wis 16, Cha 13
Special Qualities damage reduction 1, delay damage
Talents Armored Defense, Hard Target, Improved Stealth, Long Stride, Multiattack Proficiency (rifles) (2), Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Double Attack (rifles), Extra Second Wind, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Focus (Stealth), Skill Training (Stealth), Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +14, Mechanics +12, Perception +16, Stealth +19 (can reroll, must take second result), Use Computer +12
Possessions blaster pistol, blaster rifle with standard targeting scope, knife, SpecForce armor (as armored flight suit, +5 armor) with helmet package, encrypted comlink

Spy

Spy CL 7
Medium scoundrel 2/scout 5
Force 3
Init +5; **Senses** Perception +9
Languages Basic, 2 others

Defenses Ref 21 (flat-footed 19), Fort 18, Will 18; Dodge, Mobility
hp 50; **Threshold** 18

Speed 6 squares
Melee vibrodagger +7 (2d4+4)
Ranged blaster pistol +8 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Improved Disarm, Melee Defense, Point Blank Shot

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 13
Talents Acute Senses, Hidden Movement, Improved Stealth, Gimmick
Feats Dodge, Improved Disarm, Linguist, Melee Defense, Mobility, Point Blank Shot, Skill Training (Acrobatics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +10, Deception +9, Gather Information +9, Perception +9 (can reroll, must take second result), Persuasion +9, Stealth +10 (can reroll, must take second result), Use Computer +9
Possessions blaster pistol, vibrodagger



The ultimate job of a spy is to collect information, almost always information that someone else doesn't want him to have. In his efforts to obtain this information, a spy might need to impersonate someone, steal, bribe informants, seduce important people, discreetly listen at doors, blackmail unwilling clerks and data-handlers, and occasionally fight his way into or (more often) out of a secure installation. Above all, spies must be versatile, and it often helps to also be ruthless. Every mission is different, and many people and organizations are exceedingly skilled at keeping their information out of the hands of their enemies.

Most spies use one of two primary methods to obtain the information they seek. The first is to infiltrate an organization, either by impersonating someone who works there, by obtaining a false identity and getting a job there, or by sending in an espionage droid to spy on the target from within. Once inside, the spy or his droid is free to listen at doorways, obtain access to secure computers, or simply perform a job and learn what he (or it) can. The second method is for the spy to obtain information by force or threats. He might sneak into a secure facility and blow open a safe, or he might carefully watch someone who has access to the information he wants and either kidnap the person and obtain the needed information through threats or use his observations to blackmail the person into doing his bidding. Individuals and corporations, as well as planetary governments, hire or employ security staff whose job is to uncover spies within their organization and prevent spies from gaining access to their people and information. The battle of wits, and occasionally blaster bolts, between spies and security personnel is one of the primary challenges of this difficult profession, and successful spies must learn ways of outthinking or tricking their target's security.

Spy Encounters

Whenever corporations, governments, or the wealthy attempt to keep important or potentially valuable information secret, there are spies attempting to uncover this information. Some spies work for rival governments or corporations and are motivated by loyalty or ideology. Others are private contractors who seek information so they can sell it to the highest bidder—which might be the organization or person they obtained it from.

The most important quality any spy must have is the ability to remain unnoticed. As a result, a spy's presence is almost never obvious. However, sometimes an important official or one of his bodyguards or aides sees an unexpected shadow under a doorway, notices that a particular servant or repair technician seems unfamiliar or unusually nervous, or hears a faint noise as a spy breaks into a room down the hall. Such incidents might be the only warning that characters have about the presence of a spy. Sometimes a spy isn't even present. Instead, a character might notice that someone who has access to sensitive information is acting particularly nervous. If the character follows this person and avoids being noticed, she might discover the person meeting with a spy in a dark alley or dimly lit tavern.

Bothan Spy

Bothans are widely acclaimed as the best spies in the galaxy. In large part, this reputation is due to the excellent quality of the Bothan Spy Network (also known as the Bothan spynet). This mysterious and widespread organization was formed centuries ago to protect and serve the interests of the Bothan people. However, it also sells information and services to the highest bidder and often gives discounts or even freely offers valuable information to organizations whose interests also serve the needs of the Bothan people. Bothan spies were instrumental in uncovering information about both Death Stars during the Galactic Civil War. They freely gave this information to the Rebels because the leaders of the spynet feared that the Empire might soon subjugate or enslave the Bothan people.

Bothan spies are typically fiercely loyal to their own people and especially to their comrades in the spynet. The combination of paranoia and fierce loyalty that is so common among Bothans is especially widespread among Bothan spies, many of whom have difficulty trusting others, especially individuals outside the spynet. However, once he gives his trust to someone, a Bothan spy is usually willing to defend that person to the death.

Bothan Spy **CL 8**

Medium Bothan scoundrel 2/scout 6
Force 5
Init +5; **Senses** Perception +10
Languages Bothese, Basic, 2 others

Defenses Ref 23 (flat-footed 20), Fort 19, Will 20
hp 48; **Threshold** 19

Speed 6 squares
Melee vibrodagger +7 (2d4+5)
Ranged blaster pistol +9 (3d6+4)
Base Atk +6; **Grp** +9
Atk Options Combat Reflexes, Improved Disarm, Melee Defense, Point Blank Shot
Special Actions Quick Draw

Abilities Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 13
Talents Acute Senses, Hidden Movement, Improved Stealth, Gimmick
Feats Combat Reflexes, Improved Disarm, Linguist, Melee Defense, Point Blank Shot, Quick Draw, Skill Focus (Deception), Skill Focus (Gather Information)[B], Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +12, Deception +15, Gather Information +15, Perception +10 (can reroll, must take second result), Persuasion +10, Stealth +12 (can reroll, must take second result), Use Computer +11
Possessions vibrodagger, blaster pistol

The Bothan Spynet

Legendary in its influence, the Bothan spynet is one of the most far-reaching intelligence organizations in the galaxy. Obtaining information from the Bothan spynet is no simple matter, since it will not just give information out to anyone with credits. Making contact with an agent of the spynet requires a DC 25 Gather Information check to locate a hidden individual. Once contact has been made with the spynet, a hero can request information that might normally be out of his or her reach. A hero who has made contact with the spynet can put in a request for information, and the spynet makes a Gather Information check on his or her behalf. Depending on how much money an individual is willing to spend, spynet agents will put more effort into discovering the sought-after information. A spynet agent then makes a Gather Information check at a bonus that varies based on how many credits the hero paid for the agent's time and efforts.

For every 350 credits the hero spends, the spynet agent's Gather Information bonus increases by 1. Thus, for a Gather Information check at +5, a hero must pay 1,750 credits. For a Gather Information check at +20, a hero must pay 7,000 credits. These credits go toward the expenses associated with discovering the information, as well as to the spynet agent's personal funds. Unlike most Gather Information checks, a spynet agent's skill checks are not limited to the local vicinity or even to information available on a computer network, and the information can be about almost anything in the galaxy. Normal rules for Gather Information checks still apply (though credits paid to a spynet agent count as bribe money).

Bothan Spy Encounters

As some of the galaxy's premier spies, Bothans are often charged with missions deemed impossible by other spies and intelligence agencies. As a result, many Bothan spies regularly risk their lives breaking into the most secure facilities in the galaxy or attempting to impersonate someone in a situation when discovery means torture followed by execution. However, every Bothan spy knows he can rely upon the other members of the spynet to aid him. Bothan spies are sometimes forced to work alone, but when possible they work in small teams, with each team member complementing the others' abilities.

Bothan spies usually avoid taking a direct path to their goal, such as attempting to shoot their way into a secure installation. They generally do not attempt to break into a secure installation unless there is no other way to accomplish their mission. Even more than other spies, they are most fond of bribing or blackmailing people who have the information they are seeking or using their talents of impersonation to walk in the front door of the facility they want to enter.

Swoop Gang Leader

Swoop Gang Leader **CL 7**
Medium scoundrel 7
Force 4
Init +6; **Senses** Perception +8
Languages Basic, 2 others

Defenses Ref 23 (flat-footed 20), Fort 17, Will 18
hp 39; **Threshold** 17

Speed 6 squares
Melee unarmed +6 (1d6+1) or
Melee vibrodagger +6 (2d4+4) or
Melee vibrodagger +4 (3d4+4) with Rapid Strike
Ranged heavy blaster pistol +8 (3d8+3)
Base Atk +5; **Grp** +8
Atk Options Fortune's Favor, Point Blank Shot, Rapid Strike, Skirmisher, Sneak Attack +2d6

Abilities Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 13
Talents Fortune's Favor, Skirmisher, Sneak Attack +2d6
Feats Martial Arts I, Point Blank Shot, Rapid Strike, Skill Focus (Pilot), Skill Training (Gather Information), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +9, Gather Information +9, Mechanics +10, Perception +8, Persuasion +9, Pilot +16, Use Computer +10
Possessions vibrodagger, heavy blaster pistol, modified Raptor speeder bike

Swoop gangs infest the galaxy. Composed of thugs, hoods, and common criminals, they cause no shortage of trouble in their communities. At the head of these gangs are swoop gang leaders, veteran gang members who have clawed their way to the top using a combination of skill, cunning, and persistence.

Swoop Gang Leader Encounters

Most swoop gangs are small, consisting of two to four malcontents under the command of a charismatic leader. They prowl about their community, get into fights with other swoop gangs, and cause trouble wherever they go. These are easily the most common representatives of swoop gangs, but some are quite a bit larger, with members found on multiple worlds throughout a sector. As with any group, the nature of one of these gangs has a lot to do with its leader.



Ikas-Adno R-2000 Raptor Speeder Bike

The R-2000 Raptor speeder bike is designed by Ikas-Adno, a prominent manufacturer of speeder bikes. The R-2000 is highly customizable, and though more rare than the Nightfalcon model, it can be found in almost all sectors of the known galaxy.

Modified R-2000 Raptor Speeder Bike **CL 7**
Large ground vehicle (speeder)
Init +5; **Senses** Perception +8

Defenses Ref 23 (flat-footed 16), Fort 15; +0 armor
hp 56; **DR** 5; **SR** 0; **Threshold** 20

Speed 12 squares (max. velocity 750 km/h)
Ranged laser cannon +8 (4d8+3)
Fighting Space 1 square; **Cover** total
Base Atk +5; **Grp** +20

Abilities Str 21, Dex 24, Con —, Int 16
Skills Initiative +5, Mechanics +10, Perception +8, Pilot +23, Use Computer +10

Crew 1; **Passengers** 0
Cargo 1 kg; **Consumables** —
Availability Licensed; **Cost** 10,000 (new), 7,000 (used)

Swoop Gang Member

Swoop Gang Member **CL 2**
Medium nonheroic 4/scoundrel 1
Force 2
Init +8; **Senses** Perception +2
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 11, Will 11
hp 15; **Threshold** 11

Speed 6 squares
Melee vibrodagger +3 (2d4)
Ranged blaster pistol +4 (3d6)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Skirmisher

Abilities Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 10
Talents Skirmisher
Feats Point Blank Shot, Skill Focus (Pilot), Skill Training (Initiative), Weapon Training (advanced melee weapons, pistols, simple weapons)
Skills Initiative +8, Pilot +13
Possessions vibrodagger, blaster pistol, used Nebulon-Q swoop racer



Swoop gang members are drawn from the idle youth of a local community. Many swoop gang members have little interest in being responsible members of society and are common criminals, terrorizing locals and stealing what they need to get by. A swoop gang to these disaffected young people is like a large family, with bonds as close as those between siblings. Most swoop gang members ride used and dangerous swoop bikes painted in a variety of colors and patterns, usually working in their gang's blazon somewhere on their bikes. Many wear distinctive clothing, marking their membership in a particular group. Tattoos are also quite common.

Swoop Gang Member Encounters

Swoop gang members prefer safety in numbers and don't stick around to fight by themselves. Swoop gangs stake out their territory and spend much of their time making their rounds and causing trouble. Most times, it's enough for them to be seen, and they go on their way, but many swoop gangs engage in criminal acts including theft and vandalism.

When not beating up people or destroying property, swoop gang members haunt their local hangout. Most communities that are home to swoop gangs have swoop bars that specifically cater to those who like the fast life. Here, gang members rub shoulders with their rivals, socialize with their friends, and swap lies. Fights are common, especially late in the evenings, but most times these are little more than scraps.

Mobquet Nebulon-Q Swoop Racer

Gang members, pirates, and other scum use the Nebulon-Q swoop racer because of its affordable price, its high speed, and its intimidation factor. It's a bike for those who live fast and die young. However, it is difficult to control and imposes a –5 equipment penalty to all Pilot checks (included in the statistics below).

Nebulon-Q Swoop **CL 2**
Large ground vehicle (swoop)
Init +7; **Senses** Perception +2

Defenses Ref 18 (flat-footed 11), Fort 13; +0 armor
hp 20; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 600 km/h)
Fighting Space 1 square; **Cover** total
Base Atk +3; **Grp** +16

Abilities Str 16, Dex 24, Con —, Int 16
Skills Initiative +7, Mechanics +2, Perception +2, Pilot +7, Use Computer +2

Crew 1; **Passengers** 0
Cargo 2 kg; **Consumables** —
Availability Licensed; **Cost** 5,500 (new), 1,050 (used)

Technician

Technician **CL 1**
Medium nonheroic 2/scoundrel 1
Force 2
Init +2; **Senses** Perception +1
Languages Basic, Binary, 1 other

Defenses Ref 14 (flat-footed 13), Fort 11, Will 12
hp 10; **Threshold** 11

Speed 6 squares
Melee unarmed +1 (1d4)
Ranged blaster pistol +2 (3d6)
Base Atk +1; **Grp** +2
Atk Options Point Blank Shot

Abilities Str 11, Dex 12, Con 11, Int 14, Wis 10, Cha 8
Talents Gimmick
Feats Point Blank Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist (*SG* 21), Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +13, Pilot +7, Use Computer +13
Possessions blaster pistol, comlink, personal computer, code cylinder, tool kit

Technicians are characters who maintain and modify existing technology. A technician might oversee the upkeep and repair of equipment on a mining colony, work in the hangar bay of a capital ship repairing damaged starfighters, or be employed by a city to keep its mechanized services in working order. In each case, he brings extensive mechanical experience to technical problems and can usually sort out any trouble given enough time and sufficient motivation.

Not all technicians are legitimate in their chosen trades. Many work for smugglers, pirates, and crime lords, taking a cut of the profits in exchange for keeping their gear in working order. Such characters might also dabble in the shady practices of slicers, using their expertise to defeat security systems. Technicians are found along the full spectrum of morals, with some taking pride in the good they do and others using their talents to defraud.

Technician Encounters

Maintenance technicians might work singly or in small teams of two to four. For larger jobs, such as repairing extensive damage on a starship or modifying larger mechanical devices, they might work in crews of a dozen or more members. In addition to the techs, these teams also employ a wide range of droids to assist in communicating with computers and provide technical readouts of the devices they are working on. Astromech droids and labor droids are typical companions, but many technicians also employ power droids and occasionally protocol droids to deal with stubborn computers.

Criminal technicians go wherever the credits are and can find work in a variety of places, since everyone on both sides of the law depends on their skills. Technicians can be found in the company of smugglers, installing hidden cargo holds to throw off inspectors and maintaining ships between runs. Pirates and crime lords also have use for technicians; they set them to repairing vehicles and droids and modifying weaponry to maximize its utility.

Technicians also work with military outfits. When an assault vehicle or walker takes damage in regular use, it falls to the technician to get it back in working order. During the Clone Wars, the Separatist Movement employed a veritable army of technicians to maintain its combat droids and droid tri-fighters. Though much of this responsibility fell to labor droids, technicians kept the work force in working order.



Trader

Trader **CL 1**
Medium nonheroic 4
Init +2; **Senses** Perception +8
Languages Basic, Bocce

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11
hp 7; **Threshold** 9

Speed 6 squares
Melee unarmed +2 (1d4–1)
Ranged hold-out blaster pistol +3 (3d4)
Base Atk +3; **Grp** +3

Abilities Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 13
Feats Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Perception +8, Persuasion +13
Possessions hold-out blaster pistol, datapad with inventory disks, trade goods

If there's a constant in the galaxy aside from conflict and war, it's commerce. Whether they are associated with the Trade Federation or corporate cartels or the trading guilds, traders and merchants are everywhere. From the surly junk dealer on an Outer Rim planet to the slick starship salesman pushing the latest design from Incom, there's a trader for any and every commodity.

Most traders operate legitimate businesses, working as dealers, manufacturers, tinkers, or merchants. Traders also include illicit dealers, peddlers of drugs and poisons, and fencers of stolen goods and illegal weaponry. Since every trader's main interest is turning a profit, many slip back and forth across the line of legality, purchasing goods on the cheap from smugglers or moving black market goods on the side to help offset the expense of their operations.

Trader Encounters

Given the pervasive presence of traders in the galaxy, the heroes are likely to encounter traders just about anywhere they go. A trader can supply heroes with useful gear, replace damaged or faulty equipment, or sell them a starship. Profit is clearly the trader's motivation, and a good trader knows just what to say and what not to say to make sure he comes out ahead in any bargaining situation.

Most traders run small operations that consist of the trader himself plus a few helpers, including a technician and some common laborers or labor droids to move merchandise around the warehouse. A well-off trader might also have muscle on hand to deal with unruly customers and to collect payments from delinquent clients.



Larger operations have far more employees and could include several traders who all work for the same guild. Each trader has a staff of employees, security personnel, and droids. The operation also boasts one or more ground vehicles to move goods around as well a transport vessel to carry merchandise to a variety of destinations.

The largest trading organizations are corporations. These are massive cartels with their own laws, representatives, and industries, functioning almost as independent societies. During the Rise of the Empire, the Trade Federation was one of the largest corporate guilds. It had representatives in the Senate and could field massive droid armies replete with assault vehicles, air support, and capital ships to ensure its commercial advantage. Although the Trade Federation was a sprawling entity that formed a key component in the Separatist Movement whose formation triggered the Clone Wars, fundamentally its membership was made up of common traders who joined together for protection and economic balance.

WARRIOR, ELITE

Elite Warrior **CL 15**
Medium nonheroic 3/soldier 8/elite trooper 5
Force 5
Init +15; **Senses** low-light vision; Perception +16
Languages Basic, 1 other

Defenses Ref 28 (flat-footed 25), Fort 28, Will 24
hp 116; **DR** 2; **Threshold** 28

Speed 6 squares
Melee gun club +18 (1d6+9) or
Melee combat gloves +18 (1d6+10)
Ranged heavy blaster pistol +17 (3d8+6) or
Ranged heavy blaster rifle +18 (3d10+8) or
Ranged heavy blaster rifle +16 (5d10+8) with Controlled Burst or
Ranged heavy blaster rifle +15 (3d8+8) and
heavy blaster rifle +15 (3d8+8) with Double Attack or
Ranged heavy blaster rifle +10 (3d8+8) and
heavy blaster rifle +10 (3d8+8) and
heavy blaster rifle +10 (3d8+8) with Triple Attack
Base Atk +15; **Grp** +18
Atk Options autofire (heavy blaster rifle), Burst Fire, Charging Fire, Controlled Burst, Devastating Attack (rifles), Double Attack (rifles), Gun Club, Point Blank Shot, Triple Attack (rifles)

Abilities Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 8
Special Qualities delay damage
Talents Armored Defense, Controlled Burst, Devastating Attack (rifles), Gun Club, Multiattack Proficiency (rifles), Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Double Attack (rifles), Martial Arts I, Point Blank Shot, Toughness, Triple Attack (rifles), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +14, Initiative +15, Perception +16
Possessions combat gloves, heavy blaster rifle with enhanced low-light targeting scope, heavy blaster pistol, Corellian powersuit (+7 armor) with helmet package, utility belt

Elite warriors include a broad array of professional soldiers who benefit from advanced combat training and who are familiar with a large variety of weaponry. Many elite warriors are former rank-and-file soldiers who have proved their fighting expertise to their superior officers. A few might be members of a veteran squad, their experience giving them the edge they need to survive. Other elite warriors could be members of legendary fighting outfits, noted for their discipline and their record of victories.



MANDALORIAN SUPERCOMMANDO

The Mandalorians are a breed of elite warriors, drawn from a variety of species and trained in the fighting arts passed down through countless generations of warriors since the time of their founder, Mandalore. Known by their distinctive armor, made famous by such bounty hunters as Jango Fett and his son Boba Fett (and which served as inspiration for the clone troopers' armor during the Clone Wars), Mandalorian Supercommandos often strike terror in the hearts of those who must face them.

The origins of this esteemed group are murky, but some claim they were founded by a reptilian species eons ago. As these people wandered the gulfs of space, leaving a trail of destruction in their wake, they welcomed into their ranks any who had the mettle and drive to learn their fighting techniques. After the original Mandalorians died out, their heirs remained bound to the principles of honor and excellence in warfare that have helped spread their name to nearly every corner of the galaxy.

Part of the reason the Mandalorians retain their own culture, despite the regular infusion of other species, is their adherence to a set of six key principles. All of them wear Mandalorian armor, speak the ancient language of Mando'a, effectively defend themselves and their families, raise their heirs in the traditions of the Mandalorians, support the clan, and ultimately answer the call to war by the Mandalore—the leader of the Mandalorian clans.

Mandalorian Supercommando CL 16
Medium Human soldier 7/elite trooper 9
Force 5; **Dark Side** 2
Init +16; **Senses** low-light vision; Perception +15
Languages Basic, Mando'a

Defenses Ref 37 (flat-footed 33), Fort 34, Will 28
hp 144; **Threshold** 34; **DR** 4

Speed 6 squares
Melee force pike +21 (2d8+15) or
Melee force pike +16 (2d8+15) and
force pike +16 (2d8+15) with Double Attack or
Melee combat gloves +19 (1d6+12) or
Melee vibrobayonet +21 (2d6+15) or
Melee vibrobayonet +16 (2d6+15) and
vibrobayonet +16 (2d6+15) with Double Attack
Ranged blaster carbine +19 (3d8+8) or
Ranged light repeating blaster +14 (3d8+8) or
Ranged light repeating blaster +17 (3d8+8) when braced or
Ranged frag grenade +19 (4d6+8, 2-square splash)
Base Atk +16; **Grp** +19
Atk Options autofire (blaster carbine, light repeating blaster), Cleave, Combat Reflexes, Double Attack (advanced melee weapons), Great Cleave, Point Blank Shot, Power Attack
Special Actions Indomitable, Tough as Nails

Abilities Str 16, Dex 17, Con 15, Int 12, Wis 14, Cha 10
Special Qualities delay damage
Talents Armor Mastery, Armored Defense, Greater Weapon Focus (advanced melee weapons), Greater Weapon Specialization (advanced melee weapons), Improved Armored Defense, Indomitable, Second Skin, Tough as Nails, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Cleave, Combat Reflexes, Double Attack (advanced melee weapons), Great Cleave, Martial Arts I, Point Blank Shot, Power Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, heavy weapons)
Skills Endurance +15, Initiative +16, Perception +17, Pilot +16, Treat Injury +15
Possessions force pike, combat gloves, light repeating blaster with vibrobayonet, extended stock, underslung grenade launcher, 4 frag grenades, blaster carbine, Mandalorian battle armor (+8 armor, +3 equipment) with helmet package, all-temperature cloak, field kit, electrobinoculars, utility belt

Elite Warrior Encounters

An encounter with one or more elite warriors is especially dangerous, since these soldiers have far more advanced training than their lesser counterparts do. Skilled in a variety of fighting techniques, from hand-to-hand combat to the use of heavy weaponry, elite warriors are equipped to face and destroy just about any threat that comes against them. The presence of a single elite warrior can shift the tide of a large battle.

Elite warriors have many similarities to commandos, and in fact, they might lead small teams of these other soldiers. The elite warrior is generally chosen for the most dangerous missions, often against overwhelming numbers. Such missions fall on these characters' shoulders because they, and only they, can get the job done. As a result, elite warriors are often dispatched to poisonous worlds, sent to lead the vanguard of an attack against an entrenched unit, or even used as shock troops, dropping in and wiping out all resistance to securing a landing site for the main force.

The Mandalorian clans are among the best of the elite warriors. Using fighting techniques passed down through the centuries and equipped with cutting-edge weaponry and armor, they are a devastating force to encounter. In fact, so effective are the Mandalorian warriors that the Emperor based the Imperial Guard on their fighting techniques and style of armor. Although mercenaries by trade, they are far superior to other mercenary bands. Mandalorian warriors have at various times in their history fought on all sides, and might even switch sides during a conflict if the enemy offers better pay.

Mandalorian Armor

Mandalorian armor is constructed of a rare iron alloy, favored for its strength and durability as well as its ability to turn away lightsaber attacks. The Mandalorians guard the secret of producing armor made from this material, making it especially rare in the galaxy.

Mandalorian armor is typically battle armor or heavy battle armor. The armor's equipment bonus to Fortitude Defense is 1 higher than normal. Finally, if the wearer has damage reduction, he can apply its benefit against attacks made by lightsabers. In some eras, particularly during the Mandalorian Wars, the armor alone grants favorable circumstances on Persuasion checks to intimidate.

Mandalorian armor costs 30,000 credits more than a standard suit of armor (mostly because of its rarity).



Chapter II
Creatures



The galaxy is a dynamic place, infinitely vast and teeming with life. The countless species that populate the myriad of worlds form the very basis of the Living Force, which is the invisible energy field that binds all things together into a unified whole. In our daily lives, it is often easy to forget that the galaxy's sentient species make up only a small portion of its population. The vast majority of life forms in the galaxy are nonsentient, and these include the flora and fauna that make each planetary system unique.

As the spacefaring species have continued to traverse the stars, they have taken their own animals and beasts with them. Pets, beasts of burden, and livestock of all types have plied the space lanes alongside their masters at one time or another. As a result, a number of species are ubiquitous to the average galactic citizen. Banthas, for example, can be found on nearly every civilized world. Pests such as womp rats and mynocks have also spread across the stars, stowing away in cargo holds or latching onto starship hulls.

Yet even the ready placement of these familiar species cannot completely overshadow the sheer oddity of the unknown. For every species we are familiar with, there are a million more throughout the galaxy that we have never seen, which await discovery. It is these unknown elements that make the galaxy a rich and exotic place, a place where surprises are a daily occurrence, and where new challenges wait at the end of each hyperspace jump.

Though heroes in the *Star Wars* universe often face enemies that look and act much as they do, it is sometimes more challenging for them to be opposed by primal creatures that inhabit the galaxy's jungles, deserts, and wastelands. Driven by instinct and largely neutral in temperament, these creatures aren't concerned with factions or political affiliations. Rebel or Imperial? Jedi or Sith? What does a rancor care? More than likely, it is concerned only with who is the hunter, and who is the hunted.

Intelligent Creatures

A few creatures in this chapter boast Intelligence scores higher than most beasts. These few creatures, including the Dathomiri rancor and the Mantellian Savrip, are considered something between a beast and a sapient creature. Though some creatures (such as the aforementioned Dathomiri rancor) are likely inappropriate for use as heroic characters, intelligent beasts sometimes make good NPCs and allies for the party, as well as challenges. Dealing with such a creature isn't easy, since animal instinct still dominates much of its behavior, but Gamemasters wishing to introduce a slightly different twist on the traditional role of NPC allies might consider using a beast with an Intelligence score greater than 2.

Corellian Banshee Bird

Corellian Banshee Bird **CL 2**
Small beast 3
Init +4; **Senses** low-light vision; Perception +8

Defenses Ref 15 (flat-footed 11), Fort 11, Will 12
hp 16; **Threshold** 11

Speed 10 squares (flying)
Melee claw +6 (1d3+1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +1
Atk Options Running Attack
Special Actions banshee's wail

Abilities Str 10, Dex 18, Con 12, Int 2, Wis 14, Cha 11
Special Qualities low-light vision
Feats Running Attack, Weapon Finesse
Skills Perception +8

Banshee's Wail—As a standard action, a Corellian banshee bird can emit a loud wail that disorients opponents. The Corellian banshee bird makes an attack roll (1d20+6), comparing the results to the Will Defense of all targets within 12 squares. If the attack roll equals or exceeds a target's Will Defense, that target moves –1 step along the condition track. A single target cannot be affected by more than one Corellian banshee bird's wail per turn. If this ability would push a target to the end of the condition track, instead of falling unconscious the target falls prone and may not take any actions. This is a mind-affecting effect.

The Corellian banshee bird is a dangerous avian predator that gets its name from its distinctive wail. The screech of a banshee bird can be heard from miles away, and the creature typically uses it to flush out hidden prey as it swoops down on a hunting ground. On Corellia, banshee birds are often sought after by wealthy individuals and offworld nobles as pets; like many other birds, banshee birds can be tamed by a skilled trainer and made into relatively domesticated creatures. However, unlike other birds, banshee birds cannot be kept caged for any significant amount of time; they are extremely claustrophobic creatures, and as a result those who do have them as pets usually keep them in large, open spaces (such as an aviary) in order to allow them to stretch their wings and fly. Corellian banshee birds are fast and dangerous predators but make good companions, because they are loyal to those who treat them well and vicious against anyone they perceive as a threat to them or their masters.



Corellian Banshee Bird Encounters

Corellian banshee birds are encountered only in the wild on Corellia or on other worlds that have savannahs covered in tall grasses or forests with dense undergrowth. Heroes are most likely to encounter a Corellian banshee bird as a companion to another character, most likely a noble or other high-ranking official who can afford to have one of the expensive birds tamed. Additionally, banshee birds are highly sought after by hunters of all kinds throughout the galaxy, since their distinctive wail can be used to drive prey out of thick undergrowth and into the sights of a hunter's blaster rifle. Some bounty hunters use Corellian banshee birds when hunting down prey on worlds that have a large amount of wilderness; the banshee bird's natural hunting instincts, combined with its ability to flush out prey, has proven invaluable in capturing many bounties.

Corellian banshee birds are a favorite pet among crime lords, particularly those who have a very public and sinister persona. A Corellian banshee bird has a distinctly predatory appearance, and many crime lords use them to intimidate their foes and supplicants alike.

Corellian Sand Panther

Corellian Sand Panther **CL 7**
Medium beast 8
Init +6; **Senses** low-light vision, scent; Perception +7

Defenses Ref 17 (flat-footed 11), Fort 12, Will 12
hp 52; **Threshold** 12

Speed 8 squares
Melee 2 claws +9 each (1d4+8 plus poison) and bite +9 (1d6+8)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +11
Atk Options ambush, poison

Abilities Str 18, Dex 23, Con 16, Int 2, Wis 14, Cha 14
Special Qualities low-light vision, scent
Feats Skill Focus (Stealth), Skill Training (Perception), Skill Training (Survival)
Skills Perception +7, Stealth +16, Survival +7

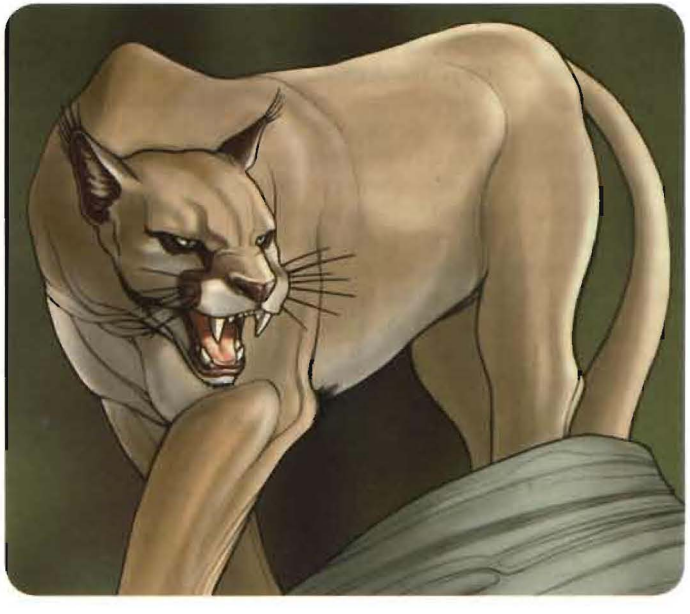
Ambush—A Corellian sand panther deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.
Poison—If the claws of a Corellian sand panther deal damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+9) against the target's Fortitude Defense, the target moves –1 step along the condition track. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Corellian sand panthers are feline predators with coats of soft fur, long tufted tails, and large, wide paws. Most sand panthers live in deserts, although some species can be found in more temperate zones. Usually a sand panther has a light yellow coat that blends in well with its sandy surroundings, although a few rare albino and silver-colored panthers have been found. Furriers, who make expensive garments and bags from the fine hides, covet their coats. However, sand panther hunting has been illegal for centuries on Corellia, and sand panthers are found on only a few other worlds. Poachers sometimes manage to take a few pelts from the Corellian wilderness, but the overall rarity of such furs continues to make them very expensive, affordable only by the galaxy's wealthiest elite. The sand panther is one of the galaxy's quietest stalkers, often able to move within centimeters of its prey without alerting it.

Corellian Sand Panther Encounters

Obviously, Corellian sand panthers are most likely to be found in the wilderness of Corellia, although illegal exporting by big game hunters, collectors, and poachers has spread the species to a few other planetary systems. Sand panthers are normally solitary hunters, although small family groups sometimes hunt together and are able to take down all but the hardiest of prey. Corellian sand panthers are remarkably patient hunters and can spend days tracking down and stalking a target, waiting for the most opportune moment to strike. They are smart enough to divide and conquer, waiting for an individual to become separated from the herd (or adventuring group) before silently pouncing.

Encounters involving Corellian sand panthers are likely to occur in the wilds of Corellia or on some backwater planet where the creatures have been released to repopulate. They serve well as "surprise" encounters when the heroes feel at their safest—in camp or marching through the trackless waste with no potential threats in sight. Corellian sand panthers are prized by wealthy individuals, especially crime lords, who raise them for use in "hunting games" in which victims are released into a compound and slowly stalked and killed by these efficient hunters while the owner looks on. Notoriously difficult to tame, a captured Corellian sand panther will never be found as a "pet" to be stroked by its owner—the creatures are simply too temperamental and thus are always kept in cages or allowed to roam in high-security preserves.



Dragonsnake

Dragonsnake **CL 12**
Large beast 13
Init +12; **Senses** low-light vision; Perception +13

Defenses Ref 14 (flat-footed 14), Fort 15, Will 12
hp 136; **Threshold** 20

Speed 6 squares, 12 squares (swimming)
Melee 2 claws +16 each (1d6+13) and bite +16 (1d8+13)
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +21
Atk Options ambush, Cleave, Power Attack

Abilities Str 24, Dex 12, Con 20, Int 2, Wis 14, Cha 10
Special Qualities low-light vision
Feats Cleave, Power Attack, Skill Training (Perception), Skill Training (Stealth), Toughness
Skills Initiative +12, Perception +13, Stealth +7

Ambush—A dragonsnake deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.

The dragonsnake is one of the deadliest predators found on Dagobah. It is a swift but patient hunter, lying motionless for hours, waiting for prey to come within range. When prey approaches, it lunges forward in the water and either engulfs the target with its large mouth or grabs it with its two clawed forelimbs and drags it underwater. Although slow-moving creatures on land, dragonsnakes move with surprising swiftness when they attack in the water. They are exceptionally silent swimmers and excel at gliding silently forward in the water until they come within striking range. Dragonsnakes can swallow whole any Small or smaller creatures, but must rend and tear larger prey in order to consume it. They are solitary hunters; each beast claims a single lake, bay, or other moderately large body of water as its territory. Because they must come ashore to lay their eggs, dragonsnakes always make their lairs fairly close to shore.

Dragonsnake Encounters

Dragonsnakes are voracious but not exceptionally bright predators. As a result, they regularly attack anything of Medium or smaller size that comes close. Most dragonsnakes lie in wait within a few yards of the shoreline, so that they can lunge forward, stretching out their long forelimbs and necks and literally snatch their unsuspecting prey from the shore and drag it underwater. Here, most prey is helpless to resist the dragonsnake's attacks.

Dragonsnakes have been known to attack literally anything that moves, including small droids, large pieces of wind-blown trash, or even tent flaps blowing in the wind. They swiftly spit out objects that prove indigestible and can do so with surprising force. They are also intensely territorial, defending their lakes or bays against both others of their own kind and against any other large predators, or anything that they perceive to be a large predator. They will not attack any creature of Large or larger size on the shore, but they attack any creature or object of Huge or smaller size that travels through, under, or a yard or two above the surface of their watery domain and attempt to drive these intruders away. As a result, they occasionally attack landspeeders and even low-flying starships.



Gundark

Gundark CL 10
Medium beast 10
Init +9; **Senses** low-light vision, scent; Perception +13

Defenses Ref 19 (flat-footed 15), Fort 16, Will 13
hp 105; **Threshold** 16

Speed 6 squares
Melee 4 slams +15 each (1d4+13) and bite +15 (1d6+13) or
Melee club +15 (1d6+16) or
Melee club +15 (2d6+16) with Mighty Swing or
Melee club +11* (1d6+24)
Fighting Space 1 square; **Reach** 1 square
Base Atk +7; **Grp** +15
Atk Options Crush, Mighty Swing, Pin, Power Attack

Abilities Str 27, Dex 18, Con 22, Int 6, Wis 15, Cha 13
Special Qualities constrict, low-light vision, scent
Feats Crush, Mighty Swing, Pin, Power Attack
Skills Acrobatics +9, Climb +13, Initiative +9, Perception +13, Stealth +9, Survival +8

Constrict—A gundark that succeeds in grappling an opponent can use the Crush and Pin feats as normal. When crushing, however, a gundark deals 2d6+13 points of damage.

* *Includes 4 points of Power Attack.*

Gundarks are a widespread and robust species, known as one of the most dangerous creatures in the galaxy. Gundarks have four arms, broad hands and feet with opposable digits, ears nearly as wide as their heads, and a covering of short hair that ranges from brown to gray in color. They can be found the galaxy over, but most live in temperate climates.

Gundarks are considered to be semisentient by most galactic authorities. As such, they are protected from exploitation, even after the Empire's rise to power. This protection does little to stop black market trade in gundarks, which is little better than slavery. Because of the gundarks' reputation as fearless and aggressive combatants, they are most often sold to underground gladiatorial arenas, or to hunters who see them as the ultimate sport.

The primitive society of gundarks consists of small matriarchal family units. Multiple families sometimes gather together into tribes, allowing them to support one another. While the females hunt and gather food, the males construct homes and teach young gundarks how to fight. Defense of the home falls to the males, and it is a task they excel at.



Gundark Encounters

Gundarks are most often found in the wild. They exist on a number of planetary systems across the galaxy. They are aggressive, and will kill and eat just about anything or anyone that they can catch. They most often attack from ambush, hiding until their prey ventures close enough that they can initiate a grapple. This grapple leads to a constriction attack, which is one of the gundark's most feared abilities.

In some locales, gundarks are popular opponents in clandestine gladiatorial arenas. Gundarks that manage to survive multiple bouts often gain fan followings of their own. The creatures prefer to fight with their bare hands, delivering a flurry of brutal punches with all four of their heavy arms, but they will not shy away from using clubs and other simple weapons if such implements are available.

Katarn

Katarn CL 8
Medium beast 8
Init +8; **Senses** low-light vision; Perception +7

Defenses Ref 19 (flat-footed 15), Fort 13, Will 13
hp 60; **DR** 5; **Threshold** 13

Speed 10 squares
Melee 2 claws +11 each (1d10+9) and
bite +11 (1d4+9) and
horns +11 (2d4+9)
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +11
Atk Options maternal rage, Power Attack

Abilities Str 20, Dex 18, Con 15, Int 2, Wis 15, Cha 9
Special Qualities low-light vision, maternal rage
Feats Power Attack, Skill Focus (Climb), Skill Training (Survival)
Skills Climb +19, Initiative +8, Jump +9, Perception +7, Stealth +8, Survival +12

Maternal Rage—If her pups are threatened, a female katarn enters a maternal rage. This rage grants the mother a +2 bonus to melee attack rolls and damage rolls and a +2 bonus to Fortitude and Will Defense, but it also causes a –2 penalty to her Reflex Defense. A maternal rage lasts for a number of rounds equal to 5 + the mother's Con modifier. After raging, the mother moves –1 persistent step along the condition track, and the persistent condition can be removed only if the katarn rests for 10 minutes.

The katarn is a predator native to the Wookiee homeworld of Kashyyyk. It is a lizardlike quadruped with a thick hide and rows of sharp spurs along its legs. These spurs make katarn excellent tree climbers; they are able to move at their full speed when climbing up or down trees. The creature has a narrow, beaklike mouth that is lined with several rows of teeth. Though the bite of a katarn is not particularly fearsome in combat, it is quite effective when used to root tree-burrowers from their arboreal homes.

Katarns mate every few years, and females that become pregnant leave their mates as soon as they are ready to give birth. The female climbs high into the forest canopy in search of a likely spot to deliver her young. Once the pups are born, she savagely protects them from predators until they are old enough to fend for themselves.

The katarn is an important part of Wookiee mythology and tradition. Wookiees believe that the katarn once hunted them, which in turn taught the Wookiees how to resist or escape the katarn in order to survive. Over time, the Wookiees became the hunters and the katarn the hunted, and things will remain that way until such time as their positions are reversed once more.

Katarn Encounters

Katarn are considered to be some of the most intelligent predators in the galaxy. They stalk their prey for long periods, preferring to attack from ambush instead of making frontal assaults. They shy away from attacking prey that appears to be larger or stronger than they are, and a katarn will never attack a large group unless it is young, inexperienced, starving, or enraged. When stalking its prey, a katarn is capable of moving very quietly. It will get as close as it can prior to pouncing, then attack with its claws.

Stories are often told of katarn befriending other beings, thereafter becoming loyal companions and guardians of their chosen cohorts. On the rare occasion that such a pairing does take place, it is usually after a wounded katarn has been saved from an opponent, though tales persist of female katarn befriending individuals who stumble into their nests shortly after their pups have left. Whatever the circumstances, such incidents have been difficult to reproduce under controlled conditions.



Kintan Strider

Kintan Strider **CL 5**
Large beast 6
Init –1; **Senses** low-light vision; Perception +2

Defenses Ref 15 (flat-footed 16), Fort 16, Will 12
hp 63; fast healing 5; **Threshold** 26

Speed 6 squares
Melee 2 claws +10 each (1d6+9) or
Melee tree branch +10 (1d8+12)
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +15

Abilities Str 22, Dex 8, Con 22, Int 2, Wis 14, Cha 6
Special Qualities fast healing 5, low-light vision
Feats Improved Damage Threshold, Weapon Proficiency (simple weapons)
Skills Endurance +11, Perception +7
Possessions tree branch (treat as mace)

Fast Healing 5—A Kintan strider automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.



Now extinct on its home planet, the Kintan strider can be found on various other planets of the galaxy, where it is used as a guard beast by Hutt crime lords or as an opponent in gladiatorial combat in less civilized societies. Kintan striders are enormous beasts with huge shoulders and arms that nearly drag on the ground. A Kintan strider does not have a neck—its overexaggerated face sits squarely in the middle of its chest, protected by a thick layer of fat and hide.

Although they are barely intelligent, Kintan striders have learned how to use branches and poles as weapons, bashing their prey with powerful two-handed swings. Some even utilize these weapons to shovel food in their mouths, giving the appearance to uneducated observers that they are actually sentient, tool-using beings. Kintan striders possess incredible healing abilities and can come back from wounds that would easily kill beasts of similar size.

Although few citizens of the galaxy have ever seen a Kintan strider, almost everyone knows the creature as a piece in the game called Dejarik and is familiar with its signature move, the Kintan strider death gambit.

Kintan Strider Encounters

Ironically, the one place this creature will never be encountered is the planet for which it is named. Millennia of hunting by the planet's primary species, the Nikto, nearly wiped out the strider population. After the Hutts' domination of the Nikto, the few hundred surviving striders were shipped offplanet, to be bred in captivity or released into the wilds on other, more hospitable worlds.

Heroes might run into a Kintan strider within a crime lord's headquarters, where these creatures are kept as fodder for blood sports, or in "execution pits" where criminals are bludgeoned to death and eaten by these ravenous beasts. Crime lords who consider themselves notable Dejarik players sometimes mimic the game in real life, by utilizing the same types of beasts found in the game within their collection of deadly creatures. True "masters" of this macabre game also employ the famous Kintan strider death gambit, in which the strider is sacrificed during the gladiatorial display in order for the victor to fall prey to some other creature kept in reserve.

Knobby White Spider

Knobby White Spider **CL 8**
Huge beast 9
Init +6; **Senses** darkvision; Perception +5

Defenses Ref 16 (flat-footed 15), Fort 22, Will 11
hp 130; **Threshold** 37

Speed 6 squares
Melee sting +14 (1d8+12 plus poison) and bite +14 (2d6+12) or
Melee sting +12 (2d8+12 plus poison) with Rapid Strike and bite +12 (3d6+12) with Rapid Strike
Fighting Space 3×3; **Reach** 2 squares
Base Atk +6; **Grp** +24
Atk Options Rapid Strike, poison

Abilities Str 26, Dex 14, Con 34, Int 2, Wis 12, Cha 10
Feats Improved Damage Threshold, Rapid Strike, Skill Training (Endurance), Toughness
Skills Endurance +21, Jump +15, Perception +5

Poison—If the sting of a knobby white spider deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.



The knobby white spider is a landspeeder-sized predatory arachnid native to the swamps of Dagobah. In addition to living amid the pillarlike roots of the planet's enormous gnarltrees, it is also a part of the gnarltree's bizarre life cycle. To reproduce, gnarltrees occasionally extrude mobile roots that drop off the tree when they are no larger than an astromech droid. These roots immediately begin hunting live prey so they can grow. When this "spider" reaches Huge size, it locates a clear area and takes root. It shoves its eight legs deep into the ground, and these legs become the first of the new gnarltree's roots. The transformation from spider to tree is swift; within three months after rooting, the creature's skin has sufficiently darkened and thickened that it has become indistinguishable from any other young gnarltree. Unlike most other animals, knobby white spiders have complete radial symmetry. They have a stinger near the end of each leg capable of delivering their poison and a ring of eight eyes underneath their eight legs, allowing them to see in all directions at once.

Knobby White Spider Encounters

These creatures exist in their mobile phase for five to seven years, during which time they grow from Small to Huge size. During this time, they are exceedingly voracious predators. They attack any prey of their own size or smaller and often attack creatures one size category larger than they are. They are nearly fearless, relying on both the exceptionally durable nature of their vegetable construction and the deadliness of their poison to protect them from harm. Because of their exotic metabolism, they require no sleep and need to spend no time resting, mating, digesting, or doing anything other than stalking the gnarl forests, hunting prey for the entirety of their lives. They are utterly tireless and will track large prey for many hours, but can be distracted from this pursuit if they encounter prey that is smaller and thus easier to overcome.

"There's something alive down there."
— Luke Skywalker

Kouhun

Kouhun **CL 2**
Diminutive beast 3
Init +10; **Senses** darkvision; Perception +8

Defenses Ref 19 (flat-footed 15), Fort 11, Will 12
hp 19; **Threshold** 11

Speed 6 squares
Melee bite -1 (1d4 plus poison)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +2; **Grp** -16
Atk Options poison

Abilities Str 4, Dex 18, Con 12, Int 1, Wis 14, Cha 12
Feats Skill Training (Initiative), Skill Training (Perception)
Skills Initiative +10, Perception +8, Stealth +25

Poison—If a kouhun deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target takes 4d6 points of damage and moves -1 step along the condition track. If the attack fails, the target takes half damage and doesn't move on the condition track. Kouhun poison attacks each round until cured with a DC 25 Treat Injury check.



Kouhuns are pale-colored, centipedelike arthropods around 30 centimeters long. Native to the jungle-planet Indoumodo, they are attracted to warmth. In the wild, they live in vast hollow trees and hunt dog-sized creatures that nest in crevices deep in the tree. They are a favorite of assassins across the galaxy because they are small and swift-moving, and their poison is exceptionally deadly. In addition, in most intelligent species the symptoms of kouhun poisoning resemble those associated with heart attack and other natural deaths. Although the creatures are naturally white in color, feeding them various natural dyes causes them to change color. If an assassin takes the time to determine the dominant colors of a victim's dwelling before using a kouhun to deliver poison, and introduces a corresponding dye into the creature, then the kouhun gains a +3 bonus to Stealth checks (for a total modifier of +28) while it is in the victim's dwelling.

Kouhun Encounters

Except for their occasional presence in zoological exhibits or poison research facilities, kouhuns are found almost exclusively in the possession of assassins. There are also small breeding colonies of kouhuns in the poorest and most run-down districts of some of the most urbanized worlds, including the underlevels of Coruscant, but all of these colonies trace their origin to kouhuns that escaped from the cages of assassins. Kouhuns make ideal weapons for assassins—an assassin can deliver them in person, have them carried in a small droid to the victim's vicinity, or even mail them in a package.

Kouhuns can enter a dwelling through slightly opened windows, ventilation ducts, or other similarly tiny apertures. Once inside, they home in on the victim's body heat and kill the victim with their poison. Kouhuns are quite aggressive but also somewhat timid in certain conditions. They usually either hide or freeze in place if their victim moves or turns on a light. However, as soon as the light goes out and the victim ceases to move, they attack. They attempt to flee and hide from attackers, unless they are cornered, in which case they attempt to fight back.

"Be careful. They're very poisonous."
— Jango Fett

Krayt Dragon

Krayt Dragon, Greater **CL 16**
Colossal desert beast 17
Init -2; **Senses** low-light vision, tremorsense; Perception +6

Defenses Ref 16 (flat-footed 16), Fort 30, Will 12
hp 399; **DR** 15; **Threshold** 80

Speed 10 squares
Melee bite +24* (4d6+40/×3) and
tail slap +24* (3d6+40) or
Melee bite +28* (4d6+48/×3) with Powerful Charge
Fighting Space 8×8; **Reach** 6 squares
Base Atk +12; **Grp** +54
Atk Options devour, Powerful Charge, Triple Crit (bite)

Abilities Str 54, Dex 6, Con 48, Int 1, Wis 13, Cha 10
Special Qualities camouflage, low-light vision, tremorsense
Feats Improved Defenses, Power Attack, Powerful Charge, Skill Focus (Stealth), Skill Training (Perception), Triple Crit (bite)
Skills Perception +6, Stealth +8

Tremorsense—A krayt dragon automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Camouflage—A krayt dragon's natural coloration changes to mimic its surroundings. Krayt dragons ignore their size modifier when they make Stealth checks.

Devour—If a krayt dragon hits with its bite attack against a Huge or smaller opponent, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the dragon can begin devouring its target. Any creature being devoured takes 1d8+22 points of damage each round it is in the krayt dragon's maw. When the creature reaches 0 hit points, it is swallowed by the krayt dragon and continues to take 1d6 points of acid damage each round.

* *Includes 10 points of Power Attack.*

The greater krayt dragon is a truly massive beast. This 100-meter-long desert titan lives among the endless dunes of Tatooine. A greater krayt dragon actually submerges itself in the shifting sands, and can use its ten powerful limbs to swim through the dunes.

Tatooine natives rarely see a living krayt dragon, although the titanic bones of these creatures dot the landscape and are highly prized as building material or trade goods. The gigantic reptile prefers to lurk under the warm desert during the day, moving about at night as it slinks close to the surface of the sand. A greater krayt dragon attacks with its massive jaws or whiplike tail; its claws have evolved exclusively for locomotion. Krayt dragons subsist on the largest prey, including herds of banthas and dewbacks. Anything that moves across a krayt dragon's field of vision is fair game, though.

Greater Krayt Dragon Encounters

If a truly determined hunter were to penetrate the beast's armored hide and slay a krayt dragon, that hunter would be rewarded with an Emperor's ransom in dragon pearls—ordinary stones polished to priceless perfection in the dragon's stomach. A single such stone could fetch well over 100,000 credits. A greater krayt dragon contains 2d4+2 such polished gems.

Krayt dragons are always encountered singly—although it's possible to run into a krayt dragon that is in the middle of assaulting a herd of animals, adding to the danger as these panicked animals run for their lives. Too stupid to notice (and too tough to care) that they aren't edible, krayt dragons commonly attack landspeeders, Jawa sandcrawlers, and other large vehicles. A krayt dragon's lair can sometimes be discerned by the "melted" remains of some vehicle that sat a long time in the creature's stomach before it was spat up as being indigestible.

Enterprising and extremely foolhardy hunters sometimes stalk krayt dragons with massive firepower or on swoops, allowing them to make numerous hit-and-run attacks, in the hope of killing a krayt dragon and stealing the dragon pearls inside. Predictably, casualties on such ventures are high.



Canyon Krayt Dragon

Canyon krayt dragons are smaller versions of the greater krayt dragon, but still immense monsters nonetheless. Canyon krayt dragons prowl the craggy mountains that border the Jundland Wastes of Tatooine. Single-minded and ferocious, the only thing a canyon krayt dragon fears is a greater dragon; sometimes these two titanic beasts clash when one strays into the other's territory. Canyon dragons are weaker than greater dragons, but their smaller size works well in the twisting ravines and gullies of their lair, allowing them to entrap herds of banthas, eopies, or rontos (page 124) with little more than ruthless predatory instinct and determination.

Canyon krayt dragons also have 1d4+4 of the same "dragon pearls" in their stomachs as their greater cousins do and are considered slightly easier prey for hunters. That said, killing a canyon krayt dragon is a remarkably dangerous task—most treasure seekers prefer to locate a dying or recently deceased canyon krayt dragon to loot the stomach without facing the risk of having to go down its mouth the hard way.

Canyon Krayt Dragon Encounters

As befitting their name, canyon krayt dragons are likely to be encountered in the cliffs and winding canyons that surround the immense dunes of Tatooine's Jundland Wastes. Because most of the indigenous creatures on that planet live in the relative "safety" of these rocky crags, the canyon krayt dragon has plenty of prey to devour, making it dangerous for anyone who thinks he can stay out of harm's way by taking to the mesas and cliffs.

Because of the huge amount of food they require, canyon krayt dragons stalk herds of animals, such as banthas, making it hazardous for characters to be near such a group for a long period of time. However, unless a krayt dragon is particularly hungry or aggravated, it is likely to ignore most Medium or smaller creatures (in other words, most heroes) unless they open fire or make a lot of noise or visual distractions. Sand people sometimes hunt juvenile canyon krayt dragons, which provide tremendous amount of (ill-tasting) meat for their tribes, as well as raw materials for crafting items, or even shelter—the hide of a krayt dragon makes a fine canopy that repeals even the most intense heat from Tatooine's twin suns.

Krayt Dragon, Canyon **CL 14**

Colossal desert beast 15

Init –1; **Senses** low-light vision, tremorsense; Perception +12

Defenses Ref 14 (flat-footed 29), Fort 25, Will 12

hp 292; **DR** 10; **Threshold** 75

Speed 10 squares

Melee bite +24* (4d6+28/×3) and
2 claws +24* each (3d6+28/×3) or

Melee bite +28* (4d6+35/×3) with Powerful Charge

Base Atk +11; **Grp** +48

Fighting Space 6×6; **Reach** 4 squares

Atk Options devour, Powerful Charge, Triple Crit (bite)

Abilities Str 44, Dex 8, Con 40, Int 1, Wis 14, Cha 6

Special Qualities low-light vision, tremorsense

Feats Power Attack, Powerful Charge, Skill Focus (Perception), Skill Training (Climb), Triple Crit (bite)

Skills Climb +22, Perception +4

Tremorsense—A krayt dragon automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Devour—If a krayt dragon hits with its bite attack against a Huge or smaller opponent, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the dragon can begin devouring its target. Any creature being devoured takes 1d8+22 points of damage each round it is in the krayt dragon's maw. When the creature reaches 0 hit points, it is swallowed by the krayt dragon and continues to take 1d6 points of acid damage each round.

** Includes 4 points of Power Attack.*

"SAND PEOPLE ARE EASILY FRIGHTENED, BUT THEY'LL SOON BE BACK, AND IN GREATER NUMBERS."

— OBI-WAN KENOBI

Mantellian Savrip

Mantellian Savrip **CL 6**
Large beast 6
Init +2; **Senses** Perception +6
Languages Savrip

Defenses Ref 16 (flat-footed 16), Fort 15, Will 8
hp 39; **Threshold** 20

Speed 8 squares
Melee claw +8 (1d6+7) and
bite +8 (1d8+7 plus poison) or
Melee claw +8 (2d6+7) with Mighty Swing
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +13
Atk Options Mighty Swing, Power Attack, poison

Abilities Str 18, Dex 8, Con 20, Int 6, Wis 6, Cha 4
Special Qualities ferocious, primitive, survivor
Feats Mighty Swing, Power Attack, Toughness
Skills Perception +6, Stealth +2, Survival +1

Ferocious—A Mantellian Savrip can choose to reroll any failed attack roll with one of its natural weapons, but the result of the reroll must be accepted even if it is worse.

Poison—If the bite of a Mantellian Savrip deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Primitive—Mantellian Savrips do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Survivor—A Mantellian Savrip can choose to reroll any Perception, Stealth, or Survival check, but the result of the reroll must be accepted even if it is worse.

Mantellian Savrips are a type of large humanoid native to the planet of Ord Mantell. Despite walking upright on two relatively short legs, Savrips are able to move with surprising speed. Their arms, by comparison, are long, and their hands nearly drag across the ground as they walk. They have long necks and reptilian heads that, when combined with their formidable claws and thick armored hide, only adds to their intimidating appearance. When standing straight up, Savrips can reach up to 4 meters in height. However, they spend much of their time hunched over, a practice that exaggerates their already prodigious mass.



Savrips are a long-lived species. Some specimens are thought to be as much as five hundred years old, though such elderly Savrips are rare, given the violent lives that they often lead. The creatures speak a primitive language composed of roars, shrieks, and growls. This language, known as Savrip, is largely incomprehensible to other creatures. Although modern translation equipment and droids have had some success in deciphering simple linguistic concepts, the Savrip language continues to baffle linguists. Rumors of Savrips that have learned to speak Basic have yet to be confirmed by any legitimate source.

Though considered to be only semisentient by most galactic authorities, Savrips are actually a sentient, albeit primitive, species. They represent the original natives of Ord Mantell, which were forced to flee into the wilderness of their homeworld when it was colonized by the Old Republic thousands of years ago. Violent conflicts arose between Ord Mantell's colonists and the Savrips almost immediately following the initial drive to colonize the world. The Savrips, being an aggressive species, were partially to blame for this friction, while the expansionist mindset of the colonials also played a large part in the initial conflict.

Given the Savrips' limited technology, they stood little chance against the weapons that were available to the colonists. Sizable bounties were placed on Savrip hides, a practice that continues well into the Rebellion era. Big game hunters from as far away as Rodia came to the planet to test their skills against the famed Mantellian Savrip. Thousands of hunters, professional and amateur alike, were killed by Savrips in the decades that followed, but the death toll for the Savrips themselves, though never recorded, was easily in the *tens* of thousands. As the Savrip population declined, encounters with colonists became less frequent. Big game hunters, which had been a large source of planetary income for decades, took their guns elsewhere.

Ord Mantell's economy recovered in short order, but the Mantellian Savrip population continues to remain low.

Ord Mantell's surviving Savrip tribes are passionately territorial, and they tend to attack intruders on sight. Though Savrips have always been aggressively protective of their tribal lands, the fact that most of the intruders that they encounter actively hunt the Savrips has only reinforced their behavior. Savrips display absolutely no fear of their enemies, and even juvenile Savrips will fight to the death, even if an escape route is available. Savrips manufacture simple hand weapons, such as clubs and other bludgeons, and they set traps and snares that often prove deadly for unwary travelers.

Given their sinister reputation, Savrips are popular features in underground blood sports and gladiatorial arenas across the galaxy. Though trade in Savrips is illegal on most civilized worlds, such activity has nonetheless allowed them to spread to systems beyond Ord Mantell. As a result, Savrips feature prominently in galactic lore. They are widely perceived as one of the strongest creatures in the galaxy, and images of them have been adopted as heraldic symbols by noble houses, education institutions, mercenary units, and sports teams. In fact, one of the most powerful pieces in the game of Dejarik is the Mantellian Savrip.

Mantellian Savrip Encounters

Mantellian Savrips are thought to display little in the way of tactics, but this assumption could not be farther from the truth. The typical Savrip, upon confronting an intruder, lets out a deafening roar before charging blindly into the fray. Savrips are not concerned with the number of opponents they face, nor are they intimidated by displays of superior firepower. In many cases, a Savrip's terrible reputation is the most effective weapon it possesses.

Victims who stand their ground against an enraged Savrip risk being pulverized by the advancing creature, while nearly sixty percent of those who flee manage to escape with little or no injury. Given their speed and power, it is unlikely that Savrips would be unable to catch their quarry unless they didn't want to. Conversely, Savrips have also been known to set simple traps, such as camouflaged pits, to catch enemies and prey. These traps are always placed along the most convenient avenue of escape. A Savrip, during its initial charge, attempts to herd its prey in the direction of the trap, and foes that retreat blindly are often ensnared.

Though they are native to Ord Mantell, Savrips can often be encountered on other worlds. They are popular attractions in underground fighting rings, and gamblers will bet thousands of credits on the outcome of a fight that features one or more Savrips. They are excellent hand-to-hand combatants and prefer to use their claws when fighting. When facing particularly formidable foes, Savrips sometimes use large clubs or rocks in addition to their natural weaponry. They can sustain a surprising amount of damage before being disabled, which guarantees that a fight featuring a Savrip is never a dull or anticlimactic affair.

Mantellian Savrips as Heroes

Unlike many other beasts, Mantellian Savrips can be played as heroes. Anyone who wants to play a Mantellian Savrip as a heroic character can use the following species traits.

Ability Modifiers: +4 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence, –4 Wisdom, –4 Charisma.

Large Size: As Large creatures, Savrips take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks.

Speed: Savrip base speed is 8 squares.

Natural Armor: Savrips have a tough hide that protects them from harm. They gain a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Savrip can rake with one of its claws instead of making an unarmed attack. The claw attack deals 1d6 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity. Due to the presence of its natural weapons, a Savrip is always considered to be armed for the purposes of threatening adjacent squares and making attacks of opportunity. Natural weapons are considered simple weapons.

Poison: If the claws of a Savrip deal damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20 + the Savrip's character level) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious.

Primitive: Savrips do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Rage: Once per day, a Mantellian Savrip can fly into a rage as a swift action. While raging, a Savrip temporarily gains a +2 rage bonus to melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

A fit of rage lasts for a number of rounds equal to 5 + the Savrip's Constitution modifier. At the end of its rage, a Savrip moves -1 persistent step along the condition track. The penalties imposed by this condition persist until the Savrip takes at least 10 minutes to recuperate, during which time the Savrip can't engage in any strenuous activity.

Automatic Languages: Savrip (speak only)

Massiff

Massiff **CL 3**
Medium desert beast 4
Init +2; **Senses** darkvision, scent; Perception +9

Defenses Ref 14 (flat-footed 14), Fort 14, Will 12
hp 42; **Threshold** 14

Speed 6 squares
Melee 2 claws +7 (1d4+6) and
bite +7 (1d6+6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +7
Atk Options Pin

Abilities Str 18, Dex 10, Con 18, Int 2, Wis 14, Cha 12
Special Qualities darkvision, scent
Feats Pin, Toughness
Skills Perception +9

Massiffs are bulky, well-armored predators originally from Geonosis and now found on several worlds. They are most common on Geonosis and Tatooine. Massiffs were domesticated thousands of years ago by the Geonosians, who use them as sentries and guard beasts. Because of their usefulness, the crews of some Geonosian ships carried them to guard their vessels and sold others to offworlders. Standing a meter high at the shoulder, these animals make fearsome guards, and their keen senses allow them to easily notice the approach of any intruders. Massiffs are voracious eaters capable of wrestling down large, slow-moving prey. However, their wild diet consists mostly of various types of small vermin as well as carrion and any smaller carrion-eaters who fail to flee when massiffs arrive at a carcass.

"On Tatooine, the very air and sunlight are one's enemies."
– Sharad Hett



Massiff Encounters

The natives of Geonosis keep massiffs primarily to guard their encampments from intruders and to eat the various forms of vermin native to that world. Wealthy Geonosians breed these animals for ferocity, and they often bet large sums of money on fighting matches between prize specimens. Massiffs are also common in the encampments of the Tusken Raiders on Tatooine, where they guard the raiders' camps. Both the Geonosians and the Tusken Raiders rarely bother to train their massiffs to capture intruders. Instead, massiff guard beasts are typically free to capture and devour any intruders they can bring down. Massiffs can also be found guarding vessels whose crews originate from either Geonosis or Tatooine. In port, these creatures keep intruders from venturing onto the ship, and in space, they hunt down and sometimes devour stowaways. On some ships, they are allowed to freely roam through the cargo compartment, a fact that should deter passengers from visiting the cargo bay without being accompanied by the massiff's trainer. Wild populations of massiffs are common on both Geonosis and Tatooine, and though they are relatively slow-moving creatures, they are excellent trackers and can pursue prey not swift enough to easily outdistance them for many miles.

Mynock

Mynock **CL 1**
Small space-dwelling beast 2
Init +6; **Senses** darkvision; Perception +8

Defenses Ref 18 (flat-footed 13), Fort 15, Will 12
hp 21; **Threshold** 15

Speed 10 squares (flying, in space only)
Melee 2 wing buffets (slam) +0 each (1d3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +1
Atk Options Running Attack

Abilities Str 8, Dex 20, Con 20, Int 2, Wis 14, Cha 10
Special Qualities survive in vacuum, fly through space
Feats Running Attack
Skills Perception +8

Survive in Vacuum—Mynocks are silicon-based life forms that take no damage from exposure to vacuum. However, they take the same damage from being in a planetary atmosphere that ordinary life forms do from being in vacuum.

Fly through Space—Mynocks can fly in the vacuum of space, and can maneuver without any hindrance or penalty in vacuum.

Mynocks are one of the few species of space-dwelling life believed to have evolved in vacuum. They cannot survive for more than a few minutes inside any sort of atmosphere. A mynock has a wingspan of a little over a meter. If attacked, it defends itself by hitting opponents with its exceedingly tough wings.

These silicon-based based life forms originated in the rings of the planet Ord Mynock. Today, they are found throughout the galaxy. Their magnetically charged wings allow them to catch the stellar winds and literally fly through space. They live in asteroid fields and planetary rings and make their nests on small asteroids. Mynocks normally subsist on a mixture of stellar radiation and the charged particle fluxes put out by stars, but are often attracted to richer energy sources, such as the power plants of passing starships. They are regarded as dangerous pests by all star-travelers; ships that approach airless worlds are often inspected for mynock infestations, and those that have attracted any of the creatures are usually quarantined.

Mynock Encounters

Mynocks are most commonly encountered in asteroid fields, where they attempt to attach themselves to the hulls of starships with their suckerlike mouths. They absorb energy from the starship's power plant. A sufficient number of mynocks attached to the hull can put a strain on a ship's power generation. Also, in an effort to obtain even more nourishment, mynocks regularly chew through power cables and hull plates. Their attempts to do this can both compromise the hull's integrity and do substantial damage to the ship.

The easiest way to dislodge them is to take the ship into a planetary atmosphere, which kills any mynocks that do not flee into space. However, ships that are far from a planet often cannot afford to risk the possibility of mynocks damaging their vessel. In such a case, the most common way to get rid of the creatures is for crew members to put on space suits, venture out onto the hull, and attempt to shoot the mynocks, forcibly pry them from the hull, or attack them with jets of compressed air. Doing this is relatively easy if only a few mynocks are on the ship, since individuals are fairly timid. However, mynocks become more aggressive in swarms. Groups of half a dozen or more mynocks often gang up and attack crew members.



NARGLATCH

Narglatch **CL 6**
Huge aquatic beast 7
Init +7; **Senses** low-light vision, scent; Perception +1

Defenses Ref 14 (flat-footed 12), Fort 17, Will 11
hp 80; **Threshold** 27

Speed 8 squares, 4 squares (swimming)
Melee 2 claws +13 each (1d8+11) and
bite +13 (2d6+11)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +5; **Grp** +23
Atk Options Pin

Abilities Str 27, Dex 14, Con 24, Int 2, Wis 13, Cha 11
Special Qualities low-light vision, scent
Feats Pin, Skill Focus (Stealth), Skill Training (Initiative)
Skills Initiative +7, Stealth +12

The narglatch is a stealthy predator found on planets such as Naboo and Orto Plutonia. It is a solitary hunter that moves extremely silently, stalking prey with incredible focus. Narglatches are also strong swimmers, but prefer to hunt on the land.



The male narglatch has additional fleshy spikes on its back and shoulders, while females are much more smooth. Narglatches have densely padded feet that silence footfalls. They have long, powerful tails that end in broad fans, acting like a rudder both during swimming and high-speed chases. Since young can hunt immediately upon birth, mothers abandon them as soon as they are born. Pregnant females always have twins, which are in turn always a male and female. These cubs hunt together until maturity, making them less vulnerable to other predators (particularly mature narglatches).

NARGLATCH ENCOUNTERS

Despite the fact that they are neither the largest nor fiercest creatures that prowl the swamps of Naboo, narglatches are still extremely dangerous predators, rightly feared and respected by the inhabitants of that planet. Extremely territorial, narglatches are likely to attack any Medium creatures (such as the heroes) that dare venture into their enormous territory. Although most narglatches are solitary, heroes could encounter nearly mature paired siblings, drastically increasing the danger of the encounter.

Narglatches can operate on land or in the water, although most encounters with them occur on land. Narglatches stalk prey close to the shore's edge so they can tackle land-based creatures and drag them into the water, where they eventually drown. Narglatches have also been known to lurk at the very edge of a body of water, with their snouts barely sticking out—to the untrained eye, they resemble nothing more than a rock jutting from the water. Even the vehicles piloted by the Human and Gungan populations of Naboo are not safe from the predation of narglatches, who strike from cover in order to get at the "sweet meat" inside. Unlike most wild animals, narglatches are not easily scared off by loud noises, even that of blaster fire.

The narglatch can also serve as any generic aquatic-based predator that excels on stealthy attacks.

Nashtah

Nashtah **CL 9**
Medium beast 9
Init +11; **Senses** low-light vision, scent; Perception +8

Defenses Ref 17 (flat-footed 15), Fort 11, Will 15
hp 58; **Threshold** 21

Speed 14 squares
Melee bite +10 (1d8+8) and
barbed tail +10 (1d3+8) and
claw +10 (1d6+8) or
Melee claw +8 (2d6+8) with Rapid Strike and
barbed tail +8 (2d3+8) with Rapid Strike and
claw +8 (2d6+8) with Rapid Strike
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +10
Atk Options leap attack, Rapid Strike

Abilities Str 19, Dex 15, Con 13, Int 1, Wis 19, Cha 7
Special Qualities low-light vision, scent
Feats Improved Damage Threshold (2), Rapid Strike, Toughness
Skills Initiative +11, Jump +8, Perception +8, Survival +8

Leap Attack—As a full-round action, a nashtah can make a leap attack at the end of a charge of at least 2 squares in distance. This leap attack allows it to make six separate claw attacks against a single opponent.



Also known as Dravian hounds, nashtahs are vicious reptilian predators native to Dra III. They resemble lizards with six legs, several rows of jagged teeth, and barbed tails. Powerful muscles ripple beneath their thick green hides. They can grow to lengths of 1.5 meters, but their innate strength is far greater than their size might otherwise imply.

Nashtahs hunt prey in small packs. They are relentless, rarely giving up the chase once they've managed to scent their prey. Packs of the beasts have been known to pursue prey for days or weeks, never stopping even when presented with easier fare. Despite their vicious reputation, nashtahs are quite dedicated to their mates and offspring, at least until their young are capable of surviving on their own.

Nashtah Encounters

Poachers around the galaxy prize nashtah young, which can be trained as hunting animals if they are caught early enough in their lives. Nashtah hatchlings that are older than three months are impossible to train. Even those that are trained from birth are difficult to control and maintain, and often require shock collars in order to make them more manageable. Many planets have acquired populations of nashtahs as a result of specimens that have escaped captivity, and as a result importing nashtah has become illegal in many systems.

Despite (or perhaps because of) the nashtah's fearsome reputation, the creatures are widely sought as guard animals by wealthy aristocrats and criminals. If the possibility of having to fight a nashtah isn't enough to dissuade intruders, then actually facing one usually does the trick. Anyone who keeps nashtahs as guard animals must take special care when handling them, since they are just as likely to turn on their masters as they are to hunt down and eliminate intruders.

Nashtahs are reckless when attacking, and they don't seem to be affected by the wounds they've suffered until they finally keel over dead. When hunting as part of a group, they still act as individuals, neither helping nor hindering their companions. Once a nashtah has damaged an opponent, it will not switch targets or cease attacking until that opponent has been defeated.

RANCOR

Dathomiri Rancor **CL 11**
Huge beast 9/scout 3
Force: 2
Init +6; **Senses** low-light vision; Perception +11
Languages Paecian

Defenses Ref 17 (flat-footed 17), Fort 16, Will 10
hp 146; fast healing 5; **Threshold** 26

Speed 8 squares
Melee bite +18 (1d8+15) and
claw +18 (2d6+15)
Ranged sling +7 (1d4+15)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +8; **Grp** +27
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 28, Dex 9, Con 23, Int 5, Wis 10, Cha 15
Special Qualities fast healing 5, low-light vision
Talents Acute Senses, Expert Tracker
Feats Cleave, Crush, Pin, Power Attack, Skill Training (Survival), Toughness, Weapon Proficiency (simple weapons)
Skills Perception +11 (can reroll, must take second result), Survival +11

Fast Healing 5—A rancor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

In addition to being slightly larger and stronger than most other rancors (*SE* 276), Dathomiri rancors are considerably more intelligent, and their claws function as hands. They can speak, they have an enduring culture, and they can both make and use simple tools. Although no one knows if they learned fire and tool use from the Humans who colonized Dathomir many centuries ago, today these rancors chip knives and other tools from stone, use fire for both warmth and cooking, and have elaborate histories and tales of heroism that they pass on from one generation to the next. Although they might have once had their own language, today all Dathomiri rancors speak Paecian, the native language of the Witches of Dathomir (page 10). Like the witches, these rancors are matriarchal. Each of their small bands of between a half dozen and a dozen adult rancors is led by the largest and oldest female in the band, who is known as the herd-mother.

These rancors' intelligence makes them extremely dangerous to those who attack them or intrude into their territory. In addition to communicating with each other and occasionally calling upon the witches for aid, Dathomiri rancors use slings and other primitive missile weapons and can build simple traps such as deadfalls and pit traps.



DATHOMIRI RANCOR ENCOUNTERS

Dathomiri rancors are most often found in either their own rude villages, which consist of a few huts of undressed logs and thatch, or in the villages and towns of the Witches of Dathomir. The rancors and the witches have a close relationship that borders on cultural symbiosis. Some rancors partner themselves with individual witches. These partnerships are for life, and the rancor serves as the witch's mount, companion, and protector.

Most of Dathomir's intelligent rancors are not partnered with witches, because the rancors outnumber the witches by more than a factor of ten. However, all of the witches' villages have a quarter set aside for their rancors, and some witches share their own dwellings with their bestial allies. The villages of the unpartnered rancors are often built near one of the villages of the witches, so that they can seek aid from the witches. Rancor herd-mothers often go to the witches for advice and for help with rancors that have become ill. In return, the wild rancors work with the partnered rancors to help the witches defend their villages and use their immense strength to help clear land, build roads, and perform other similar tasks for the witches. Foolish hunters occasionally travel to Dathomir for the challenge of hunting prey as clever and deadly as the intelligent rancors, but the rancors and the witches deal with them very harshly.

Away from Dathomir, intelligent rancors are almost always found in the company of a witch who has decided to travel offworld. Naturally, anyone who threatens or even seriously harasses a witch must deal with her rancor's wrath. Almost all rancors who travel offworld learn to understand Basic, but like Wookiees, they are incapable of speaking it.

Most of the other Dathomiri rancors found away from Dathomir are in zoos and menageries owned by individuals who are sufficiently unscrupulous and immoral to keep sentient beings in cages. When the Witches of Dathomir learn of an intelligent rancor being held captive against its will, they send one or two witches and their rancors to free it, sometimes by using payment or threats, but most often by force. The only other Dathomiri rancors found away from Dathomir are those few unpartnered rancors that want to travel offworld and either join interstellar circuses or make a living as bodyguards for those who value the intimidation factor that being protected by a hulking rancor provides.

Tyrant Rancor

A rare variety of rancor only found on a few worlds throughout the galaxy, the tyrant rancor is much larger than most other rancors. Most tyrant rancors live on worlds where food is abundant; xenobiologists speculate that most of them are actually the descendants of rancors that were relocated from other worlds to habitats that were unprepared for a predator of its size, allowing the tyrants to run rampant over the ecosystem and grow to incredible size. Tyrant rancors are of much the same disposition as most normal rancors but are much stronger and heartier, making them extremely dangerous opponents in any environment.

Tyrant Rancor **CL 15**
Gargantuan beast 15
Init +11; **Senses** low-light vision; Perception +5

Defenses Ref 15 (flat-footed 15), Fort 25, Will 8
hp 307; fast healing 10; **Threshold** 45

Speed 8 squares
Melee 2 claws +20* each (2d6+26) and
bite +20* (3d6+26)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +11; **Grp** +40
Atk Options Bantha Rush, Cleave, Crush, Pin, Power Attack

Abilities Str 38, Dex 9, Con 40, Int 2, Wis 7, Cha 15
Special Qualities fast healing 10, low-light vision
Feats Bantha Rush, Cleave, Crush, Pin, Power Attack, Toughness
Skills Initiative +11

Fast Healing 10—A tyrant rancor automatically regains 10 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

* *Includes 5 points of Power Attack.*

Tra'cor

The tra'cor is a subspecies of rancor found on the remote world of Socorro. Much smaller than the typical rancor, the tra'cor is an aquatic creature that spends most of its life beneath the surface, consuming fish and other marine life. Though the tra'cor is amphibious, it can survive for only short periods outside the water, since it dehydrates quickly. Tra'cor have large tails that resemble those of some serpentine sea creatures, adding a natural weapon to the creature's arsenal that most rancors do not possess. Though the tra'cor is deadly in any situation, underwater it is exceptionally fast and can overtake its prey in a matter of seconds.

Tra'cor **CL 6**
Large aquatic beast 7
Init +3; **Senses** low-light vision; Perception +3

Defenses Ref 13 (flat-footed 13), Fort 17, Will 10
hp 81; fast healing 5; **Threshold** 22

Speed 6 squares, 8 squares (swimming)
Melee 2 claws +9* each (1d6+11) and
bite +9* (1d8+11) and
tail +9* (1d6+11)
Fighting Space 2×2; **Reach** 2 squares
Base Atk +5; **Grp** +14
Atk Options Bantha Rush, Cleave, Power Attack

Abilities Str 22, Dex 11, Con 25, Int 2, Wis 10, Cha 13
Special Qualities fast healing 5, low-light vision
Feats Bantha Rush, Cleave, Power Attack
Skills Swim +14

Fast Healing 5—A tra'cor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

* *Includes 2 points of Power Attack.*

"OH NO, THE RANCOR!"
– C3PO

Ronto

Ronto **CL 3**
Huge desert beast 4
Init −1; **Senses** poor vision, scent; Perception +1

Defenses Ref 11 (flat-footed 11), Fort 19, Will 11
hp 54; **Threshold** 29

Speed 8 squares
Melee slam +11 (1d8+10)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +3; **Grp** +21

Abilities Str 26, Dex 9, Con 28, Int 2, Wis 12, Cha 6
Special Qualities poor vision, scent
Feats Skill Focus (Endurance), Toughness
Skills Endurance +11

Poor Vision—Rontos have very poor vision and take a −5 penalty to Perception checks involving sight.

Towering beasts of burden, rontos are mammals prized for their ability to shrug off Tatooine's intense heat, although they do require large amounts of water. Their size makes them particularly effective at discouraging predators, and their sense of smell is acute enough to detect a krayt dragon (page 114) from up to a kilometer away. However, rontos are somewhat skittish in urban environments: their poor eyesight cannot adjust quickly enough to the sudden movements of smaller creatures and vehicles.

A ronto's first instinct when confronted with such potential threats in close proximity is to get away, regardless of any burdens or passengers it might be carrying. A spooked ronto will often throw its riders to the ground and then lumber off in a random direction until it can no longer sense the threat. Although Jawas are particularly fond of these easily trained animals, the little scavengers are also poorly suited to controlling a panicked ronto.

"Utinni!"
— Jawa Exclamation

Ronto Encounters

Rontos are common sights on Tatooine, as they struggle under the weight of various goods or haul heavy wagons while being barely controlled by their owners. In the wild, rontos are relatively harmless, since they typically run away from danger. However, if a ronto is cornered or its young are threatened, the creature will turn on the menace and attempt to smash it to a bloody pulp.

The most common encounters with rontos occur in Tatooine's few towns when someone, accidentally or otherwise, startles a ronto, causing it to go on a rampage. In fact, unscrupulous characters (which are all too common on Tatooine) sometimes do just that to create a diversion in order to engage in some illicit activity or to cause massive amounts of property damage. Some gang leaders and crime lords have been known to extort money from or "teach a lesson" to individuals by placing them in an enclosed space with a ronto and then goading the creature into a frenzy.

Rontos can also be encountered in caravans snaking along the scorching sands of Tatooine—a welcome sight to anyone lost in the desert without supplies. Jawas are the most common handlers, although Tusken Raiders sometimes herd rontos, making it dangerous to assume that every meeting with such a caravan will be an amicable one.



Sarlacc

Sarlacc **CL 12**
Colossal beast 13
Init +0; **Senses** tremorsense; Perception +10

Defenses Ref 7 (flat-footed 7), Fort 28, Will 10
hp 234; **DR** 10; **Threshold** 83

Speed 0 squares
Melee 9 tentacles +18 each (special) and bite +18 (4d6+15)
Fighting Space 6×6; **Reach** 4 squares
Base Atk +9; **Grp** +38
Atk Options Pin

Abilities Str 28, Dex 10, Con 44, Int 2, Wis 8, Cha 7
Special Qualities camouflage, tentacle grab, tremorsense
Feats Improved Damage Threshold, Improved Defenses, Pin, Skill Training (Stealth), Toughness
Skills Perception +10, Stealth +11

Camouflage—A Sarlacc ignores its size modifier when it makes Stealth checks.

Tentacle Grab—If a Sarlacc hits with one of its tentacles against a Huge or smaller opponent, it can automatically make a grapple check with its tentacle attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the Sarlacc can make an opposed grapple check each round to move the grappled creature 1 square closer, until it pulls the creature into its maw.

Tremorsense—A Sarlacc automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

A Sarlacc is a massive, fearsome monster that hides itself underground and drags in unwary passersby to slowly digest them over the course of several centuries. Only a small portion of the Sarlacc's gigantic body peeks out of the ground—its mouth. As a result, the Sarlacc gains improved cover (already factored into the Sarlacc's Reflex Defense) and is extremely resistant to damage since all its vital organs are at least a dozen meters under the sand and rock.

The Sarlacc feeds by using its nine gripping tentacles to draw victims into its great maw. When prey of Large or larger size reaches the Sarlacc's mouth, that creature is subjected to attacks until it is broken down into more manageable chunks. Medium and smaller creatures are simply stuffed into the Sarlacc's mouth, then carried along by esophageal action into its primary stomach (to be digested immediately) or one of several secondary stomachs. Creatures in the primary stomach take a cumulative 2d6 points of damage per round; they can escape back through the alimentary canal by succeeding on an Acrobatics check opposed by the Sarlacc's Strength check (+9 modifier).



Victims in a secondary stomach fare somewhat better, because the Sarlacc actually stores its meals in a sort of conscious suspended animation until it is ready to devour them. Held tight to the stomach lining by meter-long bondlike cilia (opposed Strength check to escape), such a creature is exposed to somewhat weaker digestive juices, taking a cumulative 1d6 points of damage each day. Creatures in this predicament are sustained by the Sarlacc through nutrients in its system that seep in through the victim's skin, preventing the prey from dying of hunger or thirst.

Sarlacc Encounters

Albeit the most famous, the Sarlacc found on Tatooine is neither the sole example of nor typical of the species. The Sarlacc is most at home in damp environments, such as swamps and bogs. However, being hardy and adaptable, Sarlaccs can be found in almost any terrain. Because they are stationary creatures, encountering a Sarlacc is more akin to a terrain hazard than a fight with a beast—in order to fight a Sarlacc, you have to travel to where it lairs.

The Sarlacc can be an obstacle for the heroes to overcome if they are charged with retrieving something (or someone) trapped within the gullet of this enormous beast. In addition to the hazards involved in trying to get to the remote location where a Sarlacc resides, the heroes must then figure out how to get inside the beast and back out again without becoming a meal.

On planets other than Tatooine, a Sarlacc might serve as a "sacred area" where the natives go to dispose of their criminals, pariahs, or cursed items. In such a case, any individuals caught harming a Sarlacc might find themselves tossed inside by angry natives.

Varactyl

Varactyl **CL 4**
Huge beast 4
Init +6; **Senses** low-light vision; Perception +4

Defenses Ref 12 (flat-footed 9), Fort 21, Will 12
hp 62; **Threshold** 31

Speed 10 squares
Melee bite +11 (1d8+10) and
claw +11 (1d6+10) and
tail lash +11 (1d4+10)
Fighting Space 3×3; **Reach** 1 square
Base Atk +3; **Grp** +21
Atk Options Running Attack, Trip

Abilities Str 26, Dex 18, Con 32, Int 2, Wis 14, Cha 8
Special Qualities excellent climber, low-light vision
Feats Running Attack, Skill Focus (Climb)
Skills Climb +20, Endurance +13, Jump +10, Perception +4, Stealth −4, Swim +10

Excellent Climber—A varactyl can choose to reroll any Climb check, but the result of the reroll must be accepted even if it is worse.
Trip—A varactyl that hits with a tail lash attack can attempt to trip an opponent (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.



Varactyls are a large saurian species native to the planet Utapau. They are lizardlike in appearance, with green scales that thicken into armored plates on the varactyl's head. Quills, some of which resemble feathers, sprout in a ridge that runs from the creature's head to the tip of its tail. The plumage of the female of the species tends to be more vibrant than that of the male.

As cold-blooded animals, varactyls are more active during daylight hours. They spend much of the day sunning themselves as they cling to the walls of Utapau's sinkholes. They are excellent climbers and can travel across vertical surfaces with incredible speed and agility. When they aren't warming themselves, they hunt for lichens and roots to eat. At night, varactyls retreat into burrows that they create in sinkhole walls. They do so to avoid the dactillion, a birdlike predator that is also native to Utapau.

Although they are native to Utapau, varactyls have also been encountered on a handful of other worlds. For instance, Kashyyyk maintains a small population of the creatures, though the details of how they came to the Wookiee homeworld are somewhat mysterious. It is assumed that one or more varactyl eggs ended up on Kashyyyk in the possession of a smuggler, but this has yet to be proven beyond a reasonable doubt.

Varactyl Encounters

Varactyls are most commonly encountered in one of two instances: in the wild, or when they are used as mounts or pack animals. Given their docile nature, wild varactyls tend to avoid conflict unless their young are threatened. In such cases, the creatures will impose themselves between their young and the threat, if possible, and press forward, viciously attacking with beak and claw. Females are more likely to lead such a charge than are males, but males are more than capable of joining in the fray.

When facing smaller creatures, including Humans and Human-sized species, varactyls are much more likely to charge, using their mass to propel them into their enemy. Their ability to scale sheer surfaces makes them especially mobile when traversing the sinkholes and caves of Utapau. The native lizard riders use this to their advantage.

Training a Varactyl

Though the natives of Utapau might make training the creatures look easy, most wild varactyls have an unfriendly attitude toward anyone who approaches them. If that attitude can be shifted to indifferent (either by an Utai wrangler, by use of the Charm Beast talent, or by some other means) the animal can be approached, though cautiously. If the creature's attitude can be shifted to friendly, it will allow another person to ride it as a mount, though it is often resistant to the rider's commands (causing the rider to take penalties on Ride checks for unfavorable circumstances). Only when a varactyl's attitude is shifted to helpful does it accept riders without any resistance.

Utai Varactyl Handler

The Utai, sentient natives of Utapau, domesticated varactyls thousands of years ago, and they continue to use the creatures as mounts and beast of burden. Utai make exceptionally good varactyl handlers due to their natural rapport with beasts and their years of experience. Each varactyl handler receives extensive instruction on the best way to train and care for the large beasts, and thanks to their excellent hand with the large animals most domesticated varactyl become loyal, friendly mounts.

High-backed saddles, especially made for varactyls, are used in order to grant their riders the stability necessary to control the beasts. Varactyls have excellent memories concerning the riders they have served. Individual varactyls can maintain unwavering loyalty for years, if not decades, toward riders who have treated them well.

Utai Species Traits

All Utai have the following species traits.

Ability Modifiers: +2 Constitution, –2 Charisma. Utai are sturdy and hard-working, but they do not make good leaders.

Small Size: As Small creatures, Utai gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium creatures.

Speed: Utai base speed is 4 squares.

Animal Handler: The Utai are naturally gifted when it comes to dealing with beasts and wild creatures. An Utai can choose to reroll any Ride check, but the result of the reroll must be accepted even if it is worse. Additionally, an Utai can make Persuasion checks to change the attitude of an undomesticated creature that has an Intelligence of 2 or lower.

Cooperative: An Utai automatically succeeds when attempting to aid another on a skill check, as long as the target is adjacent to and can hear and understand the Utai.

Low-light Vision: Utai ignore concealment (but not total concealment) from darkness.

Automatic Languages: Utapese.

Varactyl Handler CL 1

Small Utai nonheroic 2

Init +2; **Senses** low-light vision; Perception +3

Languages Utapese

Defenses Ref 12 (flat-footed 11), Fort 11, Will 12

hp 7; **Threshold** 11

Speed 4 squares

Melee stun baton +2 (2d6+1 stun)

Base Atk +1; **Grp** –3

Special Actions animal handler

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 14, Cha 13

Special Qualities animal handler, cooperative, low-light vision

Feats Skill Focus (Persuasion), Skill Training (Knowledge [life sciences]), Skill Training (Ride), Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +5, Persuasion +12 (can change the attitude of undomesticated beasts), Ride +7 (can reroll, must keep second result)

Possessions stun baton, personal belongings

New Riding Feats

Skilled riders know how to manipulate their mounts to make them more effective in combat. The following new feats should allow beast riders more flexibility during mounted combat. Each of these feats also applies to riding a speeder bike as well, allowing a rider to gain the benefits of his or her skill and experience regardless of the exact form of the mount.

Momentum Strike

You know how to put the full weight of your momentum into attacks while riding a mount or a speeder bike.

Prerequisite: Trained in the Pilot or Ride skill.

Benefit: When riding a beast as a mount or on a speeder bike (as a passenger or a pilot), you add +1 die of damage to any melee attacks if your mount or vehicle has already moved at least its speed this turn.

Mounted Defense

You are able to react to incoming attacks, using your mount or speeder bike to absorb attacks against you.

Prerequisite: Trained in the Pilot or Ride skill.

Benefit: When riding a beast as a mount or on a speeder bike (as a passenger or a pilot), once per encounter you can redirect any attack made against you at your mount or vehicle instead. The decision to redirect the attack is made after the result of the attack roll is determined but before damage or other effects are resolved.

Vornskr

Vornskr CL 7
Medium beast 7
Init +6; **Senses** low-light vision; Perception +8

Defenses Ref 18 (flat-footed 15), Fort 13, Will 12
hp 52; **Threshold** 13

Speed 8 squares
Melee 2 claws +8 each (1d6+6) and
bite +8 (1d8+6) and
tail +8 (1d4+6 plus poison) or
Melee 2 claws +6 each (2d6+6) with Rapid Strike and
bite +6 (2d8+6) with Rapid Strike and
tail +6 (2d4+6 plus poison) with Rapid Strike
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +18
Atk Options Combat Reflexes, poison, Rapid Strike

Abilities Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10
Special Qualities Force Perception, low-light vision
Feats Combat Reflexes, Force Sensitivity, Rapid Strike, Skill Training (Stealth)
Skills Perception +8, Stealth +11, Use the Force +8

Force Perception—A vornskr's sensitivity to the Force grants it Force Perception, an ability that works like the Sense talent of the same name.
Force Sensitivity—Vornskrs have Force Sensitivity as a bonus feat.
Poison—If the tail of a vornskr deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious.

Native to the planet Myrkr, the vornskr is a doglike predator with an innate sensitivity to the Force and Force-users. These furred quadrupeds have long legs tipped in sharp claws, powerful jaws filled with deadly fangs, and long, whiplike tails tipped with poisonous spines. They are aggressive, fast, and incredibly strong for their size. Vornskrs are nocturnal, hunting after dark in packs consisting of between three and five individuals.

One of the vornskr's primary prey animals is the ysalamiri (page 131), a lizardlike creature that is also native to Myrkr. Ysalamiri project a bubble-shaped field that nullifies the use of Force powers, which makes it difficult for vornskrs to locate them. Vornskrs sometimes mistake a Force-user for a group of ysalamiri, leading them to attack. The presence of Force-users enrages vornskrs, a behavior that no amount of training can eliminate.

Vornskr Encounters

Vornskrs are dangerous predators that are widely sought as guard animals. The creatures are incredibly difficult to train, and even specimens that are raised in captivity are too wild to be truly domesticated. Vornskrs that have their tails clipped are made somewhat less aggressive by the process, but they are also deprived of their paralytic poison as a result of the surgery. Regardless of the method used to domesticate vornskrs, they will always continue to be agitated by Force-users.

Whether they are encountered in the wild, or as part of a security detachment, vornskrs use their Force abilities to locate and track their prey. They are ferocious animals, but nonetheless cunning. They prefer to attack in small groups, using numbers and surprise to knock their opponent off balance before delivering a paralyzing tail lash. Once the foe is immobilized, they move in for the kill as a group. When facing multiple adversaries, a pack of vornskrs pair off and attempt to disable those individuals who appear to be most threatening. If the tide turns against them, they retreat and regroup, returning only if they are trained to do so.

On their home planet of Myrkr, vornskrs are most often encountered after dark when they are hunting for ysalamiri. They spend the daylight hours asleep, with a single member of the pack left awake to keep watch.



WOMP RAT

Womp Rat **CL 2**
Medium desert beast 3
Init +1; **Senses** low-light vision; Perception +7

Defenses Ref 12 (flat-footed 12), Fort 12, Will 11
hp 25; **Threshold** 12

Speed 6 squares
Melee bite +3 (1d6 +2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +3

Abilities Str 12, Dex 10, Con 14, Int 2, Wis 12, Cha 8
Special Qualities low-light vision, overwhelm
Feats Skill Training (Endurance), Toughness
Skills Endurance +8, Perception +7

Overwhelm—Womp rats gain a +2 bonus to melee attack rolls for each adjacent allied womp rat.



Womp rats are large rodents native to the deserts of Tatooine. They breed in sizable colonies and are both scavengers and hunters. Individual womp rats subsist by eating carrion or hunting small animals, often including wandering pets and, on rare occasions, small children. Groups of womp rats sometimes work together to bring down larger prey, including young banthas, as well as lone Jawas, Sand People, or other intelligent beings who find themselves poorly armed and alone. However, they are not especially dangerous except when hunting in groups, and their tactics consist largely of attacking a single target at once. If there are sufficient numbers of womp rats, they are often willing to attack Medium or Large targets. Although never acclaimed for their bravery, womp rats are often renowned for both their endurance and their determination. They are perfectly adapted for life in the deep desert and can go for days without either food or water.

WOMP RAT ENCOUNTERS

Wild womp rats are considered vermin by all of Tatooine's sentient species. The local government provides a bounty on womp rats, and several dozen hermits and eccentrics earn most of their meager living hunting these creatures. Small groups of womp rats regularly scavenge garbage on the outskirts of towns, but they rarely come near settlements in large numbers. Although they have never been successfully domesticated, a few people catch young womp rats and keep them as half-feral pets. Most often, their owners keep them to guard their homes or businesses, using them as cheaper and less deadly alternatives to massiffs (page 118).

Out in the open desert, womp rats are far more deadly and regularly travel in packs of up to twenty. On occasion, a large enough pack of womp rats have brought down a small bantha caravan. One of the most dangerous things about womp rats is that they are both relatively bright and cowardly. Many learn to recognize a blaster being pointed at them and flee when this happens. Womp rats almost never attack targets that are Medium or larger without half a dozen or more of their fellows at their side.

"I USED TO BULLSEYE WOMP RATS IN MY T-16 BACK HOME. THEY'RE NOT MUCH BIGGER THAN TWO METERS."

– LUKE SKYWALKER

Womp Rat Pack

Womp Rat Pack CL 4
Large desert beast pack 3
Init +1; **Senses** low-light vision; Perception +7

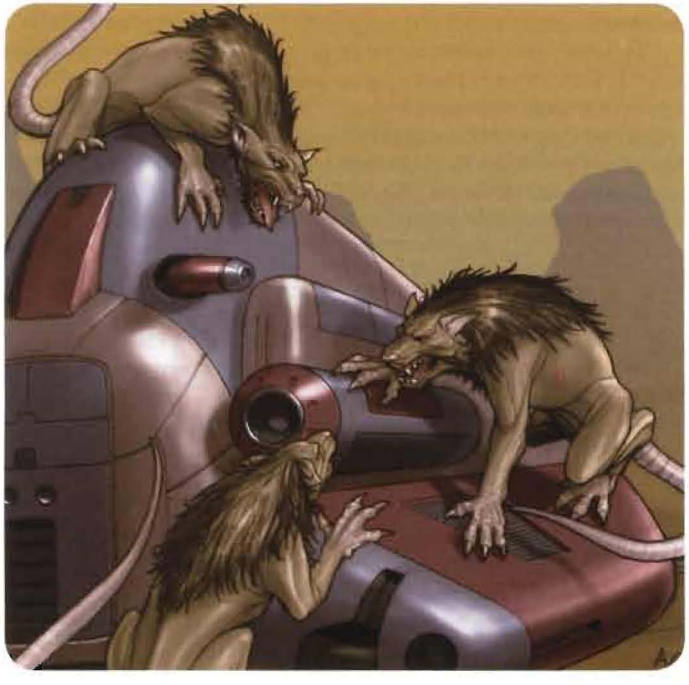
Defenses Ref 11 (flat-footed 11), Fort 12, Will 11
hp 26; **Threshold** 22

Speed 6 squares
Melee bite +3 (1d6+2)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +8

Abilities Str 12, Dex 10, Con 14, Int 2, Wis 12, Cha 8
Special Qualities low-light vision, overwhelm, pack traits
Feats Skill Training (Endurance), Toughness
Skills Endurance +8, Perception +7, Stealth −4

Overwhelm—Womp rat packs gain a +2 bonus to melee attack rolls for each adjacent allied womp rat pack.

Pack Traits—The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack or swarm.



Packs and Swarms

The womp rat pack statistics given here represent a womp rat that has been modified to fit the "pack" species trait. Creatures that have the "pack" or "swarm" species trait are actually a group of three or more individual creatures that move and fight as a single unit. They occupy the same space and are treated as a single creature for the purpose of combat, though they might be described as a cluster of several creatures. For example, a womp rat pack has a single statistics block and acts like a single creature, but might actually be three or four womp rats in the context of the encounter's description. Typically, a pack or swarm has a CL 2 higher than the base creature's CL.

To create a pack or swarm, make the following changes to the statistics block of any beast:

Increase the creature's size by one category, and apply all relevant modifiers.

Double the creature's hit points.

Increase the creature's damage threshold by 10.

All melee attacks are considered melee area attacks, affecting all squares within reach. An adjacent allied pack or swarm is not affected by a pack or swarm's area melee attack.

All ranged attacks are considered to have a 1-square splash.

Area attacks deal an extra 2 dice of damage against a pack or swarm.

Womp rats, like many other animals, travel in packs in order to protect themselves and bring down prey more easily. A womp rat pack can swarm over its prey in a flurry of claws and teeth, bringing the target down in a matter of seconds. Though they are still no match for most people familiar with the womp rat, a womp rat pack can sometimes overwhelm unprepared beings that they encounter in the wild.

Womp Rat Pack Encounters

A womp rat pack is a more formidable version of the womp rat, best suited for wilderness encounters on worlds such as Socorro and Tatooine. The womp rat pack is particularly proficient at bringing down multiple enemies, and in groups of two or three, womp rat packs can be dangerous foes that can swarm over a party of several characters. A womp rat pack can also be paired with more intelligent characters, such as bounty hunters and crime lords, who might use a womp rat pack as a distraction to cover their own activities in combat.

Ysalamiri

Ysalamiri **CL 1**
Tiny beast 1
Init –2; **Senses** low-light vision; Perception –2

Defenses Ref 10 (flat-footed 10), Fort 8, Will 8
hp 2; **Threshold** 8

Speed 2 squares, 2 squares (climbing)
Melee bite –3 (1d4–4)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +0; **Grp** –14

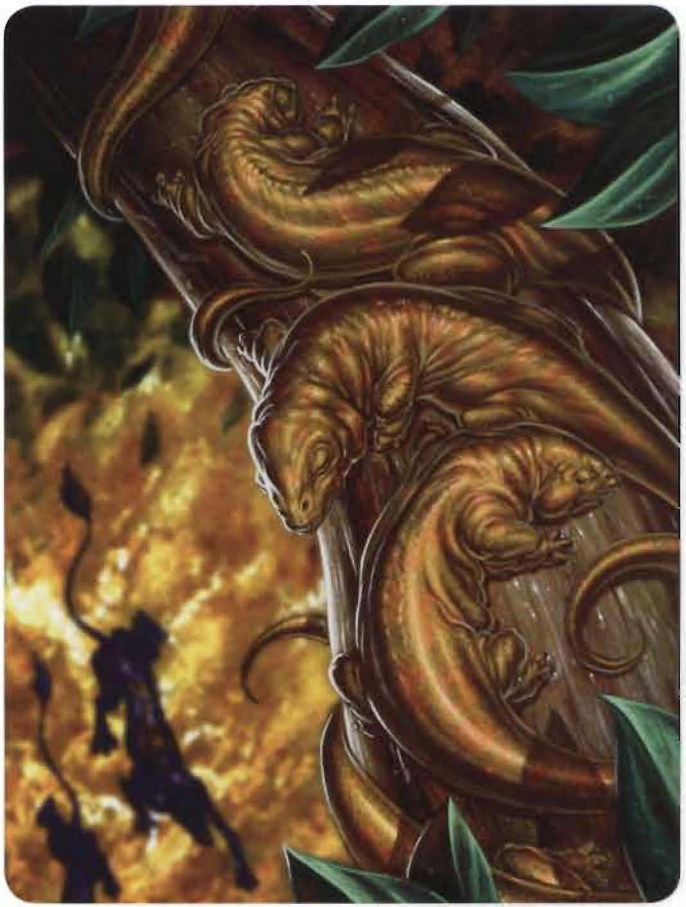
Abilities Str 3, Dex 7, Con 6, Int 2, Wis 6, Cha 6
Special Qualities arboreal grip, low-light vision, nullify Force
Feats Skill Focus (Stealth)
Skills Climb +1, Perception –2, Stealth +13, Survival –2

Arboreal Grip—Ysalamiri have a +20 species bonus to opposed grapple checks made to resist being removed from the tree to which they are attached.

Nullify Force—The Force-nullifying bubble that each ysalamiri creates has a 6-square radius centered on itself. Characters and creatures cannot employ Force powers, Force techniques, or Force secrets within a ysalamiri's bubble, nor can they make a Use the Force check of any kind. Force powers activated outside the bubble cannot penetrate it, and they cease to function if the user of the ability moves into the ysalamiri's radius. This ability is automatic; the ysalamiri cannot control it or turn it off. Force-users who are affected by the ysalamiri's nullify Force ability are immediately aware of it, and though they might not understand the source of the interference, they immediately recognize that attempts at using the Force are entirely futile.

Ysalamiri are tiny creatures native to the planet Myrkr. They grow to be up to half a meter long, are covered in fur, and superficially resemble snakes with legs. The typical ysalamiri spends most of its life in a motionless state, attached by its claws to the metal-rich trees that form its primary habitat. The creatures are difficult to remove from the trees once they have attached themselves, and they will die 1d4 days after being removed.

The most interesting aspect of the ysalamiri is its ability to push back or repel the Force in a spherical area centered on itself. It has been hypothesized that this ability evolved as a defense mechanism against the ysalamiri's primary prey animal on Myrkr, the vornskr (page 128). Since vornskrs depend on Force powers in order to locate and bring down prey, the ysalamiri's ability to push back the Force makes the small creatures much harder for these predators to locate.



Ysalamiri Encounters

Despite their ability to nullify the Force, ysalamiri are largely peaceful and inoffensive. They remain immobile for most of their lives, and are largely incapable of physically defending themselves against predators. If attacked, ysalamiri remain motionless, as they are anchored to a tree.

Ysalamiri are occasionally sought out by individuals who wish to use them as shields against Force powers. This tactic was first employed by Grand Admiral Thrawn in his assault on the New Republic. It is possible that ysalamiri might be utilized in this fashion to foil the powers of Jedi and other Force-users. Prior to this time, ysalamiri were largely unknown throughout the galaxy, so it is quite unlikely that they would be encountered in the earlier eras.



Chapter III
Droids



This chapter features a small sample of the many thousands of models of droids in use across the galaxy. There is at least one model of droid made for nearly every imaginable purpose, from loading standardized cargo containers onto starships to picking honey melons on the forest moon of Endor. However, because of both cost and convenience, all across the galaxy droids are used for tasks different from those they are programmed for. A surplus battle droid might work as a bouncer in a tavern, and a fruit-picking droid might be used for scrubbing floors in a hotel. Because droids are programmed to serve their owners, even droids that perform entirely unsuitable occupations usually do the best that they can manage, but problems and complications can arise.

Many of the droids described here come equipped with tools that can be used as powerful weapons. However, only 4th-degree droids can freely use weapons on sentient living beings. Other droids possess behavioral inhibitors that prevent such attacks. Droids that have heuristic processors can sometimes find ways around these limits, but generally can do so only in extreme circumstances, such as using violence to prevent mass murder or to stop a potentially lethal attack on their owner. The only consistent way to avoid these limitations is to reprogram the droid with programming from a 4th-degree droid, which requires a DC 35 Use Computer check if the droid was not originally designed to be 4th-degree (*SE* 192).

Characters who have sufficient funds are free to purchase any of these droids that they can both afford and find a way to buy, and will undoubtedly run across many others in the course of their adventures. In addition, some of these droids can be played as characters. Playing one of these droids follows the rules on page 187 of the Saga Edition core rulebook about playing a standard droid model. Regardless of the number of levels a droid might be described as having, a droid you play as a character normally starts play with no more than three levels in the nonheroic class or one level in any heroic class.

A Note on Droid Models

Though the droids in this chapter have generic names (such as artillery droid and war droid), most of the droid entries present specific models from the *Star Wars* universe. The droids have been placed in generic categories to allow Gamemasters to use their statistics for droids in that particular role, and not just for a specific model of droid. Though the statistics in this chapter reflect the particular specifications of these established droid models, Gamemasters should feel free to adapt (or even use unchanged) these statistics for their own droid models. The differences between an R5 series astromech droid and the astromech droids created for use in starships made by a brand-new corporation for your home campaign are probably negligible enough to simply use the R5 statistics. In some cases, Gamemasters might wish to tweak the statistics to better suit their needs.

Artillery Droid

VX Series Artillery Droid **CL 12**
Medium droid (4th-degree) soldier 12
Force 1
Init +8; **Senses** low-light vision; Perception +13
Languages Binary

Defenses Ref 26 (flat-footed 24), Fort 26, Will 23
hp 90; **Threshold** 31
Immune droid traits

Speed 6 squares (tracked)
Ranged missile launcher +15 (6d6+8, 2-square splash) or
Ranged light concussion missile +15 (+5 against targets smaller than Huge) (4d10+8×2, 2-square splash)
Base Atk +12; **Grp** +14
Atk Options Devastating Attack (heavy weapons), Double Attack (heavy weapons), Far Shot, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot, Sniper, Triple Attack (heavy weapons)
Special Actions Battle Analysis, Indomitable, Tough as Nails

Abilities Str 12, Dex 14, Con —, Int 10, Wis 10, Cha 8
Talents Battle Analysis, Devastating Attack (heavy weapons), Indomitable, Penetrating Attack (heavy weapons), Tough as Nails, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (heavy weapons), Improved Damage Threshold, Improved Defenses, Far Shot, Point Blank Shot, Precise Shot, Sniper, Triple Attack (heavy weapons), Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Perception +13
Systems tracked locomotion, 2 tool appendages, basic processor, improved sensor package, integrated comlink
Possessions 2 missile launchers with 4 magazines, light concussion missile launcher with 2 light concussion missiles
Availability Military; **Cost** 30,000

The VX series artillery droid is one of the oldest but most reliable military droid models in the galaxy. The earliest models of the VX series artillery droid date back thousands of years to the time when the Czerka Corporation began supplying the droids to both sides of the Jedi Civil War. Since that time, the technology behind the VX series has always been upgraded to stay with the times, but the basic design of the droid has remained the same. The VX series droid has been used in almost every major galactic conflict, and continues to be a favorite of militaries of all kinds.

VX series artillery droids can't be played as droid heroes.



Artillery Droid Encounters

The VX series droid works best when it does not have to be on the front lines of a battle. As an artillery droid, the VX series droid can stay far behind any other combatants and unleash a rain of missiles down on its opponents. Artillery droids work well when teamed with military units (including soldiers and mercenaries), and can be particularly devastating against large groups of tightly clustered enemies. Despite their good Reflex Defense, artillery droids are vulnerable to close-range attacks (particularly melee attacks, since these droids have no weapons to make close-range attacks of their own) and are usually paired with allies that can keep their enemies at bay.

Light Concussion Missile Launcher

Heavy Weapon
The light concussion missile launcher is an antivehicle weapon used by military units on battlefields where starfighters and heavy artillery are often present. A light concussion missile launcher fires a single missile at a target on each attack, and the Rapid Shot feat cannot be used in conjunction with a light concussion missile launcher. The missile has a 2-square splash, and attacks with a light concussion missile launcher on targets smaller than Huge take a –10 penalty to their attack rolls.

Light Concussion Missile Launcher: *Size* Large; *Cost* 4,000; *Rate of Fire* S; *Weight* 18 kg; *Availability* Military.

Light Concussion Missile: *Cost* 800; *Damage* 4d10×2; *Stun Damage* —; *Weight* 10 kg; *Type* Slashing; *Availability* Military.

Assassin Droid

ASN-121 Assassin Droid **CL 9**
Small droid (4th-degree) soldier 9
Init +12; **Senses** darkvision, low-light vision; Perception +11
Languages Basic, Binary, 1 unassigned

Defenses Ref 26 (flat-footed 23), Fort 20, Will 21
hp 74; **Threshold** 25
Immune droid traits, security scans

Speed 9 squares (flying)
Melee claw +8 (1d3+3)
Ranged sniper blaster +12 (3d8+4)
Base Atk +9; **Grp** +7
Atk Options Cover Fire, Deadeye, Devastating Attack (pistols), Penetrating Attack (pistols), Point Blank Shot, Precise Shot, Running Attack, Sniper
Special Actions Battle Analysis

Abilities Str 8, Dex 16, Con —, Int 12, Wis 14, Cha 10
Talents Battle Analysis, Cover Fire, Demolitionist, Devastating Attack (pistols), Penetrating Attack (pistols)
Feats Armor Proficiency (light, medium), Deadeye, Improved Damage Threshold, Point Blank Shot, Precise Shot, Running Attack, Sniper, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Knowledge (Tactics) +10, Mechanics +10, Perception +11, Stealth +12
Systems flying locomotion, improved sensor package, darkvision, internal storage (2 kg), heuristic processor, quadanium shell (+3 armor), 1 claw appendage, 2 tool appendages, one with stabilized mount
Possessions sniper blaster (treat as heavy blaster pistol)
Availability Military; **Cost** 5,730

Immune to Security Scans—When ordered to do so, these droids emit energy beams that render them immune to electronic observation of any kind.

One of the deadliest assassin droids is the dreaded ASN-121. In addition to being fast and maneuverable, the ASN-121 is intelligent enough to understand and execute a wide variety of attack strategies, while also being flexible enough to alter its strategies if circumstances change. Its versatile weapons and equipment and the added flexibility of being able to carry grenades, deadly animals such as kouhuns (page 113), and other small cargo makes it suitable for many types of assassination attempts. In addition, these droids can emit jamming beams that make them invisible both to security scans and to other droids, allowing them to remain unseen in the cities of the Core Worlds and the palaces of the rich and powerful. An active ASN-121 droid can be noticed only by vigilant living guards.

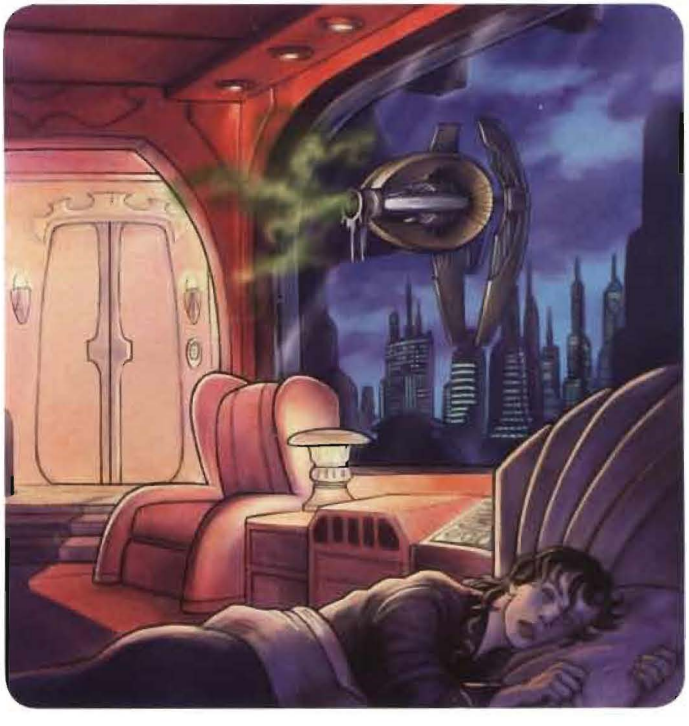
These droids were originally developed for use by intelligence agencies for both assassination and gathering covert intelligence. However, they are now primarily used by freelance assassins, and most are produced in illegal droid factories.

ASN-121 assassin droids can't be played as droid heroes.

Assassin Droid Encounters

ASN-121 droids are rarely seen except when they are sent on missions. The sight of an ASN-121 droid always means that trouble is near, and usually means that an attempt will be made on someone's life very shortly. Older and more experienced units often become more of an equal partner than a servant to the assassin who owns them, and units fitted with a vocabulator are frequently capable of helping their owner formulate plans for an assassination. ASN-121 droids that become independent often set themselves up as especially discreet freelance assassins.

In addition, a few wealthy criminals purchase ASN-121 droids to foil assassinations or other attacks. Some crime bosses keep one of these units close by and order it to kill anyone who threatens them.



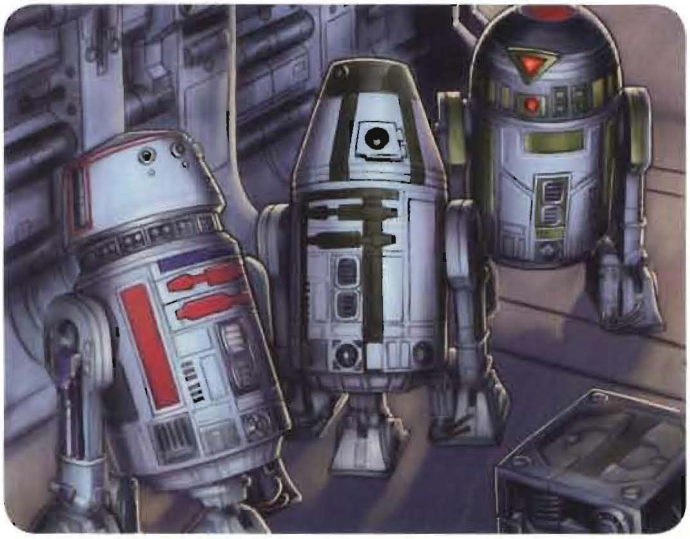
Astromech Droid

R3 Series Astromech Droid **CL 1**
Small droid (2nd-degree) nonheroic 3
Init +4; **Senses** darkvision, low-light vision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 11), Fort 9, Will 10
hp 10; **Threshold** 9
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Melee electroshock probe +1 (1d8 ion)
Base Atk +2; **Grp** +0

Abilities Str 9, Dex 16, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Pilot), Toughness
Skills Knowledge (physical sciences) +9, Mechanics +15, Perception +3, Pilot +9, Stealth +9, Use Computer +13
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (2 kg), improved sensor package, darkvision
Possessions astrogation buffer (storage device, 5 memory units), circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder
Availability Military; **Cost** 10,000



After the huge success of the R2 model (*SE* 198), Industrial Automaton rushed to take advantage of its new dominance in the droid market and created two new droid models, the R3 and the R4, to be promoted to two totally different sets of customers—high-tech government agencies and low-income urban consumers.

The R3 unit was marketed directly to military organizations, particularly the Galactic Republic, the Empire, and the New Republic, due to the specialized and sensitive nature of the droid's programming. Sporting the new Intellex V computer system, which can store detailed schematics for thousands of starships at any given time, the droid is able to perform effectively with hundreds of different operational groups aboard large-scale capital ships.

With the exception of its transparent dome that shows off the new computer system and allows its sensors a greater range, the R3 is almost identical in appearance to the more successful R2 unit, including the colored trim on its white chassis.

During IA's initial production run of the R3 line, the Galactic Republic purchased about 125 million units, and the Empire extended the contract to buy even more to be stationed throughout the galaxy.

R3 series astromech droids can be played as droid heroes.

R3 Series Astromech Droid Encounters

Originally designed to be a military droid, the R3 can be seen most commonly inside military installations and starships, including Imperial Star Destroyers and both Death Stars. Droids of this series are used in many capacities and, though they work well with any type of military support group, are most commonly found accompanying astrogators, gunnery teams, maintenance details, and security squads. Although it was not originally designed to work in a starfighter, the droid can also be found assisting pilots of all types, especially since R3s are able to store up to five sets of hyperspace coordinates at one time.

Aside from military applications, R3 units can also be found working for civilian governments. It is not uncommon to find the droid assisting in all levels of government, from city clerks and datapad pushers all the way to magistrates, Moffs, and even assistants to the Chancellor or Emperor.

Despite the fact that R3 droids are commonly found with military units, they tend not to get involved with any combat actions around them. Instead, they look for the nearest cover to get out of the way of the soldiers that are involved in the fight. If possible, R3s will plug into a computer network to provide support for the troops or communicate with headquarters to advise it of the attack and call for reinforcements if necessary.

R4 Series Astromech Droid

Like the R3 series, the R4 was designed after the success of its predecessor, the R2. However, the R4 was created to appeal to lower-income users who did not own starfighters but might have speeders or other devices that would break down regularly. The R4 was made to be durable but inexpensive, causing it to be extremely popular with residents of the Outer Rim Territories. As a result, a large number of these droids continue to operate for many years after their construction.

The R4 droid is quite versatile and able to perform many functions within the scope of its programming. Although starfighter work was not originally conceived for the R4, high demand from various organizations prompted the creation of a starfighter variant with the recognizable curved dome from the R2 series instead of the truncated cone found on the standard model. IA's review of R4-P17's rebuilt body and integration into Obi-Wan Kenobi's *Aethersprite* fighter by Anakin Skywalker inspired the cosmetic changes for the R4's designed strictly for starfighter work.

Many of the features available through previous models, such as video displays and fire extinguishers, were not made available in the R4 to cut down on production costs. As a result, the R4 has more internal storage than normal for a droid of its size.

R4 series astromech droids can be played as droid heroes.

R4 Series Astromech Droid **CL 1**

Small droid (2nd-degree) nonheroic 2
Init +3; **Senses** darkvision; Perception +1
Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 10
hp 8; **Threshold** 9
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Melee electroshock probe +0 (1d8 ion)
Base Atk +1; **Grp** –2

Abilities Str 9, Dex 14, Con —, Int 13, Wis 10, Cha 10
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Pilot)
Skills Mechanics +14, Pilot +8, Stealth +8, Use Computer +12
Systems wheeled locomotion, walking locomotion, heuristic processor, 6 tool appendages, 1 claw appendage, diagnostics package, integrated comlink, internal storage (8 kg), darkvision
Possessions circular saw, electric arc welder, electroshock probe, tool kit
Availability Licensed; **Cost** 2,500

R4 Series Astromech Droid Encounters

Much like the R3 series, the R4 can be found virtually everywhere in its intended market, most often on Outer Rim worlds. Since the personality programmed into the R4 was more successful than expected, being more friendly and loyal than even the R2, most owners come to treat their droid as more of a pet or companion rather than a servant. As a result, the droid's memory is typically not wiped unless it changes owners—and not always even then.

Even though the low-income user in the Outer Rim was the original sales target, other people throughout the galaxy have seen the merits of owning a R4 droid. Some owners like the appeal of the droid's pleasant personality and used it in such capacities as assisting salespeople in retail stores as far coreward as Coruscant and serving drinks in some of Ord Mantell's lower-end casinos. R4s have worked aboard space transports as well, such as the *Tantive IV*, operating alongside R2 units performing jobs more fitting for an astromech droid. In service to the Empire, a few R4s equipped with magnetic fault sensors were used to detect flaws and weak spots in the first Death Star's atmosphere containment fields.

Some R4 droids have turned up in the hands of the Rebellion, serving in a multitude of ways from computer assistants to messengers and from repair assistants to starfighter astrogators. The Rebellion appreciated the model's low cost and extensive knowledge of general-purpose vehicles, earning the droids a place on many Alliance bases and in Mon Calamari hangar bays.

Although the R4 line was not originally intended to see combat, many units witnessed and participated in more battles than even the R3, especially the R4 starfighter variant, and thus the R4 is second only to the R2 as far as flight experience is concerned. R4s tend to be a little braver than other droids when it comes to a fight. A few have even been eager to jump into the fray to help their masters, only to find themselves overwhelmed and quickly dispatched.

R5 Series Astromech Droid

Industrial Automaton created the R5 series not because of any need, but simply because it could. Because the droid had no real market, the R5 turned out to be the company's first true failure. The design cut even more corners than the R4, creating a droid susceptible to many technical problems that included chronic overheating, jammed servos, loose bearings, blown motivators, and personality glitches. Unfortunately for IA, large quantities of the droids had already been built by the time the miserable early sales results became known. Each sales season that followed was worse than the one before, until finally Industrial Automaton quietly retired the R5 line.

The R5 comes equipped with many of the standard features found in the R2, including a heavy grasper arm with a 25 kg lifting capacity and a fine manipulator arm with an accuracy rating of less than 1 micrometer. Regardless of these functions, the droid does not perform well in many situations, including starfighters, due to its ability to store only one set of hyperspace

coordinates at a time. In an attempt to combat its deficiencies, many users modify the droid to be more useful.

Although the R5 unit has a chassis similar to the R2, its bulky head makes the droid less attractive to pilots because it creates a larger target profile for enemy fire.

R5 series astromech droids can be played as droid heroes.

R5 Series Astromech Droid CL 1

Small droid (2nd-degree) nonheroic 2
Init +1; **Senses** darkvision, low-light vision; Perception +3
Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 9, Will 10
hp 5; **Threshold** 9
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Melee electroshock probe +0 (1d8 ion)
Base Atk +1; **Grp** -4

Abilities Str 9, Dex 10, Con —, Int 10, Wis 10, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics)
Skills Mechanics +13, Perception +3, Stealth +6, Use Computer +11
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (2 kg), improved sensor package, darkvision
Possessions circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder
Availability Licensed; **Cost** 1,500

R5 Series Astromech Droid Encounters

Even though the R5 is not viewed very highly by droid purchasers, it does come equipped with many of the same systems and equipment as the R2. Those who are looking for a really cheap droid take a chance on the R5.

Many R5s can be found in the Outer Rim in the hands of owners needing some sort of help. Some are working on various types of farms, and a number of repair shops bought an R5 with the idea that it was better to own an R5 than nothing at all to help with repair work.

Some of those who own R5 droids belong to less than honorable organizations, such as the Hutt clans. Mercenaries are known to use the droids as covert scouts or even as makeshift decoys in the battlefield, taking advantage of the droid's holoprojector.

The Rebellion acquired a large number of R5 units and modified them to work with some of their pilots, adding an astrogation buffer to hold up to six, seven, or even ten sets of hyperspace coordinates in active memory.

When it comes to conflict, R5s tend to be outright cowards. Droid programmers are puzzled why so many of the same droid line developed this personality quirk, much to the chagrin of their pilot owners. One perfect example was R5-D2 under the ownership of Rogue Squadron's Wedge Antilles. The droid's horrified shrieks during a dogfight infuriated the squadron leader so much that he had the droid's memory wiped and the droid renamed.

R7 Series Astromech Droid

After Grand Admiral Thrawn's return and the resurgence of the Empire, Industrial Automaton collaborated with FreiTek to create a new astromech droid for the new E-wing fighter. But the attack at Mon Calamari by the Empire's World Devastators forced the droids into service before final testing could be completed.

The most sophisticated astromech droid to date, the R7 can perform multitasking at incredible speed and can store up to fifteen hyperspace coordinates in its active memory. Its major drawback is that it was designed specifically for the E-wing and does not perform as well in other starfighters, receiving a -4 penalty to all skill checks if installed in any fighter other than an E-wing.

The R7's silhouette is very similar to the R2, but its domed head hosts a triangular radar eye that immediately sets it apart from its predecessor.

R7 series astromech droids can be played as droid heroes.

R7 Series Astromech Droid CL 2

Small droid (2nd-degree) nonheroic 6
Init +11; **Senses** darkvision, low-light vision; Perception +6
Languages Basic, Binary, 3 unassigned

Defenses Ref 14 (flat-footed 11), Fort 9, Will 11
hp 21; **Threshold** 9
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Melee electroshock probe +4 (1d8 ion)
Base Atk +5; **Grp** +3

Abilities Str 9, Dex 16, Con —, Int 16, Wis 12, Cha 10
Feats Skill Focus (Knowledge [physical sciences]), Skill Focus (Pilot), Skill Focus (Use Computer), Skill Training (Initiative), Toughness
Skills Initiative +11, Knowledge (physical sciences) +16, Mechanics +13, Perception +6, Pilot +16, Stealth +11, Use Computer +16
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 4 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (1 kg), improved sensor package, darkvision
Possessions circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder
Availability Military; **Cost** 8,000

R7 Series Astromech Droid Encounters

The most likely place to find an R7 is in the hangar bay near the E-wing fighter with which it is associated. The droid might be performing any number of duties, ranging from running diagnostics on the fighter's systems to assisting the hangar technicians with ship repairs or helping its pilot calibrate the ship for takeoff. If it is part of a squadron, the R7 might be working with other astromech droids to help finish a complex task, if not trying to take charge of the operation over older models. This behavior is due to the belief held by many R7s that they are superior to other droids, including the R2 series.

Because most people believe the R7 to have little versatility, they would not likely believe that the droid could perform other functions beyond its programming. For this reason alone, intelligence agents have been known to put down a little extra cash to obtain an R7 and modify it for use in covert ops. Most people would not suspect an R7 to be slicing into a computer network, let alone gathering information for an enemy spy and secretly transmitting it to that individual on a regular basis.

Encounters with R7 droids outside a hangar bay are uncommon, since each typically wants to stay close to its ship as often as possible. The attitude exhibited by the droid appears almost motherly in nature. As a result, any threat posed toward its E-wing will be met fiercely by the droid, and it will not cease using all means at iys disposal to drive away an intruder until it is called off by its master, shut down, or destroyed.



R2-R Series Astromech Droid

The R2-R series astromech droid is a variant on the wildly popular R2 series droid designed specifically for use with Incom Corporation starfighters. The R2-R was designed to interact with the Recon-X starfighter (and adapted for use with the Y-wing Longprobe starfighter). The R2-R astromech droid boasts advanced data analysis software and extensive scouting software that allows it to act as a "second man" on scouting and exploration missions. R2-R series astromech droids are capable of flying reconnaissance ships, operating sensors, monitoring local communications frequencies, and performing many of the more menial and routine tasks on scouting missions, freeing the ship's pilot to handle tasks that require more skill and ingenuity.

R2-R Series Reconnaissance Astromech Droid CL 1

Small droid (2nd-degree) scoundrel 1
Init +2; **Senses** darkvision, low-light vision; Perception +6
Languages Binary, 2 unassigned (understand only)

Defenses Ref 16 (flat-footed 14), Fort 10, Will 13
hp 24; **Threshold** 10
Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)
Ranged hold-out blaster pistol +2 (3d4)
Base Atk +0; **Grp** -3
Atk Options Point Blank Shot

Abilities Str 9, Dex 14, Con —, Int 14, Wis 12, Cha 7
Talents Trace
Feats Point Blank Shot, Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +3, Gather Information +12, Mechanics +7, Perception +6, Pilot +7, Stealth +7, Use Computer +12
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, darkvision, diagnostics package, improved sensor package, internal storage (2 kg)
Possessions hold-out blaster pistol, astrogation buffer (storage device, 10 memory units), data storage unit (storage device, holds up to 50 hours of holorecording or 50,000 holo images), holorecorder, holoprojector

Battle Droid

B3 Series Ultra Battle Droid **CL 3**
Large droid (4th-degree) nonheroic 9
Init +4; **Senses** low-light vision; Perception +12
Languages Basic, Binary

Defenses Ref 17 (flat-footed 16), Fort 17, Will 11
hp 42; **Threshold** 27
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +13 (1d4+8)
Ranged 2 heavy repeating blasters +7 each (3d10+2) or
Ranged 2 heavy repeating blasters +2 each (5d10+2) with Burst Fire or
Ranged flamethrower +7 (3d6+1, 6-square cone) or
Ranged missile launcher +7 (6d6+1, 2-square splash)
Base Atk +6; **Grp** +18
Atk Options autofire (heavy repeating blasters), Burst Fire

Abilities Str 24, Dex 13, Con —, Int 10, Wis 12, Cha 8
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +12
Systems walking locomotion, remote receiver, backup processor, quadanium battle armor (+7 armor), hardened systems (2), integrated comlink, improved sensor package, 2 hand appendages, 4 tool appendages
Possessions 2 heavy repeating blasters, flamethrower with 2 chemical cartridges, missile launcher with 2 magazines
Availability Military; **Cost** 13,400

The B3 series ultra battle droid occupies an intermediate position between the inexpensive B1 and B2 series battle droids (*SE* 199) and the exceptionally deadly but exceedingly expensive Droideka Series destroyer droid (*SE* 200). At less than two-thirds the cost of the Droideka, B3 battle droids can be used in considerably greater numbers, but remain heavy-duty shock troops that are reserved for especially difficult conflicts. Standing nearly 5 meters tall, these droids are too large to use in confined quarters but are otherwise devastatingly effective on the battlefield. The B3's mix of both long-range and area weapons allows it to be used in a wide variety of conflicts and to take on almost any opponents. In addition, its backup processor allows it to function independently.

B3 series ultra battle droids can't be played as droid heroes.



B3 Series Ultra Battle Droid Encounters

Used primarily by the Trade Federation, B3 series ultra battle droids most often serve as frontline troops for attacks against well-defended or heavily fortified positions. Their size, power, and number of armaments allow them to swiftly overwhelm most opponents. They are regularly used in place of Droideka destroyer droids when budget considerations prohibit the use of those more expensive droids. As a result, many medium-security installations owned by the Trade Federation are guarded by B3 battle droids. In addition, B3 droids are also occasionally sold to local military organizations that cannot afford either larger or more expensive military droids. On many remote worlds, B3 droids are the heaviest and most powerful droids on the field of battle. On these worlds, they are also often called out to help put down riots or rebellions, and the sight of even a handful of these massive droids striding onto the field of battle lets any would-be revolutionaries know that their enemy is both well defended and willing to give no quarter.

B3-A Series Ultra Battle Droid

The B3-A series ultra battle droid is a powerful and deadly modification of the B3 battle droid. Instead of relying on a remote processor, B3-A droids have internal heuristic processors that give them a high degree of both intelligence and independence. Physically, the B3-A is identical to an ordinary B3 battle droid, with the exception of its processor and the addition of a secondary battery. However, its programming is far more sophisticated, and it has an excellent knowledge of tactics. Its extra battery allows it to operate on long missions, far from any support, and so it is most often used as a commando unit.

B3-A series ultra battle droids can't be played as droid heroes.

B3-A Series Ultra Battle Droid **CL 5**

Large droid (4th-degree) soldier 5
Init +8; **Senses** low-light vision; Perception +10
Languages Basic, Binary, 1 unassigned

Defenses Ref 19 (flat-footed 18), Fort 24, Will 16
hp 72; **Threshold** 34
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +13 (1d4+9)
Ranged 2 heavy repeating blasters +7 each (3d10+2) or
Ranged 2 heavy repeating blasters +2 each (5d10+2) with Burst Fire or
Ranged flamethrower +7 (3d6+2, 6-square cone) or
Ranged missile launcher +7 (6d6+2, 2-square splash)
Base Atk +6; **Grp** +18
Atk Options autofire (heavy repeating blasters), Burst Fire, Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot
Special Actions Battle Analysis

Abilities Str 24, Dex 13, Con —, Int 12, Wis 12, Cha 8
Talents Battle Analysis, Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Point Blank Shot, Weapon Proficiency (heavy weapons, pistols, rifle, simple weapons)
Skills Perception +10, Initiative +8, Knowledge (tactics) +8, Mechanics +8
Systems walking locomotion, heuristic processor, quadanium battle armor (+7 armor), hardened systems (2), integrated comlink, improved sensor package, 2 hand appendages, 4 tool appendages, secondary battery
Possessions 2 heavy repeating blasters, flamethrower with 2 chemical cartridges, missile launcher with 2 magazines
Availability Military; **Cost** 16,200

B3-A Series Ultra Battle Droid Encounters

B3-A droids are most often used for commando raids on remote or heavily guarded enemy encampments. A typical mission consists of one or more probe droids performing initial reconnaissance and relaying the information they gather to a small squad of B3-A droids, which attack swiftly and attempt to overwhelm their enemies with both surprise and the force of their weapons. Often a small team of B3-A droids is used as a surgical strike force. A well-shielded landing shuttle secretly drops between five and twenty of these droids near their target. The droids attack and, if possible, destroy this objective, leaving no survivors or records. Afterward, they climb back in their shuttle and depart the world, leaving only smoking ruins and mystery behind them. Both the Trade Federation and several other smaller groups use these droids to destroy potential threats and to eliminate small and poorly defended commercial rivals.

IG Series Lancer Droid

The IG series lancer droid was invented during the Clone Wars to serve as a more mobile ground unit in urban environments. Deployed with success on Muunilinst, IG series battle droids devastated Republic forces until they were stopped by the Jedi. These droids boast energy lances (similar to force pikes) that increase the droid's reach, an advantage the droids enjoy against Jedi whose close-quarters combat abilities are devastating against droid forces.

IG Series Battle Droid **CL 2**

Medium droid (4th-degree) nonheroic 6
Init +11; **Senses** Perception +3
Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 12, Will 10
hp 15; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee energy lance +6 (2d8+4) or
Melee energy lance +4 (3d8+4) with Rapid Strike or
Melee energy lance +8 (3d8+7) with Powerful Charge and Rapid Strike
Base Atk +4; **Grp** +7
Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 8
Feats Powerful Charge, Rapid Strike, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Pilot +11
Systems walking locomotion, remote processor, 2 hand appendages, internal comlink, vocabulator
Possessions energy lance (as force pike, +1 square reach)
Availability Military; **Cost** 2,700

Buzz Droid

Pistoeka Buzz Droid **CL 3**
Tiny droid (4th-degree) soldier 3
Init +11; **Senses** low-light vision; Perception +10
Languages Basic, Binary

Defenses Ref 21 (flat-footed 16), Fort 11, Will 15
hp 41; **Threshold** 11
Immune droid traits

Speed 8 squares (flying), 4 squares (walking)
Melee vibrosaw +8 (2d4+1)
Ranged plasma cutting torch +8 (2d6+1)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +3; **Grp** -2
Atk Options Devastating Attack (advanced melee weapons), Penetrating Attack (advanced melee weapons), Point Blank Shot

Abilities Str 6, Dex 20, Con —, Int 10, Wis 14, Cha 8
Talents Devastating Attack (advanced melee weapons), Penetrating Attack (advanced melee weapons)
Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +6, Perception +10, Stealth +16
Systems flying locomotion, walking locomotion (limited), extra leg, magnetic feet, basic processor, integrated comlink, durasteel shell (+4 armor), improved sensor package, 2 tool appendages with stabilized mounts, 1 claw appendage
Possessions vibrosaw (treat as vibrodagger), plasma cutting torch (treat as blaster pistol)
Availability Military; **Cost** 11,400

The Pistoeka buzz droid is one of the most widely produced in-battle sabotage droids. It is specifically designed to be loaded into discord missiles and fired into battle formations at starfighters and other similarly sized starships. The discord missile flies into the battle formation at high acceleration and then splits apart, revealing a trio of buzz droids. When packed into a missile or seeking a target, buzz droids fold themselves into their armored spherical shells. When they come within range of a target, the buzz droids open their shells, extend their magnetic feet, and lock themselves onto their target. Then the droids use their cutting arms and laser cutters to disable or destroy the target. Buzz droids' programming is relatively sophisticated, allowing them to rapidly decide upon the most effective tactics for rendering their target helpless. If they destroy their first target, buzz droids are programmed to detach themselves and seek out a new target.

Pistoeka buzz droids can't be played as droid heroes.

Pistoeka Buzz Droid Encounters

Fully intact buzz droids are most commonly found in large space or air battles, where massive numbers of them are sent out to overwhelm the enemy's ships. The military produces and uses them in vast quantities because five of these droids are cheaper than one TIE fighter. As a result, they are essentially built to be disposable. After a battle, those buzz droids that are capable of flying back to the nearest friendly capital ship do so, while all the rest are left for salvage.

Discord Missile Launcher

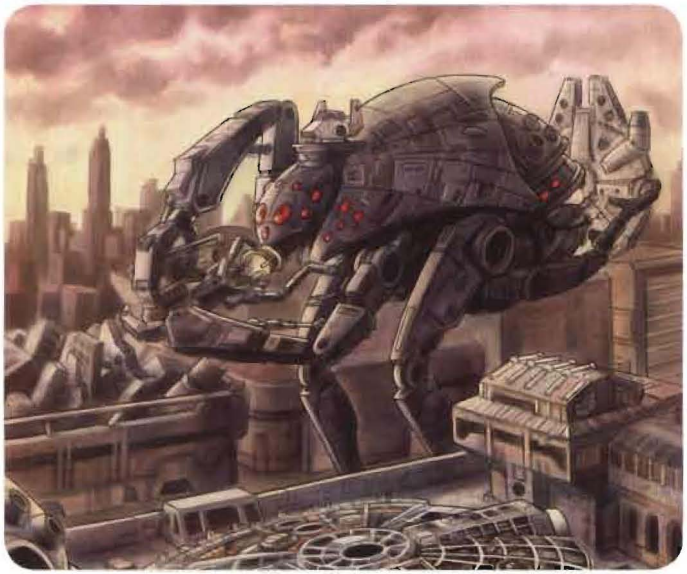
The discord missile launcher is a weapon that can be installed on any vehicle or starship of Huge size or larger. When a discord missile is fired, the gunner makes an attack roll against a square within the weapon's range (Reflex Defense 10). If successful, the discord missile breaks open in the target square and releases three buzz droids (which appear in separate squares adjacent to the target square). At starship scale, when the weapon breaks open, it fills the target square with its buzz droids. When a vehicle enters a square occupied by one or more buzz droids, the buzz droids can make an immediate melee attack as a reaction against the vehicle with an additional +5 equipment bonus to their attack rolls. If the attack succeeds, the buzz droid latches onto the vehicle and automatically moves when the vehicle moves.

Discord Missile Launcher: *Emplacement Points* 2; *Availability* Restricted; *Cost* 4,000.

Discord Missile: *Damage* Special; *Availability* Restricted; *Cost* 1,000.



Construction Droid



Used primarily in the demolition and reconstruction of buildings on urbanized worlds, the EVS construction droid is a massive automaton that has been used on Coruscant and other worlds for decades. These titanic droids tower over the urban landscape and are used to tear down old, dilapidated buildings, process the salvaged raw materials, and use them to construct state-of-the-art facilities and structures. The droid is equipped with tools designed to help make the demolition process go more smoothly; a plasma cutter slices quickly through girders and other metal objects, and an implosion wrecking ball (which emits sonic blasts that shatter permacrete) brings down more solid sections of the buildings.

Like many other 5th-degree droids, the EVS construction droid does not have much in the way of a personality, and as a result it can be very difficult for engineers and architects to deal with. Over time, even with regular maintenance and memory wipes, an EVS droid will develop a stubborn streak that makes it resistant to new programming. As a result, programming a demolition and construction project into an EVS construction droid requires three days of work (and a DC 30 Use Computer check), which has the side benefit of making the droid difficult to hijack for unscrupulous activities (though most of the droid's programmers hardly consider this much of a feature).

EVS construction droids can't be played as droid heroes.

EVS Construction Droid CL 8
Colossal droid (5th-degree) nonheroic 15
Init +5; **Senses** Perception +6
Languages Binary

Defenses Ref 6 (flat-footed 6), Fort 10, Will 9
hp 137; **Threshold** 65
Immune droid traits

Speed 8 squares (walking)
Melee 2 claws +31 each (2d8+20)
Ranged plasma cutter* +10 (3d6) or
Ranged implosion wrecking ball* +10 (3d10**)
Fighting Space 12×12; **Reach** 4 squares
Base Atk +11; **Grp** +51
Atk Options Crush, Pin, Point Blank Shot, Throw

Abilities Str 50, Dex 6, Con —, Int 8, Wis 8, Cha 4
Feats Armor Proficiency (light, medium), Crush, Improved Damage Threshold, Pin, Point Blank Shot, Skill Training (Endurance), Throw, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Climb +32, Endurance +32
Systems walking locomotion, 2 claw appendages, 2 tool mounts, basic processor
Possessions implosion wrecking ball, plasma cutter, duranium plating (+8 armor)
Availability Restricted; **Cost** 120,000
** May attack only targets within the construction droid's reach.*
*** Deals double damage against objects, vehicles, and structures.*

Construction Droid Encounters

Most of the time, construction droids work along on a project, plodding away until the work is done with minimal outside assistance or interference. However, encounters featuring a construction droid can be far more exciting, especially in the middle of an urban environment. Imperial loyalists might try to hijack a construction droid, turning the lumbering machine loose on an unsuspecting population. In a less sinister encounter, a construction droid might go haywire, tearing chunks out of still-inhabited buildings or throwing raw materials across a city.

Construction droid encounters usually involve the demolition of dilapidated buildings, and for that reason the combat arena might be littered with perils such as fallen girders and permacrete blocks, collapsing bridges, and broken buildings. Demolitions droids can be paired with construction droids for higher-level encounters, allowing the heroes to take down some large droids as they rampage through the city.

Demolitions Droid

GRZ-6B Demolitions Droid **CL 8**
Gargantuan droid (5th-degree) nonheroic 16
Init +8; **Senses** Perception +14
Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 22, Will 12
hp 106; **Threshold** 47
Immune droid traits

Speed 8 squares (walking)
Melee claw +12 (2d6+12)
Ranged plasma cannon +24 (3d10+8)
Ranged laser cutter +12 (3d8+8)
Base Atk +12; **Grp** +39
Atk Options autofire (plasma cannon and laser cutter), Pin

Abilities Str 35, Dex 10, Con —, Int 8, Wis 12, Cha 8
Feats Armor Proficiency (light), Improved Damage Threshold, Pin, Skill Training (Mechanics), Skill Training (Knowledge [technology]), Toughness, Weapon Proficiency (heavy weapons, simple weapons), 1 unassigned
Skills Knowledge (technology) +12, Mechanics +12, Perception +14
Systems walking locomotion, durasteel plating (+6 armor), integrated comlink, basic processor, 2 claw appendages
Possessions plasma torch (treat as heavy blaster rifle), laser cutter (treat as light repeating blaster rifle)
Availability Licensed; **Cost** 43,650

The GRZ-6B demolitions droid is one of the largest and most powerful demolitions droids in common use. It is an enormous block on two legs with considerable mass. With a laser cutter in one claw and a plasma torch in the other, a GRZ-6B can rapidly disassemble anything from an aging residential tower to a wrecked starship, and its durasteel armor allows it to safely be used where debris might fall on it. Its intelligence is sufficient to enable it to distinguish salvageable parts from junk.

When dismantling a building or vehicle, it separates out any reusable parts and stacks them for easy removal while it cuts up the unusable junk and shoves it in the gaping maw of the fusion furnace located in the middle of its torso. Here, powerful magnetic fields separate the plasma into its component elements, which are then recombined and stored inside the droid for later removal. In only a few hours, this droid can transform the hull of a ruined starship into a mixture of spare parts and ingots of pure duralloy or alusteel ready for industrial use.

GRZ-6B demolitions droids can't be played as droid heroes.



GRZ-6B Demolitions Droid Encounters

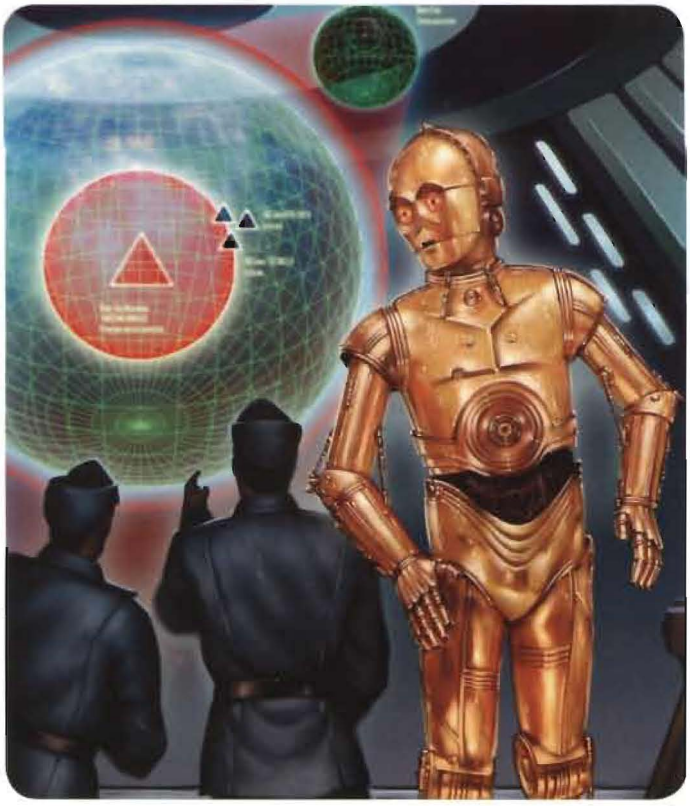
Found in scrapyards across the galaxy, the GRZ-6B is also in regular use on construction sites, where old buildings must be taken down to allow new construction. It is also one of the first droids sent in to deal with urban areas that have been badly damaged by warfare or natural disasters. The GRZ-6B can assess the stability and general soundness of buildings. It then demolishes all unstable structures, to prevent them falling down later, and clears away and recycles the rubble.

The GRZ-6B is a tireless worker, and because its built-in tools are also weapons, the owners of many scrapyards that employ these droids also order them to guard the premises when the business is closed. Although most retain the nonviolence programming that prevents them from directly harming sentient beings, some unscrupulous business people disable this software, while others rely on the fact that this droid can simply harmlessly grab and capture intruders and potential thieves, call the authorities, and hold its captives until help arrives.

Espionage Droid

The 3PX espionage droid is a governmental espionage droid built using the body of the popular 3PO protocol droid (*SE* 198). To anything but a detailed internal examination, it appears to be a standard 3PO protocol droid. The 3PX droid has all the programming and capabilities of the 3PO droid. However, it lacks the 3PO's programming for passive, nonviolent behavior. Instead, 3PX droids are capable of defending themselves with deadly force and regularly use violence to accomplish their missions. The 3PX is also considerably more physically capable than an ordinary 3PO droid, but is programmed not to reveal this fact except in emergencies or when it is not being observed. The restraining bolt that comes with ordinary 3PO units does not work, and the shutdown switch in the back of the droid's neck merely puts it into a low-power waiting mode. In this state, the droid appears to be off and registers as off to all sensors, but remains aware of its surroundings and can reactivate itself whenever it needs to do so.

3PX espionage droids can't be played as droid heroes.



Espionage Droid Encounters

3PX espionage droids are designed to secretly infiltrate a location. Their owners, who are usually the local or Imperial government, either arrange to secretly replace an existing 3PO droid or deliver a 3PX unit when their target orders a new 3PO droid. For the next few days, weeks, or months, the 3PX droid performs the duties assigned to it while also undertaking its true assignment. This assignment almost always involves acquiring data or some small object from the person or company it is ostensibly owned by and whom it is secretly spying upon.

If discovered, an espionage droid attempts to flee. However, once it has acquired the desired information or object, the droid delivers the information by using its integrated comlink or hands off the object to a contact and continues working for a day or two. Then the droid appears to break down and seemingly must be taken to a repair facility. The repair people who pick up the droid are agents working for the same agency that employed the 3PX droid. They deliver a normal 3PO unit in return, leaving those the droid spied on unaware that anything unusual has occurred.

3PX Espionage Droid **CL 6**

Medium droid (4th-degree) nonheroic 1/scoundrel 6
Init +4; **Senses** low-light vision; Perception +12
Languages Basic, Binary, 1 unassigned; translator unit (DC 5)

Defenses Ref 20 (flat-footed 18), Fort 17, Will 19
hp 37; **Threshold** 17
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +4 (1d3+4)
Ranged hold-out blaster pistol +3 (3d4+3)
Base Atk +4; **Grp** +5
Atk Options Dastardly Strike
Special Actions Quick Draw

Abilities Str 12, Dex 13, Con —, Int 14, Wis 15, Cha 15
Talents Dastardly Strike, Gimmick, Master Splicer
Feats Linguist, Quick Draw, Skill Focus (Persuasion), Skill Training (Deception), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +12, Persuasion +15, Stealth +9, Use Computer +10
Systems walking locomotion, heuristic processor, translator unit (DC 5), 2 hand appendages, improved sensor package, internal storage (2 kg), integrated comlink, vocabulator
Possessions holorecorder, hold-out blaster pistol (in internal compartment)
Availability Military; **Cost** 5,550

Interrogation Droid

TO-D Interrogation Droid **CL 4**
Medium droid (1st-degree) nonheroic 9/soldier 1
Init +6; **Senses** low-light vision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 16 (flat-footed 15), Fort 14, Will 13
hp 29; **Threshold** 14
Immune droid traits

Speed 6 squares (wheeled)
Melee 2 claws +9 each (1d4+1) or
Melee stun baton +9 (2d6+1 stun)
Ranged sonic stunner +9 (3d6 stun)
Base Atk +7; **Grp** +8
Atk Options Devastating Attack (pistols), Point Blank Shot

Abilities Str 12, Dex 12, Con –, Int 14, Wis 15, Cha 18
Talents Devastating Attack (pistols)
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Persuasion), Skill Training (Deception), Weapon Focus (pistols, simple weapons), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Perception +14, Persuasion +19, Treat Injury +14
Systems wheeled locomotion, basic processor, 2 claw appendages, 2 tool mounts, improved sensor package, internal storage (20 kg), vocabulator
Possessions sonic stunner, stun baton, durasteel shell (+4 armor), medical kit
Availability Military; **Cost** 5,500

Most droids capable of causing harm to organic creatures through their programming were outlawed after the Empire rose to power. Interrogation droids remained legal and were primarily used as a tool of the Empire. In fact, their mere existence was not a well-kept secret. Rumors of their horrifying techniques and wicked cruelty spread throughout the Empire, and those citizens who were arrested by the Imperial Security Bureau and survived the droids' treatments can tell the tale of their sadistic actions.

TO-D interrogation droids can't be played as droid heroes.

Interrogation Droid Encounters

Interrogation droids are utilized almost exclusively by the Empire and other tyrannical governments. One group of Rebels witnessed interrogation droids patrolling a sensitive Imperial location and reported seeing the droids firing stun bursts, but none of the droids were captured to verify the finding. In fact, the ISB has used interrogation droids as lie detectors, looming next to a Human interrogator and monitoring the prisoner's heart rate, muscle tension, and vocal patterns. Imperial interrogators have observed that the droid's mere presence encourages people to cooperate and tell the truth, even if the droid is not necessarily there to torture the detainee.



On the rare occasion when an interrogation droid gets caught in the middle of a battle, it will do everything in its power to get out of the line of fire. It will defend itself if cornered, attempting to create a means of escape. Encounters with interrogation droids might also involve intelligence officers or other military personnel.

Sonic Stunner

Pistol
A sonic stunner creates waves of sonic energy that assault the aural receptors of anyone it targets. The weapon fires a concentrated burst of sonic energy (using technology similar to the sonic weapons used by Geonosians) that manipulates the minds of living beings, causing them great pain. Even deaf creatures can be harmed by a sonic stunner, because it creates high-frequency vibrations that penetrate the brain. However, unlike with most blaster weapons, only the target of the attack hears any noise, making the weapon otherwise silent.

Size Tiny; **Cost** 450; **Damage** –; **Stun Damage** 3d6; **Rate of Fire** S; **Weight** 1 kg; **Type** Energy; **Availability** Illegal.

Medical Droid

GH-7 Medical Droid CL 1
Small droid (1st-degree) nonheroic 3
Init +3; **Senses** low-light vision; Perception +10
Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12
hp 7; **Threshold** 9
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +4 (1d3)
Base Atk +2; **Grp** –1

Abilities Str 8, Dex 14, Con —, Int 16, Wis 15, Cha 12
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences]), Skill Focus (Treat Injury), Skill Focus (Use Computer), Surgical Expertise
Skills Knowledge (life sciences) +14, Perception +10, Stealth +8, Treat Injury +14, Use Computer +14
Systems hovering locomotion, improved sensor package, integrated comlink, internal storage (2 kg), 3 hand appendages, 1 tool appendage, heuristic processor, vocabulator
Possessions medical kit (without stretcher), personal holoprojector
Availability Licensed; **Cost** 4,840

The GH-7 medical droid is one of the premier medical droids in the galaxy. These droids are typically found in the best hospitals and serve as personal physicians to the wealthy and the powerful. Their design has won many awards. Part of this design includes giving them a calm and gentle voice designed to reassure their patients. These droids have been programmed for high degree of compassion. In addition, their three hands allow them to perform the most delicate surgeries without assistance. The GH-7's tool arm allows it to take samples for analysis while using its other three hands for complex procedures, and its repulsorlift propulsion allows it to easily navigate the hallways and rooms of a crowded hospital.

As with other medical droids, the programming of GH-7 droids includes both the "physician's code" and strong prohibitions against harming any intelligent organic being. GH-7 medical droids are incapable of engaging in combat except to protect their patients, and even then, they can use only weapons set to do stun damage on intelligent, living targets.

GH-7 medical droids can be played as droid heroes.



GH-7 Medical Droid Encounters

Because they are significantly more expensive than most other medical droids, GH-7 droids are rare on poor worlds and in the more troubled portions of the galaxy. Outside the major hospitals of the Core Worlds, GH-7 droids are most commonly found as the personal physicians of wealthy businesspeople and government officials. However, some wealthy philanthropists donate GH-7 droids to hospitals or clinics on fringe worlds or to serve as relief workers. Also, because of the compassion programmed into them, many GH-7 droids that gain their independence seek out work in poor or troubled regions. Occasionally, travelers run across a GH-7 droid working tirelessly at an otherwise poorly funded rural clinic or serving as a medic aboard a tramp starship while also performing medical relief work at every needy planet the ship visits. GH-7 medical droids excel at all of these unlikely positions specifically because their multiarmed, repulsorlift design allows them to work in difficult conditions and perform almost all medical procedures without assistance. Dozens of GH-7 units have received awards for medical excellence, and an almost equal number have been recognized for their humanitarian work.

"Take care, sir."
— 2IB

Power Droid

EG-6 Series Power Droid **CL 1**
Small droid (5th-degree) nonheroic 1
Init –1; **Senses** darkvision; Perception –1
Languages Basic, Binary

Defenses Ref 18 (flat-footed 18), Fort 12, Will 9
hp 5; **Threshold** 12

Speed 4 squares (walking)
Melee unarmed +2 (1d2+2)
Base Atk +0; **Grp** –3

Abilities Str 14, Dex 8, Con —, Int 4, Wis 8, Cha 4
Feats Armor Proficiency (light, medium), Toughness
Skills Mechanics +5
Systems walking locomotion, basic processor, 1 tool appendage, darkvision, diagnostic package, duranium plating (+8 armor)
Possessions power generator
Availability Military; **Cost** 6,250



The EG-6 series droid is one of the most recognizable droids in the galaxy. Appearing as nothing more than a black box with short legs and no visible manipulators, the few people who are unaware of its function wonder why Veril Line Systems built it in the first place. Without power droids, however, modern society would grind to a halt.

Inside the walking black box sets a powerful fusion generator, which is well protected by its thick duranium exterior. The EG-6's only function is to provide power to machines of all sorts during times when a more permanent power source is not available or convenient, which has earned the droid the nickname "walking battery." In fact, the EG-6 is capable of recharging itself without needing to shut down, allowing it to function continuously.

The few embellishments the EG-6 has include a visual sensor with infrared capability and highly advanced diagnostic programming that allows the droid to perform safety checks on the mechanism it is servicing.

EG-6 series power droids can be played as droid heroes.

Power Droid Encounters

From the towering spires of Coruscant to the moisture farms of Tatooine and beyond, the EG-6 can be seen anywhere that technology exists. It is a common sight in ship hangars, repulsorcraft pools, and tech domes.

Even though the EG-6 is not a highly capable droid by itself, it is useful for assisting other droids with their work. Astromech droids have worked with a power droid that kept watch over the ship they are repairing to make sure that other systems do not unexpectedly create a mishap. Small military units and mercenary groups have put the EG-6 to use providing the energy needed to keep their heavy guns firing or giving emergency power to their ship in a time of crisis.

Despite the droid's usefulness, its sheer stupidity has caused many a power droid to get away from its master and become lost. Such a droid often gets picked up by local law enforcement if it's on a world in or near the Core, where its owner can reclaim it. If an EG-6 droid gets lost on an Outer Rim world, on the other hand, scavengers usually claim it and either become its new master or sell it to some other needy party.

"Gonk. Gonk."
— Power droid

Probe Droid

DRK-1 Probe Droid **CL 1**
Small droid (4th-degree) nonheroic 3
Init +11; **Senses** darkvision, low-light vision; Perception +15
Languages Binary, Basic (understand only), 1 unassigned (understand only)

Defenses Ref 16 (flat-footed 11), Fort 10, Will 12
hp 12; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1d4–1)
Ranged frag grenade +7 (4d6, 2-square burst)
Base Atk +2; **Grp** +2

Abilities Str 8, Dex 20, Con —, Int 16, Wis 14, Cha 8
Feats Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Gather Information), Toughness, Weapon Proficiency (heavy weapons)
Skills Gather Information +5, Initiative +11, Perception +15, Stealth +23, Use Computer +9
Systems hovering locomotion, heuristic processor, integrated comlink, locked access, secondary battery, improved sensor package, darkvision, stealth shell (+2 equipment bonus to Stealth checks)
Possessions holoprojector, grenade launcher with 6 frag grenades

Excelling at espionage, probe droids can move about unnoticed, record information, and report to their masters without anyone being the wiser. The DRK-1 probe droid, also known as the Dark Eye, is a stealthy and observant droid developed by Arakyd Industries and used by the Sith apprentice Darth Maul. Like all probe droids, the DRK-1 is designed for passive observation as opposed to more overt espionage, and as such most of its systems are dedicated to sensors and data transmission. However, unlike most other probe droids (which are usually armed only with small blaster pistols), the Dark Eye can create a swath of destruction with its grenade launcher. Though using this feature calls a bit more attention to the droid than most owners would care for, such havoc can often cover the droid's escape, allowing it to slip away and return to its master amid the chaos of a battle.

DRK-1 probe droids can be played as droid heroes.



Probe Droid Encounters

Probe droids are often the precursors to a larger encounter. Since probe droids are sent out to act as advance scouts and spies for a group or organization, encountering one usually means that someone more powerful has taken an interest in the heroes. A probe droid encounter might actually be little more than something to wear down the heroes of keep them occupied until the droids' masters can arrive; in these situations, the owners sometimes enter the fray just as the probe droids are being destroyed, prolonging the encounter as new enemies enter the battlefield. Probe droids also present many opportunities for other kinds of encounters; discovering a damaged probe droid might prove to be an interesting skill encounter, requiring technically minded heroes to make Mechanics and Use Computer checks to retrieve data from the droid, or even calling for Persuasion checks to convince the droid to give up its information willingly.

Dark Eye probe droids work extremely well as assistants in combat due to the amount of trouble they can cause with their grenade launchers. The Dark Eye's area attacks can keep opponents from bunching up together, and since these droids move around the battlefield by hovering, they can avoid difficult terrain and other obstacles with ease. Though they are relatively fragile, Dark Eye probe droids work well as interference for other enemies (including Sith apprentices and other dark side Force-users) and can provide their masters with information on the heroes without ever being seen.

Protocol Droid

M-3PO Series Military Protocol Droid CL 1
Medium droid (3rd-degree) nonheroic 2
Init +0; **Senses** darkvision; Perception +1
Languages Basic, Binary, 1 unassigned; translator unit (DC 10)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 10
hp 4; **Threshold** 10

Speed 6 squares (walking)
Melee unarmed +1 (1d3+1)
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 9, Con —, Int 12, Wis 11, Cha 15
Feats Armor Proficiency (light), Skill Training (Knowledge [bureaucracy]), Skill Training (Use Computer)
Skills Knowledge (bureaucracy) +7, Knowledge (tactics) +7, Persuasion +8, Use Computer +7
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, darkvision, vocabulator, plasteel shell (+2 armor)
Possessions audio recorder
Availability Military; **Cost** 3,700

After the huge success of the original 3PO droid, Cybot Galactica hoped to continue its accomplishments by creating and selling multiple variants of the line. Many designs were created, but most of them never made it into production. Top officials began to get frustrated at the lack of results, until one junior executive thought of a market that had yet to be catered to for the organizational and communication skills that only a 3PO protocol droid could bring: the military.

In the years that followed the introduction of the M-3PO military protocol droid, the presence of this droid model grew, most commonly within planetary garrisons and starfighter bases. Despite the fact that M-3POs are highly skilled at what they do, they also came with the same annoying personality traits commonly associated with the base 3PO line, a design flaw that proved to be extremely unpopular with the troops.

M-3PO droids have the standard 3PO body, colored black, but have a radically different head. Shaped roughly like a clamshell, the head was taken from Cybot Galactica's discontinued KW traffic controller series and reinforced to protect the revamped AA-1 Verbobrain within.

M-3PO series military protocol droids can be played as droid heroes.



M-3PO Series Military Protocol Droid Encounters

Despite their designation as a military droid, M-3POs are not designed for combat. On the contrary, their primary function allows them to work as administrative organizers, performing such tasks as requisitioning, duty roster planning, and personnel file management. Since they are programmed with the rules, regulations, and procedures of over six million military and paramilitary organizations from the past and present, including ceremonial etiquette, historical military principles, and conventions of honor, they are virtually guaranteed to perform their duties by the book every time.

M-3PO droids are most commonly found at military installations, including starships and space stations. Some military leaders decided to take full advantage of the knowledge database stored in the droids' heads and employed them as strategy aides and tactical instructors, putting them at the front of the briefing room to lecture the troops on what can and should be done in a given situation. Although many of the soldiers hated receiving training from a droid (let alone a stiff-necked one at that), many of those who heeded its lessons returned from the battlefield alive.

A fair number of soldiers aggravated at their M-3PO units have "accidentally" left them behind in the Outer Rim. Many of those droids took the initiative to reprogram themselves to become soldiers as well.

TC Series Protocol Droid

The TC series of protocol droids from Cybot Galactica was designed in an attempt to supplant the 3PO series of protocol droids. Although successful, the TC series never came close to replacing the more famous protocol droid model. Unlike the 3PO series, the TC series includes a TranLang III communications center, a feature that only a few 3PO series protocol droids could boast. In addition to their enhanced communications equipment, all TC series protocol droids were designed with the latest technology in nearly every system, and they received a total programming rewrite before the line was launched to ensure that there were no holdover problems from other software packages.

In almost all ways, the TC series is one of the most technologically advanced and reliable protocol droids on the market. However, its increased price coupled with the longstanding reputation of the 3PO series droids ensured that few people made the switch to the TC series protocol droid. The TC series droid is popular among wealthy nobles and Senators and is also commonly found aboard Trade Federation starships (since the Federation has no difficulty in dealing with price issues). Despite the company's hope that the TC series would replace the 3PO series entirely (thus selling millions of new droids to beings wishing to upgrade to the TC series), Cybot Galactica decided instead to market the TC series droids as a luxury alternative to the 3PO series, since sales were solid but nowhere near as high as they would need to be to replace the older droid model.

TC series protocol droids can be played as droid heroes.



TC Series Protocol Droid CL 1

Medium droid (3rd-degree) noble 1
Init −1; **Senses** Perception +7
Languages Basic, Binary, 3 unassigned; translator unit (DC 5)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 15
hp 18; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed −1 (1d3−1)
Base Atk +0; **Grp** −1

Abilities Str 8, Dex 8, Con —, Int 13, Wis 14, Cha 14
Talents Coordinate
Feats Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Gather Information +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Perception +7, Persuasion +12
Systems walking locomotion, heuristic processor, translator unit (DC 5), 2 hand appendages, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 5,000

TC Series Protocol Droid Encounters

TC series protocol droids are most often found in the company of nobles and businessmen who have extra credits to spend on an expensive protocol droid. Very few TC series droids make their way into the hands of anyone who is less than wealthy, though it has been known to happen. The TC series is very often sought after because of its superior programming, and many wealthy owners use TC series droids as majordomos and personal assistants. Since the TC series protocol droid has a heroic level, it is much more durable than other droids and is slightly more survivable. Additionally, its ability to coordinate allies makes it an excellent aide in combat; though it does not contribute anything directly, it can enhance the ability of other characters to work together.

"I'M NOT GOING IN THERE WITH TWO JEDI. SEND THE DROID."

— DAULTAY DOFINE

Replica Droid

Replica Droid **CL 4**
Medium replica droid scout 4
Force 2
Init +5; **Senses** darkvision, low-light vision; Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 17), Fort 19, Will 16; Dodge
hp 38; **Threshold** 19

Speed 6 squares (walking)
Melee unarmed +6 (1d4+5)
Ranged blaster pistol +6 (3d6+2)
Base Atk +3; **Grp** +6
Special Actions Extreme Effort

Abilities Str 17, Dex 16, Con —, Int 10, Wis 13, Cha 10
Talents Acute Senses, Extreme Effort
Feats Dodge, Improved Defenses, Skill Focus (Mechanics), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +10, Jump +10, Mechanics +12, Perception +10 (can reroll, must take second result), Pilot +10
Systems walking locomotion, heuristic processor, 2 hand appendages, locked access, darkvision, improved sensor package, vocabulator
Possessions blaster pistol, integrated comlink
Availability Restricted; **Cost** 9,000,000

For the longest time, 3PO protocol droids were the artificially created beings that most closely resembled humanoids. Everything changed when recent breakthroughs in artificial tissue led to a new age in droid design and the creation of the replica droid.

Human replica droids demonstrated just how real and expensive these droids could be. From the follicles of hair on their heads to their simple hand gestures and even emotional reactions, HRDs were virtually indistinguishable from the genuine article. The creation of the Human replica droid laid the foundation for other races to create their own replica droids. Although many species developed their own, the most successful creators were the Ssi-ruuk, who used entechment as a means of preserving the consciousnesses of important beings.

After the success of the replica droid became widely known, other companies began to create their own versions and attempted to market them to the general public. Some of those efforts resulted in the synthdroid, which saw moderate success about nine years after the Battle of Endor.

Replica droids can be played as droid heroes.

Guri

Guri appears as a young, attractive Human woman with shoulder-length blonde hair and striking blue eyes. Despite her droid nature, only the most sophisticated scanning equipment can determine anything strange about her physiology. Her skeleton consists of a strong poly-alloy shaped to look like actual Human bone. Her organs and tissue are constructed of a specialized bio-fiber and function in the same manner as a real Human's organs would, including fully functional respiratory, circulatory, and digestive systems. Her skin is the only truly organic part of her body—it is actual Human skin cultivated and cloned specifically for her.

Originally meant to be a prototype, Guri was sold to Prince Xizor, leader of the Black Sun criminal syndicate. At his request, she was programmed to be his bodyguard and private assassin. While she worked at Xizor's side, she was concerned only with his safety and survival and obeyed him without question. In addition to performing as his bodyguard, Guri also serves as Xizor's trusted advisor, which has helped him especially at times when he let his emotions get the better of him. She performed her task so well that many in Black Sun thought she was the actual leader of the organization. Both Xizor and Guri did not mind the misconception so much, since it drew attention away from him and made her job of protecting him that much easier.



Guri **CL 10**

Medium Human replica droid noble 2/scoundrel 4/soldier 4
Force 4
Init +14; **Senses** darkvision, low-light vision; Perception +13
Languages Basic, Falleen, Huttese, Rodese, Ryl; translator unit (DC 5)

Defenses Ref 29 (flat-footed 25), Fort 28, Will 24
hp 89; **Threshold** 28

Speed 6 squares (walking)
Melee unarmed +14 (1d6+11)
Ranged blaster pistol +12 (3d6+5)
Base Atk +8; **Grp** +14
Atk Options Dastardly Strike, Expert Grappler, Point Blank Shot, Sneak Attack +1d6
Special Actions Presence, Tough as Nails

Abilities Str 22, Dex 18, Con —, Int 18, Wis 13, Cha 17
Talents Dastardly Strike, Expert Grappler, Presence, Sneak Attack +1d6, Tough as Nails
Feats Armor Proficiency (light, medium), Linguist, Martial Arts I, Point Blank Shot, Skill Training (Acrobatics, Mechanics, Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Acrobatics +14, Deception +13, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (tactics) +14, Mechanics +16, Perception +13, Persuasion +13, Pilot +14, Stealth +14, Treat Injury +11, Use Co...puter +14
Systems walking locomotion, heuristic processor, 2 hand appendages, locked access, darkvision, diagnostics package, improved sensor package, internal storage (5 kg), translator unit (DC 5), vocabulator
Possessions blaster pistol, encrypted integrated comlink, credit chip, audio recorder

Replica Droid Encounters

After the Empire became the first organization to successfully create replica droids, the idea of creating them spread rapidly to other species interested in the concept. These species had different reasons for their need for such creations. Their publicly announced justifications ranged from offering companions for those unfortunate enough to not find a mate to providing entertainment for paying customers such as those found in the pleasure-domes of Carosi and Hesperidium.

Governments with darker agendas implement the use of replica droids as doppelgangers after removing undesired individuals from office through less than savory means and then accomplish their goals through their puppets. Some organizations use them in much the same manner as Guri, having them serve as bodyguards and assassins. Replica droids with heightened senses and abilities are assigned to key political figures to protect them in times of need or to eliminate their enemies before they have a chance to strike. Others are sent into the field as spies to covertly obtain information from their rivals and escape without giving them the slightest hint that they had been infiltrated.

New Species: Replica Droid

Some players who like to play droids might find the droid rules too daunting or time-consuming. Gamemasters might consider allowing them to play replica droids, using the following rules (formatted like any other species). When choosing to play a replica droid, a player should select a Medium or Small humanoid species that his or her droid replicates.

Replica Droid Species Traits

All replica droids have the following species traits.

Ability Modifiers: +2 Strength, +2 Dexterity, –2 Charisma. Replica droids are built to be physically strong, but have to work to fit in seamlessly with organic beings. Additionally, like other droids, replica droids have no Constitution score.

Variable Size: Since replica droids are designed to imitate organic beings, their size depends on the species that they copy. Medium droids have no special bonuses or penalties due to their size. Those of Small size gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks but have lifting and carrying limits of three-quarters those of Medium characters.

Speed: Replica droids of Medium size have a base speed of 6 squares, and those of Small size have a base speed of 4 squares.

Bonus Equipment: Replica droids can be constructed with two of the following droid systems installed: integrated comlink, darkvision, diagnostics package, improved sensor package, internal storage (subject to size limitations), translator unit (DC 15).

Droid Traits: Replica droids operate as if they are 4th-degree droids, except that they ignore the maintenance requirement (*SE* 187). Replica droids have all droid immunities and normal droid traits.

Conditional Bonus Feat: Seeking to perfectly imitate organic creatures, a replica droid that has Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Automatic Languages: Basic and the native language of the copied species.

Sabotage Droid

WSB-15 Sabotage Droid **CL 7**
Small droid (4th-degree) nonheroic 3/scoundrel 6
Init +7; **Senses** low-light vision; Perception +12
Languages Basic, Binary

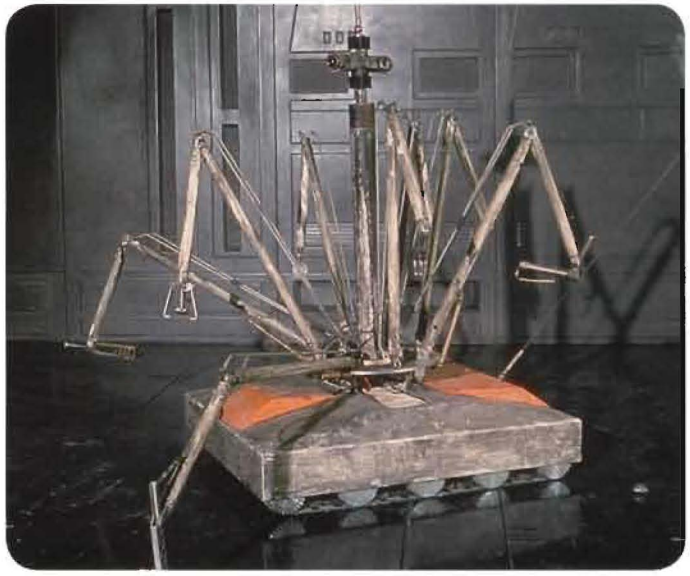
Defenses Ref 22 (flat-footed 19), Fort 16, Will 18
hp 37; **Threshold** 16
Immune droid traits

Speed 4 squares (tracked)
Melee 2 claws +6 each (1d3+4)
Ranged 2 plasma cutters +9 each (3d4+4)
Base Atk +6; **Grp** +4
Atk Options Dastardly Strike, Deadeye, Point Blank Shot, Precise Shot
Special Actions Disruptive

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha 10
Talents Gimmick, Dastardly Strike, Disruptive
Feats Deadeye, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Mechanics), Skill Training (Deception), Skill Training (Knowledge [technology]), Skill Training (Perception), Skill Training (Stealth), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Knowledge (technology) +9, Mechanics +14, Perception +12, Stealth +17, Use Computer +9
Systems tracked locomotion, improved sensor package, heuristic processor, 2 hand appendages, 2 instrument appendages, 2 tool appendages, 2 claw appendages, self-destruct system
Possessions 2 plasma cutters (treat as hold-out blaster pistols)
Availability Military; **Cost** 13,000

The WSB-15 sabotage droid is physically identical to the WED-15 maintenance droid. It has all the same systems and abilities, and most WSB-15 droids are simply WED-15 droids with a different processor. The WED-15 is a 5th-degree droid with a basic processor, while the WSB-15 is a 4th-degree military droid with a heuristic processor, military-grade sabotage and weapon use programming, and a small self-destruct unit attached to the processor. Although WSB-15s are rarely used in assignments that involve attacking sentient beings directly, they are capable of defending themselves and can stun or kill living beings or droids that attempt to keep them from their objective. As a result, they have been programmed to use their plasma cutters as weapons.

WSB-15 sabotage droids can't be played as droid heroes.



Sabotage Droid Encounters

The most effective WSB-15 droids are the ones that no one knows about. To get a WSB-15 droid to its target, the droid's owner most often either deliberately damages a WED-15 droid or simply waits until one needs to be repaired or replaced. Then, the owner either waylays or bribes the technicians who arrive to repair the WED-15 droid and either substitutes a WSB-15 droid for the broken WEB-15 unit or simply removes the WED-15's processor core and replaces it with a new one, instantly transforming it into a WSB-15 droid.

WSB-15 droids can be used to subtly reprogram a droid factory to produce droids with personalities and training very different than what it was ordered to produce, to create serious malfunctions in starfighers that show only up in actual combat, or to engage in a spree of wanton destruction. Some WSB-15 units are programmed to continue performing sabotage until they are discovered, and then to destroy themselves. In other cases, after completing their sabotage, a WSB-15 droid fakes a minor malfunction that requires calling a repair crew, at which point the droid's owner sends agents to replace its processing core with one from a normal WED-15 unit, leaving the victim of the sabotage unaware that anything out of the ordinary has occurred.

Security Droid

Designed by the SoroSuub Corporation, the 501-Z police/security droid is an advanced droid model with multiple capabilities. In addition to being a combat-ready droid capable of suppressing even the most violent criminals, the 501-Z can act in a number of the same roles that biological police officers and security experts fill. The 501-Z has an exceptional capacity for Human-cyborg interactions (and some say that the droid's brain was based on a protocol droid's design) and functions well alongside living beings, both as a comrade and as their defender. Additionally, the 501-Z boasts advanced software that allows it to evaluate an enemy's tactics in the middle of a fight and adjust accordingly; unlike some other combat-capable droids, the 501-Z is far from single-minded when engaging an enemy. Furthermore, the droid is programmed with a wide array of investigative techniques and tracking skills, allowing it to assist living police officers or security experts in the pursuit and capture of escaping criminals.

501-Z police/security droids can't be played as droid heroes.

Security Droid Encounters

Since a security droid or police droid is concerned with upholding the law and protecting people and places from those who would do them harm, a security droid functions well as a member of a biological police squad or security team. However, police droids are so expensive that most organizations can afford to keep only one or two on staff. The 501-Z has such sophisticated programming that it is often regarded as just another member of the security force or police unit it is attached to; many living beings develop camaraderie and working relationships with the 501-Z, and during most encounters they act (and are treated) just like a nondroid police officer.



Security droids also work well with other droids, particularly probe droids (which can be used to find criminals and their hideouts), patrol droids (which often accompany a security droid on patrol), and seeker droids (which serve as both observers and combat assistants). A typical police response unit might include several police officers, a 501-Z police/security droid, and a seeker droid. The 501-Z often uses its Harm's Way talent to keep its fellow police officers alive in the heat of combat, and it has a high enough Perception skill bonus that very few enemies will ever catch it unaware.

501-Z Police/Security Droid **CL 10**
Medium droid (4th-degree) soldier 7/scout 3
Force 1
Init +10; **Senses** low-light vision; Perception +19
Languages Basic

Defenses Ref 26 (flat-footed 26), Fort 26, Will 22
hp 76; **Threshold** 26
Immune droid traits

Speed 6 squares (walking)
Melee stun baton +14 (2d6+9 stun) or
Melee stun baton +18 (2d6+14 stun) with Powerful Charge
Ranged stun pistol +10 (3d6+5 stun)
Base Atk +9; **Grp** +13
Atk Options Point Blank Shot, Powerful Charge, Precise Shot
Special Actions Battle Analysis, Harm's Way, Shake It Off

Abilities Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 13
Talents Acute Senses, Armored Defense, Battle Analysis, Expert Tracker, Harm's Way, Improved Armored Defense
Feats Armor Proficiency (light, medium), Point Blank Shot, Powerful Charge, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Perception), Skill Training (Survival), Weapon Focus (pistols), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +14, Initiative +10, Knowledge (tactics) +10, Perception +19 (can reroll, must take second result), Survival +12
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, integrated comlink, locked access, vocabulator
Possessions stun baton, stun pistol, duranium plating (+8 armor), holorecorder, holoprojector
Availability Restricted; **Cost** 14,000

Seeker Droid

Mark VII "Inquisitor" Series Seeker Droid **CL 6**
Diminutive droid (4th-degree) scout 6
Force 1
Init +12; **Senses** darkvision, low-light vision; Perception +18
Languages Basic, Binary, 1 unassigned

Defenses Ref 27 (flat-footed 13), Fort 14, Will 19
hp 46; **Threshold** 14

Speed 6 squares (hovering)
Ranged blaster pistol +8 (3d6+3) or
Ranged blaster pistol +3 (3d6+3) and
blaster pistol +3 (3d6+3)
Base Atk +4; **Grp** –7
Atk Options Keen Shot, Running Attack

Abilities Str 5, Dex 18, Con —, Int 13, Wis 16, Cha 10
Talents Acute Senses, Expert Tracker, Keen Shot
Feats Dual Weapon Mastery I, Running Attack, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Knowledge (life sciences) +9, Perception +18 (can reroll, must take second result), Persuasion +8, Stealth +32, Survival +11, Use Computer +9
Systems hovering locomotion, heuristic processor, 2 weapon appendages, darkvision, improved sensor package, locked access, integrated comlink, vocabulator
Possessions 2 blaster pistols, audio recorder

The seeker droid is a type of surveillance droid designed not only to locate its assigned target, but to neutralize or destroy it. The Mark VII, for instance, is programmed to utilize special tactics to hunt down and either interrogate, kill, or return its target.

The Mark VII will typically follow its target from a distance, making sure to stay out of sight. The droid usually records its target's movements and conversations and attempts to predict a suitable time and place to move in and ruthlessly complete its task. If the job involves killing its quarry, it will do so without hesitation. Otherwise, the droid will force the prisoner to a safe location at gunpoint, probably to commence its interrogation.

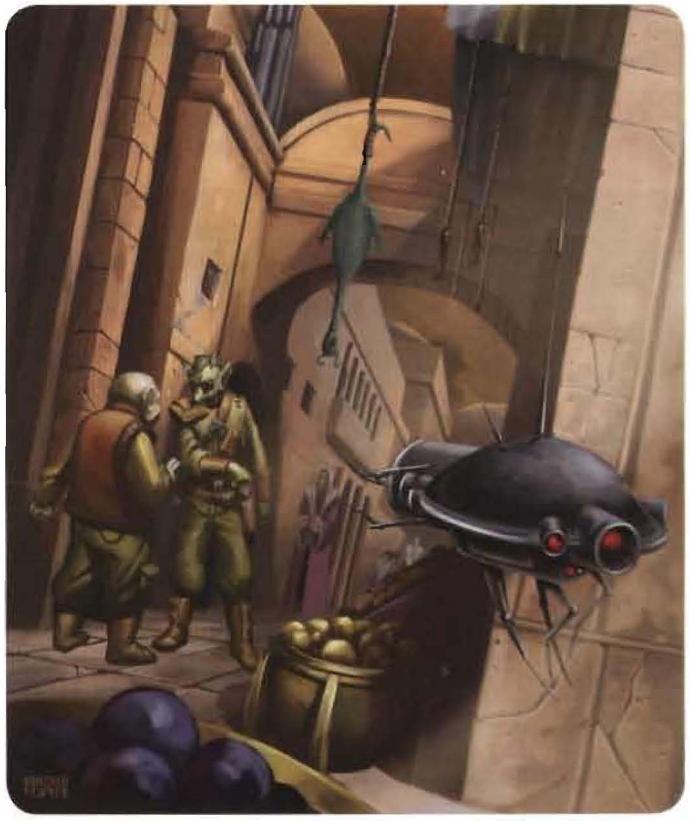
A spherical droid roughly 0.2 meters in diameter, the "Inquisitor" model is perfectly sized for its purpose. Despite its petite size, the droid packs a wide array of sensors and recording devices to carry out its task as well as an advanced data probe that permits it to interface with virtually any computer system (granting a +2 bonus to its Use Computer checks) and two blasters in case it decides to do away with its prey.

Mark VII Inquisitor series seeker droids can't be played as droid heroes.

Seeker Droid Encounters

Seeker droids can be found virtually anywhere in the galaxy, provided you can see them. These elusive droids are so good at staying out of sight that most people in the galaxy do not know they exist. Those who have caught sight of one of these droids usually pay it no mind, considering it nothing more than a messenger drone.

Although the existence of seeker droids was rare before the rise of the Empire, they soon became popular with various parties. Seeker droids were employed as Imperial tools to hunt down certain people to extract information or just eliminate an undesired party. The Empire would also use seekers as watchdogs to keep an eye on various individuals and make sure they stayed on a particular planet or in a defined area. The New Republic also made use of seeker droids in similar capacities but insisted that the droids bear nonlethal weaponry. Bounty hunters have been known to use seeker droids when stalking multiple targets at once, ordering the droids to return those targets to a location specified by their master for holding until he can retrieve them.



Sentry Droid

Imperial Mark IV Series Sentry Droid **CL 2**
Diminutive droid (4th-degree) nonheroic 6
Init +5; **Senses** darkvision, low-light vision; Perception +17
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 8, Will 12; Dodge
hp 16; **Threshold** 8
Immune droid traits

Speed 6 squares (hovering)
Melee —
Fighting Space 1 square; **Reach** 0 squares
Base Atk +4; **Grp** –9

Abilities Str 6, Dex 14, Con —, Int 11, Wis 15, Cha 6
Feats Dodge, Skill Focus (Gather Information), Skill Focus (Perception), Skill Training (Gather Information), Weapon Proficiency (pistols)
Skills Gather Information +11, Perception +17, Stealth +20
Systems hovering locomotion, basic processor, 2 tool appendages, improved sensor package, darkvision, locked access, integrated comlink, vocabulator
Possessions electrobinoculars, holorecorder
Availability Military; **Cost** not available for sale (estimated cost 7,000)

If there is a droid equivalent of a classroom tattletale, the Imperial Mark IV sentry droid fits the bill. A meddlesome droid, the Mark IV will record a crime and then whisk away to the nearest law enforcement authority to report it, including such petty offenses as littering and jaywalking. Even though the droid provides a valuable service to the Empire, a vast majority of the beings that interact with it, including other droids, find it highly annoying.

The Mark IV is little more than a group of sensor systems on top of a repulsorlift unit, able to scan in all directions simultaneously while flitting about. In addition to its visual scanners, the droid's forward sensor array includes an impressive suite of electromagnetic and infrared scanners. Also, a holorecorder tied into its built-in macrobinoculars can record incidents clearly from as far away as 50 meters. Its broadband antenna/receiver connects only to coded Imperial alert frequencies.

The droid's memory holds historical data on law enforcement and the immense Imperial Legal Code in its entirety. Typically, local authorities upload descriptions of local laws and regional maps into the Mark IV's memory banks to improve the droid's efficiency when it is deployed to a new location. The Mark IV's personality programming is minimal at best, since it is not really needed and can sometimes lead to unforeseen quirks that hamper its performance.

Imperial Mark IV series sentry droids can't be played as droid heroes.

Sentry Droid Encounters

The Imperial Mark IV was created exclusively for the Imperial and pro-Imperial planetary governments and is not available for sale. However, a few units have been swiped by thieves, reprogrammed, and sold on the black market, despite the fact that tampering with a patrol droid is considered a serious offense under Imperial law and is punishable by life at a hard-labor colony. The droid contains a low-frequency transponder that transmits signals back to its headquarters, where an interruption in its signal is certain to attract attention.

The droid often accompanies law enforcement agents on routine patrol or various police actions around its area of operation. Usually, the Mark IV is sent out to act as a forward scout or to locate a particular target. Imperial stormtroopers have been known to send a Mark IV into a potentially dangerous area to act as an intentional target and prevent its owners from walking into an ambush.



WAR DROID

SD-6 "Hulk" Infantry Droid **CL 14**
Large droid (4th-degree) soldier 7/elite trooper 7
Force 2
Init +12; **Senses** Perception +7
Languages Basic (understand only), Binary

Defenses Ref 29 (flat-footed 28), Fort 27, Will 24
hp 112; **DR** 3; **Threshold** 32
Immune droid traits

Speed 8 squares (walking)
Melee claw +23 (1d6+16)
Ranged E-Web heavy repeating blaster +13 (5d12+11) with Controlled Burst or autofire and
E-Web heavy repeating blaster +13 (5d12+11) with Controlled Burst or autofire
Ranged ion rifle +13 (3d8+7 ion) and
ion rifle +13 (3d8+7 ion)
Base Atk +14; **Grp** +28
Atk Options Burst Fire, Controlled Burst, Greater Devastating Attack (heavy weapons), Point Blank Shot

Abilities Str 28, Dex 8, Con —, Int 8, Wis 10, Cha 8
Special Qualities damage reduction 3, delay damage
Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Greater Devastating Attack (heavy weapons), Greater Weapon Focus (heavy weapons), Greater Weapon Specialization (heavy weapons), Improved Armored Defense, Weapon Specialization (heavy weapons),
Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Martial Arts I, Point Blank Shot, Weapon Focus (heavy weapon), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +21, Initiative +12
Systems walking locomotion, basic processor, 2 claw appendages, 2 tool mounts, integrated comlink, locked access
Possessions 2 E-Web heavy repeating blasters, 2 ion rifles, duranium plating (+8 armor)

The Balmorran Arms SD-6 "Hulk" infantry droid is one of the most lethal droids on the market. Designed ostensibly for security purposes, the SD-6 is often used in private militaries and mercenary units as weapons of war. The SD-6 has been in service for years, and the militaries of the Republic, Empire, and New Republic all used these droids throughout major conflicts (though the Republic did set the droids aside during the Clone Wars, for fear of confusion with Separatist forces).



The SD-6 is a formidable droid that boasts twin E-Web blaster cannons and twin ion rifles attached to its upper appendages, allowing it to unleash a torrent of blaster fire on its enemies. Despite the presence of this dangerous weapons load, the SD-6 still finds its way into the hands of private citizens, and is often used to guard hangars and docking bays where the presence of heavy weaponry is a deterrent to would-be intruders.

War Droid Encounters

War droids of all kinds, including the SD-6 infantry droid, are typically more destructive and rare than more run-of-the-mill battle droids. That fact aside, war droid encounters might use a large number of low-level nonheroic battle droids while featuring a single war droid or a pair of them to serve as the battle droids' commanders. Similarly, a war droid encounter that also features low-level soldiers, bruisers, or any other warrior type presents a variety of challenges, including the decision of when to whittle down the support troops and when to take out the lumbering war droid.

War droids can also be found in the possession of crime lords and other powerful criminals. Not caring for the legalities of owning a war droid, many crime lords pick up these war droids secondhand from governments and use them as personal security. War droids, which are significantly tougher than battle droids, can usually act as an entire illegal security force, and many crime lords use war droids to protect their personal starships from shipjackers and other thieves. An encounter with a war droid featuring a crime lord will usually also include some of the crime lord's minions (low-level bruisers and other criminals) and a lieutenant or other more powerful minion.

Sith Sword

Simple Weapon

The Sith sword is a weapon created during the days of the Sith Empire using arcane alchemical techniques. A Sith sword is physically identical to most archaic swords, though the alchemical treatment it receives makes it nearly as dangerous as a lightsaber. A lightsaber does not ignore a Sith sword's DR, and characters who are proficient with the Sith sword can treat it as a lightsaber for the purposes of using the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, a Sith sword becomes more powerful in the hands of a character who is steeped in the dark side of the Force. A character proficient in the Sith sword's use can spend a Force Point as a swift action to gain a bonus to damage rolls with the Sith sword equal to his or her Dark Side Score. This bonus to damage applies to the next attack made before the end of the encounter, and activating this ability increases the wielder's Dark Side Score by 1.

Size Medium; **Cost** 3,000; **Damage** 1d8; **Weight** 3 kg; **Type** Slashing or piercing; **Availability** Illegal, Rare

Sith Elite Warbot

The Sith elite warbot is an ancient war droid dating back nearly 5,000 years before the Battle of Yavin. These war droids were used during the Great Hyperspace War and were powerful soldiers in the armies of the Sith Empire. Each Sith warbot was armored and possessed a pair of blasters, though its main weapon was its alchemically forged Sith sword (an artifact of the dark side that can turn aside lightsabers and deflect blaster bolts). Though most of these dark side-tainted war droids were destroyed during the Great Hyperspace War, a few survived or were deactivated and placed in hiding. Some even reemerged during the Great Sith War and the Jedi Civil War millennia later, but most Sith warbots remained entombed in ancient vaults on Korriban and elsewhere in the galaxy. In more modern eras, Sith warbots are a rare sight indeed, though they have emerged from time to time as explorers or collectors stumble across deactivated and long-forgotten droids.

Sith Elite Warbot **CL 5**

Medium droid (4th-degree) nonheroic 6/soldier 3
Force 2; **Dark Side** 10
Init +11; **Senses** Perception +4
Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 19, Will 13
hp 31; **Threshold** 19
Immune droid traits

Speed 6 squares
Melee Sith sword +11 (1d8+12) or
Melee Sith sword +11* (1d8+24) with Powerful Charge
Ranged blaster pistol +9 (3d6+1) or
Ranged blaster pistol +7 (3d6+1) and
blaster pistol +7 (3d6+1)
Base Atk +7; **Grp** +11
Atk Options Melee Smash, Point Blank Shot, Power Attack, Powerful Charge

Abilities Str 18, Dex 15, Con —, Int 10, Wis 10, Cha 12
Talents Melee Smash, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Power Attack, Powerful Charge, Weapon Proficiency (simple weapons, blaster pistols)
Skills Initiative +11
Systems basic processor, 2 hand appendages, 2 tool appendages, locked access, vocabulator
Possessions Sith sword, 2 blaster pistols, duranium plating (+8 armor)
** Includes 4 points of Power Attack.*

Worker Droid

PK Worker Droid **CL2**
Small droid (5th-degree) nonheroic 6
Init +5; **Senses** Perception +9
Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 12, Will 11
hp 21; **Threshold** 12
Immune droid traits

Speed 4 squares (walking)
Melee unarmed +6 (1d2+5)
Base Atk +4; **Grp** +1

Abilities Str 14, Dex 14, Con —, Int 9, Wis 12, Cha 8
Feats Linguist, Skill Training (Acrobatics, Mechanic), Toughness, 1 unassigned
Skills Acrobatics +10, Mechanic +7, Perception +9
Systems walking locomotion, basic processor, 2 hand appendages, vocabulator
Availability Licensed; **Cost** 1,000

The PK worker droid is one of the cheapest and most common droids in use. Its long neck and eyelike head are recognized across the galaxy. It is widely used for cargo loading and freight handling, but because of its low cost, the PK droid is also frequently used in positions where other more expensive droids would perform considerably better. Although they are only 1.5 meters tall, PK droids are surprisingly strong and agile and are noted for being more intelligent than most other labor droids. PK droids are usually programmed to be aware of their limitations, and one of their more common faults is apologizing excessively. Because of their low cost, parts from PK droids are often used in the construction of more expensive droids, and occasionally PK droids are subject to aftermarket upgrades, usually as an effort to improve their intelligence and to allow them to handle a wider range of tasks.

PK worker droids can be played as droid heroes.

PK Worker Droid Encounters

PKs are the most common droids used in warehouses, loading docks, or large stores. They are most often employed for loading and cleaning. However, their low cost has also led to their use as low-level managers in charge of the day-to-day operations of relatively simple facilities such as warehouses and small shops. Seeing a PK droid working in such a capacity is widely regarded as an indication that the facility is either seriously under-funded or that the people in charge care far more about saving money than providing useful services. Although they are capable of handling a wide variety of tasks, their limited intelligence and programming means that PK droids can easily become confused and sometimes make irrational decisions that they later refuse to change unless ordered to do so.

PK droids are also among the most common personal droids, and are regularly used for jobs ranging from ones they are ideally suited for, such as household cleaning and low-level maintenance, to unlikely tasks such as short-term childcare or acting as a butler. Using a PK worker droid as a servant droid is often considered an indication that the owner is someone who lacks either taste or money.



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Threats of the Galaxy Revised

Updated November 9, 2008

The bulk of this document contains unofficial errata for *Threats of the Galaxy*, the second supplement released for the *Star Wars Saga Edition*. Every stat block from that book has been scoured and all of the errors revealed.

All text written in red indicates a change that was made to the stat block where I had to decide what to add or remove. The changes are necessary, but the actual change could be any of a number of choices. For example, the Martial Artist (page 52) has a feat that he cannot use. (He can't have Skill Training (Acrobatics) because Acrobatics isn't a class skill for him.) Thus he needs a new feat. You can obviously choose any feat you wish, so long as he meets the prerequisites, but I also included an option. For the Martial Artist, I chose the feat Pin. When choosing which particular character options I had to add or remove I kept in mind the rest of the stat block, trying to keep it looking the same as best as I could. For the Martial Artist, I wouldn't have chosen, for example, Improved Defenses as that would then change other aspects of his stat block (all three of his defenses). Therefore I chose to add and remove things that would have as little a tangible effect as possible. Sometimes however, such things were unavoidable. As such, whenever I made a change that affected other parts of the stat block that were not originally incorrect, I also displayed that text in red. Just remember that anything you see in red in this document can be changed to your liking.

The Attack Options and Special Actions lines were not updated to reflect added or subtracted feats, talents, etc. They are only listed if there was an error in the book, in which case the errata will inform you to remove it.

Additionally, some of the stat block's CLs should change. I based this on the following rules:

- Nonheroics gain 1 CL on their 3rd level and every 3rd level thereafter. Therefore, level 1 or 2 nonheroic characters are CL 0.
- Creatures' CLs are based on their beast level minus 1.

Also included in this section are various updates to certain stat blocks utilizing the various new options from newer supplements.

Following the stat block corrections is a list of all the threats from the book organized by CL, making it easy to look for appropriate threats.

Finally, I also included an index to the book, showing where all the new character options and rules are in the book.

If you find errors from *Threats of the Galaxy* I didn't account for, or find an error among my work, do not hesitate to e-mail me at paulklein22@gmail.com. I plan on updating this document until it seems it is no longer necessary.

Characters

p. 10 - Adept, Force

Dark Side: 1
Melee: Vibroaxe 3d10+12* (not 2d10+20)
Atk Options: Remove Cleave
Talents: Add Empower Weapon and Devastating Melee Smash (KotOR 29)
Talents: Remove Devastating Attack (adv melee weapons) and Remove Weapon Specialization (adv melee weapons)
*This weapon is empowered

p. 11 - Dathomiri Witch

Defenses: Fort 22 (not 23)
Threshold: 22 (not 23)
Force Techniques: Remove Improved Sense Surroundings
Feats: Add Force Boon
Skills: Add Climb +9
Skills: Remove Acrobatics

p. 11 - Tribal Shaman

Init: +3 (not +8)

p. 12 - Assassin

Threshold: 21 (not 11)
Melee: Vibroblade +12 (not +13) or
Melee: Vibroblade +10 (not 11) with Rapid Strike
Atk Options: Remove Running Attack
Feats: Remove Careful Shot

p. 13 - Malkite Poisoner

Senses: Perception +12 (not +14)
Languages: Add 2 additional languages
Fort: 24 (not 25)
Threshold: 24 (not 25)
Feats: Add Linguist
Skills: Remove Mechanics

p. 13 - Malkite Poisoner Talent Tree

This talent tree belongs to the Scoundrel class.

p. 14 - Bodyguard

Languages: Add 1 additional language
Melee: Unarmed damage 1d4+3 (not 1d3+3)

p. 14 - Captain Typho

Defenses: Ref 24 (not 25) and flat-footed 20 (not 21)
Feats: Add Precise Shot
Feats: Remove Deadeye

p. 17 - Aurra Sing

Skills: Remove Persuasion
Skills: Survival +13 (not +12)

Update
The Force Unleashed Campaign Guide

Talents: Add Jedi Hunter (p. 42)
Talents: Remove Skirmisher

p. 18 - Bossk

Init: +14 (not +9)
Defenses: Fort 27 (not 28)
Ranged: Sporting blaster pistol 3d4+6 (not 2d4+6)
Ranged: Sporting blaster pistol 4d4+6 (not 3d4+6) with Rapid Shot
Feats: Add Skill Training (Initiative)
Skills: Initiative +14 (not +9)

p. 19 - Jango Fett

Defenses: Ref 36 (not 37)
Speed: 4 squares (not 6)
Melee: Combat gloves 1d6+10 (not 1d6+3)
Ranged: Blaster pistol +12/+12 (not +14/+14)

p. 20 - Brute

Ranged: Blaster carbine 3d8 (not 3d6)

p. 22 - Commando

Feats: Add Coordinated Attack
Possessions: Add Vibrodagger

p. 23 - Commando Squad Leader

Defenses: Ref 23 (not 24) and flat-footed 20 (not 21)
Feats: Add Coordinated Attack
Possessions: Add Vibrodagger

p. 23 - Elite Commando

Defenses: Remove the line: (+32 against extremes of cold and heat)
Speed: 4 squares (not 6)
Abilities: Str 13 (not 12)
Feats: Add Skill Training (Initiative)
Feats: Remove Skill Training (Stealth)
Skills: Remove Stealth

Optional Errata

The Elite Commando was built with an extremely low point-buy. In order to bring his abilities up to those of a regular commando (p. 22), make the following changes:

Init: +15 **Senses:** Perception +13
Languages: Add 1 language
Defenses: Fort 30 **Defenses:** Will 25
Hp: 144
Threshold: 30
Melee: Increase all attacks by +1
Melee: Vibrobayonet 2d6+9
Ranged: Increase all attacks by +1
Grp: +17
Abilities: Str 15 Dex 17 Con 15 Int 12 Wis 13 Cha 10
Skills: Increase all skills by +1
Skills: Add Perception +13

p. 24 - Con Artist

Senses: Perception +2 (not +8)

p. 25 - Crime Lord

Languages: 5 other languages (not 6)

p. 26 - Black Sun Vigo (Rodian)

Ranged: Heavy blaster pistol +15 (not +14) or
Ranged: Heavy blaster pistol +10/+10 (not +9/+9) with Double Attack
Feats: Add Armor Proficiency (light & medium);
Feats: Remove Skill Focus (Survival)
Skills: Remove Survival
Skills: Persuasion +18 (not +13)

p. 26 - Black Sun Vigo (Bith)

Languages: Add 1 additional language
Melee: Unarmed +9 (not +10)
Ranged: Blaster pistol +13 (not +14)
Base Atk: +10 (not +11) **Grp:** +12 (not +13)
Feats: Add Skill Training (Persuasion)
Feats: Remove Dual Weapon Mastery III
Skills: Add Persuasion +15

p. 27 - Hutt Crime Lord

Init: +8 (not +3) **Senses:** Perception +8 (not +18)
Speed: 2 squares (not 1)
Melee: Stun baton +7 (not +6)
Ranged: Blaster pistol +5 (not +4)
Feats: Remove Skill Focus (Perception)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Intimidating Defense (p. 26)
Feats: Remove Weaken Resolve

p. 28 - Dark Jedi

Feats: Add Weapon Focus (lightsabers)
Feats: Remove Cleave and Weapon Finesse
Skills: Use the Force +16 (not +15)

p. 29 - The Reborn

Defenses: Ref 11 (not 12) and flat-footed 10 (not 11)
Defenses: Fort 10 (not 12)
Threshold: 10 (not 12)
Melee: Lightsaber 2d8+2 (not 2d8+4)
Abilities: Dex 13 (not 12)
Skills: Remove Endurance

p. 30 - Dark Jedi Master

Defenses: Ref 31 (not 32) and flat-footed 30 (not 31)
Defenses: Fort 31 (not 30) **Defenses:** Will 34 (not 31)
Threshold: 31 (not 30)
Feats: Remove Melee Defense

p. 31 - Jerec

Init: +12 (not +17)
Languages: Missing 1 language
Melee: Lightsaber +21 (not +20) and deal 2d8+12 (not 2d8+11) or
Melee: Lightsaber +18/+18 (not +17/+17) and 2d8+12 damage (not 2d8+11) with Double Attack
Melee: Vibroblade 2d6+12 (not 2d6+11)
Feats: Add Skill Training (Persuasion)
Feats: Remove Skill Focus (Persuasion)
Skills: Remove Initiative

p. 32 - Dark Side Adept

Abilities: Int 13 (not 12)

p. 33 - Primitive Dark Side Adept

Init: +10 (not +9)
Defenses: Ref 22 (not 21)
Ranged: Slugthrower rifle +7 (not +6)
Grp: +7 (not +6)
Abilities: Dex 13 (not 11)
Feats: Add Skill Training (Stealth)
Feats: Remove Skill Training (Use the Force)
Skills: Remove Swim
Skills: Initiative +10 (not +9) and Stealth +10 (not +9)

p. 33 - Desann

Force Techniques: Add Force Point Recovery
Talents: Add Equilibrium
Talents: Remove Crippling Strike

p. 35 - Diplomat

Senses: Perception +11 (not +16)
Defenses: Ref 12 (not 11) and flat-footed 12 (not 11)
Feats: Add Skill Training (Deception)
Feats: Remove Skill Focus (Perception)
Skills: Perception +11 (not +16)

p. 37 - Emergency Crew Member

Init: +2 (not +1) **Senses:** Perception +2 (not +1)
Defenses: Fort 10 (not 11)
Threshold: 10 (not 11)
Abilities: Int 14 (Not 12)
Skills: Increase all of his skills by 2 each

p. 40 - Infiltrator

Init: +12 (not +7)
Languages: 1 other language (not 2)
Skills: Initiative +12 (not +7), Jump +11 (not +16)

Update
The Force Unleashed Campaign Guide

Talents: Add Security Slicer (p. 27)
Talents: Remove Fool's Luck

p. 41 - Information Broker

Senses: Perception +8 (not +9)

p. 42 - Jedi Knight

Defenses: Remove Lightsaber Defense
Abilities: Str 13 (not 12)
Talents: Add Block
Talents: Remove Lightsaber Defense
Skills: Remove Perception

p. 43 - Jedi Refugee

Melee: lightsaber +12 (not +11) or
Melee: lightsaber +10 with Rapid Strike (not +9)
Base Atk: +11 (not +10) **Grp:** +13 (not +12)

p. 44 - Jedi Duelist

Feats: Remove 1 Force Training

p. 45 - Imperial Knight

Init: +7 (not +12) **Senses:** Perception +6 (not +11)
Speed: 4 squares (not 6)
Melee: All lightsaber damages should be reduced by 1
Force Powers Known: Remove Force Slam and Surge
Feats: Remove Powerful Charge
Skills: Remove Initiative

p. 46 - Jedi Master

Defenses: Remove Lightsaber Defense
Abilities: Str 13 (not 12)
Talents: Add Block
Talents: Remove Lightsaber Defense
Skills: Remove Perception

p. 47 - Jedi Sage Master

Defenses: Fort 27 (not 28) **Defenses:** Will 31 (not 30)
Threshold: 27 (not 28)
Skills: Knowledge (life sciences) +15 (not +20)

p. 48 - Jedi Battlemaster

Force Techniques: Add Force Power Mastery (*battle strike*)
Force Techniques: Remove 1 Force Point Recovery
Feats: Add 2 Force Trainings

p. 49 - Jedi Sentinel Master

Force Secrets: Add Distant Power

p. 51 - Jensaarai Defender

Defenses: Ref 24 (not 25) and flat-footed 22 (not 23)
Melee: Lightsaber +12 and 2d8+7 (not +13 and 2d8+6) or
Melee: Lightsaber +12 and 3d8+7 (not +11 and 3d8+6) with Mighty Swing

p. 52 - Martial Artist

Feats: Add Trip
Feats: Remove Skill Training (acrobatics)
Skills: Remove Acrobatics

p. 52 - Master of Teräs Käsi

Skills: Add Jump +16
Skills: Remove Acrobatics

Update
Knights of the Old Republic Campaign Guide

Melee: Add unarmed +21 (2d10+15) with Flurry
Talents: Add Devastating Melee Smash (p. 29)
Talents: Remove Unbalance Opponent
Feats: Add Flurry (p. 33)
Feats: Remove Point Blank Shot

p. 55 - Mercenary Scout

Defenses: Ref 16 (not 18) and flat-footed 14 (not 16)
Possessions: Remove combat jumpsuit

p. 56 - Mercenary Heavy Infantry

Defenses: Fort 19 (not 18)
Speed: 4 squares (not 6)
Threshold: 19 (not 18)
Ranged: Heavy blaster rifle 3d10+4 (not 3d8+4)

p. 58 - Mercenary Captain

Languages: Missing 2 languages
Speed: 4 squares (not 6)
Melee: Combat gloves 1d4+4 (not 1d4+3)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Reactionary Attack (p. 26)
Feats: Remove Distant Command

p. 59 - Mystic

CL: 5 (not 4)
Languages: Missing 1 language
Defenses: Ref 15 (not 13) and flat-footed 15 (not 13)
Defenses: Fort 16 (not 15)
Threshold: 16 (not 15)
Melee: Quarterstaff 1d6 (not 1d6+1)
Base Atk: +6 (not +5) **Grp:** +6 (not +5)

p. 60 - Officer

Init: +8 (not +7)
Defenses: Ref 21 (not 20)
Ranged: Blaster pistol +12 (not +11)

p. 61 - Intelligence Officer

Init: +6 (not +9)
Defenses: Ref 24 (not 23) and flat-footed 23 (not 21)
Melee: Unarmed damage 1d4+5 (not 1d4)
Skills: Add Knowledge (tactics) +13
Skills: Remove Initiative
Skills: Perception +16 (not +18)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Fluster (p. 26)
Feats: Remove Weaken Resolve

p. 62 - Outlaw Tech

Update
Starships of the Galaxy

Talents: Add Quick Fix (p. 17)
Talents: Remove Hyperdriven

p. 63 - Pilot

Init: +11 (not +14) **Senses:** Perception +10 (not +8)
Feats: Add Skill Training (Initiative)
Feats: Remove Skill Focus (Initiative)
Skills: Initiative +11 (not +14), Perception +10 (not +8), Pilot +16 (not +14)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Deep-Space Gambit (p. 28)
Talents: Remove Improved Initiative

p. 64 - Ace Pilot

Update
Starships of the Galaxy

Starship Maneuvers Known: *attack formation zeta nine, Corellian slip, Darklighter spin, I have you now*
Feats: Add Starship Tactics (2) (p. 20)
Feats: Remove Precise Shot and Running Attack

p. 65 - Pilot, Elite

Senses: Perception +5 (not +7)
Skills: Remove Perception
Skills: Perception +5 (not +7)

Update
Starships of the Galaxy

Starship Maneuvers Known: *counter, Tallon roll*
Feats: Add Starship Tactics (p. 20)
Feats: Remove Precise Shot

p. 66 - Pirate

Init: +6 (not +5)
Defenses: Will 15 (not 14)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Opportunistic Strike (p. 27)
Talents: Remove Sneak Attack

p. 67 - Privateer

Defenses: Ref 22 (not 24)
Defenses: Fort 21 (not 22) **Defenses:** Will 20 (not 21)
Threshold: 21 (not 22)
Melee: Vibroblade 2d6+6 (not 2d6+8)
Ranged: Heavy blaster pistol 4d8+6 (not 4d8+5) with Rapid Shot
Abilities: Int 13 (not 12)
Talents: Add Penetrating Attack (pistols)
Talents: Remove Weapon Specialization (advanced melee weapons)

p. 68 - Pirate Captain

Defenses: Will 24 (not 23)
Melee: Vibroblade +10 (not +9) or
Melee: Vibroblade +5/+5 (not +4/+4) with Double Attack
Ranged: Blaster pistol +9 (+8)
Ranged: Hold-out blaster pistol +9 (not +8)
Base Atk: +7 (not +6) **Grp:** +9 (not +8)
Feats: Remove Melee Defense

p. 70 - Politician, Veteran

Hp: 12 hp is too low. Average hit points would be about 33.
Abilities: Int 13 (not 12)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Influential Friends (p. 29)
Talents: Remove Weaken Resolve

p. 71 - Bail Organa

Languages: Missing one language
Defenses: Ref 21 (not 12) and flat-footed 20 (not 11)
Defenses: Fort 19 (not 14) **Defenses:** Will 23 (not 18)
Threshold: 19 (not 14)
Ranged: Blaster pistol 3d6+4 (not 2d6+4)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Influential Friends (p. 29)
Talents: Remove Weaken Resolve

p. 72 - Saboteur

Melee: Vibrodagger +3 (not +8)
Attack Options: Remove Combat Reflexes
Talents: Add Demolitionist (she should have 2 of this talent)

Update
The Force Unleashed Campaign Guide

Talents: Add Electronic Sabotage (p. 27)
Talents: Remove Gimmick

p. 73 - Twi'lek Saboteur

Init: +4 (not +6)
Languages: Missing 3 languages

p. 74 - Sector Ranger

Language: Missing 1 additional language
Defenses: Flat-footed Ref 21 (not 22)
Ranged: Heavy blaster pistol +8 (not +9)
Talents: Remove Acute Senses
Feats: Remove Shake It Off and Weapon Focus (pistols)

p. 75 - Special Enforcement Officer

Skills: Add Survival +13
Skills: Remove Knowledge (bureaucracy)

p. 76 - Security Personnel

Defenses: Ref 14 (not 16) and flat-footed 13 (not 15)
Ranged: Blaster pistol +6 (not +5)

p. 76 - Security Specialist

Defenses: Remove the line (26 with riot shield)
Speed: 4 squares (not 6)
Talents: Add Tough as Nails

p. 77 - Royal Handmaiden

Languages: 1 too many languages
Melee: Unarmed +5 (not +6)

p. 78 - Ship Captain

Melee: Vibrodagger +13 or +8/+8 (not +12 or +7/+7)
Ranged: Blaster pistol +13 (not +12)
Base Atk: +11 (not +10) **Grp:** +13 (not +12)
Skills: Knowledge (tactics) +18 (not +13)

Update
Starships of the Galaxy

Talents: Add Fleet Deployment and Fleet Tactics (p. 18)
Talents: Remove Assault Tactics and Tactical Edge

p. 79 - Ship Gunner

Senses: Perception +6 (not +8)
Ranged: Heavy blaster pistol 3d8+3 (not 2d8+3)
Skills: Add Pilot +12
Skills: Remove Perception

p. 80 - Darth Maul

Languages: Missing 1 language
Defenses: Replace the entire Reflex line with "Ref 34 (flat-footed 28, Niman 35, Niman and Lightsaber Defense 37)"
Defenses: Add in parentheses after Will: (Niman 31)

p. 81 - Razalon FC-20 Speeder Bike

Cover: None (not total)

p. 82 - Sith Lord

CL: 19 (not 18)
Defenses: Ref 34 (not 33) and flat-footed 32 (not 31)
Defenses: Fort 32 (not 31) **Defenses:** Will 35 (not 34
Threshold: 32 (not 31)
Feats: Remove Melee Defense

Optional Errata

The Sith Lord's lightsaber should probably be self-built. If so, then increase all lightsaber attacks by 1

p. 82 - Fallen Jedi Sith Lord

Melee: Lightsaber +22 (not +21)
Melee: Lightsaber +20 (not +19) with Rapid Strike
Melee: Lightsaber +20 (not +19) when also using his short lightsaber
Melee: Add +2 to all lightsaber damages
Force Techniques: Apply Force Power Mastery to Battle Strike
Talents: Add Weapon Specialization (lightsabers)
Talents: Remove Wicked Strike
Skills: Add Knowledge (galactic lore) +17

p. 83 - Lumiya

Senses: Perception +20 (not +18)
Defenses: Ref 41 (not 42)
Defenses: Fort 36 (not 34)
Threshold: 36 (not 34)
Feats: Add Point Blank Shot
Feats: Remove Combat Reflexes
Skills: Mechanics +16 (not +15) and Perception +20 (not +18)

p. 86 - Slicer

Senses: Perception +4 (not +9)
Languages: Missing 1 language
Skills: Remove Perception
Skills: Gather Information +8 (not +15)

p. 87 - Zakarisz Ghent

Senses: Perception +4 (not +9)
Languages: Missing 1 language
Feats: Remove Melee Defense
Skills: Remove Perception and Pilot
Skills: Gather Information +13 (not +19) and Mechanics +14 (not +19)

Update
The Force Unleashed Campaign Guide

Talents: Add Security Slicer (p. 27)
Talents: Remove Fool's Luck

p. 88 - Smuggler

Languages: 2 too many languages
Defenses: Fort 19 (not 18)
Threshold: 19 (not 18)
Ranged: Heavy Blaster Pistol 3d8+3 (not 3d6+3)
Feats: Remove Precise Shot

Update
Knights of the Old Republic Campaign Guide

Talents: Add Vehicle Sneak (p. 29)
Talents: Remove Barter

Update
The Force Unleashed Campaign Guide

Talents: Add Art Of Concealment (p. 27)
Talents: Remove Hyperdriven

p. 89 - Talon Karrde

Defenses: Ref 26 (not 27) and flat-footed 24 (not 25)
Talents: Add Illicit Dealings (TFU 27)
Talents: Remove Stellar Warrior
Skills: Pilot +18 (not +17)

p. 90 - SpecForce Heavy Weapons Specialist

Defenses: Ref 21 (not 20) and flat-footed 19 (not 18)
Defenses: Fort 18 (not 16)
Speed: 4 squares (not 6)
Threshold: Will 18 (not 16)
Melee: Combat gloves 1d4+4 (not 1d4+6)
Ranged: Heavy blaster pistol 3d8+1 (not 3d8+3)
Ranged: Heavy repeating blaster +10 and 3d10+3 (not +9 and 3d10+5)
Ranged: Heavy repeating blaster +8 and 3d10+3 (not +7 and 3d10+5) when braced
Ranged: Heavy repeating blaster +5 and 5d10+3 (not +4 and 5d10+5) with Burst Fire
Ranged: Missile launcher 6d6+3 (6d6+5)

p. 92 - Soldier Commander

Skills: Persuasive should be Persuasion

p. 92 - Clone Commander CC-2224 "Cody"

Defense: Ref 30 (not 31)
Feats: Remove Running Attack
Skills: Remove Use Computer

p. 94 - Soldier, Elite

Senses: Remove low-light vision
Defenses: Ref 25 (not 24) and flat-footed 22 (not 20)
Speed: 4 squares (not 6)
Melee: Unarmed +12 (not +14)
Ranged: Heavy blaster pistol +15 (not +17) or
Ranged: Heavy blaster pistol +13 (not +15) with Rapid Shot
Ranged: Frag grenade +13 and 4d6+5 (not +15 and 4d6)
Ranged: Ion grenade +13 and 4d6+5 (not +15 and 4d6)
Base Atk: +10 (not +12) **Grp:** +13 (not +15)

p. 95 - SpecForce Elite Soldier

Defenses: Ref 29 (not 30) and flat-footed 25 (not 27)
Feats: Add Martial Arts I
Feats: Remove Extra Second Wind and Running Attack

p. 96 - Spy

Languages: 5 other languages (not 2)
Defenses: Fort 19 (not 18) **Defenses:** Will 19 (not 18)
Threshold: 19 (not 18)
Melee: Vibrodagger +0 (not +7)
Ranged: Blaster pistol +6 (not +8)
Base Atk: +4 (not +6) **Grp:** +6 (not +8)
Skills: Use Computer +10 (not +9)

p. 97 - Bothan Spy

Init: +7 (not +5)
Languages: 5 other languages (not 2)
Defenses: Will 22 (not 20)
Melee: Vibrodagger +1 (not +7)
Ranged: Blaster pistol +8 (not +9)
Base Atk: +5 (not +6) **Grp:** +8 (not +9)

p. 98 - Swoop Gang Leader

Defenses: Flat-footed 19 (not 20)
Melee: Unarmed 1d6+4 (not 1d6+1)

Update
Knights of the Old Republic Campaign Guide

Talents: Add Strike And Run (p. 28)
Talents: Remove Fortune's Favor

p. 98 - Modified R-2000 Raptor Speeder Bike

Cover: None (not total)

p. 99 - Swoop Gang Member

Senses: Perception +1 (not +2)
Feats: Replace "Weapon Training" with "Weapon Proficiency"

p. 99 - Nebulon-Q Swoop

Cover: +5 (not total)

p. 102 - Elite Warrior

CL: 14 (not 15)
Senses: Perception +9 (not +16)
Speed: 4 squares (not 6)
Ranged: Heavy blaster rifle 3d10+8 (not 3d8+8) with Double Attack
Ranged: Heavy blaster rifle 3d10+8 (not 3d8+8) with Triple Attack
Talents: Add Tough as Nails
Skills: Remove Perception

p. 102 - Mandalorian Supercommando

Senses: Perception: +17 (not +15)
Speed: 4 squares (not 6)
Defenses: Ref 36 (not 37) and flat-footed 32 (not 33)
Talents: Add Hard Target
Talents: Remove Second Skin
Feats: Add Shake It Off

Update
Knights of the Old Republic Campaign Guide

Talents: Add Mandalorian Ferocity (adv melee weapons) (p.38)
Talents: Remove Hard Target

Creatures

p. 106 - Corellian Banshee Bird

Init: +5 (not +4)

p. 107 - Corellian Sand Panther

Init: +10 (not +6) **Senses:** Perception +11 (not +7)
Defenses: Fort 13 (not 12)
Threshold: 13 (not 12)
Melee: Claws +10/+10 (not +9/+9)
Melee: Bite +10 (not +9)
Base Atk: +6 (not +5) **Grp:** +12 (not +11)
Skills: Increase all skills by 4 each

p. 108 - Dragonsnake

Defenses: Flat-footed 13 (not 14)

p. 109 - Gundark

CL: 9 (not 10)
Senses: Perception +12 (not +13)
Defenses: Will 12 (not 13)
Feats: Add Weapon Proficiency (simple)
Feats: Remove Power Attack
Skills: Only one of these skills is a trained skill (Perception). Nonetheless, Survival +7 (not +8)
Skills: Perception +12 (not +13)

p. 110 - Katarn

CL: 7 (not 8)
Senses: Perception +6 (not +7)
Defenses: Fort: 12 (not 13) **Defenses:** Will 12 (not 13)
Threshold: 12 (not 13)
Skills: Only two of these skills are trained skills (Climb and Survival). Nonetheless, Perception +6 (not +7)
Skills: Survival +11 (not +12)

p. 111 - Kintan Strider

Init: +2 (not -1) **Senses:** Perception +5 (not +2)
Defenses: Flat-footed 15 (not 16)
Feats: Add Power Attack
Skills: Endurance +13 (not +11) and Perception +5 (not +7)

p. 112 - Knobby White Spider

Defenses: Flat-footed 14 (not 15)
Skills: Perception is not a trained skill
Skills: Jump +17 (not +15)

p. 113 - Kouhun

Melee: Bite damage is 1 + poison (not 1d4+posion)
Grp: -9 (not -16)

p. 114 - Krayt Dragon, Greater

Init: +6 (not -2) **Senses:** Perception +14 (not +6)
Skills: Perception +14 (not +6) and Stealth +16 (not +8)

p. 115 - Krayt Dragon, Canyon

Init: +6 (not -1) **Senses:** Perception +19 (not +12)
Defenses: Ref 15 (not 14) and flat-footed 15 (not 29)
Defenses: Fort: 26 (not 25) **Defenses:** Will 13 (not 12)
Threshold: 76 (not 75)
Feats: Add Improved Defenses
Skills: Climb +29 (not +22) and Perception +19 (not +4)

p. 116 - Mantellian Savrip

CL: 5 (not 6)
Hp: 39 hit points is too low. Average hit points are about 60.
Skills: Stealth -3 (not +2)

p. 119 - Mynock Optional Rules

An hour after attaching itself to a vehicle, the mynock reduces the vehicle's Intelligence by 1. It continues to drain the vehicle's Intelligence by 1 every hour thereafter.

p. 120 - Narglatch

Init: +10 (not +7) **Senses:** Perception +4 (not +1)
Skills: Initiative +10 (not +7) and Stealth +5 (not +12)

p. 121 - Nashtah

CL: 8 (not 9)
Defenses: Will 14 (not 15)
Skills: Only Initiative is a trained skill

p. 122 - Dathomiri Rancor

Init: +5 (not +6)
Defenses: Fort 20 (not 16) **Defenses:** Will 13 (not 10)
Threshold: 30 (not 26)
Melee: Bite +17 and 2d6+15 (not +18 and 1d8+15) and Claw +17 and 1d8+15 (not +18 and 2d6+15)

p. 123 - Tyrant Rancor

CL: 14 (not 15)

p. 123 - Tra'cor

Grp: +16 (not +14)

p. 124 - Ronto

Init: +1 (not -1) **Senses:** Perception +3 (not +1
Skills: Endurance +21 (not +11)

p. 125 - Sarlacc

Init: +6 (not +0)
Hp: 234 is too low. Average hit points are about 286
Melee: Tentacles +25 (not +18)
Melee: Bite +25 and 4d6+22 (not +18 and 4d6+15)
Grp: +45 (not +38)
Abilities: Str 42 (not 28)

p. 126 - Varactyl

CL: 3 (not 4)
Defenses: Flat-footed 8 (not 9)
Melee: Bite 2d6+10 (not 1d8+10)
Melee: Claw 1d8+10 (not 1d6+10)
Melee: Tail lash 1d6+10 (not 1d4+10)
Skills: Climb is the only trained skill

p. 127 - Varactyl Handler

CL: 0 (not 1)

p. 128 - Vornskr

CL: 6 (not 7)
Melee: Claws 1d4+6 (not 1d6+6) or
Melee: Claws 2d4+6 (not 2d6+6) with Rapid Strike
Melee: Bite 1d6+6 (not 1d8+6) or
Melee: Bite 2d6+6 (not 2d8+6) with Rapid Strike
Grp: +8 (not +18)

p. 130 - Womp Rat Pack

Hp: 50 (not 25)
Melee: Bite 1d8+6 (not 1d6+2)
Abilities: Str 20 (not 12)
Abilities: Dex 8 (not 10)
Abilities: Con 22 (not 14)
Skills: Stealth -5 (not -4)

p. 131 - Ysalamiri

Skills: Stealth +18 (not +13)
Skills: Stealth is the only trained skill. Nonetheless, Climb -4 (not +1)

Droids

p. 134 - Artillery Droid

Init: +13 (not +8)
Skills: Add Initiative +13 and Knowledge (tactics) +11

p. 135 - Assassin Droid

Senses: Perception +13 (not +11)
Defenses: Ref 27 (not 26) and flat-footed 24 (not23)
Ranged: Sniper blaster +13 (not +12)
Feats: Add Far Shot
Skills: Perception +13 (not +11)

p. 136 - R3 Astromech Droid

Feats: Add 1 unassigned feat
Skills: Knowledge (physical sciences) +8 (not +9), Mechanics +13 (not +15)

p. 137 - R4 Astromech Droid

CL: 0 (not 1)
Feats: Add 1 unassigned feat

p. 137 - R5 Astromech Droid

CL: 0 (not 1)
Feats: Add 1 unassigned feat

p. 138 - R7 Astromech Droid

Melee: Electroshock probe +3 (not +4)
Base Atk: +4 (not +5) **Grp:** +2 (not +3)
Feats: Add Skill Focus (mechanics)
Skills: Mechanics +18 (not +13)

p. 139 - R2-R Astromech Droid

Senses: Perception +8 (not +6)
Skills: Perception +8 (not +6) and Gather Information +3 (not +12)
Availability: Missing **Cost:** Missing

p. 140 - B3 Ultra Battle Droid

Melee: Unarmed 1d6+7 (not 1d6+8)
Ranged: Heavy repeating blaster 3d10 (not 5d10+2) or
Ranged: Heavy repeating blaster 5d10 (not 5d10+2) with Burst Fire
Ranged: Flamethrower +2 and 3d6 (not +7 and 3d6+1)
Ranged: Missile launcher 6d6 (not 6d6+1)

p. 141 - B3-A Ultra Battle Droid

Defenses: Ref 18 (not 19) and flat-footed 17 (not 18)
Threshold: 29 (not 34)
Melee: Unarmed +12 and 1d6+9 (not +13 and 1d4+9)
Ranged: Flamethrower +1 (not +7)
Base Atk: +5 (not +6) **Grp:** +17 (not +18)
Feats: Add Weapon Focus (heavy weapons)
Feats: Remove Point Blank Shot

p. 141 - IG Series Lancer Droid

Melee: Energy lance 2d8+2 (not 2d8+4) or
Melee: Energy lance 3d8+2 (not 3d8+4) with Rapid Strike
Feats: Remove Weapon Proficiency (rifles)

p. 142 - Buzz Droid

Senses: Perception +8 (not +10)
Melee: Vibrosaw 2d4-1 (not 2d4+1)
Ranged: Plasma cutting torch 3d6+1 (not 2d6+1)
Talents: Add Devastating Attack (pistols)
Talents: Remove Penetrating Attack (advanced melee weapons)
Skills: Perception +8 (not +10)

Buzz Droid Optional Rules

After attaching itself to a vehicle, the buzz droid can make attacks against the vehicle's flat-footed defense. Additionally, buzz droids ignore a vehicle's SR.

p. 143 - Construction Droid

CL: 5 (not 8)
Defenses: Fort 30 (not 10)
Threshold: 85 (not 65)
Feats: Remove Throw
Skills: Endurance +12 (not +32)

p. 144 - Demolitions Droid

Defenses: Will 12 (not 11)
Melee: Claw +24 (not +12)
Ranged: Plasma cannon +12 and 3d10 (not +24 and 3d10+8)
Ranged: Laser cutter 3d8 (not 3d8+8)

p. 145 - Espionage Droid

Languages: 5 unassigned languages (not 1)
Defenses: Ref 19 (not 20)
Melee: Unarmed +5 and 1d4+4 (not +4 and 1d3+4)
Ranged: Hold-out blaster pistol +5 (not +3)
Talents: "Master Splicer" should be "Master Slicer"

p. 146 - Interrogation Droid

Languages: 2 unassigned languages (not 1)

p. 147 - Medical Droid

Melee: Unarmed -4 and 1d3-1 (not +4 and 1d3)
Skills: Treat Injury +13 (not +14)

p. 148 - Power Droid

CL: 0 (not 1)
Melee: Unarmed 1d3+2 (not 1d2+2)
Skills: Mechanics +2 (not +5)

p. 149 - Probe Droid

Languages: 3 unassigned languages (not 1)
Defenses: Fort 9 (not 10)
Threshold: 9 (not 10)
Melee: Unarmed -4 and 1d3-1 (not +1 and 1d4-1)
Feats: Add 1 unassigned feat
Availability: Missing **Cost:** Missing

p. 150 - M-3PO Military Protocol Droid

CL: 0 (not 1)
Melee: Unarmed 1d4 (not 1d3+1)
Feats: Add 1 unassigned feat

p. 151 - TC Protocol Droid

Melee: Unarmed 1d4-1 (1d3-1)

p. 152 - Guri

Languages: Missing 5 languages
Defenses: Ref 27/28 (not 29) and flat-footed 22 (not 25)
Defenses: Fort 22 (not 28) **Defenses:** Will 23 (not 24)
Threshold: 22 (not 28)
Melee: Unarmed 1d8+11 (not 1d6+11)
Grp: +16 (not +14)
Feats: Add Skill Focus (deception)
Feats: Add Martial Arts II
Skills: Deception +18 (not +13), Gather Information +13 (not +14),

p. 154 - Sabotage Droid

Melee: Claws 1d3+3 (not 1d3+4)
Ranged: Plasma cutters 3d4+3 (not 3d4+4)
Feats: Remove Deadeye and Precise Shot

p. 155 - Security Droid

Init: +11 (not +10)
Languages: Add Binary
Defenses: Ref 27 (not 26)
Skills: Endurance +10 (not +14)

p. 156 - Seeker Droid

Defenses: Flat-footed 23 (not 13)
Feats: Add 1 unassigned feat
Feats: Remove Skill Training (Use Computer)
Skills: Remove Persuasion and Use Computer
Skills: Add Endurance +8
Availability: Restricted **Cost:** 10,000

p. 157 - Sentry Droid

Feats: Add 1 unassigned feat

p. 158 - War Droid

Init: +11 (not +12)
Defenses: Fort 37 (not 27)
Threshold: 42 (not 32)
Skills: Endurance +12 (not +21)
Availability: Missing **Cost:** Missing

SD-6 Infantry Droid Optional Rule

This droid possesses all three Dual Weapon Mastery feats, yet doesn't even meet the requisite Dexterity of 13 for the first feat. Instead of raising its Dexterity all the way to 17, perhaps it would be easier to add an optional rule. The following should suffice:
The SD-6 Infantry Droid possesses advanced targeting routines allowing it to ignore the Dexterity prerequisite of the Dual Weapon Mastery feats.

p. 159 - Sith Elite Warbot

Melee: Sith sword 1d8+6 (not 1d8+12) or
Melee: Sith sword 1d8+14 (not 1d8+24) with Powerful Charge
Talents: Add Stunning Strike
Talents: Remove Weapon Specialization (simple weapons)

p. 160 - PK Worker Droid

Languages: 0 unassigned languages (not 1)
Feats: 2 unassigned feats (not 1)
Melee: Unarmed +1 and 1d3+2 (not +6 and 1d2+5)

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